

ROOM-25

SEASON 2

RUN-SURVIVE-ESCAPE

"Dear Candidates: Hello!

You have been selected again by the Ministry of Entertainment to participate in the new season of our fabulous game! You will be able to thwart new traps, meet new cellmates, use our remote-controlled robots, reveal your special abilities, and put some adrenaline in your game.

However, you need to be quick but careful. The 'real TV show' will begin shortly, and it's broadcast worldwide.

Your audience awaits..."

Thanks to the wonders of both television and nano-surgery, the heroes of the first season all survived, and the production team has even provided them with special treatments using steroids... All characters can now perform an additional action once per game, thanks to the effect of Adrenaline.

Using a Cybercoach, they've also developed Special abilities:

Alice has a layer of thermal camouflage to allow her to disappear, avoiding any aggression. Jennifer has gained leadership, foresight, and has learned persuasion. Max, the Colossus, has increased his strength tenfold and can now bring someone (for better or worse) with him. Kevin (or "K" as he likes to be called) has hacked a remote control that allows him to take control of a robot or act on certain nearby rooms. The handsome Franck now recovers more quickly. Emmett, the scientist, has unlocked some of the secrets of the complex and can open and close access to some rooms.

Finally, two new individuals have joined the team for the new season. Sarah, an adventurer, is an expert in electronic sabotage and Bruce was recently released from an asylum or prison and seems to have a few screws loose.

It's up to you to discover their talents through many games together, as a team or a free-for-all.

A survival game for 1-8 players with five different modes of play:

Suspicion (semi-cooperative)/Team/Competitive/Cooperative/Solo

Room 25 is an original game by Francois Rouze, inspired by science fiction and horror films (Cube, Tron, Running Man, Saw), and many reality shows. Illustrations and graphics are by Daniel Balage and Camille Durand-Kriegel.

The base game is required to use the Season 2 expansion, which now allows up to 8 players.

» CONTENTS

- 15 Room tiles
- 4 miniatures
- 16 Action tokens
- 58 MAC cards
- 8 Adrenaline tokens
- 18 Character sheets
- 2 Role tiles
- 14 markers

NEW ITEMS

➔ The game has several new features:

- Adrenaline tokens (see page 2)
- Robots (see page 2)
- M.A.C. cards / Move Alone Complex (see page 2 and page 8)
- New Cooperative and Solo modes (see page 3)
- Special abilities for characters (see page 4)
- 10 new types of rooms (see page 6)
- 8 new small sheets containing a space to place the Adrenaline token and remembering the Character's Talent.

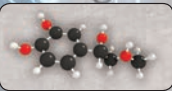


Put this small sheet at the bottom on the right of your Character's sheet and put the New Room's sheet on the left.



In addition to the items listed above, the game contains 4 "Do Not Cross" markers. When a Flooded Chamber or Shredder Room (see page 6) becomes inaccessible, place a marker on it. It remains for the rest of the game. Only the special ability of Emmett can help remove them (see page 4).

ADRENALINE



The Adrenaline token allows the character to take a third action, once per game.

During the programming phase, a player must decide whether or not to use their Adrenaline token. If he wishes to do so, place the token next to the placeholder on your character sheet.

After the Action step, if at least one player has scheduled an Adrenaline action, one more round is played. In turn order, each player who scheduled an Adrenaline action carries out one of the four basic actions (Look, Move, Push, or Control) immediately. They can even repeat an action already taken this turn or an action lost due to a penalty.

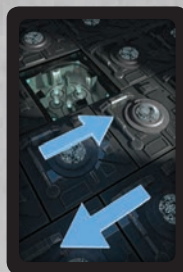
Adrenaline does not allow players to use their Special Abilities.

The Adrenaline token is then removed from the game. Franck's special ability allows him to recover his discarded Adrenaline token.

Details:

- Once programmed, it is no longer possible to recall an Adrenaline token.
- If a character is in the Cold Chamber, he cannot program his Adrenaline.
- The Adrenaline token is always activated after the action phase, even if a character has only taken one action during the turn.

