After resolving this test, shuffle all discarded Destiny cards back into the pile.

"You’re such good children to help an old lady." You decide to ask her about Damien: “If I saw the missing boy? Yes, he came by the store on the morning he disappeared. What did he buy? Wait, I think I have the duplicate of the receipt… Here it is!"

Take ITEM 16.
COMMON CARDS

OPEN THIS DECK ONLY WHEN INSTRUCTED.
As the detective leaves the room for a minute, you notice the board behind her. It might help you to figure out the order in which Damien went to some locations of Dundalk on the morning he disappeared. You decide to make a copy of this board.

Take ITEMS 29 and 30.

You find today’s newspaper.

Read your Interaction card 7.

The terrifying clown suddenly changes into the newspaper seller. You recognize Filip, a boy from the school. “Damien? I’m glad he’s gone! Never trusted this guy!”

To talk with him, read your Interaction card 2.

A “4 LEAF” PACK OF GUM

Look into the pack to see if you win!

Reveal immediately a Destiny card. If the result is less than 0, take ITEM 32.

If the result is greater than or equal to 0, take 1 from the Vortex (without exceeding your starting level), 1, and ITEM 28.

A SPACE COLA BOTTLE

Anton saw you gave a lot of yourself to help your friends, so he gives you a Space Cola, an energy drink.

Quest completed
Remove this card at any time to take 2 from the Vortex without exceeding your starting level.

The world seems to rewind. Words are swallowed up. Everything is upside down. The distorted noise of the diner finally goes back to normal.

To listen to some music, spend 1, then choose the song you want by taking only ONE of these Items:

- ITEM 21 - As She Comes
  Black Desire
- ITEM 22 - Run on a Band
  Paulo Macca
- ITEM 23 - Follow My Lead
  To The Mansion Cavendish

Everything goes back to normal. The detective is busy and seems to be writing a report. He hastily sends you away: “Get out! I’ve got to take care of the guy we just busted. As if I didn’t have too much work already with this damn accident on Main Street, this guy had to wreck the bar from next town!”

Take ITEM 25.

You can give it another try.

If you are Amy and you do have tokens F and K, take ITEM 33.

A MEDICAL PRESCRIPTION
11. ANTON AND DAMIEN’S ASSIGNMENT
An assignment written by Damien and Anton. After lightly coloring over it, you read the message that was written on the previous page.

12. SLEEPING PILLS
Some sleeping pills.

13. DAMIEN’S LOCKER
The locker is empty; it has already been searched. But a tiny piece of paper has been left out by the police.

14. A DONUT
A greasy and sugary stale donut.

15. Mr. Gaunt gives you a dry welcome:
“You are supposed to be here at 8. When the bell rings, where were you?”

16. DAMIEN’S RECEIPT
Take token G.

17. Mr. Gaunt fell asleep on his chair after you dropped the sleeping pills in his coffee. You can take Damien and Anton’s assignment on his desk.

18. A CHOCOLATE BOX
A “Croc’s Cacao” chocolate box. What a coincidence! These are your favorites!

19. A WANTED NOTICE
You ripped off the wanted notice of Damien on Main Street.
Damien Hammer, 14 years old, disappeared on 11/27/58. Brown eyes, about 5’2”, 100 lb. Wore a navy blue jacket and brown velvet pants. If you have any information, please call 867-5309.
After the shadow has disappeared, you enter the staffroom. It’s empty. You find a newspaper next to a full coffee pot.

Read your Interaction card 7.

If you have ITEM 12, you can use it with the coffee. If you do so, take token C.

The atmosphere is getting stifling in the diner. However, you feel a surge of serenity and the urge to find Damien.

Take 1 from the Vortex (or 2 if you play Anton) without exceeding your starting level. Then remove this card.

Everything goes back to normal. Hannah glances at you, as if nothing happened:

“Hello!”

To talk to the waitress, read your Interaction card 1.

The old lady is grateful for your help:

“Thank you very much! I’m doing poor Mrs. Matthews’ grocery shopping… When I think that this rascal disappeared, He should be sued, instead of dear Mr. Allen. He couldn’t do anything. I’m sure this kid did all this on purpose!”

An almost empty wallet.

Take token M.

“The manager gets out of his office and congratulates you: “Well done, kids! Well done! Don’t forget to tell you won in my store! And if I can be of any help…” He is so thrilled that he answers all your questions: “The missing kid? Yes, he came on Thursday morning. Here’s his receipt!”

Take ITEM 16.
Assemble both parts of the board. At any time, you can put the 4 hexagonal tokens of the locations Damien went to in chronological order (try to remember the time). Figure out the biggest number you can see, then the Time Captain takes the corresponding Item and resolves it.

Take token A. You can give it another try.

If you want to negotiate, the Time Captain chooses an agent to initiate this test. That agent can get support from other agents. If an agent removes ITEM 14 or ITEM 18 before the Destiny card is revealed, the agent who attempts the test gets a +2 bonus to their result.

The policeman at the reception desk does not take you seriously and speaks in a firm tone: “NO! No children allowed here! By the way, shouldn’t you be at school?” You must convince him to let you in.

While waiting for the police, read your Interaction card 4.

All the fuss alerts the manager who gets out of his office and asks an employee to call the police. Then, he turns toward you.

“What? You’re sure he was seen on that morning? If this is true, you’re right. Fox couldn’t be in two places at the same time. Dammit! I have to start it all over!” The policeman takes the key of the cell, then opens it. A tired-looking man gets out.

“Dad!” Amy throws herself in his arms, while the man bursts into tears.

“He hugs his daughter tightly.

The group takes 1 from the Vortex and places it on the Update space of the Mission Return card. Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

You must be wrong! The police send a patrol but cannot find anything.

The group takes 1 from the Vortex and places it on the Update space of the Mission Return card. Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

Close the location you are visiting and move to Location 13 at no cost. The Time Captain opens Location 13, then reads card A out loud.
<table>
<thead>
<tr>
<th>ITEM</th>
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Everything darkens around you! Detective Ansel turns into a horrible creature with crooked fingers, ready to jump on you.

Fight! Jennifer gets a -1 penalty during this test.

You are on stage, in front of the whole school. They are laughing out loud because you have been punished and dressed up like a hot dog.

Choose only one destination:
- To the hills > Take ITEM 34.
- To the sea > Take ITEM 35.
- To the mountains > Take ITEM 36.
- To the forest > Take ITEM 37.
- To the lake > Take ITEM 38.

“Very impressive! Thanks for coming to the Police Station with those information. You drew the same conclusions as me… Now, we must figure out where Damien went after all this… Do you have an idea?”

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