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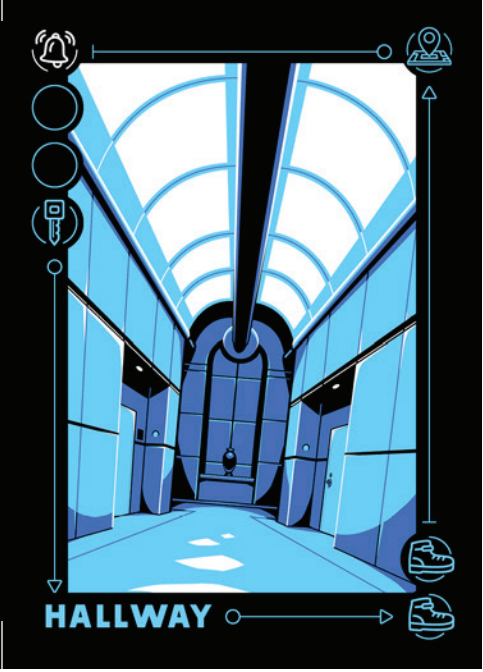
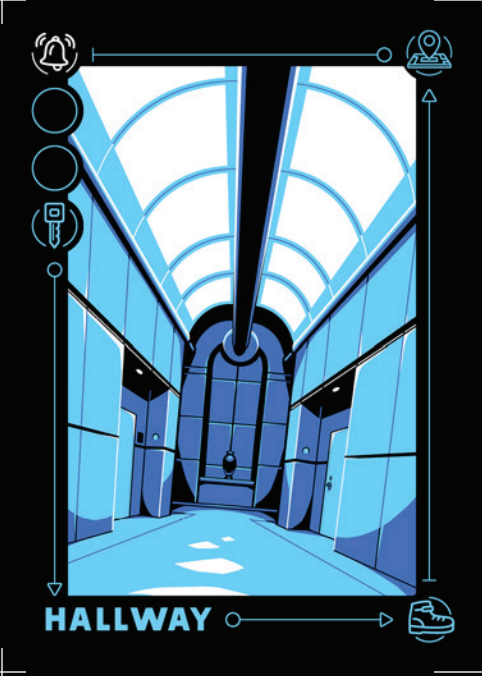
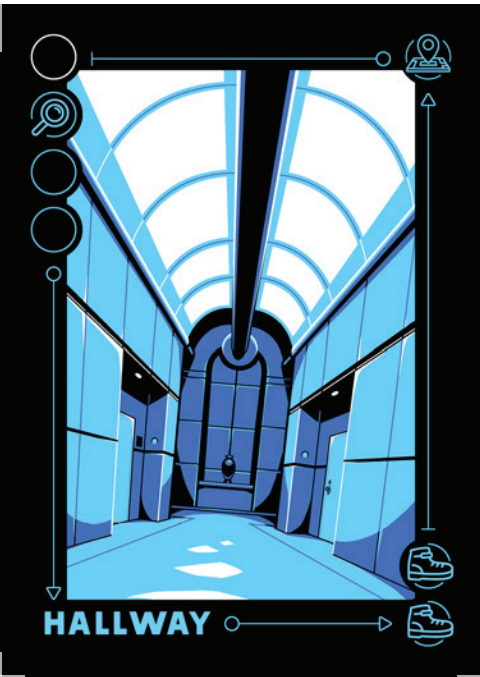
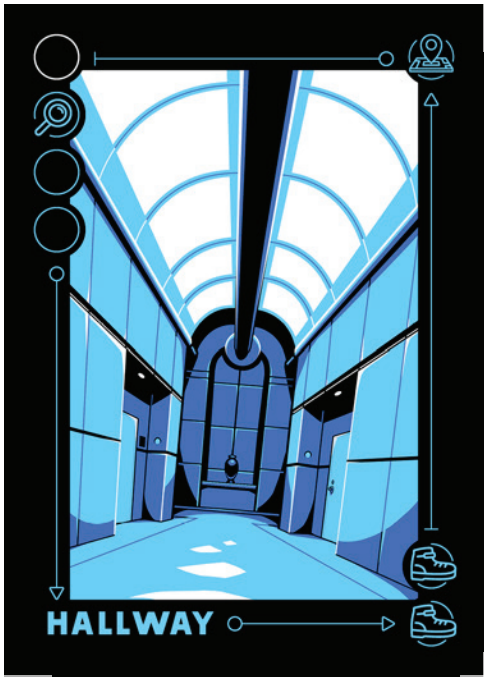
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HANDGUN

