

<div>Shutdown System</div> <div>\$500</div>	<div>Delete File</div> <div>\$750</div>	<div>Shutdown System</div> <div>\$750</div>
<div>Blue5Heat Max: 16Files: 0Components: 6Nodes: 1</div>	<div>Blue5Heat Max: 16Files: 2Components: 6Nodes: 1</div>	<div>Green8Heat Max: 13Files: 0Components: 7Nodes: 1</div>
<div>Shutdown System</div> <div>\$750</div>	<div>Delete File</div> <div>\$1,000</div>	<div>Delete File</div> <div>\$1,000</div>
<div>Green8Heat Max: 13Files: 0Components: 7Nodes: 1</div>	<div>Green8Heat Max: 13Files: 2Components: 7Nodes: 1</div>	<div>Green8Heat Max: 13Files: 2Components: 7Nodes: 1</div>
<div>Shutdown System</div> <div>\$1,000</div>	<div>Delete File</div> <div>\$1,250</div>	<div>Steal File</div> <div>\$1,500</div>
<div>Yellow10Heat Max: 11Files: 0Components: 8Nodes: 1</div>	<div>Yellow10Heat Max: 11Files: 2Components: 8Nodes: 1</div>	<div>Blue5Heat Max: 16Files: 2Components: 6Nodes: 1</div>

<div>Steal File</div> <div>\$2,000</div>	<div>Steal File</div> <div>\$2,000</div>	<div>Steal File</div> <div>\$2,500</div>
<div>Green8Heat Max: 13Files: 2Components: 7Nodes: 1</div>	<div>Green8Heat Max: 13Files: 2Components: 7Nodes: 1</div>	<div>Yellow10Heat Max: 11Files: 2Components: 8Nodes: 1</div>
<div>Shutdown System</div> <div>\$750</div>	<div>Delete File</div> <div>\$1,000</div>	<div>Shutdown System</div> <div>\$1,000</div>
<div>Green8Heat Max: 13Files: 0Components: 7Nodes: 1</div>	<div>Green8Heat Max: 13Files: 3Components: 7Nodes: 1</div>	<div>Yellow10Heat Max: 11Files: 0Components: 8Nodes: 2</div>
<div>Shutdown System</div> <div>\$1,000</div>	<div>Shutdown System</div> <div>\$1,250</div>	<div>Delete File</div> <div>\$1,250</div>
<div>Yellow10Heat Max: 11Files: 0Components: 8Nodes: 2</div>	<div>Orange13Heat Max: 8Files: 0Components: 8Nodes: 2</div>	<div>Yellow10Heat Max: 11Files: 3Components: 8Nodes: 1</div>

<div>Delete File</div> <div>\$1,250</div> <div>Heat Max: 11Files: 3</div> <div>Yellow 10Components: 8Nodes: 1</div>	<div>Delete File</div> <div>\$1,500</div> <div>Heat Max: 8Files: 3</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Edit File</div> <div>\$2,000</div> <div>Heat Max: 13Files: 2</div> <div>Green 8Components: 7Nodes: 1</div>
<div>Run Program</div> <div>\$2,500</div> <div>Heat Max: 13Files: 0</div> <div>Green 8Components: 7Nodes: 1</div>	<div>Edit File</div> <div>\$2,500</div> <div>Heat Max: 11Files: 2</div> <div>Yellow 10Components: 8Nodes: 1</div>	<div>Edit File</div> <div>\$2,500</div> <div>Heat Max: 11Files: 2</div> <div>Yellow 10Components: 8Nodes: 1</div>
<div>Steal File</div> <div>\$3,000</div> <div>Heat Max: 13Files: 3</div> <div>Green 8Components: 7Nodes: 1</div>	<div>Edit File</div> <div>\$3,000</div> <div>Heat Max: 8Files: 2</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Run Program</div> <div>\$3,000</div> <div>Heat Max: 11Files: 0</div> <div>Yellow 10Components: 8Nodes: 2</div>

<div>Run Program\$3,000</div> <div>Heat Max: 11Files: 0</div> <div>Yellow 10Components: 8Nodes: 2</div>	<div>Run Program\$3,500</div> <div>Heat Max: 8Files: 0</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Steal File\$3,500</div> <div>Heat Max: 11Files: 3</div> <div>Yellow 10Components: 8Nodes: 2</div>
<div>Steal File\$3,500</div> <div>Heat Max: 11Files: 3</div> <div>Yellow 10Components: 8Nodes: 2</div>	<div>Steal File\$4,000</div> <div>Heat Max: 8Files: 3</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Shutdown System\$1,250</div> <div>Heat Max: 11Files: 0</div> <div>Yellow 10Components: 8Nodes: 2</div>
<div>Shutdown System\$1,500</div> <div>Heat Max: 8Files: 0</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Shutdown System\$1,500</div> <div>Heat Max: 8Files: 0</div> <div>Orange 13Components: 8Nodes: 2</div>	<div>Delete File\$1,500</div> <div>Heat Max: 11Files: 4</div> <div>Yellow 10Components: 8Nodes: 2</div>

