FRANÇOIS ROUZÉ

ROOM-25

ULTIMATE

RUN - SURVIVE - ESCAPE



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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.

GOALS FOR EACH MODE

In COOPERATION mode, players control prisoners trying to find 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 through deception or brutality !

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

"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!"

» GAME CONTENT

- 47 Room tiles
- 1 reversible board:
  - one "8 game turns" side
  - one "10 game turns" side
- 8 Role tiles : 2 Guard tiles and 6 Prisoner tiles
- 8 Control tokens
- 4 Do Not Cross markers
- 2 Lock markers

For each character :

- 1 figure
- 5 Action tokens
- 1 reminder token
- 1 turn 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, read the ULTIMATE section 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.

Example: In a 5 players' game, in Suspicion mode, the countdown board is placed on the 10 turns side face-up. The game will last 9 turns, then all player's turn markers are placed on the board, accordingly to the turn order, and with the last player's marker on the -9 space.

SETUP

"Candidates! This is your thirty seconds of glory: 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
- the 4 base Action tokens (Move, Look, Push, Control)
- 1 turn 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
- 1 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 an empty room and his "hidden" token (with a plastic base).

COUNTDOWN

Depending on the game mode and the number of players, the game lasts between 6 and 10 turns.
Place the reversible board on the side corresponding to the game mode chosen: (see page 5 et 6) :
SUSPICION Mode : 10 turns side
COOPERATION Mode : 8 turns side
The player who most recently watched a reality TV show is the first player.
Place the character tokens corresponding to the players' order around the table. The turn marker of the last player (the player sitting to the first player's right) is placed in the countdown's board space corresponding to the number of turns (see below)

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



UN JEU DE FRANÇOIS ROUZÉ
Illustrations et graphismes de Daniel Balage et Camille Durand-Kriegel.

REMERCIEMENTS : « Merci à ma femme Mélanie, mes enfants Pauline et Matthieu pour leur soutien. Merci spécial à Gaëtan, à tous mes amis joueurs et aux nombreux testeurs des cafés ludiques de Lyon qui se reconnaîtront. Merci à Hicham, Matthieu, Yann et Arnaud qui m'ont fait confiance en éditant mon premier jeu et en lui donnant une portée internationale. Merci à vous d'avoir acheté ce jeu qui je l'espère vous donnera des heures de plaisir. Amusez-vous ! »

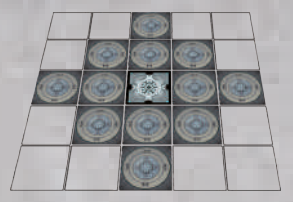
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CONSTRUCTION OF THE COMPLEX

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 table center
- Put aside the ROOM 25 and the following rooms if you are using them: KEY, VISION, MOVING, ROBOT.
- Shuffle all the remaining room tiles and place 12 of them face down. forming a cross, as on illustration 1 beside.
- 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 on illustration 2 beside.

1



2



SETUP AND STARING CLUE

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

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 turns. Each turn includes 3 different phases:

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

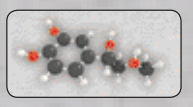
1. PROGRAMMING

Each player has 4 base actions: Look, Move, Push and Control. They are described on page 4.
If you play with the ULTIMATE ruleseach character has now 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, face down, on his character sheet in the dedicated boxes.
The order of the actions is important, the one placed at the top will be played before the one placed below.

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

A player can also choose to program only one action. In this case, the programmed action is placed between the two programming boxes. 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.
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.

- *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.*



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 has resolved their actions.

2. ACTION

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

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ACTION DESCRIPTIONS

Important: The rooms considered to be adjacent to a character are the rooms located next to the room he's standing on, EXCLUDING diagonals.



LOOK

Choose and observe secretly a room adjacent to your character.
Once you have looked at it, replace it face down.
You are allowed to give indications about the room's danger level (the color of the room) but you CANNOT show it to the other players or give the name of the room.



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. In any case, apply the effects of the room immediately (see page 6). A room effect applies every time a character enters it.



PUSH

Move a character standing in the same room as you to an adjacent room. Your character stays put and the pushed character immediately applies the effects of the room in which he lands. If the room was still hidden it's revealed.
Exception: It's STRICTLY FORBIDDEN to push from the Central room but it's possible to push into the Central room.



CONTROL

Move the line that includes your character's room one rank in the direction you choose (vertically or horizontally).
All the rooms slide one rank in the same direction, all the characters stay on the rooms they're standing on and slide with them.
The room at the end of the line exits the Complex and is replaced at the other 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.
1st exception: the Central room CANNOT be moved and always stays at the Complex's center. Therefore, it is IMPOSSIBLE to use the Control action to move a central line (containing the Central Room).



