

CAVE TALK

KE-VI TU-KE

PRINT AND PLAY

Ages 12+ 3-4 players 60-90 mins

rulebook / box / game board / syllable tokens / dictionary / scene cards

Turn the page for printing and assembly instructions.

HOW TO PRINT

WHAT'S IN THIS FILE

Pages 4-14	Rulebook (last page: quick reference)
Pages 15-19	The box (8 x 10 x 2.5 in): a guide plus four pages of pieces
Pages 20-21	Game board (two sheets that tape together)
Page 22	Props: rocks, walls and sticks in red, blue and yellow
Page 23	Player tokens (red, blue, yellow)
Page 24	Syllable tokens (print 5 copies)
Page 25	Dictionary sheet
Pages 26-57	Scene cards: 144 cards on 16 double-sided sheets Easy: 26-29 (18), Intermediate: 30-41 (54), Difficult: 42-57 (72)

PRINT SETTINGS

- US Letter paper, portrait. Print at 100% / Actual Size. Do not use "fit to page", because the cards, board and box are sized to work together.
- Print in color. Use cardstock for the box pieces, cards, tokens and props. Plain paper is fine for the rulebook and dictionary.
- Scene cards (pages 26-57): print double-sided, flipping on the long edge. Every front sheet is followed by its back sheet.
- Board (pages 20-21): the two sheets meet edge to edge, so use your printer's borderless option if it has one.
- Box (pages 15-19): print every page at 100%. Heavy cardstock works best; thinner paper can be glued to cardboard.
- Syllable tokens (page 24): the rules use 5 copies of each of the 10 syllables, so print this page 5 times for 50 tokens.

HOW TO ASSEMBLE

ASSEMBLY

- Box: follow the guide on page 15. The box is made of separate pieces (front, back, two sides and two caps) that you cut out and tape together.
- Cards: cut along the dotted lines. Slide each card into a sleeve with a spare playing card behind it so it feels solid.
- Board: lay page 20 on the left and page 21 on the right, line up the parchment edges, and tape the seam from behind.
- Props (page 22): cut each prop out. Glue the sheet to thin cardboard first for sturdier pieces.
- Player and syllable tokens (pages 23–24): cut along the thin circle, then glue onto cardboard or sticker paper.
- Dictionary: no cutting needed. Print extra copies as needed.
- Quick reference (page 14): it has four identical copies. Cut them apart so each player gets one.

NOT IN THIS FILE

- The rulebook also uses a speaker token, a sand timer and a token bag. Substitute a coin or counter for the Speaker token, a two-minute timer, and a cloth bag or cup for the syllable tokens.

Cave Talk

Premise

The year is 67974 BCE, and it's getting hard to communicate with just grunts alone. It's time to become the world's first caveman linguists! In Cave Talk, you and a group of fellow cave-dwellers will build a language by associating syllables with scenes (tiny little cave paintings of your core memories).

Objective

Cave Talk is a collaborative game about the development of language. Players will take turns assigning meaning to syllables by attaching them to scenes in order to create their own cave-language. Then, players will take turns presenting new scenarios, exclusively in their newly built language, to evaluate whether their language is expressive enough to describe never-before-seen ideas. The goal is to build the best language as a group, measured by correctly communicate as many new scenarios as possible.

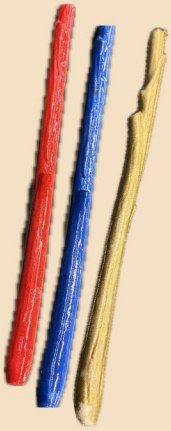
Materials



Rocks (R, B, Y)



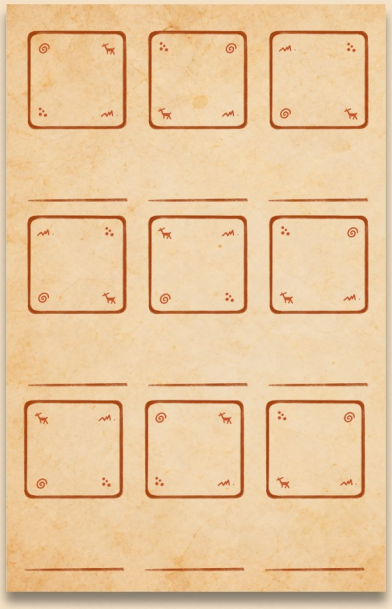
Walls (R, B, Y)



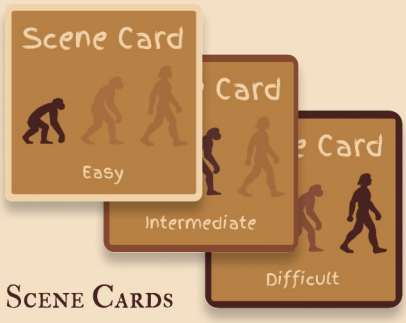
Sticks (R, B, Y)



Player Tokens (R, B, Y)



Game Board



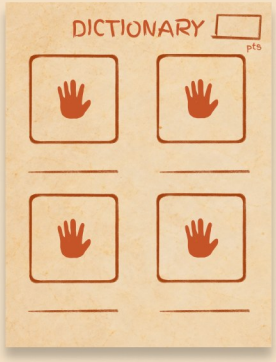
Scene Cards



Syllable Tokens (10x5)



Speaker Token (1)



Dictionary



Sand Timer



Syllable Token Bag

Key Rule: Law of the Cave

The language established during this game is called **CAVE TALK**. This is a language that exclusively uses the syllables placed onto the game board. During the game, **players may not communicate using any outside languages**. Players **are encouraged to use body language** to aid in their discussions, except when they are the Speaker during CAVEMAN ACT (see Phase 3).

If any player disobeys this rule, the other players may (playfully) reprimand them with a stick prop. Note that the Cave Talk team does not condone excessive violence.



See Appendix for Quick Start: Example Round

Game Flow

The game proceeds in rounds of increasing difficulty.

In each round, your goal is to build and improve upon a shared language by making associations between syllables and the pictorial Scene Cards. You will take turns trying to describe new scene cards that you've never seen before to your fellow players, using this shared language. **Earn points by gathering the correct set of props, or performing the correct actions with props.** But be quick and efficient! You lose the opportunity to score a point if the timer runs out.