<div>Delete File</div> <div>\$1,750</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 4 Components: 8 Nodes: 2</div>	<div>Delete File</div> <div>\$1,750</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 4 Components: 8 Nodes: 2</div>	<div>Shutdown System</div> <div>\$1,750</div> <div>Red 15</div> <div>Heat Max: 6 Files: 0 Components: 10 Nodes: 2</div>
<div>Delete File</div> <div>\$2,000</div> <div>Red 15</div> <div>Heat Max: 6 Files: 4 Components: 10 Nodes: 2</div>	<div>Edit File</div> <div>\$3,000</div> <div>Yellow 10</div> <div>Heat Max: 11 Files: 3 Components: 8 Nodes: 2</div>	<div>Edit File</div> <div>\$3,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 3 Components: 8 Nodes: 2</div>
<div>Edit File</div> <div>\$3,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 3 Components: 8 Nodes: 2</div>	<div>Run Program</div> <div>\$3,500</div> <div>Yellow 10</div> <div>Heat Max: 11 Files: 0 Components: 8 Nodes: 1</div>	<div>Run Program</div> <div>\$4,000</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 0 Components: 8 Nodes: 2</div>

<div>Run Program</div> <div>\$4,000</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 0 Components: 8 Nodes: 2</div>	<div>Edit File</div> <div>\$4,000</div> <div>Red 15</div> <div>Heat Max: 6 Files: 3 Components: 10 Nodes: 2</div>	<div>Steal File</div> <div>\$4,000</div> <div>Yellow 10</div> <div>Heat Max: 11 Files: 4 Components: 8 Nodes: 2</div>
<div>Shutdown I/O Port</div> <div>\$4,000</div> <div>Yellow 10</div> <div>Heat Max: 11 Files: 0 Components: 8 Nodes: 1</div>	<div>Steal File</div> <div>\$4,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 4 Components: 8 Nodes: 2</div>	<div>Steal File</div> <div>\$4,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 4 Components: 8 Nodes: 2</div>
<div>Shutdown I/O Port</div> <div>\$4,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 0 Components: 8 Nodes: 2</div>	<div>Shutdown I/O Port</div> <div>\$4,500</div> <div>Orange 13</div> <div>Heat Max: 8 Files: 0 Components: 8 Nodes: 2</div>	<div>Run Program</div> <div>\$4,500</div> <div>Red 15</div> <div>Heat Max: 6 Files: 0 Components: 10 Nodes: 2</div>

<div>Steal File\$5,000</div> <div>Heat Max: 6Files: 4 Components: 10Nodes: 2</div> <div>Red15</div>	<div>Shutdown I/O Port\$5,000</div> <div>Heat Max: 6Files: 0 Components: 10Nodes: 2</div> <div>Red15</div>	<div>Shutdown System\$1,750</div> <div>Heat Max: 8Files: 0 Components: 8Nodes: 2</div> <div>Orange13</div>
<div>Delete File\$2,000</div> <div>Heat Max: 8Files: 5 Components: 8Nodes: 2</div> <div>Orange13</div>	<div>Shutdown System\$2,000</div> <div>Heat Max: 6Files: 0 Components: 10Nodes: 2</div> <div>Red15</div>	<div>Shutdown System\$2,000</div> <div>Heat Max: 6Files: 0 Components: 10Nodes: 2</div> <div>Red15</div>
<div>Shutdown System\$2,250</div> <div>Heat Max: 3Files: 0 Components: 12Nodes: 3</div> <div>Black18</div>	<div>Delete File\$2,250</div> <div>Heat Max: 6Files: 5 Components: 10Nodes: 2</div> <div>Red15</div>	<div>Delete File\$2,250</div> <div>Heat Max: 6Files: 5 Components: 10Nodes: 2</div> <div>Red15</div>

