

Cyber-Hack Board/Card Game

Component List

- 272 Mission cards, divided into Blue (24), Green (30), Yellow (50), Orange (60), Red (60), and Black (48)
- 20 Perk Cards
- 56 Program cards, divided into four each of File Scan, Node Scan, Port Scan, Anti-Virus, Attack, Virus, Armor, Data Bomb, Encryption, Shield, Cloak, Deceive, Proxy, and Silence.
- 300 Paydata cards, divided into Blue (50), Green (50), Yellow (50), Orange (50), Red (50), Black (50).
- 53 Target Computer hexes, 1 CPU, 1 Network Node, 2 Secondary CPUs, 6 Coprocessors, 12 Data Storage, 6 I/O ports, 4 Routers, 12 Busses, 6 Minor Bus Junctions, and 3 Major Bus Junctions.
- 120 ICE cards, 20 each Blue, Green, Yellow, Orange, Red, and Black.
- 4 Avatar Tokens, 1 each Blue, Red, Orange, Purple.
- 20 Player markers, 5 each Blue, Red, Orange, Purple.
- 1 Game Marker
- 1 White Chance die
- 1 Black Hack die
- 4 Computer placards
- 1 Game placard
- 4 player placards
- 1 Target system placard
- 1 rule book.
- Money, 25 each \$50, \$100, \$500, \$1000

Setup

Each player has a player placard representing their computer. The placard shows areas for the CPU, Memory, Mass Storage, Firmware, Coprocessor, and Data Port.

The base CPU has a Rating of 1. This is printed on the placard. Areas of the CPU are:

1. Hardening – Defaults to 1.
2. Hyper-Processing – Defaults to No.
3. Overclocking – Defaults to No.
4. Number of Cores – Defaults to 1.

Memory is used by running programs.

Data Port is what connects your computer to the Net. The data port may have a filter. This defaults to No.

Mass Storage is used to store data and programs. It has a rating of 1 to 20.

Each player takes a computer placard and a player placard and places them in front of them. They also take a rating 1 card of each of the following programs: Attack, Armor, File Scan, Deceive, Cloak, and Silence. These are placed in the Mass Storage section of their computer placards.

Separate each of the deck types into their own piles sorted by color (Blue, Green, Yellow, Orange, Red, Black). Each player also receives \$500 in cash. Each player also draws 1 card from the Perks Deck. Players place a token on the 5 of Mental Quickness, and the 20 of Health.

Play Order

Randomly determine who the First Player is. This designation will rotate clockwise among the players each turn.

The First Player draws a Mission Card. This is the mission for the turn. The mission drawn must be from an eligible deck, i.e. Turns 1-3 Blue, 2-4 Green, 3-5 Yellow, 4-6 Orange, 5-7 Red, and 6-8 Black. The mission card will specify the difficulty of the Target System, as well as the Pay and Objective. The Target System <<see card illustration>> shows the number of Nodes present, as well as the number of Components. The number of Components is modified by the Chance Die. The Chance Die is rolled for each Node separately if there are multiple Nodes.

The next step is to construct the target system. Again, starting with the First Player, a Component is drawn from the appropriate colored Target Deck. This is placed. Proceeding clockwise, the players place Components until the appropriate number of Components have been placed for that Node/System. If a mission-critical Node is not present (Data Store for a file related Mission), search the Target System deck for the necessary Component and place it in the system.

- Starting with the First Player, each player attempts to access the Target System.
- Players proceed through the Target System until either they are dumped out or a player succeeds at the mission.
- If a player jacks out of the Target System after downloading Pay Data, they may sell it for the value on the card.

After the Mission is resolved, either as a success or failure, players have a chance to upgrade their hardware and software. The limit on this is the amount of cash they have available. The First Player designation now shifts one player to the clockwise.

Decks

There are a number of decks. These are the Mission Deck, Perks Deck, ICE Deck, Program Deck, Target Deck, and Paydata Deck.

Mission Deck

The Mission deck is split into 6 levels of difficulty: Blue, Green, Yellow, Orange, Red, and Black. These are listed from easiest to Hardest. Each mission card is one of 6 types of missions. These missions are Steal File, Shutdown System, Delete File, Edit File, Shutdown I/O Port, and Run Program. The cards also contain a Pay Value and a Target System.

ICE Deck

The ICE deck is split into 6 levels of difficulty: Blue, Green, Yellow, Orange, Red, and Black. These correspond to the system the ICE is on. The ICE adds its rating to the rating of the system. The user must defeat the ICE or suffer the effect of the ICE.

Target Deck

The Target Deck contains components to build each target computer. The Target Deck consists of 53 hex tiles. The CPU, Network Node and both Secondary CPU tiles should be separated, since they are not drawn, but placed manually. The types of tiles that may be drawn are Coprocessors, Data Storage, I/O Ports, Routers, Busses, Minor and Major Bus Junctions.

Perks Deck

The Perks Deck contains a number of Perks that are drawn at the game setup. After game setup, this deck may be ignored for rest of the game.

Program Deck

The Program Deck contains the cards that represent the players' program arsenal. There are enough cards for each player to have one of each rating of each program.

Paydata Deck

The Paydata Deck contains files and special finds that are located in the various Data Stores in the Target Systems.

Target System Construction

Two pieces are necessary for a system: CPU and Network Node. Each Mission card specifies the number of components in the system. This is modified by the Chance Die. Players draw from the Target Deck one at a time and place the component alongside the other components. No component may be completely isolated. For single Node systems, ignore Routers. For multi-node systems, adjoining nodes must be connected via a Router. Placement of components proceeds clockwise around the players until all components have been placed for that mission. If the mission calls for a specific type of node be present and it is not, place it after the system has been created.

Moving in the Target System

A player must access the Network Node of the Target System. This Node has a Firewall with a Rating equal to the System Rating (as specified on the Mission Card. The player may perform as many actions as they have Mental Quickness.

Actions

Move – The player may move into a new Component. If this is the first time a player has entered this Component, a new ICE card is drawn for the Component.

Battle – The player may attack any ICE or other players present in the component.

Run a Program – The player may activate a program they have loaded in Memory.

Load Program – The player may load a program into memory from Mass Storage.

Download File – The player may download a file from a Data Store to their computer.

Interact with Component – The player may interact with the component in some manner.

Combat

When a player engages in combat with either ICE or another player, the process is the same.

The player initiating combat is considered the Attacker. The other player or ICE is the Defender. The attacker compares their Attack skill + Attack Program Rating + Chance Die to the Defender's Defense Skill + Defense Program Rating. In the case of ICE in either one of these, use the rating of the ICE.

If the Attacker's total is higher than the Defender's, the attacker has won. The defender takes 1 point of damage for every 5 points of rating. If this reduces the player's Avatar to zero or less, they are dumped and suffer dumpshock. If the target is ICE, it reduces the ICE's rating by the amount of damage dealt. If this reduces the rating to zero or less, the ICE is destroyed.

During combat, after being attacked once, each ICE will attempt to raise the alarm level of the system. If the alarm level increases beyond 5, all ICE ratings are raised by one. If the alarm level increases past 10, all ICE ratings are raised by an additional one (2 total).

Player Computers

CPU

The CPU of the player's computer limits the number of programs they can have running at any one time. This is called the Load. Each program in Memory adds 1 to the Load. If the Load is under the rating of the CPU, the player has +1 Mental Quickness. If the Load is equal to or greater than the Rating, the player's Mental Quickness is normal. If the Load is more than 2x the Rating, the player's Mental Quickness is -1. Each new level of CPU rating costs \$200. The maximum rating is 20.

Hardening

Hardening will reduce the amount of damage dealt to a computer by Gray ICE by its rating. Hardening costs \$100 per rating, with a maximum of 10.

Hyper-Processing

Hyper-Processing increases the Mental Quickness of the player by 1. Hyper-processing costs \$1000.

Overclocking

Overclocking increases the Mental Quickness of the player by 1. If the player has more than 2x their CPU rating in programs in memory, the computer crashes. Overclocking is free.

Multi-core

A Multi-core processor adds to the computer rating for Load purposes. Each additional core costs the half the cost of a new processor of the current rating.

Coprocessor

The Coprocessor adds its rating to the CPU for Load calculations.

Data Port

This is the player's connection to the Net.

Filtered Port

A filtered data port protects against Black ICE. Reduce the amount of damage done by Black ICE by the Filtered port rating. This protection comes at a cost of -1 Mental Quickness. Adding a filter to a data port costs \$200.

Memory

The player's computer loads programs in memory. These programs are available to the player while they are in the Target system. Each program consumes memory equal to its rating. Memory has a capacity equal to its rating x 10. If there is insufficient room to load the program, it may not be loaded. Memory costs \$100 per rating.

Mass Storage

This is where the player stores all of their programs, plus any programs they download from the target system. Mass storage has a capacity equal to its rating x 50. Mass Storage costs \$50 per rating.

Firmware

Firmware is additional hardware to aid the computer in specialized tasks. A computer may only have 2 firmware installed at any one time. All firmware has a maximum rating of 5.

Load Processing Firmware

This firmware adds its rating to the CPU for Load calculations. It costs \$100 per rating.

Targeting Firmware

This firmware aids the user in combat. Its rating is added to the user's attack skill. It costs \$250 per rating.

Reactive Firmware

This firmware aids the user in combat. Its rating is added to the user's defense skill. It costs \$250 per rating.

Cloaking Firmware

This firmware aids the user with their stealth. Its rating is added to the user's stealth skill. It costs \$300 per rating.

Hacking Firmware

This firmware aids the user with their hacking. Its rating is added to the user's hacking skill. It costs \$500 per rating.

Analyzing Firmware

This firmware aids the user with the analyzing skill. Its rating is added to the user's analyze skill. It costs \$300 per rating.

Skills

Each player has five skills. These are Attack, Defense, Stealth, Analyze, and Hacking. Skills have a maximum rating of 10.

Attack

This skill is used when the player attacks ICE or another player.

Defense

This skill is used when a player is attacked by ICE or another player.

Stealth

This skill is used when a player attempts to sneak past ICE or another player.

Analyze

This skill is used to counter stealth. It is also used in conjunction with Analyze software.

Hacking

This skill can be used as a bonus to any other skill. It has a maximum rating of 5. When using Hacking, an additional Chance die is rolled. The results of both dice are cumulative.

Software

There are four types of software: Analyze, Attack, Defense, and Stealth. Software has a maximum rating of 10.

Analyze Software

Analyze software is used to scan nodes and files.

File Scan

This software is used in data stores mainly. Each run of the software will scan a number of files equal to the rating.

Port Scan

Port scans are used to bypass a firewall instead of attempting to brute force break it down.

Node Scan

Node scan software is used to detect stealthed ICE and players. The process is similar to attacking, with Stealth being the defense skill and Analyze being the attack skill.

Attack Software

This software is used in combat.

Attack

This is the main attack software. It is used to attack other players and ICE. Attack software used against a datamine will destroy the file also.

Anti-Virus

This software will safely destroy a datamine.

Virus

This is an attack software. It has a maximum rating of 5. It deals damage over 3 turns.

Defense Software

This software is used in combat for defense.

Armor

Armor software is used in combat. It adds to the defense skill of the player.

Data Bomb

This software will add its rating to all defense calculations (including stealth) in the Node. It has a maximum rating of 5.

Encryption

This software is used to aid against a Trace attack.

Shield

This software reduces the amount of damage received by the player's avatar. It has a maximum rating of 5.

Glossary

Chance Die – A six-sided die with sides showing +2, +1, 0, 0, -1, -2. It is used in combat as well as Target System generation.

Mission	Deck	Pay	Number Files	Target System Difficulty	Rating	Components	Nodes	Cards
Steal File	Blue	\$ 1,000	1	Blue	5	6	1	5
Shutdown System	Blue	\$ 500		Blue	5	6	1	5
Delete File	Blue	\$ 500	1	Blue	5	6	1	5
Steal File	Blue	\$ 1,500	1	Green	8	7	1	3
Shutdown System	Blue	\$ 750		Green	8	7	1	3
Delete File	Blue	\$ 1,000	1	Green	8	7	1	3
								24
Steal File	Green	\$ 1,500	2	Blue	5	6	1	2
Shutdown System	Green	\$ 500		Blue	5	6	1	2
Delete File	Green	\$ 750	2	Blue	5	6	1	2
Steal File	Green	\$ 2,000	2	Green	8	7	1	5
Shutdown System	Green	\$ 750		Green	8	7	1	5
Delete File	Green	\$ 1,000	2	Green	8	7	1	5
Steal File	Green	\$ 2,500	2	Yellow	10	8	1	3
Shutdown System	Green	\$ 1,000		Yellow	10	8	1	3
Delete File	Green	\$ 1,250	2	Yellow	10	8	11	3
								30
Steal File	Yellow	\$ 3,000	3	Green	8	7	1	2
Shutdown System	Yellow	\$ 750		Green	8	7	1	2
Delete File	Yellow	\$ 1,000	3	Green	8	7	1	2
Edit File	Yellow	\$ 2,000	2	Green	8	7	1	2
Run Program	Yellow	\$ 2,500		Green	8	7	1	2
Steal File	Yellow	\$ 4,000	3	Orange	13	8	2	3
Shutdown System	Yellow	\$ 1,250		Orange	13	8	2	3
Delete File	Yellow	\$ 1,500	3	Orange	13	8	2	3
Edit File	Yellow	\$ 3,000	2	Orange	13	8	2	3
Run Program	Yellow	\$ 3,500		Orange	13	8	2	3
Steal File	Yellow	\$ 3,500	3	Yellow	10	8	2	5
Shutdown System	Yellow	\$ 1,000		Yellow	10	8	2	5
Delete File	Yellow	\$ 1,250	3	Yellow	10	8	1	5
Edit File	Yellow	\$ 2,500	2	Yellow	10	8	1	5
Run Program	Yellow	\$ 3,000		Yellow	10	8	2	5
								50
Steal File	Orange	\$ 4,500	4	Orange	13	8	2	5
Shutdown System	Orange	\$ 1,500		Orange	13	8	2	5
Delete File	Orange	\$ 1,750	4	Orange	13	8	2	5
Edit File	Orange	\$ 3,500	3	Orange	13	8	2	5
Run Program	Orange	\$ 4,000		Orange	13	8	2	5
Shutdown I/O Port	Orange	\$ 4,500		Orange	13	8	2	5
Steal File	Orange	\$ 5,000	4	Red	15	10	2	3
Shutdown System	Orange	\$ 1,750		Red	15	10	2	3
Delete File	Orange	\$ 2,000	4	Red	15	10	2	3
Edit File	Orange	\$ 4,000	3	Red	15	10	2	3

Mission	Deck	Pay	Number Files	Target System Difficulty	Rating	Components	Nodes	Cards
Run Program	Orange	\$ 4,500		Red	15	10	2	3
Shutdown I/O Port	Orange	\$ 5,000		Red	15	10	2	3
Steal File	Orange	\$ 4,000	4	Yellow	10	8	2	2
Shutdown System	Orange	\$ 1,250		Yellow	10	8	2	2
Delete File	Orange	\$ 1,500	4	Yellow	10	8	2	2
Edit File	Orange	\$ 3,000	3	Yellow	10	8	2	2
Run Program	Orange	\$ 3,500		Yellow	10	8	1	2
Shutdown I/O Port	Orange	\$ 4,000		Yellow	10	8	1	2
								60
Steal File	Red	\$ 6,000	5	Black	18	12	3	3
Shutdown System	Red	\$ 2,250		Black	18	12	3	3
Delete File	Red	\$ 2,500	5	Black	18	12	3	3
Edit File	Red	\$ 5,000	4	Black	18	12	3	3
Run Program	Red	\$ 5,500		Black	18	12	3	3
Shutdown I/O Port	Red	\$ 6,000		Black	18	12	3	3
Steal File	Red	\$ 5,000	5	Orange	13	8	2	2
Shutdown System	Red	\$ 1,750		Orange	13	8	2	2
Delete File	Red	\$ 2,000	5	Orange	13	8	2	2
Edit File	Red	\$ 4,000	4	Orange	13	8	2	2
Run Program	Red	\$ 4,500		Orange	13	8	2	2
Shutdown I/O Port	Red	\$ 5,000		Orange	13	8	2	2
Steal File	Red	\$ 5,500	5	Red	15	10	2	5
Shutdown System	Red	\$ 2,000		Red	15	10	2	5
Delete File	Red	\$ 2,250	5	Red	15	10	2	5
Edit File	Red	\$ 4,500	4	Red	15	10	2	5
Run Program	Red	\$ 5,000		Red	15	10	2	5
Shutdown I/O Port	Red	\$ 5,500		Red	15	10	2	5
								60
Steal File	Black	\$ 6,500	6	Black	18	12	3	5
Shutdown System	Black	\$ 2,500		Black	18	12	3	5
Delete File	Black	\$ 2,750	6	Black	18	12	3	5
Edit File	Black	\$ 5,500	5	Black	18	12	3	5
Run Program	Black	\$ 6,000		Black	18	12	3	5
Shutdown I/O Port	Black	\$ 6,500		Black	18	12	3	5
Steal File	Black	\$ 6,000	6	Red	15	10	2	3
Shutdown System	Black	\$ 2,250		Red	15	10	2	3
Delete File	Black	\$ 2,500	6	Red	15	10	2	3
Edit File	Black	\$ 5,000	5	Red	15	10	2	3
Run Program	Black	\$ 5,500		Red	15	10	2	3
Shutdown I/O Port	Black	\$ 6,000		Red	15	10	2	3
								48