Each round proceeds by going through the following phases in order:

1. CAVEMAN SEE
2. BUILD CAVE TALK
3. CAVEMAN ACT
4. LANGUAGE DRIFT

Players may **discuss freely, and at any time, but exclusively using CAVE TALK.**

Set Up

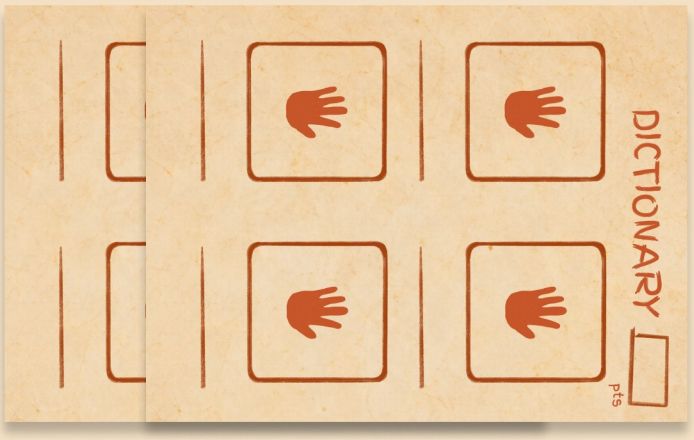
1. Choose four unique Syllable Tokens (there should be 5 copies of each). Place three copies of each type of Syllable Token into the Syllable Token Bag. Then, set the other two tokens of each chosen type aside in a face-up pile on the table.
2. Separate the scene cards by difficulty. Shuffle each difficulty stack separately and place them as separate decks on the table.
3. Place the Game Board in the center of the table.
4. The player who last banged two rocks together to make a sound gets the Speaker Token.



Pile of Props



Pen



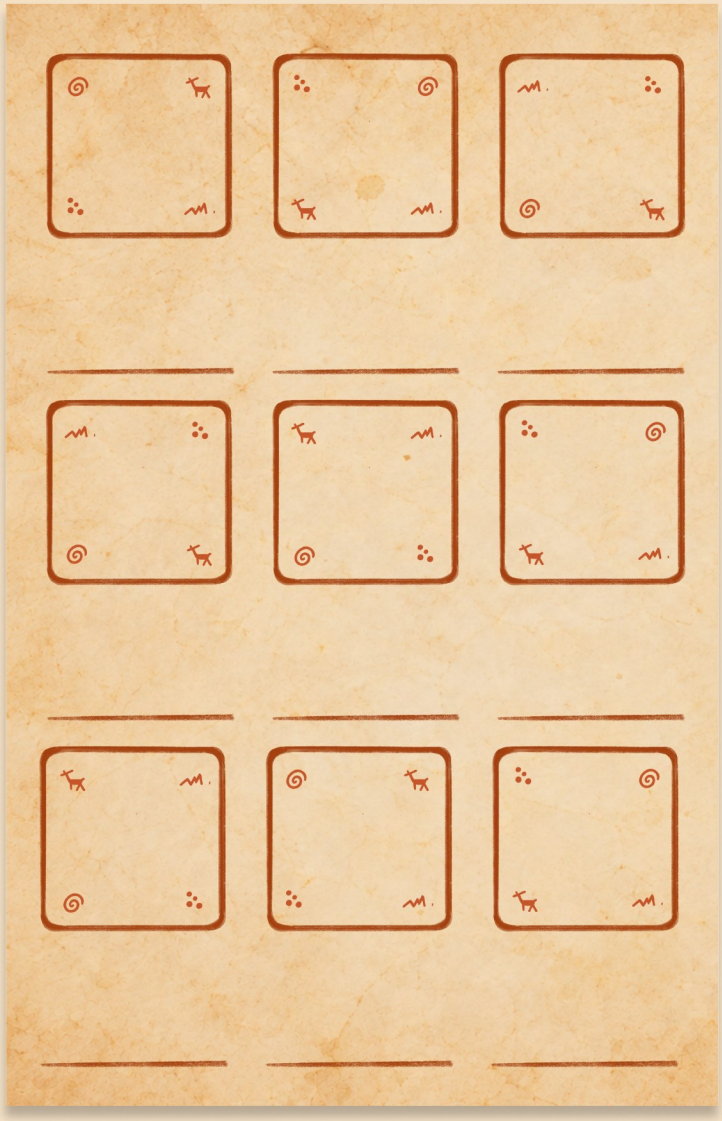


face up pile (x2 of each)



4 unique tokens x3















Phase 1: CAVEMAN SEE

Place the following Scene Cards face up on the board per the number and difficulty prescribed below:

1. Round 1: Deal **5 Scene Cards** from the **Easy** deck.
2. Round 2: Deal **9 Scene Cards** from the **Intermediate** deck.
3. OPTIONAL CHALLENGE Round 3: **Deal 0 (zero) Scene Cards** from the **Difficult** deck.
   a. **For Round 3 only**, skip BUILD CAVE TALK, and move directly to CAVEMAN ACT.
   b. Scene Cards completed in Round 3 are worth **2 points each**.

The deck that you deal from is the same deck you will draw from in CAVEMAN ACT. Place these cards face down in a pile to the side.

Aside: Deciphering Cave Paintings

The nouns in Cave Talk are one of three colors: red, blue, and yellow. Black nouns don't have a color and represent just the noun alone. When a card depicts/calls for a black noun, the same noun of any color can be used.



A Scene Card without a stick figure on it is an ***object*** task. The task depicted by those cards is simply to **gather the object(s) depicted on the card and place them in the configuration shown on the card.**



Any Scene Card with a stick figure (person) on it is an ***action*** task. Stick figures represent players. These tasks have an active player who does the action and, optionally, a recipient player. The task depicted by these cards is for **the player(s) to perform the action with the given props**.

There may be colors associated with players, in which case a player must grab the Player Token of the matching color in order to embody the color for the task.





***Example**: To successfully perform this task, one player should grab the blue stick. Another player should grab the red token to embody the red character. Then, the first player should hit the player holding the red token with the blue stick.*

Again, Cave Talk does not condone excessive violence.

Phase 2: BUILD CAVE TALK

In this phase, players will build their syllable-scene associations.

Starting with the player holding the Speaker Token, do the following:

1. Draw a Syllable Token at random from the Syllable Token Bag.
2. Place the Syllable Token below any one of the Scene Cards on the board, on the line below the scene card. The newly placed token can be placed in any order relative to the tokens already associated with that card.
    a. Players may freely discuss the placement of the token, but only in CAVE TALK or using body language (see Law of the Cave).
3. Read aloud the **entire current phrase** on the scene card.
4. Pass the Syllable Token bag clockwise to the next player and repeat from Step 1 until the end condition below has been reached.

End this phase **when all tokens in the bag have been placed**.



Phase 3: CAVEMAN ACT

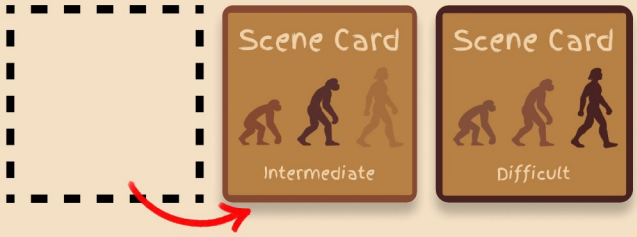
Players take turns being the Speaker, using CAVE TALK to communicate new ideas to other players. The players have two minutes to comprehend and perform the action on the Speaker's Scene Card.