<div><div>Delete File</div><div>\$2,500</div></div> <div><div>Black18</div><div><div>Heat Max: 3</div><div>Files: 5</div><div>Components: 12</div><div>Nodes: 3</div></div></div>	<div><div>Edit File</div><div>\$4,000</div></div> <div><div>Orange13</div><div><div>Heat Max: 8</div><div>Files: 4</div><div>Components: 8</div><div>Nodes: 2</div></div></div>	<div><div>Run Program</div><div>\$4,500</div></div> <div><div>Orange13</div><div><div>Heat Max: 8</div><div>Files: 0</div><div>Components: 8</div><div>Nodes: 2</div></div></div>
<div><div>Edit File</div><div>\$4,500</div></div> <div><div>Red15</div><div><div>Heat Max: 6</div><div>Files: 4</div><div>Components: 10</div><div>Nodes: 2</div></div></div>	<div><div>Edit File</div><div>\$4,500</div></div> <div><div>Red15</div><div><div>Heat Max: 6</div><div>Files: 4</div><div>Components: 10</div><div>Nodes: 2</div></div></div>	<div><div>Edit File</div><div>\$5,000</div></div> <div><div>Black18</div><div><div>Heat Max: 3</div><div>Files: 4</div><div>Components: 12</div><div>Nodes: 3</div></div></div>
<div><div>Steal File</div><div>\$5,000</div></div> <div><div>Orange13</div><div><div>Heat Max: 8</div><div>Files: 5</div><div>Components: 8</div><div>Nodes: 2</div></div></div>	<div><div>Shutdown I/O Port</div><div>\$5,000</div></div> <div><div>Orange13</div><div><div>Heat Max: 8</div><div>Files: 0</div><div>Components: 8</div><div>Nodes: 2</div></div></div>	<div><div>Run Program</div><div>\$5,000</div></div> <div><div>Red15</div><div><div>Heat Max: 6</div><div>Files: 0</div><div>Components: 10</div><div>Nodes: 2</div></div></div>

<div>Run Program\$5,000</div> <div>Heat Max: 6Files: 0</div> <div>Red15Components: 10Nodes: 2</div>	<div>Run Program\$5,500</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>Steal File\$5,500</div> <div>Heat Max: 6Files: 5</div> <div>Red15Components: 10Nodes: 2</div>
<div>Steal File\$5,500</div> <div>Heat Max: 6Files: 5</div> <div>Red15Components: 10Nodes: 2</div>	<div>Shutdown I/O Port\$5,500</div> <div>Heat Max: 6Files: 0</div> <div>Red15Components: 10Nodes: 2</div>	<div>Shutdown I/O Port\$5,500</div> <div>Heat Max: 6Files: 0</div> <div>Red15Components: 10Nodes: 2</div>
<div>Steal File\$6,000</div> <div>Heat Max: 3Files: 5</div> <div>Black18Components: 12Nodes: 3</div>	<div>Shutdown I/O Port\$6,000</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>Shutdown System\$2,250</div> <div>Heat Max: 6Files: 0</div> <div>Red15Components: 10Nodes: 2</div>

<div>Shutdown System</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 0 Nodes: 3</div> <div>\$2,500</div>	<div>Shutdown System</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 0 Nodes: 3</div> <div>\$2,500</div>	<div>Delete File</div> <div></div> <div>Red15</div> <div>Heat Max: 6 Components: 10</div> <div>Files: 6 Nodes: 2</div> <div>\$2,500</div>
<div>Delete File</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 6 Nodes: 3</div> <div>\$2,750</div>	<div>Delete File</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 6 Nodes: 3</div> <div>\$2,750</div>	<div>Edit File</div> <div></div> <div>Red15</div> <div>Heat Max: 6 Components: 10</div> <div>Files: 5 Nodes: 2</div> <div>\$5,000</div>
<div>Edit File</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 5 Nodes: 3</div> <div>\$5,500</div>	<div>Edit File</div> <div></div> <div>Black18</div> <div>Heat Max: 3 Components: 12</div> <div>Files: 5 Nodes: 3</div> <div>\$5,500</div>	<div>Run Program</div> <div></div> <div>Red15</div> <div>Heat Max: 6 Components: 10</div> <div>Files: 0 Nodes: 2</div> <div>\$5,500</div>

<div>Run Program\$6,000</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>Run Program\$6,000</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>Steal File\$6,000</div> <div>Heat Max: 6Files: 6</div> <div>Red15Components: 10Nodes: 2</div>
<div>Shutdown I/O Port\$6,000</div> <div>Heat Max: 6Files: 0</div> <div>Red15Components: 10Nodes: 2</div>	<div>Steal File\$6,500</div> <div>Heat Max: 3Files: 6</div> <div>Black18Components: 12Nodes: 3</div>	<div>Steal File\$6,500</div> <div>Heat Max: 3Files: 6</div> <div>Black18Components: 12Nodes: 3</div>
<div>Shutdown I/O Port\$6,500</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>Shutdown I/O Port\$6,500</div> <div>Heat Max: 3Files: 0</div> <div>Black18Components: 12Nodes: 3</div>	<div>SentryBlue1</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>

<div>SentryBlue1</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>SentryBlue1</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>ProbeBlue1</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>
<div>ProbeBlue1</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div>Attack (White)Blue1</div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player.</div>	<div>Attack (White)Blue1</div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player.</div>
<div>FirewallBlue1</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>FirewallBlue1</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>DatamineBlue1</div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>

