
6'6"
6'0"
5'6"
5'0"
4'6"
4'0"
3'6"
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BURGLE BROS.

Created by Tim Fowers

Burgle Bros. is a cooperative game for 1-4 players. The Burgle Bros. are an elite crew that pulls off impossible heists. Get in, get out, and don't get caught. Avoid Alarms, sneak past Guards, crack all the Safes, and get to the roof to escape!

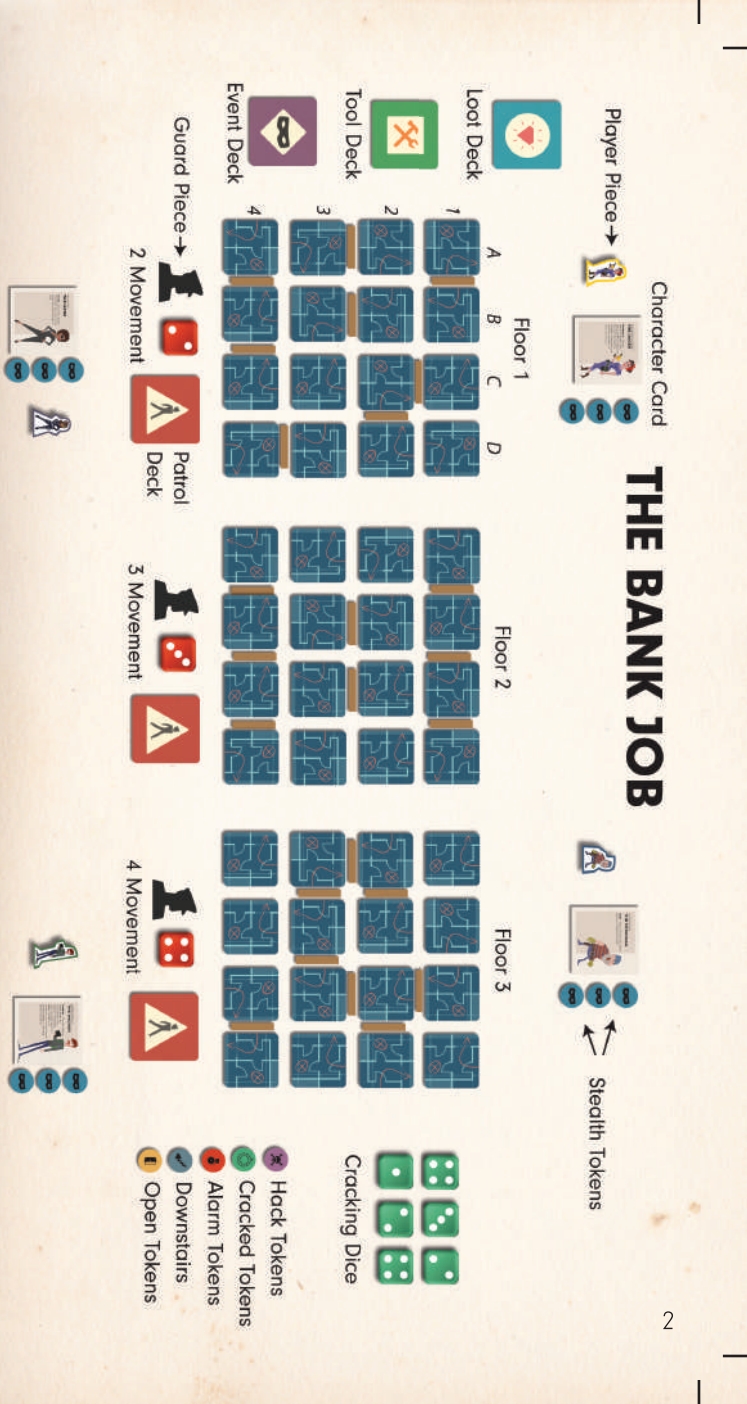
You win when you crack all the Safes, take their Loot and escape to the roof. But you lose if any member of your crew is caught by a guard without a Stealth token. Then, under pressure, they end up giving up information about their fellow Burgle Bros.!

Setup

The standard scenario for the Burgle Bros. is The Bank Job. It has 3 floors and should take about 90 minutes to play. More scenarios are available on page 11.

Set up the building

1. Set aside the 3 Safe tiles and the 3 Stairs tiles.
2. Shuffle the other 42 room tiles, then separate them into 3 decks of 14 tiles each.
3. Place 1 Safe tile and 1 Stairs tile in each of the 3 room decks.
4. Shuffle each room deck together, then deal each deck face down into a 4x4 grid to form the 3 floors of the bank.
5. Place 8 Walls between room tiles on each floor (see the diagram **The Bank Job**). When tiles have a Wall between them, they are not considered adjacent.