Speaker: Choose a Card

The Speaker (player holding the Speaker Token) draws a card from the top of the Scene Card deck. The deck that they draw from is the one corresponding to the round's difficulty.



Round 1 **Round 2** **Round 3**



***Note**: if the Scene Card deck of the currently difficulty runs out of cards, players must draw from the Scene Card deck of the next difficulty.*

The Speaker reviews the card without revealing the card to the other players. If the Speaker deems the card to be too difficult to communicate, they may choose to swallow their cave pride and draw another Scene Card.

Speaker: Flip the Timer and Communicate the Card

When they are ready to communicate, the Speaker flips over the two minute timer and begins their communication using CAVE TALK.

The follow restrictions apply:

- The Speaker **may not** touch or point to any props or any Scene Cards when communicating.
- The Speaker **may** use their body language to mime any ideas on the Scene Cards.
- As always, the Speaker must obey the Law of the Cave.



Optional Rule:
*The Speaker **may not** use established motions to communicate "yes" or "no", like shaking or nodding their head, or humming/grunting to indicate assent/dissent.*

Phase 3: CAVEMAN ACT, continued

Other Players: Perform the Card Task

The table must successfully perform the contents of the Speaker's scene **before the two minute timer expires**. (See Aside: Deciphering Cave Paintings for what success means; anything not explicitly outlined is up to the Speaker's discretion)

While listening to the Speaker, the other players try to act out the goal with the props.

- Players may ask questions, but only **with their body language** and CAVE TALK.
- Players may perform as many actions as they would like within the time limit.

Success: Players Perform the Task

If the table *successfully* completes the Scene Card, the speaker **reveals the Scene Card** and the players score a point.

Add the Speaker's Scene Card to the Dictionary and write out the phrase used to communicate the idea.

Failure: Time Expires

If the table *fails* to complete the Scene Card before time runs out, too bad! The Scene Card may be shown to the table, but then discarded.

To make CAVE TALK better, the Speaker can choose any unused Syllable Token from the face-up pile of Syllable Tokens to place on a Scene Card on the table. It may be helpful to use this new token to clarify any misunderstandings!

Continue to Next Player

Pass the Speaker token clockwise, and repeat the phase until the end condition below has been met.

End this phase when **everyone has held the Speaker token and acted out a new scene once.**

Phase 4: LANGUAGE DRIFT

Time marches forward. Generations of cavemen rise and fall, and your language is passed on from generation to generation. Some parts of your language will be lost to time, but not all.

- The table selects one Scene Card and adds it to the Dictionary, writing down the phrase tha the table established for that scene (just like when scoring a point in **CAVEMAN ACT**).
- After that, clear the remaining Scene Cards off of the grid, and put the 12 original Syllable Tokens back in the Syllable Token bag.
- Also return any extra Syllable Tokens back to their original face-up pile.
- Proceed to the next round.



Wrap Up: Scoring

In rounds 1 and 2, players score 1 point for each Scene Card in their Dictionary, minus each **LANGUAGE DRIFT** round they have experienced.

Any Scene Cards added during the optional Round 3 score two points.

At the end of the game, write down the score that your team achieved on the top right corner of the dictionary, to brag to future generations of cavemen!

Quick Start: Example Round

Phase 1: CAVEMAN SEE

Place cards face up according the Round (example Round 2 shown).

Extra cards will be used in **CAVEMAN ACT** and should be placed face down to the side.

**For the sake of example, duplicate card types are shown.*





Phase 2: BUILD CAVE TALK

In turns, players randomly draw Syllable Tokens from the bag and place them onto the board under scenes.

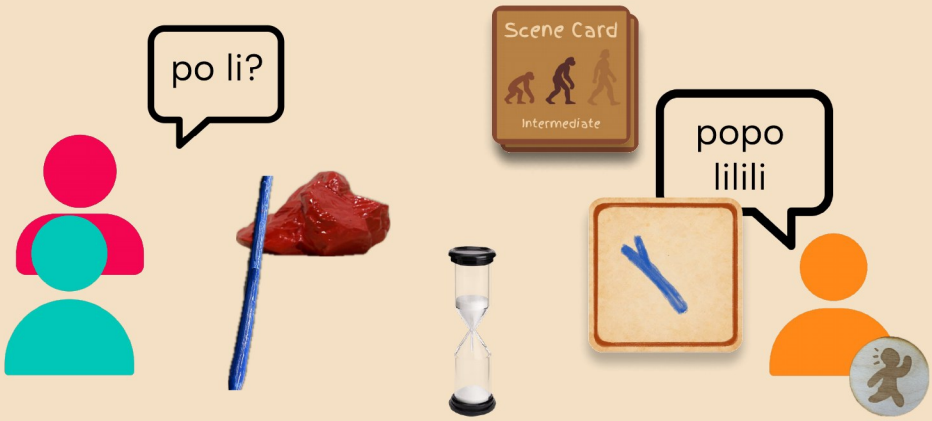
Tokens can be placed in any order and there are no limits to the number of tokens under each scene.

Players may discuss the placement (only using CAVE TALK).

Continue until all tokens are placed.

Example Round

Phase 3: CAVEMAN ACT



The speaker (**orange**) secretly views a Scene Card and communicates it via CAVE TALK, under the time limit.

The other players (**pink and teal**), must use the props to perform the task on the Scene Card.

They may ask any questions (in CAVE TALK) and perform as many actions as they would like within the time limit.

Upon successful completion of the task (up to the Speaker's discretion, see **DECIPHERING CAVE PAINTINGS**), the speaker reveals the card.

Players may then add the word to the dictionary + score a point!





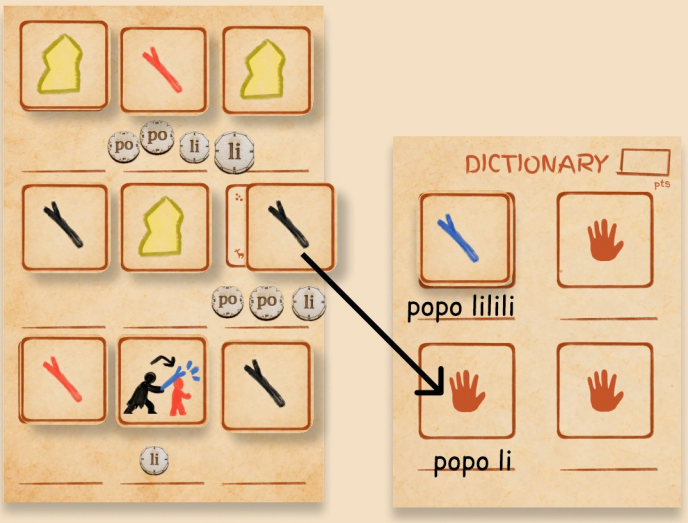


If time runs out before the task is successfully completed, the Scene Card is discarded.