Perk	Effect	Card Count
Extra Money 1	Start with an additional \$500.	2
Extra Money 2	Start with an additional \$750.	2
extra Money 3	Start with an additional \$1000.	1
Programming Guru	Software costs are 25% less.	1
Tactical Genius	+1 to Attack Skill.	2
Defensive Master	+1 to Defense Skill.	2
CyberNinja	+1 to Stealth Skill.	2
Analytical Genius	+1 to Analyze Skill.	2
Old School Programmer	+1 to Hacking Skill.	2
Inherited Rig	Add a Rating 1 Coprocessor.	1
Software Cache	Start with Anti-Virus (1).	1
Healthy	Start with +1 Health	1
Quick Mind	Start with +1 Mental Quickness	1

Type	Grade	Rating	Count	Action	Effect
Sentry	Blue	1	5	Queries user.	Sounds Alarm
Probe	Blue	1	5	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (White)	Blue	1	4	Queries user.	Attacks Avatar
Firewall	Blue	1	4	Prevents access.	Sounds Alarm
Datamine	Blue	1	2	Attacks user when downloaded.	Attacks Computer
			20		
Sentry	Green	3	4	Queries user.	Sounds Alarm
Probe	Green	3	4	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (White)	Green	3	4	Queries user.	Attacks Avatar
Firewall	Green	3	4	Prevents access.	Sounds Alarm
Tracer	Green	3	2	Attempts to trace the user's system.	Increases Heat
Datamine	Green	3	2	Attacks user when downloaded.	Attacks Computer
			20		
Sentry	Yellow	5	3	Queries user.	Sounds Alarm
Probe	Yellow	5	3	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (White)	Yellow	5	3	Queries user.	Attacks Avatar
Attack (Gray)	Yellow	5	3	Attacks user.	Attacks Computer
Firewall	Yellow	5	3	Prevents access.	Sounds Alarm
Tracer	Yellow	5	2	Attempts to trace the user's system.	Increases Heat
Datamine	Yellow	5	3	Attacks user when downloaded.	Attacks Computer
			20		
Sentry	Orange	7	2	Queries user.	Sounds Alarm
Probe	Orange	7	3	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (White)	Orange	7	2	Queries user.	Attacks Avatar
Attack (Gray)	Orange	7	4	Attacks user.	Attacks Computer
Firewall	Orange	7	3	Prevents access.	Sounds Alarm

Type	Grade	Rating	Count	Action	Effect
Tracer	Orange	7	2	Attempts to trace the user's system.	Increases Heat
Trace & Burn (Gray)	Orange	7	1	Attempts to trace the user's system.	Increases Heat & attacks Computer
Datamine	Orange	7	3	Attacks user when downloaded.	Attacks Computer
			20		
Sentry	Red	10	2	Queries user.	Sounds Alarm
Probe	Red	10	3	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (Gray)	Red	10	4	Attacks user. Half damage is applied to computer.	Attacks Computer
Firewall	Red	10	4	Prevents access.	Sounds Alarm
Tracer	Red	10	2	Attempts to trace the user's system.	Increases Heat
Trace & Burn (Gray)	Red	10	2	Attempts to trace the user's system.	Increases Heat & attacks Computer
Datamine	Red	10	3	Attacks user when downloaded.	Attacks Computer
			20		
Sentry	Black	15	2	Queries user.	Sounds Alarm
Probe	Black	15	2	Queries user. Travels to adjoining nodes.	Sounds Alarm
Attack (Black)	Black	15	5	Attacks user.	Attacks Player
Firewall	Black	15	4	Prevents access.	Sounds Alarm
Trace & Burn (Gray)	Black	15	3	Attempts to trace the user's system.	Increases Heat & attacks Computer
Trace & Burn (Black)	Black	15	1	Attempts to trace the user's system.	Increases Heat & attacks player
Datamine	Black	15	3	Attacks user when downloaded.	Attacks Computer

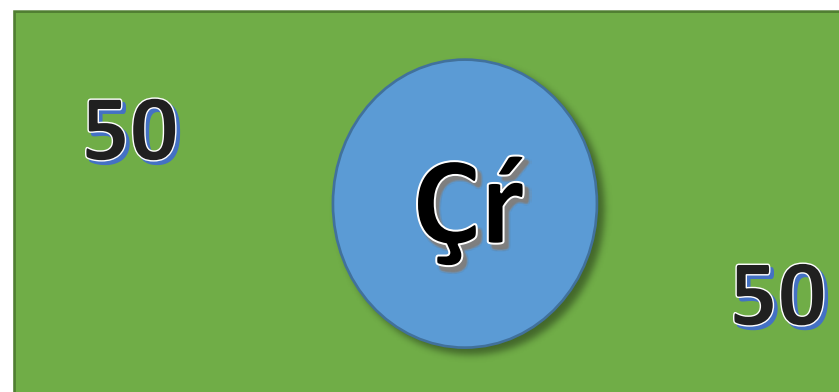
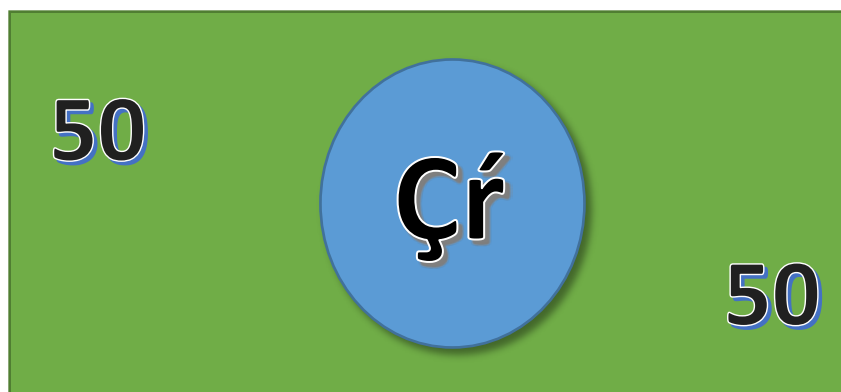
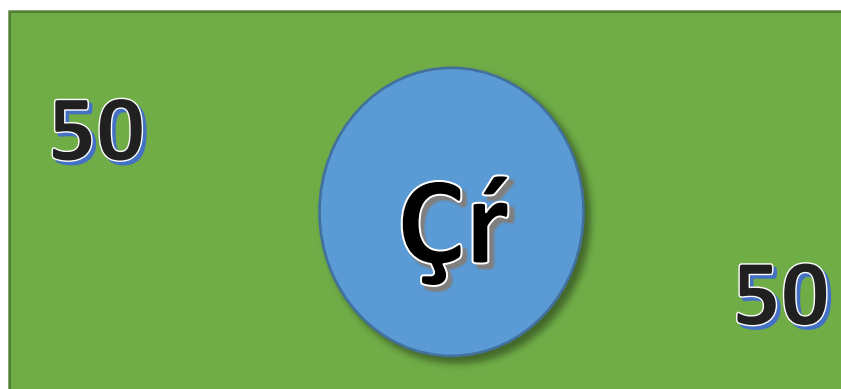
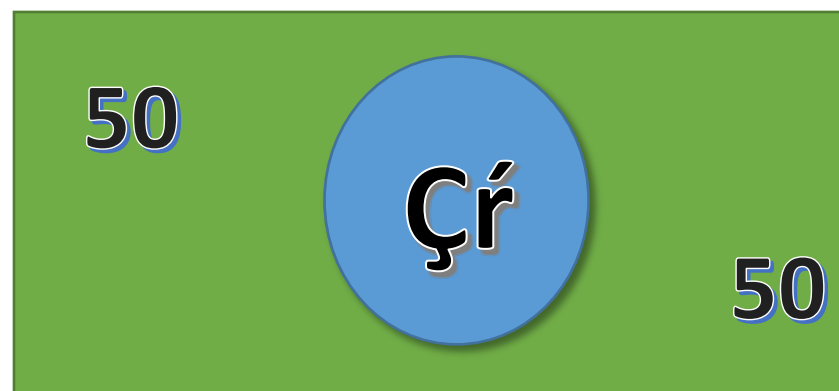
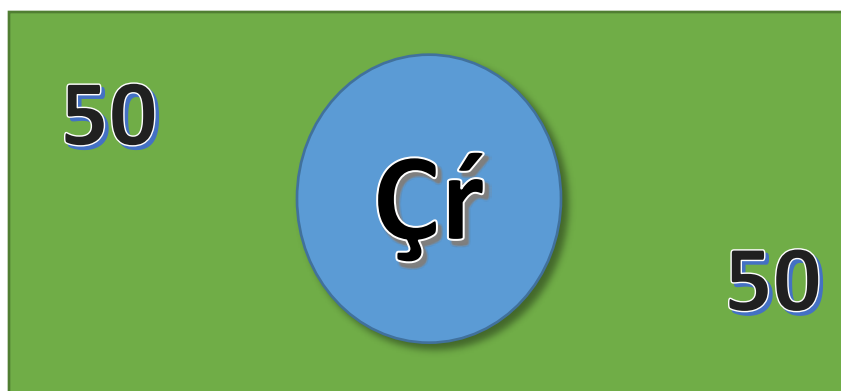
Program	Type	Target	Effect		Cost		Cost		Cost		Cost		Cost		Cost		Cost		Cost		Cost		
File Scan	Analyze	Data	Used to scan programs and files in Data Stores	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Node Scan	Analyze	Node	Used to find stealthed ICE and players	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Port Scan	Analyze	Node, Firewall	Scans I/O ports. Also bypasses Firewalls	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Anti-Virus	Attack	Datamines	Attacks Datamines	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Attack	Attack	ICE	Attacks ICE	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Virus	Attack	ICE	Slow acting attack program.	1	50	2	100	3	200	4	300	5	500										
Armor	Defense	Self	Defends against ICE attacks	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Data Bomb	Defense	Node	Confuses enemy ICE.	1	50	2	100	3	200	4	300	5	500										
Encryption	Defense	Self	Provides defense against Trace attacks	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Shield	Defense	Self	Provides extra defense against ICE attacks	1	50	2	100	3	200	4	300	5	500										
Cloak	Stealth	Self	Prevents ICE from seeing you.	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Deceive	Stealth	ICE, Firewall	Presents fornt of a legitimate user	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Proxy	Stealth	Trace	Hides your location. Defends against Trace	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000
Silence	Stealth	Node	Prevents alarms from being sounded	1	25	2	50	3	100	4	150	5	250	6	350	7	500	8	650	9	800	10	1000

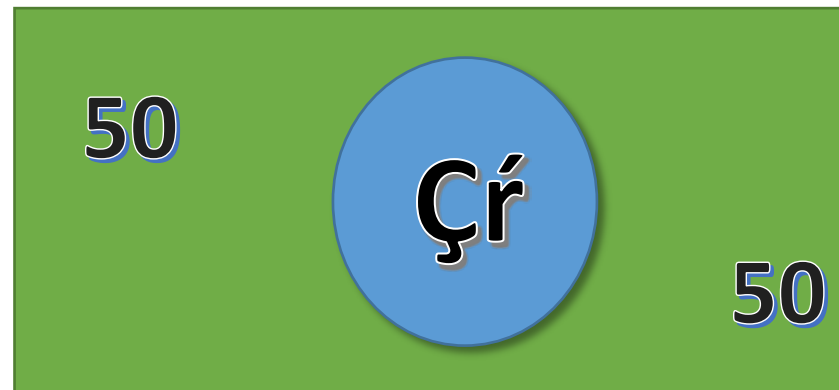
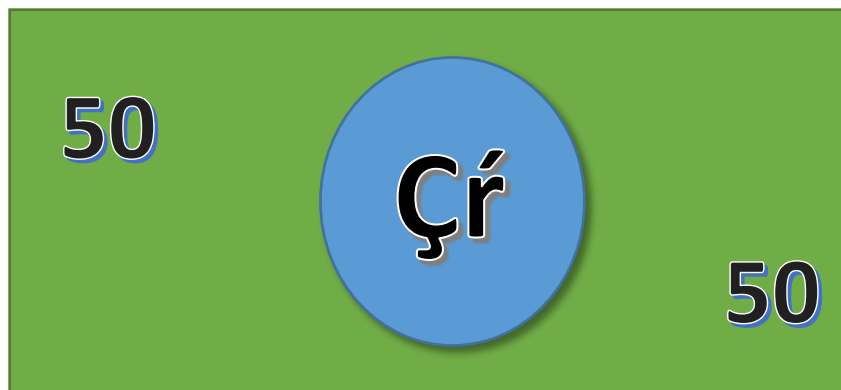
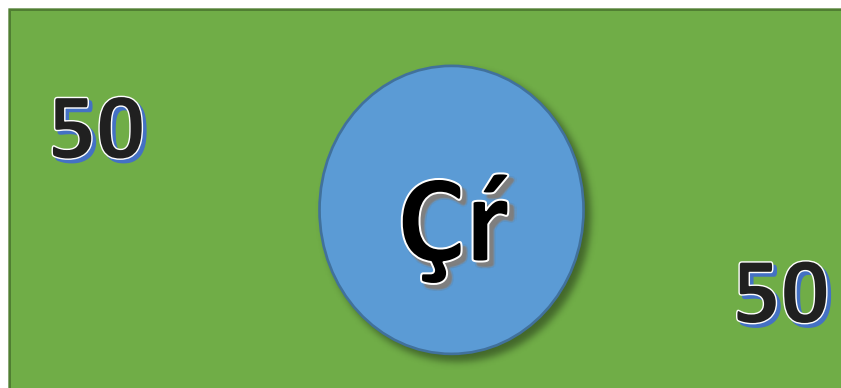
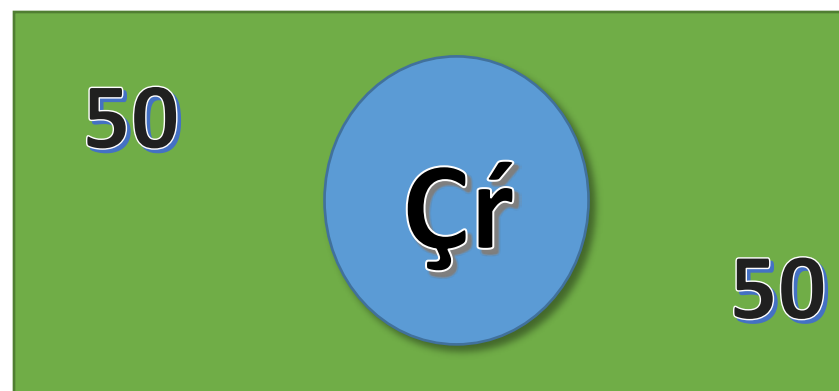
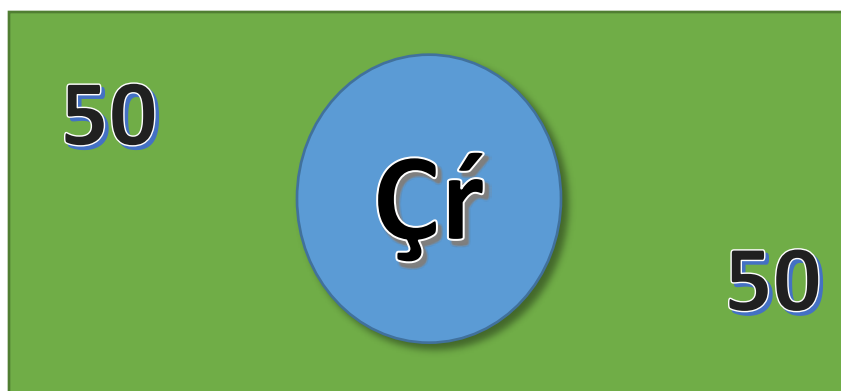
Tile	Type	Connections	Count
CPU	CPU	6	1
Network Node	Node	2	1
Secondary CPU	CPU	6	2
Coprocessor	CPU	3	6
Data Storage	Node	3	12
I/O Port	Node	2	6
Router	Node	2	4
Bus	Bus	2	12
Minor Bus Junction	Bus	3	6
Major Bus Junction	Bus	6	3

