



HIDE



HIDE



HIDE



PUNCH



PUNCH



PUNCH



PUNCH



PUNCH



ALARM



GUN



GUN



GUN

GUARD



GUARD



GUARD



INTERROGATE

Draw two cards.

INTERROGATE

Draw two cards.



DON'T MOVE

PATROLLING  
GUARD

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



PATROLLING  
GUARD

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.



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 until it's  
adjacent to it.





## FOLLOW

Draw a card.




## MACHINE GUN



## OUT OF SIGHT

### GUARD DOG

When **Guard Dog** appears, if there is a  on the line, slide it all the way until it's adjacent to it.



### SENTRY GUN



### SECURITY CAMERA



## OUT OF SIGHT



## OUT OF SIGHT



## OUT OF SIGHT

### SECURITY CAMERA



### SECURITY CAMERA




### SECURITY CAMERA



## 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



## THROW A ROCK

 or draw a card.

## YARD DOOR



## THROW A ROCK

 or draw a card.


## YARD DOOR



## 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.



## MISSION ONE

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

**GOAL** Get 



MAP

**KEEP**

## 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**.



## GUARD UNIFORM

**KEEP**

## LOCKER ROOM



## RECALL

Take a card from your discard pile to your hand.

## INSPECTOR

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



## MISSION TWO

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

**GOAL** Get  & the **GUARD UNIFORM**

**NEW RULE**

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

## PLAN AHEAD

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

### ARCHIVE DOOR



D

## 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.



D

## E.M.P.

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



### ENGINEERING BAY



D

## RETRACE STEPS

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

### C.C.T.V. ROOM DOOR



D

## NEW RULE

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

### MISSION THREE

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

**GOAL** Hold seven cards in your hand

E

## 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.



F

## FORESIGHT

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



## PRISONER



### WATCHTOWER

Watchtower increases the cost of adjacent cards by 2.



F

### PRISON DOOR



F

## 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.



F

5

## BAZOOKA

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

GUARD  
WITH BAZOOKA

8

10

F



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

10

5

H



## MISSION FOUR

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

GOAL Get  
and the PRISONER



G

## SAVE BULLETS

Save an unused card  
for the next turn.

## SUPERSPEED

Draw three cards.

3

## HEAVY HAND

CHAIN LINK  
FENCE

7

5

H



LASER HALL

14

10

H



CLUMSY  
GUARD

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

8

6

H



4

## AUTO RIFLE

## SWAP

Swap your deck  
with your discard.

ARMORED  
GUARD

12

8

H



HAWK

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

12

6

H



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

I



AGENT  
DECKER

AGENT  
DECKER

AGENT  
DECKER

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