The Speaker may then add one Syllable Token from the face up Syllable Token piles to the board.

Phase 4: LANGUAGE DRIFT

Players collectively choose one Scene Card from the board to write in the Dictionary, then clear the rest of the board.



Phase 1: CAVEMAN SEE Deal out Scene Cards.

- Round 1: 5 Scene Cards, **easy.**
- Round 2: 9 Scene Cards, **intermediate.**
- (opt.) Round 3: 0 Scene Cards, **difficult.**
  - Play Syllable Tokens on Dictionary

Phase 2: BUILD CAVE TALK Take turns associating Syllable Tokens to Scene Cards. Builds the CAVE TALK language.

- Tokens are placed under the Scene Card, in any order. Read aloud the description.
- Repeat until 12 Syllable Tokens are placed.

Phase 3: CAVEMAN ACT From the deck you dealt from in Phase 1 (use next difficulty if you run out of cards):

- Speaker (holding token) draws a new Scene Card and uses CAVE TALK to communicate.
- Two minute timer: during which, non-Speaker players act out what's on the card.
  - Success → add to dictionary, +1 point.
  - Failure → play additional Syllable Token.
- Repeat until every player has been the Speaker once.

Phase 4: LANGUAGE DRIFT

- Add one Scene Card from board to Dictionary and write down the CAVE TALK phrase used for that scene.
- Put the remaining Scene Cards in a discard pile.
- Return 12 original Syllable Tokens to bag, and additional ones from **Phase 3** failure back to the face-up pile.
- Increment round counter, repeat from phase 1.

LAW OF THE CAVE: You can only communicate **verbally** using CAVE TALK (given Syllables). No English, but body language allowed.

Phase 1: CAVEMAN SEE Deal out Scene Cards.

- Round 1: 5 Scene Cards, **easy.**
- Round 2: 9 Scene Cards, **intermediate.**
- (opt.) Round 3: 0 Scene Cards, **difficult.**
  - Play Syllable Tokens on Dictionary

Phase 2: BUILD CAVE TALK Take turns associating Syllable Tokens to Scene Cards. Builds the CAVE TALK language.

- Tokens are placed under the Scene Card, in any order. Read aloud the description.
- Repeat until 12 Syllable Tokens are placed.

Phase 3: CAVEMAN ACT From the deck you dealt from in Phase 1 (use next difficulty if you run out of cards):

- Speaker (holding token) draws a new Scene Card and uses CAVE TALK to communicate.
- Two minute timer: during which, non-Speaker players act out what's on the card.
  - Success → add to dictionary, +1 point.
  - Failure → play additional Syllable Token.
- Repeat until every player has been the Speaker once.

Phase 4: LANGUAGE DRIFT

- Add one Scene Card from board to Dictionary and write down the CAVE TALK phrase used for that scene.
- Put the remaining Scene Cards in a discard pile.
- Return 12 original Syllable Tokens to bag, and additional ones from **Phase 3** failure back to the face-up pile.
- Increment round counter, repeat from phase 1.

LAW OF THE CAVE: You can only communicate **verbally** using CAVE TALK (given Syllables). No English, but body language allowed.

Phase 1: CAVEMAN SEE Deal out Scene Cards.

- Round 1: 5 Scene Cards, **easy.**
- Round 2: 9 Scene Cards, **intermediate.**
- (opt.) Round 3: 0 Scene Cards, **difficult.**
  - Play Syllable Tokens on Dictionary

Phase 2: BUILD CAVE TALK Take turns associating Syllable Tokens to Scene Cards. Builds the CAVE TALK language.

- Tokens are placed under the Scene Card, in any order. Read aloud the description.
- Repeat until 12 Syllable Tokens are placed.

Phase 3: CAVEMAN ACT From the deck you dealt from in Phase 1 (use next difficulty if you run out of cards):

- Speaker (holding token) draws a new Scene Card and uses CAVE TALK to communicate.
- Two minute timer: during which, non-Speaker players act out what's on the card.
  - Success → add to dictionary, +1 point.
  - Failure → play additional Syllable Token.
- Repeat until every player has been the Speaker once.

Phase 4: LANGUAGE DRIFT

- Add one Scene Card from board to Dictionary and write down the CAVE TALK phrase used for that scene.
- Put the remaining Scene Cards in a discard pile.
- Return 12 original Syllable Tokens to bag, and additional ones from **Phase 3** failure back to the face-up pile.
- Increment round counter, repeat from phase 1.

LAW OF THE CAVE: You can only communicate **verbally** using CAVE TALK (given Syllables). No English, but body language allowed.

Phase 1: CAVEMAN SEE Deal out Scene Cards.

- Round 1: 5 Scene Cards, **easy.**
- Round 2: 9 Scene Cards, **intermediate.**
- (opt.) Round 3: 0 Scene Cards, **difficult.**
  - Play Syllable Tokens on Dictionary

Phase 2: BUILD CAVE TALK Take turns associating Syllable Tokens to Scene Cards. Builds the CAVE TALK language.

- Tokens are placed under the Scene Card, in any order. Read aloud the description.
- Repeat until 12 Syllable Tokens are placed.

Phase 3: CAVEMAN ACT From the deck you dealt from in Phase 1 (use next difficulty if you run out of cards):

- Speaker (holding token) draws a new Scene Card and uses CAVE TALK to communicate.
- Two minute timer: during which, non-Speaker players act out what's on the card.
  - Success → add to dictionary, +1 point.
  - Failure → play additional Syllable Token.
- Repeat until every player has been the Speaker once.

