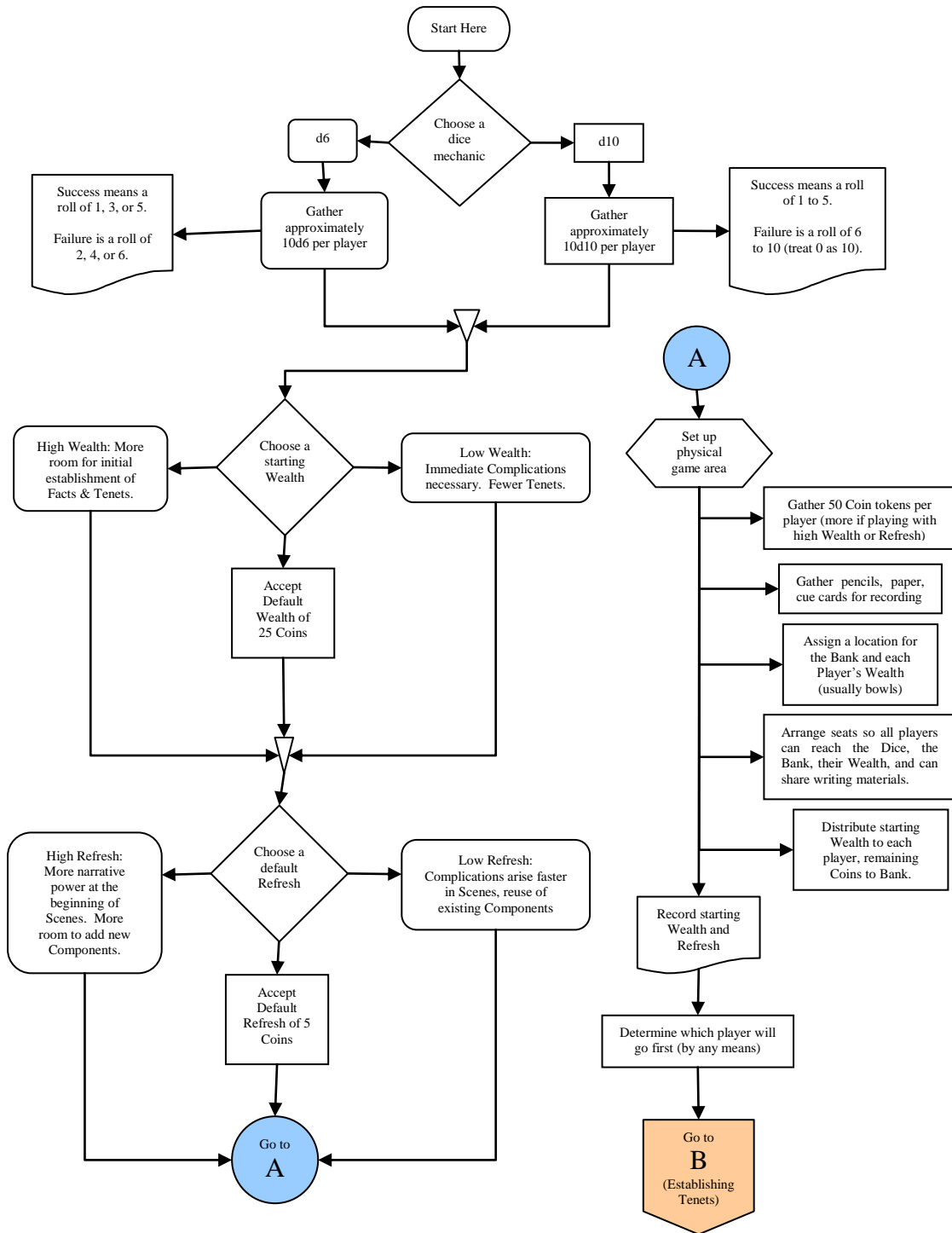
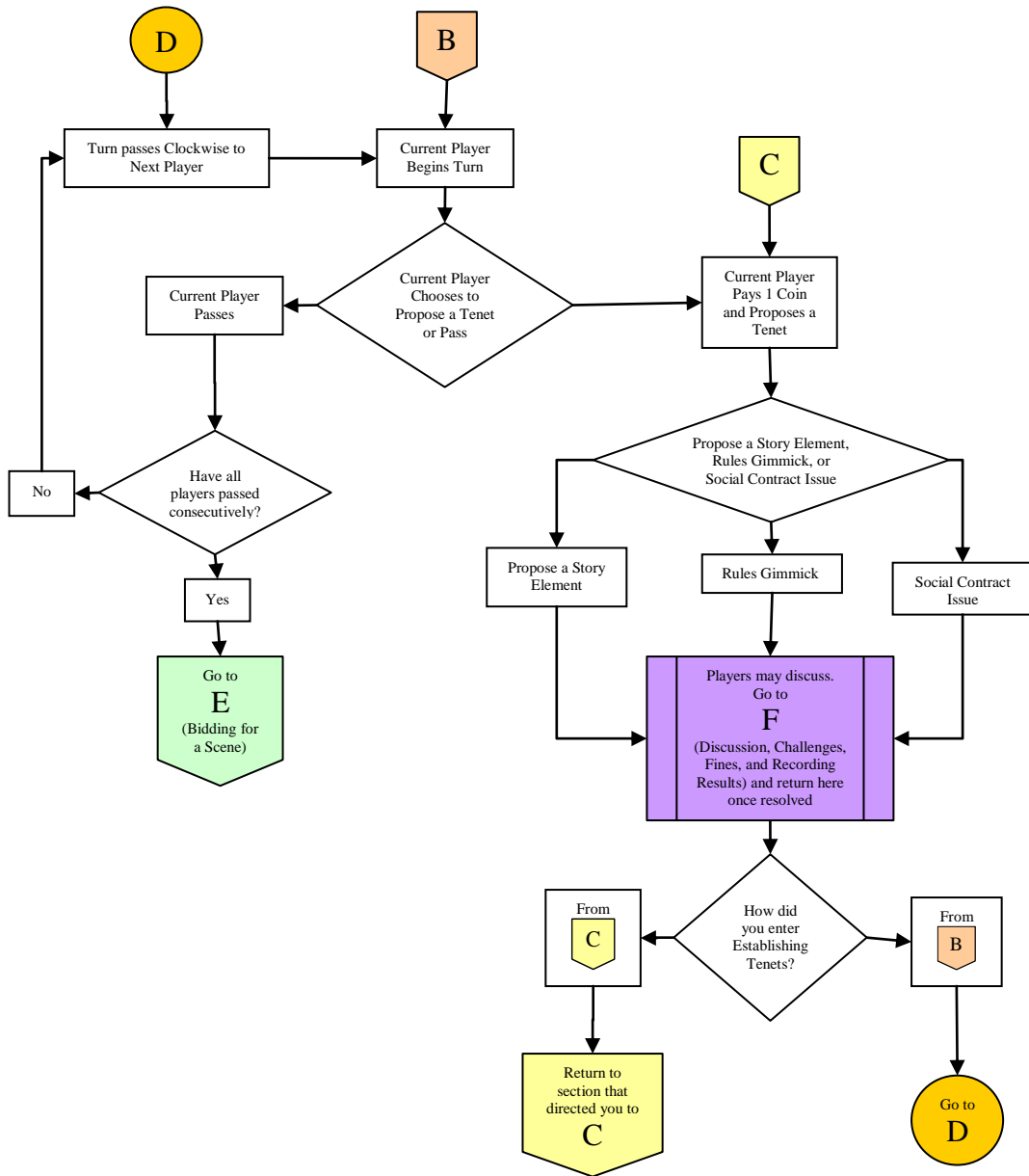