Ready the Guards

1. Sort the Patrol cards into 3 decks by their floor, marked on the bottom-right corner.
2. Shuffle each Patrol deck, then place each deck face-down near its floor. If you're playing with fewer than 4 players, discard some of the Patrol cards from each deck without looking at them.

   3 players: discard 3 Patrol cards

   2 players: discard 6 Patrol cards

   1 players: discard 9 Patrol cards
3. Put a Guard piece next to each Patrol deck.
4. Put a red Guard die next to each Patrol deck. Each die indicates the number of spaces that floor's Guard can move, so place each die with the following numbers showing:

   Floor 1: 2 on the Guard die

   Floor 2: 3 on the Guard die

   Floor 3: 4 on the Guard die

Prepare the Events, Tools, and Loot

1. Separate the cards for the Events , Tools , and Loot .
2. Shuffle each deck individually, then place each deck face-down beside the play area.

Pick your crew

1. Each player randomly draws a Character card and chooses one side to use. Each Character card has a special ability that the player can use as the card says. *The side labeled Advanced Skill is recommended only for advanced players.*
2. Give each player the Character piece for their card and 3 Stealth tokens. Stealth tokens represent your ability to quickly hide from Guards when they show up, but you can't hide forever.

Break in

1. Reveal the top card on the first floor's Patrol deck. *(Don't reveal cards for the Guards on other floors yet. Those Guards will be placed when a player Moves to the other floors.)*
2. Place the first floor's Guard piece on the tile shown on that card.
3. Choose any tile on the first floor for your team to enter the building. Flip over that tile and place a Downstairs token on it to mark it as the entrance. Each player places their Character piece on this tile at the start of their first turn. Starting on this tile does not trigger any effects, such as setting off an Alarm, but after your first action, you trigger the tile's effects normally.
4. Reveal the next card on the first floor's Patrol deck. Place the first floor's Guard die on the tile shown on that card. This is the Guard's destination, so keep out of his path to avoid losing a Stealth token!
5. The player who has most recently taken money out of a bank goes first.

To win, open all 3 Safes and escape with the Loot through the Stairs on the top floor without getting caught.

Gameplay

On each turn:

1. Take up to 4 actions.
2. Check for events (if you take 2 or fewer actions).
3. Move the Guard on your current floor.

Turns proceed clockwise from the first player.

Take Actions

Each turn, take up to 4 actions from the list below. You can take these actions in any order, and you can take the same action multiple times each turn.

Peek at a tile: Reveal an adjacent room tile. You do not enter the tile, and the tile is permanently revealed (flipped over) to all players. You may not Peek diagonally or through Walls. You must verbally declare whether you're Peeking or Moving before revealing the tile.

Peeking is a safe way to find Alarms without activating them, but it takes longer than Moving.

Move to a tile: Move to an adjacent tile. You may not Move diagonally or through Walls.

If you Move into a tile that a Guard is in, you must discard 1 Stealth token. (If you must spend a stealth token and do not have one, you lose the game!) You can take actions while in a tile with a Guard without losing additional Stealth tokens; only Moving causes you to lose Stealth tokens.

You can Move to a tile even if it has not been revealed, but it's riskier than Peeking first. If you Move to a tile that has not been revealed, reveal the tile (flip it over permanently) and follow its text as a part of your Move action.

Some tiles, like Stop tiles and Alarm tiles, have requirements for Moving into them:



Stop tiles: you may not enter this tile. You remain on your previous tile. (This doesn't count as re-entering the previous tile.)



Alarm tiles: you successfully Move to the tile, but you trigger an Alarm. The Guard on your floor will come to investigate the Alarm: see Alarms below for details. If the Guard is currently in the Alarm tile, you do not trigger the Alarm.

When you Move to a floor that does not have a Guard set up, immediately place that floor's Guard and destination using the initial setup rules:

1. Reveal the top card on this floor's Patrol deck.
2. Place this floor's Guard piece on the tile shown on that card.
3. Reveal the next card on this floor's Patrol deck. Place this floor's Guard die on the tile shown on that card.

Hack a computer: Add one Hack token to the Computer tile you are in. You must be in a Computer tile to Hack. Each Computer tile can hold up to 6 Hack tokens.

When any player triggers an Alarm, they may choose to discard a Hack token to cancel the Alarm. The Hack token's tile must match the type of Alarm (Fingerprint, Laser, or Motion). Hack tokens can cancel Alarms on any floor, regardless of the Computer tile's location.

