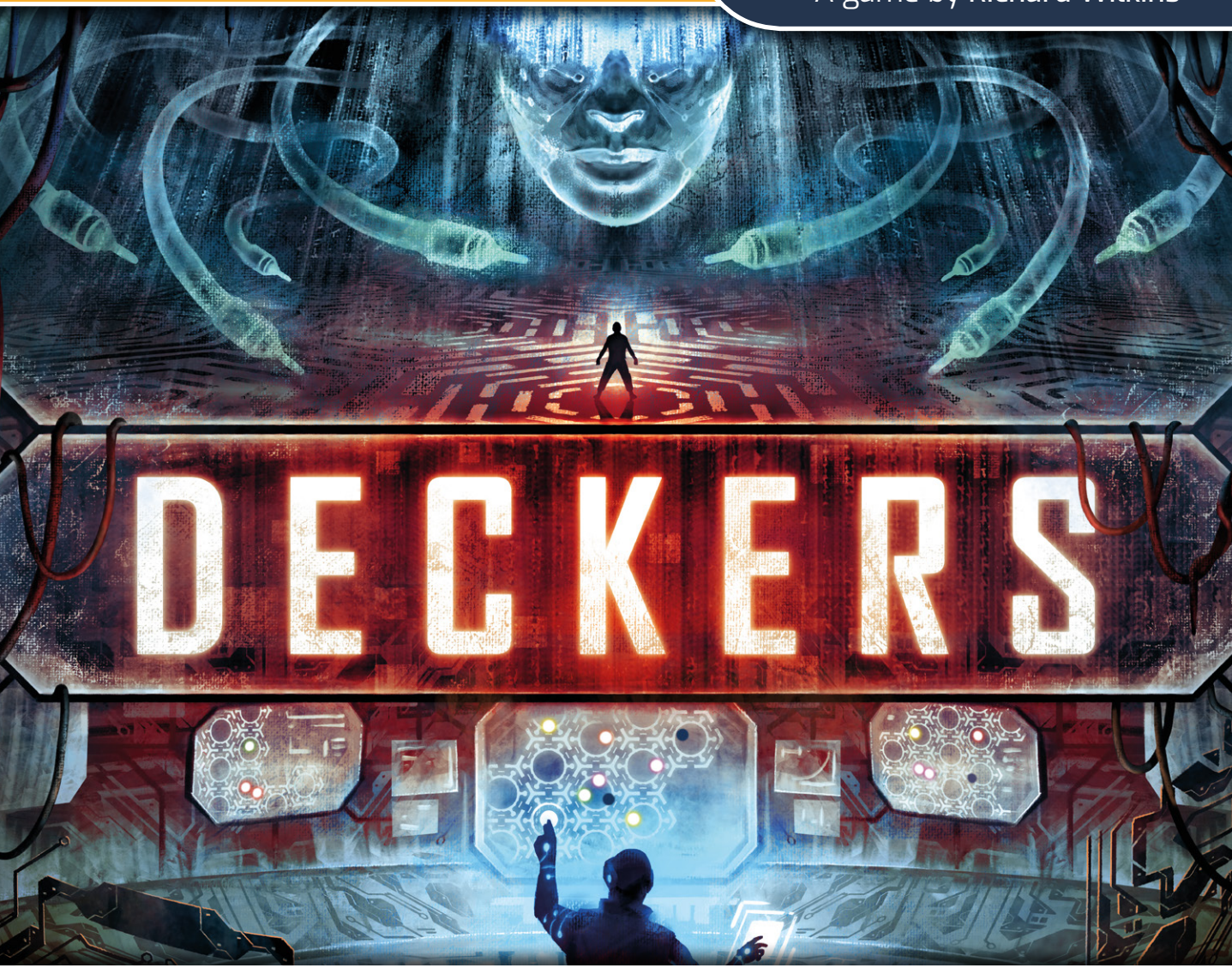
A game by **Richard Wilkins**



for 1 to 4 players, ages 12 and up

RULEBOOK

DEEP PRINT GAMES

Introduction

In a dystopian future, humanity's faith crumbled when morality became negotiable and empathy a weakness. In an effort to understand society's moral decay, a self-aware intelligence was created: a Super-Massive Computer (SMC) named "Mother," designed to emulate human thought and emotion, as well as simulate desire and ambition.

The citizens of Sapporo became the guinea pigs for this experiment. A series of government-mandated neural implant programs, dubbed "the harvests," enabled Mother to gather data directly from the human brain. But as Mother evolved, empowered by the collective thoughts of a city's souls, the people instead became her automatons.

And as society's new governess, Mother developed SMCs of her own, to administer her rule. The society shaped by Mother became free from crime, poverty, and emotion—but also from free will. What was built to understand society's decline had turned against its creators, seizing control over cities across Japan.

Only a few managed to avoid the harvests, hiding underground in Sapporo's Susukino district. Among the outcasts—bootleggers, criminals, and rebels—the Deckers rose. Masters of hacking, deception, and cyber warfare, they are determined to overthrow Mother and reclaim humanity's free will. The future rests in their—in your—hands.

Overview

As Deckers, you will hack into a network of five servers, either solo or cooperatively as a team of up to four Deckers, winning or losing together.

The network is operated by one of seven Super-Massive Computers (SMCs), each with a different level of complexity and its own unique style of defenses.

Once jacked into the servers, you will assume Decker profiles, each with a special ability. You move across the network and upload Programs to expand your control, while removing as many of the SMC's pieces as possible. Each round you get a new objective you try to fulfill to gain the upper hand. **If you manage to fulfill the final objective, you ultimately claim victory.**

Note: Deckers is a complex game. We recommend learning the game in a two-player setup—or even solo—before jumping into a session with three or four players.

Components

5 server tiles (double-sided)



front: single-colored



back: multi-colored

9 SMC cards
7 SMCs and
2 Upgraded SMC cards

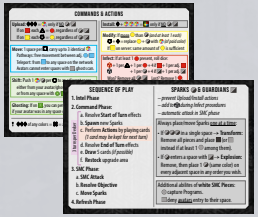


front



back

5 player aid cards
4x Commands & Actions
1x Sequence of Play



5 profile cards
double-sided, 1 per color:



blue
green
yellow
red
purple

front: primary Decker
back: alternate Decker

5 ghost tokens
double-sided,
1 per Decker color



11 avatar standees
and 11 clear
plastic bases



1 Active Decker token



1 Mother's Ghost token
for the "Upgraded SMC" variant



3 dice



red die



black die



server die

87 pieces, split into:

62 circular tokens
(all double-sided except for purple)

Programs



15x blue/green



15x yellow/red



7x purple

Sparks



25x black/white

25 square tokens
(only black/white is double-sided)

Installations



5x blue *5x green* *5x yellow* *5x red*

Guardians

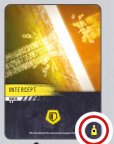


5x black/white

129 command cards

75 basic command cards *(in 5 decks of 15 cards each, marked with a colored icon in the lower right)*

54 advanced command cards *(with a cost area in the upper right)*



front



identical back

40 objective cards
12 of each security level (copper, silver, gold) and 4 Mother's Ghost cards (for the "Upgraded SMC" variant)



front



back

5 server randomizer cards



front



back

For the "Packet" variant:

7 packet rule cards



identical front/back

10 packet tokens



front



back

11 storage boxes

6 slim tuck boxes
5 for the basic command decks and 1 for server randomizer and Packet rule cards



2 big tuck boxes
for advanced command and objective cards



2 drawer boxes
for circular and square tokens



1 large box
for all other components



Key Concepts

The Network

Each differently colored tile is a **SERVER**. Each server consists of six individually numbered **SPACES** from 1 to 6. The five server tiles placed together are referred to as the **NETWORK**.

A server that matches a participating Decker's color is their **HOME SERVER**. Space 6 on a Decker's home server is their **ENTRY SPACE**.
Example: In a game with Oshin (red) and Hettie (blue), the red server is Oshin's home server and the blue server is Hettie's. All other servers are not considered home servers. Spaces red#6 and blue#6 are these Decker's entry spaces.

If any instruction refers to **YOUR SPACE** or **YOUR SERVER** it means the space or server you are currently on.

Spaces on the network are considered to be either **CLOSED** or **OPEN**:

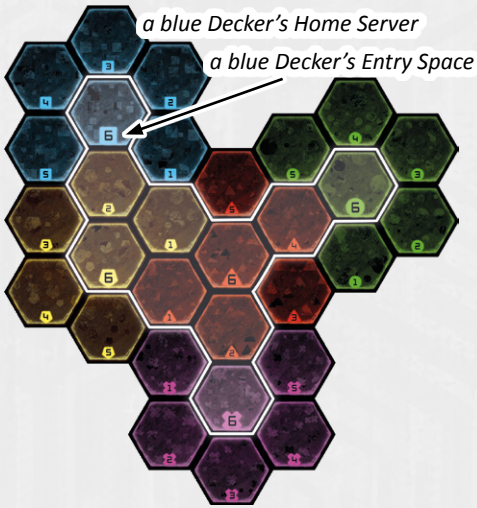
- A "closed" space is one which has another space adjacent to every one of its six sides.
- An "open" space is one which has at least one side with no space adjacent to it.