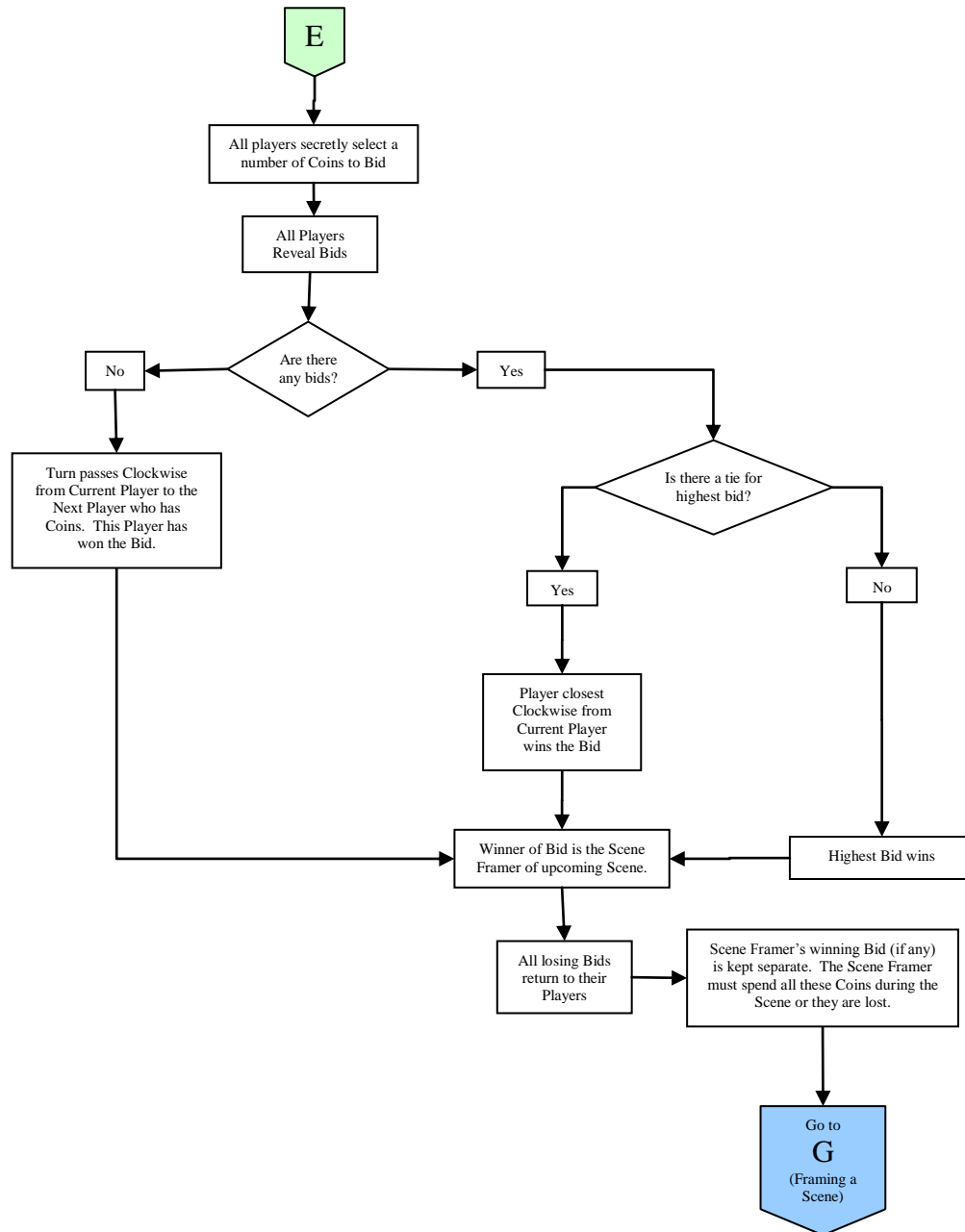
# Setup



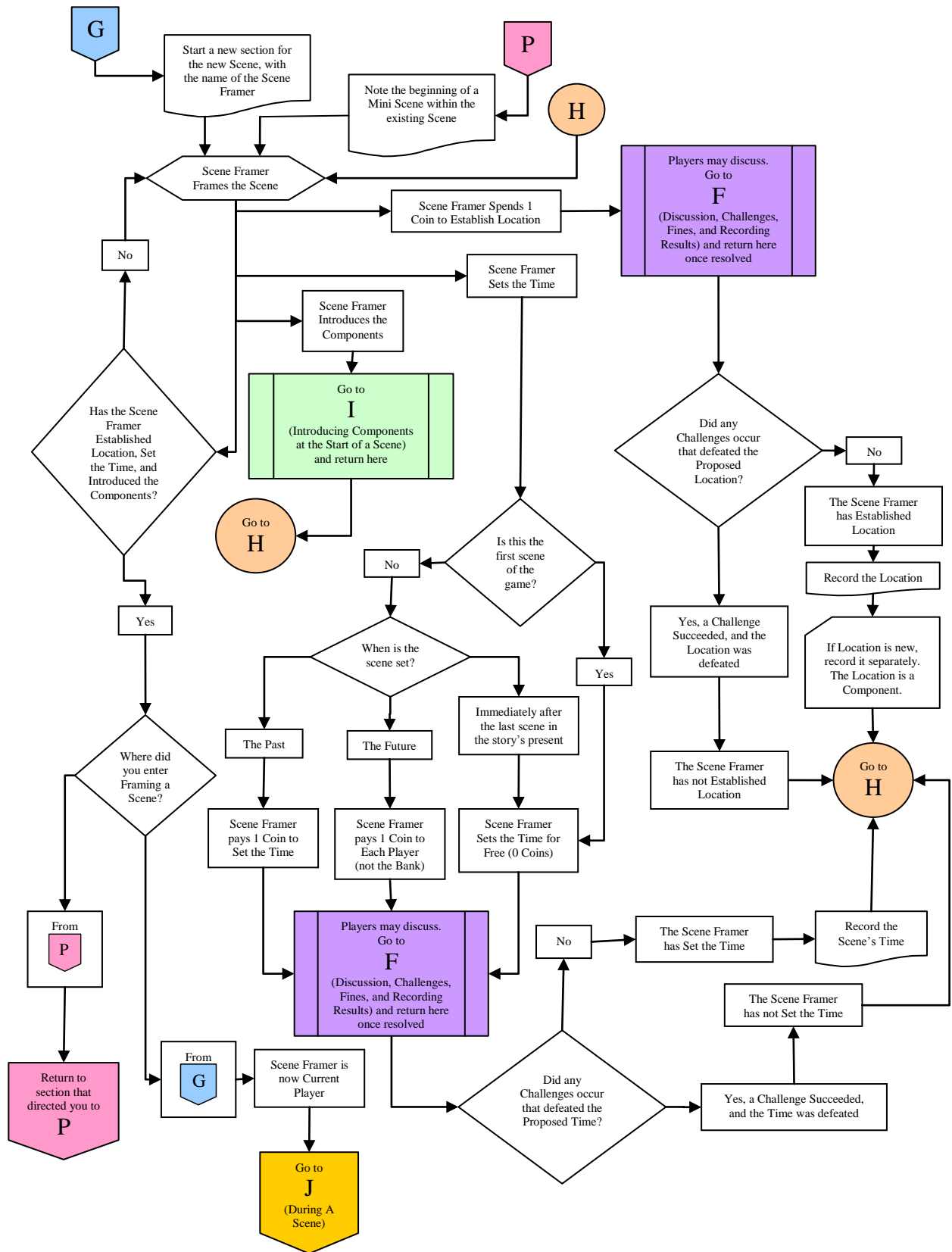