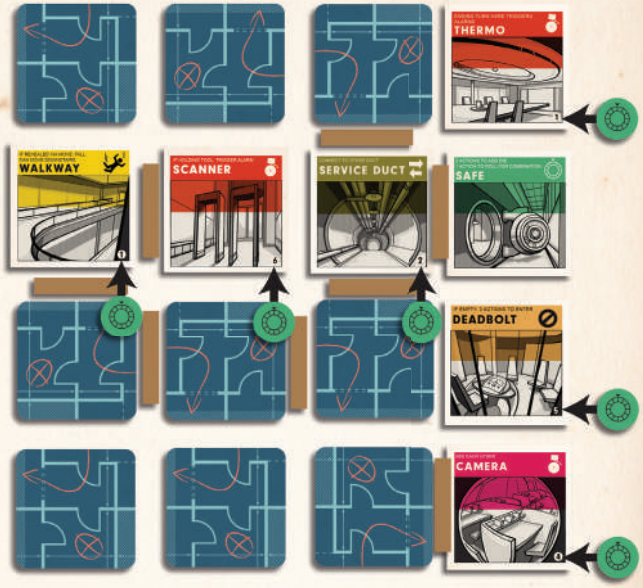
Add a Die to a Safe (costs 2 actions): Place a die on a Safe tile you are in. Adding a die costs 2 of your 4 actions, and you can't spread these 2 actions across multiple turns. Safe tiles start with no dice on them, so you must Add a Die at least once before you can Crack the Safe. Each Safe can have up to 6 dice.

You can take the Add a Die action even if you've already placed all the dice included with the game. Use some other token (beads, pennies, etc.) to track how many dice are on each Safe tile.

Crack a safe: Roll all the dice that have been added to a Safe tile you are in.

Before you can Crack the Safe, you must first discover the combination. Use the Peek or Move actions to reveal all 6 tiles in the same row and column as the safe, and check the number in the bottom right corner of the tiles: all of those numbers make up the combination.

If the number of any die matches the combination number on a revealed tile, cover that tile's number with a Cracked token. One die can match multiple tiles, even if the number was only rolled on a single die. You don't need to know the entire combination before you start trying to Crack the Safe, but you place a Cracked token only on tiles that are revealed when you roll.



When you roll to Crack the Safe, cover each tile's combination number with a Cracked token.

If you finished Cracking the Safe (in other words, all 6 numbers of the combination have Cracked tokens on them), do the following:

1. Draw a Tool card from the Tool deck. (See Tools on page 17 for details.) *Tools are beneficial items you can use on your turn.*
2. Draw a Loot card from the Loot deck. (See Loot on page 17 for details.) *Loot is valuable, but often gets in your way during the heist.*
3. Permanently add 1 to the movement of each Guard on your current floor and any floors below your current floor. Rotate the Guard die for these Guards to show their new movement speed. They know the safe has been cracked, and they're on the lookout for you!

If you did not finish Cracking the Safe, return all the dice to the Safe tile. You can roll them all again with a later action.

Check for Events

After you finish your actions, if you used 2 or fewer actions, you must draw an Event card and follow its text. Some events are helpful to the Burgle Bros., but others may cause more problems. You may not avoid drawing an Event card by simply Moving back and forth between tiles.

Move the Guard

After your actions and events are complete, move the Guard piece on your current floor--not the Guards on other floors. If the Guard moves into a tile with a player, that player must discard 1 Stealth token. (If you must spend a stealth token and do not have one, you lose the game!)

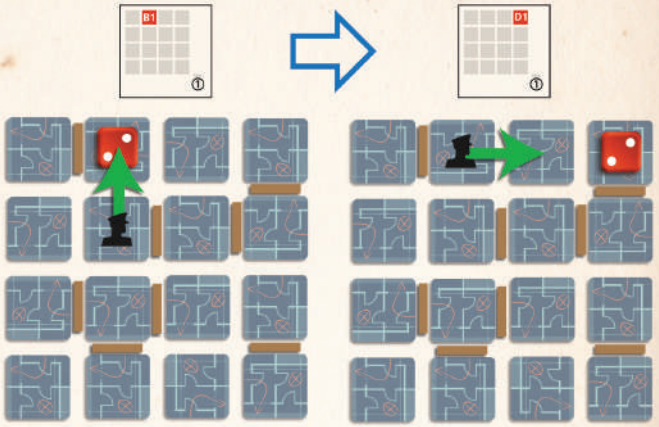
Movement speed: The Guard's movement is the number shown on the Guard die: the Guard moves that many tiles on this turn. If any Alarms are currently active, the Guard's movement speed is temporarily increased by 1 for each active Alarm. (The Guard's movement speed is set when the Guard starts to move, so Alarms triggered or deactivated during the Guard's movement don't change the Guard's movement speed.)

