HOW TO PLAY

How to Read These Rules

The easiest way to learn how to play is to read the next section, "First Mission". It will guide you through the game's first mission, teaching you the basics of the rules along the way. You do not need to read beyond this section to start playing.

The "Rules Reference" book contains a detailed explanation of every game mechanic. If something is not clear in the overview of the first mission, it is probably explained in these rules. It also contains detailed explanations for the cards.

First Mission

Mission Setup

Start by opening the "**Story**" book and reading Mission 1 – Intro.

The next section details the layout of the map you will play on during this mission. It looks like this:

Each square represents a sector tile. The number in the square corresponds to the number in the top left corner of the corresponding tile. Find the tiles corresponding to each number and place them next to each other in the same layout.

01 A	01	04 B
03	02	05 C
06 D	01	07 E

08 F	08 G	08 H	09	09 I
	10 J	11 K		

The blue rectangles are walls. Walls prevent movement between sectors. Find the wall sticks in the game's components and place them between sectors as shown.

Some sectors have a letter, which is shown below the number. Those letters correspond to a list below the map layout in the Story book, indicating what to place in each sector.

The elements you need to place are the following:

- **Starting location**: This is the sector where you start the mission (in this case, the sector with an F). Insert the character token that represents Garrett in the black base and place it in this sector.
- **Enemies**: Some sectors include enemies, which are listed with a type and a color. The color indicates what base color to use with the enemy token. A blue security guard means to use the token of a security guard placed on a blue base for example.
- **1 Waypoints**: These numbered spots indicate the path that enemies follow while patrolling. Enemies follow the waypoints that match their color.
- **🧰 Objective**: You must grab the 🧰 objective and exit the map to complete the mission. To grab it, spend an action while you are in its sector (see below for details on actions) then take the token and keep it on the table in front of you.
- **🚪 Exit**: Once you have the 🧰 objective, you must reach the 🚪 exit to complete the mission.

Stop reading after the Map Layout section. After picking up the 🧰 objective, read the Objective 1 section and the conclusion after completing the mission.

Your Board

Place the player board in front of you, with Garrett's side facing up. It looks like this.

Garrett Takao

Alertness: +0 +1 +2 +3 +4

Alarm Level:

+0	0	1	2	3	4	5	6	7	8	9
+1	10	11	12	13	14	15	16	17	18	19
+2	20	21	22	23	24	25	26	27	28	29
+3	30	31	32	33	34	35	36	37	38	39
+4	40	41	42	43	44	45	46	47	48	49
+5	50	51	52	53	54	55	56	57	58	59
+6	60	61	62	63	64	65	66	67	68	69
+7	70	71	72	73	74	75	76	77	78	79
+8	80	81	82	83	84	85	86	87	88	89
+9	90	91	92	93	94	95	96	97	98	99

For the first mission, you only need to worry about the following values on the board. You can ignore the rest for now.

- **Armor**: This indicates how hard it is to damage you. When an enemy draws a card to attack you, the total of the draw must equal your Armor value or higher to make you lose 1

♥Health (modifier card draws are explained below). You start with an 🛡Armor of 4 by default, but you may purchase gear that changes this value later.

- ♥**Health**: This indicates how close you are to being killed. Your ♥Health starts at 3 at the beginning of this mission, so place 3 red cubes in this section. Every time an enemy succeeds at attacking you, reduce your current ♥Health by 1 by removing one cube. If you remove your last ♥Health cube, you fail the mission.

Starting Gear

Use an **Action** to Attack 5 one enemy.
Silent

At the start of this first mission, you have only a single gear card, a Silenced Pistol. As you progress in the campaign, you can purchase more.

Place the card in front of you.

The number in the top-right corner is the ⚡Energy cost of this gear. In this case, it costs 1, but you do not have to worry about it for this mission.

The text at the bottom explains the effect of this equipment. It has two effects.

- **Use an Action to Attack 5 one enemy**: By using one of your actions for the turn, you can use this weapon to attack an enemy with an 🔫Attack Power of 5.
- **Silent**: Normally, when you attack, you must put a ▐▌Noise token in your sector, indicating that nearby enemies may hear you. Because this pistol is silent, you should not do that when attacking.

Modifier Cards

You will draw a modifier card at many points in the game to determine the outcome of various events. First, shuffle the modifier cards deck. Each draw follows a consistent resolution process.

Drawing a Modifier Card: For each draw, pick the top modifier card from the modifier deck and add its value to a base value. The total is your result for that draw. Discard the card.