# Establishing Tenets



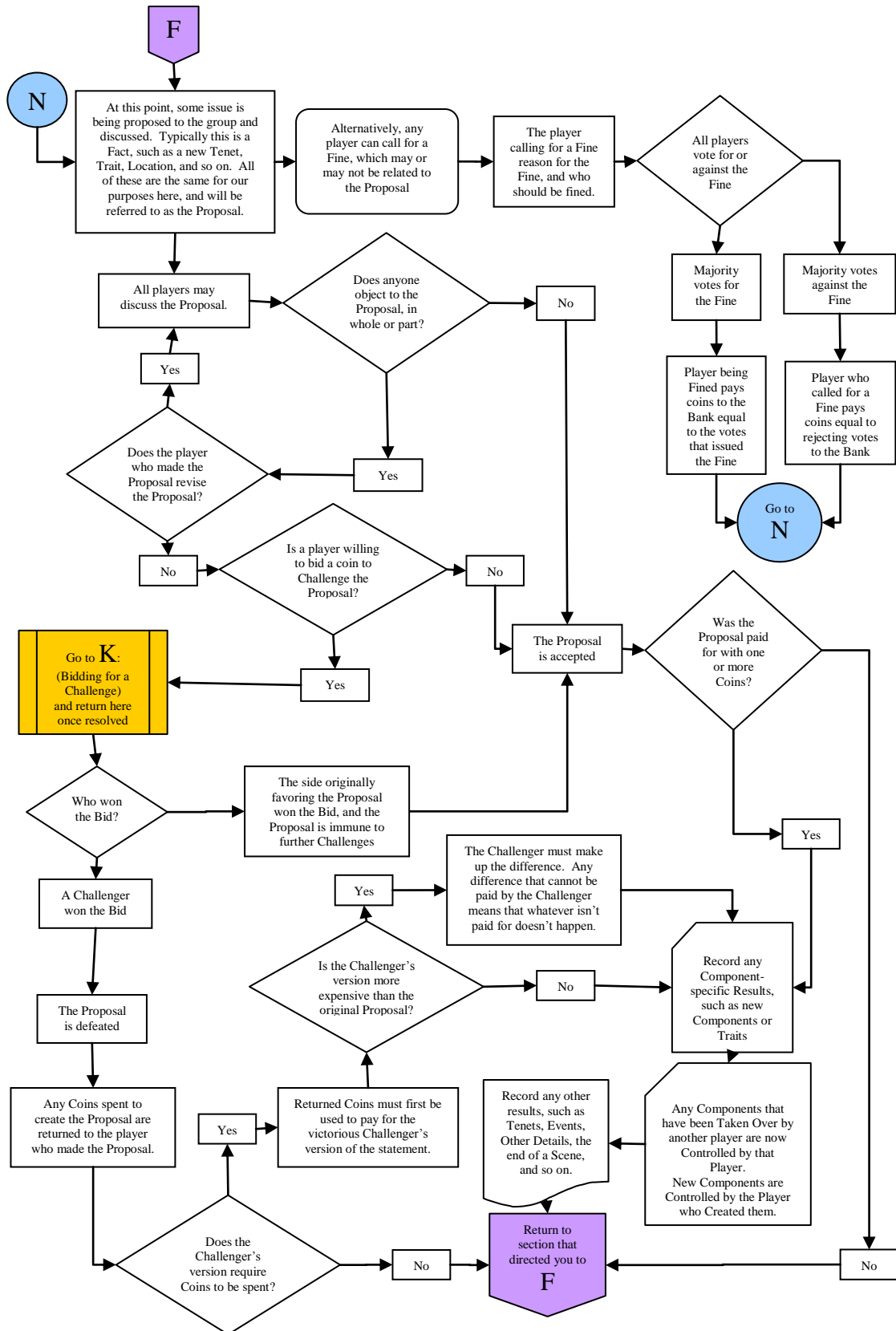
## Bidding for