Destination: The Guard's destination is always the tile that contains the Guard die. The destination is originally set by the Patrol card revealed from the Patrol deck, but Alarms can move the Guard die (and with it, the Guard's destination).

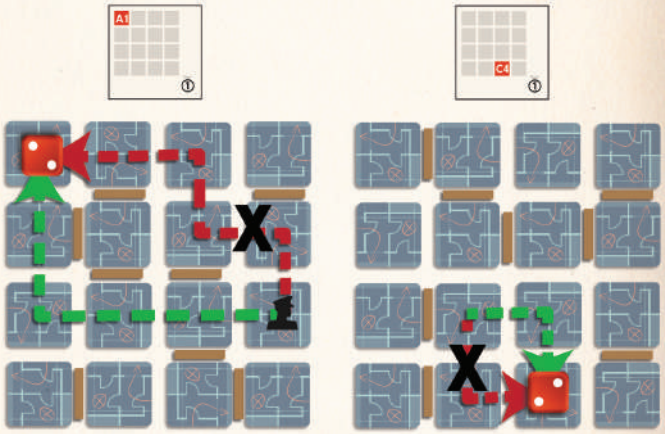
The Guard always takes the shortest possible path to the destination. If more than one path is equally short, the Guard will take the path that is most clockwise when the shortest paths are viewed together. Like the Burgle Bros., Guards cannot move diagonally or through Walls. Unlike the Burgle Bros., Guards ignore all special movement rules on tiles, such as the Deadbolt or Walkway tiles, because Guards have security clearance.

When the Guard arrives at the destination marked by the Guard die, reveal the next Patrol card and place the Guard die on the location shown on the Patrol card. If the Guard still has remaining movement speed, continue moving the Guard toward the new destination.

The Guard changes destination during a turn:
Arrived at destination. Draw next Patrol card, 1 move remaining.



Take the shortest route. if tied, take the most clockwise route.



Alarms: When an Alarm is triggered, place both an Alarm token and that floor's Guard die on the tile where the Alarm was triggered. Each Alarm token temporarily adds 1 to the movement speed of that floor's Guard (until the Guard deactivates the Alarm). Each tile can have only 1 Alarm token on it.

If you trigger another Alarm (in another tile), place an Alarm token in that tile, but always keep the floor's Guard die with the closest Alarm token to the Guard. In other words, the Guard will always move toward the closest Alarm first. If Alarms are equally close, the players choose which Alarm the Guard moves toward first.

When the Guard enters a tile with an Alarm, the Alarm token is removed because the Guard deactivates the Alarm. After the Guard removes all Alarm tokens from the floor, reveal a new Patrol card to set the Guard's next destination as normal.

Speeding up: When you would draw a card from the Patrol deck but the Patrol deck is empty:

1. Shuffle that floor's discard pile to form a new Patrol deck *(including any Patrol cards you discarded previously, if you're playing with fewer than 4 players).*
2. If playing with fewer than 4 players discard the appropriate number of cards for your player count.
3. Rotate that floor's Guard die to permanently increase the Guard's movement speed by 1 (to a maximum of 6).
4. Reveal a new Patrol card to set the Guard's next destination as normal.

Ending the Game

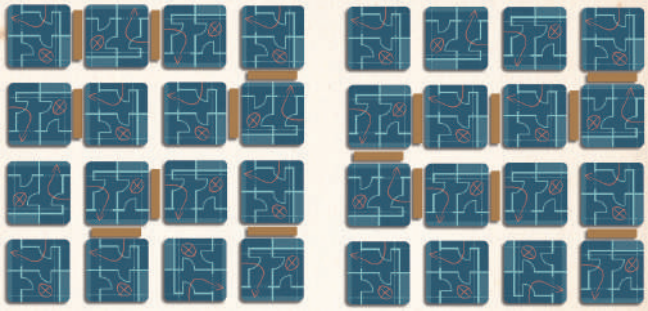
Winning: Once you have cracked all the safes and have all the Loot, you can Move from the top floor's Stairs to get to the roof. After you escape from the top floor, you don't take any more turns. When all the players have escaped, the Burgle Bros. have successfully completed this heist--you win!

Losing: You lose when you don't have any Stealth tokens and something happens that makes you discard a Stealth token. You discard Stealth tokens when a Guard enters the tile your Character is in or when you enter a tile that a Guard is in. Other Events and Loot can also cause you to discard Stealth tokens.

