



## THE LILAC DISRUPTOR

B



*"Look right here. It looks like this thing can easily be turned off!"*

The Kids have found out how the mind-altering device works.

They gain 3 👁.



## RUNAWAY KID

A

R7

*"I guess I can't go home...  
but look, I'm strong enough  
to carry you on my back!"*

*"The Runaway"* is never First Player and does not participate in the School Phase. It starts where it ended last turn.

The Machine starts out with 6 🕒 to use for **ACTIONS** each Round. It can **TRADE, SCOUT, INVESTIGATE, MACHINE RIDE, HELP**, use **DECOY** and carry Kids up to its Capacity. It has the strengths **TOUGH, BRAVE** and **QUICK**. It may carry 4 **ITEMS**, but can't use them for bonus on **TESTS**, and the **ICONIC ITEM** counts as a regular **ITEM**.

**Flip card for rules about conditions and REST.**