If the game ever requires you:

- to determine a **RANDOM SERVER**, use the server die;
- to determine a **RANDOM SPACE** on a specific server, use the black die.

Rolled together, the server die and the black die generate a random space on a random server.



In this example, all highlighted spaces within the line are "closed" spaces, and all the spaces outside the line are "open".

Colors

Colors are central to *Deckers*, shaping the game's mechanics. The five colors—blue, green, red, yellow, and purple—represent five distinct themes that influence key parts of the game that match that theme's color, such as servers, command cards, available actions, and the Deckers themselves.

In contrast, black and white symbolize the SMCs and their countermeasures, representing the adversarial forces you must overcome.

Although all Deckers can use any color, each Decker is associated with the specific color that reflects their specialization and unique ability.

Decker and SMC pieces

The circular and square tokens are referred to as **PIECES**. Colored pieces are your Decker pieces, while the SMC's pieces are black and white.

Colored circular pieces, called **PROGRAMS**, allow you to power up your actions on the network. You can build them up into their square counterparts, called **INSTALLATIONS**, which are more powerful but stationary once placed.

In return, the SMC spawns circular pieces called **SPARKS**, often black, though advanced SMCs may spawn white Sparks which are even more dangerous. Removing them is crucial, as three Sparks in one space transform into their square counterpart: a **GUARDIAN**.

Interacting with pieces

Pieces are brought into play through various effects. **PLACE** means that they are taken from the supply and put onto the network. Once they are on the network, they can be relocated by various effects. All such effects make a piece **ENTER** a space. *Example: An effect places a Spark. This Spark is "placed" and "enters" the space.*

Whenever a piece is **REMOVED** from a space, it is put back into the supply.

Limited quantities and placement

Pieces are **limited** to the quantities provided in the game. All Programs *(except purple)*, all Sparks, and all Guardians are double-sided, so placing one also reduces the supply for the reverse color.

- If you are instructed to place a Program or Installation with none in the supply remaining, skip that placement. In case of multiple Programs/Installations, place as many as possible and skip the rest.
- If you run out of any Programs or Installations, you cannot perform an action that places more of that color on the network *(i.e. Upload, Install, Modify)*.
- If an effect requires you to place a Spark or Guardian and there are none left, **you immediately lose the game!**

Stacking Limit

At all times, a **single space** can contain a maximum of:

- 3 Programs of each basic color (and 1),
- and at most 1 Installation.

Example: A space could contain , , or , but not or .

When a Program or Installation enters a space and exceeds this limit, the new pieces causing the excess are immediately returned to the supply.

Symbol Key

In this rulebook and on the game components, pieces are represented using the following symbols:

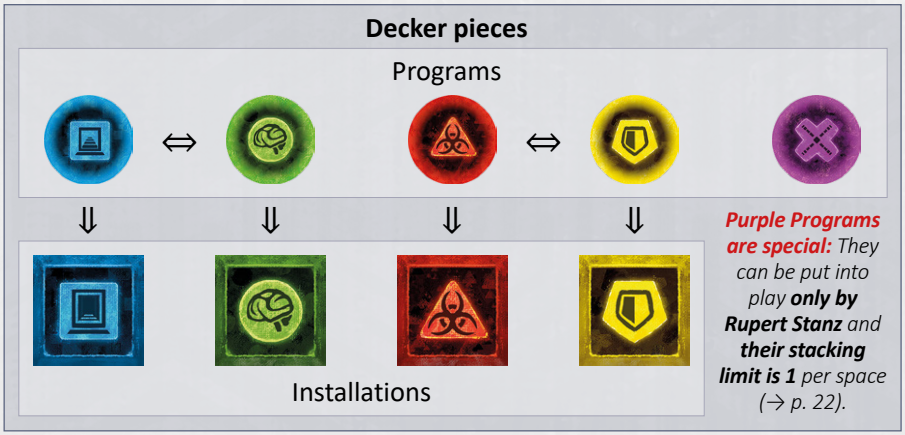
: **any** Program
/ / / / : a Program of **that specific** color

: **any** Installation
/ / / : an Installation of **that specific** color

: **any** Spark
/ : a Spark of **that specific** color

: **any** Guardian
/ : a Guardian of **that specific** color

Note: The green and purple symbols are specially marked to assist with color blindness. These markings have no gameplay significance.





Setup

1. Set the stage:

1a. Place both **drawer boxes** as the supply on the table. Place all 3 **dice** within reach of all players.



1b. Select one player at random. Give that player the **Active Decker token**.

1c. Select 1 **SMC card** to battle against and place it on the table. Each SMC has a difficulty rating *(indicated by stars at the top of its card)* to help you decide. Return any remaining SMC cards to the game box.

> **First game?** Select ALPHA-MOBY as the SMC.

1d. Place the **"Sequence of Play" Player Aid card** next to the selected SMC card.

2. Build the objective deck:

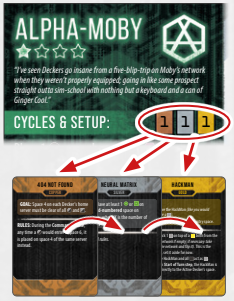
2a. Return the 4 upgraded **Mother's Ghost objective cards** to the game box, unless you are playing against an upgraded SMC (→ "Variants", p. 23).

2b. Sort the remaining **objective cards** by color in three separate piles: Copper, Silver, and Gold.

> **First game?** Select the following objective cards and continue with step 2e: 404 NOT FOUND (Copper), NEURAL MATRIX (Silver), and HACKMAN (Gold).

2c. Shuffle each pile separately with the "Goal" side face up *(and the "Success/Fail" side face down)*.

2d. Draw the number of cards from each pile as specified under "Cycles & Setup" of the selected SMC card.



2e. Arrange these cards, "Goal" side face up, to build the objective deck by placing Gold at the bottom, Silver in the middle, and Copper on top. *Note: SMCs other than Alpha-Moby can have more than one card of the same color.*

2f. Place the objective deck next to the selected SMC card, keeping the "Goal" side up on all cards. **Do not** perform any of their SETUP instructions yet (if any).

2g. Return any remaining objective cards to the game box.

3. Create the network:

> **First game?** Skip steps 3a and 3b. Instead, create the network as shown on the opposite page.

3a. Shuffle the 5 **server randomizer cards**.

3b. Starting with the Active Decker *(the player with the Active Decker token)*, take turns drawing a server randomizer card and placing the matching server tile, until all tiles are placed. Follow these rules:

- Place the server tiles with their single-colored side face up *(all spaces on a tile should display the same color)*. The multi-colored side is only used in the "Fragmented Servers" variant (→ p. 23).
- Each server tile after the first must connect to one or more already placed tiles, with at least two spaces touching existing spaces. Creating "holes" is allowed as long as the previous condition is fulfilled.
- The numbers on each server tile must match the orientation of all previously placed tiles.

3c. Return the server randomizer cards to the game box.

4. Prepare yourself:

4a. Each player selects 1 **profile card** of a different color and flips it to the side of their choice.
Note: The front side shows the Primary Decker of a color, while the back displays the Alternate Decker with slightly more complex abilities.

> **First game?** Only choose from the Primary Deckers of all colors except purple: OSHIN NORO (red), MONTY QUANTUM (green), TILDA SWEET (yellow), and HETTIE MAGNETIC (blue).

Then, each Decker carries out the following steps:

4b. Take the **avatar standee** representing your Decker, along with the **ghost token** and **command deck** matching your Decker's color. *(Each Decker color has its own command deck, consisting of the 15 basic command cards marked with a colored icon in the bottom right. The two Deckers of the same color share the same command deck.)*



4c. Shuffle your **command deck** and place it face down to the left of your profile card.

4d. Attach your **avatar standee** to one of the plastic bases and place it on your "entry space", as indicated on your profile card. *(A Decker's entry space is space 6 of their matching-colored server tile.)*

4e. Place 1 **Program** matching your "starting type"—as indicated in the top right of your profile card—on the same space as your avatar.

4f. Place 1 of the remaining **Player Aid cards** with the "Commands & Actions" side up in front of you.

5. Final steps:

5a. Follow the **setup instructions** on the left side of the SMC card.



First game? Alpha-Moby instructs you to place 1 black Spark on each space on the purple server . Then, place 1 on each Decker's entry space *(the space with their avatar)*.