When you don't have a Stealth token but you have to discard one, you can no longer hide: you're arrested by the Guards! You give up the identities of the Burgle Bros., and your team loses.

More Scenarios

Beginner's Game: The Office Job



This scenario is for new recruits to the Burgle Bros. It has 2 floors and should take about 45 minutes to play. In The Office Job, the Burgle Bros. must steal plans from a high tech office building.

Setup

1. Set aside the 3 Safe tiles and the 3 Stairs tiles.
2. Sort out the 28 room tiles with a white circle around their combination number (in the bottom-right corner). Set aside the tiles with a black circle; they are not used in The Office Job.
3. Shuffle these 28 tiles, then separate them into 2 decks of 14 tiles each.
4. Place 1 Safe tile and 1 Stairs tile in each of the 2 room decks. Set aside the remaining Safe tile and Stairs tile; they are not used in The Office Job.
5. Shuffle each floor's deck, then deal each deck face down into a 4x4 grid to form the 2 floors of the bank.
6. Place 8 Walls between tiles on each floor *(per above diagram)*.
7. Follow the Setup steps on Pages 3 and 4, ignoring steps pertaining to Floor 3.

Winning The Office Job: Crack both Safes, take their Loot, and escape from the Stairs on the second floor.

Expert Game: The Fort Knox Job

This scenario is for veterans of the Burgle Bros. It has 2 floors of 5x5 tiles and should take about 90 minutes to play. In The Fort Knox Job, the Burgle Bros must break into a huge vault to grab the priceless treasures inside.

Setup

1. Set aside 2 Safe tiles and 2 Stairs tiles.
2. Shuffle the remaining room tiles (including the third Safe tile and the third Stairs tile), then separate them into 2 decks of 22 tiles each.
3. Place 1 Safe tile and 1 Stairs tile into each of the 2 room decks.
4. Shuffle each floor's deck, then deal each deck face down into a 5x5 grid (with one empty space on each floor) to form the 2 floors of the bank. The players choose where this empty space is located, and the empty space must be the same on both floors. The empty space acts as an outer Wall. Players cannot enter the empty space.
5. Place 12 Walls between tiles on each floor *(see Advanced Wall Layouts on the following page)*.
6. Sort the Patrol cards into 2 decks by the color of their floor indicator. Patrol cards with a white circle are for the first floor; Patrol cards with a black circle are for the second floor. When you reveal a Patrol card with a red triangle on the right or the bottom sides, use the triangle (not the normal 4x4 grid) as the Guard's destination.
7. Shuffle each Patrol deck, then place each deck near its floor.
8. Put a Guard piece next to each Patrol deck.
9. Put a red Guard die next to each Patrol deck with with the following numbers showing:

   Floor 1: 3 on the Guard die

   Floor 2: 4 on the Guard die

Then, follow the rest of the normal Setup instructions on page 3.

Winning The Fort Knox Job: Crack all 3 Safes, take their Loot, and escape from the second floor. Each safe has 7 or 8 numbers in its combination. Each tile in the combination must only be cracked once, even if it is used in the combination of more than one Safe.

Advanced Wall Layouts

Instead of using the diagrams in the setup instructions, experienced players can make custom wall layouts to make the game more difficult. To make a custom wall layout:

- Place an equal number of Walls on each floor:

  Easy: 2 floors of 16 tiles with 8 Walls on each floor

  Medium: 3 floors of 16 tiles with 8 Walls on each floor

  Hard: 2 floors of 24 tiles with 12 Walls on each floor

- Wall pieces should be between tiles, not on the outside of the floors.
- No tile or tiles should be completely blocked off.
- For a greater challenge, create choke points or long hallways with dead ends.

You can also use the official Burgle Bros. layout generator online: http://gabob.com/burgle

Mini Expansion: Lost Visual

The optional "Lost Visual" Patrol cards make the Guard's patrols more unpredictable. In the heat of the moment, the Burgle Bros. may lose track of the Guard's location and be caught by surprise…

1. When you set up the Guards, shuffle 1 Lost Visual card into each Patrol deck.
2. When you draw a Lost Visual card the Guard stops moving and is removed from the building. The next time that Guard would move, draw the next Patrol card and place the Guard in the tile indicated there. Draw another Patrol card to determine the Guard's destination, as normal. Move the Guard to the new destination, as normal.

Strategy Tips

If a Guard is about to find another player, try to help:

- Get to another floor. Only the Guard on your floor moves at the end of your turn.
- Trigger an Alarm on this floor to change the Guard's destination.
- Spend 2 actions or fewer on your turn to draw an Event card--and hope for the best!

