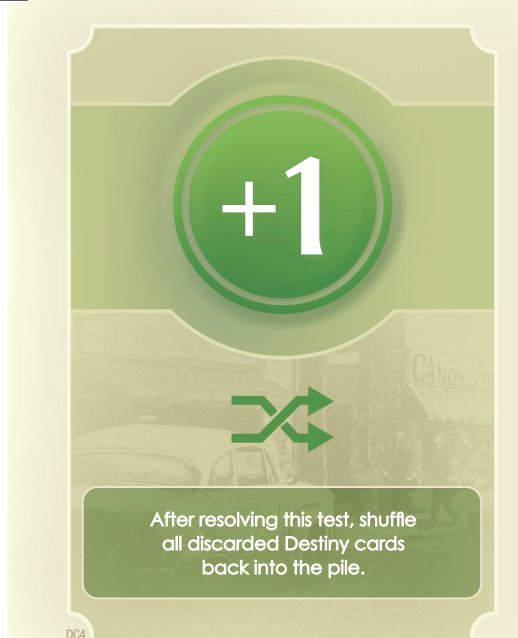


DC3



DC4

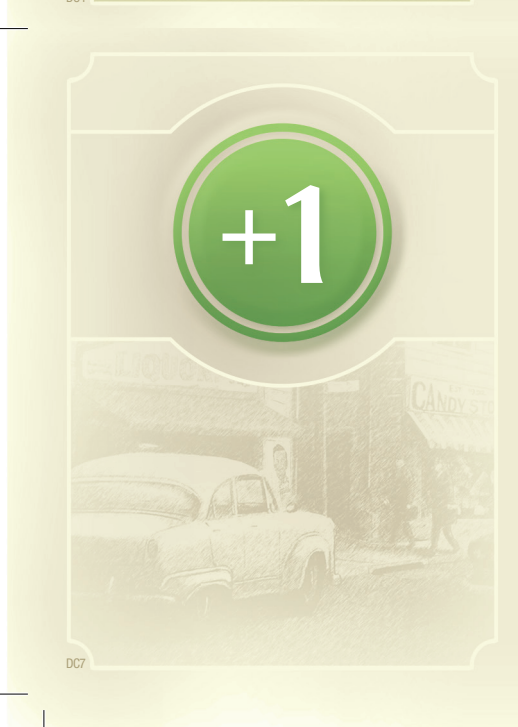
After resolving this test, shuffle  
all discarded Destiny cards  
back into the pile.



DC5



DC6



DC7



DC8



1

"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**.

DESTINY

-2/\_/\_/\_/\_/\_/+2



MAP

DC2

DAMIEN

1958 NT

OPEN THIS DECK  
ONLY WHEN  
INSTRUCTED.

COMMON  
CARDS

DC 1/51

DESTINY

-2/\_/\_/\_/\_/\_/+2

DESTINY

-2/\_/\_/\_/\_/\_/+2

DESTINY

-2/\_/\_/\_/\_/\_/+2

1

1

1

ITEM

DC9

DESTINY

-2/\_/\_/\_/\_/\_/+2

DESTINY

-2/\_/\_/\_/\_/\_/+2



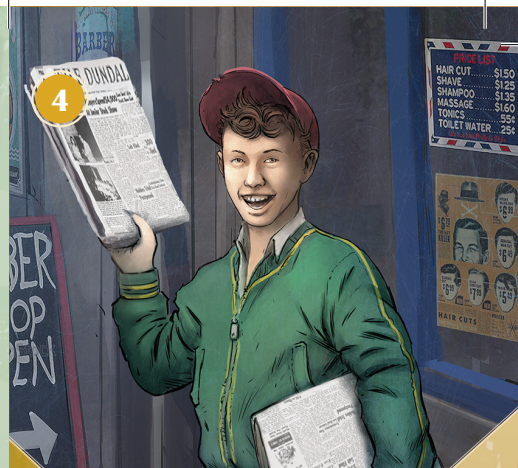
As the detective leaves the room for a minute, you notice the board behind her. It might help you to figure out the order in which Damien went to some locations of Dundalk on the morning he disappeared. You decide to make a copy of this board.

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**.



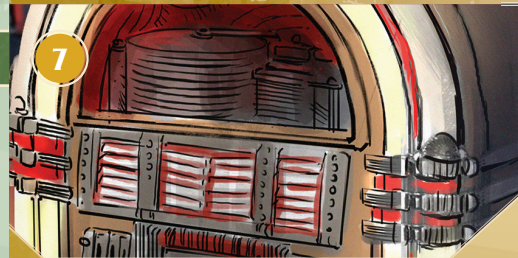
Look into the pack to see if you win!

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**.



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!"

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



Everything just instantly goes back to normal. The old lady picked up her things but she is struggling to carry her basket. You could help her and do your good deed of the day.

You can help the old lady if you want:

You can give it another try.

