

8



+2 to security.

{ Fire... fire everywhere. }

7



+2 to security.

{ Fire... fire everywhere. }

6



+2 to security.

{ Fire... fire everywhere. }

5



+2 to security.

{ Fire... fire everywhere. }

4



+2 to security.

{ Fire... fire everywhere. }

3



+2 to security.

{ Fire... fire everywhere. }

2



+2 to security.

{ Fire... fire everywhere. }

1



+2 to security.

{ Fire... fire everywhere. }

8



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

4



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

2



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

8



You must flip over the
next two cards.

{ When the cloud has a cloud. }

4



You must flip over the
next two cards.

{ When the cloud has a cloud. }

2



You must flip over the
next two cards.

{ When the cloud has a cloud. }

8



View the top card of the
deck.

{ Someone is always watching. }

4



View the top card of the
deck.

{ Someone is always watching. }

8



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

4



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

2



View the top three
discarded cards select
one and play now.

{ Someone is always watching. }

8



You must flip over the
next two cards.

{ When the cloud has a cloud. }

4



You must flip over the
next two cards.

{ When the cloud has a cloud. }

2



You must flip over the
next two cards.

{ When the cloud has a cloud. }

8



View the top card of the
deck.

{ Someone is always watching. }

4



View the top card of the
deck.

{ Someone is always watching. }

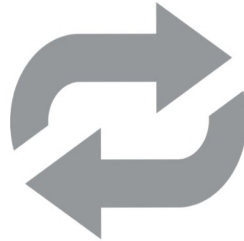
2



View the top card of the deck.

{ Someone is always watching. }

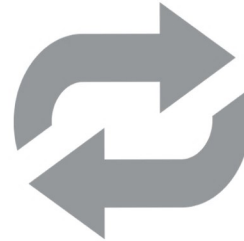
8



Move a card to the front and activate it.

{ When the cloud has a cloud. }

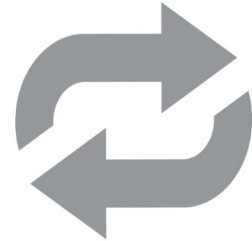
4



Move a card to the front and activate it.

{ When the cloud has a cloud. }

2



Move a card to the front and activate it.

{ When the cloud has a cloud. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }

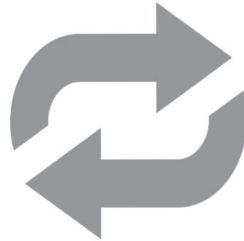
2



View the top card of the deck.

{ Someone is always watching. }

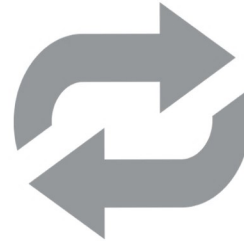
8



Move a card to the front and activate it.

{ When the cloud has a cloud. }

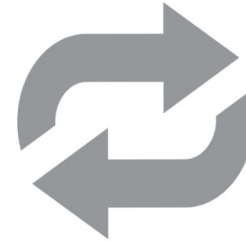
4



Move a card to the front and activate it.

{ When the cloud has a cloud. }

2



Move a card to the front and activate it.

{ When the cloud has a cloud. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }



Points per card equal the amount collected.

{ Some hackers are created, not born. }

8



Still collect data up to
this point if caught.

{ Last one out gets the door. }

4



Still collect data up to
this point if caught.

{ Last one out gets the door. }

2



Still collect data up to
this point if caught.

{ Last one out gets the door. }

8



Option to reroll next
defense attempt.

{ Second times the charm. }

4



Option to reroll next
defense attempt.

{ Second times the charm. }

2



Option to reroll next
defense attempt.

{ Second times the charm. }

8



+3 to security.

{ Some hackers work on the other side }

7



+3 to security.

{ Some hackers work on the other side }

6



+3 to security.

{ Some hackers work on the other side }

5



+3 to security.

{ Some hackers work on the other side }

4



+3 to security.

{ Some hackers work on the other side }

3



+3 to security.

{ Some hackers work on the other side }

2



+3 to security.

{ Some hackers work on the other side }

1



+3 to security.

{ Some hackers work on the other side }