

<p style="text-align: center;">E-1 Watch Your Step</p> <p>Timing: Anytime during this turn Trigger: Use every action points for Movement in this turn</p> <p>You are moving hastily to inspect the incident. However, you concentrate too hard to notice the pitfall!</p> <p style="text-align: center;">-----The results-----</p> <p>You fall into the pitfall and get injured. Make Judgement with judgement cards. If the success level is 3 or less, you suffer damage by 3 to your HP.</p>	<p style="text-align: center;">E-2 Medical Malpractice</p> <p>Timing: Anytime during this turn Trigger: Have medical treatment in Hospital.</p> <p>You have surely had medical treatment, but still you feel sick...</p> <p style="text-align: center;">-----The results-----</p> <p>Surely, you become a victim of some medical malpractice. Your condition becomes worse, but you gain money. Damage you have got would not recover soon, but Hospital refunds your money. Make judgement with judgement cards. You suffer damage by half points of the success level (rounded up), and receive money tokens equal to the damage points.</p>	<p style="text-align: center;">E-3 Memento</p> <p>Timing: Beginning of this turn. Trigger: At least one character falls into incapacitation..</p> <p>It seems that he has left you a memento.</p> <p style="text-align: center;">-----The results-----</p> <p>You can receive his memento at the base hex (or at the starting hex if the base does not exist in this scenario). When you arrive at the base hex first time from now, you gain an ability card of LV 1 of your choice.</p>
<p style="text-align: center;">E-4 A Token of Gratitude</p> <p>Timing: Anytime during this turn Trigger: Remove at least one Contamination pawn.</p> <p>You are thanked by a man who has been about to be attacked by Contamination.</p> <p style="text-align: center;">-----The results-----</p> <p>Make Judgement with judgement cards. [The success level]</p> <p>1; You receive thankful words only. 2-3; Draw 1 TB bit randomly. 4-9; Gain 2 money tokens. 10 or more; Gain 4 money tokens.</p>	<p style="text-align: center;">E-5 Providing is Preventing</p> <p>Timing: Beginning of this turn. Trigger: Richard participates in the game. He is the target of this card.</p> <p>You are always well prepared. It is wise to provide carefully to the future.</p> <p style="text-align: center;">-----The results-----</p> <p>Place any number of the money tokens you (Richard) have on this card. Anytime you make Judgement, you may spend as many tokens as you like and increase the success level equal to the number of the tokens you spend. You may not return the tokens to your hand once you have placed them on this card.</p>	<p style="text-align: center;">E-6 Learn from Setbacks</p> <p>Timing: Anytime during this turn. Trigger: Have 3 or more Super tokens.</p> <p>You have experienced failures more than any other people have. You have been forged by them at the same time.</p> <p style="text-align: center;">-----The results-----</p> <p>Increase both of your maximum HP and current HP by 2. Besides, increase the number of TB bits you may reserve by 1. Keep this card in front of you during the game.</p>