a Scene



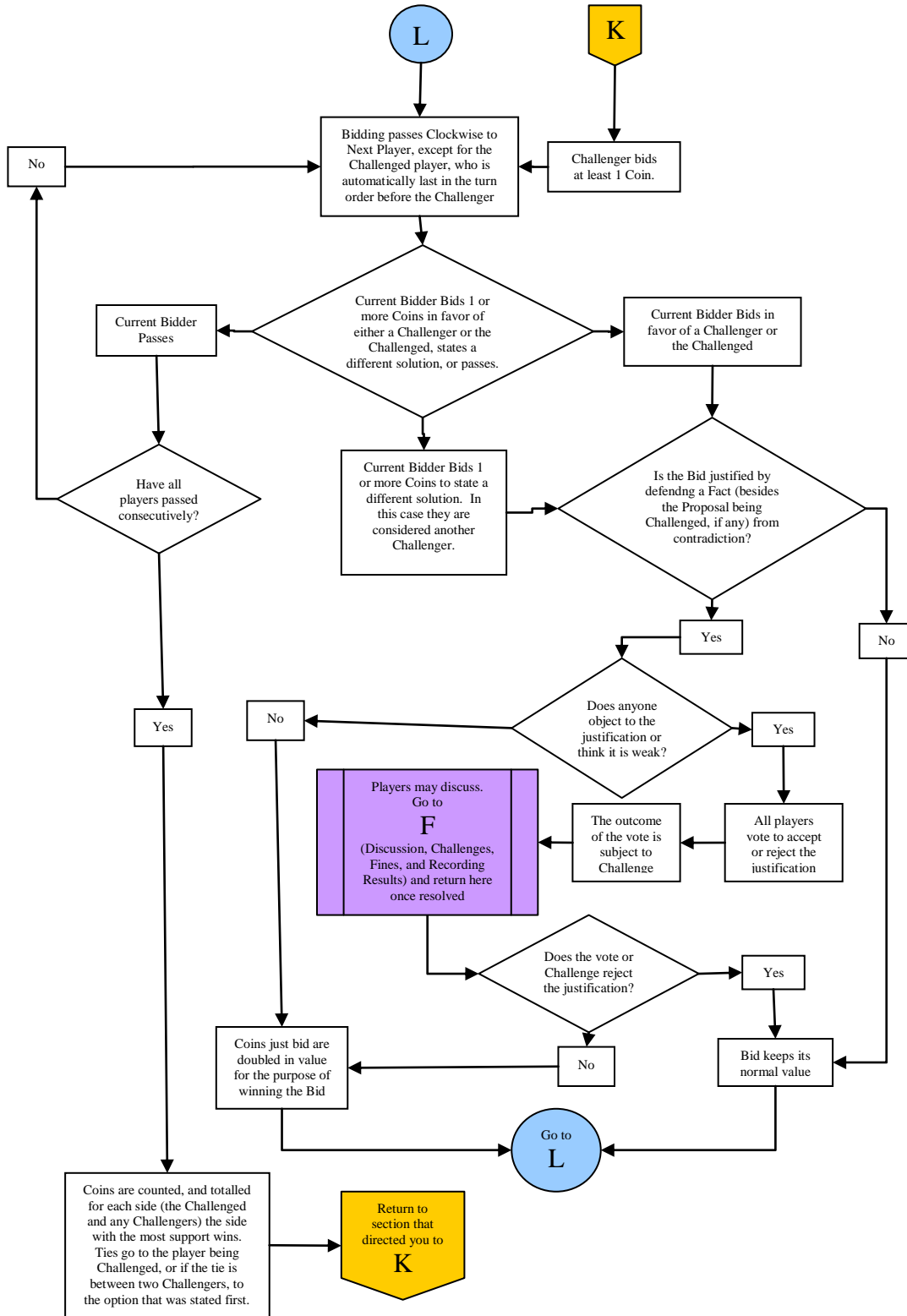
# Framing a Scene