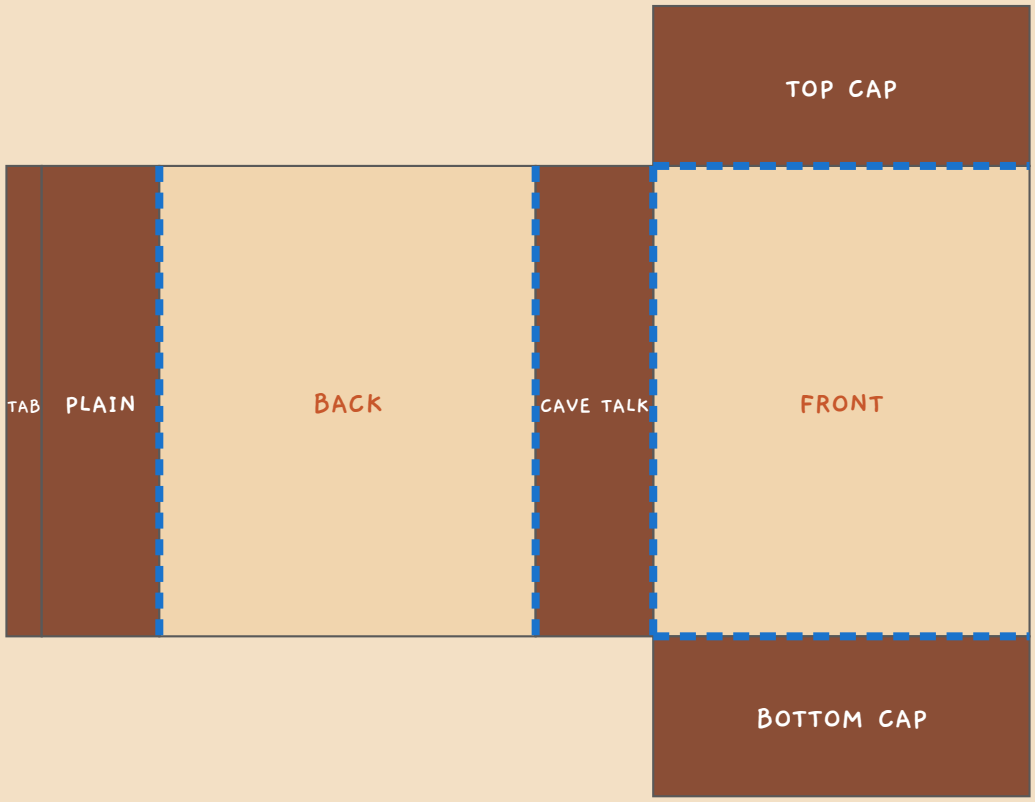
Phase 4: LANGUAGE DRIFT

- Add one Scene Card from board to Dictionary and write down the CAVE TALK phrase used for that scene.
- Put the remaining Scene Cards in a discard pile.
- Return 12 original Syllable Tokens to bag, and additional ones from **Phase 3** failure back to the face-up pile.
- Increment round counter, repeat from phase 1.

LAW OF THE CAVE: You can only communicate **verbally** using CAVE TALK (given Syllables). No English, but body language allowed.

BOX GUIDE

Finished box: 8 x 10 x 2.5 inches. Pieces are on the next four pages.



Blue dashed lines = seams to tape (tape on the back of the pieces).

1. Cut out every piece along its thin gray line.
2. Lay the long pieces face up in a row, edge to edge with no gap, in this order: PLAIN SIDE with its TAB, BACK, CAVE TALK SIDE, FRONT.
3. Turn the row over and tape each seam. These seams become the box's corners.
4. Turn it face up again, fold it into a tube, and glue or tape the TAB to the inside of the FRONT's right edge.
5. Tape the caps to the FRONT, edge to edge: the TOP CAP along the top, the BOTTOM CAP along the bottom. Tape on the back.
6. Fold each cap over the end of the tube. Tuck the flap inside the BACK to close the box.

FRONT - cut along the thin gray line

top edge / tape the TOP CAP here

CAVE TALK

KE-VI TU-KE



Become the World's First Caveman Linguists

AGE Ages 12+

3-4

tape the BOTTOM CAP here / bottom edge

BACK - cut along the thin gray line

CAVE TALK

Become the World's First Caveman Linguists

Together, you'll build a language from scratch by pairing syllables with scenes. Then put it to the test: can your language describe ideas you've never seen before, using nothing but Cave Talk?

1. **CAVEMAN SEE:** SCENE CARDS HIT THE BOARD.
2. **BUILD CAVE TALK:** TIE SYLLABLES TO SCENES.
3. **CAVEMAN ACT:** SPEAK ONLY CAVE TALK. BEAT THE TIMER.
4. **LANGUAGE DRIFT:** SOME WORDS ARE LOST TO TIME.



AGE Ages 12+ | 60-90 Mins | 3-4

ESNUPI ESTIPULADO

GAMES FOR CS377G: DESIGNING SERIOUS GAMES®

STANFORD, CA 94305
E-MAIL: SNOOPY7@EMAIL.COM | WWW.ESNUPIESTIPULADO.COM

GAME BY JEFFERY CAI, NOE CHICAS-ARANDA, MICHAEL PASCAL, SABRINA YEN-KO

©2026 ESNUPI_ESTIPULADO,
ALL WORLDWIDE RIGHTS RESERVED. | MADE IN STANFORD

122513-59751-V
0 759751 002497

PLAIN SIDE + GLUE TAB

fold here

CAVE TALK SIDE



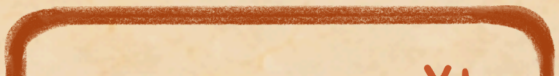
TOP CAP - tape the bottom edge to the top edge of the FRONT

CAVE TALK

BOTTOM CAP - tape the top edge to the bottom edge of the FRONT







PROPS

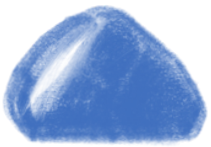
Cut each prop out.



















PLAYER TOKENS

Cut along the thin circle around each player token.