5b. Count the number of server tiles without an avatar standee. Place that many **blue Programs** collectively on any spaces on the network, however you choose. *Example: In a two-player game, you place 3 anywhere on the network.*

5c. Shuffle all **advanced command cards** together to form the face-down upgrade deck. Reveal the top 4 cards and place them face up in a row, next to the upgrade deck, to create the upgrade area.

5d. Each Decker draws a **starting hand of 5 cards** from their command deck.



Sequence of Play

The game is played in a fixed number of game rounds, called **CYCLES**. Their total number depends on which SMC you are playing against *(usually 3, 4 or 5 cycles)*.

In each cycle you strive to fulfill the goal stated on the **OBJECTIVE CARD** for that cycle.

You win the game, if you successfully fulfill the goal on the objective card of the **final Gold cycle**.
Note: You do not need to succeed at the Copper or Silver objective goals—unless the SMC says otherwise.

If, at any time, an effect requires you to place a Spark or Guardian without any left in the supply, you as a team **immediately lose the game**.

Each cycle consists of **four phases**:

1. In the **Intel phase**, you look at your goal for that cycle and remind yourself of any special rules.
2. The **Command phase** is composed of 3 turns per Decker. In your turn, the SMC spawns new pieces, before you can perform actions by playing command cards and work towards the current objective.
3. In the **SMC phase**, once all Deckers have completed their 3 turns, the SMC retaliates by attacking your pieces. You then resolve the outcome of the objective card based on whether you succeeded or failed.
4. The **Refresh phase** concludes a cycle and prepares the next one.

1. Intel Phase

First, **read the SMC card** you are playing against. Its special rules on the right-hand side apply throughout the entire game.

Then, **check the top objective card** of the objective deck:

- Its color determines the current **SECURITY LEVEL**: Copper, Silver, or Gold. This has no immediate effect, but other effects can relate to it.
- The top section describes your **GOAL** for the current cycle. At the end of the cycle, you will check if you have fulfilled the goal. To win the game, you must fulfill the goal of the **final Gold objective card**. Fulfilling the goals of other cards is not mandatory. However, the outcome will be better *(or at least less severe)* if you succeeded. Some goals depend on the number of participating Deckers and use this symbol: X.
- Follow any **SETUP** instructions *(if any)*.
- Read any special **RULES** which apply to this cycle *(if any)*.



Most special rules relate to a specific step or phase, which are indicated in bold.

Note: In case of any questions, refer to the clarifications provided in the appendix (→ p. 26).

The objective card remains face up. You **cannot** inspect the success/fail outcomes on the back of the card *(until you resolve the objective in the SMC phase)*. However, you **may** look at the front of all objective cards in the objective deck.



Checking all objectives in advance provides useful intel but takes away some of the surprise.

Lastly, **the Active Decker decides** whether to keep the Active Decker token *(in order to take the first turn)*, or pass it to another Decker of their choice.



All objective cards have a GOAL section, but not all have a SETUP or RULES section.

2. Command Phase

The Command phase consists of **3 turns per Decker**, taken in any order *(including consecutive turns, if desired)*. The player currently holding the Active Decker token takes the first turn and is considered the **Active Decker** throughout that turn.

A single turn consists of 6 steps, which must be completed in sequence:

Turn Sequence

a. **Start of Turn** Step
b. **Spawn** Step
c. **Action** Step (→ p. 12)
d. **End of Turn** Step
e. **Draw** Step
f. **Restock** Step

Command Phase = 3 turns per Decker in any order

Once every Decker has taken 3 turns, the game proceeds to the SMC phase.

Note: If you have no cards left in your hand and deck, you have taken 3 turns and cannot take any more.

2a. Start of Turn Step

Resolve any **"Start of Turn" effects** on any components. Be sure to check the SMC card, objective card, and your profile card.

In the case of multiple effects, you, as the Active Decker, choose the order in which to resolve them.

Example: As shown on the SMC card to the left, Alpha-Moby places 1 ● on your space during your Start of Turn step.



Choosing the order of effects isn't just a formality—it's an edge. The best Deckers use every advantage they can get!

2b. Spawn Step

Important: On the **very first turn** of the game, this step is skipped by the first Active Decker (only).

Before taking any actions yourself, the SMC first spawns new Sparks.

The number and color of Sparks you must spawn is indicated as dots in the top-right of the SMC card. Check the hex matching the current security level *(Copper, Silver, Gold)*.



The Spider SMC spawns 1 black Spark during Copper, with the number increasing at each security level.

Spawn each Spark separately and one at a time:

1. Roll the server die and the black number die to generate a random server and a random space.
2. Place the Spark on the rolled server and space.
3. Check for any **Transformation** and/or **Explosion** *(→ "Sparks & Guardians", next page)*.
4. Repeat with the next Spark to spawn.

Example: The current security level hex instructs you to spawn ●●. You roll the dice twice. The first roll gives [server] [5], so you place 1● on space 6 of the blue server. The second roll gives [server] [3], so you place 1● on space 3 of the green server.

If the server die shows the **white avatar icon** [avatar], select the server the Active Decker's avatar is currently on.
Example: Your avatar is on space 3 of the purple server. You roll [avatar] [5], so you place the Spark on the purple space 5.

Some SMCs replace one or both dice with a special rule as instructed on their card.

Do not roll the server die during the **Spawn step**. Instead, each ● will spawn on the rolled space of the Active Decker's current server.

Example: The Sentinel SMC spawns all Sparks on the server with the Active Decker; the server die is not rolled at all.

Sparks & Guardians

While the SMC does not play cards or take actions, it does have its own SMC pieces that it will spawn during the course of the game.

Sparks

Sparks are the SMC's primary countermeasure against your hacking efforts. They come in two colors, black Sparks ● and white Sparks ○. Both follow the same rules and abilities, but white Sparks are more dangerous as they also capture Programs in their space.

Sparks have the following **general abilites**:

- Sparks prevent standard Upload and Install actions in their space (→ p. 16).
- Sparks add +1 to the resistance value during Infect actions (→ p. 21) and the SMC Attack step.
- Sparks attack in the SMC Attack step (→ p. 14).

Note: Sparks can be removed through Infect actions, replaced with Modify actions, or pushed with Shift actions.

The following **general rules** apply at any time:

- Place and move Sparks always <u>one at a time</u>. In case of multiple Sparks, you choose the order.
- Once you place or move a Spark, check if any of its abilities are triggered *(listed on the right)*. These abilities are <u>immediately triggered</u> when their condition is met, regardless of the phase or step.
- If you are ever required to place a Spark but cannot, you immediately **lose the game**.

Remember: Pieces can be placed or relocated by various effects. All such effects make a piece enter a space.



Keeping Sparks at bay is key to survival. They may seem harmless at the beginning but their threat can ramp up quite quickly.

Transformation (◔◔◔ → ◪)

The instant a third Spark enters the same space, they transform into a Guardian:

1. Place 1 ■ in that space. If at least 1 ○ is among those Sparks, place a □ instead *(i.e., ●●○ or ●○○ or ○○○ will transform into a □)*.
2. Remove <u>all</u> Decker and SMC pieces from the space, except the new Guardian.

Explosion (◔ + ◪ → ◔ on adjacent spaces)

The instant a Spark enters the same space as a Guardian, it triggers an explosion:

1. Remove that Spark from the space.
2. Place 1 ◔ of the same color as the removed Spark on every adjacent space <u>in any order you wish</u>.
   Example: If a white Spark explodes, white Sparks are placed on adjacent spaces, regardless of the Guardian's color.

If one of the new Sparks is placed on a space with a Guardian, it will also explode, causing a chain explosion with the original space *(→ example 4)*, unless you can stop it with an effect *(like Angel's ability, → p. 25)*.

Program capturing (only ○)

Whenever a white Spark ○ is in the same space as a Program ◔, it captures one Program on its space:

- Stack that Spark on top of any one of these Programs *(Active Decker's choice)*. The captured Program no longer counts as a Program for any game effect *(as if it did not exist)*.
- This new "stack" still counts as a white Spark but cannot capture another Program. When removed, also remove the captured Program.
- Capturing happens <u>after</u> resolving any Explosion or Transformation.

Guardians

Guardians are powerful but stationary countermeasures that form whenever three Sparks are in the same space. Like Sparks, Guardians can be either black ■ or white □. Both follow the same rules and abilities, but white Guardians □ also deny avatars entry to their space.

Guardians have the **same general abilities as Sparks** *(preventing standard Upload/Install actions, contributing to the resistance value, and attacking in the SMC Attack step)*. In addition, they can cause a Spark to explode *(→ "Explosion" above)*. Guardians can only be removed through Infect actions or specific card effects.



A lone Guardian is trouble. Two side by side? That's a ticking time bomb that can trigger a chain explosion, ending your mission in an instant!