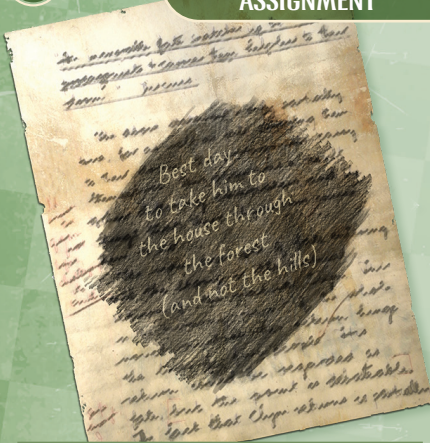
4

Take **ITEM 25**.





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?"

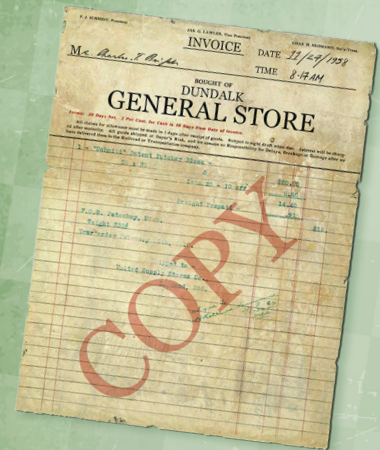


Explain why you are late:



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.

You can spend 1 to search the desk. If you do, take ITEM 11.

18

## A CHOCOLATE BOX



A "Croc's Cacao" chocolate box. What a coincidence! These are your favorites!

Remove this card to get a +1 bonus during a test.

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 867-654-32.



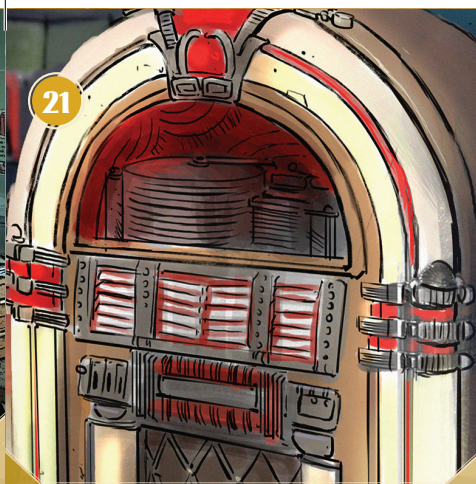


20

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**.

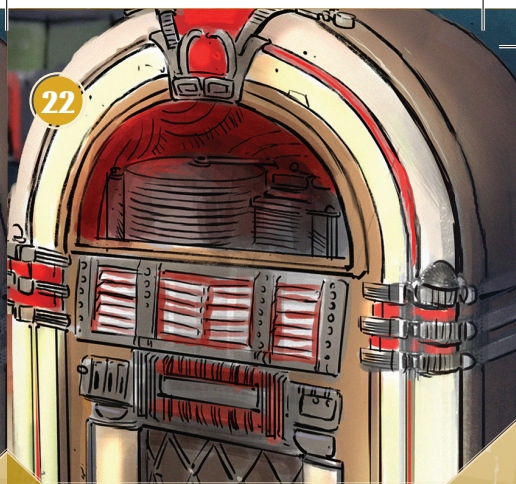
If you have **ITEM 12**, you can use it with the coffee. If you do so, take **token C**.



21

You can hear some music playing in the diner. The waitress thanks you with a nod: she probably likes to work with some music.

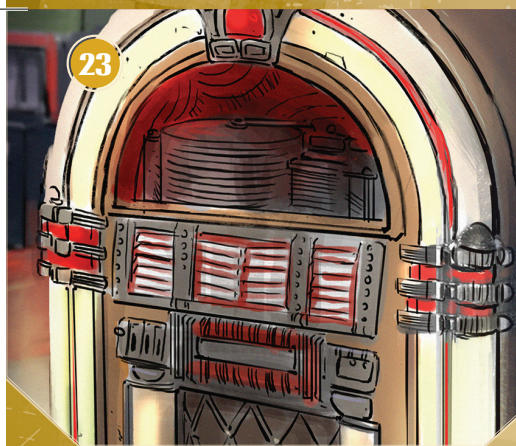
Remove this card.



22

You can hear some music playing in the diner. The man drinking his coffee glares at you. You disturbed him while he was reading his newspaper.

Remove this card.



23

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.



24

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

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



25

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!"

Take **1** and **token O**.



26

"Thank you very much! You remind me of the kid who caused the accident. He threw himself on Mr. Allen's car, he just had to swerve to avoid him... He almost ran over my Dickens! But Mrs. Matthews has been hurt. The kid just didn't care. He ran toward the forest, as if nothing happened. I'm pretty sure he was laughing!"

Take **token M**.



27

A WALLET

An almost empty wallet.

Remove this card to take **2**.

