

ROOM-25

V.I.P.

A GAME BY FRANÇOIS ROUZÉ
Illustrations and graphics by Daniel Balage and Camille Durand-Kriegel.

“Dear candidates, hello!

You have been selected by the Ministry of Entertainment to participate in our new version of our amazing game show! And tonight we have invited a star, a V.I.P. prisoner who must absolutely survive the complex and escape. Take care of him because his elimination would inevitably lead to the victory of the GUARDIANS.

As always, be careful, explore the complex and do not let our star take any risks! The “show” will begin, the audience is counting on you for this new challenge...”

» CONTENTS

- 40 Room 25 Sleeves
- 1 V.I.P. token
- 5 Room tiles
- 2 Free room
- 6 Roulette tokens

GAME MODE: SUSPICION V.I.P.

This mode is a variant of the SUSPICION mode that can be played from 4 to 8 players.

Its particularity is to introduce a revealed prisoner, the **V.I.P.**, from the beginning of the game.

» GOAL OF THE GAME

The V.I.P. must reach the Room 25 and escape with the other prisoners.

If the V.I.P. is eliminated, the GUARDIANS immediately win the game.

Note: If you play with the Regeneration room in ROOM 25 SEASON 2, the game continues because you still have a chance to bring the V.I.P. prisoner back into play.

» SETUP

Roles are randomly dealt face-down with the same proportion of prisoners and guardians as in the **SUSPICION mode of the rulebook of ROOM 25** but **one of the Prisoner Role tokens is replaced by the V.I.P.** during the setup of the game.

- ◇ The player who receives the V.I.P. token flips his token face up before the 1st programming round.
- ◇ He discards his adrenaline token.
- ◇ He will be able to retrieve his Adrenaline token if he is playing Franck and performs the Recover action or if he enters the Treatment room from SEASON 2.

Note: Throughout this document, male pronouns are used for the sake of simplicity and readability. In each instance, the rules are meant to include players of any gender.

» HOW TO PLAY

The game plays as shown in the **ROOM 25 rules book** but with the following adjustments.

» V.I.P. MOVE

The V.I.P. is in a hurry to escape and is not aware of the danger, he believes in his lucky star.

- ◇ Like a revealed Guardian, the V.I.P. does not have to program his actions.
- ◇ However, he will have to move **at least once during each round**, unless he has already reached the ROOM 25.
- ◇ If at the end of a turn, the V.I.P. **has not moved**, the GUARDIANS immediately win the game.

This mandatory movement can be realized in different ways:

- By using the Move action as the 1st or 2nd action.
- By pushing the V.I.P. into another room.
- By successfully performing the Carrying action (as the carrier or the carried).
- By being successfully called by Jennifer if she is adjacent to the V.I.P.
- By destroying or replacing the room where the V.I.P. is located.

» VICTORY CONDITIONS

The PRISONERS win the game:

- If the V.I.P. reaches the ROOM 25 and escapes with the other prisoners.

The GUARDIANS win the game:

- If the V.I.P. is eliminated.

NEW ROOMS

green rooms = safe



"So, what did you discover?"

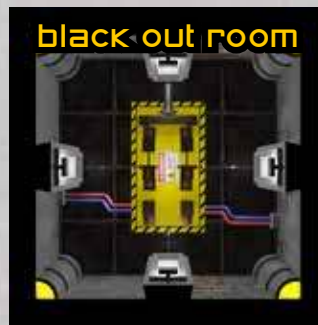
Secretly look at 2 rooms adjacent to the REVELATION room.

yellow rooms = obstacle



"It's time to make things a little more difficult. This game becomes too easy."

Swap 1 adjacent and non-blue room with a yellow or red room in the complex. Those two rooms must be empty. If there is no empty yellow or red room in the complex, this room has no effect.



"I told you to do not activate the lever..."

The green rooms do not trigger their effects as long as this room is occupied.



"What if we start again?"

All unoccupied rooms (by a character or a robot) and not blocked (with a DO NOT CROSS token) are flipped face down. When this happens, players can use their reminder token, if not already used, to remember one of these newly hidden rooms.

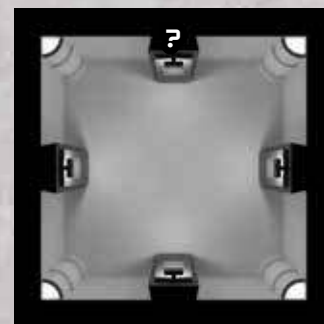
red rooms = mortal danger



"One in six. I love this game!"

When the Roulette Room is revealed, place the 6 Roulette Tokens face down on top of it. Whenever a character enters this room, each character in the room (starting with the one who just entered), draws a Roulette token. A character who draws the 🟡 token is immediately eliminated. Roulette tokens are only shuffled and placed back on the Roulette Room when the 🟡 token is revealed.

free room



"Let your imagination work!"

Duplicate or invent your own ROOM 25 room!