



Right, so here's the deal:
 There are 3 players playing Boulevard right now.
 They've just started. Each has had one turn.

They each entered the game with a single Cause, and their marker positioned over top of that Cause.
 The value of the Cause was determined by how much Energy they spent creating it.
 Energy is a token pool spent to create, maintain and leech from Ideals.

The green guy played a card... I dunno, let's say it was, "Lash out." This allowed two movement.
 Therefore, green guy moved 2 squares during his Rant.
 His rant was about how pot should be legalized. He was lashing out at the government in support of his cause "Identity through Drugs".

The Red guy (yeah, the feminist is a male player) played a card, and began a move.
 Since he moved onto a blank square, during movement, he can immediately end his turn and define a new cause. Which he did. He invested 4 Energy tokens into Freedom of Speech.

It's just now the purple chick's first turn. She plays "Air of Distaste", which allows her to "jump" (move onto without moving through intermediate circles) any filled-in Cause circle.
 She narrates an Air of Distaste for Feminism - stating that it has become about Reversing Power, instead of creating Equality.
 She gets to immediately move her purple marker onto the Feminism circle. Because the circle has been tread on, its value is reduced by 1.
 Red dude gets 1 Anger Token.

Let's say that during the next turn, Green Guy gets a card that allows him to move any distance in a straight line. He decides to move across Feminism and Freedom of Speech with this action.
 Red dude says, "This is a no go." He sacrifices his 1 Anger Token to pull the cap gun trigger once. If the cap gun goes off, then Green's turn is cut short and his Cause he was acting on during the rant, "Identity through Drugs" is killed off.