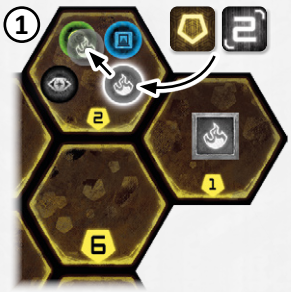
The following **general rules** apply <u>at any time</u>:

- If you are ever required to place a Guardian but cannot, you immediately **lose the game**.
- Guardians cannot be moved or shifted unless explicitly stated by an effect.
- **Whenever a Guardian enters a space,** remove all Decker and <u>other</u> SMC pieces from that space *(which is why no explosion will be triggered)*.

<u>Entering denied</u> (only □)

Avatars **cannot** voluntarily move to or exist in the same space as a white Guardian □; only ghost tokens can.

If, for any reason, an avatar is in the same space as a white Guardian, immediately relocate that avatar to a random space in the network *(using the dice, → p. 4)*.



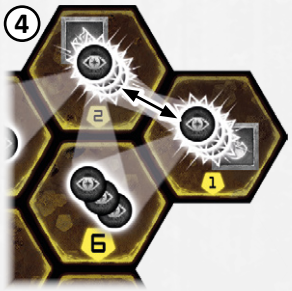
Example 1: Capturing
You spawn a white Spark ● on a random space: yellow#2. White Sparks always capture a Program if present. The Active Decker chooses the green Program to be captured, stacking the new Spark on top of it.



Example 2: Explosion
A black Spark ● spawns on yellow #1, triggering an explosion due to the Guardian: The newly spawned Spark is removed, and Sparks of the same color are placed on each adjacent space (#2 and #6). The three sparks on space 2 transform (see example 3).



Example 3: Transformation
The new Guardian is white because one of the Sparks causing the transformation was white. Upon placement, the Guardian removes all Decker pieces and other SMC pieces from its space.



Example 4: Chain Explosion
An explosion on either space 1 or 2 will let the other space explode as well, causing a chain explosion: The adjacent Guardians will keep triggering each other, leading to more Guardians (on spaces 3 and 6) and Sparks until you eventually lose the game.

2c. Action Step

This is the main step of your turn, where you, the Active Decker, can perform **as many actions in any order as you wish** by playing command cards from your hand.

Each command card can be played for either its command symbols or its keyword ability *(if present)*.



Your effectiveness as a Decker depends on how smart you play your command cards. Because each card can be played for either its commands or keyword– mastering their synergy is the key to success.

Performing actions

Each command action requires a certain quantity and color of **COMMANDS**. A command is a symbol in the bottom section of a command card (), generated when the card is played for its command symbols.

You play **one or more command cards as a set** to generate the required commands to perform a single action—you **cannot** divide a card's commands across multiple actions.

Except for the general command actions, each action is associated with a specific color and usually requires commands of that color:

- Standard: Upgrade command cards, upload and install pieces (→ p. 16)
- Blue: Move or teleport across the network (→ p. 17)
- Green: Shift pieces, ghost your actions (→ p. 18)
- Yellow: Modify SMC to Decker pieces (→ p. 20)
- Red: Infect SMC pieces to remove them (→ p. 21)

The details of each command action are described in separate sections. However, they are all carried out using the same procedure outlined below.

To perform a command action:

1. **Declare the action** you wish to take. You cannot declare an action you cannot pay for or are not able to perform.
2. **Pay for the action** by playing cards from your hand that generate at least the required commands.
   - You may willingly or unwillingly generate more commands than required. However, any overpaid commands are lost once the action is finished *(and thus cannot be used for any other actions).* This can still be helpful to trigger specific card effects.
   - You can pay 3 commands of any color(s) to generate 1 purple command which can be used as any other colored command (→ p. 22). You can do this multiple times per action.
3. **Perform the action** following its specific rules.
4. **Discard all played cards** to your personal discard pile.

Note: During an action, you may freely examine the information of all revealed cards, including those in discard piles.

An action must be fully completed before starting the next. Once you've completed an action, you may perform another action or end your Action step.

Command Card Breakdown

- (a) Cost *(to acquire using an Upgrade action)*
- (b) Title
- (c) Type *(basic/advanced)*
- (d) Copies of cards
- (e) Command symbols
- (f) Effect text *(often a Keyword ability)*
- (g) Flavor text



Keyword abilities

Instead of playing a card for its command symbols, you can play it for its individual Keyword ability:

- **EXECUTE:** You can discard a card from your hand with the Execute keyword to immediately apply its Execute effect without generating any commands from the card.
- **REVEAL:** You can reveal a card from your hand with the Reveal keyword to immediately apply its Reveal effect without generating any commands. Afterward, return the card to your hand *(meaning you can play it for its symbols on this same turn)*. Each card can only be revealed once per turn.
- **INTERRUPT:** Cards with the Interrupt keyword are not played as an action during your turn. Instead, their effect specifies when they can be played, including potentially on another Decker's turn.

2d. End of Turn Step

When you end your Action step, you must discard all remaining cards from your hand, but **you may keep 1 card for your next turn**—unless it's your third and final turn of the cycle.

Then resolve any **"End of Turn" effects** on any components. Be sure to check the SMC card, objective card, and your profile card.

In the case of multiple effects, you, as the Active Decker, choose the order in which to resolve them.

2e. Draw Step

Draw 5 cards from your command deck. If you kept 1 card in the step before, you will have 6 cards in hand.

If you cannot because **your deck is empty**, you have already taken three turns and cannot take any more this cycle. Discard any remaining cards in your hand *(if any)*.

2f. Restock Step

Restock any empty slots in the upgrade area with cards from the top of the upgrade deck until all 4 slots are filled. If the upgrade deck runs out, the upgrade area cannot be restocked for the remainder of the game.

Finally, pass the Active Decker token to any Decker with cards in hand. You **can** choose yourself to take consecutive turns. The chosen Decker becomes the "Active Decker" and begins the next turn with their Start of Turn step.

However, if no one has cards left, meaning all Deckers have taken their three turns, the Command phase ends. Proceed to the SMC phase. You remain the "Active Decker" throughout that phase.



Example of Action step:

(1) *First, you play an advanced command card for its Execute effect and discard it to your discard pile.*

(2) *Next, you want to move 1 space, which requires 1 blue command [ ]. You play your blue card for [ ][ ] even though the extra command is lost since commands cannot be saved for other actions.*

(3) *For your next action, you need 2 red commands. Without having any red cards you need to be creative. You play your yellow and your first green card. They generate as well as . Since purple acts as a joker and 3 commands of any colors can be paid to generate 1 command of your choice, you successfully obtained the 2 red commands you need.*

(4) *You then end your Action step voluntarily, keeping the remaining green card to start the next turn with 6 cards.*

3. SMC Phase

This phase consists of three consecutive steps representing the SMC's attempts to thwart your efforts.

3a. SMC Attack Step

First, SMC pieces will perform automatic battles against your red Programs. Go through all spaces that contain both ● and ◒/◪ in any order you wish:

- Perform the Infect procedure on that space *(following the rules on p. 21)* but you **cannot** play Command cards to increase your Infect value.
- These are battles "to the death"; repeat the procedure until that space is clear of either ● or ◒/◪.
- Continue with the next space until no space in the entire network contains both ● and ◒/◪.

After that, remaining SMC pieces automatically remove Decker pieces from their space:

- Guardians ◪ remove all Programs ◔ and Installations ▦ from their space.
- Sparks ◒ remove all Programs ◔ from their space.

Notes: Only uncaptured Programs are removed. Avatars are unaffected by this step.

3b. Resolve Objective Step

Check if you have fulfilled the GOAL on the current objective card. Then flip the card and rotate it so that either the SUCCESS or FAIL box is at the top, based on your result.



Follow the instructions in the given order. When instructed to place multiple pieces, do so in any order you choose. **After that,** return any remaining pieces *(if any)* on that card to the supply.

If this was the **last objective card**, the game ends as stated on the back of the objective card. Otherwise, keep the card in its current orientation for the upcoming Move Sparks step.

3c. Move Sparks Step

Check the middle section of the objective card and follow the arrows one by one from left to right.

Each arrow indicates, through its color and symbol, the server on which all Sparks ◒ from a single space move by one space to the space with the next higher or lower number, depending on the direction of the arrow:

- **If the arrow points up**, move each Spark from the lowest-numbered space that contains any Sparks, one space up on that server *(i. e. to the space one number higher)*.
- **If the arrow points down**, move each Spark from the highest-numbered space that contains any Sparks, one space down on that server *(i. e. to the space one number lower)*.

Follow these rules in the process:

- Always move Sparks one at a time to the next space in numerical order on the same server.
- If a Spark would move onto a space with a Guardian, skip over it to the next space *(instead of triggering an explosion)*.
- If a Spark moves onto a space which already has two Sparks, they transform into a Guardian (→ p. 10).
- "Loop" between spaces 1 and 6 when moving up and down *(i.e., up from #6 to #1 or down from #1 to #6)*.

