

THE CYCLOPS

A

Your armor of light has no equal.

EFFECT: Place the Pioneer (as an NPC) in J4.

GOAL

OBJECTIVE: Reach F3. When you reach it, you can still perform one action, then your turn ends and the shadows attack.

AT COMPLETION: Reveal B, discard.



THE CYCLOPS

B

You will vaporize every shadow that comes between you and your revenge.

EFFECT: You gain 2 actions and 2 Lux.

GOAL

OBJECTIVE: Destroy all shadows.

AT COMPLETION: Reveal C, discard.



THE CYCLOPS

C

Since the day you started serving in the CLEU, you have never betrayed a teammate, and you will not start now.

EFFECT: You gain 3 Lux. Place 2 lurkers in J3, K4 and a Hypershadow (not revealed, made by lurkers) in G5. All shadows attack.

GOAL

OBJECTIVE: You and the Pioneer must not suffer damage from these attacks.

AT COMPLETION: Reveal D, discard.



THE CYCLOPS

D

Wipe out what is left in your path.

EFFECT: You gain 2 actions, 4 Lux and the “Don’t Mess With Me” card. Move The Pioneer to J5. Place a lightstream tile (choose any) in both L4 and J2.

GOAL

OBJECTIVE: Destroy the remaining shadows.

AT COMPLETION: Victory.