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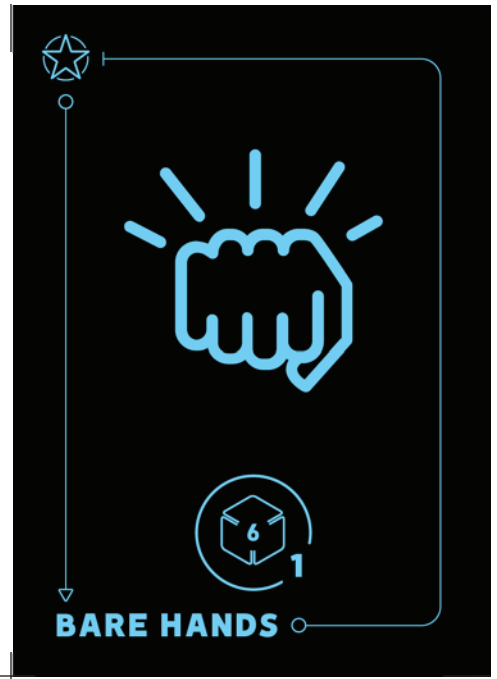


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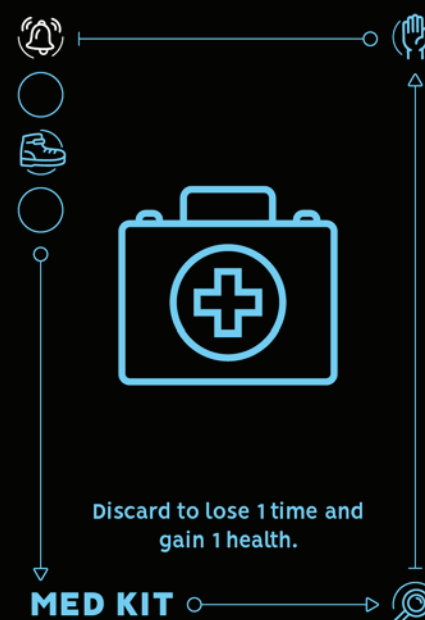
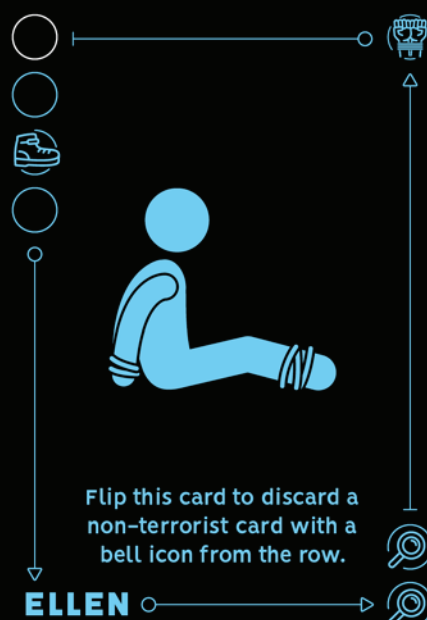
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Flip this card to place any  
card in the row into your  
inventory for free.

**MR. KOBAYASHI**

Flip this card to discard a  
non-terrorist card with a  
bell icon from the row.

**ELLEN**

Discard to lose 1 time and  
gain 1 health.

**MED KIT**

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## MED KIT

# RADIO

## RADIO

## FLASHLIGHT

## FLASHLIGHT

## SMOKE BOMB

## SMOKE BOMB

## DISTRACTION

## DISTRACTION

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2

10

2

SHOTGUN



2

8

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MACHINE GUN



Discard to discard a terrorist card as it's drawn.

