

FRANÇOIS ROUZÉ

# ROOM-25

ULTIMATE

RUN-SURVIVE-ESCAPE



# SETUP

*“Candidates! These are your thirty seconds of fame: who are you and what do you do?”*

## EQUIPMENT FOR EACH PLAYER

- ▶ Each player chooses a character and takes this character’s material:
  - 1 figure
  - 4 Base Action tokens (Move, Look, Push, Control)
  - 1 round marker
  - 1 reminder token
  - 1 Adrenaline token
  - 1 Character sheet, basic side face-up

- ULTIMATE

  - Put the Character sheet on the Ultimate side face-up
  - Take the special ability token specific to each character
  - Emmett receives two Lock tokens
  - Alice receives her “Hidden” token (with a plastic base)
  - Sarah receives two empty rooms
  - Bruce receives one empty room and his “Hidden” token (with a plastic base).

*“Dear Candidates, hello! You have been selected by the Entertainment Ministry to be a part of our fabulous show! Broadcast worldwide in high definition, you will delight millions of viewers by surviving our Complex’s deadly traps! You have limited time in which to escape! Let’s get started! And don’t forget to smile – you’re on camera!”*

In the near future, a reality TV show called Room 25 goes beyond the limits of good taste in an effort to increase ratings and shock viewers. Candidates are enclosed in a Complex of 25 rooms, with unexpected and dangerous effects, and only one exit.

## GOALS FOR EACH MODE

In COOPERATION mode, players control prisoners trying to find the Room 25 and escape together before the end of the countdown.

In SUSPICION mode, one to two guards infiltrate the prisoners, looking to prevent their escape by wasting time or pushing them in traps!

*Alternative game modes are available for download on our website :  
www.matagot.com/room 25*

## GAME CONTENT

- 47 Room tiles
  - 1 reversible board:
    - one COOPERATION side
    - one SUSPICION side
  - 8 Role tiles : 2 Guard tiles and 6 Prisoner tiles
  - 8 Control tokens
  - 4 Do Not Cross markers
  - 2 Lock markers
  - 58 M.A.C cards
- For each character :**
- 1 figure
  - 5 Action tokens
  - 1 reminder token
  - 1 round marker
  - 1 Character sheet
  - 1 Adrenaline token

## QUICK START RULES

To get a first hang of the game, do not take into consideration any rule section labelled ULTIMATE and use the side of character sheets without the character’s special ability. After a few games, apply the ULTIMATE sections of the rules to discover the whole depth of ROOM 25 ULTIMATE. Use the flip side of your character sheet to reveal his unique special ability as well as the effects of all the rooms in the game. Introduce new challenges by shuffling the MADNESS cards in the M.A.C. card deck.

*Note: Throughout this document, male pronouns are used for the sake of simplicity and readability. In each instance, the rules are meant to include players of any gender.*

*Example: In a 5 players’ game, in Suspicion mode, the countdown board is placed on the 10 rounds side face-up. The game will last 10 rounds, then all player’s round markers are placed on the board, accordingly to the turn order, and with the last player’s marker on the -10 space.*

## COUNTDOWN

Depending on the chosen game mode and the number of characters, the game lasts between 6 and 10 rounds.

Place the reversible board on the side corresponding to the chosen game mode: (see page 5 et 6) :

SUSPICION Mode : 10 rounds side

COOPERATION Mode : 8 rounds side

The player who most recently watched a reality TV show is the first player.

Place the character tokens clockwise according to the players’ order around the table. The round marker of the last player (the player sitting to the right of the first player) is placed in the countdown’s board space corresponding to the number of rounds (see below)

GAME MODE	NUMBER OF CHARACTERS	NUMBER OF ROUNDS
SUSPICION	4 TO 6 CHARACTERS	10
	7 CHARACTERS	9
	8 CHARACTERS	8
COOPERATION	4 CHARACTERS	8
	5 CHARACTERS	7
	6 CHARACTERS	6



A GAME BY FRANÇOIS ROUZÉ

SPECIAL THANKS: "To my wife Mélanie, my children Pauline and Matthieu for their support. To all my friends, to the playtesters from Lyon, they know how much it meant to me, and to Gaëtan for his very special role. To Hicham, Matthieu, Yann and Arnaud for trusting me and giving my first game access to gamers around the globe. To you for buying this game, I wish it gives you and your friends endless fun and enjoyment!"