2nd exception: A line can be moved several times during the same turn but ONLY in the SAME direction.



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.

» 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's placed on is revealed. Once recovered, the player can use it again.

3. COUNTDOWN

When all actions have been resolved, the TURN ENDS:

- Each player takes all of his actions back in hand (the actions used during the turn can be used again during the next turn). Remove any Control tokens from the complex.
- The first player becomes the last player; move his turn marker to the end of the line on the reversible board, thereby advancing the countdown. His neighbor to the left becomes the new first player.

Note: a dead character flips his turn marker to the skull side. When that character token is about to be placed on the 1st position, it is removed and the next player automatically becomes the 1st player for the turn..

- Announce aloud the number of remaining turns.

Escape the complex

To escape the Complex the characters have to:

- Activate the Key Room (Cooperation Mode only)
- Find the Room 25 and made each prisoners reach it
- Move ROOM 25 from EXIT zone towards outside the complex with the CONTROL action, once all prisonners are inside (see page 3)

It is IMPOSSIBLE to escape alone.

Notes: In Suspicion Mode, the prisonners can escape even if 1 or 2 guards remain within 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 one "Control" action token they can move all the line that includes the Room 25 in the right direction.

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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 not escape! Isn't that great!?"

» Goal

ALL 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 TURNS
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

Distribute one role tile to each player. After looking secretly at it, 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 during the first 5 turns of the game, the alarm is activated! Immediately move all the characters' turn markers in order to place the last player on the -5 space of the reversible board.



» exposure of the guards

Once the alarm has been activated, 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 turn 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 repeat the same as his first one.

» exposure of the prisoners

The prisoners MUST NOT IN ANY CASE reveal their identity during the game, except under special situations as specified in the rules below.

» Take off the masks

When playing with a single guard, a character must reveal his identity whenever all the others 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.

» A character elimination

If one character is killed, he keeps his identity secret.
If a second character is killed: The 1st killed MUST reveal his identity.

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

» 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 killed or didn't reach Room 25 in time, the others can still escape but ONLY during the LAST TURN of the countdown.

TURN of the countdown.
The GUARDS win the game:

- If two prisoners are killed.
- Si les prisonniers n'ont pas réussi à s'échapper avant la fin du décompte.

suspicion with 1 guard



suspicion with 2 guards



ULTIMATE

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 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 the setup the Robot rooms are part of the 12 rooms that is placed on the Exit Zones, as the Vision Room.

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GAME MODE 2: COOPERATION

"Dear candidates, you have decided to "stick together" and I congratulate you! In order to celebrate, the production offers a 20% discount on the time allotted to escape!"

» setup:

NUMBER OF PLAYERS	NUMBER OF CHARACTERS	NUMBER OF TURNS
1	4 *	8
2	4 (2 PER PLAYER) *	8
3	6 (2 PER PLAYER) *	6
4	4	8
5	5	7
6	6	6

** With 1, 2 or 3 players, each player plays multiple characters. He plays this characters independentely (each of them have his Action tokens, etc.). The actions must be played facedown, except when there is only one player.*

» 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 (see page 7).

» gameplay

- Play only with basic M.A.C 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 eff.

ULTIMATE

MADNESS

If you are on form for a greater challenge you can discover the Madness rules!

- Play without the reminder and Adrenaline tokens.
- Play with all M.A.C cards (basic + Madness).
- 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.

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

"Désormais le complexe bouge et vous sanctionne..."

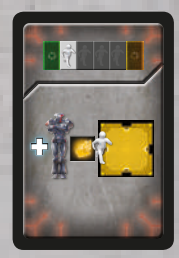


The M.A.C. cards generate immediate events that affect the complex or the characters.
These cards make the Cooperation and Solo modes much more difficult (see Page 3). They can also provide unexpected assistance if you use one or two of the MAC rooms in your Complex (see page 6).
M.A.C. cards have two 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 next page.

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





ULTIMATE

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

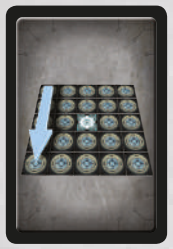
BLUE	Central room + Room 25 + Key room
GREEN	2 Tunnel rooms +1 Robot room + 1 Empty room
YELLOW	2 Pivoting room + 5 of your choice or random
RED	2 Mortal rooms + 1 Timer room + 8 of your choice or random

Warning! During the setup the Robot rooms are part of the 12 rooms that is placed on the Exit Zones, as the Vision Room.