SGT. PRATT



Discard to gain a ( ) token for your handgun.

AMMO



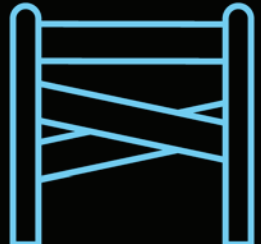
Discard to gain a ( ) token for your handgun.

AMMO



Discard to gain a ( ) token for your handgun.

AMMO



TEST 4: Succeed and gain 1 time. Fail and fight a terrorist.

BARRICADE



TEST 4: If you succeed, gain a key token.

SEARCH POCKETS



TEST 5: If you fail, take 1 damage AND discard a hostage.

STANDOFF

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**TEST 5:** If you fail, take 1 damage AND discard a hostage.

**STANDOFF** ○



**TEST 4:** If you succeed, search the deck or discard pile for a Radio. Add it to your inventory. Reshuffle. If you fail, take 1 damage.

**AMBUSH** ○



**TEST 4:** If you fail, take 2 damage.

**EXPLOSION** ○



**TEST 4:** If you succeed, gain 2 time. If you fail, lose 1 time.

**NEGOTIATE** ○



Discard to reroll any number of dice you just rolled.

**CHOCOLATES** ○

## REFERENCE

Move the time track cube to the next lowest number whenever you:

- Roll dice to fire a weapon or toss a grenade
- Reload
- Are instructed to do so based on an event or test
- Hide



Move



Search



Key



Noise



Item



Weapon



Hostage



Location



Test



Flip this card to add a  to a Test roll.

**CLARENCE** ○



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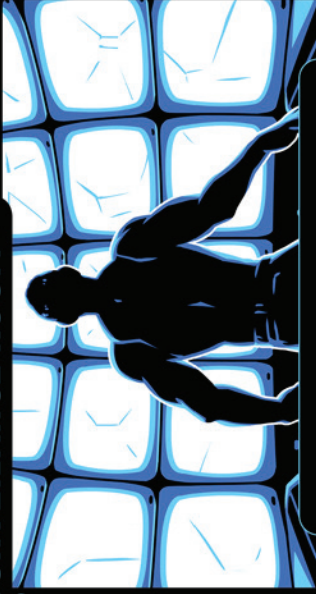
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## SURVEILLANCE ROOM



You may lose 1 time to draw the top 3 cards. Discard 1. Place 1 on the bottom of the deck. Place 1 on top of the deck.

## NURSE'S STATION



You may lose 1 time to heal 2 health.

## GUARD STATION



You may lose 2 time to draw cards until you find a  card. Place it into your inventory. Reshuffle the rest back into the deck.

## HOTEL ROOM



You may lose 1 time to draw the top 3 cards. Place them back on top of the deck in any order.

## BOARD ROOM



**TEST 5:** Succeed and gain 1 time. Fail and search the deck for a hostage card and remove it from the game. Shuffle the rest back into the deck.

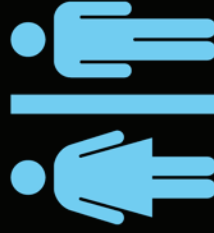


## ATRIUM



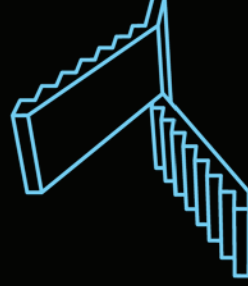
Draw 5 cards. If one of them is a terrorist, it attacks you. Shuffle the rest back into the deck.

## BATHROOM



You may lose 1 time to gain 1 health.