<div>Sentry</div> <div>Green3</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>Sentry</div> <div>Green3</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>Probe</div> <div>Green3</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>
<div>Probe</div> <div>Green3</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div>Attack (White)</div> <div>Green3</div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player's Avatar.</div>	<div>Attack (White)</div> <div>Green3</div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player's Avatar.</div>
<div>Firewall</div> <div>Green3</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>Firewall</div> <div>Green3</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>Tracer</div> <div>Green3</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1.</div>

<div><div><div>Datamine</div><div>Green</div><div>3</div></div></div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>	<div><div><div>Sentry</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div><div><div>Sentry</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>
<div><div><div>Probe</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div><div><div>Attack (White)</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player's Avatar.</div>	<div><div><div>Attack (White)</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player's Avatar.</div>
<div><div><div>Attack (Gray)</div><div>Yellow</div><div>5</div></div></div> <div>Attacks user.</div> <div>Attacks Computer</div>	<div><div><div>Firewall</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div><div><div>Firewall</div><div>Yellow</div><div>5</div></div></div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>

<div>Tracer</div> <div>Yellow5</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1.</div>	<div>Datamine</div> <div>Yellow5</div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>	<div>Sentry</div> <div>Orange7</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>
<div>Sentry</div> <div>Orange7</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>Probe</div> <div>Orange7</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div>Attack (White)</div> <div>Orange7</div> <div>Attacks Player's Stealth.</div> <div>If attack is successful, ICE attacks the Player's Avatar.</div>
<div>Attack (Gray)</div> <div>Orange7</div> <div>Attacks Player.</div> <div>Damage is applied to computer.</div>	<div>Attack (Gray)</div> <div>Orange7</div> <div>Attacks Player.</div> <div>Damage is applied to computer.</div>	<div>Firewall</div> <div>Orange7</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>

<div>TracerOrange7</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1.</div>	<div>Trace & Burn (Gray)Orange7</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1 & attacks Computer as Attack (Gray) ICE</div>	<div>DatamineOrange7</div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>
<div>SentryRed10</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>ProbeRed10</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div>Attack (Gray)Red10</div> <div>Attacks Player.</div> <div>Damage is applied to computer.</div>
<div>Attack (Gray)Red10</div> <div>Attacks Player.</div> <div>Damage is applied to computer.</div>	<div>FirewallRed10</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>FirewallRed10</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>

<div>Tracer</div> <div>Red10</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1.</div>	<div>Trace & Burn (Gray)</div> <div>Red10</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1 & attacks Computer as Attack (Gray) ICE</div>	<div>Datamine</div> <div>Red10</div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>
<div>Sentry</div> <div>Black15</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed.</div>	<div>Probe</div> <div>Black15</div> <div>Attacks Player's Stealth. Moves to an adjoining Node.</div> <div>Sounds Alarm if not bypassed.</div>	<div>Attack (Black)</div> <div>Black15</div> <div>Attacks Player.</div> <div>Damage is applied to Player.</div>
<div>Attack (Black)</div> <div>Black15</div> <div>Attacks Player.</div> <div>Damage is applied to Player.</div>	<div>Attack (Black)</div> <div>Black15</div> <div>Attacks Player.</div> <div>Damage is applied to Player.</div>	<div>Firewall</div> <div>Black15</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>

<div>Firewall</div> <div>Black15</div> <div>Attacks Player's Stealth</div> <div>Sounds Alarm if not bypassed. Must be bypassed to proceed.</div>	<div>Trace & Burn (Gray)</div> <div>Black15</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1 & attacks Computer as Attack (Gray) ICE</div>	<div>Trace & Burn (Black)</div> <div>Black15</div> <div>Attempts to trace the user's system.</div> <div>Increases Heat by 1 & attacks Computer as Attack (Black) ICE</div>
<div>Datamine</div> <div>Black15</div> <div>Attacks Player</div> <div>Damage is applied to computer.</div>	<div>Extra Money I</div> <div>Start with an additional \$500.</div>	<div>Extra Money I</div> <div>Start with an additional \$500.</div>
<div>Extra Money I</div> <div>Start with an additional \$500.</div>	<div>Extra Money II</div> <div>Start with an additional \$750.</div>	<div>Extra Money II</div> <div>Start with an additional \$750.</div>

Extra Money III	Tactical Genius	Tactical Genius
Start with an additional \$1000.	+1 to Attack Skill.	+1 to Attack Skill.
Defensive Master	Defensive Master	CyberNinja
+1 to Defense Skill.	+1 to Defense Skill.	+1 to Stealth Skill.
CyberNinja	Analytical Genius	Analytical Genius
+1 to Stealth Skill.	+1 to Analyze Skill.	+1 to Analyze Skill.