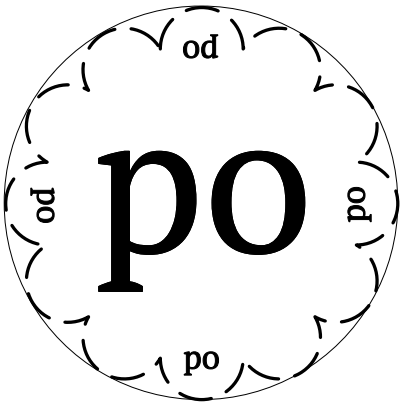




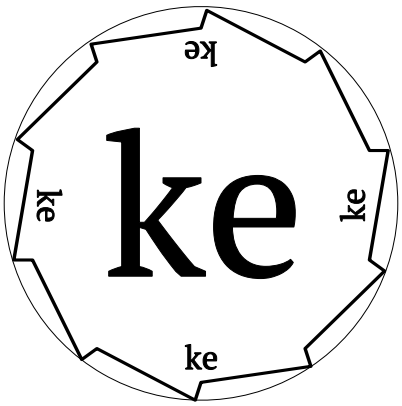


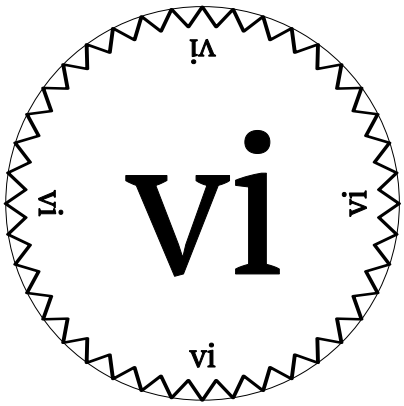
SYLLABLE TOKENS

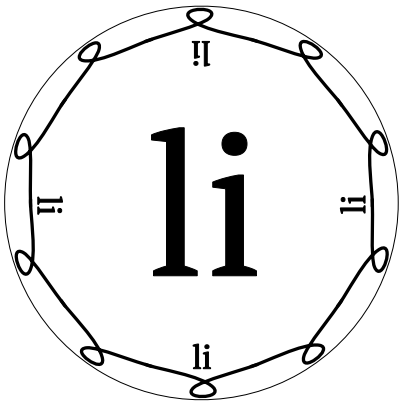
Cut along the thin circle around each token.
The rules use 5 copies of each syllable: print this page 5 times.

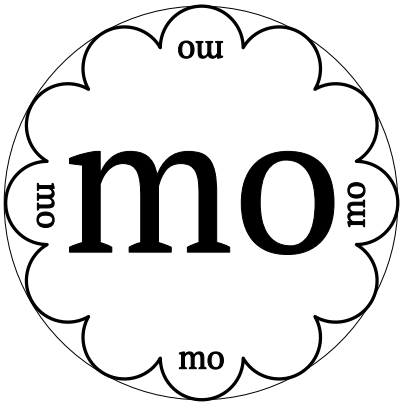


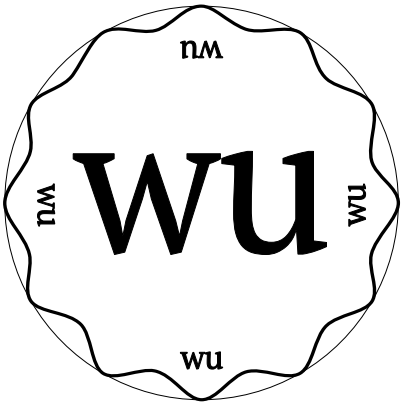


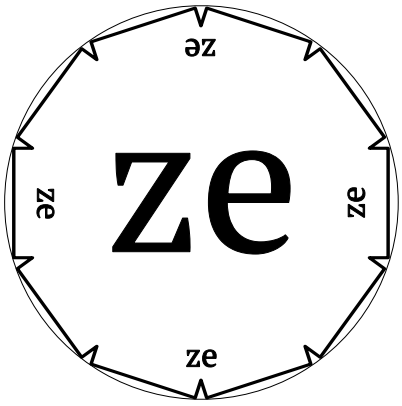


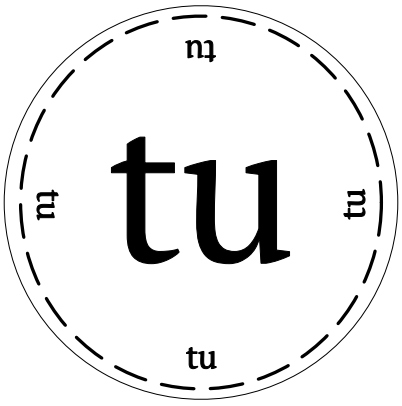


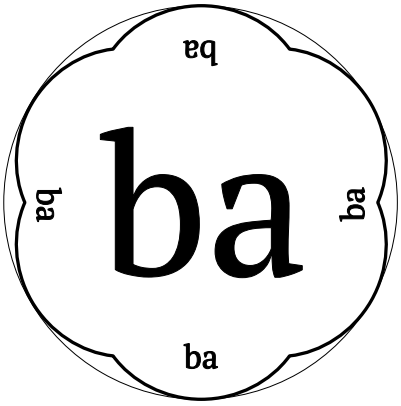












DICTIONARY

pts



















Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy



Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

Scene Card



Easy

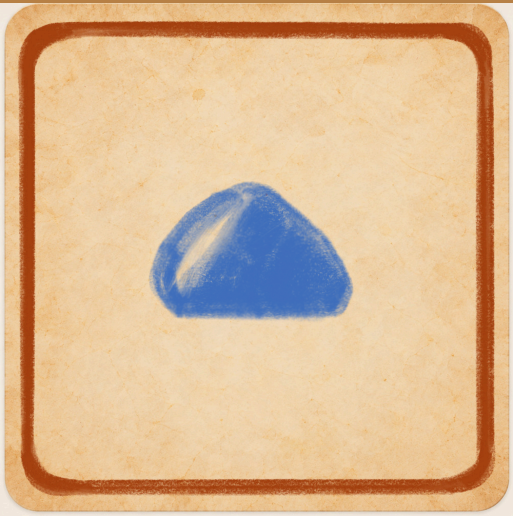
Scene Card



Easy











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate











Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card



Intermediate

Scene Card

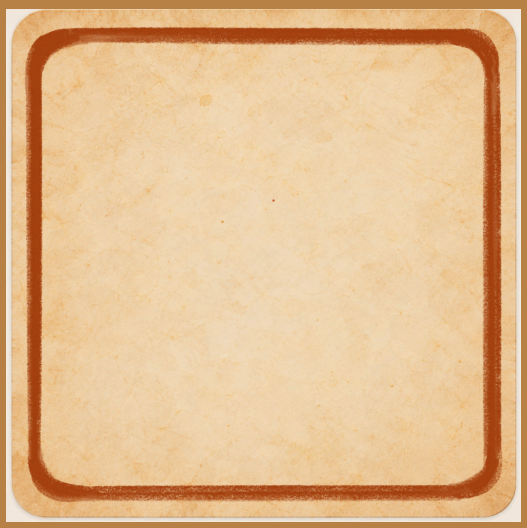


Intermediate











Scene Card



Difficult

Scene Card



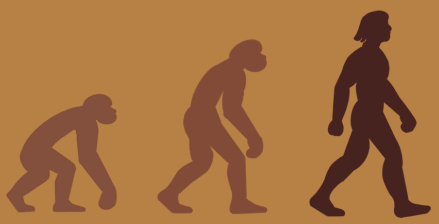
Difficult

Scene Card



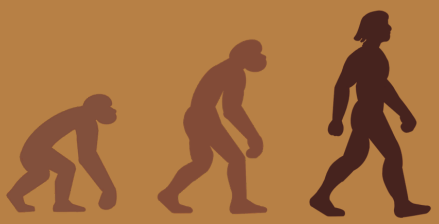
Difficult

Scene Card



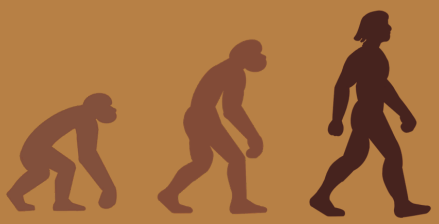
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