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M.A.C. CARDS DESCRIPTION

BASIC 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

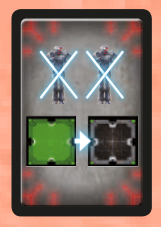
Both characters pictured on the card lose one of the following Action tokens for the remainder of the game: Look, Control, or Special Ability. They cannot perform this action for the remainder of the game.

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.

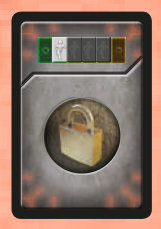
Otherwise a robot is moved to the first player's room (or placed there if there is no Robot in play). That robot then pushes the first player's character into an adjacent yellow room of his choice (if any).



TIME BOMB

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

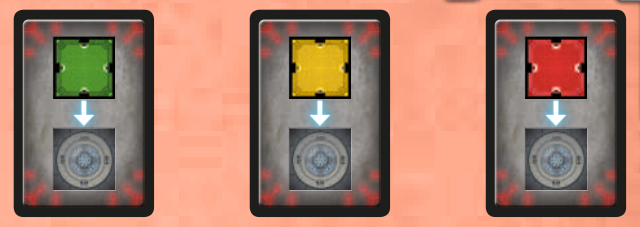
If the second Time Bomb card is drawn this turn, all characters in red rooms die immediately.



LOCK ON

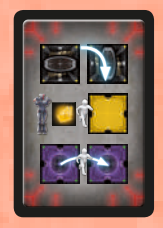
The first player places a lock on an adjacent and visible non-blue room. Only Emmett can enter this room. If no lock tokens are available, Emmett must move one already on the board.

ULTIMATE



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.



ACCÉLÉRATION

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.

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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 at 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.

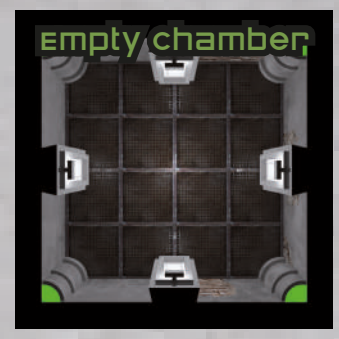


"Congratulations! You've solved half the puzzle!"

This room is used only 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



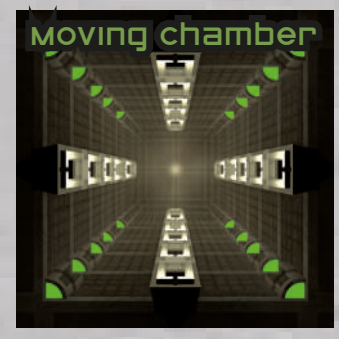
"Awesome, an empty room! Enjoy the break!"

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.



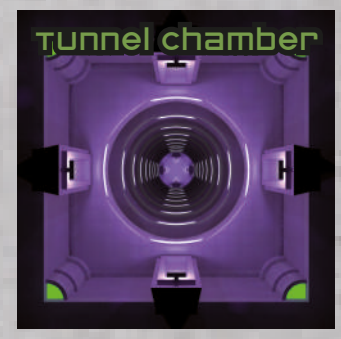
"Watch out it's shaking! And it's going to move!"

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.



"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).



"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.

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yellow rooms = obstacle



"Back to square one! Hurry up!"

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



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

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



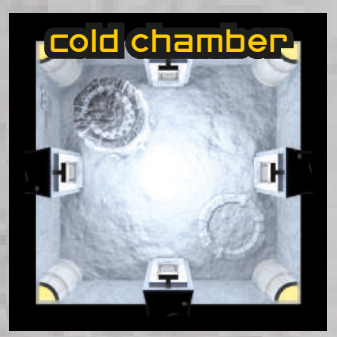
"A cell locked from the outside... I hope you have friends around!"

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's adjacent to the Prison room when you want to leave it.



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

Whenever a character enters this room, turn 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.



"What do I prefer in the cold chamber? The temperature!"

In this room you can only program one action during the Programming phase. A revealed guard starting his turn in this room will only execute one action.

ULTIMATE

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



"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 earlier is eliminated by the arrival of the second one.



"My favorite one! No season 2 for you!"

When you enter this room, you are instantly eliminated.