<div>Old School Programmer</div> <div>+1 to Hacking Skill.</div>	<div>Old School Programmer</div> <div>+1 to Hacking Skill.</div>	<div>Inherited Rig</div> <div>Add a Rating 1 Coprocessor.</div>
<div>Software Cache</div> <div>Start with Anti-Virus (1).</div>	<div>Healthy</div> <div>Start with +1 Health</div>	<div>Quick Mind</div> <div>Start with +1 Mental Quickness</div>
<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>

<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>
<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>
<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>

<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Null Data\$0</div> <div>Blue</div> <div>File</div>	<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>
<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>
<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data\$50</div> <div>Blue</div> <div>File</div>

<div>Pay Data</div> <div>\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data</div> <div>\$50</div> <div>Blue</div> <div>File</div>	<div>Pay Data</div> <div>\$50</div> <div>Blue</div> <div>File</div>
<div>Special</div> <div>\$0</div> <div>Blue</div> <div>Program Upgrade 1 software of choice.</div>	<div>Null Data</div> <div>\$0</div> <div>Green</div> <div>File</div>	<div>Null Data</div> <div>\$0</div> <div>Green</div> <div>File</div>
<div>Null Data</div> <div>\$0</div> <div>Green</div> <div>File</div>	<div>Null Data</div> <div>\$0</div> <div>Green</div> <div>File</div>	<div>Null Data</div> <div>\$0</div> <div>Green</div> <div>File</div>

<div>Null Data\$0</div> <div>Green</div> <div>File</div>	<div>Null Data\$0</div> <div>Green</div> <div>File</div>	<div>Null Data\$0</div> <div>Green</div> <div>File</div>
<div>Null Data\$0</div> <div>Green</div> <div>File</div>	<div>Null Data\$0</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>
<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>

<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>
<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>
<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>	<div>Pay Data\$100</div> <div>Green</div> <div>File</div>

Special	\$0	Special	\$0	Null Data	\$0
Green		Green		Yellow	
Program		Password		File	
Upgrade 1 software of choice.		Bypass 1 ICE, then discard.			
Null Data	\$0	Null Data	\$0	Null Data	\$0
Yellow		Yellow		Yellow	
File		File		File	
Null Data	\$0	Null Data	\$0	Pay Data	\$150
Yellow		Yellow		Yellow	
File		File		File	

<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>
<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>
<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>

<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>
<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Pay Data</div> <div>\$150</div> <div>Yellow</div> <div>File</div>	<div>Special</div> <div>\$0</div> <div>Yellow</div> <div>Program Upgrade 1 software of choice.</div>
<div>Special</div> <div>\$0</div> <div>Yellow</div> <div>Program Upgrade 1 software of choice.</div>	<div>Special</div> <div>\$0</div> <div>Yellow</div> <div>Password Bypass 1 ICE, then discard.</div>	<div>Special</div> <div>\$0</div> <div>Yellow</div> <div>Source Code Next purchase of software is 1/2 price.</div>

<div>Null Data\$0</div> <div>Orange</div> <div>File</div>	<div>Null Data\$0</div> <div>Orange</div> <div>File</div>	<div>Null Data\$0</div> <div>Orange</div> <div>File</div>
<div>Null Data\$0</div> <div>Orange</div> <div>File</div>	<div>Null Data\$0</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>
<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>

<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>
<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>
<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data\$200</div> <div>Orange</div> <div>File</div>

<div>Pay Data</div> <div>\$200</div> <div>Orange</div> <div>File</div>	<div>Pay Data</div> <div>\$200</div> <div>Orange</div> <div>File</div>	<div>Special</div> <div>\$0</div> <div>Orange</div> <div>Program Upgrade 1 software of choice.</div>
<div>Special</div> <div>\$0</div> <div>Orange</div> <div>Program Upgrade 1 software of choice.</div>	<div>Special</div> <div>\$0</div> <div>Orange</div> <div>Password Bypass 1 ICE, then discard.</div>	<div>Special</div> <div>\$0</div> <div>Orange</div> <div>Password Bypass 1 ICE, then discard.</div>
<div>Special</div> <div>\$0</div> <div>Orange</div> <div>Source Code Next purchase of software is 1/2 price.</div>	<div>Null Data</div> <div>\$0</div> <div>Red</div> <div>File</div>	<div>Null Data</div> <div>\$0</div> <div>Red</div> <div>File</div>











<div>Null Data\$0</div> <div>Red</div> <div>File</div>	<div>Null Data\$0</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>
<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>
<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>










<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>
<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>
<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Pay Data\$300</div> <div>Red</div> <div>File</div>	<div>Special\$0</div> <div>Red</div> <div>Program Upgrade 1 software of choice.</div>










Special	\$0	Special	\$0	Special	\$0
Red		Red		Red	
Program Upgrade 1 software of choice.		Password Bypass 1 ICE, then discard.		Password Bypass 1 ICE, then discard.	
Special	\$0	Special	\$0	Null Data	\$0
Red		Red		Black	
Source Code Next purchase of software is 1/2 price.		Source Code Next purchase of software is 1/2 price.		File	
Null Data	\$0	Pay Data	\$350	Pay Data	\$350
Black		Black		Black	
File		File		File	

