

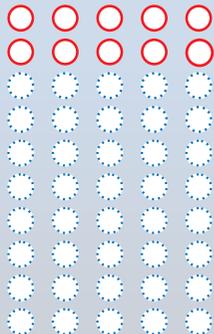
MASTERMIND



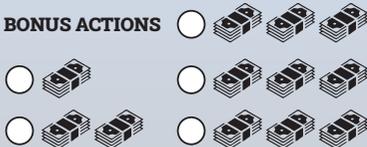
FINAL SCORE

Remaining Budget		
Trapper (+10)		
Value of Remaining Secrets		
Gadget Lover (-20)		
Explorer (+5)		
Brutal (+20)		
Value of Stolen Secrets		
Mission		
Mission		
Mission		
TOTAL		

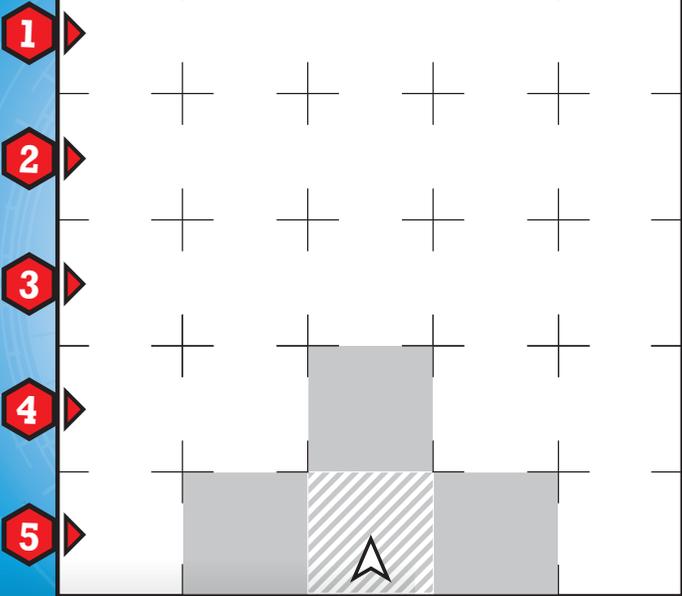
BUDGET



BONUS ACTIONS



1 2 3 4 5



Traps Triggered	
Value of Remaining Secrets	

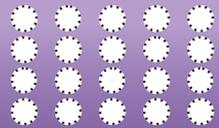
AGENT



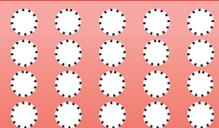
MOVEMENT



STEALTH



COMBAT



GADGETS



Rooms Explored	Sentries Neutralized	Value of Stolen Secrets