<p style="text-align: center;">E-7 Aid from Headquarter</p> <p>Timing: Beginning of this turn Trigger: Only 3 or less turns remain until the end of the game</p> <p>You receive a message from Saint Biblio. “Seems you have been forced into a hard fight.”</p> <p style="text-align: center;">-----The results-----</p> <p>You can recover your HP because of replenishment. Divide [10 HP] among the players. You may consult about how many points you would divide to whom, but the decision is in the active player’s hand.</p>	<p style="text-align: center;">E-8 Shady Ritual Goods</p> <p>Timing: Beginning of this turn Trigger: Toru Kodai participates in the game. He is the target of this card.</p> <p>Your close antiquary gets in touch with you. “I found a rare article in a ruin. Please check it” To your surprise, it is an OOPArt (Out-of-place Artifact)!</p> <p>■ Option1: Boot OOPArt ■ Option2: Keep clear of the Gods</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: The moment the OOPArt is booted, a dazzling flash runs around. Suddenly you (Kodai) find all companions have gathered around you. Move all characters onto the hex where you currently exist. ■ Option2: At your rejection, the antiquary insists on booting it by himself. To stop him, you have to buy OOPArt with the price of 5 money tokens. You may share the cost with the companions. If you cannot, reduce the turn limit by 1. If this is the last turn, the game ends immediately</p>	<p style="text-align: center;">E-9 Shady Ritual Goods</p> <p>Timing: Beginning of this turn Trigger: Toru Kodai participates in the game. He is the target of this card.</p> <p>Your close antiquary gets in touch with you. “I found a rare article in a ruin. Please check it” To your surprise, it is an OOPArt (Out-of-place Artifact)!</p> <p>■ Option1: Boot OOPArt ■ Option2: Keep clear of the Gods</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: You (Kodai) find the OOPArt is on the edge of discharge, but your experience as an expert avoids it. Nothing happens. ■ Option2: You return the artifact to the antiquary. However, he unguardedly boots it and the device goes out of control. Add 3 Contamination pawns on the tile you currently exist, according to the rules of [Spread of Contamination].</p>
<p style="text-align: center;">E-10 Shady Ritual Goods</p> <p>Timing: Beginning of this turn Trigger: Toru Kodai participates in the game. He is the target of this card.</p> <p>Your close antiquary gets in touch with you. “I found a rare article in a ruin. Please check it” To your surprise, it is an OOPArt (Out-of-place Artifact)!</p> <p>■ Option1: Boot OOPArt ■ Option2: Keep clear of the Gods</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: Discard all the TB bits you (Kodai) have (If you have none, you are lucky! You lose nothing). Increase the turn limit by 1. ■ Option2: Nothing happens.</p>	<p style="text-align: center;">E-11 Long Way Away</p> <p>Timing: Beginning of this turn Trigger: No other character exists on the same tile as you.</p> <p>Suddenly, you get a little worried about your pal. What if he is forced into a corner?</p> <p>■ Option1: He would know how to get over it. ■ Option2: You cannot stop worrying him.</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: Make Judgement with judgement cards. If the success level is 2 or less, you cannot stop thinking of him. Reduce the success level of every Judgement you would make during this turn by 1. ■ Option2: You decide to go see him. Immediately move onto the hex where the character of the player on your left exists, without spending any action points.</p>	<p style="text-align: center;">E-12 Repose for Fighters</p> <p>Timing: Beginning of this turn Trigger: Exist on a tile without a Contamination pawn.</p> <p>You feel it is quite safe here. How about taking a rest for a while?</p> <p>■ Option1: It is important to take a rest. ■ Option2: Other companions are trying their best. Only you cannot neglect your duties.</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: You recover your HP by 4 and lose 1 action point. Your companions and superior notice you have been playing truant. ■ Option2: There are people who have watched your doing your best. You gain 1 money token as a bonus.</p>

