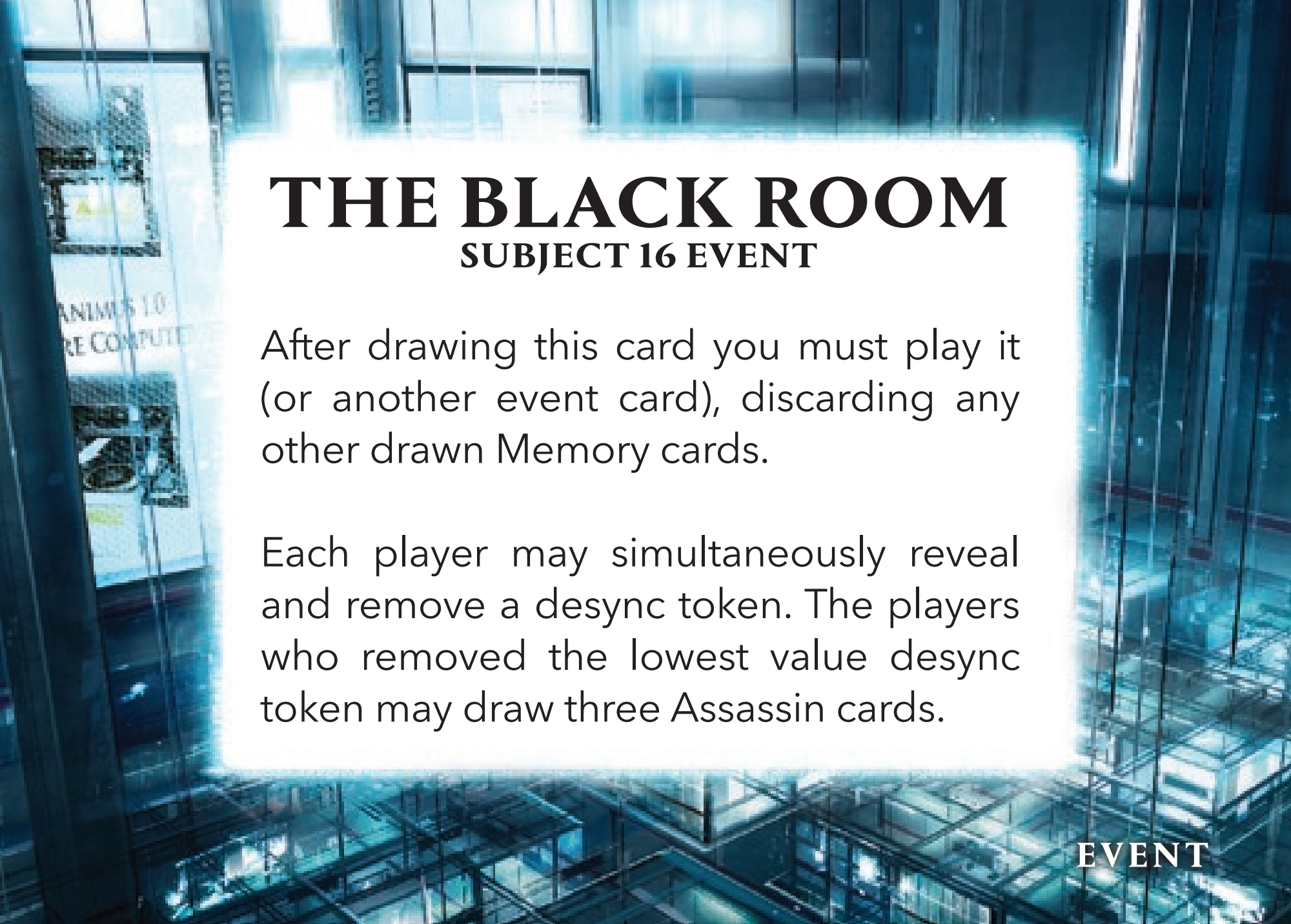


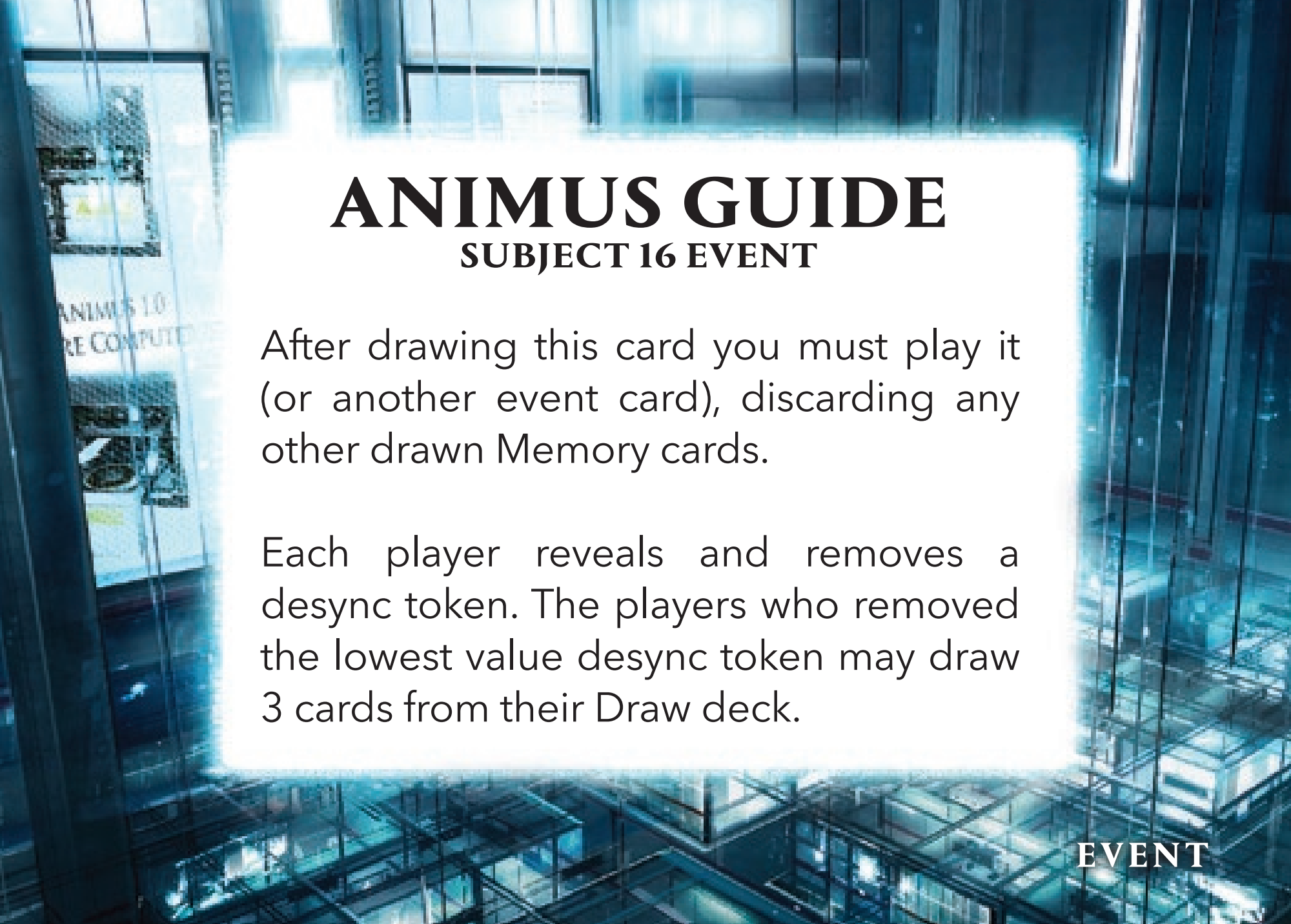
THE BLACK ROOM

SUBJECT 16 EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player may simultaneously reveal and remove a desync token. The players who removed the lowest value desync token may draw three Assassin cards.