## STAIRWELL



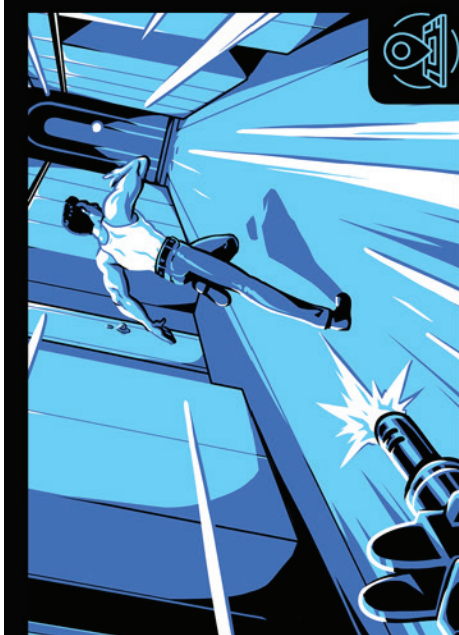
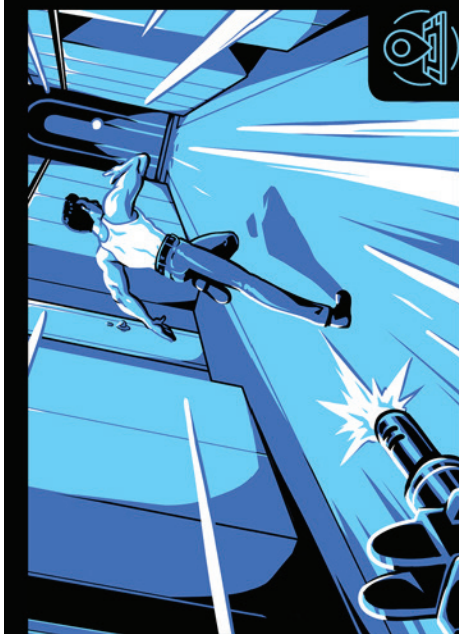
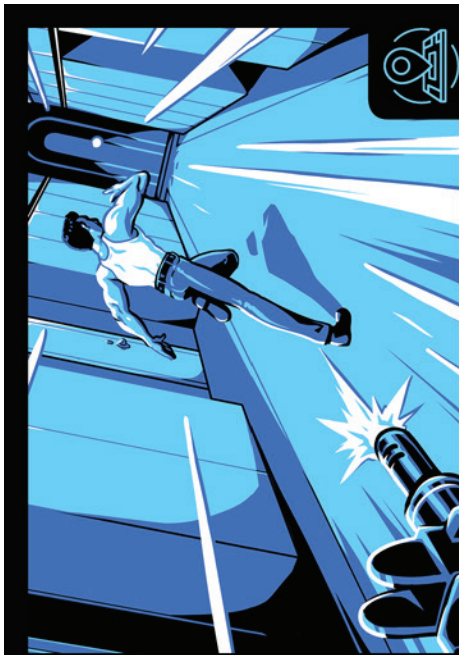
Draw 3 cards. If any of them are a terrorist, it attacks you. Shuffle all other cards back into the deck.

## CONSTRUCTION ZONE



**TEST 5:** Succeed and draw until you find a terrorist card. Discard it. Shuffle the rest back into the deck. Fail and take 2 damage.





## ELEVATOR SHAFT



**TEST 4:** Succeed and gain 1 time. Fail and take 2 damage.

## OFFICE



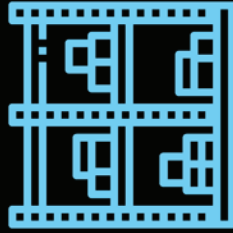
**TEST 5:** Succeed and search the deck or discard pile for a Distraction card and add it to your inventory. Reshuffle. Fail and lose 2 time.

## VAULT



**TEST 5:** Succeed and search the discard pile for any card and add it to your inventory. Fail and lose 3 time.

## SUPPLY ROOM



You may lose 1 time to draw 4 cards. If any of them are an item, you may put it into your inventory. Shuffle all other cards back into the deck.