<p style="text-align: center;">E-13 Take a Break</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) the tile where Internet Café exists.</p> <p>You happen to find a sign of an internet café. “Self-serv soft drink station (free refills)” “Ice cream—all you can eat!” Besides, it seems that the newly released games have arrived there.</p> <ul style="list-style-type: none"> ■ Option1: This is not a truant, you think. You just drop by the café to gather information. ■ Option2: How alluring! However, it is better to bear the temptation now. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Move to Internet Café without spending any action points. You may recover HP by 3 and open a research chip on any hex of your choice. Then your turn ends. ■ Option2: You continue the research resisting the temptation. In the end, you become exhausted and suffer damage by 1 to your HP. 	<p style="text-align: center;">E-14 How Can I stay Such a Place?</p> <p>Timing: At the beginning of this turn. Trigger: Exist on a hex adjacent to a Contamination pawn.</p> <p>You notice this area is strongly affected by Contamination.</p> <ul style="list-style-type: none"> ■ Option1: You cannot stand this place anymore ■ Option2: You have to keep your senses for this situation. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Randomly choose a hex on the tile you currently exist and immediately move onto it without spending any action points. (If a Contamination pawn is on the hex, you move to the next hex according to the ascending order. ■ Option2: You suffer damage by 1 to your HP, and remove a Contamination pawn adjacent to you without spending any action points. 	<p style="text-align: center;">E-15 Strange Medicine</p> <p>Timing: At the beginning of this turn. Trigger: Exist on (or move onto) the tile with Laboratory.</p> <p>Suddenly, a man chats up you. “Hey, you! So amazing physique! I have a job that really fits you...?”</p> <ul style="list-style-type: none"> ■ Option1: Accept the offer without thinking. ■ Option2: Reject the offer, because you think it quite fishy. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Move to Laboratory without spending any action points. The job seems to be a test subject of new investigational drug. You fall into unconscious as soon as you take the drug. You gain 2 money tokens and your turn ends immediately.. ■ Option2: You shrug off the persistent man. Move onto an adjacent hex you choose without spending any action points.
<p style="text-align: center;">E-16 Place for Inspiration</p> <p>Timing: Anytime during this turn. Trigger: Exist on (Move onto) the tile with Secondhand Bookstore.</p> <p>A lot of secondhand bookstores stand in a row in this area. You gradually feel some ideas are coming on you as you sniff the old books.</p> <ul style="list-style-type: none"> ■ Option1: Wander this area for a while. ■ Option2: This is no time to be wandering about. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Move to Secondhand Bookstore without spending any action points. You may redraw TB bits if any in your reserve. ■ Option2: You hasten away from the secondhand bookstores. However, you forget something important because you hurry too much. Discard 1 TB bit. 	<p style="text-align: center;">E-17 Some Other Place out of Here</p> <p>Timing: At the end of this turn. Trigger: Have not made any movement.</p> <p>Unexpectedly, you feel uncertain. “I have been here for a long time, but is it right?”</p> <ul style="list-style-type: none"> ■ Option1: Operationally, you have to remain here. ■ Option2: It might not be bad to start moving. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Something may happen here. Draw an Event card in addition. ■ Option2: Randomly choose a hex on the tile you currently exist, and move onto the hex without spending any movement points. 	<p style="text-align: center;">E-18 Some Other Place out of Here</p> <p>Timing: At the end of this turn. Trigger: Did not make any movement.</p> <p>Unexpectedly, you feel uncertain. “I have been here for a long time, but is it right?”</p> <ul style="list-style-type: none"> ■ Option1: Operationally, you have to remain here. ■ Option2: It might not be bad to start moving. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: You are here because you have a mind of your own. Add 1 to the accomplishment level of your next [Area Search] or [Research] (these results take effects only once). ■ Option2: Move onto any hex of your choice. However, if you make [Area Search] or [Research] in the next turn, you have to reduce 1 level from the accomplish level (these results take effects only once).

