

Emergency Room



4

LOCATION

Groversville. In-town.

Emergency Room is connected to the locations to the left and right of it.

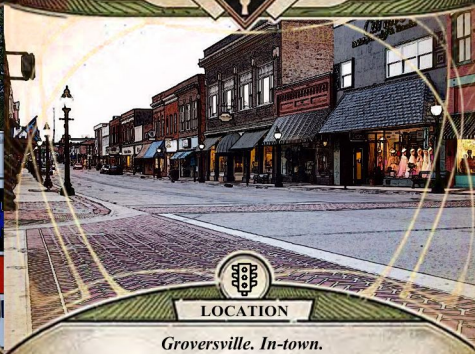
➤➤➤ Search your deck and discard pile for a *Science* asset and draw it. Then, shuffle your deck.

➤ Parley: Test (4). If you succeed, you may take control of the set-aside County Medical Examiner.

2

6/30 75

Main Street



LOCATION

Groversville. In-town.

This location is connected to the locations to the left and right of it.

It seems everyone has a story, but few are willing to talk.

76

General Electronics



5

LOCATION

Groversville. In-town.

General Electronics is connected to the locations to the left and right of it.

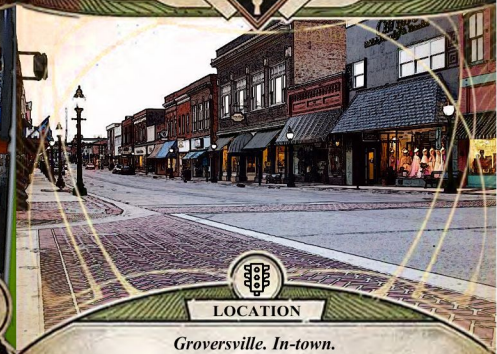
➤ Investigate: If you succeed by 2 or more, you get an extra clue.

"Whenever those lights are in the sky, folks have all kinds of problems with their phones and computers."

2

7/30 76

Main Street



LOCATION

Groversville. In-town.

This location is connected to the locations to the left and right of it.

It seems everyone has a story, but few are willing to talk.

77

Merle's Country Bunker

3 **LOCATION** **0**

Groversville. In-town.

➔ Spend 2 resources: Heal 1 damage. Remember that you have 'eaten at the Country Bunker.'

"Can I interest you in our all-you-can-eat challenge?"

8/30 77

Merle's Country Bunker

LOCATION

Groversville. In-town.

"Them're proper stick-to-your-ribs steaks aint they? Can I get you one of our famous milkshakes?"

77

Merle's Shut-Eye Motel

The Front Desk

1 **LOCATION** **0**

Groversville. In-town.

Any *Ally* assets you play here cost 2 less resources.

A couple of worn but comfortable leather armchairs and a coffee vending machine make this a good rendezvous spot.

9/30 78

Merle's Shut-Eye Motel

LOCATION

Groversville. In-town.

This location is connected to the location to the right of it.

This small, old fashioned motel has around 20 rooms. It has certainly seen better days, but it is the best, not to mention the only, place to stay in Groversville.

78

+

Merle's Shut-Eye Motel

Scott's Room

4

LOCATION

1

As an additional cost to investigate Scott's Room test  (3). If you fail, lose one action. If you cannot, this investigation automatically fails.

Forced – When this location is fully investigated, read story card: **Scott's Fate**.

The room is in complete disarray. Sheets have been taped over the windows, and empty food packets litter the floor. There is a terrible smell coming from the bathroom...

10/30

79

+

Merle's Shut-Eye Motel

LOCATION

Groversville. In-town.

This small, old fashioned motel has around 20 rooms. It has certainly seen better days, but it is the best, not to mention the only, place to stay in Groversville.

▲

Merle's Shut-Eye Motel

Your Room

1

LOCATION

0

➡➡➡: Heal 1 damage & 1 horror from you or an asset in play that you control. (Limit once per game).