Spread players across multiple floors of the building to slow Guards down.

Sometimes it's a good idea to Move into a Guard's tile (sacrificing a Stealth token) if the Guard is likely to move and find you anyway. This is especially useful when the Guard is in an Alarm tile, because you don't trigger an Alarm when a Guard is present.

When your team has all the Loot, get out as quickly as possible! After you leave the building, Guards don't move on your turn.

When the Patrol Deck is low, look through the discarded Patrol cards to deduce where the Guard is likely to go next.

Don't be too afraid of Alarms - just get out of the way!

Card Reference

Not all cards are included here.

Characters

Acrobat (Climb Window ability): When you are on a tile with an empty space adjacent to it (including outer walls or the empty space in the Fort Knox layout), you may spend 3 actions to Move to a corresponding tile on the floor immediately above or below your current tile. Your actions end after you use this ability.

Hacker (Jammer ability): You and other players on your tile do not trigger Alarms from Fingerprint, Laser, or Motion tiles. This ability is not optional, so you cannot choose to trigger these Alarms.

Juicer (Reroute ability): Once per turn as a free action, you may choose one of these options:

- Pick up an Alarm token from your current tile and draw a new Patrol Card which becomes the Guards new destination. If you are already holding an Alarm token from this effect, you cannot pick up a second Alarm token.
- Discard an Alarm token that you picked up on a previous turn. This triggers an Alarm on your current tile.

Rook (Orders ability): Once per turn, spend 1 action to Move another player 1 tile. That player ignores additional movement costs, such as Deadbolts or Lasers. Follow all other Moving rules normally, including unrevealed tiles, Stairs, and other movement effects. Apply all other tile effects normally. If that player Moves onto a locked Keypad, roll as normal using 1 die.

Rook (Disguise ability): You may spend the first action of a turn to swap your Character piece with another player's Character piece. Neither player is considered to have Moved into the tile, so neither player triggers Alarms, discards Stealth tokens for Guards, or pays extra movement costs.

Events

Change of Plans: If no Alarm is currently active, reveal the next Patrol card as if the Guard on your floor had arrived at the current destination.

Crash: If no Alarm is currently active, place this floor's Guard die in your current tile.

Freight Elevator: Place your Character piece in the corresponding tile on the floor above your current tile. If you are on the top floor, you immediately escape if the players are holding all the Loot; if the players are not holding all the Loot, you can't escape to the roof.

Go with your Gut: If there is at least 1 adjacent, unrevealed tile, you must Move into it. If you are adjacent to more than 1 unrevealed tile, choose which one to Move into. For rooms with special requirements, treat this Event as though you had spent 1 action, such as:

- **Keypad:** If the Keypad tile does not have an Open token, roll 1 die to Move into it as normal.
- **Deadbolt:** If the Deadbolt does not have an Open token, you remain in your current tile because 1 action is not enough to Move into it.
- **Laser:** You trigger an Alarm because you can't spend 2 actions to Move into it.

Gymnastics: All players can Move into a Walkway from the tile below it until the start of your next turn. Because the effect ends at the start of your next turn, you cannot benefit from this effect without another player's ability or effect.

Peekhole: You may choose 1 tile to Peek at, including adjacent tiles (as normal), tiles through Walls on your floor, or the corresponding tile on the floor above or below your current tile. You may also choose not to Peek at any tile.

Reboot: Add or remove Hack tokens so that all revealed Computer tiles have 1 Hack token.

Shift Change: The Guard on your floor does not move this turn. Instead, move the Guards on other floors that have been revealed (see Take actions for information on placing Guards on upper floors). If more than 1 Guard would move, the players choose the order of the Guards' movement.

Switch Signs: Swap the positions of the Guard on your floor and the Guard die. If 1 or more Alarms are currently active, place the Guard at the closest Alarm, deactivate the Alarm, then determine the Guard's next destination as normal.

Throw Voice: If no Alarm is currently active, move the Guard die 1 adjacent tile in any direction. Throw Voice cannot move a destination through Walls or rooms with special movement rules, such as Secret Doors, Service Ducts, or Stairs.

Where Is He?: Place the Guard on your floor at the current destination. If 1 or more Alarms are currently active, place the Guard at the closest Alarm, deactivate the Alarm, then determine the Guard's next destination as normal.

Tools

Tools are useful items that the Burgle Bros. can use to their advantage! You get Tools when you enter some tiles, when you draw some Events, and when you Crack a Safe.