<p style="text-align: center;">E-19 Earthquake!</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) a brown or yellow hex.</p> <p>You feel the earth shakes during the research...the earthquake! Fortunately, the tremor stops soon, but it seems some people have got injured because of the fallen buildings and furniture.</p> <ul style="list-style-type: none"> ■ Option1: Decide to rescue the injured. ■ Option2: No problem. The rescue party will arrive here soon. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: End your turn immediately. However, your devoted action is highly evaluated. Add 1 to the accomplishment level of every [Area Search] and [Research] until the game ends. Keep this card in front of you. ■ Option2: They are seething for a while. You cannot make [Area Search] nor [Research] on this hex during this turn. 	<p style="text-align: center;">E-20 Witness</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) a brown or yellow hex, and remove at least one contamination pawn.</p> <p>You have a lot of secrets as a TB filer. However, it appears that you have been witnessed the battle...now what can you do?</p> <ul style="list-style-type: none"> ■ Option1: Explain the matter within an allowance and make yourself understood. ■ Option2: Leave the disposal to headquarters. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Make Judgement by the judgement cards. If the success level is 3 or more, you succeed to make yourself understood. Add 2 to the accomplish level of [Area Search] or [Research] only once. Keep this card in front of you. If the success level is 2 or less, your superior gives you a stern warning. Discard 1 TB bit. ■ Option2: You do not know where the witnesses have gone, nor get any information from headquarters. Beside, your superior gives you a stern warning. Discard 1 money token. 	<p style="text-align: center;">E-21 Arrearage</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) the tile with Library.</p> <p>A memory pops into your mind. "Oops, I have been borrowing a book from Library"</p> <ul style="list-style-type: none"> ■ Option1: Drop by Library to return the book. ■ Option2: You can return the book later. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Move to Library immediately without spending any action points. ■ Option2: You are temporally forbidden to use Library. Reduce 1 level from the accomplish level of [Area Search] or [Research] you would make in the next turn. Keep this card in front of you until these results are applied.
<p style="text-align: center;">E-22 Fire!</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) a brown or yellow tile.</p> <p>During the research, you hear a scream, "Fire!". Looking around, you find a house is wrapped in fire. A woman is crying, "Help me! My child is in the house!"</p> <ul style="list-style-type: none"> ■ Option1: You cannot close your eyes to her. You should rescue her child. ■ Option2: Leave this to the fire fighters. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Suffer damage by 3. However, you successfully rescue the child. Town people become cooperative and give you a lot of information. Flip over any 3 exploration chips. ■ Option2: Hearing a distant siren, you return to the research. The area has been seething. Reduce 2 level from the accomplishment level of every [Area Search] and [Research] you would make in this turn. Keep this card in front of you. 	<p style="text-align: center;">E-23 Another Battlefield</p> <p>Timing: At the beginning of this turn. Trigger: Takuan participates in the game. He is the target of this card.</p> <p>There is something bothering you more than this incident. Yes, you cannot make the deadline of writing if you continue researching. The incoming calling history from the editor has counted more than 10.</p> <ul style="list-style-type: none"> ■ Option1: You should meet the deadline at any cost. It's better to finish the job even if it is a makeshift one. ■ Option2: This incident is more important. You try to persuade the editor. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: In your (Takuan's) turn, you have to make Judgement by spending 1 action point. If the success level is 4 or more, you gain 3 money tokens. If it is 3 or less, you gain nothing. ■ Option2: You succeed to put the deadline off for a while as a result of treaty with the editor. Recover HP by 2. 	<p style="text-align: center;">E-23 Another Battlefield</p> <p>Timing: At the beginning of this turn. Trigger: Takuan participates in the game. He is the target of this card.</p> <p>There is something bothering you more than this incident. Yes, you cannot make the deadline of writing if you continue researching. The incoming calling history from the editor has counted more than 10.</p> <ul style="list-style-type: none"> ■ Option1: You should meet the deadline at any cost. It's better to finish the job even if it is a makeshift one. ■ Option2: This incident is more important. You try to persuade the editor. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: In your (Takuan's) next turn, you have to spend 1 action point for writing In exchange of it, you gain 1 money token. ■ Option2: The editor gets furious. You cannot make action of [Earning money] during this scenario. Place this card in front of you.