Illustrations and graphic design by Daniel Balage and Camille Durand-Kriegel.

## CONSTRUCTION OF THE COMPLEX

The board is a square Complex of 25 rooms. Regardless of the game mode, follow the instructions below to create the board.

- Choose the Complex composition you want to play with, depending on the mode and the difficulty (pages 5 and 6).
- Place the Central Room in the center of the table
- Put aside the ROOM 25 and the following rooms if you are using them: KEY, VISION, MOVING CHAMBER and ROBOT.
- Shuffle all the remaining room tiles and place 12 of them face down, forming a cross, as shown on illustration 1 below.
- Then add the put-aside rooms (you should have a total of 12 room tiles at this point), shuffle them facedown and place them on the exit zones, as shown on illustration 2 below.



## SETUP AND STARTING CLUE

- Place each player's figure on the Central room tile.
- All the players have a starting clue. During the first round, before the first Programming phase, each player secretly looks at one of the four rooms adjacent to the Central room, and replaces it facedown in its initial location. **Warning: Each player looks at ONE room only, even if he plays more than one character.**

And now let's start the show!



# GAME CYCLE

Depending on the game mode and the number of players, the game lasts between 6 and 10 rounds. Each round consists of 3 different phases:

- **PROGRAMMING:** All players program simultaneously up to 2 actions by round and, if they want, the ADRENALINE only once in the game.
- **ACTION:** In turn order, players resolve their first action, then the second
- **COUNTDOWN:** Advance the round marker and change the turn order

## 1. PROGRAMMING

Each player has 4 base actions: Look, Move, Push and Control. They are described on page 4.

If you play with the **ULTIMATE** rules, each character now has a Special Talent, which is specific to each character. They are described on pages 11 and 12.

Each player chooses two actions that he places in front of him, facedown, on his character sheet in the dedicated spaces.

The order of the actions is important, the one placed at the top (Action 1) will be performed before the one placed below (Action 2).

The remaining actions must be set aside facedown in order to avoid confusion. Players choose their actions secretly and simultaneously.

A player can also choose to program only one action. In that case, the programmed action is placed between the two programming spaces. During the Action phase he will be able to choose if he plays it during the first action turn or during the second one (see below).



**Adrenaline token:** The Adrenaline token allows the character to take a third action, once per game, among the base actions. Adrenaline does not allow players to use their Special Abilities.

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

The Adrenaline token is always activated after the action phase, even if a character has only taken one action during the round.

- *Once programmed, it is no longer possible to recall an Adrenaline token.*



Example: During the Programming phase, the player who plays Franck chooses to put face-down his "Look" Action token as Action 1 and his "Move" Action token as Action 2. He also decides to play his Adrenaline token and he will have a 3rd action of his choice after all players have resolved their actions. He can choose for this 3rd action any of the basic actions, even the "Look" and "Move" action that he already used this round.

## 2. ACTION

- The first player reveals his first action and resolves it immediately.
- Then, following the turn order, the next player does the same and so on until all players have resolved their first action.
- Players resolve their second action following the same process.
- Every programmed action **MUST** be executed, even if it works against the player.
- If an action cannot be completed, that action is lost (for example if a player programmed the Push action and is alone in the room).

## ACTION DESCRIPTIONS

**Important:** Rooms are considered to be adjacent to a character if they are orthogonally located next to the room he's standing on, **EXCLUDING** diagonals.



### LOOK

Choose and secretly observe a room adjacent to your character.

Once you have looked at it, replace it facedown.

The only information you can give, or not, is the color code: red, yellow, green or blue. You **CANNOT** show it to the other players or communicate its name.



### MOVE

Move your character to an adjacent room. If the room is still hidden, reveal it when you reach it. The room will stay revealed for the rest of the game. Then, apply the effects of the room immediately (see page 6). The room's effect is triggered every time a character enters it.



### PUSH

Move a character standing in the same room as you to an adjacent room. Your character stays where he is and the pushed character is immediately affected by the room in which he lands. If the room was facedown, it is revealed. You cannot push robots or hidden characters.

*Exception: It's **STRICTLY FORBIDDEN** to push from the Central room but it's possible to push into the Central room.*



### CONTROL

Move a line that contains the room your character is in one rank in the direction you choose (vertically or horizontally).