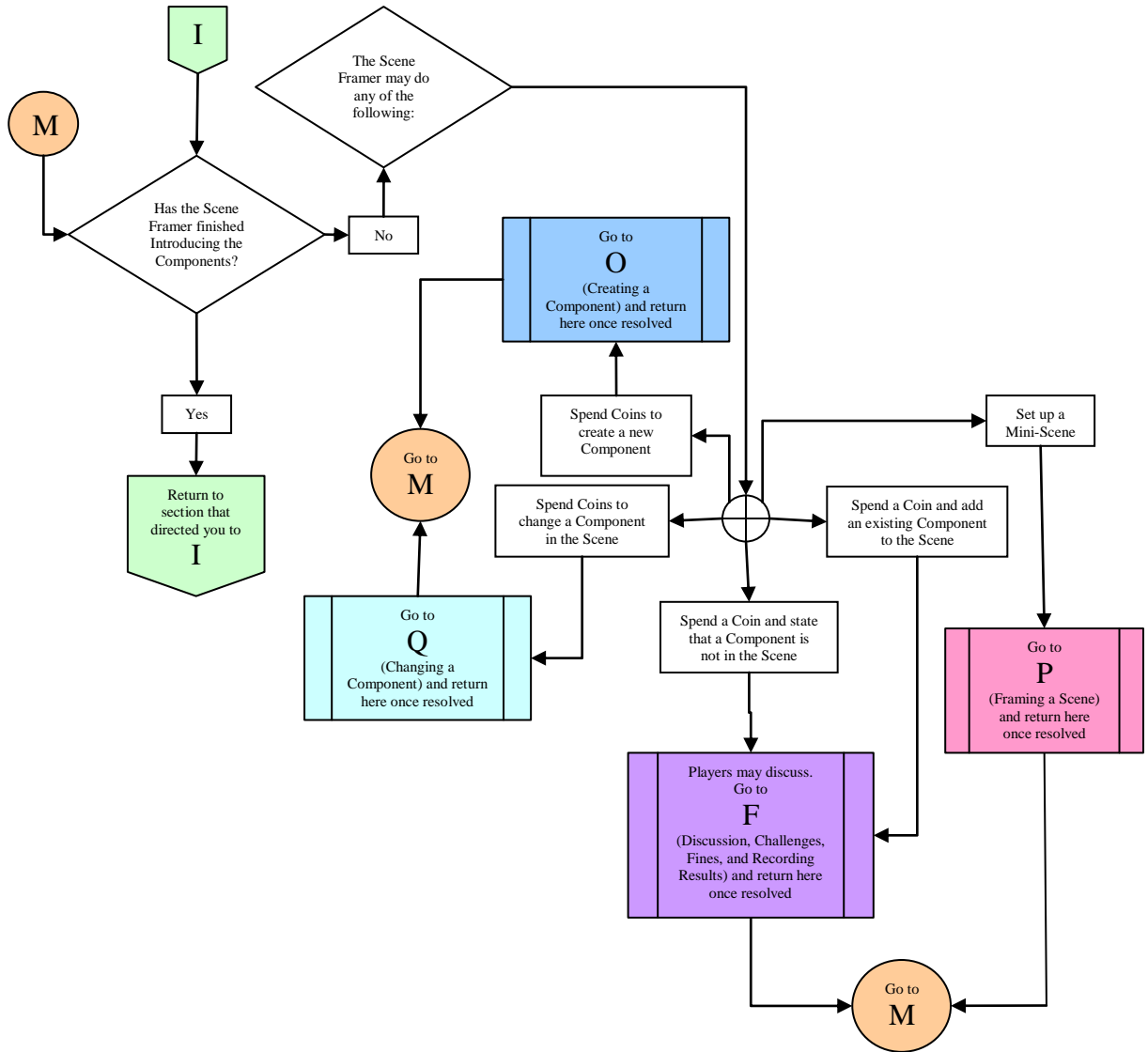
## Discussion, Challenges, Fines, and Recording Results



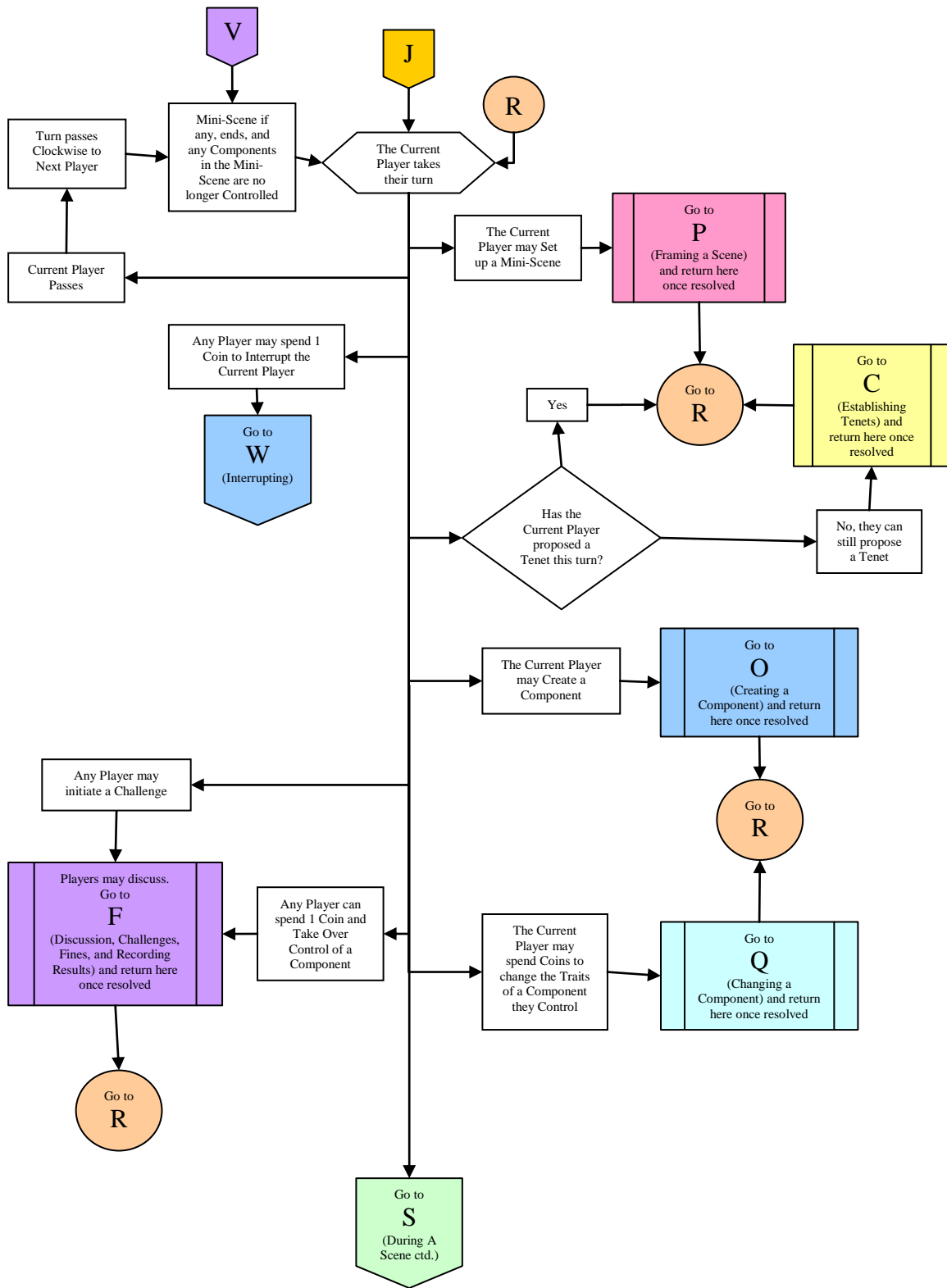
## Bidding for a Challenge



## Introducing Components at the Start of a Scene

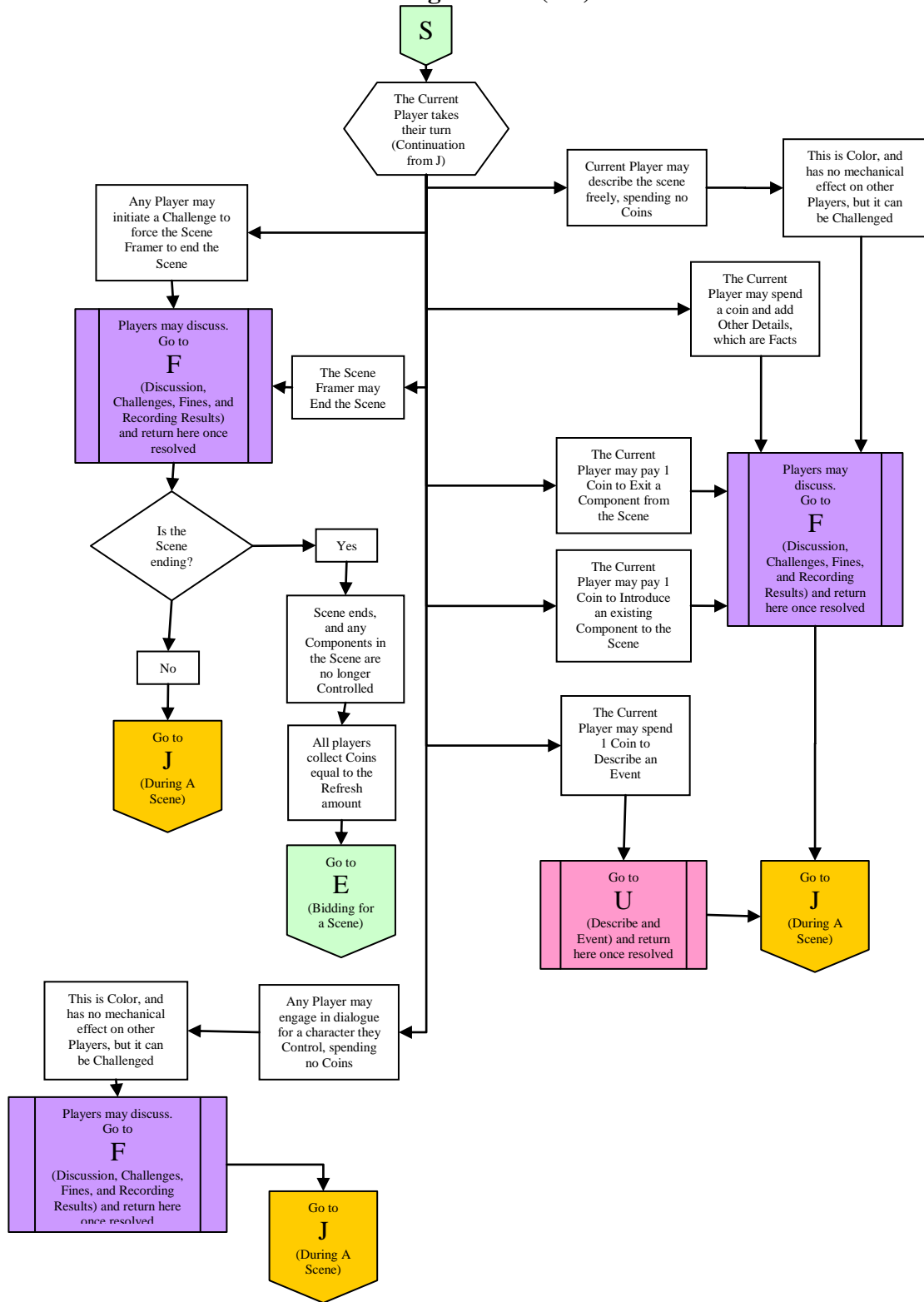