Comparing to Difficulty: Many draws involve comparing your total result against a specific difficulty level. If your total is greater or equal to the difficulty, the draw succeeds; otherwise, it fails. For example, if you use your Silenced Pistol (🔫Attack Power 5) to attack a security guard (🛡Armor 5) and you draw a 0, your attack succeeds (5 + 0 = 5) because your result is just enough to defeat the enemy.

Special Card: There is a special card in the modifier deck, the "-5 to +5" card. If you draw this card, you can choose any value between -5 and +5 and add that to your base value for the draw.

Shuffling the Deck: When the modifier deck is empty, shuffle all the cards together before drawing again.

Playing a Turn

Your goal in this mission is to pick the 💼 objective and then reach the 🚪exit.

The mission is played as a series of turns. During each turn, the following happens.

1. You do your actions.

2. Enemies do their actions.

3. End of turn events happen.

Your Actions

Free Movement

At the start of each turn, you have one free movement to move to any adjacent sector. This movement is silent.
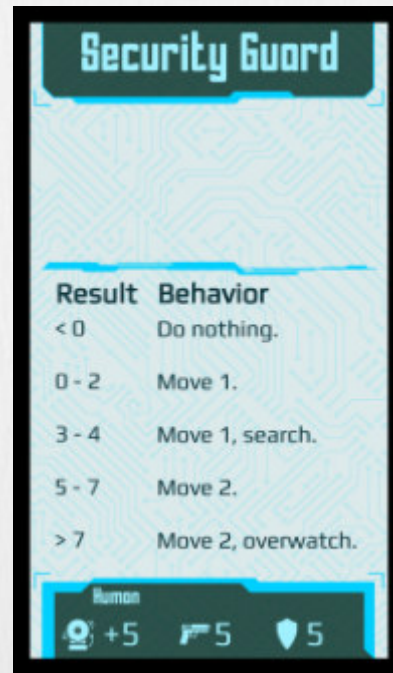
If you use a movement to leave a sector with an enemy, the enemy gets a free **Intercept Attack** against you before you can leave. Each enemy gets an Intercept Attack, so be careful when leaving a sector with several enemies!

Second Action

After the free movement step, you may perform one action from the following list, whether you moved or not.

- **Second movement**: You can move a second time, but this second move is Noisy. Place ⫿⫾Noise tokens in the sector you move from and the one you move to for the second movement. The first movement was not Noisy, so do not place a token in the sector where you started your first movement. Leaving a sector with an enemy using a second movement also triggers an Intercept Attack.

- **Card actions**: Many pieces of equipment allow you to perform special actions. For this mission, you only have a silenced pistol, which enables you to use your action to attack with power 5 against an enemy in your sector. When attacking, draw a modifier card and add it to the ⌐Attack Power (5 in this case), then compare the result with the target's ⬥Armor (5 for the enemies in this mission). If the total is above or equal, the enemy is defeated (put the enemy on its side in the sector).

- **Overwatch**: Entering ◉Overwatch does not do anything immediately. However, if an enemy enters your sector this turn, you can attack it immediately before it can do anything else. Place a token to indicate that you are in ◉Overwatch.

- **Hide**: By spending an action to become ⦸Hidden, you make it more difficult for enemies to detect you. Put a ⦸Hidden token near your figure when performing this action. An enemy entering a sector while you are ⦸Hidden will not detect you unless it performs a Search action. You cannot use this action if an enemy is already in the sector. You remain ⦸Hidden until:

  - □ You move to another sector.
  - □ You do any other type of action (except Pick Up).
  - □ An enemy detects you by doing a search action.

- **Pick up** : You can pick up something in a sector by spending an action. This is used to get the 💼 mission objective you need to complete the mission. Take the token from the map and put it in front of you as a reminder. You remain ⦸Hidden when doing this action if you already were.

- **Carry a body**: This action modifies your first movement for the turn to enable you to bring one defeated enemy with you. For example, if, in the previous turn, you defeated a security guard, you could use this action to bring the figure of the guard to the sector you moved to. This is useful for moving bodies away from the patrol path of other enemies who would raise the alarm if they discovered them.

Enemy Actions

After you have completed your movement and action, the enemies perform their own actions for the turn.

Enemies act one by one, starting with the one closest to you and ending with the one farthest away. If two or more enemies are at the same distance, you choose which moves first.

The actions of each enemy are always determined by drawing a modifier card. The base number of this draw is 0 for this mission. You should draw one card for each enemy to determine its behavior.

Each enemy's card has a table showing its actions based on the result.

At the bottom of the card, icons indicate the enemy's ⌐**Attack power** and ⬥**Armor**. Ignore the ◉**Vigilance** value for now.