## AIR DUCTS



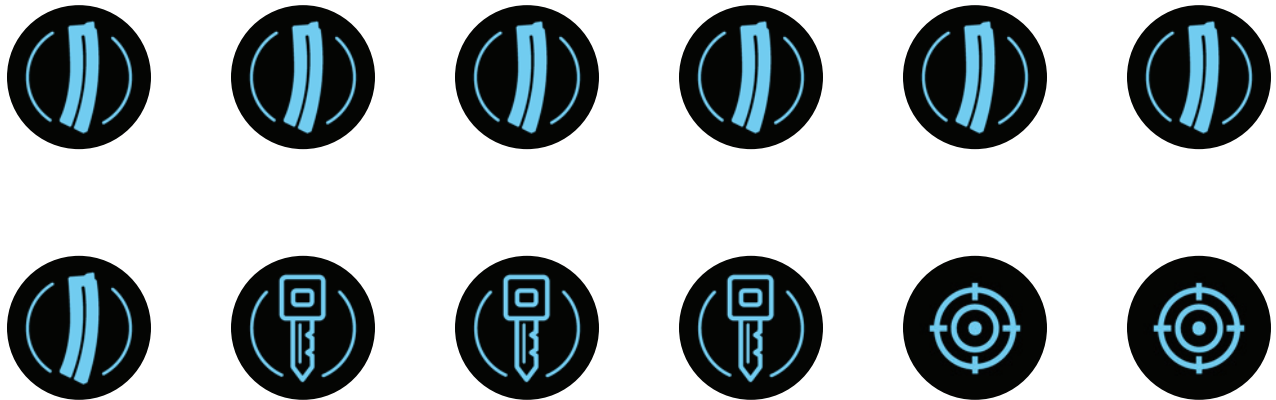
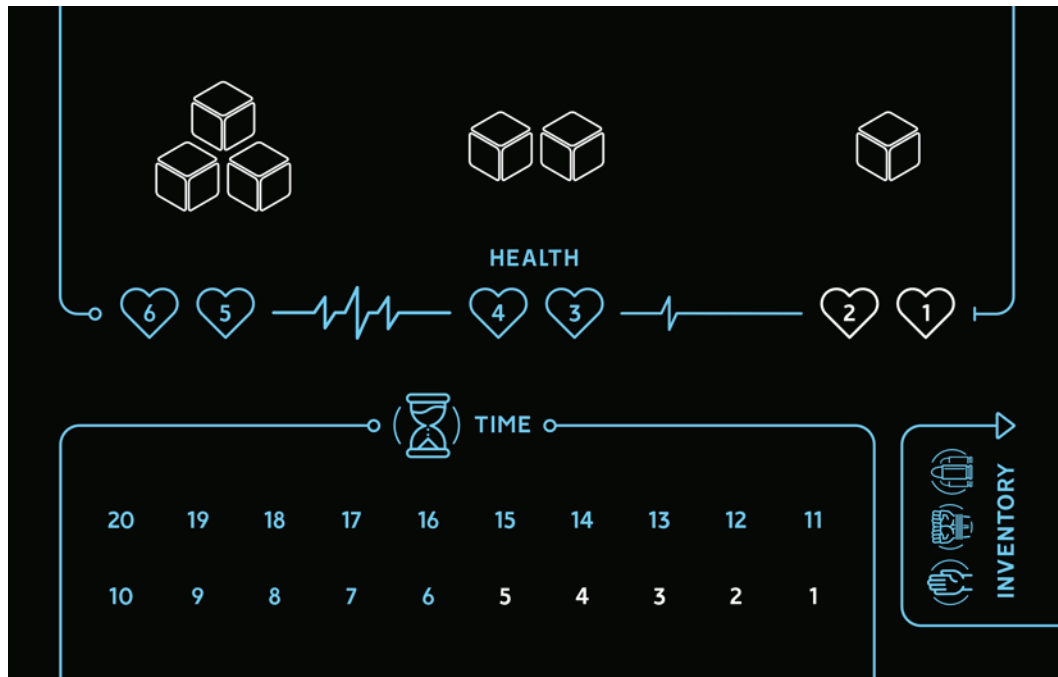
**TEST 5:** Succeed and gain 1 time. Fail and fight a  terrorist.

## ROOF



If you defeat Lars, you win.





### Other Components Needed:

- 8 D6
- 4 D8
- 2 D10
- 2 Cubes