EVENT



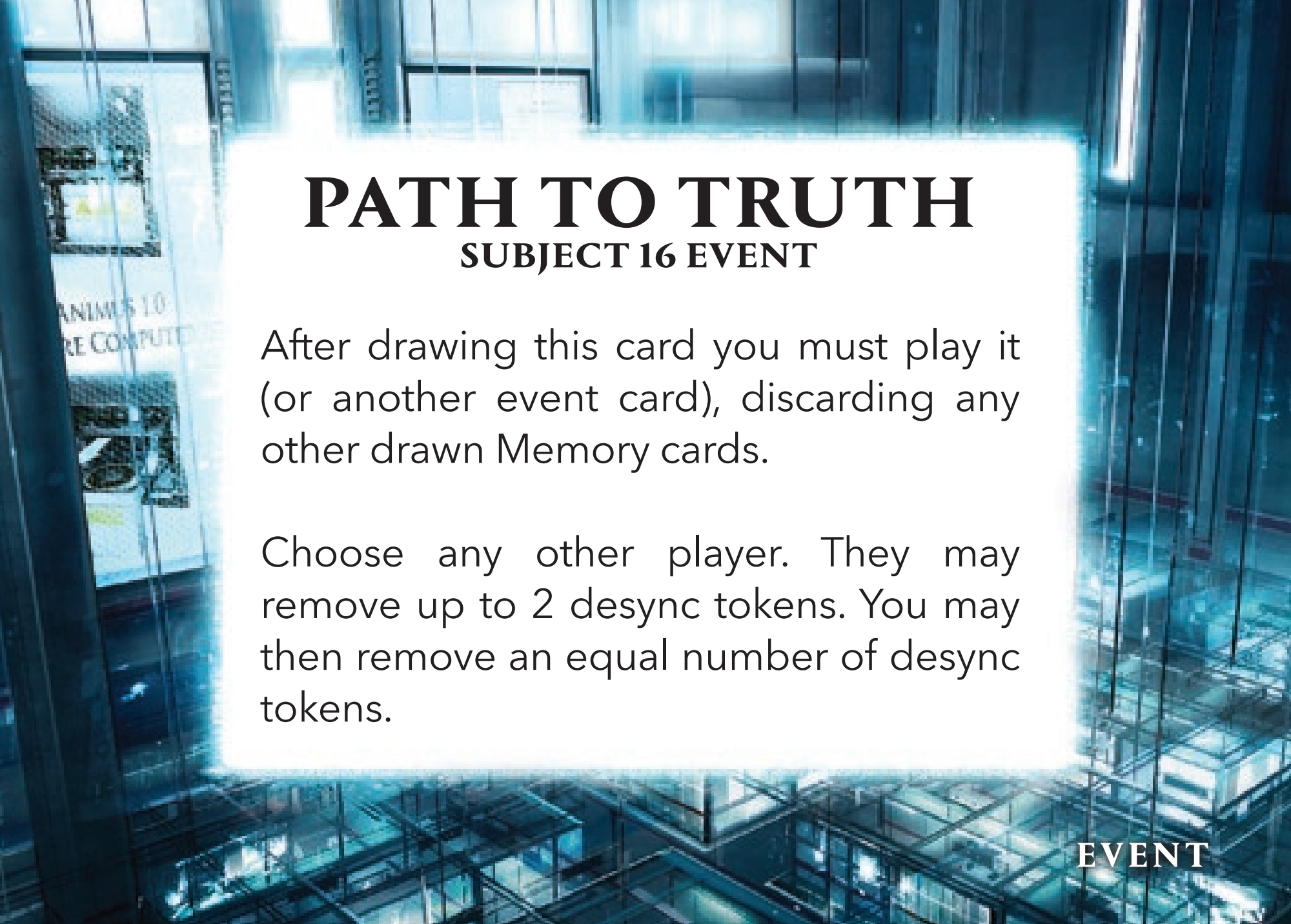
ANIMUS GUIDE

SUBJECT 16 EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player reveals and removes a desync token. The players who removed the lowest value desync token may draw 3 cards from their Draw deck.

EVENT



PATH TO TRUTH

SUBJECT 16 EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Choose any other player. They may remove up to 2 desync tokens. You may then remove an equal number of desync tokens.

EVENT

ANIMUS ISLAND

SUBJECT 16 EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Choose another player. They must either resync or gain 2 desync tokens.

EVENT

MOVE HIDEOUT

REAL WORLD EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player must either discard an Assassin card from their hand or gain 2 desync tokens.

EVENT

ABSTERGO CLOSES IN

REAL WORLD EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player must either resync (returning to their Animus space and resetting their deck) or gain 2 desync tokens.

EVENT

FRAYED TRUST

REAL WORLD EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player must give one of their desync tokens to the player on their left.

EVENT

SCAVENGE UPGRADES

REAL WORLD EVENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Each player may swap two memory blocks on their Player Board (note that assassination targets are not memory blocks).

EVENT

STAFF OF EDEN

ISU ARTIFACT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Place this card in front of you and gain a desync token. You may discard this card during a challenge to gain +10 Stealth.

EVENT

SWORD OF EDEN

ISU ARTIFACT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Place this card in front of you and gain a desync token. You may discard this card during a challenge to gain +10 Fight.

EVENT

APPLE OF EDEN

ISU ARTIFACT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Place this card in front of you and gain a desync token. You may discard this card at the start of another player's turn to decide which way they move during that turn.

EVENT

STAFF OF HERMES

ISU ARTIFACT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Place this card in front of you and gain a desync token. You may discard this card during your turn to treat your space as a combo space.