M.A.C. CARDS (MOVE ALONE COMPLEX)



The M.A.C. cards generate immediate events that affect the complex or the characters.

These cards make the Cooperation and Solo modes much more difficult (see Page 3). They can also provide unexpected assistance if you use one or two of the MAC rooms in your Complex (see page 6).

M.A.C. cards have two levels of difficulty:

- Barrier cards are the most numerous. They include complex movement cards and Punishment cards.
- Madness cards are more varied and are reserved to "Madness Level" Solo and Cooperative play. You can choose to include Madness cards in other modes of play if you want to increase the possible outcomes.

M.A.C. cards are described on page 8.

Note: Players can look through the M.A.C. card discards at any point during the game.

ROBOTS

Robots appear when the Robot Rooms are activated (see page 6). There can be up to two robots in the complex simultaneously (one per Robot Room). Destroyed robots are not out of the game, but go back to the supply.

Robots can be used to explore the complex, but they can also push characters (willingly or unwillingly). These are the only two things they can do. This requires activating a Robot Room or calling on the Special Ability of Kevin. Some M.A.C. cards can also make robots act.

Robots thus help the party in Cooperation or Solo modes, but can make it hell in the other modes.



user manual

A robot can only move or push. When a character enters the Robot Room or Kevin uses his Special Ability, he chooses which robot to order.

A robot in a blue room (Room 25, the Central Room, or the Key Room) cannot push.

» Move order:

The player moves the robot to a room adjacent to its current room. If the room is hidden, reveal it immediately.

Very important:

- A robot never applies the effect of a room (including Robot, Regeneration, Timer and Key rooms). The Pivoting Room forces its actions to move in one of two directions.
- A robot entering a red room is immediately destroyed.
- It can enter a locked room but not in

an inaccessible space (with the Do Not Cross token).

Details:

If a robot enters a Shredder Room or Acid Bath, all occupants including the robot are eliminated.

A robot that reveals the Shredder room or the Flooded chamber also makes the room immediately inaccessible. Robots can enter locked rooms, but not inaccessible rooms.

» push order:

The robot pushes a character into an adjacent room.

Important! This order is not possible if the robot is in a blue room.

General details:

The robot can never be carried or pushed, even by another robot.

If the robot is adjacent to a Prison cell, the imprisoned character can move to it.

A robot does not have the ability to look or control a room.

SUSPICION / COMPETITION / TEAM MODES

⇒ **Suspicion mode:** You can now play with up to 8 players.
 7 Players: Play 9 rounds. Add 1 Prisoner tile.
 8 Players: Play 8 rounds. Add 2 Prisoner tiles.
 The number of challenging rooms is increased when there is only one guard (see chart). For parties of up to 5 players, you must choose during setup if you will include 1 or 2 guards and adjust the complex accordingly.

⇒ **Competition mode:** Now you can play this mode with up to 4 players with 2 characters each.

⇒ **Team mode:** Now you can play this mode with 8 players (2 teams of 4 players).

Example of a suspicion mode complex with 1 guard

- **5 Green Rooms:** 1 Robot Room, 2 Tunnel Chambers, 1 Vision Chamber, 1 Regeneration Room
- **8 Yellow Rooms:** 1 Jamming Room, 2 M.A.C. rooms, 2 Pivoting Rooms, 1 Mirror Room, 1 Prison Cell, 1 Vortex Room
- **10 Red Rooms:** 2 Mortal Chambers, 1 Timer Room, 2 Shredder Rooms, 1 Paranoia Room, 1 Illusion Chamber, 1 Acid Bath, 1 Trapped Chamber, 1 Flooded Chamber

⇒ **Create a complex to your tastes.** To keep the game balanced, here are some suggestions based on the game mode chosen:

ROOMS	Suspicion Mode with 1 guard (4 to 5 players)	Suspicion Mode with 2 guards (5 to 8 players)	Competition or Team Modes
BLUE	Central Room + Room 25		
GREEN	5 of choice	1 Regeneration Room + 1 Robot Room + 5 of choice	1 Regeneration Room + 5 of choice
YELLOW	1 Jamming Room + 7 of choice	1 Jamming Room + 7 of choice	2 Prison Cells + 5 of choice
RED	2 Mortal Chambers + 1 Timer Room + 7 of choice	1 Mortal Chamber + 2 Shredder Rooms + 5 of choice	2 Mortal Chambers + 8 of choice

Warning: When setting up the game, Robot Rooms should be mixed with the exit zone rooms, like the Vision Chamber.