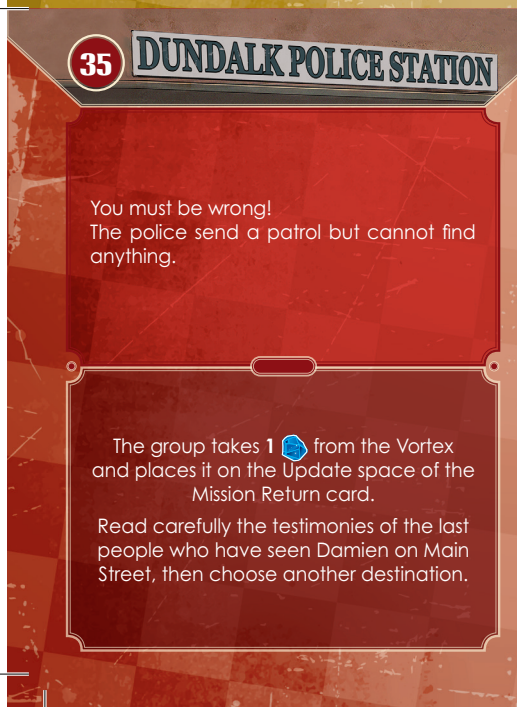
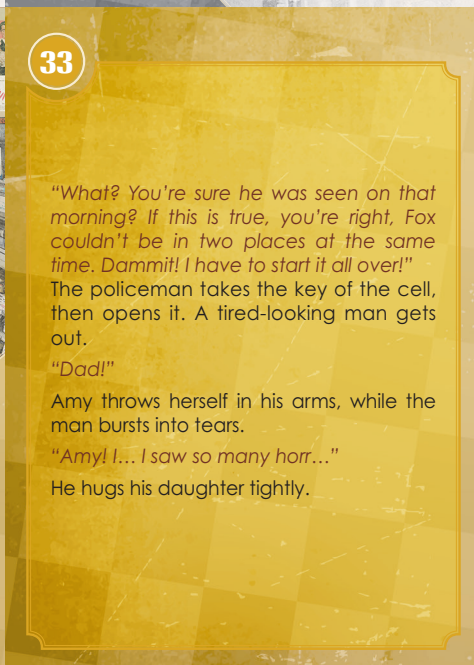
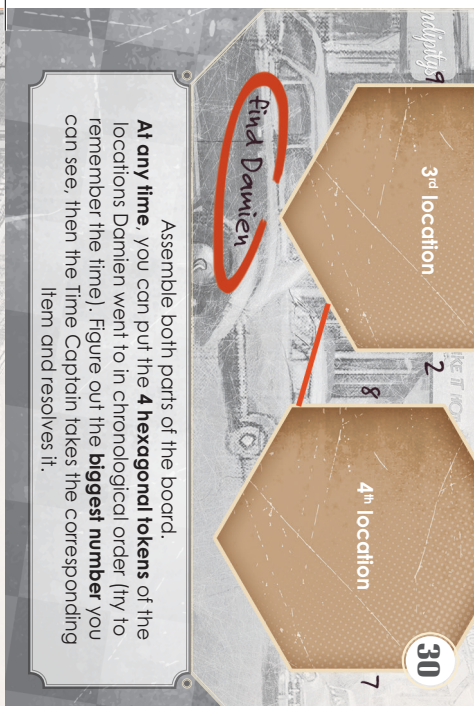
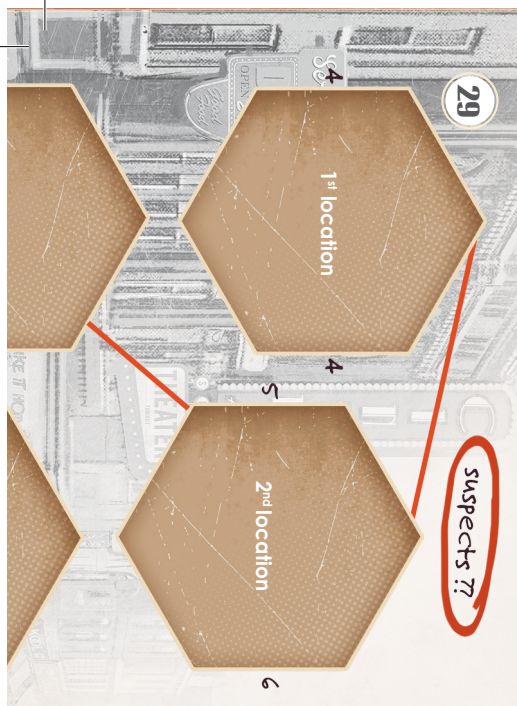


28

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**.







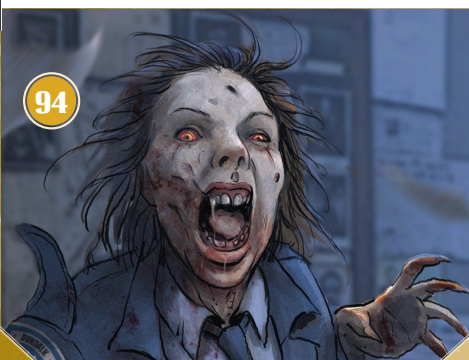
# 38 DUNDALK POLICE STATION

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.

94



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.

Jennifer loses 1

-

4

+

6

=

96



"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?"

**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**.

97



Everything darkens around you. The floor gets loose and you feel you slowly sink into the ground.



**Fight to get out!**

Amy gets a -1 penalty during this test.

Amy loses 1

-

4

+

6

=

99



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.



**Get a grip!**

Doug gets a -1 penalty during this test.

Doug loses 1

-

4

+

6

=