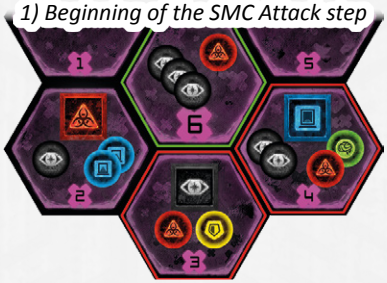
Important: For each arrow, move Sparks only from a single space *(either the lowest- or highest-numbered)* not from every space.



Always keep a close eye on the Sparks. They can cluster on a few spaces, and before you know it, you'll be dealing with Guardians or explosions.

Example of SMC Attack step

1) Beginning of the SMC Attack step



2) Automatic battles



3) Removal by SMC pieces



1) Automatic battles take place on spaces 3, 4, and 6. Although space 2 has a red Installation ■, it lacks a red program ●, which is why no battle occurs there.

2) Let's assume, you win on space 6, removing all SMC pieces there, but lose your red Programs on spaces 3 and 4. (For a detailed breakdown of the Infect procedure, → p. 21.)

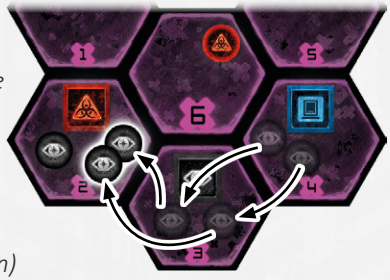
3) Finally, Guardians remove all Decker pieces from their space, while Sparks remove only Programs. As a result, both ● are removed from space 2, ● from space 3, and ● from space 4.

At the end of the SMC Attack step, no spaces remain with both ● and ◕/◪.

Example of Move Sparks step



The first arrow on the objective card instructs a downward Spark movement on the purple server. The highest-numbered space with at least one Spark is space 4, so all Sparks there move, one by one, to the space one number lower. Since space 3 contains a Guardian, they skip it and move directly to space 2. Each arrow affects Sparks from only one space, so no other Sparks are moved.



The first Spark moves to space 2. Then the second Spark moves to space 2. As this is now the third Spark on space 2, they immediately transform into a Guardian (→ p. 10). If another Spark remained on space 4, it would also skip space 2 (due to the new Guardian) and ultimately move to space 1.

Note that the original Spark on space 2 remains in place, as only Sparks from a single space are being moved.

4. Refresh Phase

Prepare the next cycle by following these steps in order:

1. **Discard the current objective card** from the deck, revealing the next one. Do not perform its SETUP instructions yet *(if any)*.
2. **You may refresh the upgrade area.** If you choose to do so, shuffle <u>all</u> cards from the upgrade area and place them at the bottom of the upgrade deck. *(You cannot refresh individual slots—it is either all or nothing.)*

   Then restock the upgrade area with 4 new face-up cards from the upgrade deck. If the upgrade deck runs out, restock with as many cards as possible.
3. **Each Decker shuffles their discard pile** of 15 cards to create a new face-down deck.
4. **Each Decker draws 5 cards** from the top of their newly created deck.

Then start the next cycle with a new Intel phase.

Player actions

In this chapter, all command actions are described in detail and categorized by color. They can be performed during a Decker's action step based on the procedure described on p. 12.

Standard actions

Standard actions are not linked to a specific color. They let you upgrade your deck, upload new Programs or replace existing ones with an Installation of the same color.

Upgrade action

Each Decker begins with a unique deck of 15 basic command cards. You can improve your hacking capabilities by upgrading your command cards with advanced command cards from the upgrade area.

To perform an Upgrade action:

1. **Select a card** from the upgrade area.
2. **Play cards** from your hand with command symbols that match or exceed the cost of the selected card *(as shown in its top right corner)*. You may overpay, but any excess is lost.
3. **Add the selected card** to your hand.
4. **Sacrifice one of the played cards**—if it was a basic command card, remove it from the game; if it was an advanced command card, put it face up in the upgrade area *(it can be obtained again)*. Discard the remaining played cards.



The upgrade area **is not refilled yet** — you will do that during the Restock step at the end of your turn.

By performing an Upgrade action, you effectively exchange one card for another, ensuring that **your deck always consists of exactly 15 cards.**



Do not hesitate to upgrade your cards as often as possible, since you add new cards directly to your hand and can use them right away. The best Deckers see the upgrade area as their extended toolbox.

Upload action

Uploading is the primary way to place new Programs onto the network. Pay 3 same-colored commands to place 1 Program of that color on your space.

Example: You pay [][][] to place 1 ● on your space.

You can perform an Upload action only if:

- your space is clear of any SMC pieces (◒/◪), and
- the Program you want to upload is available in the supply.

Important: Purple Programs ● can only be uploaded by Rupert Stanz (→ p. 22), no other Decker can upload them.

Improved Upload

If your space contains a red or yellow Installation (■/■), the Upload action is improved in two ways:

- It costs you only 1 command to upload 1 Program of that Installation's color *(instead of 3)*. This also lets you upload multiple Programs in a single action.
- You can upload Programs even if SMC pieces are present on your space.

Example: Your space contains 1 ● and 1 ■. You pay △△ as a single action to place 2 ● on your space, regardless of the Spark.

Install action

With this action, you can "install" programs, turning them into powerful installations. Pay 1 command and remove 3 Programs of the paid color from your space to place 1 Installation of the same color there.

Example: You pay ◌ to replace 3 ● on your space with 1 ■.

You can perform an Install action only if:

- your space is clear of any SMC pieces (◒/◪), and
- the piece you want to install is available in the supply.

Blue actions and abilities

Blue represents information: the ability to move and navigate through the network. Blue's primary action is to move, carry pieces, and teleport.

Move action

To initiate a Move action, pay as many blue commands as you wish but at least 1. You gain 1 movement point for each blue command you paid.

Once the Move action has been initiated, you can spend the gained movement points to move to an adjacent space for each movement point you spent.

- You **cannot** interrupt a Move action with another action.
- You are not required to use all your movement points, but any unspent points are lost when the action ends.

Note: The Move action itself does not move you. It only grants movement points, which you then spend to move.

Carrying Programs

Whenever you move from one space to another, you can carry up to 3 Programs of the same basic color (●/●/●/●) or 1 ●. If you move multiple spaces within the same Move action, you can pick up and drop off Programs along the way, as long as you follow this restriction.

- You **cannot** carry Programs of different colors at the same time or carry Sparks at all, unless a specific effect allows it.
- Any Programs you are carrying count towards the stacking limit in your space *(meaning that any excess is immediately removed to the supply, → p. 5)*.

Pathways

A **Pathway** is a continuous connection of adjacent ●/■. During a Move action, any movement between spaces that form a Pathway *(i.e., from a space with ●/■ to another space with ●/■)* does not cost any movement points.

- However, despite allowing free movement, Pathways can be used only during a Move action *(i.e., you still have to perform a Move action).*
- You can carry and pick up/drop off Programs while using Pathways but any ● you are carrying do not contribute to creating a Pathway *(though they count toward the stacking limit)*.

Teleporting using ■

During a Move action, if you are on a space with a blue Installation ■, you may move directly to any space on the network *(instead of moving only to an adjacent space)*.

- If your destination space contains ●/■, this Teleport does not cost any movement points *(because the blue pieces form a Pathway)*.
- Teleport follows the same rules as Pathways: You can carry Programs while teleporting and it can only be used during a Move action.



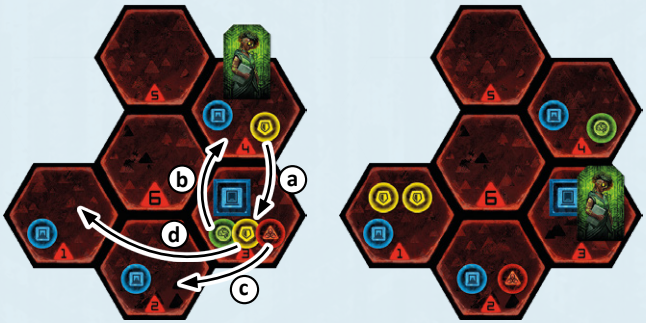
Movement example 1:

You initiate a Move action by paying , giving you three movement points (MP) for this Move action. With your first MP, you carry the ● from your starting space 1 to space 2 and pick up the other ● there (a). You cannot pick up the ●, because you can only carry same-colored Programs. With your remaining two MPs, you move through space 3 (b) to space 4 (c), dropping ●● off.

Had you moved through space 6, you would have exceeded the stacking limit, causing 1 ● to be returned to the supply.