Example of a suspicion mode complex with 2 guards

- **7 Green Rooms:** 2 Robot Rooms, 3 Tunnel Chambers, 1 Vision Chamber, 1 Regeneration Room
- **8 Yellow Rooms:** 1 Jamming Room, 1 M.A.C. Room, 1 Mirror Room, 1 Pivoting Room, 1 Prison Cell, 1 Vortex Room, 1 Dark Chamber, 1 Cold Chamber
- **8 Red Rooms:** 1 Mortal Chamber, 2 Shredder Rooms, 1 Paranoia Room, 1 Illusion Chamber, 1 Acid Bath, 1 Trapped Chamber, 1 Flooded Chamber

COOPERATION & SOLO MODES

The difficulty of these two modes is greatly enhanced. Here are the changes from the basic rules of the game.

» victory condition:

ALL characters must escape before time runs out. If any character is eliminated, the game is lost.

You cannot escape with the Room 25 if the Key room has not been activated by a character before (see Key room page 7).

» setup:

The number of turns depends on the number of players:

- 4 characters (single player, 2, or 4 players) = 8 rounds
- 5 characters (5 players) = 7 rounds
- 6 characters (3 or 6 players) = 6 rounds

» gameplay

If you like challenges and unforeseen events, we recommend the Madness level. If you prefer a more controlled and less difficult game, choose the standard level.

standard Level:

- Remove M.A.C. Madness cards.
- All rounds **EXCEPT during the final round:** BEFORE each programming phase, draw 2 M.A.C. cards (or more if the cards tell you to draw again) and apply their effects.

MADNESS level:

- In Cooperation Mode: play without the Reminder Tokens (solo mode, continue to use the Reminder Tokens).

- Play without Adrenaline tokens.

- Mix in the M.A.C. Madness cards.

- All rounds **EXCEPT during the final round:** AFTER the programming phase, draw 1 M.A.C. card before the first action of the first player and apply it immediately. Draw another card before the first player's second action and apply it as well.

» COMPOSITION OF THE COMPLEX

Remove one of the two Vortex Rooms. In solo mode, also remove the Jamming Room and Mirror Rooms.

ROOMS	STANDARD LEVEL	MADNESS LEVEL
BLUE	Central Room + Room 25 + Key Room	
GREEN	2 Tunnel Chambers + 1 Robot room + 1 Empty Chamber	2 Tunnel Chambers + 1 Robot Room
YELLOW	2 Pivoting Rooms + 5 of choice or randomly drawn	2 Pivoting Rooms + 5 of choice or randomly drawn
RED	2 Mortal Chambers + 1 Timer Room + 8 of choice or randomly drawn	2 Mortal Chambers + 1 Timer Room + 1 Paranoia Room + 8 of choice or randomly drawn

Example of a standard Level cooperation mode complex

- **4 Green Rooms:** 2 Tunnel Chambers, 1 Robot Room, 1 Empty Chamber
- **7 Yellow Rooms:** 2 Pivoting Rooms, 1 Vortex Chamber, 1 Mirror Room, 2 Dark Chambers, 1 Jamming Room
- **11 Red Rooms:** 2 Acid Baths, 2 Flooded Chambers, 2 Trapped Chambers, 2 Mortal Chambers, 1 Timer Room, 2 Shredder Rooms

SPECIAL ABILITIES

Every character now has a Special Ability. This Special Ability is represented by a special token for each character which is added to their four basic actions (Look, Move, Push, and Control). During their programming phase, each player now selects two tokens from five available.