<p>E-25 Despotism of Forbidden book Timing: Anytime during this turn. Trigger: Complete a line on TB board in this turn. Unexpected power overflows from your forbidden book. It is quite strong, but you sense danger at the same time.</p> <ul style="list-style-type: none"> ■ Option1: Surrender the overflowing power. ■ Option2: Immediately step away from the book and wait for it settling down. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Suffer damage by 3 because you are overwhelmed by the power. However, you can get an ability card of one level higher than what you could get normally (ex. if you have made a line with 6 TB bits, you may get a card of level 3). If you have made a line with 7 or more TB bits, you can gain an ability card of level 3 normally, and another card of level 1 in addition. ■ Option2: You cannot use the ability card you have just gained until the beginning of your next turn. 	<p>E-26 Attacking Express Timing: At the beginning of this turn. Trigger: Exist on a hex with railway.</p> <p>You meet a TB filer who works as a stationmaster. You wonder if you can remove Contamination on the railway with his help.</p> <ul style="list-style-type: none"> ■ Option1: It's an interesting plan, worth trying. ■ Option2: It is your way to plugging away at decontamination. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: You can remove all the Contamination pawns on the same railway as you are currently on. If you are on a hex where more than one railway crosses, you choose one color of the railways. After that, your turn ends immediately. ■ Option2: The stationmaster tells you about the secret of Contamination. You can remove one more Contamination pawn in addition if you make Decontamination in this turn. 	<p>E-27 Self-Conceit Timing: Anytime during this turn. Trigger: Gain (or own) 1 or more ability cards of level 2.</p> <p>TB filers would be carried off their foot by convenient forbidden books when they become inattentive to them.</p> <ul style="list-style-type: none"> ■ Option1: It might be better to come back in the original intention. ■ Option2: It is impossible that a talented TB filer (that is, you) falls into self-conceit. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: You brace yourself and continue researching. Gain a TB bit randomly per ability card of level 2 you own. ■ Option2: It is exactly self-conceit to consider yourself never to fall into self-conceit. Discard all TB bits in your reserve.
<p>E-28 Self-Conceit Timing: Anytime during this turn. Trigger: Own (or gain) 1 or more ability cards of level 2.</p> <p>TB filers would be carried off their foot by convenient forbidden books when they become inattentive to them.</p> <ul style="list-style-type: none"> ■ Option1: It might be better to come back in the original intention. ■ Option2: It is impossible that a talented TB filer (that is, you) falls into self-conceit. <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: The forbidden book you picked up from the bag has disappeared nowhere. Only vague knowledge remains in your mind. Return one ability card of level 2 and gain 4 TB bits randomly. ■ Option2: It is exactly self-conceit! Exchange one ability card of level 2 to any one of level 1 of your choice. 	<p>E-29 Immediate Menace Timing: Anytime during this turn. Trigger: Own (or gain) 1 or more ability cards of level 3.</p> <p>You have been fighting with menace of forbidden books by using another forbidden book. However, suddenly you feel terrified at your book.</p> <ul style="list-style-type: none"> ■ Option1: You cannot control the power. It's better to part with it. ■ Option2: You know the danger full well! <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Discard one ability card of level 3 and gain 5 TB bits randomly. ■ Option2: You determine to accept the danger. You may gain 1 TB bit randomly per 2 points of damage you receive to your HP. 	<p>E-30 Immediate Menace Timing: Anytime during this turn. Trigger: Own (or gain) 1 or more ability cards of level 3.</p> <p>You have been fighting with menace of forbidden books by using another forbidden book. However, suddenly you feel terrified at your book.</p> <ul style="list-style-type: none"> ■ Option1: You cannot control the power. It's better to part with it. ■ Option2: You know the danger full well! <p style="text-align: center;">-----The results-----</p> <ul style="list-style-type: none"> ■ Option1: Exchange one ability card of level 3 to two disposable ability cards of level 2. ■ Option2: You are up to controlling power of the forbidden book. You cannot gain any new ability card until you use effects of at least one ability card of level 3. Keep this card until the results are applied.

E-31 Lost Thing

Timing: At the beginning of this turn.

Trigger: Currently exist in any one of facilities and announce to spend at least an action point to move from there.

After you checked everything was in order, you left the facility you had dropped by. However, you notice you have left the wallet there.

■ **Option1:** Go back to get the wallet immediately.

■ **Option2:** You cannot afford to go back.

-----The results-----

■ **Option1:** You go back a little and get the wallet. The number of the spaces you can move in this turn is decreased by 1.

■ **Option2:** During this turn, you cannot use any money tokens. If you have announced an action which requires money tokens, you have to change it to another action.

E-32 Rescue Operation

Timing: Anytime during this turn.

Trigger: Remove at least one Contamination pawn.

On looking around after the battle is over, you find there are the injured. You know they would be a drag on your research, but...

■ **Option1:** You should take them at least to some safety place.

■ **Option2:** Some other people would help them. You had better get moving..

-----The results-----

■ **Option1:** The number of the spaces you can move is decreased by 1 until you arrive at one of the facilities. Then you receive 4 money tokens as reward. If you are currently on a facility, these results are applied at once.

■ **Option2:** You get a bad reputation of having abandoned the injured. The accomplishment level is decreased by 1 when you make [Area Search] or [Research] next time. Keep this card in front of you.

E-33 Visiting a Former teacher

Timing: Anytime during this turn.

Trigger: Exist on (or move onto) the tile with University.

This university is your Alma mater. You remind of your former teacher.

■ **Option1:** He may give you some good advice. Let's go and visit him.

■ **Option2:** You cannot say he is the most preferable person. Leave here before you come across him.

-----The results-----

■ **Option1:** Immediately move to University without spending any action points, and flip all the research chips adjacent to University. Then, your turn ends.

■ **Option2:** You can move up to 3 spaces without spending any action points. However, you cannot end movement on University or any hex adjacent to it.

E-34 Insufficient Power

Timing: Anytime during this turn.