All rooms in that line slide one rank in the same direction, leaving all characters in the rooms they are in (characters move along with their room).

The room at the end of the line exits the Complex and is replaced at the opposite end of the line (see below).

Afterwards, take a Control token and place it next to the line you just moved with the arrow pointing in the direction of the movement.

**Warning 1:** the Central room **CANNOT** be moved and always stays at the center of the Complex. Therefore, it is **IMPOSSIBLE** to use the Control action to move a central line (containing the Central Room).



**Warning 2:** A line can be moved several times during the same round but **ALWAYS** in the **SAME** direction.



After the Action phase, if at least one player has programmed an Adrenaline action, one more round will be played. In turn order, each player who programmed 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 round or an action lost due to a penalty (for example the "Punishment" M.A.C card).

➤ The Adrenaline token is then removed from the game.

### » REMINDER TOKENS

Each player has a Reminder Token he can use at any time during his turn, in addition to his actions. He can place the token on any room still hidden anywhere on the board as a reminder. The token is recovered only when the room it is placed on is revealed. Once recovered, the Reminder Token can be used again..



## 3. COUNTDOWN

When all actions have been resolved, the **ROUND ENDS**:

➤ Each player takes all of his actions back in his hand (the actions used during the round can be used again for the next round). Remove any Control tokens from the complex.

➤ The first player becomes the last player; move his round marker to the end of the line on the reversible board, thereby advancing the countdown. The player on his left becomes the new first player.

*Note: an eliminated character flips his round marker to the skull side. When that character token is about arrive in 1st position, the next player automatically becomes the 1st player for the round.*

➤ The 1st player announces out loud the number of remaining rounds.



## ESCAPE THE COMPLEX

**To escape the Complex the characters have to:**

- Activate the Key Room (Cooperation Mode only);
- Find the Room 25 and have each prisoner move inside it;
- Move the Room 25 with all prisoners inside it, from an EXIT zone to the outside of the complex by using a CONTROL action (see page 3).

*Notes: In Suspicion Mode, the prisoners can escape even if 1 or 2 guards are in the Room 25.*



**Example:** All players are present in the Room 25. In order to win the game, they have to move the Room 25 tile out of the complex. By playing a "Control" action token they can move the line that includes the Room 25 in the right direction.

## GAME MODE 1 : SUSPICION

*“Dear candidates, you are locked up in a dangerous maze and have to escape! But that’s not all! Our team of trained guards is there to “help” you! Isn’t that great!”*

### » GOAL

The prisoners HAVE TO reach Room 25 and move it out of the Complex. The guards have to keep the prisoners from escaping by all means necessary, including elimination.

### » SETUP:

NUMBER OF PLAYERS	ROLE TILES	NUMBER OF ROUNDS
4	3 PRISONERS + 1 GUARD	10
5	4 PRISONERS + 1 GUARD OR 3 PRISONERS + 2 GUARDS *	10
6	4 PRISONERS + 2 GUARDS	10
7	5 PRISONERS + 2 GUARDS	9
8	6 PRISONERS + 2 GUARDS	8

\* With 5 players you can choose if you want to play with 1 or 2 guards (don't forget to play with the right rooms, to maintain game balance)

Distribute one role tile to each player. After looking at it secretly, each player places his role tile face-down in front of him.

### » game cycle

The game cycle is as indicated on pages 2-3 but with the following adjustments.

### » Alert!

If a character enters Room 25 before the countdown reaches round -5, the alarm is activated! Immediately move all the characters' round markers so that the last player is on the -5 space of the reversible board.

### » guards revealing their role

Once the Room 25 has been revealed, guards have the opportunity to reveal their identity by flipping their role tile face-up at any point during their own turn. Starting the following round and for the rest of the game, a revealed guard loses his adrenaline token and does not have to program his actions anymore. When his turn comes,

he can freely choose any action, place the corresponding action token and play instantly. For his second action, he cannot perform the same action as his first one.

### » PRISONERS' role

Prisoners MUST NEVER reveal their identity during the game, except under special situations as specified below.

### » character elimination

If a character is eliminated, he keeps his identity secret.

If a second character is eliminated: the 1<sup>st</sup> eliminated character MUST reveal his identity.