The behavior table shows the following actions:

- **Do nothing**: The guard stays in his sector, doing nothing special.
- **Move 1**: The enemy moves to an adjacent sector, following its current priority (following patrol waypoints or going toward a ⫿⫾Noise or ⫶Detection token).
- **Move 1, search**: The enemy moves once, then searches the sector it is in. It will detect you if you are in its sector, even if you are ⦸Hidden.
- **Move 2**: The enemy moves twice.
- **Move 2, overwatch**: The enemy moves twice and then enters ◉Overwatch. Put an ◉Overwatch token near it. Until its next turn, if it detects you (i.e. if you enter the sector where the enemy is or stop being ⦸Hidden in that sector), then it will attack you immediately. This attack takes place even if it is during your

turn. The enemy still gets to act normally when its turn comes. Remove the 👁Overwatch token at the start of the enemy's next turn.

Detection

An enemy detects you if it is in your sector and you are not ⦸Hidden or if it searches the sector where you are ⦸Hidden. You stop being ⦸Hidden when you are detected.

Priorities

The actions listed on an enemy's card are its default behavior if nothing special happens. When an enemy encounters unusual situations, it will adapt its actions. An enemy that spots you will attack and then chase you if you run away.

The following priorities list determines the actions that enemies take. First, draw a modifier card to determine the enemy's base behavior. Then, go down this list and find the first situation that corresponds to what the enemy faces.

An enemy may change its actions during its turn after a movement. It will replace the remaining actions specified on its card with higher priority actions described below if the situation requires it. If you drew the behavior "Move 2, Overwatch," for example, but after its first move, the enemy entered your sector and detected you, it would stop its behavior and immediately switch to the higher priority of attacking you without doing its second move or entering 👁Overwatch.

Here is the list of enemy priorities, from highest to lowest.

1. **Attack you**: If the enemy has detected you and can attack you, it will immediately stop other actions and draw an attack to attempt to damage you. An enemy will always attack you during its turn if it can, even if it has completed all actions listed on its card.

2. **Investigate noise**: If there is a ⪼Noise token in an adjacent sector, the enemy will enter that sector if it has movement actions left. It will follow ⪼Noise tokens if there are some in adjacent sectors and it has move actions remaining. This priority does not change the enemy's actions but makes it follow the ⪼Noise tokens rather than its usual patrol path. If there are no more ⪼Noise tokens but the enemy still has movements, it returns to its patrol path by following the shortest path possible.

3. **Investigate a ⪆Detection token**: If there is a ⪆Detection token anywhere on the map, all enemies will use their move actions to move toward it by following the shortest path possible. They continue behaving as drawn but move toward the ⪆Detection token instead of following their patrol waypoints. Remove the ⪆Detection token when an enemy enters its sector unless it detects you in that sector.

4. **Handle bodies**: When an enemy enters a sector with a defeated enemy, it stops its remaining actions and takes care of it. Remove the token of the defeated enemy.

5. **Follow their patrol Waypoints**: If no other priority applies, the enemy follows its patrol waypoints. See below for more details.
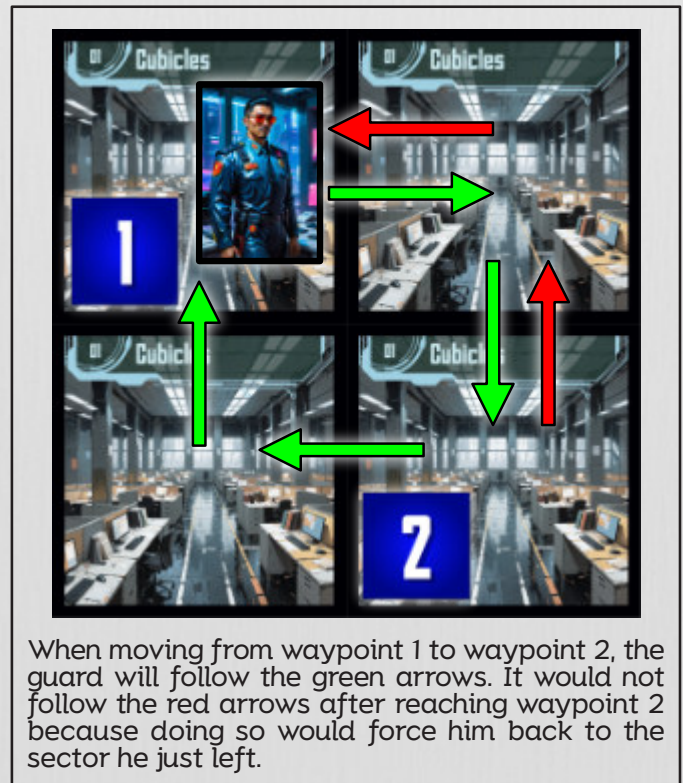
Movement

Enemies move following the overall shortest path possible toward where they are going. You choose which path to follow if multiple paths have the same length.