Trigger: Own only less than 2 ability cards.

What can you do with such little power...?

■ **Option1:** You want to gain power at any cost.

■ **Option2:** Do not be easily swayed by power. You can gain power step by step.

-----The results-----

■ **Option1:** You may gain 1 TB bit of your choice per 2 points of damage you suffer.

■ **Option2:** You decide to admit your own powerlessness. You gain 1 TB bit randomly.

E-35 Recovery with all your power

Timing: Anytime during this turn.

Trigger: Amanogawa participates in the game or any other players own the ability card of [Healing]. All those characters are the targets of this card.

When you have a coffee break at a café you sauntered by, you feel power welling inside you. Now, you have a feeling that you are able to heal the faraway companions.

■ **Option1:** You can't do any harm by trying.

■ **Option2:** Considering calmly, it cannot be possible to heal the faraway companions.

-----The results-----

■ **Option1:** Recover HP of any character except of yourself by 5. However, you cannot spend only 1 action point in your next turn. Keep this card in front of you until these results are applied.

■ **Option2:** You drink coffee and take a rest. Recover your HP by 1.

E-36 Oncoming Mishap

Timing: At the beginning of this turn.

Trigger: Amanogawa participates in the game. She is the target of this card.

You have a bad feeling. Unfortunately, your hunch often comes true.

■ **Option1:** You cannot cast off the bad feeling.

Search for source.

■ **Option2:** Force yourself to forget it.

-----The results-----

■ **Option1:** In your (Amanogawa's) next turn, you have to spend 1 action point to make Judgement with the judgement card. If the success level is 3 or more, you prepare for mishap. If another player suffers damage hereafter, you may cancel it only once. Keep this card in front of you until these results are applied. If the success level is 2 or less, nothing happens.

■ **Option2:** You pretend to be calm, but your hunch is getting stronger and stronger. Discard 1 Tb bit.

<p>E-37 Something Good Coming From Something bad</p> <p>Timing: Anytime during this turn. Trigger: Any one of characters uses [Healing]. The character healed is the target of this card.</p> <p>Incidents concerning forbidden books never happen without injury. However, injury also brings luck once in a while.</p> <p>■ Option1: Stay calm until injury heals, just keeping alert to the surroundings. ■ Option2: You feel power welling up inside you. Somehow, you are certain that you can do anything you want.</p> <p>-----The results-----</p> <p>■ Option1: In this turn, reduce the number of the contamination pawns in [Spread of Contamination] on the tile the targeted character exists by 1 ■ Option2: The targeted character immediately moves onto the nearest hex adjacent to a hex with a contamination pawn, without spending action points, then remove the pawn.</p>	<p>E-38 Save Face as a Graduate</p> <p>Timing: Anytime during this turn. Trigger: Exist on (or move onto) the tile with University.</p> <p>That is the university, which you graduated from. Now, you remember that you have been requested to give career guidance as a graduate.</p> <p>■ Option1: Give the students useful and cool guidance. ■ Option2: The research is more important now.</p> <p>-----The results-----</p> <p>■ Option1: Immediately move to University and gain 2 money tokens. Then, your turn ends. ■ Option2: You skip the guidance. Choose any adjacent tile of your choice, and move onto the nearest hex in it, without spending any action points.</p>	<p>E-39 Sour Driver</p> <p>Timing: Anytime during this turn. Trigger: Going to take a taxi by paying 1 money token.</p> <p>The driver pulls a long face to know you would pay only a base fare.</p> <p>■ Option1: You do not want to put him in a worse mood. Pay one more money token as a tip ■ Option2: You would never pay even a single penny anymore.</p> <p>-----The results-----</p> <p>■ Option1: With a few words, you know the driver is a nice guy. He returns the tip you have paid. ■ Option2: You got on the taxi, showing fortitude. However, you are entirely exhausted by an awkward atmosphere in the car when you arrive at the destination.</p>
<p>E-40 Sour Driver</p> <p>Timing: Anytime during this turn. Trigger: Going to take a taxi by paying 1 money token.</p> <p>The driver pulls a long face to know you would pay only a base fare.</p> <p>■ Option1: You do not want to put him in a worse mood. Pay one more money token as a tip ■ Option2: You would never pay even a single penny anymore.</p> <p>-----The results-----</p> <p>■ Option1: The driver restores his good humor. You may move up to 8 hexes in this movement. ■ Option2: The driver refuses you. You have to choose another action. The money token you paid as a tip is returned, but you cannot take a taxi in this turn.</p>	<p>E-41 Secret you smelled out</p> <p>Timing: Anytime during this turn. Trigger: Chihiro Sakura participates in the game. She is the target of this card.</p> <p>You discover information that could be a scoop though you are now researching the incident.</p> <p>■ Option1: You cannot give up exposing the secret as a journalist. ■ Option2: You have to concentrate on the incident now.</p> <p>-----The results-----</p> <p>■ Option1: Make Judgement with the judgement cards without spending any action points in your (Chihiro's) next turn. If the success level is 3 or more, you win fame as a journalist. Hereafter, add 1 to the accomplish level of every [Area Search] and [Research] Keep this card in front of you until these results are applied. If the success level is 2 or less, nothing happens. ■ Option2: Still, you cannot ignore instinct as a journalist. Reduce 1 level from the accomplishment level of [Area Search] and [Research] during your next turn. Keep this card in front of you until these results are applied.</p>	<p>E-42 Massive Update</p> <p>Timing: At the beginning of this turn. Trigger: JIN is participates in the game. He is the target of this card.</p> <p>Suddenly, an idea comes into your mind while you get down to researching. Isn't it today that the net game is updated?</p> <p>■ Option1: You hurry up and finish updating. ■ Option2: You put up with updating the game.</p> <p>-----The results-----</p> <p>■ Option1: Immediately move to Net Café without spending any action points. Recover 1 HP point because you take a rest during the update. If Net Café does not exist in this game, nothing happens. ■ Option2: You cannot concentrate on research because you are distracted by update. Reduce 1 level from the accomplishment level of every [Area Search] and [Research] during your (JIN's) next turn. Keep this card in front of you until these results are applied.</p>