- If the 1<sup>st</sup> character is a guard, the game continues.
- If the 1<sup>st</sup> character is a prisoner, the 2<sup>nd</sup> eliminated character MUST reveal his identity.
- If the 2<sup>nd</sup> is a guard, the game continues.
- If the 2<sup>nd</sup> is also a prisoner, the game ends and the guards win.

**Important!** At the start of the LAST ROUND of the countdown, before programming, ALL eliminated characters must reveal their identities.

### » take off the masks

When playing with a single guard, one character, dead or alive, must reveal his identity whenever all the other characters have reached Room 25 (even if that character is a prisoner).

When playing with two guards, the same applies as soon as two characters are left out of Room 25.

In both cases, the identities of players inside Room 25 are kept secret.

### » victory conditions

The PRISONERS win the game:

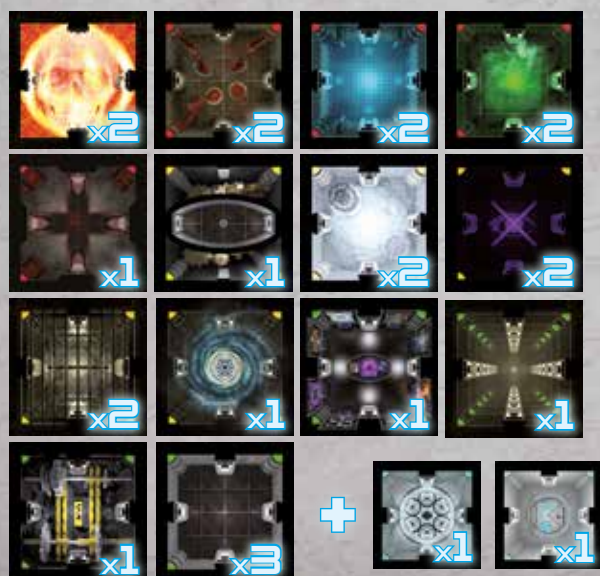
- If ALL the prisoners are in Room 25 and they move it out of the Complex through the Control action, before the end of the countdown.
- If only one prisoner has been eliminated, the others can still escape but ONLY during the LAST ROUND of the countdown.
- If only one prisoner could not reach Room 25 and no prisoner died, the others can still escape but ONLY during the LAST ROUND of the countdown.

The GUARDS win the game:

- If two prisoners are eliminated.
- If the prisoners did not manage to escape before the end of the LAST ROUND of the countdown.



#### suspicion with 1 guard



#### suspicion with 2 guards



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

ROOMS	Suspicion Mode with 1 guard (4 or 5 players)	Suspicion Mode with 2 guards (5 to 8 players)
BLUE	Central room + Room 25	
GREEN	5 of your choice	1 Regeneration room + 1 Robot room + 5 of your choice
YELLOW	1 Jamming room + 7 of your choice	1 Jamming room + 7 of your choice
RED	2 Mortal rooms + 1 Timer room + 7 of your choice	1 Mortal room + 2 Shredder room + 5 of your choice

**Warning!** During setup, the Robot rooms are part of the 12 rooms that are placed on the Exit Zones, like the Vision Room, Key Room and Moving Chamber (see page 3).



# M.A.C. CARDS DESCRIPTION

## BASIC CARDS



### complex movement (x32)

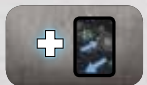
Move the row or column marked on the card with an arrow, the same way as for a Control action.

*Complex Movement cards must be treated with 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:



Apply the effect twice (move the row or column two spaces).



Draw a new card immediately and apply its effect.



*Like with the Control 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 an opposite direction during the same turn. If a card would go against this rule, that card's movement is ignored.*



### punishment (x7)

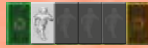
Both characters depicted on the card lose one of the following Action tokens for the remainder of the game: Look, Control, or Special Ability. They cannot perform this action for the remainder of the game.

If this action has been programmed but not yet performed, the action is also lost.

### Clarifications:

- A single character can suffer from multiple Punishment cards and lose multiple Actions.
- If a player draws this card when activating a M.A.C. room (see page 10), only he suffers from the effect, regardless of who is depicted on the card.