<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>
<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>
<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data\$350</div> <div>Black</div> <div>File</div>

<div>Pay Data</div> <div>\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data</div> <div>\$350</div> <div>Black</div> <div>File</div>	<div>Pay Data</div> <div>\$350</div> <div>Black</div> <div>File</div>
<div>Pay Data</div> <div>\$350</div> <div>Black</div> <div>File</div>	<div>Special</div> <div>\$0</div> <div>Black</div> <div>Program Upgrade 1 software of choice.</div>	<div>Special</div> <div>\$0</div> <div>Black</div> <div>Program Upgrade 1 software of choice.</div>
<div>Special</div> <div>\$0</div> <div>Black</div> <div>Program Upgrade 1 software of choice.</div>	<div>Special</div> <div>\$0</div> <div>Black</div> <div>Password Bypass 1 ICE, then discard.</div>	<div>Special</div> <div>\$0</div> <div>Black</div> <div>Password Bypass 1 ICE, then discard.</div>

<div>Special\$0</div> <div>Black</div> <div>Password Bypass 1 ICE, then discard.</div>	<div>Special\$0</div> <div>Black</div> <div>Source Code Next purchase of software is 1/2 price.</div>	<div>Special\$0</div> <div>Black</div> <div>Source Code Next purchase of software is 1/2 price.</div>
<div><div>File Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$0</div></div></div>	<div><div>File Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$0</div></div></div>	<div><div>File Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$0</div></div></div>
<div><div>Data Store Node</div><div>Draw 1 Paydata Card</div></div>	<div><div>Data Store Node</div><div>Draw 1 Paydata Card</div></div>	<div><div>Data Store Node</div><div>Draw 1 Paydata Card</div></div>
<div><div>File Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$0</div></div></div>	<div><div>Node Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$50</div></div></div>	<div><div>Node Scan</div><div>Analyze</div><div><div></div><div>1</div><div>\$50</div></div></div>
<div><div>Data Store Node</div><div>Draw 1 Paydata Card</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>

<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>1</div></div><div>\$50</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>1</div></div><div>\$50</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>2</div></div><div>\$100</div></div></div>
<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>
<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>2</div></div><div>\$100</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>2</div></div><div>\$100</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>2</div></div><div>\$100</div></div></div>
<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>
<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>3</div></div><div>\$200</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>3</div></div><div>\$200</div></div></div>	<div><div><div>Node Scan</div><div>Analyze</div></div><div><div><div>3</div></div><div>\$200</div></div></div>
<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>	<div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div>

<div><div><div>Node Scan</div><div><div>3</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>4</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>4</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>
<div><div><div>Node Scan</div><div><div>4</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>4</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>5</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>
<div><div><div>Node Scan</div><div><div>5</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>5</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>	<div><div><div>Node Scan</div><div><div>5</div></div><div>Analyze</div></div><div><div>Current Node</div><div>Analyze vs. Stealth to find Stealthed ICE and Players</div></div></div>

Port Scan



1

Analyze

\$50

Port Scan



1

Analyze

\$50

Port Scan



1

Analyze

\$50

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



1

Analyze

\$50

Port Scan



2

Analyze

\$100

Port Scan



2

Analyze

\$100

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



2

Analyze

\$100

Port Scan



2

Analyze

\$100

Port Scan



3

Analyze

\$200

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



3

Analyze

\$200

Port Scan



3

Analyze

\$200

Port Scan



3

Analyze

\$200

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



4

Analyze

\$300

Port Scan



4

Analyze

\$300

Port Scan



4

Analyze

\$300

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



4

Analyze

\$300

Port Scan



5

Analyze

\$500

Port Scan



5

Analyze

\$500

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



5

\$500

Analyze

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Port Scan



5

\$500

Analyze

I/O Node, Firewall

Bypass Firewall ICE. Scan I/O ports

Anti-Virus



1

\$50

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



1

\$50

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



1

\$50

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



1

\$50

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



2

\$100

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



2

\$100

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



2

\$100

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



2

Attack

\$100

Anti-Virus



3

Attack

\$200

Anti-Virus



3

Attack

\$200

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



3

Attack

\$200

Anti-Virus



3

Attack

\$200

Anti-Virus



4

Attack

\$300

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



4

Attack

\$300

Anti-Virus



4

Attack

\$300

Anti-Virus



4

Attack

\$300

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



5

\$500

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



5

\$500

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



5

\$500

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Anti-Virus



5

\$500

Attack

Datamines ICE

Remove Datamine from a target file. Remove Virus attack software from a target.

Attack



1

\$0

Attack

ICE

Attack ICE or Player. Add Rating to Attack.