Comforting in its unrelenting normalcy.

▲

Merle's Shut-Eye Motel

LOCATION

Groversville. In-town.

This small, old fashioned motel has around 20 rooms. It has certainly seen better days, but it is the best, not to mention the only, place to stay in Groversville.



Sinclair Gas



3

LOCATION

2

Groversville. In-town.

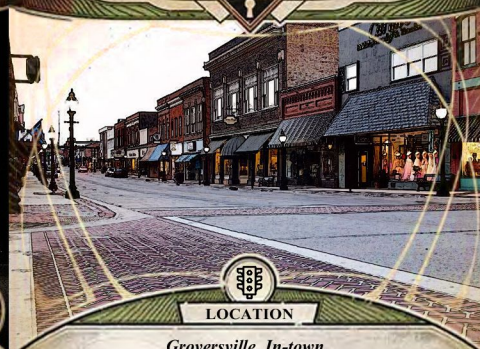
Sinclair Gas is connected to the locations to the left and right of it.

⚡ Pay 3 resources: You get an extra action.

*"I'm still waiting on a replacement counter.
That Billy Ray kid was CRAZY!"*

14/30 83

Main Street



LOCATION

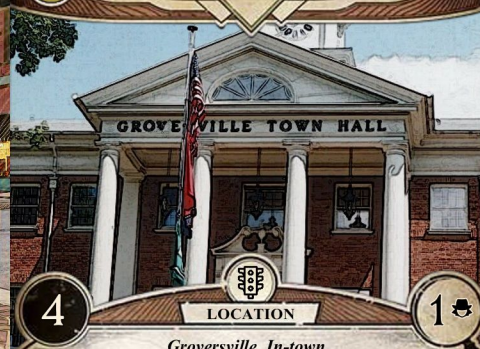
Groversville. In-town.

This location is connected to the locations to the left and right of it.

It seems everyone has a story, but few are willing to talk.

15/30 84

Town Hall



4

LOCATION

Groversville. In-town.

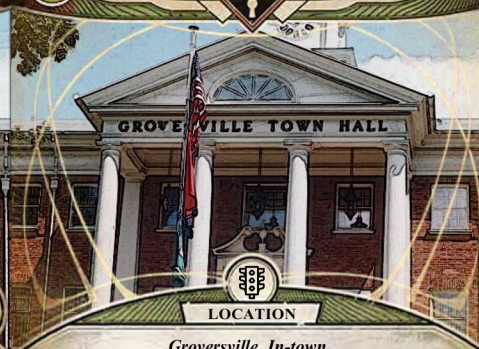
➡ Test (3): If successful, reveal a currently unrevealed location. Limit once per game.

Forced – when Town Hall is fully investigated, read the story card - **Council Chambers of Secrets**.

"I'm sorry, the aldermen are currently in session".

16/30 85

Town Hall



1

LOCATION

Groversville. In-town.

This location is connected to the location to the left of it.

The town hall seems quiet for a weekday. The clerk in the entrance lobby politely explains that it is currently tax season, and chambers are sealed. However you are welcome to check city records and ordinances in the archives.

17/30 86

Angel's Story

STORY

A broken home.

You talk at length with Billy-Ray's mother, Angel Spivey. She describes him being missing for two days, and then returning home in great pain and with no memory of his whereabouts. His father tried helping him, and Billy-Ray accidentally punched a fist through his father's chest before running from the house in pain and terror. That was the last time she saw her son. Mrs Spivey has lost her husband, her son is in FBI captivity, and she has no answers for any of it.

Remove a -1 token from the chaos bag and return it to the supply.

Flip this card back.

STORY

The Spivey Home



3

LOCATION

1

Groversville. In-town.

This location enters play revealed.

Forced – When this location is fully investigated, flip this card.

A small suburban home, just on the outskirts of town. The door is answered by a middle aged woman who has obviously been crying.



15/30

84