## During a Scene

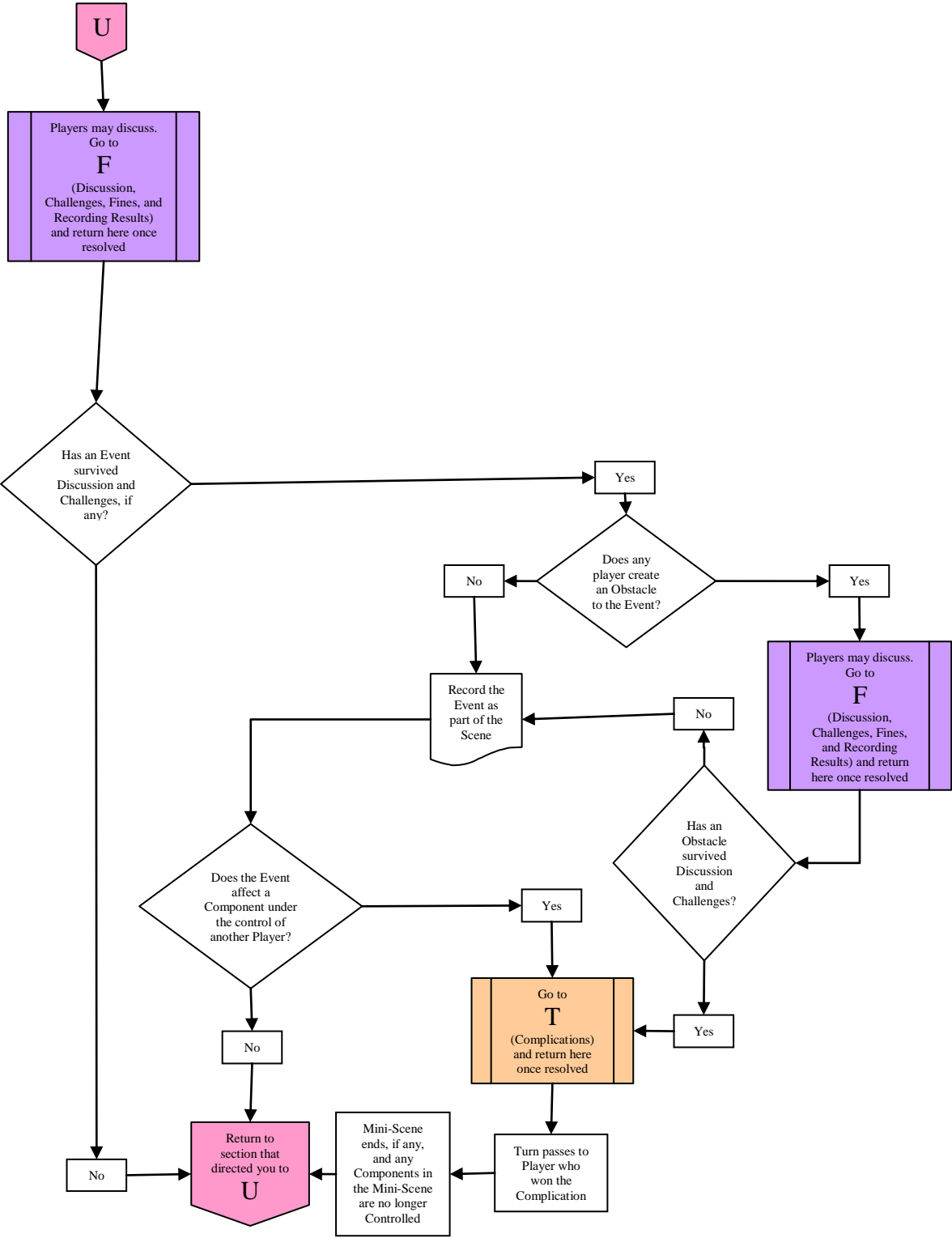




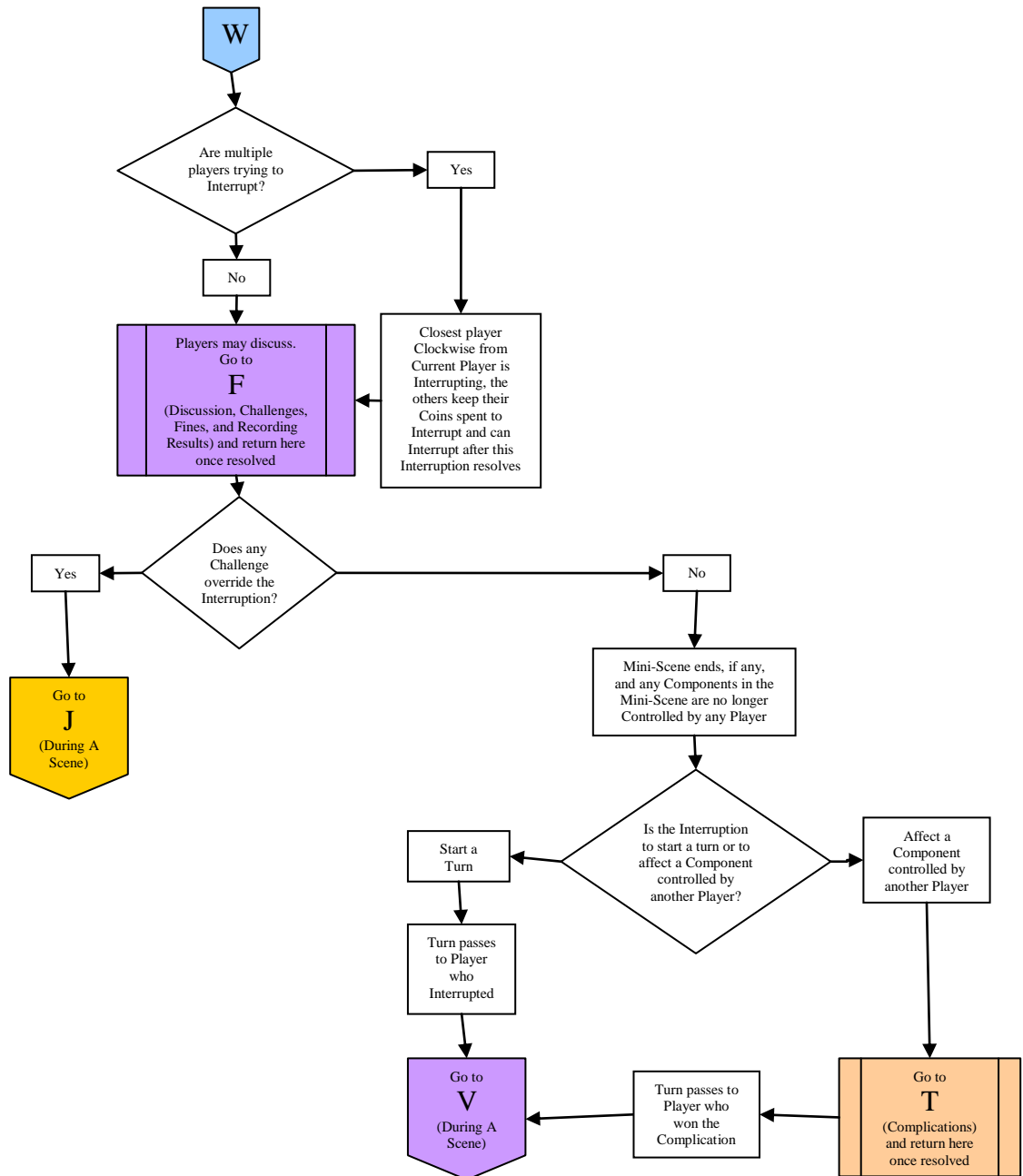
## During a Scene (ctd)



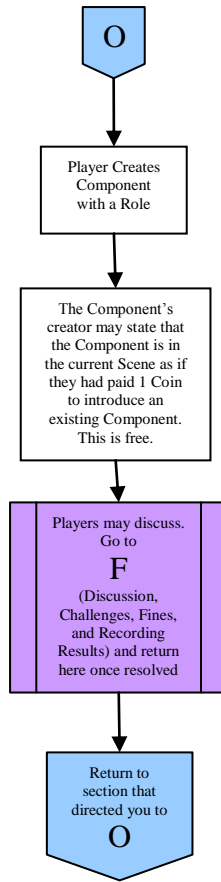
# Describing an Event



# Interrupting



## Creating a Component



# Changing a Component