Attack



1

\$0

Attack

ICE

Attack ICE or Player. Add Rating to Attack.

Attack



1

\$0

Attack

ICE

Attack ICE or Player. Add Rating to Attack.

Attack



1

\$0

Attack

ICE

Attack ICE or Player. Add Rating to Attack.

Attack



2

\$100

Attack

ICE

Attack ICE or Player. Add Rating to Attack.

Attack



2

\$100

Attack



2

\$100

Attack



2

\$100

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

Attack



3

\$200

Attack



3

\$200

Attack



3

\$200

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

Attack



3

\$200

Attack



4

\$300

Attack



4

\$300

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

Attack



4

\$300

Attack



4

\$300

Attack



5

\$500

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

Attack



5

\$500

Attack



5

\$500

Attack



5

\$500

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

ICE



Attack ICE or Player. Add Rating to Attack.

Virus



1

\$100

Virus



1

\$100

Virus



1

\$100

ICE



Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

ICE



Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

ICE



Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus

Attack



1

\$100

Virus

Attack



2

\$200

Virus

Attack



2

\$200

ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



Virus

Attack



2

\$200

Virus

Attack



2

\$200

Virus

Attack



3

\$400

ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



Virus

Attack



3

\$400

Virus

Attack



3

\$400

Virus

Attack



3

\$400

ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.



Virus



4

\$600

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



4

\$600

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



4

\$600

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



4

\$600

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



5

\$1000

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



5

\$1000

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



5

\$1000

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Virus



5

\$1000

Attack



ICE

Attack ICE or Player. Add Rating to Attack.
Damage is applied for 3 rounds.

Armor



1

\$0

Defense



Self

Add to Defense

Armor

Defense



1

\$0

Armor

Defense



1

\$0

Armor

Defense



1

\$0

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor

Defense



2

\$100

Armor

Defense



2

\$100

Armor

Defense



2

\$100

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor

Defense



2

\$100

Armor

Defense



3

\$200

Armor

Defense



3

\$200

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor

Defense



3

\$200

Armor

Defense



3

\$200

Armor

Defense



4

\$300

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor

Defense



4

\$300

Armor

Defense



4

\$300

Armor

Defense



4

\$300

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor

Defense



5

\$500

Armor

Defense



5

\$500

Armor

Defense



5

\$500

Self

Add to Defense



Self

Add to Defense



Self

Add to Defense



Armor



5

\$500

Defense

Data Bomb



1

\$100

Defense

Data Bomb



1

\$100

Defense

Self

Add to Defense



Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



1

\$100

Defense

Data Bomb



1

\$100

Defense

Data Bomb



2

\$200

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



2

\$200

Defense

Data Bomb



2

\$200

Defense

Data Bomb



2

\$200

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



3

\$400

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



3

\$400

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



3

\$400

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



3

\$400

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



4

\$600

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



4

\$600

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



4

\$600

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



4

\$600

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



5

\$1000

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



5

\$1000

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



5

\$1000

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Data Bomb



5

\$1000

Defense

Current Node

Add rating to ALL Defense rolls in Node.
Applies to Stealth.

Encryption



1

\$50

Defense

Self

Add rating to Defense against Trace ICE.

Encryption



1

\$50

Defense

Self

Add rating to Defense against Trace ICE.

Encryption



1

\$50

Defense

Self

Add rating to Defense against Trace ICE.

Encryption



1

\$50

Defense

Self

Add rating to Defense against Trace ICE.

Encryption



2

\$100

Defense

Self

Add rating to Defense against Trace ICE.

Encryption



2

\$100

Defense

Self

Add rating to Defense against Trace ICE.

<div>Encryption</div> <div>010000111001</div> <div>2</div> <div>Defense</div> <div>\$100</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>2</div> <div>Defense</div> <div>\$100</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>3</div> <div>Defense</div> <div>\$200</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>
<div>Encryption</div> <div>010000111001</div> <div>3</div> <div>Defense</div> <div>\$200</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>3</div> <div>Defense</div> <div>\$200</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>3</div> <div>Defense</div> <div>\$200</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>
<div>Encryption</div> <div>010000111001</div> <div>4</div> <div>Defense</div> <div>\$300</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>4</div> <div>Defense</div> <div>\$300</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>	<div>Encryption</div> <div>010000111001</div> <div>4</div> <div>Defense</div> <div>\$300</div> <div>Self</div> <div>Add rating to Defense against Trace ICE.</div>

Encryption



4

\$300

Encryption



5

\$500

Encryption



5

\$500

Defense

Defense

Defense

Self

Add rating to Defense against Trace ICE.

Self

Add rating to Defense against Trace ICE.

Self

Add rating to Defense against Trace ICE.

Encryption



5

\$500

Encryption



5

\$500

Shield



1

\$100

Defense

Defense

Defense

Self

Add rating to Defense against Trace ICE.