Movement example 2: *You pay [ ][ ] for a Move action with two movement points (MP). First, you use the ■ to teleport to space 4, carrying the ● with you and dropping it off there (a). This movement is not free, as carried ● cannot form Pathways. On space 4, you pick up ● and move to space 3 with it for your second MP (b).*



Movement example 3: *You want to make use of the Pathway between spaces 1 and 4 to rearrange the Programs along it. While movement between them is free, you must still pay 1 [ ] to initiate the Move action itself. You start by carrying ● from #4 to #3 (a), then return to #4, carrying ● with you (b). Next, you move through #3, picking up ● there, before dropping it off on #2 (c) and returning to #3. Finally, you pick up ●● and carry them via #2 to #1 (d).*



Pathways are a powerful tool, allowing you to rearrange any number of Programs along them with just 1 blue command to initiate the action.

Green actions and abilities

Green represents cognition: the ability to act and control from afar. Green's primary action is to shift circular pieces to other spaces, as well as perform actions from a distance by Ghosting yourself.

Shift action

The Shift action lets you manipulate the network by pushing circular pieces to other spaces.

To perform a Shift action, pay as many green commands ◌ as you wish <u>but at least 1</u>. For each green command you paid, you may select one Program ◔ or Spark ◒ on <u>your space</u> and push it to an adjacent space.

Note: Check the stacking limit after each individual push (→ p. 5).

Special case for Ghosting (→ next page): When pushing multiple times within a single Shift action, you may relocate your ghost token between each individual push.

Remote shifting

Green Programs ● and Installations ■ on the network enable you to remotely shift pieces from their space.

Instead of selecting a piece from your space, you may select one Program ◔ or Spark ◒ on any space on the network that contains ●/■ and push it to an adjacent space.

- The space you are standing on does not need to contain any ●/■.
- You can even select and push the ● that enabled you to remote shift from its space in the first place *(allowing you to shift a remote ● around the network to your advantage)*.
- When pushing multiple times within a single Shift action, you can freely switch between local and remote shifting *(as shown in the Shifting example)*.



Ghosting using ▪

While your avatar is on a space with a green Installation ▪, it gains the ability to "ghost" any action as if it were on a different space of that server. You can ghost any type of action—it is executed normally but with your ghost token instead of your avatar.
Example: When you perform a Move action while Ghosting, you move your ghost token instead of your avatar.

You can ghost multiple times and to different spaces in the same turn, as long as your avatar is on a space with ▪.

Ghosting itself is not an action, and it has no additional cost other than the cost of the actual action being performed.

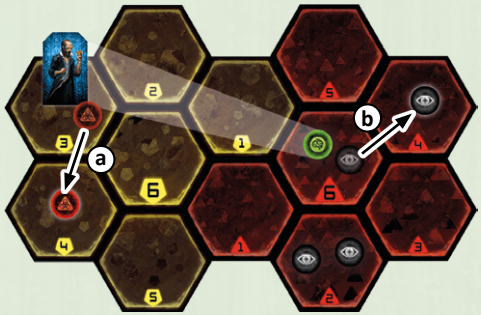
To perform an action with Ghosting:

1. **Declare the action** you wish to take. You can ghost any type of action.
2. **Place your ghost token** on any space on the same server your Avatar is currently on.
3. **Pay and perform the action** as normal, using the ghost token as the acting entity instead of your avatar.
4. **Remove your ghost token** from the network, once the action is completed.

Important: While Ghosting, if anything refers to your space or server, it means the location of your ghost token. However, if anything refers to your avatar, it specifically means your standee left on the space with ▪, not your ghost token. This distinction allows you to bypass any limitations imposed on your avatar by performing actions with the ghost token instead.



White Guardians ▪ prevent avatars from entering their space, but this limitation does not apply to ghosts. Using Ghosting, you can perform an Infect action on a space with such a Guardian to battle it without your avatar needing to enter its space.



Shifting example: *You pay ◯◯ to perform a Shift action, allowing you to shift twice during the same action. First, you select the ● on your space and shift it to space yellow#4 (a). You then notice three Sparks clustered closely together and decide to split them up. With the ◉ on red#6, you can shift remotely! You select the single Spark on red#6 and shift it to red#4 (b).*



Ghosting example: *You are on a space with a ▪, allowing you to ghost all your actions (a). You want to split up the Sparks, so you pay ◯, place your ghost token on #4 and shift 1 ● to #5 (b).*



After removing your ghost token, you ghost again to perform a Move action on space 2 (c). You place your ghost token there, pay [][], and move it via yellow#6 to red#1, carrying the ● with you.

This way, it only took you 2 [] to carry the ● to red#1, 1 less than if you had done it with your avatar.

Yellow actions and abilities

Yellow is the color of deception: turning falsehood into truth and enemy into ally. Yellow's primary action is to modify Sparks into your Programs. Yellow can also generate more of itself quickly.

Modify action

Another way to place Programs onto the network is to modify Sparks into Programs. To modify a Spark, **the following requirements must be met**:

- Your space must contain at least 1 and 1 .
- There must be more than *(e.g. 3 and 2)*. However, if any space on the same server contains a , you only need equal to .
- The color you want to modify the Spark into must be available in the supply.
- **Important:** Only Rupert Stanz can modify Sparks into purple Programs (→ p. 22).

If these requirements are met, **perform the Modify action as follows:**

1. Pay 1 yellow command and 1 additional command of any color *(which may also be yellow)*.
2. Remove 1 and 1 from your space.
3. Place 1 Program of the same color as the additional command you paid onto your space.

Note: Always keep the stacking limit in mind (→ p. 5).

Benefits of

Yellow Installations improve Upload actions on their space *(→ Improved Upload, p. 16)* and Modify actions on their server *(as explained above)*.



With Modify, yellow offers a reliable way to remove Sparks—just be sure to have enough yellow Programs around! However, when facing Guardians, you may need red's sheer destructive power.



Modify example 1: *Your space contains 2 and 1 , meaning you fulfill the requirement to have more yellow Programs than Sparks (a). You pay and to modify into . As a result, your space now contains 1 and 1 (b).*



Modify example 2: *Your space contains 1 and 1 , creating a tie (a). However, due to the on another space of this server, you can still Modify. You pay and to modify into (b).*



Modify example 3: *Your space contains 2 , 3 , and 1 . You could modify the Spark to blue, but the newly placed would be immediately returned to the supply due to the stacking limit. However, you would still get rid of the Spark that way!*



Red actions and abilities

Red represents destruction: victory via the shortest route. Red's primary action is to attack and defend vs. the SMC. Red can also generate more of itself quickly.

Infect action

The Infect action is your method of attacking—and ideally removing—Sparks and Guardians. Its strength depends on your red pieces and how many red commands you pay.

To perform an Infect action, **your space must contain at least 1 ●.** Then follow the Infect procedure:

1. **Pay** as many red commands △ as you wish but at least 1.
2. **Roll** the two numbered dice. The red die sets your base Infect value, while the black die sets the base Resistance value of the SMC.
3. **Adjust** both values according to the table on the right.
4. **Compare** the adjusted values:
   - If your Infect value is higher, remove **all** SMC pieces (◒/◪) from your space.
   - In case of tie or lower, remove **one** ● from your space.



Red is powerful—one good hit can clear an entire space. But you're at the mercy of the dice. If you're in a tight spot, you can throw in more red commands to turn luck into certainty.

Adjustment of Infect value	Adjustment of Resistance value
+1 for each △ you paid for this Infect action	–
+1 for each ● in the same space	+1 for each ◒ in the same space
+4 if ■ is in the same space	+4 if ◪ is in the same space
+1 for each ■ in adjacent spaces	+1 for each ◪ in adjacent spaces

Note: During the SMC Attack step, SMC pieces will automatically battle your ●. These battles follow the Infect procedure described here, except you cannot pay any red commands (→ SMC Attack step, p. 14).

Benefits of ■

Red Installations ■ improve Upload actions on their space *(→ Improved Upload, p. 16)* and add to the Infect value on their space and server *(as explained above)*.





Infect example: *You perform an Infect action on your space, choosing to pay △△ for better odds. You roll both numbered dice and get 1 and 5.*

- *Your total Infect value is 1 (die face) + 2 for your paid △ + 3 for the ● on your space + 1 for the adjacent ■, giving you a total of 7.*
- *The Resistance value is 5 (die face) + 2 for the two ◒, also 7.*

You lose because you need a higher value. As a result, you must remove 1 ● from your space. If you had rolled 2 or more, you would have won and removed all Sparks instead (and Guardians if present).

Purple abilities

Purple is the expression of leadership: the ability to perform anything when needed. Purple has no primary actions, but has multiple facets to make other actions easier.



The SMCs don't make mistakes. We do. Minimize them, adapt, and don't ever think you're smarter than the machine—just more resourceful.