Important: Special Abilities cannot be used in the Central room or when using Adrenaline.



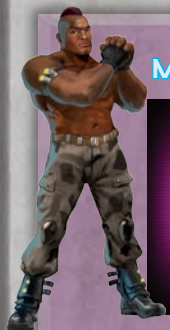
Jennifer: CALL



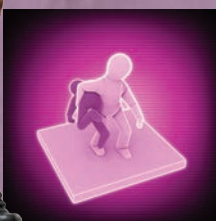
Move an adjacent character of your choice immediately into the room you occupy. The character called is affected by the room.

Clarifications:

- Jennifer cannot call someone into a Flooded Chamber.
- Jennifer cannot call someone into a locked room (see Emmett's special ability).
- If Jennifer calls someone into the Acid Bath, it is she who is eliminated.
- A robot or a hidden character (Alice or Bruce) cannot be called.



Max: CARRY



Move another character present in Max's room together with Max.

Max and the carried character are both affected by their destination room in an identical and unique way. If the room requires a choice to be made, Max makes that choice. For example, the same room is looked at when arriving in the Vision Chamber, the Moving Chamber is only moved once, the Control Chamber only moves one line, both characters move to the same Tunnel Chamber and both characters are eliminated in the Mortal Chamber. When arriving in an Acid Bath, Max decides which character is eliminated.

Clarifications:

- With this Special Ability, both characters can survive by leaving the Shredder Room together.
- The Carry action is lost if no one is in the room when the action is revealed.
- A robot cannot be carried.



FRANCK: RECOVER



Recover your Adrenaline token if you no longer have it. You can program it at next turn.

Clarification: This ability has no effect if you still have your Adrenaline.



EMMETT : 2 ABILITIES



At the beginning of the game, Emmett receives two Lock tokens.

Emmett has two special abilities (which are programmed with the same token). He makes his choice when

revealing the action. If either of his abilities are not playable when it is time to resolve, he must use the other ability.

REACTIVATE

Remove the "Do Not Cross" token from an adjacent room if it is not occupied. This room is then turned face-down.

LOCK ON

Place a Lock token on an adjacent visible non-Blue room. As long as the lock remains in place, the room is inaccessible to everyone other than Robots or Emmett himself. A character in a locked room can leave (voluntarily or by force) or push someone else outside.



Clarifications:

- If the two Lock tokens are already installed in rooms and the lock action is performed again, Emmett decides from which room a lock token is moved, regardless of the character doing the locking.
- You cannot put two locks on the same room.
- If Emmett is eliminated, all Lock tokens are removed from the complex (even those due to the M.A.C. Lock card).

» IMMUNITY TO LOCKS (PIN)

Emmett is able to enter rooms which are closed with a "Lock" token. He can also be called or pushed by another character. He cannot enter inaccessible rooms (rooms with the "Do Not Cross" token).



Alice : BE HIDDEN



At the beginning of the game, Alice receives her "Hidden" token (with a plastic base).

Alice disappears until her next action, regardless of when it occurs. During this time, replace her figurine

with her "hidden" token. A hidden character cannot be pushed, carried, or called. Her room is still considered occupied, and the effects of this room will be applied normally (Acid Bath, Shredder Room, Flooded Chamber, etc ...)

The character becomes visible as soon as she takes an action. Replace her "hidden" token with her usual figurine.

Clarifications:

- Alice can remain hidden for a full turn if it's her only action.
- The M.A.C. cards Punishment, Panic, and Rewind never affect her, even if she enters the M.A.C. Room.

» immunity to robots (android)

Alice is secretly an android. Even when she is not hidden, she may choose not to be pushed by a robot.



sarah : 2 ABILITIES



At the beginning of the game, Sarah receives two empty rooms.

Sarah has two Special Abilities (which are programmed with the same token). She makes her choice when

revealing the action. If either of the abilities is not playable at the time it is resolved, then she must apply the other.