Self

Add rating to Defense against Trace ICE.

Self

Prevent [BAD NAME: protection] damage.



Shield



1

\$100

Shield



1

\$100

Shield



1

\$100

Defense

Defense

Defense

Self

Prevent [BAD NAME: protection] damage.



Self

Prevent [BAD NAME: protection] damage.



Self

Prevent [BAD NAME: protection] damage.



Shield



2

\$200

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



2

\$200

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



2

\$200

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



2

\$200

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



3

\$400

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



3

\$400

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



3

\$400

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



3

\$400

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



4

\$600

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



4

\$600

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



4

\$600

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



4

\$600

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



5

\$1000

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



5

\$1000

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



5

\$1000

Defense



Self

Prevent [BAD NAME: protection] damage.

Shield



5

\$1000

Defense



Self

Prevent [BAD NAME: protection] damage.

Cloak



1

\$0

Stealth

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak



1

\$0

Stealth

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak

Stealth



1

\$0

Cloak

Stealth



1

\$0

Cloak

Stealth



2

\$100

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak

Stealth



2

\$100

Cloak

Stealth



2

\$100

Cloak

Stealth



2

\$100

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak

Stealth



3

\$200

Cloak

Stealth



3

\$200

Cloak

Stealth



3

\$200

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak



3

\$200

Cloak



4

\$300

Cloak



4

\$300

Stealth

Stealth

Stealth

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak



4

\$300

Cloak



4

\$300

Cloak



5

\$500

Stealth

Stealth

Stealth

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Cloak



5

\$500

Cloak



5

\$500

Cloak



5

\$500

Stealth

Stealth

Stealth

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Self

Attackers need to succeed in a Node Scan prior to attacking

Deceive



1

Deceive



1

Deceive



1

Stealth

\$0

Stealth

\$0

Stealth

\$0

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

Deceive



1

Deceive



2

Deceive



2

Stealth

\$0

Stealth

\$100

Stealth

\$100

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

Deceive



2

Deceive



2

Deceive



3

Stealth

\$100

Stealth

\$100

Stealth

\$200

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

Deceive



3

\$200

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



3

\$200

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



3

\$200

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



4

\$300

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



4

\$300

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



4

\$300

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



4

\$300

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



5

\$500

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



5

\$500

Stealth

ICE, Firewall

Add rating to deception rolls

Deceive



5

Deceive



5

Proxy



1

Stealth

\$500

Stealth

\$500

Stealth

\$50

ICE, Firewall

Add rating to deception rolls

ICE, Firewall

Add rating to deception rolls

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Proxy



1

Proxy



1

Proxy



1

Stealth

\$50

Stealth

\$50

Stealth

\$50

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Proxy



2

Proxy



2

Proxy



2

Stealth

\$100

Stealth

\$100

Stealth

\$100

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn

ICE

Add 2x Rating to Defense against Trace ICE

Proxy



2

Stealth

\$100

Proxy



3

Stealth

\$200

Proxy



3

Stealth

\$200

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



3

Stealth

\$200

Proxy



3

Stealth

\$200

Proxy



4

Stealth

\$300

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



4

Stealth

\$300

Proxy



4

Stealth

\$300

Proxy



4

Stealth

\$300

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



5

\$500

Stealth

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



5

\$500

Stealth

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



5

\$500

Stealth

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Proxy



5

\$500

Stealth

Trace/Trace & Burn
ICE
Add 2x Rating to Defense against Trace ICE

Silence



1

\$0

Stealth

Current Node
Negate one ICE Alarm action

Silence



1

\$0

Stealth

Current Node
Negate one ICE Alarm action

Silence



1

\$0

Stealth

Current Node
Negate one ICE Alarm action

Silence



1

\$0

Stealth

Current Node
Negate one ICE Alarm action

Silence



2

\$100

Stealth

Current Node
Negate one ICE Alarm action

Silence



2

\$100

Silence



2

\$100

Silence



2

\$100

Stealth

Stealth

Stealth

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Silence



3

\$200

Silence



3

\$200

Silence



3

\$200

Stealth

Stealth

Stealth

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Silence



3

\$200

Silence



4

\$300

Silence



4

\$300

Stealth

Stealth

Stealth

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Current Node

Negate one ICE Alarm action

Silence



4

\$300

Stealth

Current Node

Negate one ICE Alarm action

Silence



4

\$300

Stealth

Current Node

Negate one ICE Alarm action

Silence



5

\$500

Stealth

Current Node

Negate one ICE Alarm action

Silence



5

\$500

Stealth

Current Node

Negate one ICE Alarm action

Silence



5

\$500

Stealth

Current Node

Negate one ICE Alarm action

Silence



5

\$500

Stealth

Current Node

Negate one ICE Alarm action