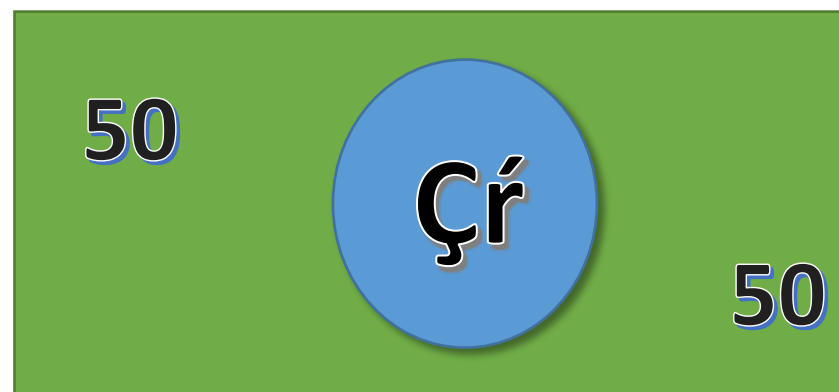
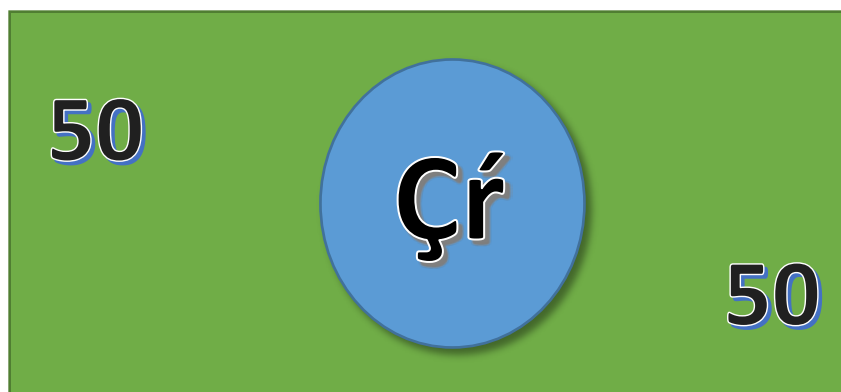
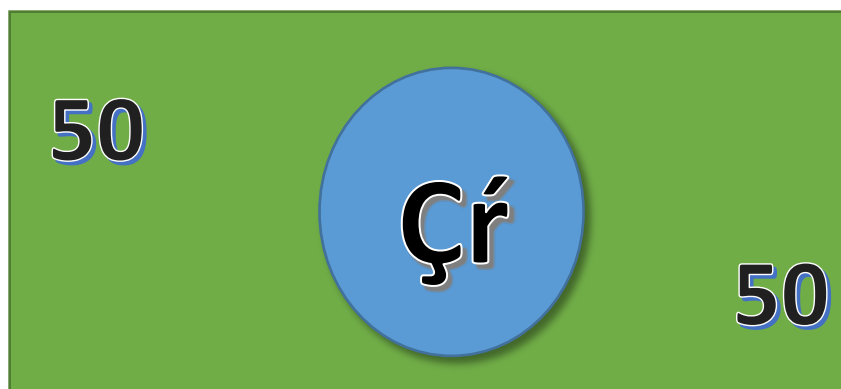
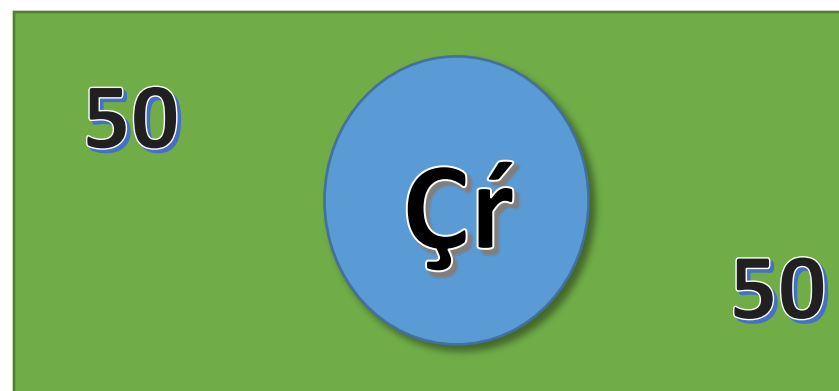
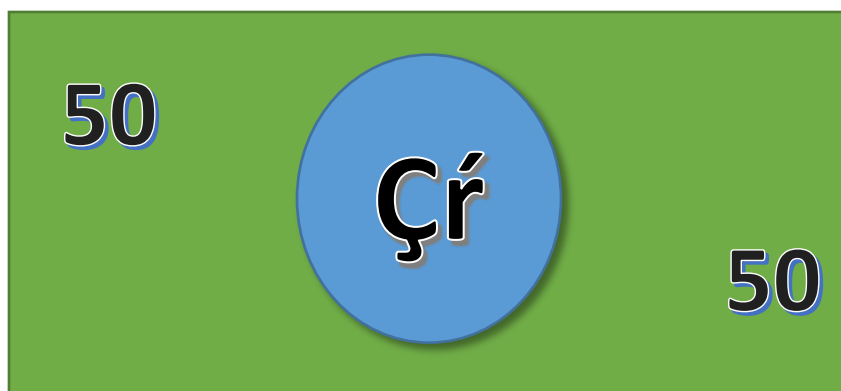
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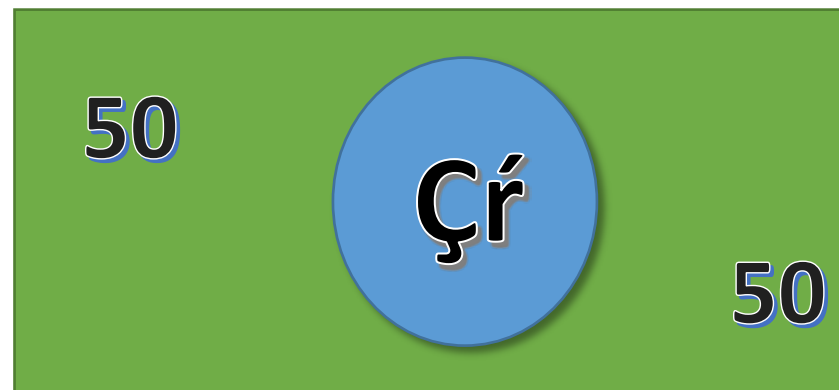
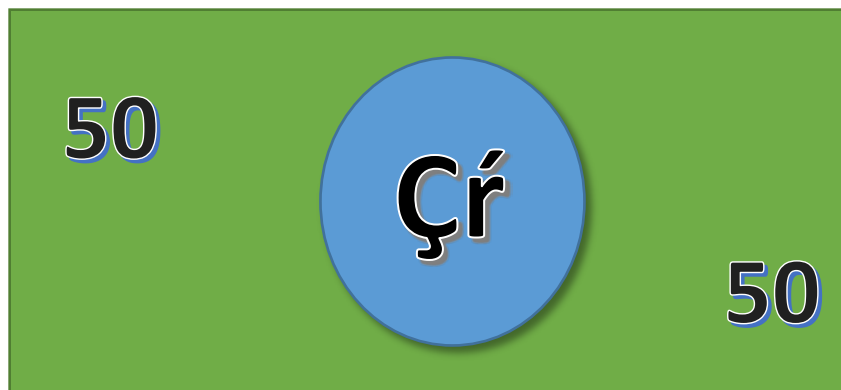
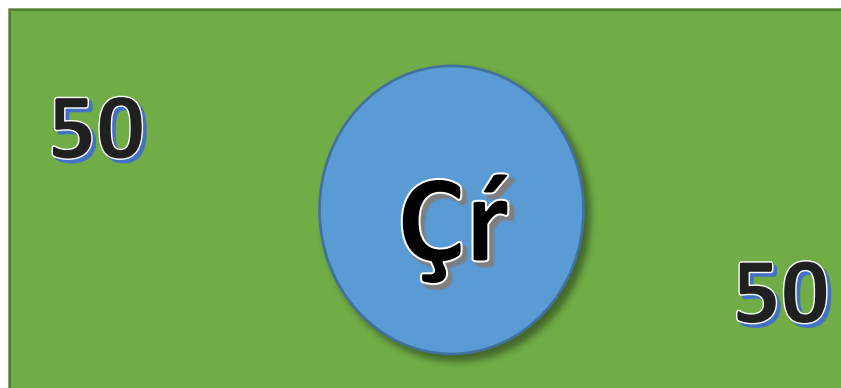
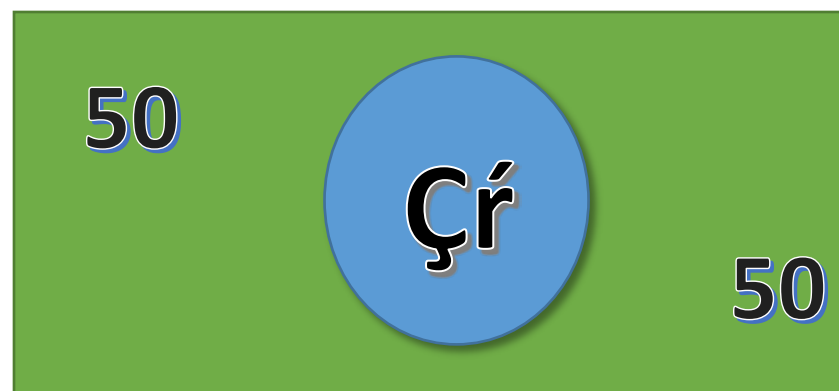
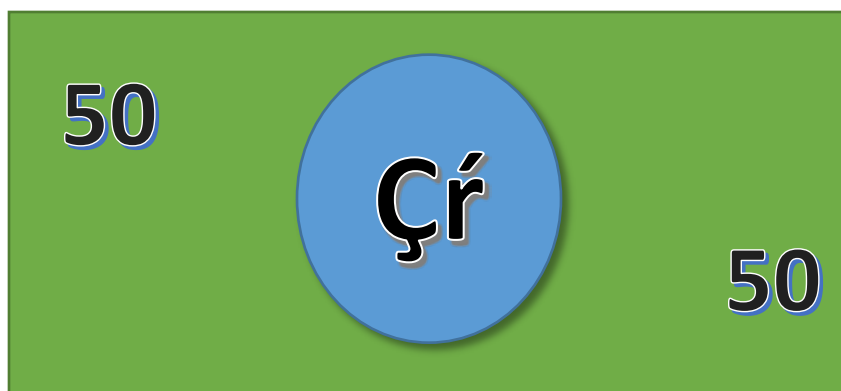
12%
24%
12%
8%
24%
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6%
100%

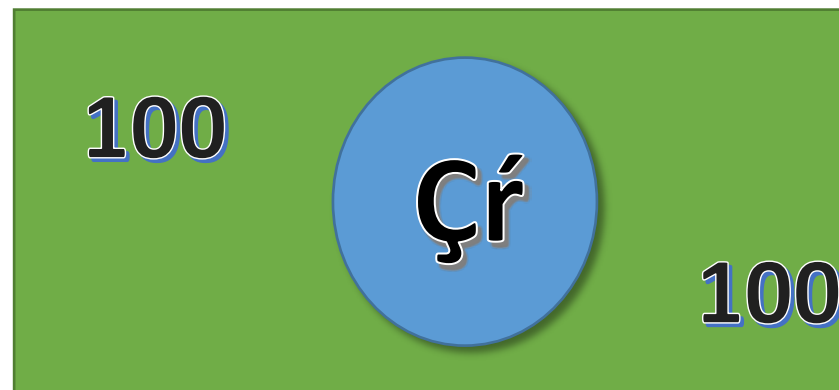
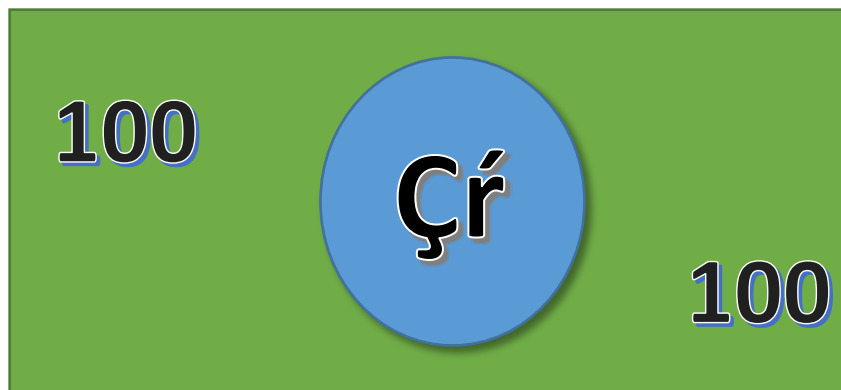
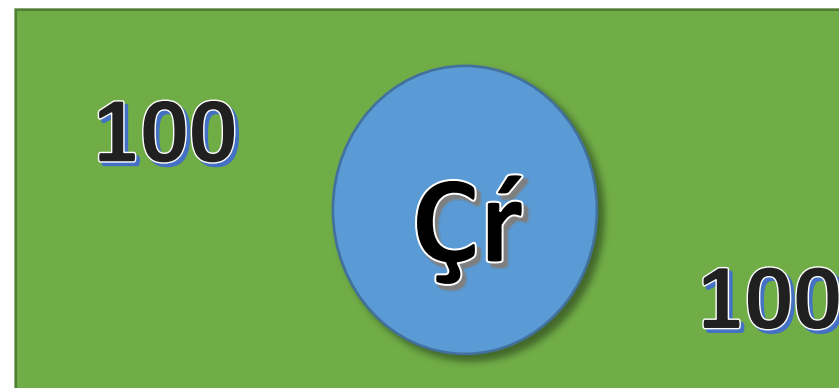
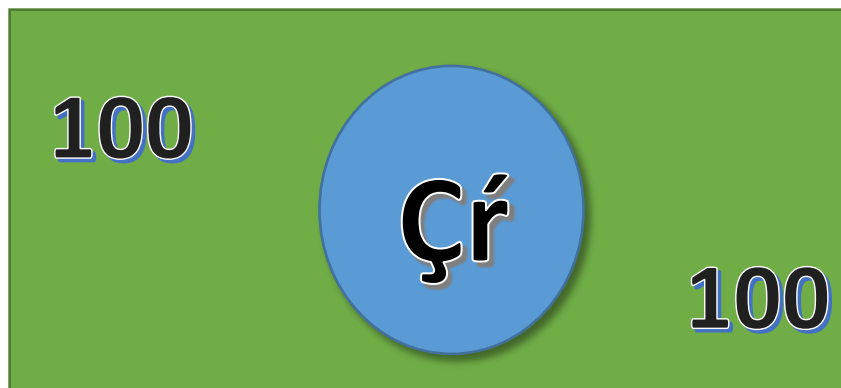
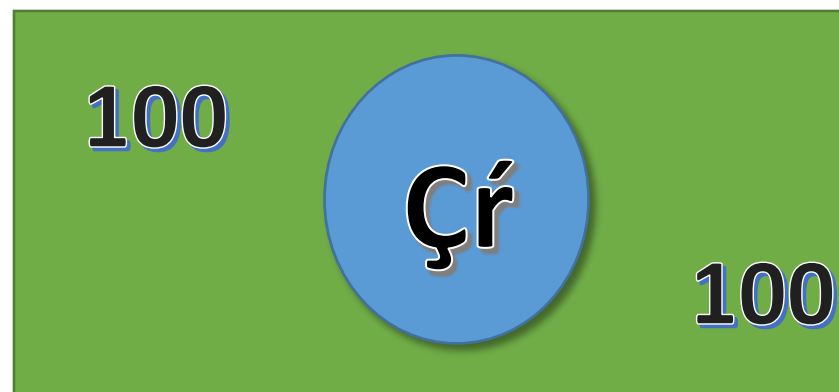
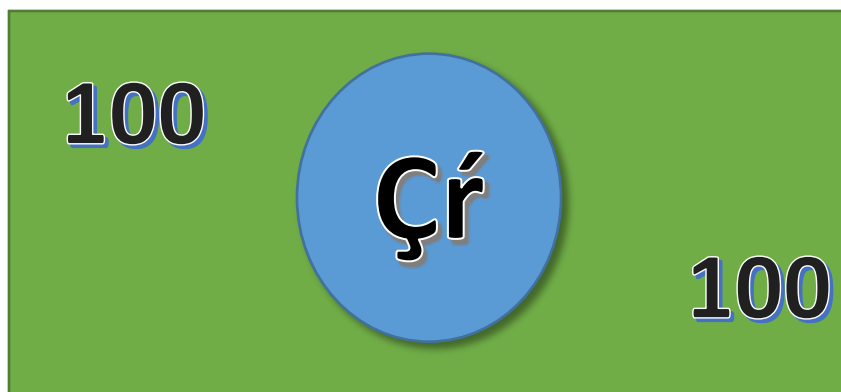
Card	Type	Color	Value	Card Count	Notes
Null Data	File	Blue	0	39	
Pay Data	File	Blue	50	10	
Special	Program	Blue	0	1	Upgrade 1 software of choice.
Null Data	File	Green	0	35	
Pay Data	File	Green	100	13	
Special	Program	Green	0	1	Upgrade 1 software of choice.
Special	Password	Green	0	1	Bypass 1 ICE, then discard.
Null Data	File	Yellow	0	31	
Pay Data	File	Yellow	150	15	
Special	Program	Yellow	0	2	Upgrade 1 software of choice.
Special	Password	Yellow	0	1	Bypass 1 ICE, then discard.
Special	Source Code	Yellow	0	1	Next purchase of software is 1/2 price.
Null Data	File	Orange	0	25	
Pay Data	File	Orange	200	20	
Special	Program	Orange	0	2	Upgrade 1 software of choice.
Special	Password	Orange	0	2	Bypass 1 ICE, then discard.
Special	Source Code	Orange	0	1	Next purchase of software is 1/2 price.
Null Data	File	Red	0	19	
Pay Data	File	Red	300	25	
Special	Program	Red	0	2	Upgrade 1 software of choice.
Special	Password	Red	0	2	Bypass 1 ICE, then discard.
Special	Source Code	Red	0	2	Next purchase of software is 1/2 price.
Null Data	File	Black	0	5	
Pay Data	File	Black	350	37	
Special	Program	Black	0	3	Upgrade 1 software of choice.
Special	Password	Black	0	3	Bypass 1 ICE, then discard.
Special	Source Code	Black	0	2	Next purchase of software is 1/2 price.