## MADNESS CARDS



*When this symbol is present on top of a Madness Card, it is the first player in the turn order board who resolves it.*



### blackout (x1)

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



### Jamming (x2)

This card is placed in faceup until the end of the turn.

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



### rewind (x1)

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

Alice is immune to this effect.



### ROBOT (x2)

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

Move a robot to the first player's room (or place a Robot 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 (x2)

This card is placed in faceup until the end of the turn. If the second Time Bomb card is drawn this turn, all characters in red rooms die immediately.



### LOCK ON (x1)

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 (1 of each)

All unoccupied rooms of the color shown on the card (green, yellow, or red) are turned face-down.



### chaos (x2)

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 (x2)

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



### panic (x3)

The first player applies the following effect to his character:

**Franck:** His Adrenaline token is discarded but can be recovered by playing his special action.

**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 for the swap (if possible).

**Emmet:** He places a "lock" token in the room he occupies. This effect is cancelled if the room is blue.

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

**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.

# BASIC ROOMS



*“Great! You’re at the Complex center, sorry but no aggression allowed!”*

Room in which all the characters start the game. Only the Look and Move actions are allowed. This room cannot be moved in any way and will stay in the center for the entire game.



*“If you’re not alone, you’re close to victory! Dive into the light and join me on stage, you’re famous!”*

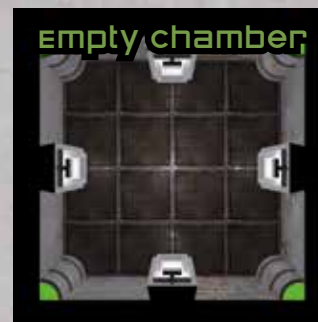
Exit room. When all the prisoners have entered this room, one of them has to move it out of the Complex using the Control action to escape from the complex so that all prisoners win the game.



*“Congratulations! You’ve solved half the puzzle!”*

**This room is mandatory for Cooperation mode**  
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.

**green rooms = safe**



*“Awesome, an empty room! Enjoy the break!”*

This room is empty and has no effect.



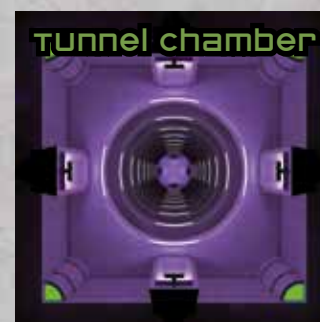
*“Video screens, excellent! A good time to place your token!”*

Look secretly at any room of the board then place it back where it was.



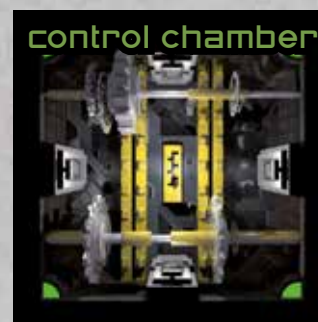
*“Watch out it’s shaking! And it’s going to move!”*

When entering, take this room and exchange it (and your figurine) with any hidden room on the board. The hidden room stays hidden. If all the rooms are already revealed, this room has no effect.



*“Fabulous, a molecular transporter... but will it work?”*

Immediately move your character on another visible tunnel chamber of your choice if any. 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.



*“Terrific! Mechanisms and controllers! You look handsome with your hands all dirty!”*

Slide any line of the board (except the central ones) in the direction of your choice. Slide all the rooms one rank following the same process as for the Control action (see Actions - Control).

## yellow rooms = obstacle

### vortex room



*“Back to square one!  
Hurry up!”*

Take your character figurine and place it on the Central room.

### PRISON CELL



*“A cell locked from the outside... I hope you have friends around!”*

You can only leave this room by moving onto a character located on a room adjacent to yours OR by moving onto the Central room, if it is adjacent to the Prison room when you make the move.

Specific Notes:

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

### cold chamber



*“What do I prefer in the cold chamber? The temperature!”*

In this room you can only program one action during the Programming phase.  
No Adrenaline token can be programmed while in this room  
In Suspicion mode: revealed guard starting his turn in this room will only execute one action.

### dark chamber



*“Wonderful, a dark chamber!  
Perfect for developing your sense of touch... if you have time!”*

While you're in this room, you cannot use the Look action.

