



EXTRA EFFORT.

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The EXPERTS can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The EXPERTS can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The VICTIMS AND VULNERABLE GROUPS can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The VICTIMS AND VULNERABLE GROUPS can use their skill twice during this turn, or use their skill and reduce your roll.

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The PUBLIC AUTHORITIES can use their skill twice during this turn, or use their skill and reduce your roll.

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The PUBLIC AUTHORITIES can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The COMMUNITY can use its skill twice during this turn, or use its skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The COMMUNITY can use its skill twice during this turn, or use its skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





ENFORCEMENT AND JUDICIAL BODIES can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





ENFORCEMENT AND JUDICIAL BODIES can use their skill twice during this turn, or use their skill and reduce your roll.

- If this character already has his ability blocked by another Time Card, cancel the effect of both cards and continue playing normally.





The EXPERTS lose their ability until the next turn.

- If this character has received the benefit of using his skill twice this turn, cancel the effect of both cards and continue playing normally.





The EXPERTS lose their ability until the next turn.

- If this character has received the benefit of using his skill twice this turn, cancel the effect of both cards and continue playing normally.





The VICTIMS AND VULNERABLE GROUPS lose their ability until the next turn.

- If this character has received the benefit of using his skill twice this turn, cancel the effect of both cards and continue playing normally.





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The COMMUNITY loses its ability until the next turn.

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**UNBLOCKS ANY INFECTED
SECTOR, BUT DOES NOT
ELIMINATE THE INFECTION.**

- Remove the token on the central building of a sector and any that may block its streets. Players can tour their streets and access the central building as normal.





**UNBLOCKS ANY INFECTED
SECTOR, BUT DOES NOT
ELIMINATE THE INFECTION.**

- Remove the token on the central building of a sector and any that may block its streets. Players can tour their streets and access the central building as normal.





ELIMINATES THE BLOCKING AND INFECTION OF ANY SECTOR.

- **Remove the token on the central building of a sector and any that block its streets. Turn the map sector upside-down so it looks coloured again. Players can tour their streets and access the central building as normal.**





ELIMINATES THE BLOCKING AND INFECTION OF ANY SECTOR.

- **Remove the token on the central building of a sector and any that block its streets. Turn the map sector upside-down so it looks coloured again. Players can tour their streets and access the central building as normal.**





INFECTS AND BLOCKS DISTRICT A.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS DISTRICT A.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS DISTRICT B.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS DISTRICT B.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the OUTSKIRTS.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the OUTSKIRTS.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the CITY HALL sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





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- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the POLICE STATION sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the POLICE STATION sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the COURTS sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the COURTS sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the SCHOOL sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the SCHOOL sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the SOCIAL CENTRE sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





INFECTS AND BLOCKS the SOCIAL CENTRE sector.

- All players must leave that sector and place themselves in the nearest sector.
- Flip the corresponding board and place a token on the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- If this sector is already infected and blocked, steal another card.





BLOCKS A STREET in DISTRICT A that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in DISTRICT A that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in DISTRICT B that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in DISTRICT B that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the OUTSKIRTS that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the OUTSKIRTS that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the CITY HALL sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the CITY HALL sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the **POLICE STATION** sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the POLICE STATION sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the COURTS sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the COURTS sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the SCHOOL sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the SCHOOL sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the SOCIAL CENTRE sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





BLOCKS A STREET in the SOCIAL CENTRE sector that leads to the main square. If it is already blocked, block a street that leads to any other sector.

- Place a token on a square to indicate it.
- No player can cross that street while the token is in play.





UNBLOCKS a STREET or BUILDING IN ANY SECTOR.

- Remove the token that blocks any street or building. Players can walk along the street or access the building normally.





UNBLOCKS a STREET or BUILDING IN ANY SECTOR.

- Remove the token that blocks any street or building. Players can walk along the street or access the building normally.





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- Remove the token that blocks any street or building. Players can walk along the street or access the building normally.





UNBLOCKS a STREET or BUILDING IN ANY SECTOR.

- Remove the token that blocks any street or building. Players can walk along the street or access the building normally.





BLOCKS A RANDOM INFECTED SECTOR, except the Main Square sector.

- Flip the corresponding board and place a token over the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- All players must leave that sector and place themselves in the nearest sector.





BLOCKS A RANDOM INFECTED SECTOR, except the Main Square sector.

- Flip the corresponding board and place a token over the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- All players must leave that sector and place themselves in the nearest sector.





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- Flip the corresponding board and place a token over the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
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- Flip the corresponding board and place a token over the main building that can be seen by all players. The main building cannot be accessed or crossed until the token is removed.
- All players must leave that sector and place themselves in the nearest sector.





INFECTS THE SECTOR where the VICTIMS are placed.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





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INFECTS DISTRICT A.

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- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card.**





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INFECTS DISTRICT A.

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- In the event that the sector is already infected, steal another card.





INFECTS DISTRICT B.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





INFECTS DISTRICT B.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





INFECTS DISTRICT B.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
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INFECTS DISTRICT B.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





INFECTS the OUTSKIRTS.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





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- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
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INFECTS the CITY HALL sector.

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INFECTS the POLICE STATION.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





INFECTS the POLICE STATION.

- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





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- Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.
- In the event that the sector is already infected, steal another card.





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- **In the event that the sector is already infected, steal another card.**





INFECTS the COURTS sector.

- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card.**





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- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
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- **In the event that the sector is already infected, steal another card.**





INFECTS the SCHOOL sector.

- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card.**





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INFECTS the SOCIAL CENTRE sector.

- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card**





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- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
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- **In the event that the sector is already infected, steal another card**





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- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card**





INFECTS the MAIN SQUARE sector.

- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card.**





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- **Flip the corresponding board so that it looks grey. The players can continue to occupy the squares where they were.**
- **In the event that the sector is already infected, steal another card.**





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- **In the event that the sector is already infected, steal another card.**