When following a patrol path, enemies go from waypoint to waypoint in the order they are numbered. After the last waypoint, they start again with the first waypoint.

While moving from waypoint to waypoint, enemies will not return to the sector they come from if possible. They will pick a longer path if it avoids entering the previous sector. Only the sector they just came from is avoided; they can go back to any sector they visited before that. Enemies try to follow the overall shortest path to follow all of their waypoints while respecting this rule.

This movement rule only applies to enemies following a patrol path. When they move toward ⪼Noise and ⪆Detection tokens, they always use the shortest path possible, even if it requires going back to the sector they just left.

If an enemy resumes its patrol after investigating a ⪼Noise or ⪆Detection token, it moves toward the nearest sector that's part of its regular patrol and then resumes it.

When moving from waypoint 1 to waypoint 2, the guard will follow the green arrows. It would not follow the red arrows after reaching waypoint 2 because doing so would force him back to the sector he just left.

Adding Detection Tokens

Put a ☼Detection token in your sector in the following circumstances:

- When an enemy detects you. If you kill an enemy before it can act, and it hasn't detected you, you shouldn't put a token. This happens when you enter a sector and immediately kill an enemy, you kill it while ⊘Hidden, or while using ◉Overwatch.

- When an enemy attacks you.

- When you leave a sector where an enemy has detected you. Place a ☼Detection token in the sector you enter with the first movement (after the Intercept Attack).

A sector can only have one ☼Detection token at a time. If a sector already has a token, do not add another.

Removing Detection Tokens

During their turns, enemies remove ☼Detection Tokens from their sector if they cannot detect you there. This usually happens if an enemy enters a sector with a ☼Detection Token and you are not there or if you leave the sector where the enemy and the token are located.

While enemies usually remove ☼Detection tokens in their sector, they do not remove them for as long as they detect you in that sector. In short, if you are in a sector with an enemy and it has detected you, then there is a ☼Detection token in that sector, and it will stay there until you leave or find another way to deal with the situation. This will attract other enemies to this sector.

◍ Noise tokens vs ☼ Detection tokens

There are a few key differences between ◍Noise tokens and ☼Detection tokens:

- ◍Noise tokens are removed at the end of each turn. ☼Detection tokens stay on the map until removed by an enemy.

- Enemies remove ☼Detection tokens when entering a sector, but not ◍Noise tokens.

- Enemies move toward ◍Noise tokens in adjacent sectors only. They move toward ☼Detection tokens anywhere on the map.

Attacks

When an enemy attacks you, draw its ⌐Attack Power . If the draw result is higher or equal to your ◗Armor , your ♥Health drops by one. If you reach 0 ♥Health, you fail the mission.

End-of-Turn Events

Remove temporary tokens that will not apply in the next turn, such as ◍Noise tokens or your own ◉Overwatch token. Do not remove ☼Detection tokens.

End of the Mission

If you have been able to bring the 💼 objective to the ⊣exit, you have successfully completed the mission. Congratulations!

Go read the conclusion to this mission in the story book. You will also be rewarded with ByteBucks, the cryptocurrency you will soon use to purchase new equipment. Take note of how many you have on the back of the story book.

If you were defeated before completing the mission, do not worry. You can retry as many times as you want without penalty. However, you only receive rewards when you complete the mission successfully.

Read the next section when you are ready to play your second mission.

Optional rule: non-lethal mode

You can decide, before the start of a mission, to play it in non-lethal mode. In this mode, you do not kill enemies when you attack them. Do not remove the enemy figure when an enemy handles a body. Instead, put the enemy figure back up. It resumes acting normally on following turns.

Second Mission

Read the story for the second mission. Your goal for this mission is to get the two 💼 objectives (in any order) and 🚪 exit through the sector where you started.

Gear

You can purchase new equipment with the ByteBucks earned at the end of the first mission.

To acquire new gear between missions, spend 5 ByteBucks. Shuffle the deck of gear cards and draw four cards. Choose one of them and add it to your gear. Put the remaining cards back in the deck.

Keep track of your gear and any ByteBucks left using the back of the story book. You can use them after later missions to buy more gear. You keep the gear you purchase for the rest of the game, so choose carefully.