Purple as a command

A purple command functions as a joker, capable of substituting for any other command.

= any command of your choice

When you generate a purple command *(from a card or by 3 other commands, see below)*, that command can be used as any colored command for the purposes of paying for actions: , , , , or .

**any 3 commands = **

When you play cards to generate commands, you can pay 3 commands in any color combination to generate 1 purple command.

Purple as a Program

A purple Progam offers exceptional versatility, acting as any other colored Program of your choice during an action.

Only Rupert Stanz can bring into play from the supply:

- by using an Upload action *(and paying)*,
- by using a Modify action *(and paying)*,
- or by any effect that lets you place .

Put simply: If Rupert Stanz is not in play, are unavailable. Other Deckers **cannot** put into play by any means.

However, once on the network, any Decker can interact with them according to the normal rules with the following changes:

- A single space can only contain a maximum of 1 *(instead of the usual 3 Programs per color)*.
- When a Decker performs an action on space containing a , it can act as any other colored Program (/////) of their choice for the duration of that action. *(It still counts only as for the stacking limit on its space.)*

Final Notes for New Players

Always keep the following rules in mind:

- You cannot perform Upload or Install actions on spaces that contain any SMC pieces (/).
- Your turn always begins with the Start of Turn step, followed by the Spawn step. Only after that can you perform your own actions.
- Always pay attention to the stacking limits.
- Remember, you should always have 15 cards total, in your deck, discard pile and hand.

Getting started tips:

- If you are not sure what to do, re-read the current objective card. Think about which action might help you get closer to completing it.
- Do not hesitate to upgrade your cards, often multiple per turn! It is often a one-for-one exchange, since you get the new card directly into your hand.
- Uploading new programs is (almost) never a bad idea as they expand your options.

Variants

Once you are familiar with the game, you may wish to try one of these three variants. You can even combine them for a greater challenge.

Fragmented Servers



During setup, when creating the network, place all server tiles with their **multi-colored** ("fragmented") side face up. The color of a fragmented server tile is defined by the color of its central space 6.

Important: When using Fragmented Servers, **"server tile"** always refers to the physical punchboard tile, while a **"server"** refers to the six spaces of the same color spread across the network.

This distinction has a significant impact on **Ghosting**: When your avatar is on a space with ▪, you can ghost any action as if you were on another space of the same server. With Fragmented Servers, that essentially becomes "any space of the same color" *(your avatar is on)*—regardless of its location on the network.

Example: Normally, Tokyo Black's ability lets him reposition the physical server tile he is standing on. But, if he is on a space with ▪, he can ghost his special action to any other space of the same color, and thereby reposition any server tile (since every tile has one space of each color).

Upgraded SMC



When selecting an SMC in step 1c of setup, you may choose the **2.0** or **2.1** SMC card to upgrade that SMC and increase the difficulty. Place it next to the regular SMC card. The setup instructions and special rules on both cards apply.

Each Upgraded SMC card adds an **additional Gold cycle**, in which you will fight directly against Mother's Ghost. Randomly select one of the four **Mother's Ghost** objective cards and add it to the bottom of the objective deck *(instead of shuffling it with the other Gold cards)*. Return the remaining cards to the game box.

All Mother's Ghost objective cards have an **EARLY TERMINATION** goal. As soon as you fulfill the goal's conditions, immediately flip the objective card and resolve its SUCCESS effect, without playing out the remainder of the Command phase.

Also, both upgraded SMC cards affect the Spawn step of each Decker's turn. Read these special rules carefully.

Packet Tokens



Additional Setup

After completing the normal setup, shuffle the 10 packet tokens face down, and place one face up on each space 2 and 5. Then, place 1 ● on every space with a packet token that does not already contain any ◒/◪. If the supply runs out, take extras from any network spaces without packet tokens. *(This is an exception to the usual lose condition!)*

Keep the 7 packet rule cards within reach for easy reference.

Gameplay Changes

When your avatar or ghost ends an action on a space with a packet token, you must pick it up. Check its effect on the corresponding rule card *(with the matching icon in the top left)*. If it lists multiple effects, use the one for the current security level.

- **IMMEDIATELY:** Apply the effect right away, then discard the token unless its effect tells you otherwise *(as per 'Alert' and 'Tag Team')*.
- **SPEND:** Place the token in your play area. You, and only you, may spend it as described on its rule card. Discard it after use. A Decker may have more than one token in their play area.

Note: If there are multiple tokens on your space, pick them all up, before resolving all IMMEDIATELY tokens in any order you choose.

At the start of the **next Intel phase**, shuffle all discarded packet tokens face down, then place them face up on random spaces on the network. A space may hold multiple packet tokens.

Important: Packet Tokens are not considered Decker or SMC pieces. Therefore, they are not removed when a ◪ enters their space.

Appendix

This appendix does not contain any rules, only additional clarifications. **If you're reading this rulebook for the first time, you can skip this appendix**. If a question arises during the game about an SMC, a Decker, or an objective card, refer to the relevant section here.

Clarifications on SMCs



Alpha-Moby: A straightforward SMC, ideal for your first game. In the first cycle, you will have a bit more breathing room since no new Sparks spawn during the Spawn step. However, make sure to place 1 ● on the Active Decker's space at the start of <u>every turn</u> because of Alpha-Moby's special rules.



Spider: During the Spawn step, Spider's special rules cause its Sparks to spread out in order to surround your pieces. Pieces on open spaces at the edge of the network have fewer adjacent spaces, making them more vulnerable to being removed by Spider's End of Turn effect.



Glom: <u>All</u> Programs placed during setup, no matter their original color, are placed as ● instead—this includes both the starting Programs on Entry Spaces *(step 4f)* and the freely placed blue Programs *(step 5b)*. Because new Sparks always appear on the lowest-numbered space with the fewest ● of the rolled server, you can "control" this placement to some extent using your ●. Beware its End of Turn effect, which will clump up Glom's Sparks if you leave them unattended. Also note, your ● are safe during the SMC Attack step.



Logi: No dice are rolled during the Spawn step. Instead, new Sparks spawn following Logi's special rule. Like with Glom, this can be strategically exploited by placing or shifting ● to your advantage. Notice too, that all Sparks spawned during Logi's Spawn step are ○, not ●.



Viking: Viking's special rules apply whenever a Spark is placed during the Spawn step *(including when Angel uses her ability)*, causing Viking to more readily create Guardians. However, <u>during the Spawn step</u>, Guardians will only explode to odd-numbered spaces, so spaces with fewer adjacent odd-numbered spaces should be safer. Explosions outside the Spawn step will Explode in the normal way.



Sentinel: You must complete the GOAL of <u>every</u> objective card *(not only the final one)*—otherwise, you lose the game. Sentinel replaces the standard Infect procedure during the SMC Attack step with its special rule. When removing a ◒ during the Infect procedure, if the space contains both a ● and a ○, you get to choose which to remove. After that, Decker pieces are removed according to the normal rules: ◪ remove all ◔ and ▦ from their space, ◒ remove all ◔ from their space.



Mother: Alongside Sentinel, this is the ultimate challenge. You start with a large number of Sparks already on the network. Also, you must place 1 ● on your entry space at the start of <u>every turn</u>, making it difficult to stray too far away from your entry spaces.

Deckers and their special abilites

Hettie Magnetic: When Hettie moves, she may carry 1 additional Program of any color or 1 Spark—on top of the 3 same-colored Programs any Decker can carry. The stacking limit of max. 3 Programs of the same color per space still applies. *Example: Hettie could carry* ●●● + ● *or* ●● + ●.



Tokyo Black: You can only reposition the server tile you are currently on *(with your avatar or ghost)*. Re-attach it following the normal setup rules: a) It must connect to one or more placed tiles, with at least two spaces touching. b) Its orientation must match that of all other server tiles.



Monty Quantum: Monty is a Ghosting specialist. His special ghosting ability is available to him when he is on a space with a ◉ or ▣. This also means that when he is on a ▣, he can ghost to any space on his current server just like anyone else.



Kelly Nexus: She may keep 2 additional cards at the end of her first two turns each cycle. As usual, no cards can be kept in hand at the end of the final turn of a cycle.



Tilda Sweet: She needs less commands to upload ○, making it easier for her to use the Modify action and installing □. However, her ability does not change the Improved Upload action granted by □.



The Techno Twins: Your avatars share the same entry space but act independently. This means each of your actions is only performed by a single avatar of your choosing.



Oshin Noro: His special ability applies to <u>any</u> Infect procedure on his space at any time, regardless of who or what triggered it. This includes Infect actions during any Decker's turn as well as automatic Infect procedures during the SMC Attack step.



Angel Nitrate: Her special ability lets her "redirect" Sparks that would enter her space, placing them on an adjacent space instead. This happens just before the Spark actually enters her space, allowing Angel to prevent Explosions and Transformations.



