



Print guide: www.extraboard.net

CURIOUS OBSERVER

A strange machinery mysteriously watches your actions and gestures on the continent...

To play this mini-expansion, a player must take the **Observed ?** card and read it at the beginning of the session.

Icons

  card from this extension following the same rules as the Adventure cards.



Card always kept by the player with the "Observer" card. Does not count towards the card-in-hand limit.



This effect must be applied if the player performs or participates in the indicated action.

Observed ?



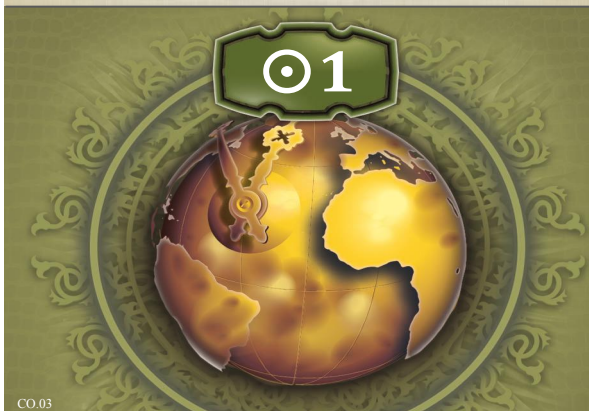
You suddenly realize the presence of a strange floating device few meters away from you. It silently observes through its unique deep pink eye. You try to interact with it, but it moves backward and makes a disapproving sound. You turn away, the thing keeps following you, impassively.

You finally accept its disturbing presence...

CO.01



CO.02



CO.03



CO.06



CO.04



CO.07




CO.05








CO.08



Observer

What could it expect from you ?




When this card is revealed, draw a  card.

 Pass this card and the  card in play to another player.

 Banish the  card in play then draw a  card.



The machine reminds you of the chronophotography devices seen at the last Universal Exhibition. At the time you thought of this revolutionary invention to capture images of your future expeditions.

 If at least 6 Action cards are drawn during the Cost step: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (1 point)




The idea of falling asleep with this thing watching you makes you uncomfortable. What will it do while you sleep?

000

If an Advanced Skill card is acquired and enters your hand during the resolution of an Adventure card of the above number: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (1 point)



You wonder if in a difficult situation this machine would intervene to help you... or the opposite.

 During the Cost step of an action, if the Action Deck is empty and at least one Action card is drawn from the Discard pile: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (3 points)

You fight for your survival while this thing watches you. What being could be satisfied with such a spectacle?

250 or 300

If at least 3 Adventure cards of the above number are drawn simultaneously: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (2 points)



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Original illustrations:
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Printing advice:
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

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

v2 EN1 02/2022

Each time you consult or write in your notebook, your mysterious guest seems intrigued by its content...

If at least 12 cards are under the "Satchel and Notebook" card: put this  card under the "Satchel and Notebook" card, then draw a  card.




Observation (1 point)

Surprisingly, the surrounding wildlife seemed to ignore the floating object. It may not have encountered a curious enough predator yet...

 If the card for this action has the PREDATOR keyword: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (1 point)



As if to better observe every detail, the machine temporarily approaches you during behaviors never seen before.

 If an Adventure card is drawn thanks to the addition of the number written in a blue flag: put this  card under the "Satchel and Notebook" card, then draw a  card.

Observation (1 point)






Accompanying this drawing, a short but catchy melody resounds in the air.

All players return their **frightened, terrified** and **demoralized** states.
Then draw 06 and 07 cards.




This thing might be looking for something. But what if you got your hands on it?

350

When one or more Adventure cards of the above number are drawn: put this card under the "Satchel and Notebook" card, then draw a 01 card.


Observation (2 points)





You are relieved that this thing is no longer on your back. Perhaps you will understand the role of this machine and its symbols by exploring the depths of the continent...

Take as many 003 cards as the total of Observation points under the "Satchel and Notebook" card.

Banish the card in play and the "Observer" card.




You notice that your pursuer has stopped. It emits a series of unpleasant high-pitched noises.

Count the total points on the Observation cards placed under the card "Satchel and Notebook", then take the 02 card based on your score:

| | | |
|-------|---|----|
| 0 - 2 | → | 02 |
| 3 - 5 | → | 03 |
| 6 - 8 | → | 04 |
| 9 + | → | 05 |





Self-confident

The positive judgment of the machine gives you confidence in yourself and your abilities.

While you have this card in your hand, the maximum number of cards you can have in your hand is increased by 1.


If you are or become **frightened, terrified**, or **demoralized**, discard this card and all of your cards in hand.


Accompanying this drawing, a tense melody assaults your eardrums like a cry of terror. You take a few steps back.

Draw 06 and 08 cards.



Volonté



You are **paranoid**




Discard this.

Accompanying this drawing, a series of unpleasant sounds comes from the thing. It seems like it expected better of you.



All players return their **frightened** state.
Then draw 06 card.



The thing moves away, emitting a deep sound.

Put this card under the "Satchel and Notebook" card.
Keep the card with the hidden number in play (instead of discarding it).

Observation (1 point)

Accompanying this drawing, a soothing melody floats in the air.

All players return their **frightened, terrified** and **demoralized** states.
Then draw 06 card.