SABOTAGE A ROOM

Replace the non-Blue room she occupies with one of her empty rooms. The replaced room is discarded.

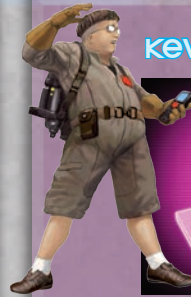
Sarah can sabotage up to 2 rooms per game.

Clarifications:

- If Sarah is in a blue room, sabotage does not work.
- Sarah can sabotage a Trapped room that she entered with the previous action. If she does this, she does not die.
- Sabotaging a Robot Room does not destroy the robot, but does keep a new robot from entering play if the previous one is destroyed.
- If Sarah sabotages an Empty Room, she still loses one of her Empty Rooms.

SABOTAGE A ROBOT

Sarah destroys a robot present in her current room. If there is not a robot in her room, she must sabotage the room instead (see above).



Kevin "K" : 2 ABILITIES



Kevin has two Special Abilities (with are programmed with the same token). He makes his choice when programming the action. If either of the ability is not playable at the time it is resolved, the other must be applied.

HACK THE COMPLEX

Swap two non-blue rooms which are adjacent to the room occupied by Kevin, whether they are occupied or not.

HACK A ROBOT

Immediately give a MOVE or PUSH order to a robot somewhere in the complex. If there are no robots in play, this ability is useless.



BRUCE : MIMIC



At the beginning of the game, Bruce receives an empty room and his "hidden" token (with a plastic base).

Bruce can use part of the Special Ability of another character who is orthogonally adjacent or in the

same room as him. Because of this, he will sometimes have several options. If one option is unusable, he MUST choose another.

Here are the effects Bruce can use when imitating another character:

- **Jennifer:** Bruce mimics the effect of the Call ability. If this effect is used on Jennifer, she can choose not to move. Regardless of her decision, the action is still used.
- **Franck:** Bruce can mimic Franck's Recover ability only if Franck is in the same room as Bruce.
- **Max:** Bruce can use Max's Carry ability. However, Max cannot be carried.
- **Kevin:** Bruce can only use Kevin's Hack a Robot ability. He cannot Hack the Complex.
- **Emmett:** Bruce can only mimic Emmett's Reactivate ability. He cannot place Locks.
- **Alice:** Bruce imitates Alice's Be Hidden ability. He remains visible to Alice, who can push him.
- **Sarah:** Bruce can only imitate Sarah's Sabotage A Room ability once (using the empty room he received at the beginning of the game). He cannot Sabotage a Robot.

Clarifications:

- Mimic has no effect if there is no character nearby when it is time to resolve this action. If multiple characters are nearby, Bruce may choose which special ability to mimic.
- Bruce does not have the immunities of other characters such as "Android" or "Pin".

NEW ROOMS



"Your new best friend waits for you with open arms..."

Every time a character enters this room, perform the following two actions:

- If there no Robot in the complex, place a robot in this room.
- Give an order to any robot already in the complex (regardless of its distance from this room). This order must be either Move or Push (see page 2).

Important: A robot never triggers or applies the effect of a room (including Robot, Regeneration, Timer and Key rooms). Only exceptions: the Pivoting Room, the Shredder room and the Flooded chamber.

When a robot enters a red room, it is immediately destroyed.



"Look at yourself in the mirror! You don't look so good..."

Lose your Adrenaline token. If you have other actions programmed this turn, they are cancelled. Your turn ends. You can program normally during the next programming phase.

Clarifications:

- *If your Adrenaline token has already been discarded and you do not have any other actions programmed this turn, this room has no effect on you.*
- *For Franck, the Adrenaline token can still be recovered using his ability.*
- *Note on Paranoia in the Mirror room: A character under the effect of the Paranoia room loses his Adrenaline token, but not his remaining actions, as they were not programmed.*



"I don't know what it is, but I hear a noise and then the complex moves again."

Immediately draw a card from the M.A.C. deck and apply its effects.

If the effect is applied to one or more specific characters (for example, the "punishment" cards), your character suffers the effects instead.

If a card has the "Draw Again" symbol, draw a new card and apply it as well.

Note on the M.A.C. red cards: Do not mix them with the other M.A.C. cards unless you are using the "Madness" Cooperation variant or Solo modes or unless all players agree to do so before the game is started.



"Fabulous, a molecular transporter... but will it work?"

This room has the same effect as the Tunnel chamber from the base game, but if all three Tunnel rooms are visible, the player chooses which of the other two their character moves to.

Similarly, if a character is pushed or drawn into a tunnel room and the other two are visible, the player may decide which of the other two he moves to.



"Sorry, we'll be off the air soon. Hurry up!"

If a character enters this room before the last turn, the countdown is reduced by 1 turn - all of the turn markers should be advanced one space without changing the turn order.

If a character enters this room during the final round, the effect of the room is different. That character is immediately eliminated from the game and the countdown is not reduced.

In both cases, the Timer room is then removed from play and replaced with an empty room.



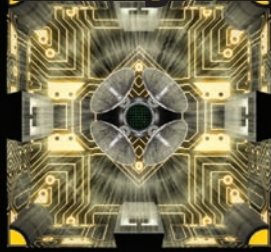
"Wait for me! I thought I just saw the wall move!" "BLAM!"

When a character exits or a robot enters this room, the Shredder room goes into action.

Any characters still in this room are eliminated and this room becomes inaccessible for the rest of the game. Place a "Do Not Cross" token on this room.

As with all red rooms, any robot that enters is immediately destroyed.

Jamming room



"Connection problem - please wait here while we reconnect."

As long as a character is in this room, no information can be exchanged between players, including discussion of programming or of the danger level of rooms.

KEY ROOM



"Congratulations! You've solved half the puzzle!"

This room is used only for Cooperation and solo modes.

When a character enters the Key room, it is triggered. Replace it with an Empty room. You cannot escape the complex in Room 25 until this has been done.

Regeneration room



"What a pleasure to see you in one piece!"

When a character enters the Regeneration Room he activates it if one or more characters have already been eliminated. If no character has been eliminated, the Regeneration room does not activate when a character enters it. It simply remains visible.

When the room is activated all eliminated characters are returned immediately to the central room. Once this occurs, this room is destroyed.

Their players whose characters have been regenerated will be able to program actions at the beginning of the next round.

Flip their turn markers back off of their skull side. If their turn markers were removed from the board, place them so they will act first so as not to change the number of turns remaining.

Suspicion Mode: A character who is regenerated retains the same role they had. Any Adrenaline tokens used remain lost.

Pivoting room



"Only two exits. It looks like an easy decision to me!"

Whenever a character or robot enters this room, turn it so that the corridor lines up with the room from which that character or robot just entered.

This room consists of a swivel corridor that has only two exits instead of the usual four.

A character in this room can only move, look, or push through the corridor's exits. Other abilities and the control action are not affected by the orientation of the corridor.

Specific Notes:

- If a character is called into this room (by Jennifer or Bruce), the corridor takes the orientation of the room from where the character is drawn.
- Robots are also affected by the Pivoting room.

Notes for Adjacent rooms: All four rooms around the Pivoting room are still considered adjacent to the Pivoting room. Bruce (for example) can still imitate a character in this room if he is in one of the four surrounding rooms, even if the exit doesn't line up with his room.

Paranoia room



"You poor fools. You thought this was just a game?"

When your character enters this room, mix all of your action tokens (including those played this turn) and make a face-down pile. On your turn, draw a token from the top of the stack, take that action, and then discard the token.

Paranoia ends at the start of the next programming phase if your Actions pile runs out or if you've left the Paranoia room. In this situation, if your character leaves the Paranoia Room on their first action, you must still draw your second action of the round.

If your character uses their last Action token with their first action, they will take no second action.

Adrenaline Clarification: If a player has programmed his Adrenaline, he may choose the action he wants and does not need to randomize it from the deck.