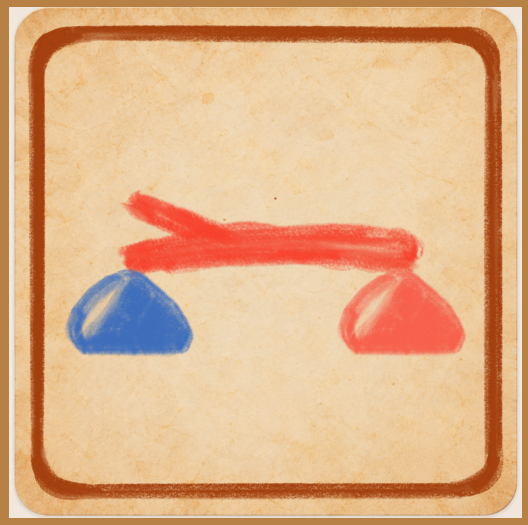
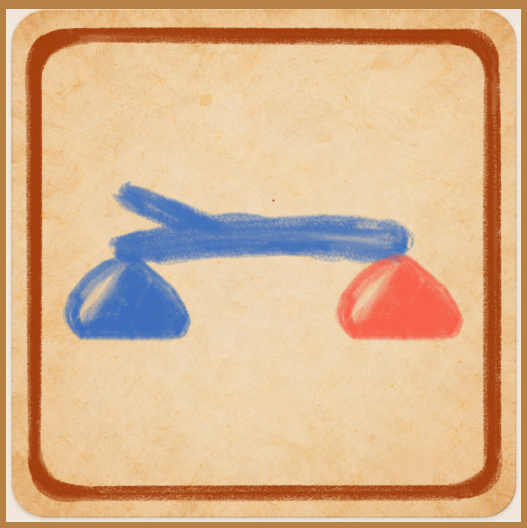
Difficult

Scene Card



Difficult








Scene Card



Difficult

Scene Card



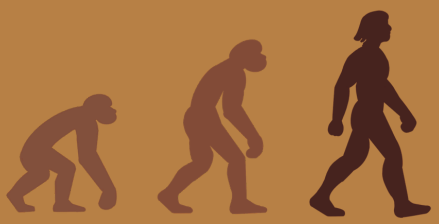
Difficult

Scene Card



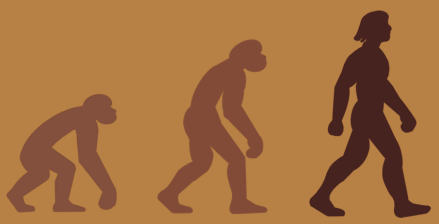
Difficult

Scene Card



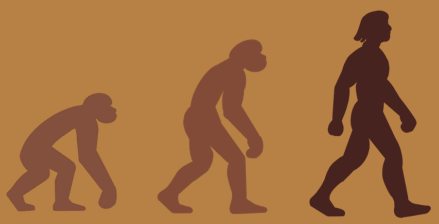
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card

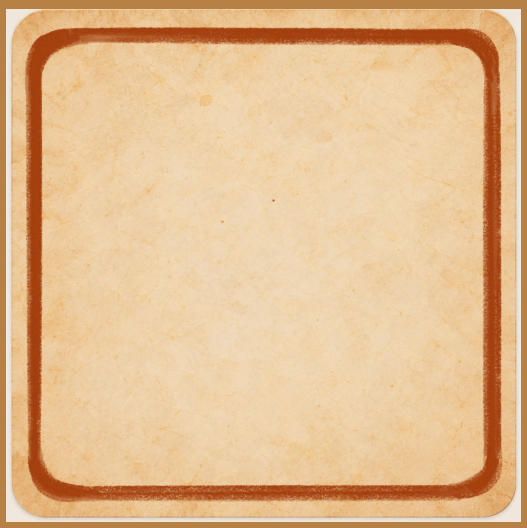


Difficult











Scene Card



Difficult

Scene Card



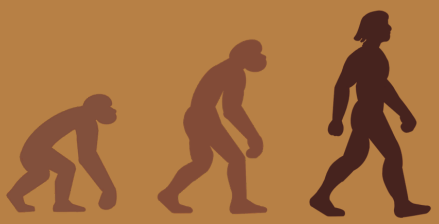
Difficult

Scene Card



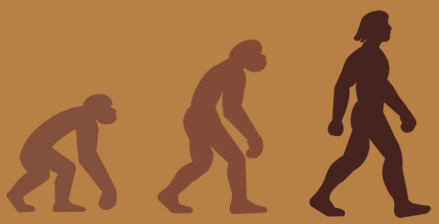
Difficult

Scene Card



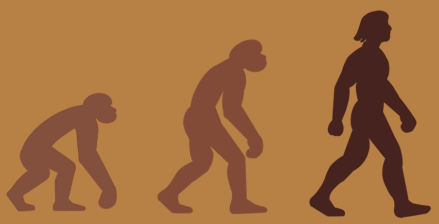
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult











Scene Card



Difficult

Scene Card



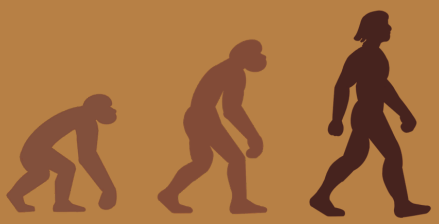
Difficult

Scene Card



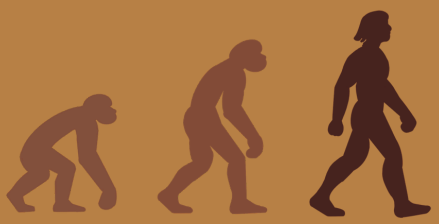
Difficult

Scene Card



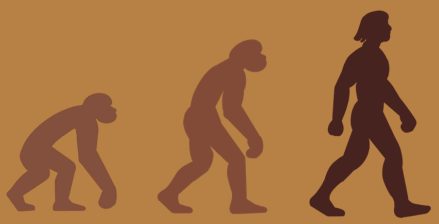
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card

