Level 0
Limbo

Goals:
1
Cobb and Saito must be active.
2
Kill Mal.
3
At least 1 character and
1 Kick card must be present
on each level 1, 2 and 3.

When goals achieved:
The team activates the
final Kick on levels 1, 2 and 3.
The Stewardess
wakes them up on level 4.
Place all active characters from
all levels in level 4 and flip
the Stewardess card.

Security Guard



→ on level 1:
Attack: St 7
(Y,C,AI,AT,S,E)
⊗ : ↻
If no target available:
draw new event card.

Security Guard



→ on level 1:
Attack: St 8
(AT,C,S,AI,Y,E)
⊗ : ↻ + ↘≡
If no target available:
draw new event card.

Zero Gravity Fight



→ on level 2:
Attack: St 7
(E,Y,AI,S,AT,C)
⊗ : ↻
If no target available:
draw new event card.

Zero Gravity Fight



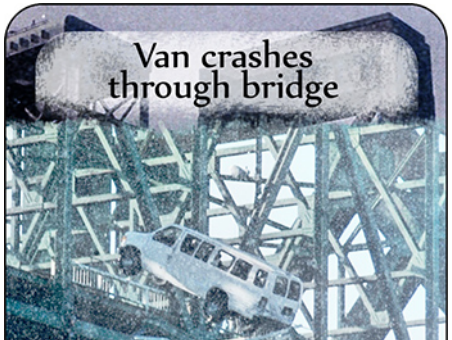
→ on level 2:
Attack: St 8
(AI,C,AT,E,S,Y)
⊗ : ↻ + ↘≡
If no target available:
↘≡ + draw new event card.

Van Crash



→ on level 3:
Attack: St 8
(S,AT,C,Y,AI,E)
⊗ : ↻
If no target available:
draw new event card.

Van crashes through bridge



→ on level 3:
Attack: St 7
(Y,AI,C,AT,E,S)
⊗ : ↻ + ↘≡
If no target available:
↘≡ + draw new event card.

Free Fall



You may send 1 character that
is not „Lost in Limbo“ back to
level 1, 2, or 3.
It arrives there healthy.

If no character is sent back: ↘≡

Saito



Convince Saito to come back with you: C 9

✓: Turn Saito back to his weak side.

✗:

Resist Mal



Resist Mal (convince): C 11

✗: + discard 2 cards from your hand.

✓: Attack: St 8 against all (sum)

✗: (AI,AT,E,Y,C,S) +

✓: Mal is dead.


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo
Goal card
Place face-up beside Level 0


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo


Level 0
Limbo