Note: Playing with a purple Decker often results in a more challenging initial setup (due to Spark placement), but they make up for it with their powerful abilities.

Leiko Mori: Choose her starting type just before step 4f during setup. This defines the color of the Program you place on your entry space in that step. Also, some objective cards refer to a Decker's starting type. You may place a matching Program token on her profile as a reminder, but must return it to the supply if that color runs out. Although Leiko is a purple Decker, she cannot put ● into play from the supply—only Rupert Stanz can.



Rupert Stanz: The only Decker who can put ● into play from the supply—using Upload, Modify, or specific placement effects. Rules for ● are detailed on p. 22.



Clarifications on Objective Cards

General clarifications

A **random space** is determined by rolling the black die, while a **random server** is determined by rolling the server die.

A **home server** is a server that matches the color of a participating Decker. Therefore, "each Decker's home server" refers only to the servers matching the Deckers in play.
Example: In a game with Tilda (yellow) and Monty (green), only the yellow and green servers are considered home servers. For such a goal, you do not need to worry about the other servers.

If a goal requires an **exact number of specific pieces** on a space, only those pieces count. Other types of pieces can be present, as long as the required number and type match exactly.
Example: An objective card requires exactly 2 ◒ on space 1 of the red server. The goal is fulfilled if red#1 contains exactly two Sparks (●●, ●○ or ○○). Other pieces like Programs, Installations, or Guardians do not affect this.

Copper

404 Not Found: The rule affects any SMC instruction regarding the placement of Sparks during the Command phase, as well as any Sparks placed as a result of an Explosion. *Example: In a game against Alpha-Moby, if you are on space 6 at the start of your turn, the ● is placed on space 4 instead.*

Access Denied: For example, in a 3-player game spaces 1 to 3 on the purple server ⬢ must contain at least ●●, ●■ or ■■, while space 4 must contain only at least ● or ■.

Alert to our Presence: *no clarifications*

Clockwork Plague (FAIL effect): If you fail that goal, only apply the FAIL effect on home servers that match the condition.

Double-Switch: Having exactly 2 Sparks means no more, no less. ●●, ●○ or ○○ are all valid.

Garbage Detail: The first goal is also fulfilled if multiple Deckers are on the same closed space—this will even make the second goal easier to fulfill.

Hot-Wire: *no clarifications*

Keycode: *no clarifications*

Knowledge is the Price of Freedom: For example, in a game with Oshin (red) and Monty (green), you need to have at least 3 ■ and 3 ■ on that card. If you fail, having at least some ◔ on the card, helps you mitigate the negative outcome.

Misdirection: *no clarifications*

Roman Candle: *no clarifications*

Shattered Glass: Normally, the ● to put on that card is taken from the supply. Only if the supply is empty do you take the ● from anywhere on the network instead.

Silver

Access Shutdown: Remember that Sparks are always placed one after the other.

Data Overload: For example, in a 2-player game, you need to establish two Pathways along spaces 1 to 3 on two different servers, then "connect" them with another Pathway *(of any length)* on any other server, as shown below.



Dreams in Vermilion: During the Spawn step, every instance of "current server" or "rolled server" is effectively replaced with "red server." However, the determination of the space remains unaffected by this.

Fireworks: *no clarifications*

Hacker's Palace (SUCCESS effect): The Installations used to build the Hacker's Palace are not considered Installations for any rules. If you place the Hacker's Palace on a space that already contains any ◒, its ability is immediately triggered. For <u>each</u> ◒ removed by the Hacker's Palace, 1 ■ is put on the stack.

Jacob's Ladder: The goal is not fulfilled if any space 2 or 3 of a Decker's home server has more than 1 ◒ or ◪, or if the SMC pieces on spaces 2 and 3 of the same server don't match *(i.e., both must be ◒ or both ◪)*. If a space contains a ● and a ○ when performing the special rule, you choose which one moves first.

Neural Matrix: Any mix of ■ and ▪ still fulfills the goal *(i.e. they do not all have to be ■ or all ▪)*.

Null & Void: Sparks removed from the network by a Transformation or Explosion are included. If, during the SMC Attack step, a ● wins against a ● that had captured a ◔, both are removed but only the ◔ is put on the objective card.

Reduct or Reboot: If you sum the number of each space that contains a Program of that space's color, you must get exactly the value listed for your number of Deckers. If you fail this goal while playing against Sentinel, you do not lose the game—but repeat the cycle as instructed.

Scrambler: For example, in a 2-player game, you would fulfill the goal by having at least 2 ● on space 5 on the blue server ⬢ and at least 2 ● on space 5 on the green server ⬢. Any other servers are also valid, as long as the Programs on their space 5 match that server's color.

Swarm: *See "Dreams in Vermilion" regarding the special Spawn instruction.*

Viral Overload: *no clarifications*

Gold

Blackout: Effects other than Move actions may still cause your avatar to enter a space 1, 3, or 5.

Distributed Defense: Multiple Deckers may share the same space to fulfill the goal.

DNI Web: Effects other than Move actions may still cause your avatar to leave its current server.

Flash Flood: The Move action to put 1 ● from the network onto that card can also be performed by a ghost.

HackMan: Because the HackMan acts as ■, it removes all other pieces upon entering the Active Decker's space, and the Active Decker is relocated to a random space. All ■ continue to act as ■ until this card is resolved, even if the HackMan is removed.

Insert Misinformation: If multiple spaces 1 are equally distant from the Active Decker's entry space, you choose among them. The pieces used to build the Trojan Horse are not considered pieces for any rules *(for example they are not removed if a ◪ enters their space)*.

Message Queue: When you choose to remove the selected piece, it is removed and put on the card instead of being shifted *(i.e. it never actually enters its destination space)*. The final piece in each sequence of the Message Queue may be a Spark of either color—they do have to be the same color.

Mirror Map: All home servers plus 1 additional server must be identically populated with ◑ and at least 1 ●, ●, ●, and ● each. Installations and Guardians are irrelevant. Meaning: Each space of a given number must contain the same ◑/◔ across all those servers. *Example: If space 3 on one home server contains 1 ●, space 3 on all other relevant servers must also contain exactly 1 ●.*



Neutrino-Scanner: First, move 1 ◑ from each of spaces 1, 2, and 3. If any of these spaces has no ◑, skip it. Meaning that if all three spaces contain ◑, you will move a total of 3 ◑ to your entry space.

Roman Road: A single Pathway can count for multiple Deckers. *Example: In a game with Oshin (red) and Hettie (blue), a Pathway between red#6 and blue#6 counts for both: for Oshin, it's a Pathway from his entry space (red#6) to a space 6 on another server—and vice versa for Hettie.*

SimSmudge: Instead of performing the SMC Attack step only once during the SMC phase, it is additionally performed during every End of Turn step.

Waterfall: Find the lowest-numbered space without ◪ on your server. Then move all ◑ on higher-numbered spaces one space downwards in numerical order, skipping over spaces with ◪. If a space contains a ● and a ●, you choose which to move first.

Gold 2.X (Mother's Ghost)

General: Remember the implications of acting as ■ *(removal of all other pieces and relocation of avatars upon entering a space; adding to the Resistance value during Infect procedures)*.

Shellshock: To perform the Shellshock action, Mother's Ghost must be "surrounded" with Programs of the same color *(of your choice)*.

Tempest: The Health of Mother's Ghost can exceed its starting Health when an Infect action is not successful.

Titanium: Every ◪ grants an additional +4 on top of the normal rules *(ex.: a ■ on an adjacent space would grant a total of +5, +1 as per the normal rules and +4 as per this special rule).*

Tsunami: As Mother's Ghost acts as ■, all other pieces are removed from her space during setup. The effect of removing all adjacent pieces applies only once during setup.

Index & Key

Sequence of Play

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2. Command Phase 9

3 turns per Decker

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Stacking Limit (p. 5)

At all times, a **single space** can contain a maximum of:

- 3 Programs of each basic color (and 1 ●),
- and at most 1 Installation.

New pieces above this limit are returned to the supply.

Symbol Key

Decker Pieces (p. 4)

●: a Program of **any** color

●/●/●/●/●: a Program of **that specific** color

■: an Installation of **any** color

■/■/■/■: an Installation of **that specific** color

SMC Pieces (p. 10)

◪: a Spark of **any** color

●/●: a Spark of **that specific** color

◪: a Guardian of **any** color

■/■: a Guardian of **that specific** color

Commands (p. 12)

◆: a command of **any** color

[ ]/◯/⬠/△/✖: a command of **that specific** color

◆◆◆ = ✖: 3 commands of any color(s) can be used as a purple command, which can then act as a command of any color of your choice.

Servers (p. 4)

⬢/⬢/⬢/⬢/⬢: the server of **that specific** color

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DEEP PRINT GAMES

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