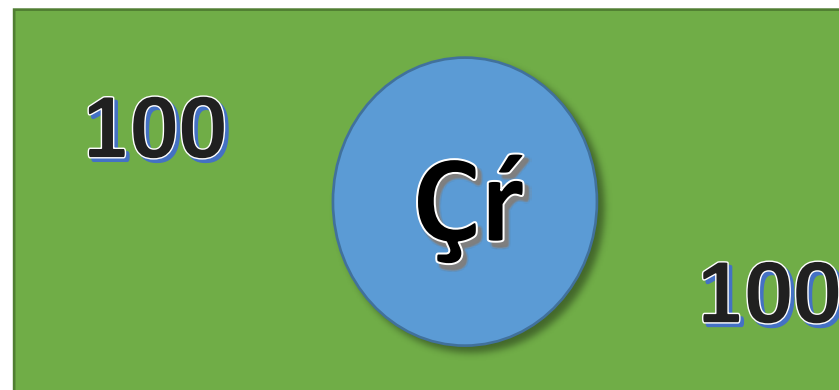
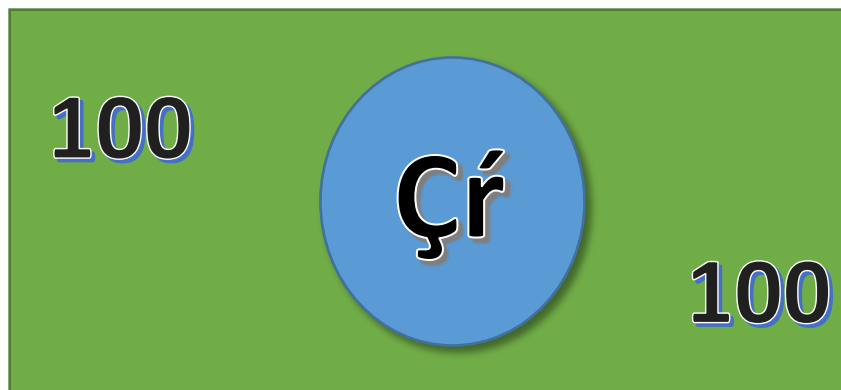
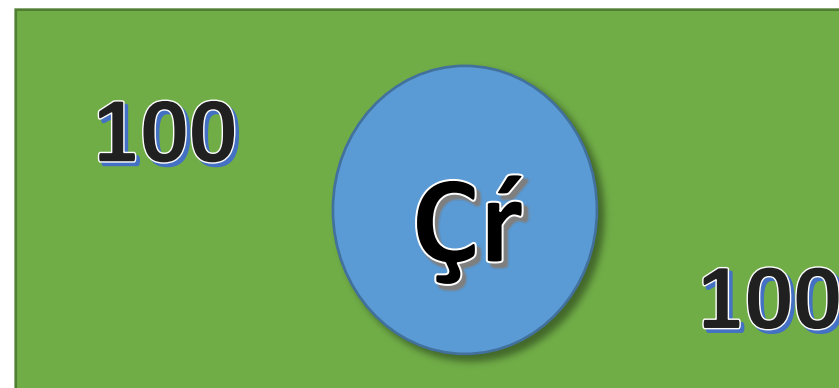
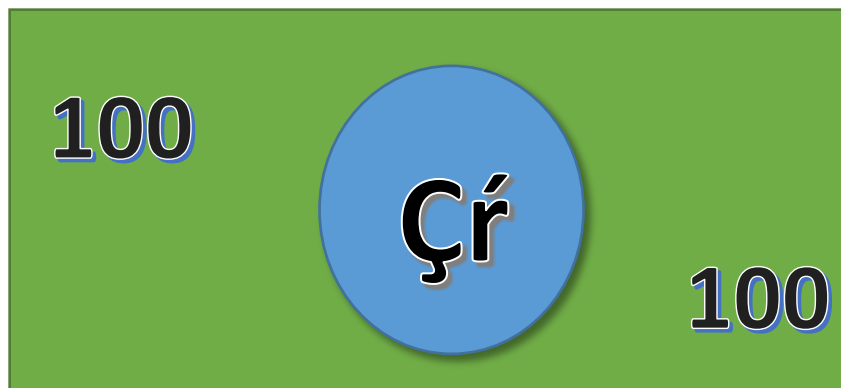
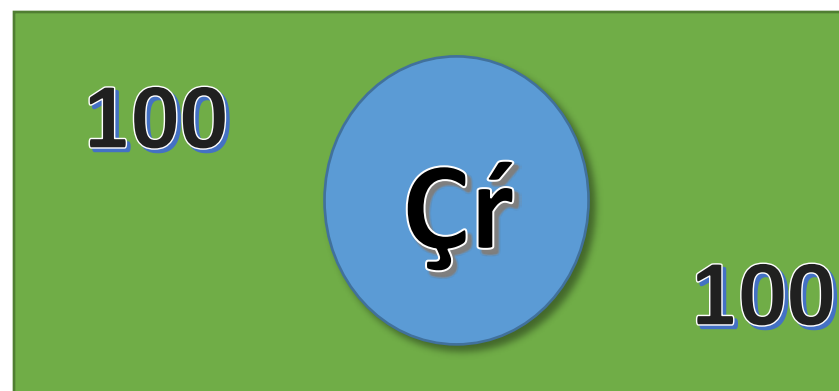
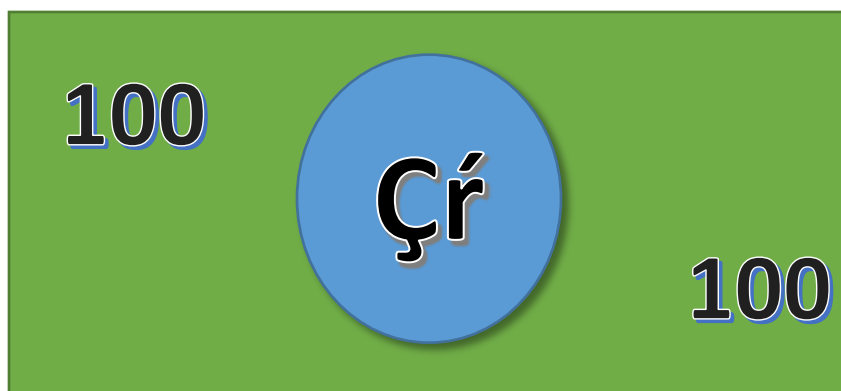


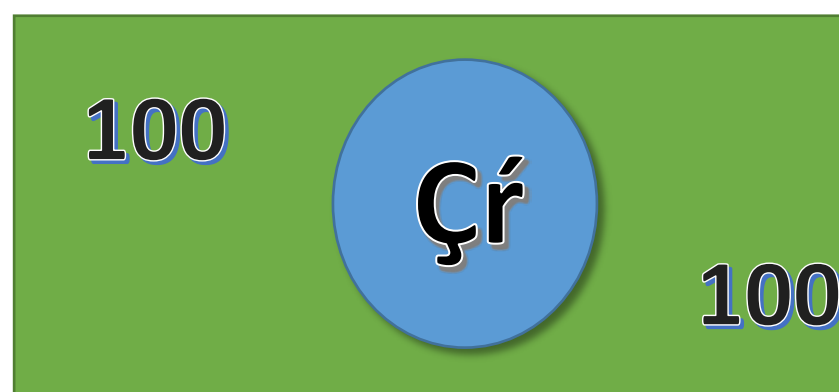
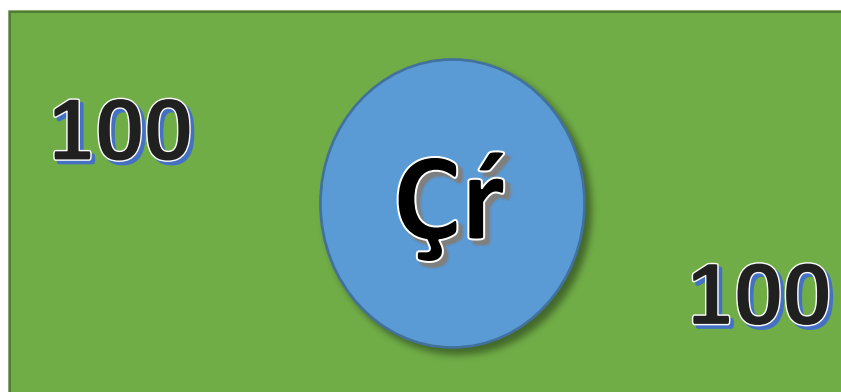
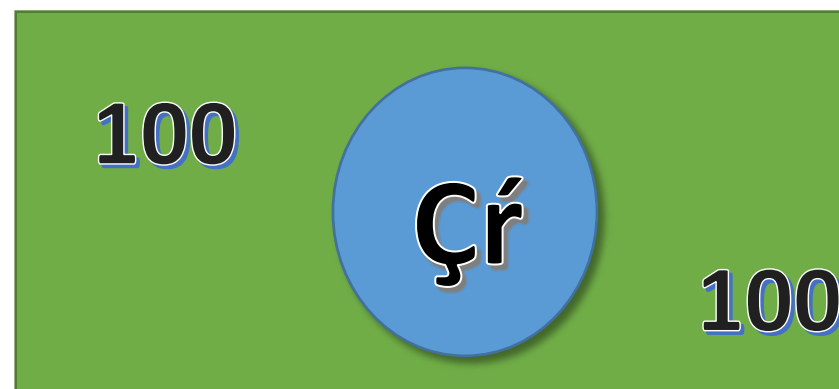
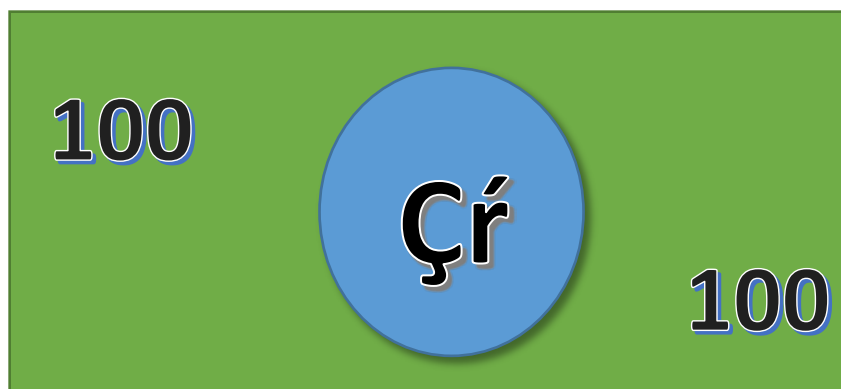
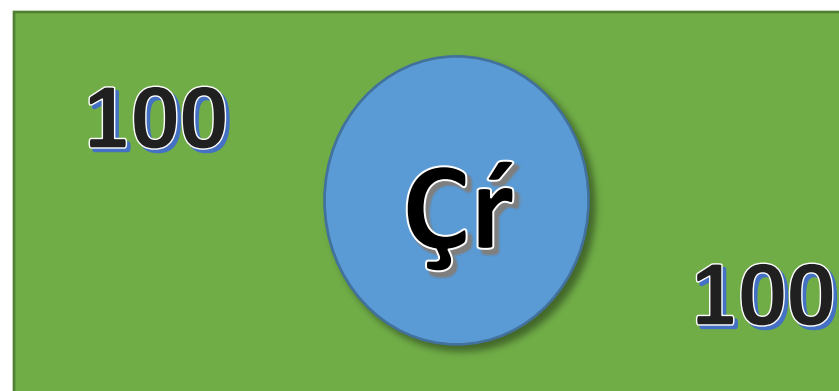
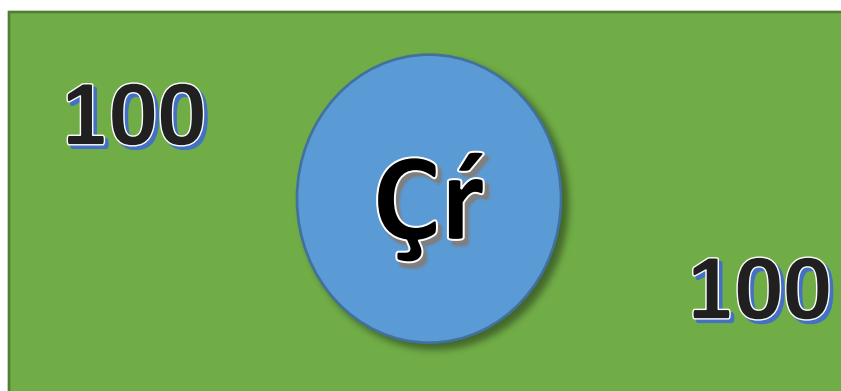


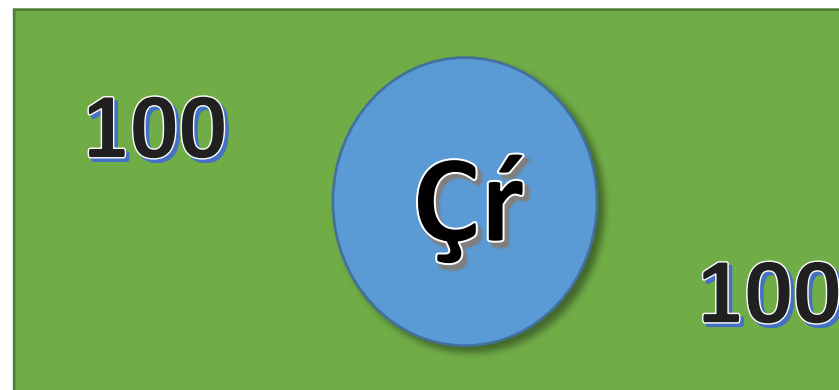
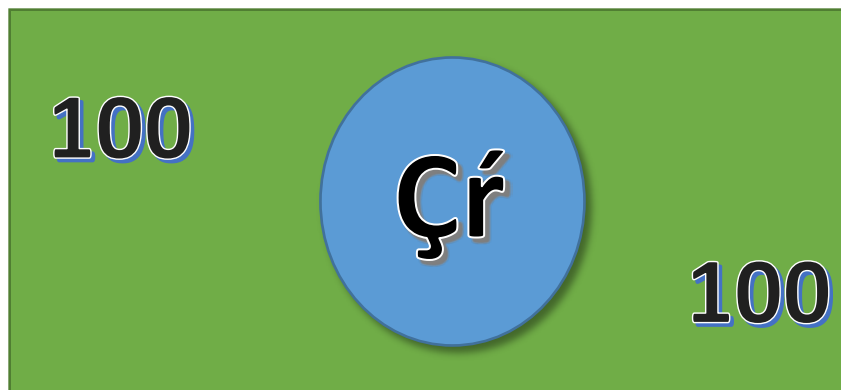
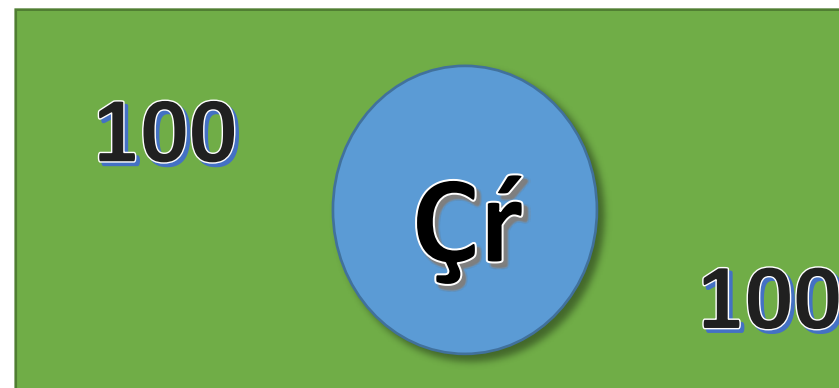
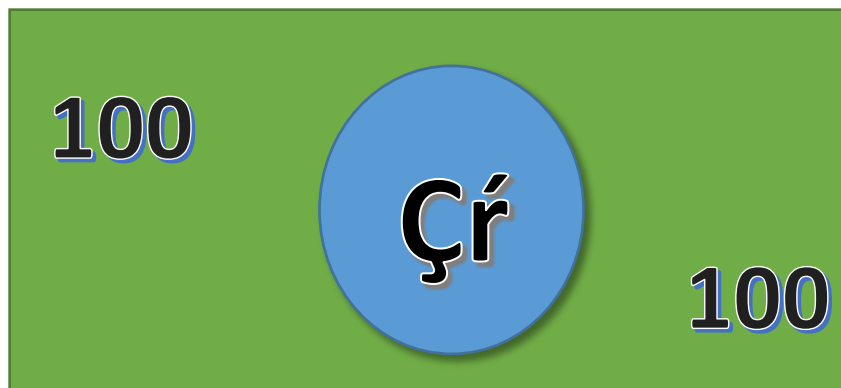
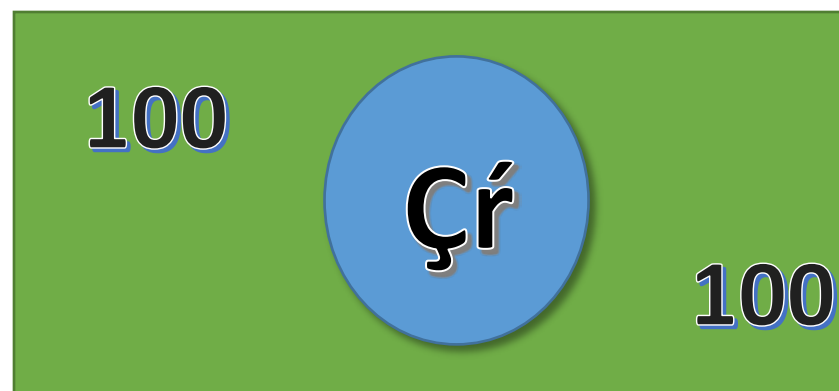
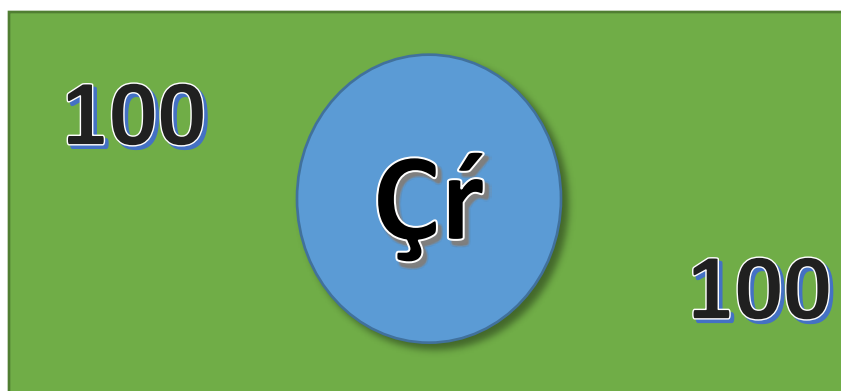


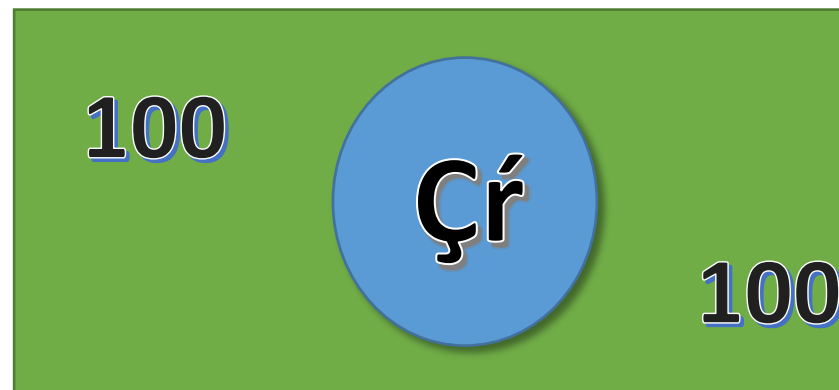
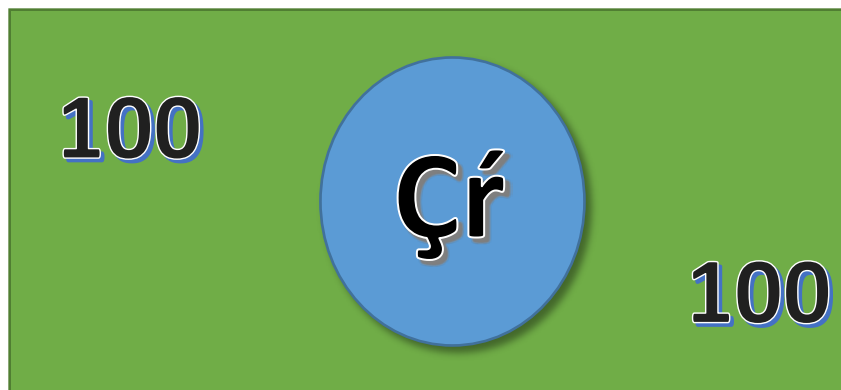
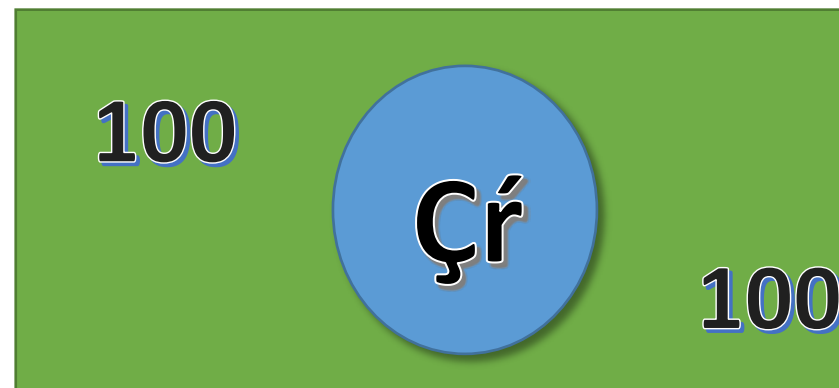
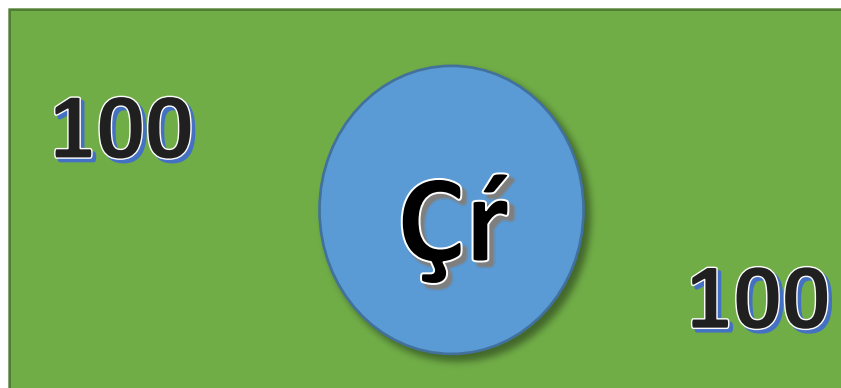
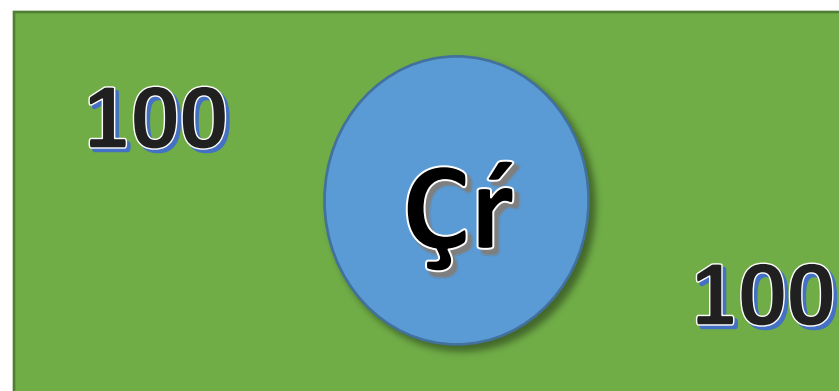
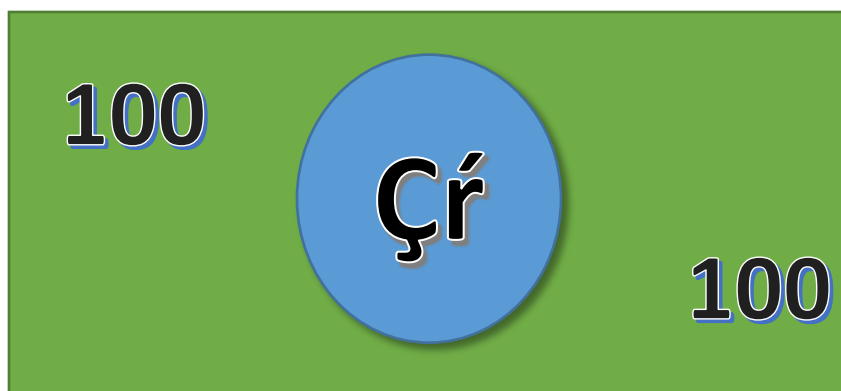


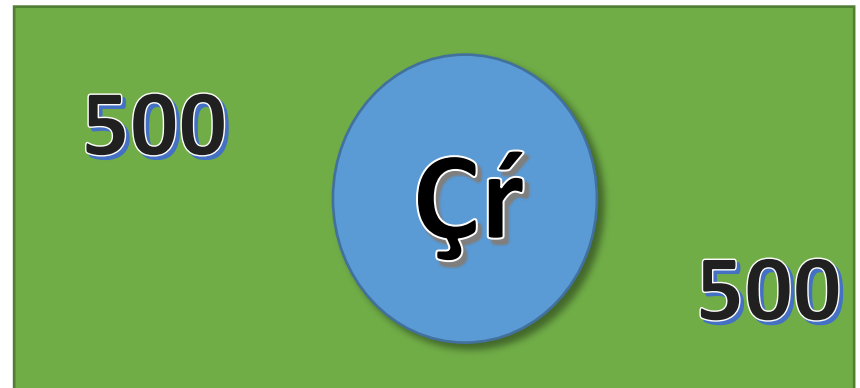
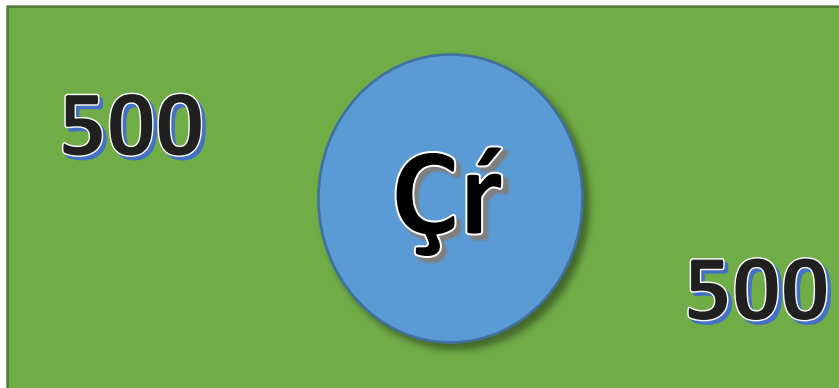
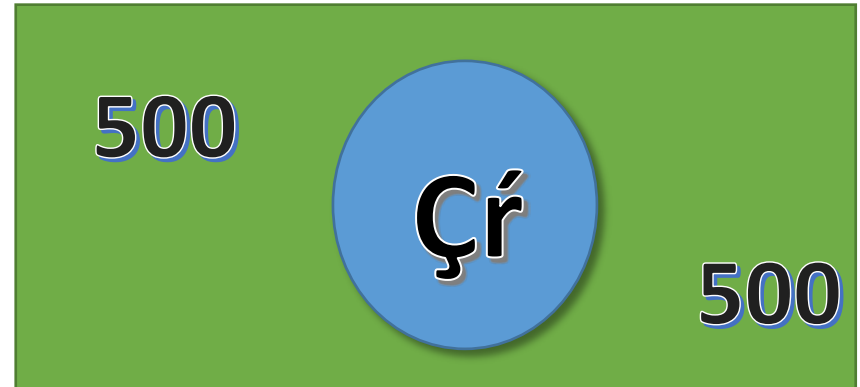
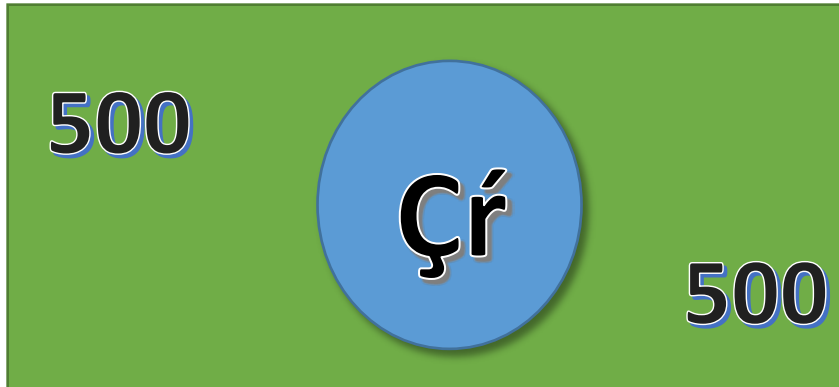
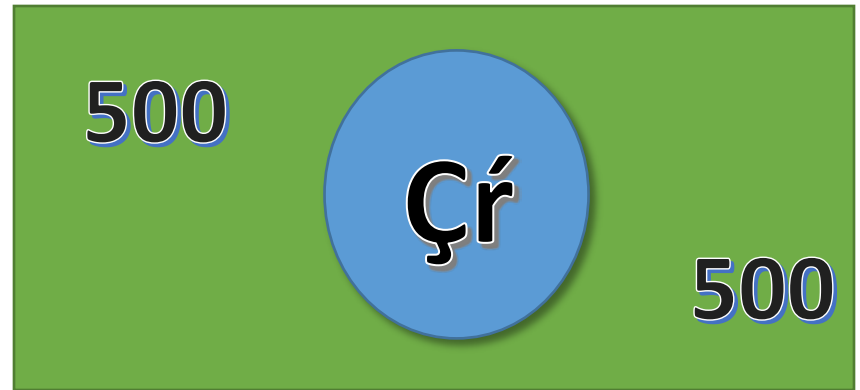
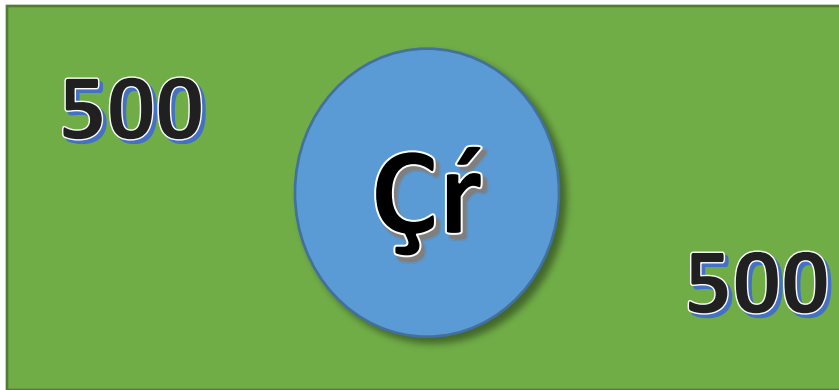


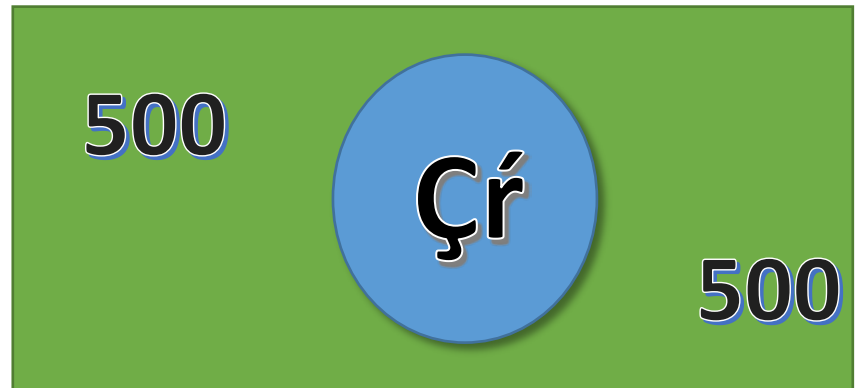
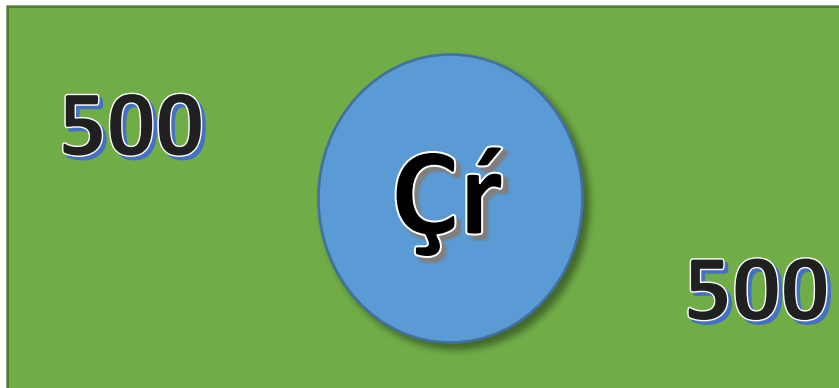
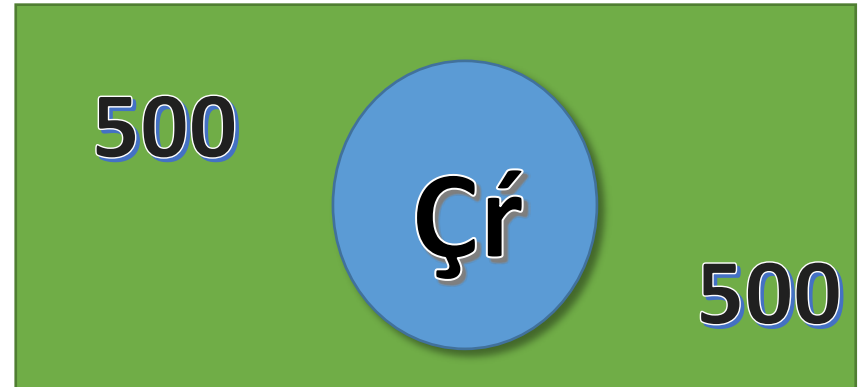
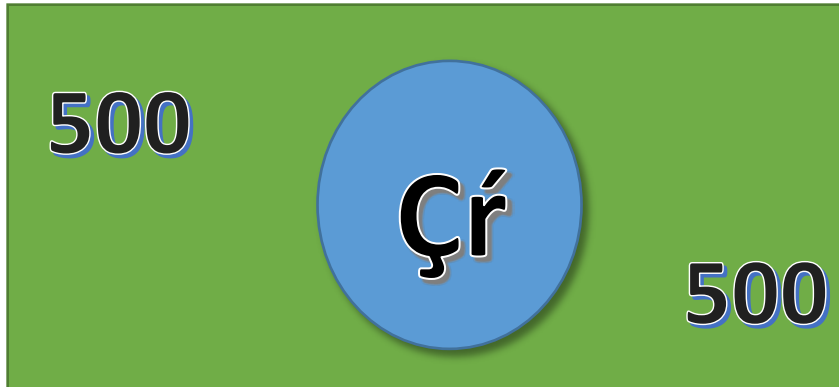
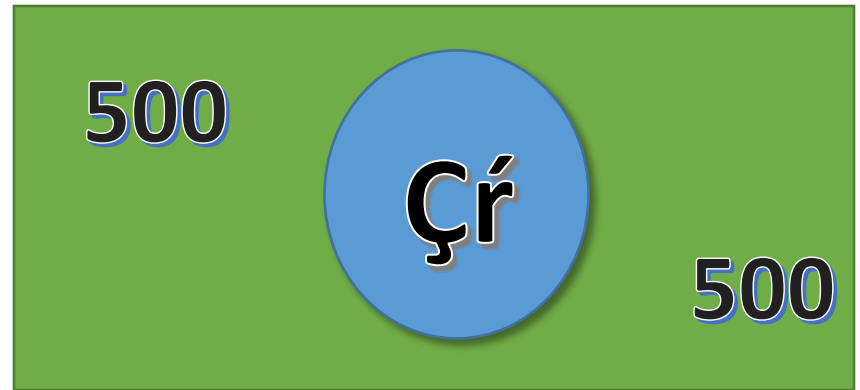
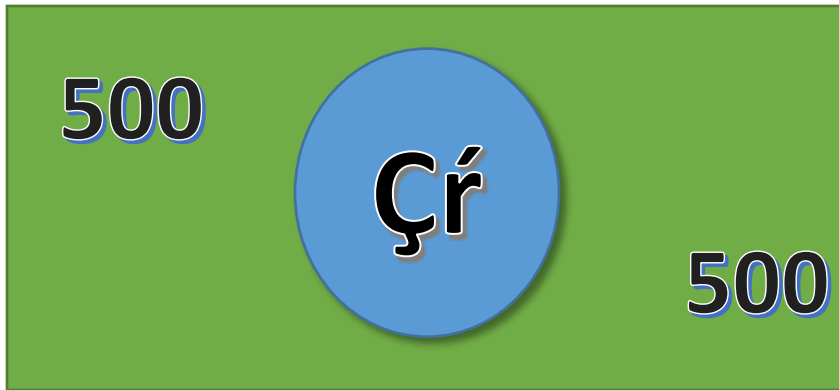


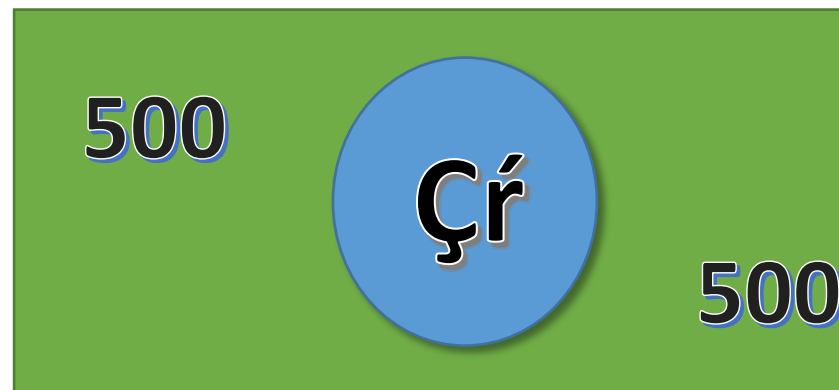
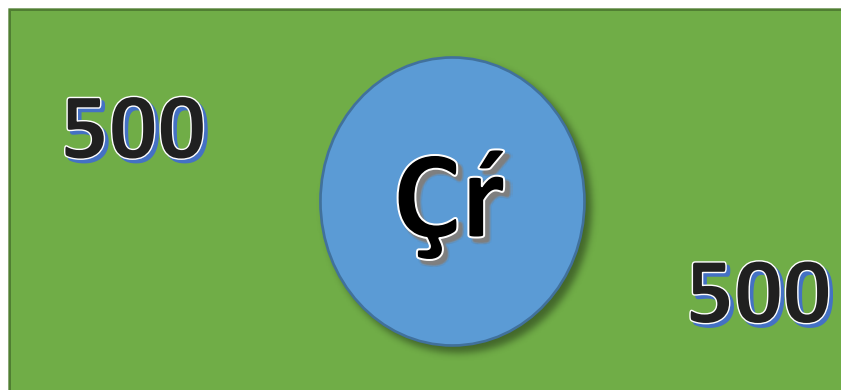
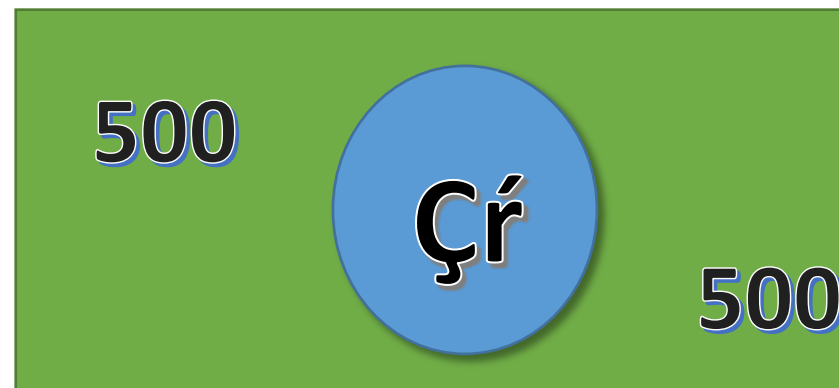
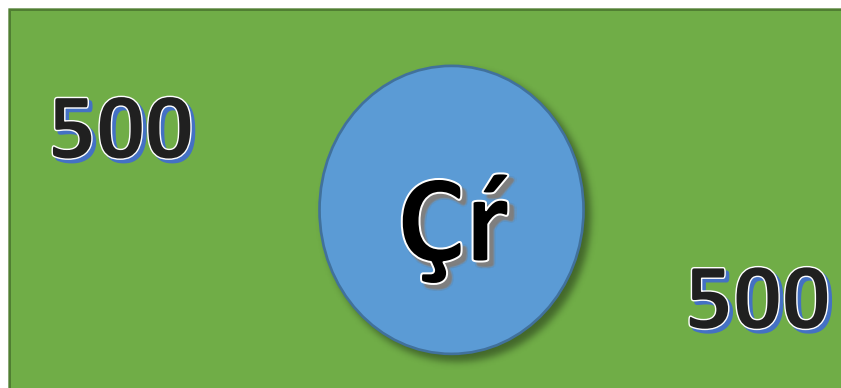
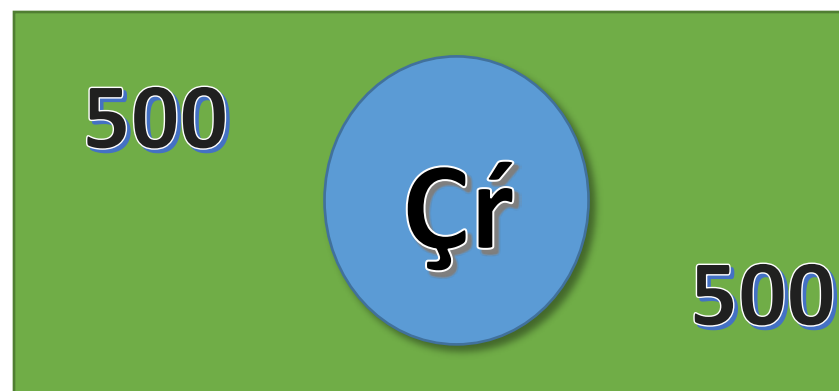
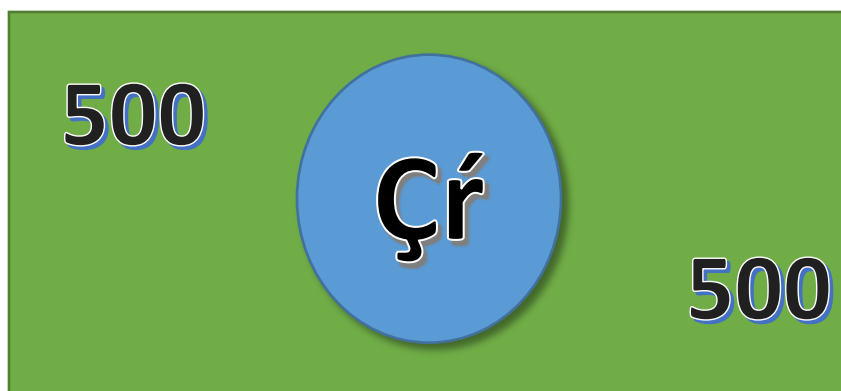


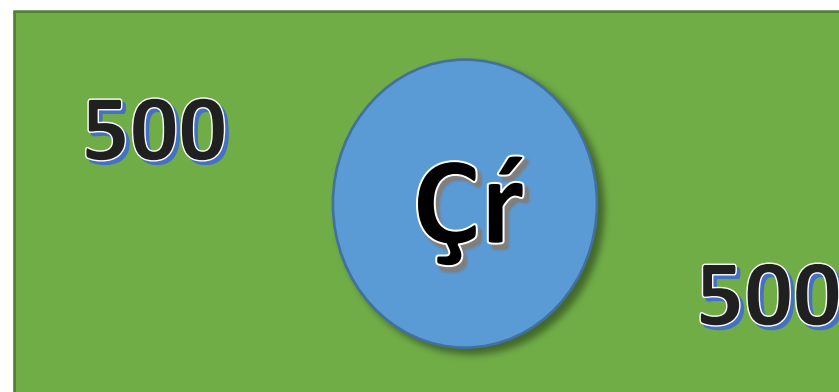
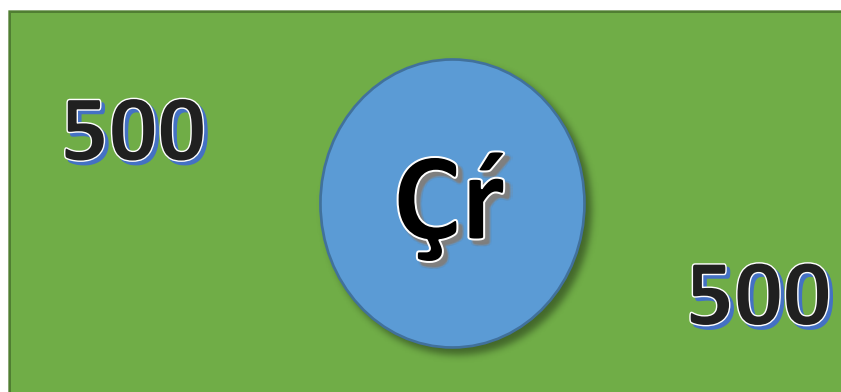
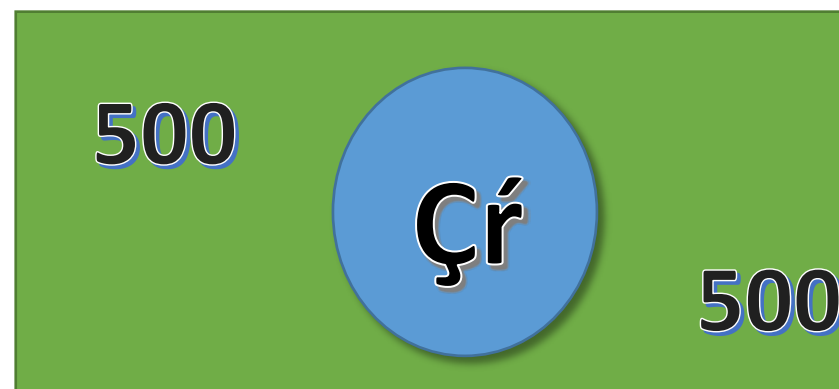
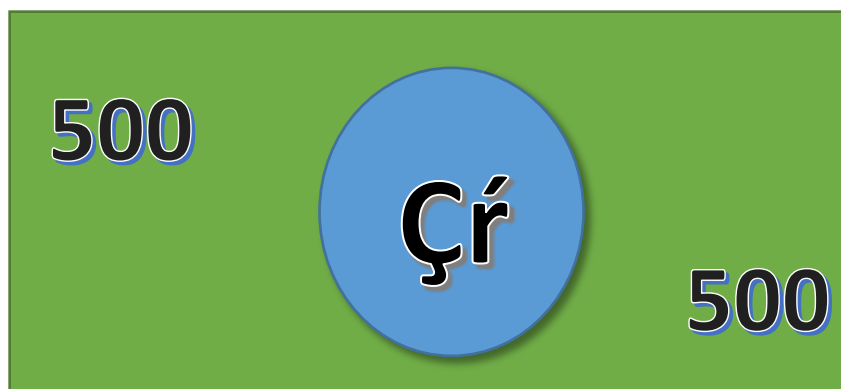
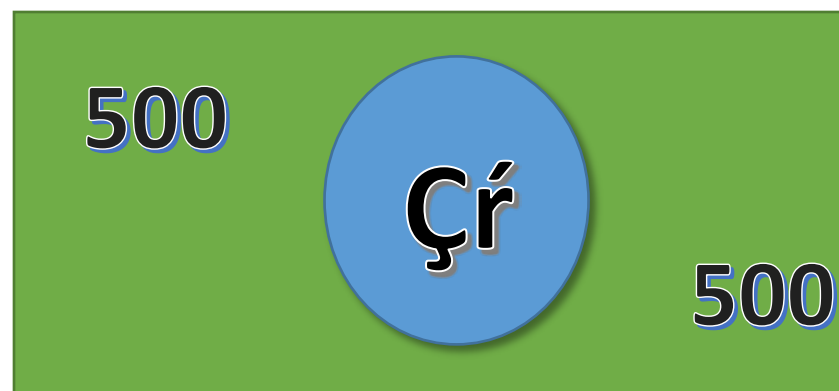
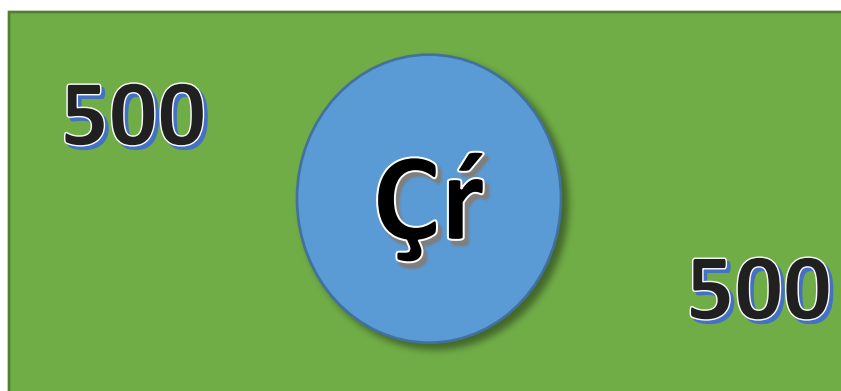


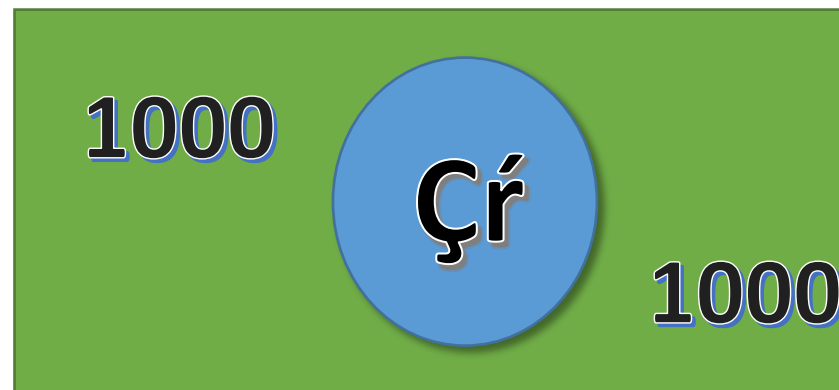
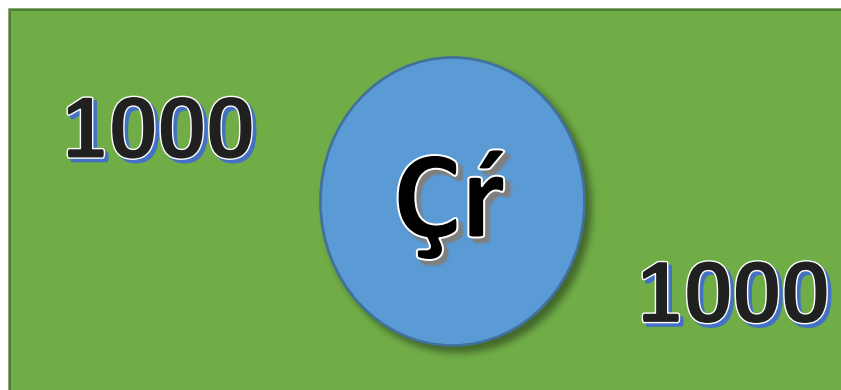
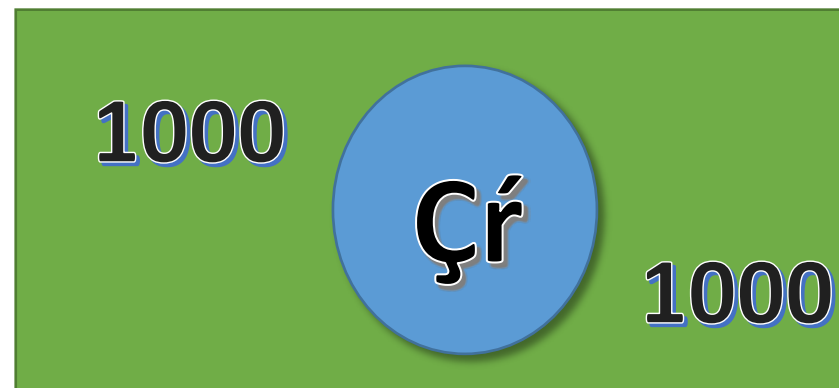
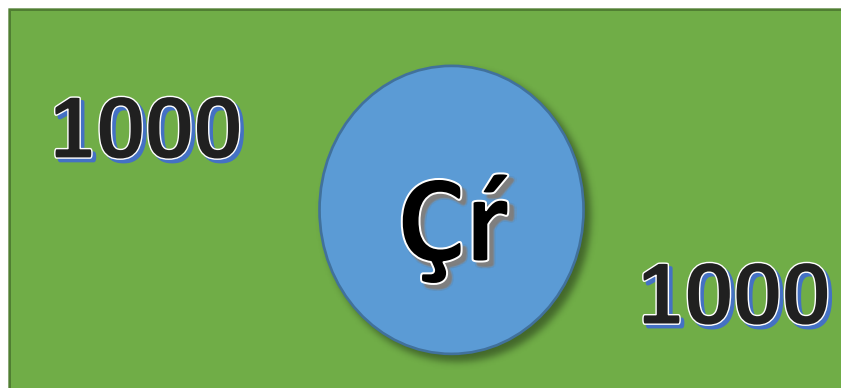
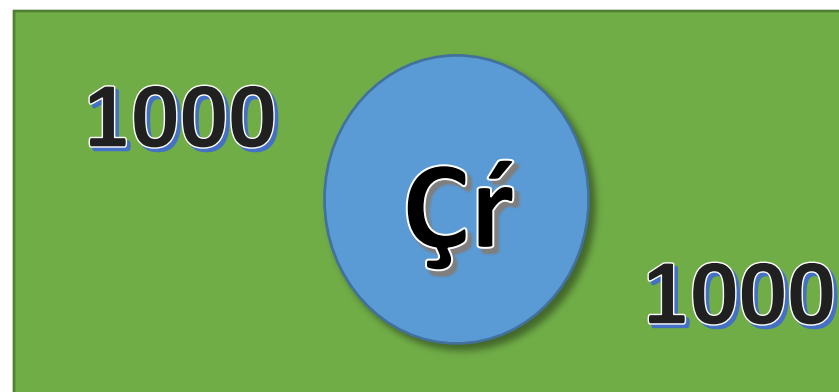
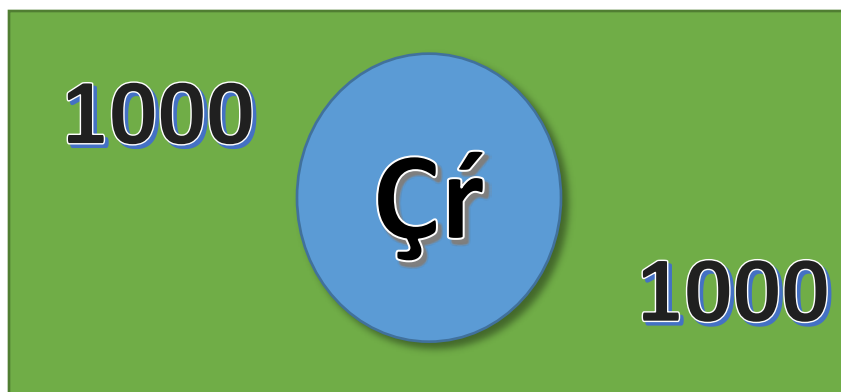


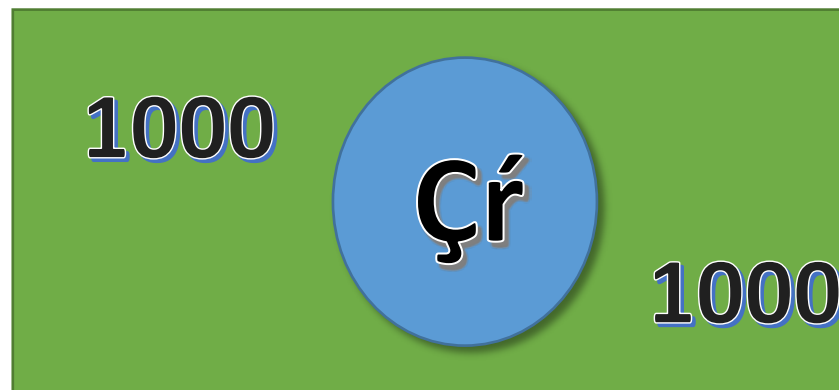
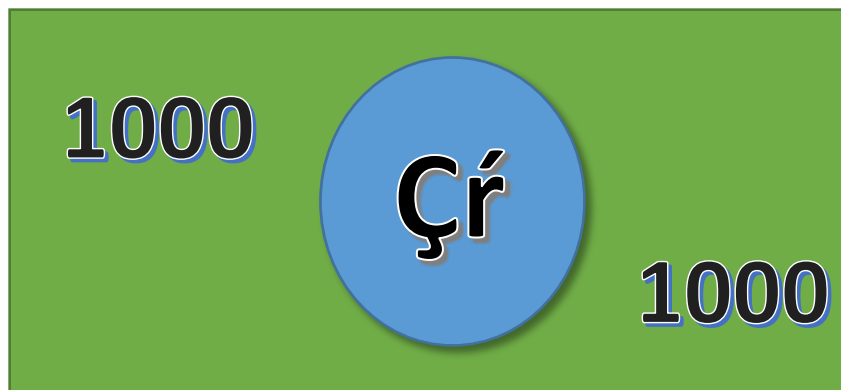
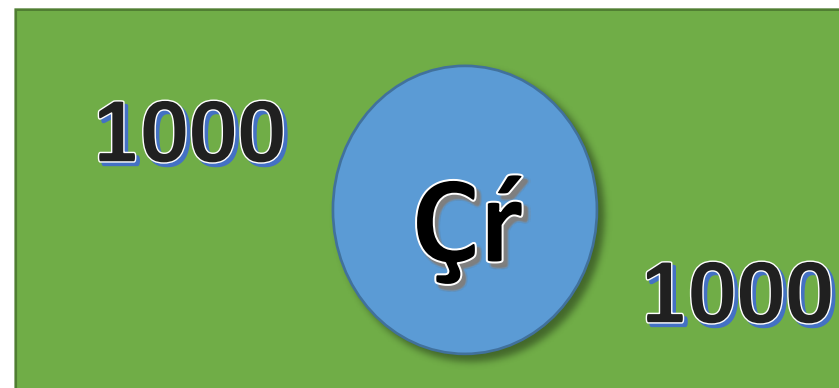
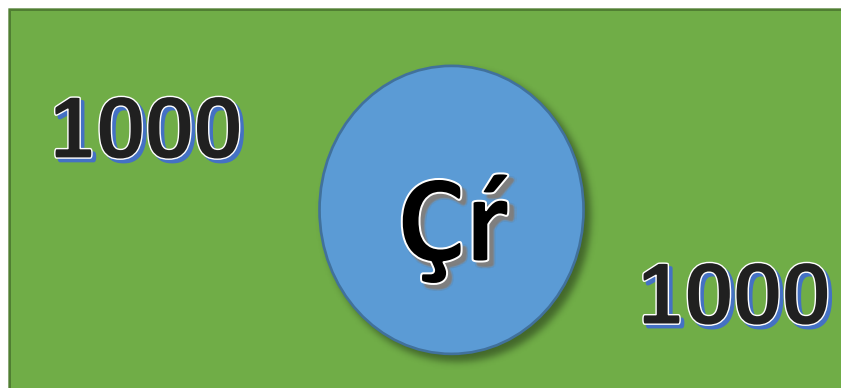
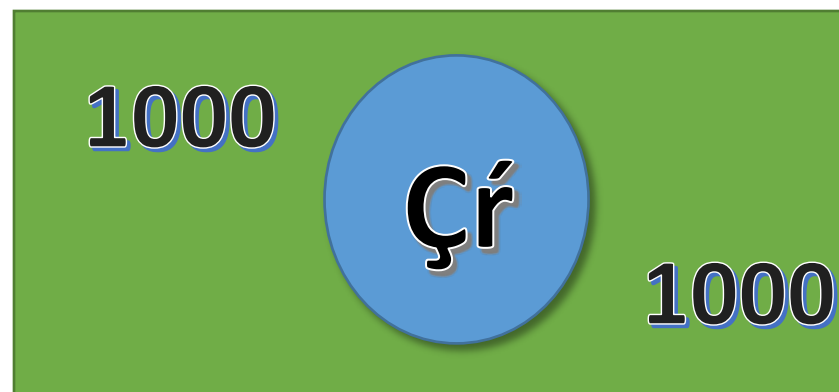
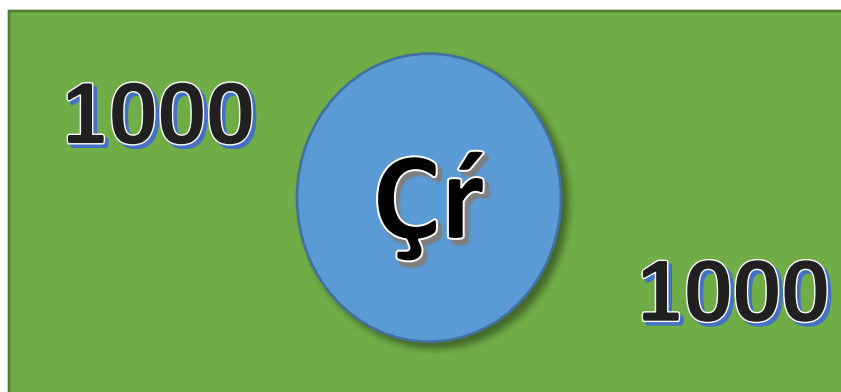


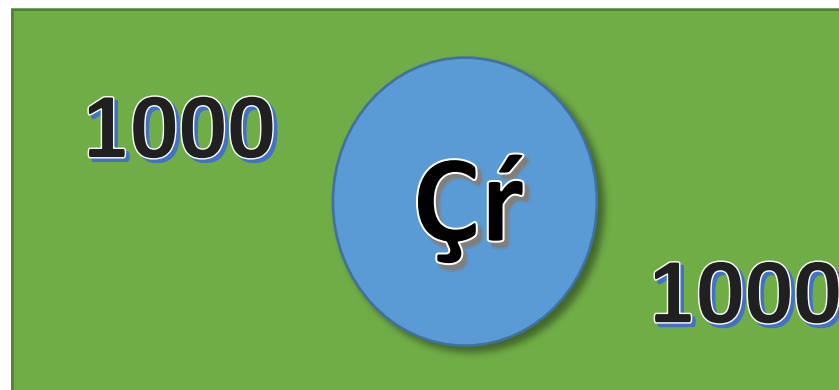
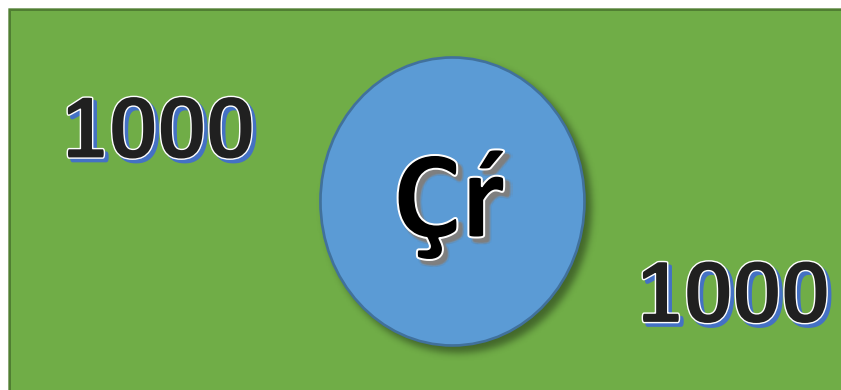
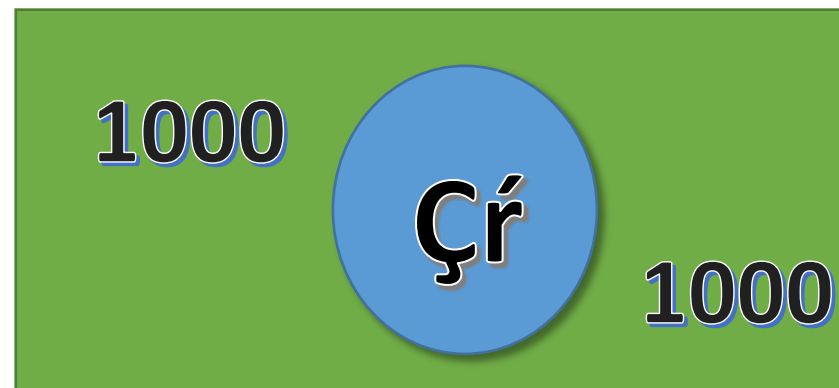
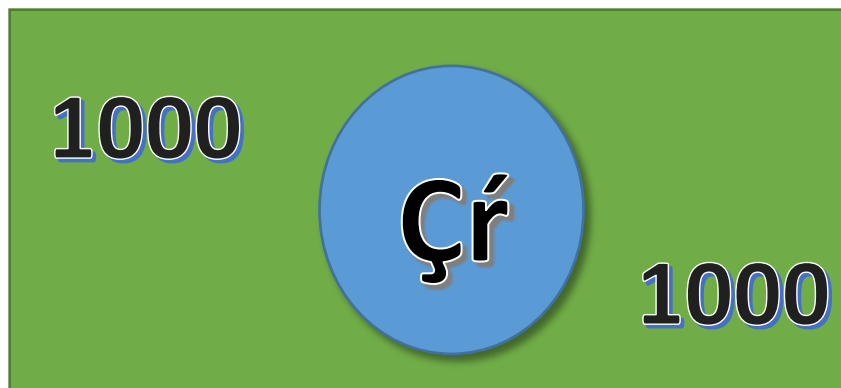
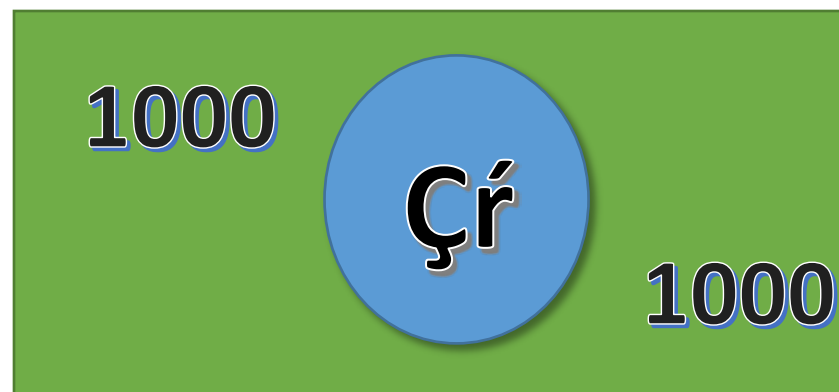
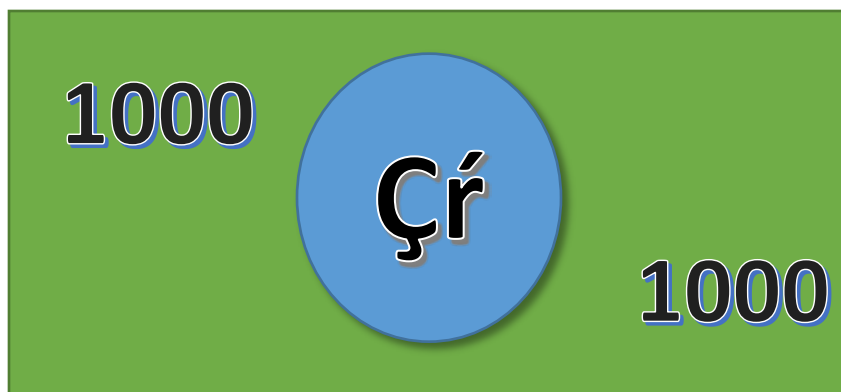


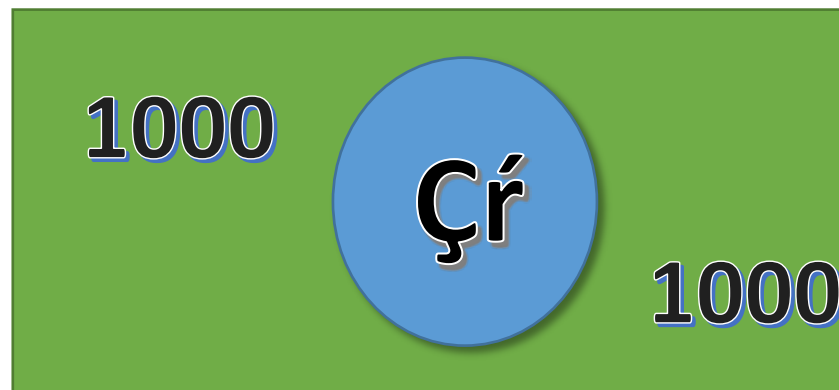
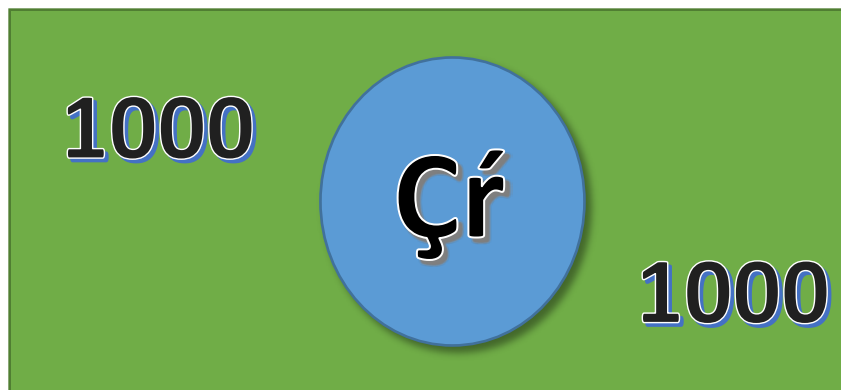
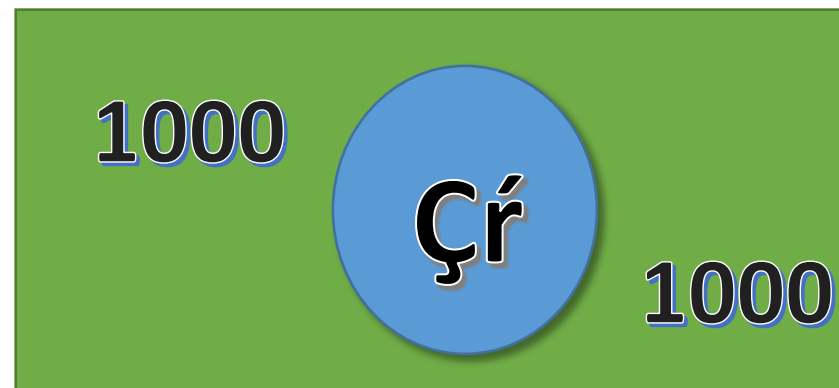
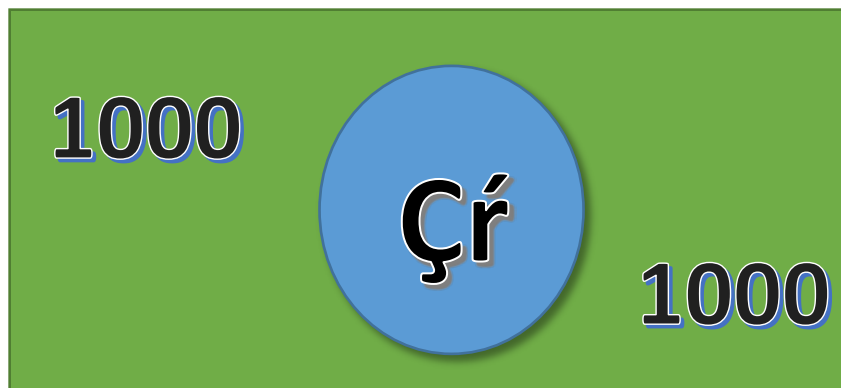
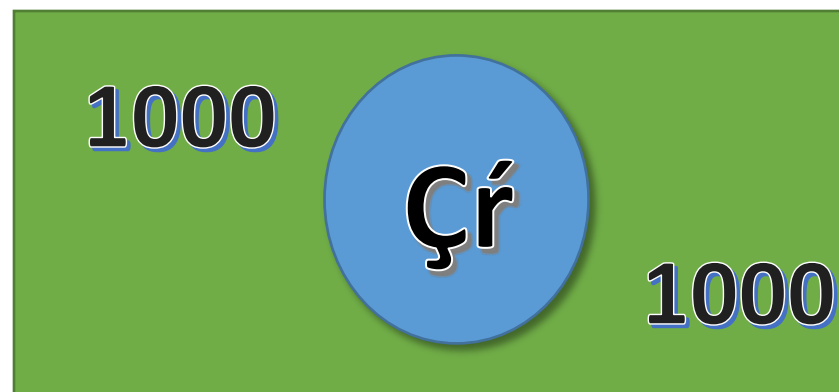
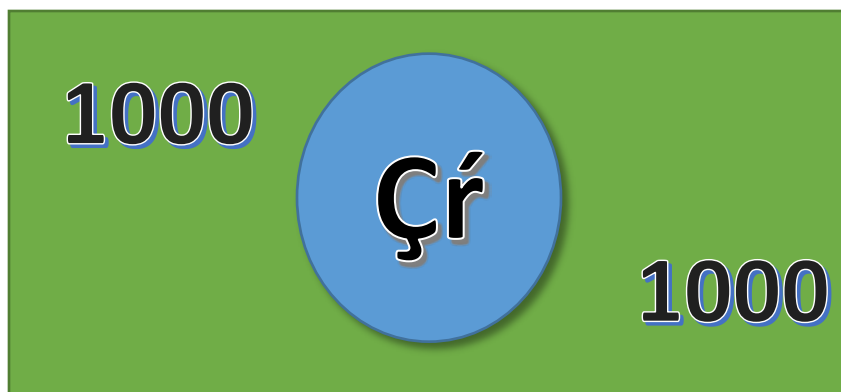














Game Turns

Current Mission

Attack
Skill

Defense
Skill

Stealth
Skill

Analyze
Skill

Hacking
Skill

Perk

Mental Quickness

0

1

2

3

4

5

6

7

8

9

10

Health

1

2

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Attack
Skill

Defense
Skill

Stealth
Skill

Analyze
Skill

Hacking
Skill

Perk

Mental Quickness

0

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Health

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Attack
Skill

Defense
Skill

Stealth
Skill

Analyze
Skill

Hacking
Skill

Perk

Mental Quickness

0

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Health

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21

Attack
Skill

Defense
Skill

Stealth
Skill

Analyze
Skill

Hacking
Skill

Perk

Mental Quickness

0

1

2

3

4

5

6

7

8

9

10

Health

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

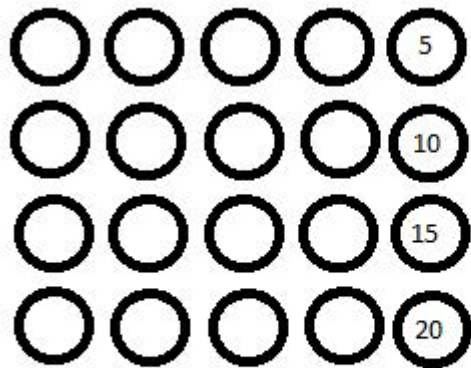
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18

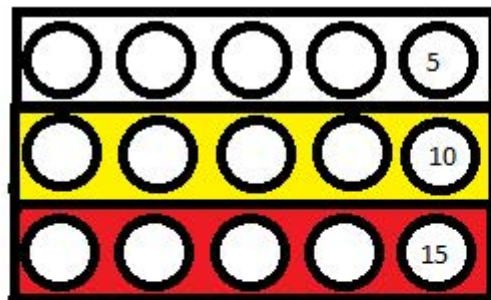
19

20

21



SYSTEM RATING



ALARM LEVEL

+1 Rating to all ICE

+2 Rating to all ICE

ICE Name

Rating

Art

Action

Game effect text

Mission Name

Payout

Art

Target Difficulty

Rating

Systems

Nodes

Flavor Text

Paydata Type

Value

Art

Game Text

Perk Name

Art

Perk Effect

Flavor Text

Card Name

Card Type

Rating

Art

Target icons

Flavor Text