EVENT

MEMORY BLANK

DATA FRAGMENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Remove any memory block from any Player Board (note that assassination targets are not memory blocks).

EVENT

REPEATING CODE

DATA FRAGMENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Draw three Memory cards and choose one to play.

EVENT

PAYDATA

DATA FRAGMENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

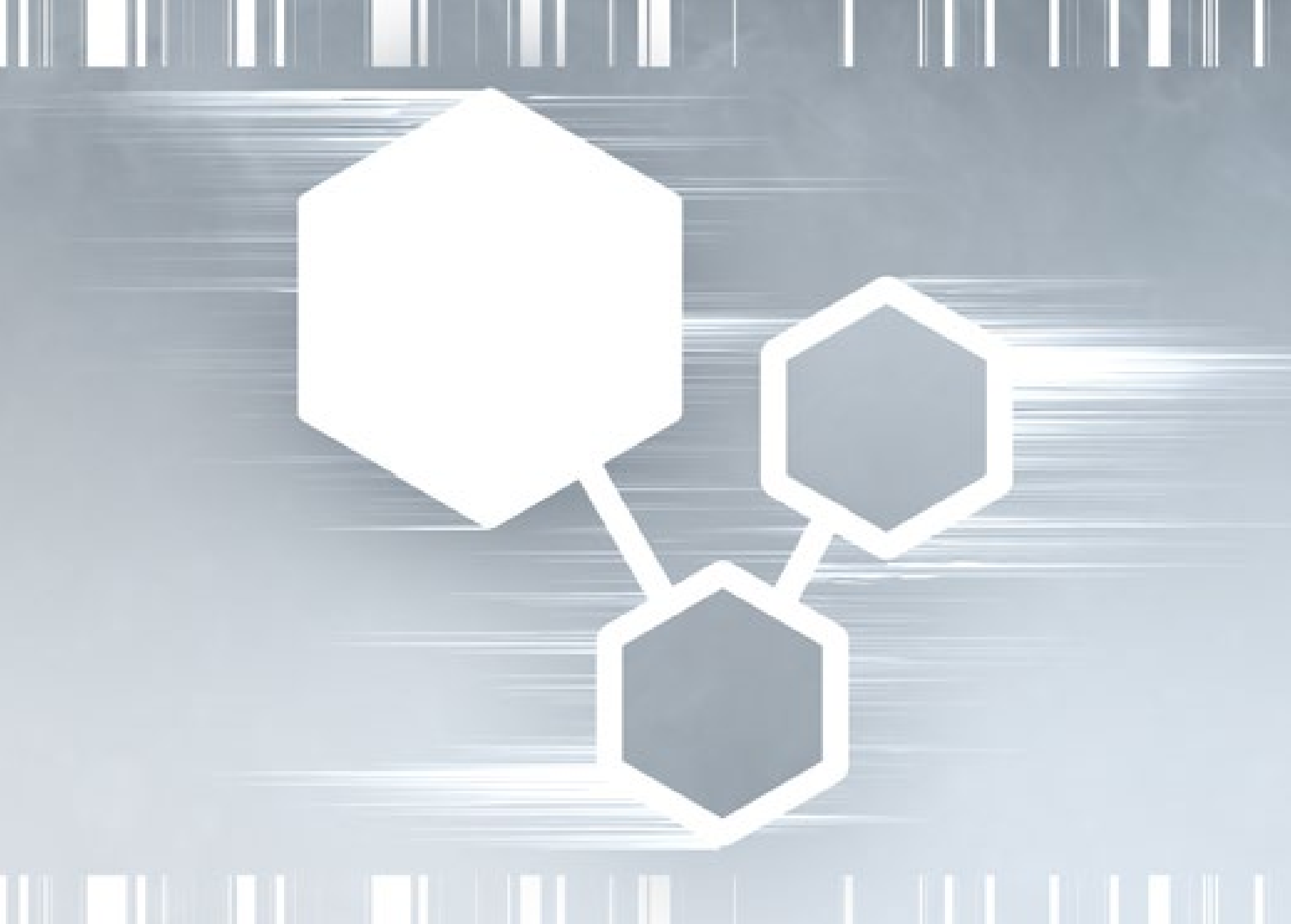
Move your score marker 3 spaces up the synchronization track, then shuffle this card back into the Memory deck.

EVENT

DATA SPIKE

DATA FRAGMENT

After drawing this card you must play it (or another event card), discarding any other drawn Memory cards.

Gain up to 3 desync tokens. For each token gained, move your score marker 2 spaces up the synchronization track.

EVENT