When you find a Tool, place it near your Character card. Follow the text on the Tool to use it. You can use Tools only on your turn as a free action. You cannot use a Tool during another action to "interrupt" or react to another effect. Players in the same tile can give and take Tools (with the player's permission) as a free action. You cannot drop Tools.

Donuts: Select one Guard in any tile on any floor. The next time that Guard would move, the Guard doesn't move.

E.M.P.: Remove all Alarms from all floors and cancel any Alarms that would trigger on any floor until the start of your next turn. Use the E.M.P. at any time during your actions, but before you would move the Guard.

Thermal Bomb: Place a Thermal Bomb token  in your current tile and another Thermal Bomb token in the corresponding tile on either the floor above you or below you. All players can use these tiles as if they were Stairs. Also, you trigger an Alarm in your current tile. Use the Thermal Bomb at any time during your actions, but before you would move the Guard.

Virus: Place a total of 3 Hack tokens in any revealed Computer tiles anywhere in the building.

Loot

Each piece of Loot is an item of great value, but also comes with a penalty while you carry it! You get Loot when you Crack a Safe.

When you find Loot, place it near your Character card. You cannot escape the building until your team has all the Loot. Players in the same tile can give and take Loot (with the player's permission) as a free action. You cannot drop Loot.

Bust: While you have the Bust, you may not use Tool cards (but you can still hold Tools).

Chihuahua: While you have the Chihuahua, roll a die at the beginning of each of your turns. If you roll a 6, an Alarm is triggered on your tile by the Chihuahua's barking.

Cursed Goblet: When you draw the Cursed Goblet, discard 1 Stealth token (to a minimum of 0 Stealth tokens) immediately. If you have 0 Stealth tokens remaining, you are not affected and do not immediately lose the game.

Gemstone: While you have the Gemstone, you must spend 1 additional action each time you Move into a tile that already has 1 or more other players.

Gold Bar: When you draw the Gold Bar, search the Loot deck for the other Gold Bar card and place the other Gold Bar in the Safe tile. Then, shuffle the Loot deck. Your team must take both Gold Bars in order to win. Each player can hold only 1 Gold Bar, though you can always trade Gold Bar as normal.

Isotope: While you have the Isotope, you trigger an Alarm immediately when you Move into a Thermo tile.

Keycard: After you draw the Keycard, the player with the Keycard must be in the Safe tile in order to take the Crack action. If player with the Keycard is not in the Safe tile, you cannot roll any dice to Crack the Safe.

Mirror: While you have the Mirror, you must take 1 fewer action each turn (usually, this means 3). However, you also do not trigger Alarms in Laser tiles.

Painting: While you have the Painting, you cannot use the special movement features of the Secret Door or Service Duct tiles. You can still Move into and out of these tiles normally.

Persian Kitty: When you draw the Persian Kitty, do not place the Persian Kitty token in play yet. While you have the Persian Kitty, roll a die at the beginning of each of your turns. If you roll a 1 or a 2, place the Kitty token in the adjacent tile that is closest to an Alarm tile (not an Alarm token). (If you would place the Kitty token, but no Alarm tiles are revealed on your floor, nothing happens.)

You can pick up the Persian Kitty when you are in the same tile as the Kitty token, and picking up the Persian Kitty does not cost an action.

Once the Kitty token is in play, no player is considered to have the Persian Kitty, so you cannot win the game without picking up the Kitty token. Do not roll a die for the Persian Kitty while the Kitty token is in play--it doesn't move. The Kitty token does not trigger any tile or card effects, including Alarms.

Stamp: While you have the Stamp, you must draw an Event card when you take 3 or fewer actions on your turn (instead of the usual 2 or fewer actions).

Tiara: While you have the Tiara, you must discard 1 Stealth token each time you Move into a tile that is adjacent to a Guard (as well as discarding 1 Stealth token if you Move into a Guard's tile). This applies only when players Move, not the movement of Guards.

Room Tiles

Atrium: When you Peek from the Atrium, you may Peek at an adjacent tile (as normal) or at the corresponding tile on the floor directly above or below the Atrium. If a Guard is directly above or below the Atrium while you are in it, the Guard can see into the tile to find you, so you must discard a Stealth token.

Camera (Alarm): When a Guard piece is in a Camera tile, the Guard can see all other revealed Camera tiles on any floor. If you are in a Camera tile when a Guard is in another Camera tile (even when they move through a Camera tile), you trigger an Alarm in your current tile but do not discard a Stealth token.

