



HIDE



HIDE



HIDE



PUNCH



PUNCH



PUNCH



PUNCH



PUNCH



2

GUN

2

GUN

2

GUN

GUARD



GUARD



GUARD



INTERROGATE

Draw two cards.

INTERROGATE

Draw two cards.

3

DON'T MOVE

PATROLLING GUARD



During the Line Scroll, Patrolling Guard slides forward one more position.



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During the Line Scroll, Patrolling Guard slides forward one more position.



MOTION SENSOR HALL



BIN

Take any number of cards from your hand and remove them from the game.

BIN

Take any number of cards from your hand and remove them from the game.

1

FOLLOW

Draw a card.

WASTE ROOM



WASTE ROOM



GUARD DOG



When Guard Dog appears, if there is a on the line, slide it all the way next to it.





FOLLOW

Draw a card.

GUARD DOG

When Guard Dog appears, if there is a  on the line, slide it all the way next to it.




MACHINE GUN



OUT OF SIGHT



OUT OF SIGHT



OUT OF SIGHT



OUT OF SIGHT

SECURITY CAMERA



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OUT OF SIGHT



FLASHY MOVE

Gives you  for every two cards in your discard pile, rounded down.

KEYCARD

Place Keycard in your discard to interact with a .



SECURITY CAMERA



GYM DOOR



SLEEPING GUARD



CHLOROFORM

Place Chloroform in your discard to interact with a

KEEP

INFIRMARY



MISDIRECT

Place any number of cards from your hand in the Play Area and get for each.

RADIO TOWER

When Radio Tower appears, slide all cards all the way next to it.



THROW A ROCK

① or draw a card.

YARD DOOR



THROW A ROCK

① or draw a card.

YARD DOOR



GEAR UP!

Draw a card for every **KEEP** you have currently equipped, to a maximum of three cards drawn.

SIREN

When discarded, place every card in the line on the Obstacles Discard. Only raise the alarm for the Siren.



A B

1

GUARD UNIFORM

KEEP

LOCKER ROOM



INSPECTOR

At the Line Scroll, Inspector flips the last card in the line face up. "When appears" effects activate,



THROW A ROCK

① or draw a card.



MAP

RECALL

Take a card from your discard pile to your hand.

NEW RULE

You can now interact with up to 10W obstacles cards per turn.

THROW A ROCK

① or draw a card.

YARD DOOR



MISSION TWO

"Now you know where to go, it's time to blend in"

GOAL Get & the GUARD UNIFORM

C

PLAN AHEAD

Look at the top three cards of your deck. Keep one and put back the rest in any order.

ARCHIVE DOOR



DISTRACTION

Pull an obstacle card back to the start of the line.

DORMITORY

At the Line Scroll, facedown cards don't slide to the right. Faceup cards still do.



E.M.P.

Place E.M.P. in your discard to interact with a ♀.



ENGINEERING BAY



RETRACE STEPS

Shuffle the obstacles discard with the obstacles deck to form a new obstacles deck.

C.C.T.V. ROOM DOOR



MISSION THREE

"He's in the prison, but in which cell?
Gather more information"

GOAL Hold seven cards
in your hand

NEW RULE

At the start of the turn, draw FIVE cards instead of four.

JUST THE THING

Search your deck for a card. Shuffle it, then place it on top.

SNIPER

Sniper can't be interacted with unless it's the only ♀ in the line.



FORESIGHT

Look at the top five cards of your deck and put them back in any order.

WATCHTOWER

Watchtower increases the cost of adjacent cards by 2.



PRISONER



PRISON DOOR



BURN

Pick up to two cards from your discard pile and remove them from the game.

FLAMMABLE BARREL

When you interact with **Flammable Barrel**, knock out the cards that are adjacent to it.



5**BAZOOKA**

When Bazooka is used, it gets discarded to the obstacles discard instead of your own.

GUARD WITH BAZOOKA**MISSION FOUR**

"There he is! Get him and sneak out of there!"

GOAL Get and the PRISONER

NEW RULE

You can now interact with up to THREE obstacle cards per turn.

4**OPTIC CAMOUFLAGE**

When Optic Camouflage is used, it gets discarded to the obstacles discard instead of your own.

TECH CONTAINER**SAVE BULLETS**

Save an unused card for the next turn.

CHAIN LINK FENCE**SUPERSPEED**

Draw three cards.

LASER HALL**3****BURN**

Pick up to two cards from your discard pile and remove them from the game.

CLUMSY GUARD

When you interact with Clumsy Guard, you may instead knock out an adjacent card.

**4****AUTO RIFLE****ARMORED GUARD****SWAP**

Swap your deck with your discard.

HAWK

When Hawk is faceup in the line, You can't interact with cards that cost only .

**MISSION COMPLETE****MISSION FIVE**

"That's it! Now all that's left to do is a clean getaway!"

GOAL Knock out the six cards in the line

A G E N T
DECKER

A G E N T
DECKER