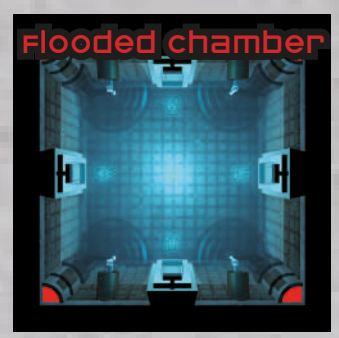
"I love your style! You just activated a deadly trap! 5, 4, 3..."

You have to leave this room with your next action or you're executed.



"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.



"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 turn, if your character is still there, you drown.

ULTIMATE

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

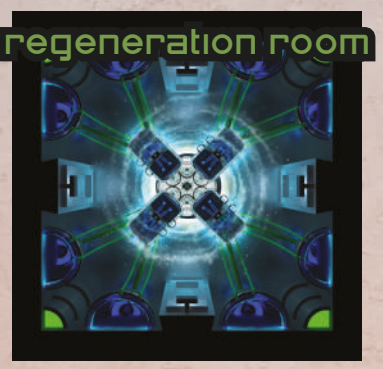


In addition to the items listed above, the game contains 4 "Do Not Cross" markers. When a Flooded Chamber or Shredder Room becomes inaccessible, place a marker on it. It remains for the rest of the game.
Only the special ability of Emmett can help remove them (see page 12).

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NEW 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.

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.



"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! There can only be one robot for each revealed Robot room 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 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.

» 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 unaccessible.
Robots can enter locked rooms, but not unaccessible 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 (Room 25, the Central Room, or the Key Room)

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.



"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.



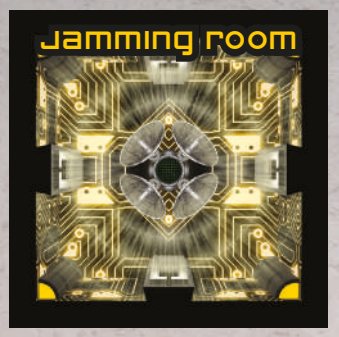
"Look at yourself in the mirror! You don't look so good... "

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.t.

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.*

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"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.



"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.



"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. Therefore, the Illusion room takes the empty space of the board and will stay revealed for the rest of the game. If all the rooms are already revealed, this room has no effect.



"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.

SPECIAL ABILITIES

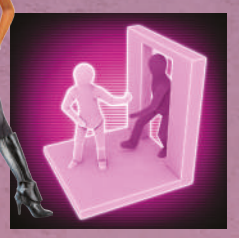
Every character now has a Special Ability.

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 from five available.

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



JENNIFER : CALL



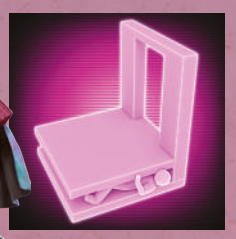
Move an adjacent character of your choice immediately into the room you occupy. The character called is affected by the room.

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.*



ALICE : BE HIDDEN



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

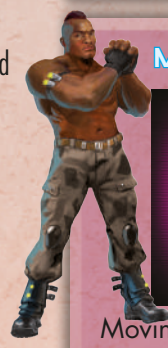
Alice disappears until her next action, regardless of when it occurs. During this time, replace her figurine with her "hidden" token. A hidden character cannot be pushed, carried, or called. Her room is still considered occupied, and the effects of this room will be applied normally (Acid Bath, Shredder Room, Flooded Chamber, etc...) The character becomes visible as soon as she takes an action. Replace her "hidden" token with her usual figurine.

Précisions :

- *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.



MAX : CARRY



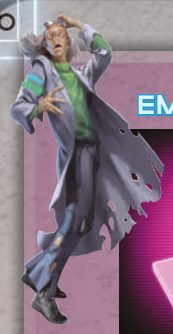
Move another character present in Max's room together with Max.

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.*

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EMMETT : 2 ABILITIES



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

Emmet 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.

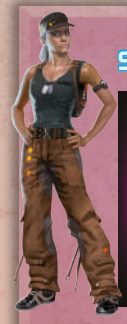


Clarifications:

- *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).



SARAH : 2 ABILITIES



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

Sarah has two Special Abilities (which are programmed using 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

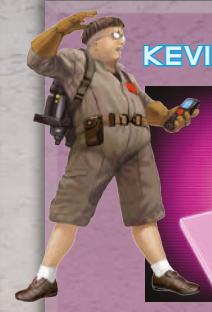
Replace the non-Blue room she occupies with one of her empty rooms. The replaced room is discarded.
Sarah can sabotage up to 2 rooms per game.

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 orthagonally 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".*



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.

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