### pivoting room



*“Only two exits. It looks like an easy decision to me!”*

Whenever a character enters this room, rotate it so that the corridor lines up with the room from which that character 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:

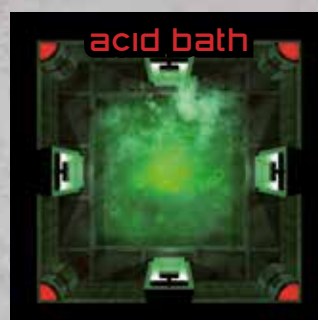
- If a character is called into this room (by Jennifer or Bruce), the corridor takes the orientation of the room from where the character is drawn.

- 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.

## red rooms = mortal danger

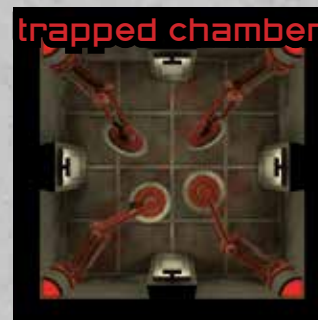
### acid bath



*“An acid bath! Alone it's awesome, but it's even better to share it!”*

As soon as two characters are in this room, the one who entered first is eliminated by the arrival of the second one.

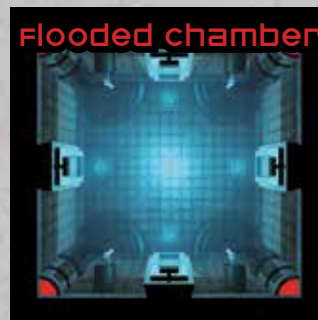
### trapped chamber



*“I love your style! You just activated a deadly trap!  
5, 4, 3...”*

You have to leave this room with your next action or you are eliminated.

### flooded chamber

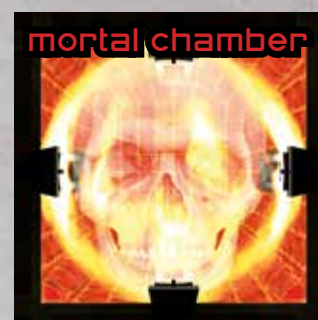


*“Hold your breath, water is coming! I would leave if I were you!”*

Once revealed, this room locks itself from the inside and becomes inaccessible for the rest of the game. Place a “Do Not Cross” token on this room.

After your second action of the next round, if your character is still there, you are eliminated.

### mortal chamber



*“My favorite one!  
No season 2 for you!”*

When you enter this room, you are instantly eliminated.

### shredder 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.



In addition to the items listed above, the game contains 4 “Do Not Cross” markers. When a Flooded Chamber or Shredder Room 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 12).

## ULTIMATE ROOMS

With the ultimate rules you will play with new rooms, more complex and more dangerous.



*“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.

The 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.

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



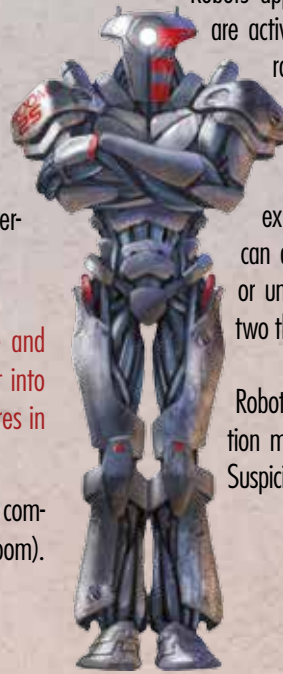
*“Your new best friend waits for you with open arms...”*

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

- Place a robot figure in this room

*(Warning! If both robot rooms are visible and you enter one of them, place a new robot into play if there are not already two robot figures in the complex).*

- 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.



## ROBOTS

Robots appear when the Robot Rooms are activated (see beside). 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.

Robots are very helpful in Cooperation mode, but can create havoc in Suspicion mode.

### USER MANUAL

A robot can only move or push. When there are 2 robots in the complex and someone hacks a robot or enters a robot room, he chooses which robot to order.

#### » 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 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.

#### » 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 (Room 25, the Central Room, or the Key Room)

#### Details:

- The robot can never be carried or pushed, even by another robot.
- A robot does not have the ability to look or control a room.



