



HIDE



HIDE



HIDE



PUNCH



PUNCH



PUNCH



PUNCH



PUNCH



2

GUN

2

GUN

2

GUN

GUARD

2

4



GUARD

2

4



GUARD

2

4



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.

5

5



PATROLLING
GUARD

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

5

5



MOTION SENSOR
HALL

6

6



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

6

3



WASTE ROOM

6

3



GUARD DOG

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

5

6





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 



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.

KEEP



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



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.



F

PRISON DOOR



F

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



F



4

OPTIC CAMOUFLAGE

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

TECH CONTAINER

10



H

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

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



H



LASER HALL

14



H



CLUMSY GUARD

8



H

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



4

AUTO RIFLE

SWAP

Swap your deck with your discard.

ARMORED GUARD

12



H



HAWK

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



12



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

AGENT
DECKER

AGENT
DECKER

AGENT
DECKER

AGENT
DECKER

AGENT
DECKER

AGENT
DECKER