The number in the top-right corner of gear cards is its ⚡Energy cost. Equipping this card reduces your ⚡Energy by that amount. Between missions, you can change what gear you have equipped from the gear cards you own. You can install as many gear cards as you want if you have enough ⚡Energy.

If you purchase a weapon that is not Silent, remember to put a 🔊Noise token in your sector every time you attack with it.

Energy

An important new value on the player board for this mission is your ⚡Energy.

Equipping gear costs ⚡Energy and some gear lets you perform special effects by spending the ⚡Energy cost written in the description. Your maximum ⚡Energy starts at 16 minus the ⚡Energy cost of your equipped gear. Place that many ⚡Energy (yellow) cubes in the ⚡Energy section of your board.

Lock and Key

In this mission, you must find a 🔑Key to unlock a door to complete your objectives.

One sector contains the 🔒Lock token. You cannot enter this sector until you acquire the 🔑Key. Enemies can move through locked sectors normally.

To enter the locked sector, you need a 🔑Key that is found in one of the sectors. You can pick it up as your second action. Once you have the 🔑Key, you

can enter the locked sector. Discard both the 🔑Key and the 🔒Lock tokens when doing so.

Turn Phases

A few new phases are added to the turns for this mission. Here is the list of all the turn steps, with the new ones in bold.

- Your actions
  - Free movement
  - Second action
- Enemy actions
- End-of-turn events
  - **Increase the alarm level**
  - **Check for Reinforcements**
  - Clean up

Continue reading for more details on each new step.

Alarm

As you infiltrate the target of your mission, the security system and the guards will gradually become aware of your presence. Two values on your board track this.

Alertness

This value changes depending on the mission but is set to +2 for this one. During the end-of-turn events, you will draw a modifier card and add it to the Alertness to determine how much the Alarm Level changes.

A positive value increases the Alarm Level by that amount, and a negative result means that the alarm level decreases by that amount. For example, if alertness is +2 and you draw a -5, the total is -3 (2-5 = -3), therefore the alarm level reduces by 3.

Place a black cube on the Alertness of the current mission.

Alarm Level and Reinforcements

The Alarm Level keeps track of when 🚩Reinforcements will enter the mission. It starts at 0 at the beginning of the mission, then increases and decreases depending on the Alertness total drawn at the end of each turn. At the start of the mission, place a black cube on 0.

The mission description includes the Alarm Level numbers at which 🚩Reinforcements will appear. Put 🚩Reinforcement tokens on the corresponding numbers.

A new enemy is added if the Alarm Level is equal to or higher than one of these tokens during the

Check Reinforcements step of the turn. Remove the token from the board and read the mission description to see what kind of enemy has appeared.

The enemy appears in the sector where the 🖳Reinforcement Entrance token is placed. Like other enemies, these enemies have a color, and their patrol follows the waypoints of that color.

Raising the Alarm

Enemies raise the alarm in the following circumstances.

- When detecting you
- When finding a body
- When attacking you

When an enemy raises the alarm, the current Alarm Level is increased by the 🔴Vigilance value on the enemy's card.

The enemy will keep raising the alarm every turn while it is alive so long as it detects you. It does so when it starts acting for the turn.

An enemy can only raise the alarm once per turn, but multiple enemies can do so in the same turn.

If you kill an enemy before it can act (e.g., when entering a sector and killing it immediately or doing an ◉Overwatch attack when it enters your sector), it does not raise the alarm.

Effect of the Alarm Level on Enemy Behavior

From now on, when drawing to determine each enemy's behavior, add the value from the Behavior column next to the Alert Level table to the result. For example, if the Alarm Level were 43 during a turn, you would add +4 to the result of the behavior draw for each enemy. This only applies to picking behavior, not other actions like attacks.

Keep in mind that the alarm level can change during a turn. If an enemy detects you during its turn and increases the alarm, the following enemies might add a higher number to their behavior draw.

Optional Objective

This mission contains an 🖳Optional Objective in one of the sectors. You don't have to pick it up to complete the mission, but doing so can give you rewards and let you read additional information about the game's story and world.

Items

As a reward for this mission, you will receive an item card to use later. At the start of the game, shuffle the items deck. Then, draw them when instructed.

Each item has a unique effect that you can use once and then you discard the card. Using an item doesn't require an action. You can keep your items from mission to mission until you use them.

You can keep a maximum of three items at the same time. If a reward makes you have more than three items, you can draw the reward and discard items down to that maximum.

End of Mission

After completing the mission, read the conclusion and collect your reward.

From this point on, the rules stop following you mission by mission. You will do fine by following the rules you used for the first two missions. The rules reference book contains more details that should answer your questions about the rules or individual cards.

Good luck!