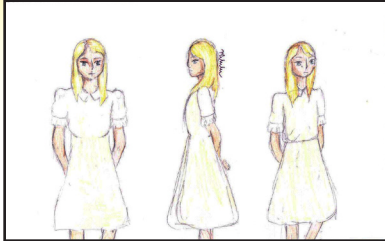


**Instant: Becky Thatcher (U)**

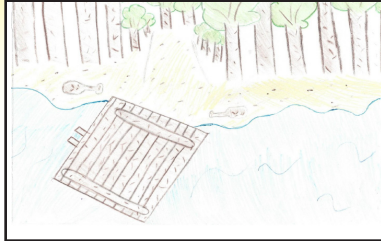


Becky Thatcher seems to be a great distraction to Tom, and when she's around, he'll never pay attention in school.

**Target researcher loses two 🃏. If target researcher has Tom Sawyer in play, they lose an additional one 🃏.**



**Instant: Jackson's Island (U)**

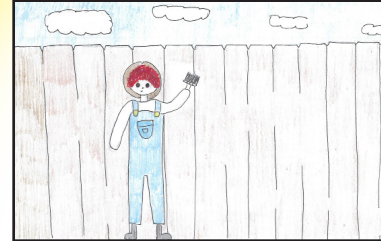


Researchers on Jackson's Island may end up wasting days of research time and upsetting their loved ones.

**Target researcher must skip their next turn and discard the top card of their deck. If their deck is empty, they must discard from their hand.**



**Instant: Whitewashing the Fence (U)**



Whitewashing the fence ultimately led to Tom showing off his lack of learning in front of Judge Thatcher at the church..

**Target researcher loses two 🃏.**



**Instant: Minstrel Show (U)**



This display of racist stereotypes and aggression towards minorities is apt to sicken researchers, but they might learn something vital about human nature.

**Target researcher rolls 1D6. On 1-3, they lose two 🃏. On 4-6, they gain one 🃏.**



**Instant: The Trial (U)**



Muff potter was given a trial, but the outcome was fixed. Injun Joe would have simply been lynched. Either way, it wasn't justice.

**Roll 1D6. On 1-3, target researcher loses two 🃏. On 4-6, you lose two 🃏.**



**Instant: Buried Treasure (U)**

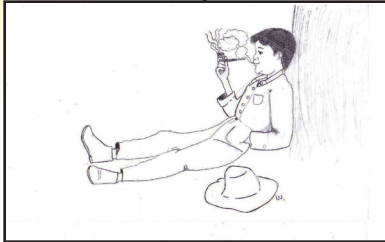


Some research is more valuable than others.

**Gain two 🃏.**



**Instant: Huckleberry Finn (R)**



A researcher who believes any of Huck's ridiculous superstitions is going to end up with a lot of useless data.

**Target researcher loses three 🎲.**



**Permanent: Tom Sawyer (R)**

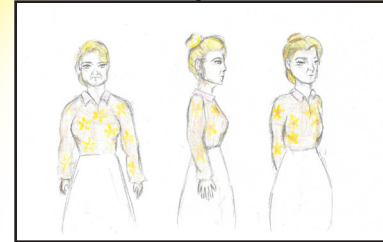


Tom gets into a lot of trouble, but he always seems to get away with it, and gains something in the process.

**At the beginning of every turn of yours, roll 1D6. On 1-3, lose one 🎲. On 4-6, gain two 🎲.**



**Instant: Aunt Polly (R)**

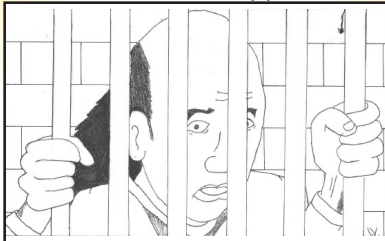


Her bogus "medical knowledge" is a threat to the health of any patient who relies on a researcher that takes her suggestions at face value.

**Target researcher loses three 🎲.**

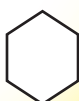


**Permanent: Muff Potter (R)**

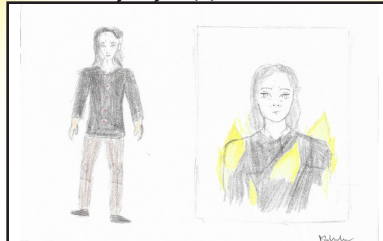


Each hour spent with Muff Potter runs the risk of a researcher forgetting their research or destroying brains cells with liquor.

**Roll 1D6. On 1-4, target researcher loses two 🎲. On 5-6 you lose two 🎲.**

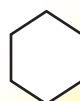


**Instant: Injun Joe (R)**



Researchers encounter dangerous villains during their travels. It's also important to note how their treatment by society made them what they are.

**Target researcher rolls 1D6. On 1-3, they lose three 🎲. On 4-6, they gain one 🎲.**



**Permanent: Witnessing a Murder (R)**



Researchers often see disturbing things in their travels. Witnessing a murder can cause severe psychological trauma, affecting their work.

**Target researcher loses 🎲 for every 2 of your turns Witnessing a Murder remains in play.**

