

Fire Alarm

Remove all meeples from the five desks surrounding Fire Exit North

Fire Alarm

Remove all meeples from the five desks surrounding Fire Exit South

Fire Alarm

Remove all meeples from the five desks surrounding Fire Exit East

Fire Alarm

Remove all meeples from the five desks surrounding Fire Exit West

Bedbugs

Place the bedbugs; each turn roll 1D6:
1-the bedbugs disappear; 2-move the bedbugs N; 3-move the bedbugs E; 4-move the bedbugs S; 5-move the bedbugs W; 6-add another bedbug if

Buddies

Move up to two meeples next to another one of the same color

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Move up to two meeples next to another one of the same color

Quiet Zone

Remove one meeple from a light desk



Quiet Zone

Remove one meeple from a dark desk

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Remove one meeple from a dark desk

Partition

Draw up to three consecutive partition walls between desks; do not completely block the fire exits or the elevator

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Faulty Equipment

Place a Faulty Equipment Token on a desk; The desk becomes unavailable for the rest of the game

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Divisional Town Hall

Pick a player (including yourself) and remove a group of adjacent meeples; the player scores 1 point for each meeple in the group

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In and Out

Place up to four meeples on all free desks adjacent to the elevator

