Computer: You can only take the Hack action when you are in a Computer tile. See the Hack action for details. Each Computer tile can store up to 6 Hack tokens. Hack tokens from each Computer tile can only be used to cancel the corresponding type of Alarm: Fingerprint, Laser, or Motion.

Deadbolt: If another player or a Guard is in the Deadbolt tile, you can Move into it normally. (Remember: if you Move into a tile with a Guard, you discard a Stealth token.) Otherwise, you must spend 3 actions to Move into the Deadbolt tile. If you can't spend 3 actions (such as when Moving into this tile without Peeking first), you stay in your previous tile.

Fingerprint (Alarm): When you Move into a Fingerprint tile, you trigger an Alarm. Unlike other Alarm tile, there is no way to avoid triggering a Fingerprint Alarm unless you spend a Hack token from the Fingerprint Computer tile or use a Character or Tool ability.

Foyer: If a Guard is in an adjacent tile while you are in it, the Guard can see into the tile to find you, so you must discard 1 Stealth token. A Wall prevents the Guard from seeing into the Foyer. If the Guard enters your tile (or enters another adjacent tile), you must discard an additional Stealth token. If 2 Foyers are adjacent, the effect doesn't chain together; Guards cannot see "across" one Foyer into another.

Keypad: When you Move into the Keypad tile (even on another player's turn), you must guess the tile's code. As part of the Move action, roll 1 die:

- If you roll a 6, you guess the code correctly. You enter the tile, and any other player can enter the tile without having to guess the code. Place an Open token on this tile to show that your team knows the code.
- If you don't roll a 6, you guess incorrectly. You spend your action to Move, but you stay in your previous tile. If you spend more Move actions on the same turn to guess the code again, roll an extra die for each time this turn that you've guessed incorrectly.

For example, if you spend 4 Move actions in a single turn to Move into a Keypad tile, you roll 1 die on your first action, 2 dice on your second action, 3 dice on your third action, and so on.

If you are in the Keypad tile when it doesn't have an Open token (such as at the beginning of the game), you may Move out of the tile as normal, but you must guess the code to Move in again later.

Laboratory: The first player to Move into the Laboratory draws a Tool card.

Lavatory: When the Lavatory is revealed, place 3 Stealth tokens on it (for its 3 stalls). If you would discard a Stealth token while you are in the Lavatory, you can discard a Stealth token from the tile instead of your own. You cannot pick up Stealth tokens from the tile.

Laser (Alarm): When you Move into a Laser tile, you trigger an Alarm unless you spend 2 actions to Move safely into it.

Motion (Alarm): If you Move into and Move out of a Motion tile in a single turn, you trigger an Alarm. You can avoid triggering the Alarm if you wait until your next turn to Move out.

Detector (Alarm): When you Move into a Detector tile, you trigger an Alarm if you have a Tool or Loot card. If you don't have any Tools or Loot, nothing happens.

Safe: You must be in the Safe tile to take the Add a Die or Crack actions. Safe tiles start with no dice on them, and each Safe tile can have up to 6 dice.

Service Duct: There are two Service Duct tiles. After both Service Ducts have been discovered, you can Move between them as if they were adjacent tiles, even if the Service Ducts are on different floors.

Stairs: When you reveal a Stairs tile, add a Downstairs token on the corresponding tile on the next floor up. You can Peek or Move to that tile from the Stairs, and you can Move down to the Stairs from that tile. Moving from the Stairs to an upper floor's tile counts as entering that tile.

After your team has all the Loot, you can spend 1 action to Move out via the top floor's Stairs, exiting the game.

Thermo (Alarm): If you end your actions while you are in a Thermo tile, you trigger an Alarm. You do not trigger an Alarm by moving here during other turns (usually by Character abilities or Event cards).

Secret Door: You can Move into the Secret Door tile from any adjacent tile, even through a Wall. You cannot Move or Peek out of this tile through a Wall. Guards don't know about the Secret Doors, so Guards will not move through Secret Doors.

Walkway: If you reveal the Walkway by Moving into it, place your Character piece on the corresponding tile on the floor below the Walkway. Falling into the tile below does not count as "entering" the tile, so you do not have to spend extra actions to Move safely (for example, Deadbolt or Laser tiles) and you do not discard a Stealth token if a Guard is in the tile.

If you reveal the Walkway by Peeking, or if you're already on the lowest floor, nothing happens.

After the Walkway is revealed, you do not fall if you Move into the tile. You can choose to Move downstairs from the Walkway at the cost of 1 action, as normal. When you Move downstairs from the Walkway, ignore effects for entering the tile (such as the Deadbolts or Fingerprint Alarms). You cannot Move upstairs from the tile below the Walkway.

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