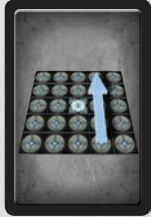
Suspicion Mode: The Paranoia room also affects guards whether revealed or not.

If you have lost some of your tokens because of a Punishment M.A.C. card, do not mix them into your pile.

M.A.C. cards description

BARRIERS CARDS

» complex movement



Move the row marked on the map with a box (like the Control action).

Moving the complex cards must be read in the same direction throughout the game. Complex Movement cards must be handled from the same orientation throughout the game. The easiest way to do that is to have the same player process them so that the rows are always processed relative to that player.

Additional symbols:



Achieve the effect twice (move the row two spaces).



Draw a new card immediately and apply its effect.



As players control the action, each Complex Movement card results in the addition of a "Control" token, which will be removed at the end of the round. The same row cannot be moved in opposite directions in the same turn. If a card contradicts this rule, that card's movement is ignored.

» PUNISHMENT



Both characters pictured on the card lose one of the following Action tokens for the remainder of the game: Look, Control, or Special Ability. They cannot perform this action for the remainder of the game.

If that token has been programmed but not processed, the action is also lost.

Clarifications:

- A single character can suffer multiple Punishment cards and lose multiple Actions.
- If a player draws this card when activating an M.A.C. room (see page 6), they suffer the effect alone even if not pictured on the card.

madness cards



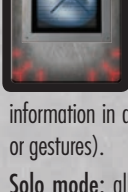
» blackout

All robots are destroyed and all green rooms are replaced with Empty Rooms (even if occupied).



» jamming

The card is placed in plain view until end of turn.



Cooperation mode: No communication is possible for this entire round. Players cannot convey any information in any way (including speech, writing, or gestures).

Solo mode: all reminder tokens disappear from the board and new reminder tokens cannot be placed until the next round begins.



» rewind

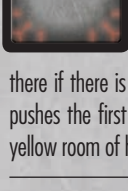
The first player places his character immediately in the Central Room. Their programmed actions remain unchanged.

Alice is immune to this effect.



» robot

If the first player's character is in a red or blue room, this card has no effect.



Otherwise a robot is moved to the first player's room (or placed there if there is no Robot in play). That robot then pushes the first player's character into an adjacent yellow room of his choice (if any).



» time bomb

The card is placed in plain view until end of turn.

If the second Time Bomb card is drawn this turn, all characters in red rooms die immediately.

» LOCK ON



The first player places a lock on an adjacent and visible non-blue room. Only Emmett can enter this room. If no lock tokens are available, Emmett must move one already on the board.



» disabled rooms

All unoccupied rooms of the color shown on the card (green, yellow, or red) are turned face-down. Any tokens on these rooms are removed and returned to their owners.



» chaos

The Pivoting Room is turned 90°. Characters present in the same room as a robot are pushed into an adjacent yellow room of their choice (if any).

Characters in a Tunnel Chamber are moved to another visible Tunnel Chamber.



» acceleration

During the turn, any character that uses the Control action moves the line he has selected twice in the chosen direction.



» panic

The first player applies the following effect to his character:

Franck: His Adrenaline token is discarded but can be recovered.

Jennifer: If she occupies a yellow room, all adjacent characters are drawn to her. If she occupies a room of another color, the card has no effect.

Kevin: He exchanges the positions of two adjacent rooms (except visible blue rooms). If one or more rooms are occupied, they must be chosen to swap (if possible).

Emmet: He places a "lock" token in the room he occupies. There is no effect if the room is blue.

Max: He carries all the characters in the room he occupies into an adjacent yellow room of his choice. There is no effect if there is no adjacent yellow room.

Sarah: She replaces the non-blue room she occupies with an empty room from her reserve. If her reserve is empty, this card has no effect.

Bruce: He pushes all of the characters in his room into an adjacent yellow room of his choice. There is no effect if there are not adjacent yellow rooms.

Alice: No effect.