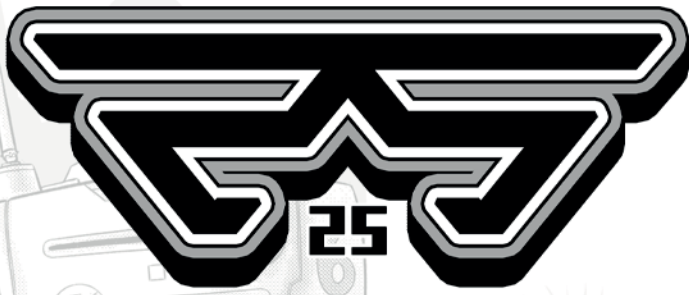




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Our Other games here!

2+ players / 25 minutes / 8 yo +

THE STORY

2084. The people are hungry and dying. Even within the resistance, there are signs of weakness showing. But not you. You are part of a special brigade, formed to flush out and eliminate opponents of the Resistance. And you have just learned that a group of enemies of the cause want to assassinate the leader of the Resistance.

They scattered through the crowd. And you only have 25 minutes left to find them, neutralize them, and prevent the death of the people's last hope!

"25" is a cooperative social deduction game that will allow you to get into the heads of your friends.

GOAL

Find the enemies of the Resistance by recognizing them in the crowd, and eliminate them.

BEFORE STARTING

Before your first game, you will need to cut out a corner of the **WARNING!** card.

Don't worry, it's gonna be OK.

HOW TO PLAY

1. Freely choose the ACTIVE PLAYER for the first round. This player changes every turn.
2. Get a timer that can be paused and restarted at will, and set it to 25 minutes.

If you don't have a timer or hate technology, you can play without it. It still works.

SETUP

1. The ACTIVE PLAYER takes the deck of PORTRAITS cards, shuffles them (they can also flip some over) and secretly looks at the bottom card of the deck and its number.



2. They then secretly find the corresponding number appearing in one of the corners of the rules cards, places it on top of the deck of rules, covers it with the **WARNING!** card, then places this deck in the box, out of sight.



3. They take the first 25 cards from the bottom of the PORTRAITS deck (including the ENEMY card), and shuffles them, before placing them on the table, forming a grid of 5x5 cards in the center of the table.



4. They form a draw pile with the rest of the cards, which they place nearby.



5. Then they places the 4 ACCOMPLICE tokens in front of them.

GAME TURN

The ACTIVE PLAYER tries to make the other players guess the identity of the ENEMY, using the ACCOMPLICE tokens as their only means of communication.

They can place from 0 to 4 tokens, on characters sharing physical or cosmetic traits with the ENEMY (only 1 per Accomplice).

Ex. Glasses, a beard and a exhaust pipe.



Accomplice Accomplice Accomplice Enemy

- All players can freely discuss and chat with each other (except the ACTIVE PLAYER).
- They can remove cards from the grid, or move them, if it helps them.
- Once the players have agreed, they choose who they think is the ENEMY.
- The stopwatch is then paused. The ACTIVE PLAYER pulls out the deck of rules and the **WARNING!** card and reveals whether or not players have found the correct ENEMY.

If they succeeded, place THE ENEMY face up in an ENEMIES pile, to the left of the PORTRAITS reserve, and remove their accomplices from the game, these cards will not be used anymore.

If they failed, place the card upside down in an INNOCENTS pile, to the right of the PORTRAITS Reserve, and place his accomplices, leaning to the side, in a draw pile called CD (collateral damage).



Neutralized ENEMIES pile

Reserve INNOCENTS pile

CD

If there is time left on the clock, the ACTIVE PLAYER gives the tokens to the player on their left, who becomes the new ACTIVE PLAYER.

Reinstate cards that are neither accomplices nor the pointed enemy to the Reserve.

A new round begins, using the same setup.

END OF THE GAME

The game ends in one of the following cases:

- 3 INNOCENTS have been neutralized
- There are not enough cards left in the Reserve to make a 5x5 grid
- The 25 minutes have elapsed
- You have successfully neutralized 5 ENEMIES

Count how many cards are in the two piles (ENEMIES and INNOCENTS), and refer to the Alternative endings to know where you stand.

ALTERNATIVE ENDINGS

As often in anticipation and dystopian movies, there are several alternative endings in 25. Whatever the outcome of your game, it fits into one of the 6 possible endings. The latter are graduated from 1 to 6, 1 being the worst end and 6 the best.

Can you get the best ending?

ENDING #1 - RETRAINING

3 INNOCENTS neutralized, and 10 (or more) victims in the CD deck.

After eliminating so many members of the Resistance, you are recruited by the Big Brother to join its private militia. Congratulations on this promotion! Bunch of traitors!

ENDING #2 - HIGH TREASON

3 INNOCENTS neutralized, and 5 to 9 victims in the CD deck.

For this abject and unforgivable act of treason against the Resistance, your entire team is executed. And you don't even have time to point the finger at those responsible. Should have surrounded yourself better.

ENDING #3 - THE END OF RESISTANCE

1 or 2 INNOCENTS neutralized. 1 or 2 ENEMIES neutralized.

We feel that you may not have fully grasped the concept of the Special Resistance Brigade. You are so ineffective that the leader of the Resistance is discovered, arrested, and killed on live TV. And all thanks to you.

ENDING #4 - TEAM JEAN MOULIN

3 or 4 ENEMIES neutralized.

Hardly anyone can slip through the cracks that your team has spread. Keep it up and you might be able to eat something other than dry bread for Christmas.

ENDING #5 - THE RESISTANCE ELITE

5 or 6 ENEMIES neutralized.

Wow. The quickness with which you spot them, and the brutality with which you deal with enemies of the cause, have become legendary. The mere mention of the name of your brigade makes the enemy tremble. It's classy, but it's still war. But it's still classy. But it's still war.

ENDING #6 - A NEW ERA

7 (or more) ENEMIES neutralized.

You discovered that the Resistance leader's right-hand man was plotting against her, and you eliminated him. This blow to your enemies generated a snowball effect that overthrew Big Brother in just three months. For the first time, the hope of a revival is real. Tangible. The future is in your hands.

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