

### Level 0


Limbo

Goals:

- 1  
Cobb and Saito must be active.
- 2  
Kill Mal.
- 3  
At least 1 character and 1 Kick card must be present on each level 1, 2 and 3.

When goals achieved:  
The team activates the final Kick on levels 1, 2 and 3.  
The Stewardess wakes them up on level 4.  
Place all active characters from all levels in level 4 and flip the Stewardess card.

### Security Guard




→ on level 1:  
Attack: St 7  
(Y,C,AI,AT,S,E)

⊗ : ☹

If no target available:  
draw new event card.

### Security Guard



→ on level 1:  
Attack: St 8  
(AT,C,S,AI,Y,E)

⊗ : ☹ + ☹☹☹

If no target available:  
draw new event card.

### Zero Gravity Fight




→ on level 2:  
Attack: St 7  
(E,Y,AI,S,AT,C)

⊗ : ☹

If no target available:  
draw new event card.

### Zero Gravity Fight




→ on level 2:  
Attack: St 8  
(AI,C,AT,E,S,Y)

⊗ : ☹ + ☹☹☹

If no target available:  
☹☹☹ + draw new event card.

### Van Crash




→ on level 3:  
Attack: St 8  
(S,AT,C,Y,AI,E)

⊗ : ☹

If no target available:  
draw new event card.

### Van crashes through bridge




→ on level 3:  
Attack: St 7  
(Y,AI,C,AT,E,S)

⊗ : ☹ + ☹☹☹

If no target available:  
☹☹☹ + draw new event card.

### Free Fall



You may send 1 character that is not „Lost in Limbo“ back to level 1, 2, or 3.  
It arrives there healthy.

If no character is sent back: ☹☹☹





