

**Vampire**

**Archaeologist**

**Retired Spy**



**Street Magician**

**Elf**

**Knight**

**Werewolf**

**Soccer Mom**

**Scientist**



**Botanist**

**Wildlife Researcher**

**Hollywood Film Celebrity**

**CEO of Biggest Tech Company**

**Average Office Worker**

**Deep Sea Diver**

**Wanted Criminal**

**Army Recruit**

**Retired Bomb Maker**



**Police Officer**

**President of the United States**





**Elementary School Classroom**

No Specific Location

**Amazon Rainforest**

Northern South America

**Times Square**

New York, New York



Decorated, Mazy, Elaborate, Stocked

**12-Story Mansion**

No Specific Location

Dense Woods, Hiking Trails, Cool air, Coastal

**Redwood Forest**

Northern California

Breezy, Isolated, Limited Food, Over Water

**Oil Rig**

No Specific Location

Very Hot, Dangerous, Rock Hard, Deathly

Hot, Dry, Large, Quite Depressing

**Sahara Desert**

Northern Africa

Full of Children, Loud, Messy, Uncontrolled

**Volcano**

No Specific Location

**Grand Canyon**

North of Flagstaff, Arizona

Dry, Hot, Deep, Tourists

Crowded, Busy, Lights, Signs

Very Wet, Dark, Warm Climate, Dangerous



**Las Vegas**

Las Vegas, Nevada

**Submarine**

No Specific Location, Underwater

**Prison**

No Specific Location



Vast, Lonely, Dry, Cold

**Mountain Range**

No Specific Location

Under busy city, Loud, Wet, Smelly

Crowded, Dark, Loud, Cramped

**Sewers**

No Specific Location

Underground, Fresh Water, Dripping, Echoes

**Caverns**

No Specific Location

**Movie Theater**

No Specific Location

Busy, Loud, Bright, Late Night Culture

Urban, Desolate, Mysterious, Empty

**Ghost Town**

No Specific Location

Deserted, Isolated, Limited food, Hot

**Island**

No Specific Location

Full Crew onboard, Cold, Cramped, Stuffy

High Security, Death row, Locked up, Busy



**Waterfall**

No Specific Location

**Airplane**

No Specific Location

**Eiffel Tower**

Paris, France

**Abandoned Ship**

No Specific Location

**Meteor Crater**

No Specific Location

**Egyptian Pyramids**

Egypt



**Stonehenge**

Southern UK, West of London

Tourists, Tall, Crowded, Interesting

Lost at sea, Rainy, Wet, Isolated

Mysterious, Fertile, Tourists, Tall

Sandy, Dark, Ancient, Smelly

Huge, Desolate, Deep, Isolated

Private, 30,000 Ft, Limited Food, Loud

Dangerous, About to fall off, Wet, Deadly



**Scissors**

**Soccer Cleats**

**Grappling Hook**



**Hiking Backpack**

**Folding Ladder**

**Folding Chair**

**Cell Phone**

**Calculator**

**Pen and Paper**



**Bottled Poison**

**Disguise**

**1 Match**

**Car Keys**

**9mm Handgun**

**Katana**

**Hunting Knife**

**Double A Batteries**

**A Key**





**Access Key Card**

**Money**

**Mysterious Package**

**Rations**

**First Aid Kit**

**Bottle Water**



**ID Card**



**The Great Depression**

1929

**1AD**

**The Digital Future**

Year 5XXX

**2050**

**1912**

**WWII**

1944

**10,000 BC**

**Hippie Movement**

1972



Roman culture is thriving and the Coliseum is in full swing.

All communication is done through computers

Sex, Drugs, and Rock-n-Roll are a way of life

Money is sparse, People are hungry

Biblical Times

Invasion of Normandy has just ended

Computers are the dominant species

The Titanic has just sunk

Dinosaurs are the dominant species

**Rome’s Peak**

80 AD





The Wright brothers have discovered flight

Columbus sails the ocean blue.

America is at war, racism is thriving

Man has finally set foot on the moon

Genghis Kahn was just crowned in Mongolia

Piracy on the open waters is at an all time high

Monkeys now enslave what little humans are left.

Ben Franklin has discovered electricity

A new nation is born, America. No Aliens.

**Late 1600s**

Pangaea Reformed

100,000,000 AD

**Discovery of Electricity**

1752

**Columbus Sails**

1492

**Independence Day**

1776

**Civil War**

1863

**Discovery of Flight**

1903

**American Moon Walk**

July 21, 1969

**1206 AD**





A giant volcano is about to erupt near Pompeii.

The day is today

**Today**

**Pompeii’s Fall**

79 AD



**Treasure**

One Player must find lost treasure

**Reunite**

One Player must reunite with their grandchildren

**Marriage**

One Player must be married



**Invention**

One Player must invent something new

**Game Show**

One Player must win on a game show

**Millions**

One Player must make $1 million dollars

**Jester**

One Player must perform for a king

**Sister**

One Player must prevent the death of their sister

**Space**

One Player must get to space





**The Key**

One Player must figure out what the Key Item Card goes to.  That Player is given the Key Item Card at the start of the game.

**Everest**

One Player must climb Mt Everest

**Hijack**

One Player must hijack a ship

**World Domination**

One Player must take over the world

**Prison**

One Player must break someone out of prison

**Job**

One Player must land a job. If your character has a job, they no longer have a job.

**Bomb**

One Player must defuse a bomb

**Bank**

One Player must successfully rob a bank

**The Package**

One Player must deliver the Mysterious Package Item Card.  That Player is given the Mysterious Package Item Card at the start of the game.





**Hi-Five**

One Player must Hi-five the president

**Leprechaun**

Capture a leprechaun

**World Travel**

One Player must circumnavigate the world one time via any transportation.

**Warlock**

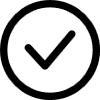
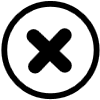
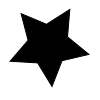
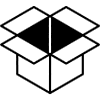
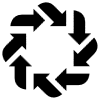
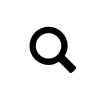
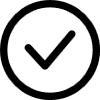
One Player must defeat The Warlock.

**Assassination**

One Player must assassinate a King

**Epidemic**

One Player must prevent an epidemic by finding its cure.  This disease must be detailed and given to a different Player. Must have more than 1 Player to use this Goal Card.



**SEARCH**

**When used the Player may draw one Item card. Place this card face up in play.**

**SHIFT**

**The action is considered a success and leadership moves to the Player to the left.**

**DISCOVER**

**Director: Reveal the top 2 Item cards.**

**Player: Pick one Item card at no cost.**

**WILD**

**Director: Reveal the top Character card and Item card. These enter the story.**

**Alfred appears and offers the Player two choices.**

**ALFRED**

**FAILURE**

**This action is considered a failure.**

**SUCCESS**

**This action is considered a success.**