<p style="text-align: center;">E-43 Distant Scream</p> <p>Timing: Anytime during this turn. Trigger: A contamination pawn exists on the same tile as the active player.</p> <p>You hear a distant scream. It seems that someone is attacked near here.</p> <p>■ Option1: You rush over there at once. ■ Option2: You do not have time to fighting now!</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: Immediately move onto the nearest hex adjacent to the hex with a contamination pawn without spending any action points, and remove the pawn. ■ Option2: You run away. Immediately move up to 3 hexes to any direction you choose. However, you lose one action point in your next turn. Keep this card in front of you until these results are applied.</p>	<p style="text-align: center;">E-44 Arrest!</p> <p>Timing: At the beginning of this turn. Trigger: Lex participates in the game. He is the target of this card.</p> <p>You hear a distant scream. “Bilking!”</p> <p>■ Option1: You have to arrest the culprit as a police officer. ■ Option2: Leave such a trivial incident to someone else.</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: In your (Lex’s) turn, you spent an action point and make Judgement with the judgement cards. If the success level is 3 or more, the harmed restaurant remunerates you. Gain 3 money tokens. If the success level is 2 or less, nothing happens. ■ Option2: Your boss rebukes you because you have overlooked the incident, and reduces your salary. Now, you gain 1 less money tokens from the action [Earning money] until the game ends. Keep this card in front of you.</p>	<p style="text-align: center;">E-45 Arrest!</p> <p>Timing: At the beginning of this turn. Trigger: Lex participates in the game. He is the target of this card.</p> <p>You hear a distant scream. “Bilking!”</p> <p>■ Option1: You have to arrest the culprit as a police officer. ■ Option2: Leave such a trivial incident to someone else.</p> <p style="text-align: center;">-----The results-----</p> <p>■ Option1: In your (Lex’s) next turn, you spent an action point and make Judgement with the judgement cards. The success level is 3 or more, increase your max HP and current HP by 5. Keep this card in front of you. If the success level is 2 or less, nothing happens. ■ Option2: Still, you cannot forget the scream. During your next turn, reduce 1 level from the accomplish level of every [Area Search] and [Research]. Keep this card in front of you until these results are applied.</p>