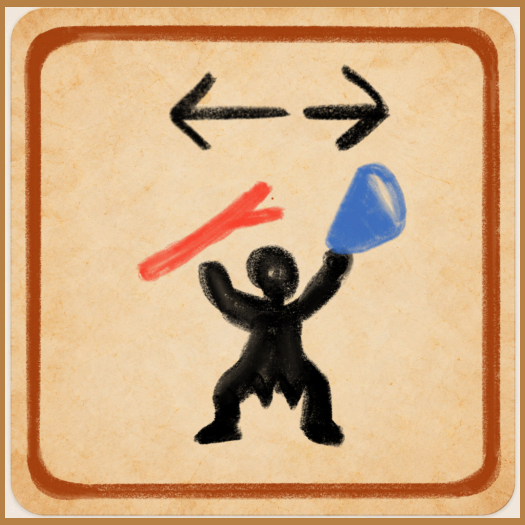


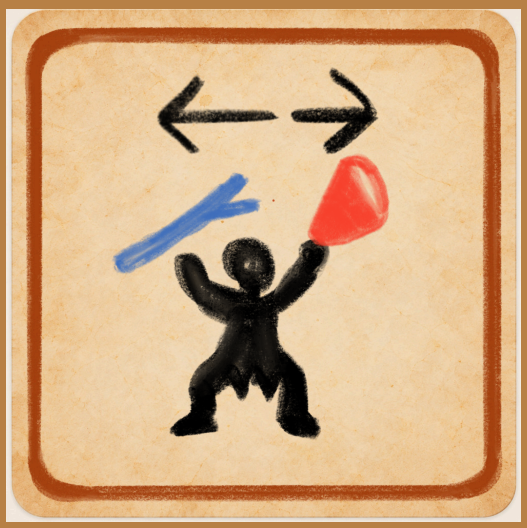
Difficult

Scene Card



Difficult








Scene Card



Difficult

Scene Card



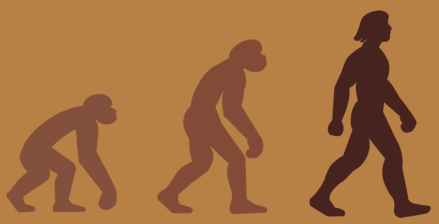
Difficult

Scene Card



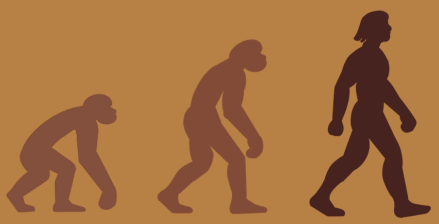
Difficult

Scene Card



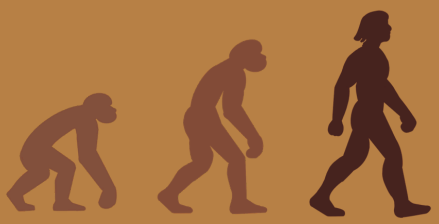
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card

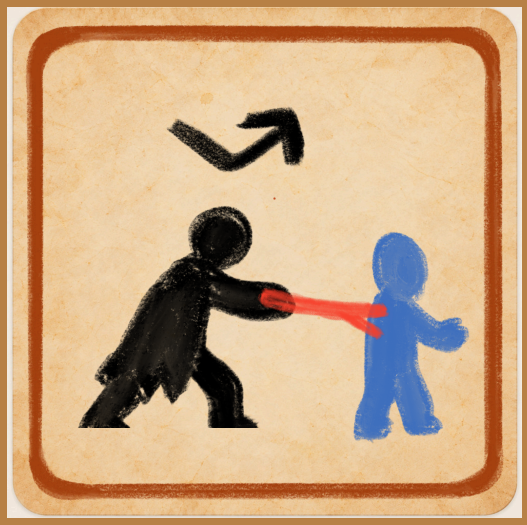


Difficult

Scene Card



Difficult








Scene Card



Difficult

Scene Card



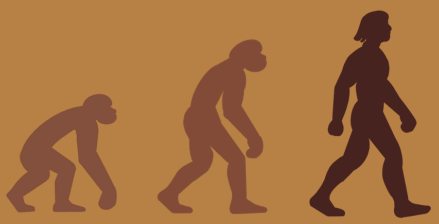
Difficult

Scene Card



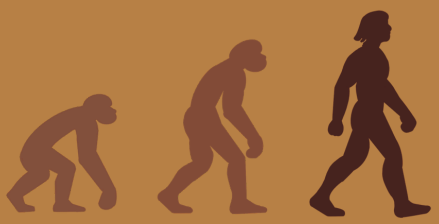
Difficult

Scene Card



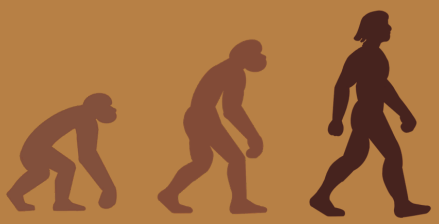
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult











Scene Card



Difficult

Scene Card



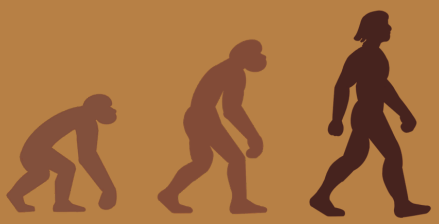
Difficult

Scene Card



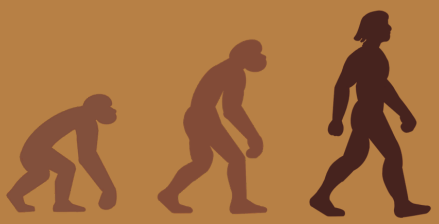
Difficult

Scene Card



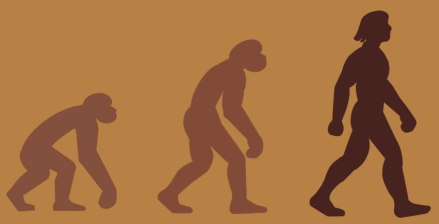
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult











Scene Card



Difficult

Scene Card



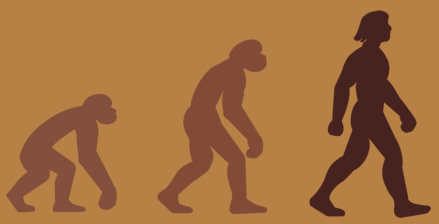
Difficult

Scene Card



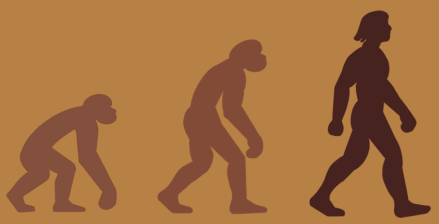
Difficult

Scene Card



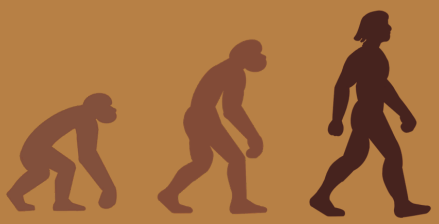
Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult

Scene Card



Difficult