*“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. Madness cards: Do not mix them with the other M.A.C. cards unless you are using the “Madness” Cooperation variant or unless all players agree to do so before the game is started.*



*“Look at yourself in the mirror! You don’t look so good...”*

Lose your Adrenaline token. If you have other actions programmed this round, 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 round, 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 (see effect of Paranoia room beside): A character under the effect of the Paranoia room loses his Adrenaline token, but not his remaining actions, as they were not programmed.
- The same applies for revealed guards.

## 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 on programming or on the color of the room.

## Paranoia room



*“You poor fools. You thought this was just a game?”*

When your character enters this room, shuffle all of your action tokens (including those played this round) and make a facedown 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 ran out or if you have left the Paranoia room. In this situation, if your character leaves the Paranoia Room on their first action, you must still randomly draw your second action of the round.

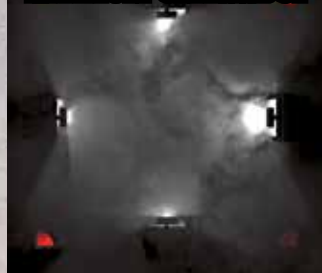
If your character uses his last Action token with his first action, he will take no second action.

**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.*

## Illusion chamber



*“Great! The room of your dreams, or at least, that’s what it claims to be...”*

Immediately exchange the Illusion room with any hidden room on the board. Reveal the new room, place your character in it and apply its effects. Then, the Illusion room takes the empty space of the board and will stay revealed. If all rooms are already revealed, this room has no effect.

## Timer room



*“Sorry, we’ll be off the air soon. Hurry up!”*

If a character enters this room before the last round, the countdown is reduced by 1 round — all of the round 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.

# 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, players now select two tokens out of five available.

**Important :** *Special Abilities CANNOT be used in the Central Room NOR using Adrenaline.*

## JENNIFER : CALL

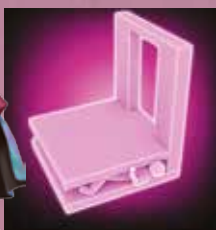


Move an adjacent character of your choice immediately into the room you occupy. The called character applies the effect of the room.

**Clarifications:**

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

## ALICE : HIDE HERSELF



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 round if it is 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. In that case a robot would push another character if someone else is in the room.

## 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 at the same time and in the same 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 time, 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.



## EMMETT : 2 ABILITIES



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

Emmett has two special abilities that are programmed with the same token. He decides which one he wants to perform when the action is revealed. If one of his abilities is not playable when it is time to resolve, he must use the other ability.

### REACTIVATE

Remove a "Do Not Cross" token from an adjacent room if it is not occupied. This room is then turned facedown.

### LOCK ON

Place a Lock token on the room he occupies or on a visible room adjacent to it. No blue room can be locked. As long as the lock remains in place, the room is inaccessible to anyone 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 both Lock tokens are already placed on 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 in it by another character. He cannot enter inaccessible rooms (rooms with the "Do Not Cross" token).



## SARAH : 2 ABILITIES



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

Sarah has two special abilities that are programmed with the same token. She decides which one she wants to perform when the action is revealed. If one of her abilities is not playable at the time it is resolved, she must use the other ability.

### SABOTAGE A ROOM

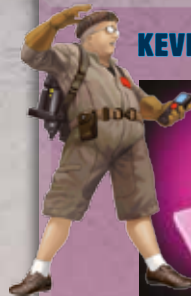
Replace the non-Blue room she occupies with one of her empty rooms. The replaced room is discarded. Sarah can sabotage up to 2 rooms per game.

#### 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 any robot.
- 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 no robot in her room, she must sabotage the room instead (see above).



## KEVIN "K" : 2 ABILITIES



Kevin has two special abilities that are programmed with the same token. He decides which one he wants to perform when the action is revealed. If one of his abilities is not playable when it is time to resolve, he must use the other ability.

### HACK THE COMPLEX

Exchange 2 rooms adjacent to Kevin that are NOT visible blue room (such as the Central Room, the Room 25...). Characters in the exchanged rooms move with the rooms.

### HACK A ROBOT

Immediately give a MOVE or PUSH order to a robot anywhere in the complex.



## 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 in an 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 must choose which special ability to mimic.
- Bruce does not have the immunities of other characters such as "Android" or "Pin".



## FRANCK : RECOVER



Recover your Adrenaline token if you no longer have it. You can program it on the next round.

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