



HIDE



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PUNCH



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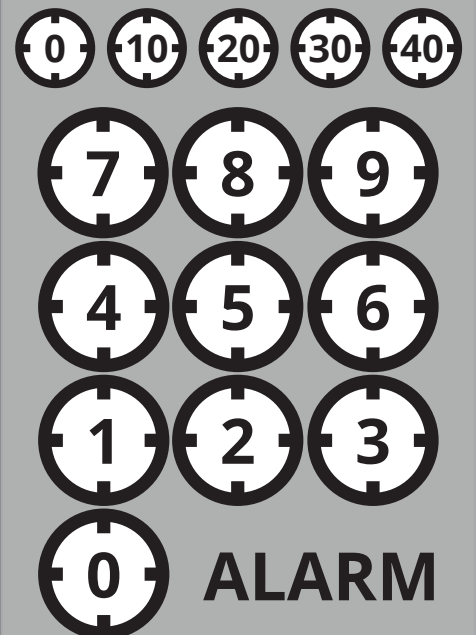
PUNCH











































































PUNCH



PUNCH




<div>  GUN </div>	<div>  GUN </div>	<div>  GUN </div>
<div> GUARD </div> <div>  <div>   </div> </div>	<div> GUARD </div> <div>  <div>   </div> </div>	<div> GUARD </div> <div>  <div>   </div> </div>
<div> INTERROGATE Draw two cards </div>	<div> INTERROGATE Draw two cards </div>	<div>  DON'T MOVE </div>
<div> PATROLLING GUARD </div> <div> During the Line Scroll, Patrolling Guard slides forward one more position  <div>   </div> </div>	<div> PATROLLING GUARD </div> <div> During the Line Scroll, Patrolling Guard slides forward one more position  <div>   </div> </div>	<div> MOTION SENSOR HALL </div> <div>  <div>   </div> </div>
<div> BIN Take any number of cards from your hand and remove them from the game </div>	<div> BIN Take any number of cards from your hand and remove them from the game </div>	<div>  FOLLOW Draw a card </div>
<div> WASTE ROOM </div> <div>  <div>   </div> </div>	<div> WASTE ROOM </div> <div>  <div>   </div> </div>	<div> GUARD DOG </div> <div> When Guard Dog appears, if there is a  on the line, slide it all the way until it's adjacent to it.  <div>   </div> </div>

<div>  1 FOLLOW Draw a card </div>	<div>  3 MACHINE GUN </div>	<div>  2 OUT OF SIGHT </div>
<div> GUARD DOG When Guard Dog appears, if there is a  on the line, slide it all the way until it's adjacent to it.    </div>	<div> SENTRY GUN    </div>	<div> SECURITY CAMERA    </div>
<div>  2 OUT OF SIGHT </div>	<div>  2 OUT OF SIGHT </div>	<div>  2 OUT OF SIGHT </div>
<div> SECURITY CAMERA    </div>	<div> SECURITY CAMERA    </div>	<div> SECURITY CAMERA    </div>
<div>  2 OUT OF SIGHT </div>	<div>  FLASHY MOVE Gives you  for every two cards in your discard pile, rounded down </div>	<div> KEYCARD  Place Keycard in your discard to interact with a  </div>
<div> SECURITY CAMERA    </div>	<div> GYM DOOR    </div>	<div> SLEEPING GUARD    </div>

CHLOROFORM

KEEP

Place **Chloroform** in your discard to interact with a 

THROW A ROCK

 or draw a card

THROW A ROCK

 or draw a card

INFIRMARY




YARD DOOR



YARD DOOR



MISDIRECT

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




KEEP

MAP

GEAR UP!

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

RADIO TOWER

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



MISSION 1

"First things first, you should find yourself a map"

GOAL: Get



A

SIREN

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



B



GUARD UNIFORM

KEEP

RECALL

Take a card from your discard pile to your hand

You can now interact with up to **TWO** obstacle cards per turn

NEW RULE!

LOCKER ROOM



INSPECTOR

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



B

MISSION 2

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

GOAL: Get



and 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

DISTRACTION

Pull an obstacle card back to the start of the line

E.M.P.

KEEP

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

ARCHIVE DOOR



DORMITORY

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



ENGINEERING BAY



RETRACE STEPS

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

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

NEW RULE!

JUST THE THING

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

C.C.T.V. ROOM DOOR




MISSION 3

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

GOAL: Hold seven cards in your hand

E

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



PRISONER

KEEP

BURN

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

WATCHTOWER

Watchtower increases the cost of adjacent cards by 2



PRISON DOOR



FLAMMABLE BARREL

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



<div>5</div> <div>BAZOOKA</div> <div>When Bazooka is used, it gets discarded to the obstacles discard instead of your own</div>	<div>You can now interact with up to THREE obstacle cards per turn</div> <div>NEW RULE!</div>	<div>4</div> <div>OPTIC CAMOUFLAGE</div> <div>When Optic Camouflage is used, it gets discarded to the obstacles discard instead of your own</div>
<div>GUARD WITH BAZOOKA</div> <div><div>8</div><div>10</div><div>F</div><div></div></div>	<div>MISSION 4</div> <div>"There he is! Get him and sneak out of there!"</div> <div>GOAL: Get</div> <div><div>18</div></div> <div>and the PRISONER</div> <div>G</div>	<div>TECH CONTAINER</div> <div><div>10</div><div>5</div><div>H</div><div></div></div>
<div>SAVE BULLETS</div> <div>Save an unused card for the next turn</div>	<div>SUPERSPEED</div> <div>Draw three cards</div>	<div>3</div> <div>HEAVY HAND</div>
<div>CHAIN LINK FENCE</div> <div><div>7</div><div>5</div><div>H</div><div></div></div>	<div>LASER HALL</div> <div><div>14</div><div>10</div><div>H</div><div></div></div>	<div>CLUMSY GUARD</div> <div>When you interact with Clumsy Guard, you may instead knock out an adjacent card</div> <div><div>8</div><div>6</div><div>H</div><div></div></div>
<div>4</div> <div>AUTO RIFLE</div>	<div>SWAP</div> <div>Swap your deck with your discard</div>	<div>MISSION COMPLETE!</div>
<div>ARMORED GUARD</div> <div><div>12</div><div>8</div><div>H</div><div></div></div>	<div>HAWK</div> <div>When Hawk is faceup in the line, You can't interact with cards that cost only <div></div></div> <div><div>12</div><div>6</div><div>H</div><div></div></div>	<div>MISSION 5</div> <div>"That's it! Now all that's left to do is a clean getaway!"</div> <div>GOAL: Knock out the six cards in the line</div> <div>I</div>