

Really good coffee!

Give two action points back to any character.



Coffee!

Give one action point back to any figure.





Taxi!

Move a figure without spending action points.



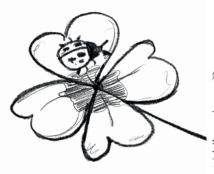
Deputy!

A blocked figure can be used again.



Lucky strike!

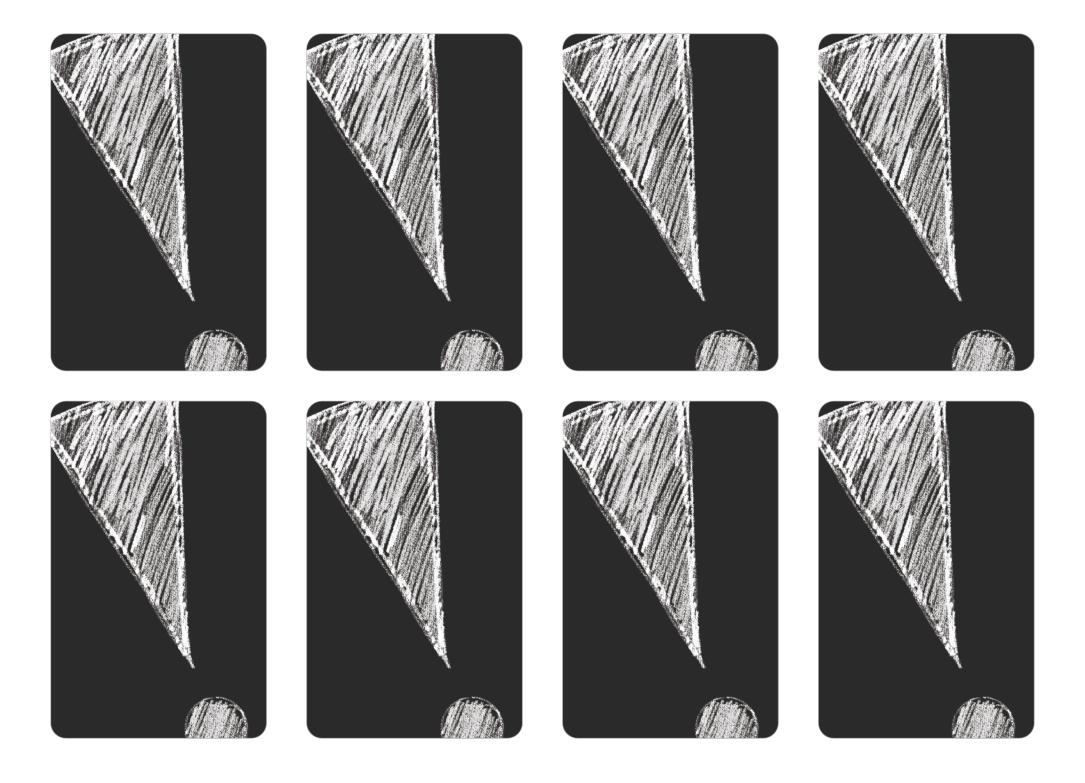
Reveal any clue card that does not have a prerequisite or for which the prerequisite is in place.



Special permission!

A blocked location is freed up again.





Public pressure!

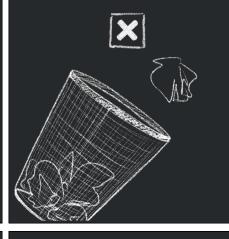
Reveal at least 2 clues this round.

If this does not happen: increase the escalation bar by one square. Remove this card at the end of the round.



Going backwards!

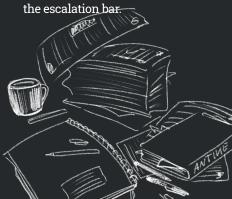
Remove all action points already spent from the clue cards.



Chaos!

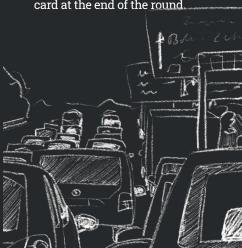
Put down a ?-card.

If you do not have a ?-card, remove the next ?-card as long as it does not specify an increase in the escalation bar—



Traffic jam!

Moving a piece costs 2 action points this round. Remove this card at the end of the round.



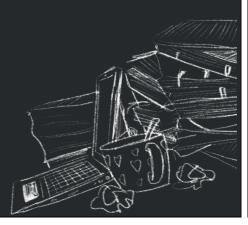
Flu!

The lawyer is sick and cannot be used this round. Remove this card at the end of the round.



Overload!

Select a character. It has only one action point for this round.



Paper flood!

At the end of the round, increase the escalation bar by 1.

To remove:

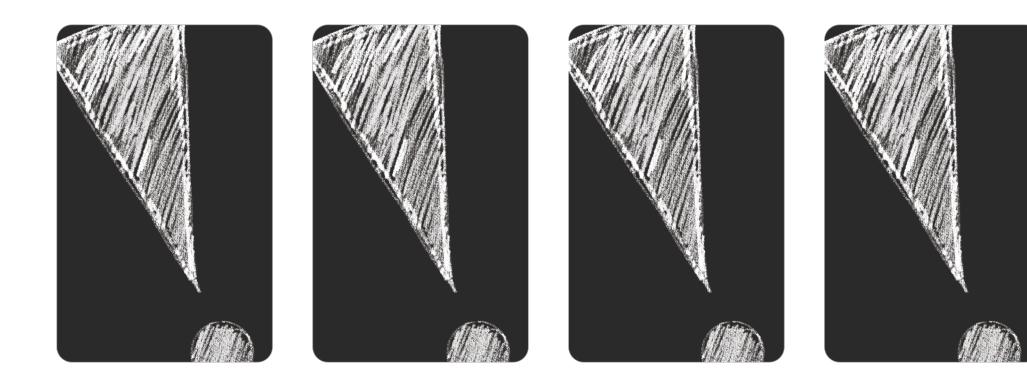


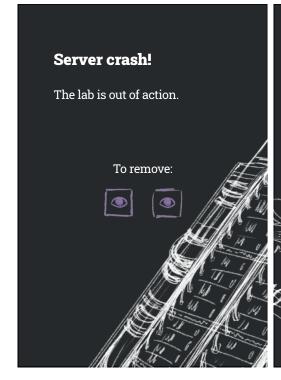
Burglary!

The archive is out of action.

To remove:







Suspicious budget!

External advice can only be given once the budget has been clarified.

To remove:



Kindergarten closed!

The curator must take care of his children. If not: at the end of the round, increase the escalation level by 1.

To remove:

