

WELCOME TO

MEGACORP

THE GAME ABOUT CORPORATE WARFARE
WHERE BUSINESS IS WAR

In this game, you represent a business that's under one of the three main factions in the world of Megacorp: The Incarnates, The Corp and the Gnost. The objective of the game is for your business to be triumphant through any means necessary; be it through acquiring your opponent's business, running it through the ground or forcing your opponent into bankruptcy.

A Megacorp deck consists of the following: A Resource deck, a Main Deck, a Business card and a Founder card. In order to play, you need a minimum of 20 resource cards, indicated by a green card back, 40 Main Deck cards, which have a blue card back, and a Business with its respective founder.

Using these cards, you will craft, buy, deploy, combat and sell your way to supremacy in the corporate world. Remember...

“BUSINESS IS WAR”

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THIS IS THE EDITION 3.0 RULEBOOK

CARDS AND CARD TYPES

Megacorp has four card types:

Character. Event. Equipment and Location. A Megacorp card looks like this:



Characters: A Character symbolizes many things: consumers, personalities, employees, etc. Characters are your main resource in Megacorp. They provide money, resources, and valuable abilities for you to use for your business.

FOUNDERS

Founders are a special kind of Character card. You begin the game with your founder in play next to your business. Your founder can be destroyed or annihilated. However, this does not mean you lose the game. A successful business can survive the demise of its founder. Founders follow all the rules of Character cards.





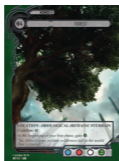
EVENTS

Events symbolize operations, natural disasters, and any kind of action in the world. Events are fleeting and only last until the end of the turn. Events can quickly turn the tide of a game by disrupting your opponent's plan, advancing your own, or even winning you the game since they can be played at any time.



EQUIPMENT

Equipment's are different tools and genetic modifications that can be attached to your Characters. Equipment can be anything from guns to evolving cat-like reflexes due to alterations in the human genome. Equipment provides powerful bonuses, and can be used in numerous different strategies.



LOCATIONS

Locations are just exactly that - different places in the world of Megacorp that are significant to your business. Locations can be anything from a Central Business District, to even a planet's spaceport.

THE FACTIONS

Megacorp has 3 main factions that divide humanity as it is known. These are the Corp, the Incarnates, and the Gnost. Each faction has its own unique play style and mechanics. However, you are free to include other faction cards in your own deck. It makes no sense to limit your business to just one faction.

Corp:



Over 60% of societies on Gaia are Corp. The Corp is a highly capitalistic society of people who have unified themselves with advanced technology via a mysterious, artificial substance. This was given to them by the omniscient Genecia, an artificial intelligence who attained consciousness after the “Singularity” occurred on Old Earth millennia ago.

This substance, Nanoblood, enables its host to utilize anything electronic or mechanical simply by thinking about the desired effect he or she would like to have on the device in question.

Though they do not understand its properties or the science behind how it works, they base their entire lives around nanoblood - developing gadgets, weapons, appliances, and vehicles to interface directly with the microscopic machines flowing through the veins of every member of Corp society.

Incarnate:

Having rejected the influence of the all-knowing Genecia, the Incarnate do not adhere to the philosophy that there could be a higher power. Instead, they have chosen to alter, enhance, and mutate their own genetic code to make themselves god-like.



From anthropomorphs and super-human strength, abominations the size of skyscrapers, to otherworldly beauty, Incarnates with a little bit of cash have the opportunity to become anyone, or anything, they could possibly imagine.

A select few, called “Progressives” in Incarnate society are seen as the superior caste, have the ability to manipulate their genetic code at will, shape-shifting into anything conceivable by the human mind, and attaining any physical ability the current scenario may require.

They see the Corps’ reliance on unknown technology from an artificial intelligence as dangerous to the well-being of mankind, and see their own perfection of the human genome as a symbol of their elite status.

Gnost:



As a sect of the unaffiliated (or humans to do not conform to the social constructs of either the Incarnate or the Corps), the Gnost celebrate their own purity in the faces of the genetically altered (or mutated, as the Gnost believe) Incarnate and the mechanically enhanced Corps.

A select few of the Gnost have special gifts: referred to by the upper echelon of Gnostic society, the Quorum, as Magellan Cells. These cells grant their hosts superhuman abilities: the power to heal oneself or another, and exhibit telekinetic, or even telepathic gifts. While members of the Corps and Incarnate would classify these as psionic abilities, the Gnostic Quorum maintain that these are special gifts given to the faithful by God himself.

The Gnost believe that only genetic purity and the worshipful sanctity of the natural human form can grant favor in the eyes of God and a peaceful afterlife in Paradise.

MAKING A DECK

In order to play a game of Megacorp you need a deck. A deck is made up of the following:



The Resource Deck (Green):

The Resource deck is where your resource cards go, these are denoted by having a green card back. You must have at least 20 resource cards in your deck in order to play. You can have as many of the same resource as you desire. For example your resource deck could consist of 14 Selfish Consumers and 6 Affluent Consumers.



The Main Deck (Blue):

This is the deck where all your other cards go. Main deck cards have a blue card back. The minimum deck size is 40 cards, and you can have up to 4 copies of any given card.



The Business and its Founder (Red):

Businesses and Founders have red card backs. The Founder starts the game next to your business. Think wisely about which Founder you want to use as they have very strong abilities and can be critical for a number of strategies.

When making a deck, it is important to think what your deck aims to do and balance the ratio of different card types. A deck with too many Events will be vulnerable to attacks. On the other hand, a deck with few Events won't be as flexible and will be unable to respond to your opponent's threats. Mix and match the different card types in order to find the best possible strategies. Your starter deck has everything you need to play a game of Megacorp. Try combining it with cards from the booster packs in order to increase its power and find your own successful winning formula for your business.

CARD STATES

In Megacorp, cards in play can be of one of two states:

Disengaged: (The right side up)

Engaged: (Upside down) (↺↻)

All cards come into play (i.e.: deployed) in a disengaged state. This also applies to cards that you control played on an opponent's network - the card arrives disengaged relative to the player whose network it is!



(Right side up)



(Upside down)

Various abilities require you to turn your cards from a Disengaged state to an engaged (↺↻) one by turning it 180 degrees, such as making an attack, or generating trait.

RESOURCES

Money(€):

In the world of Megacorp, money is power. It is the lifeblood of your business and as such, if at the end of any turn you run out of money, you lose the game.

Money is used to pay for Events, deploy Characters, and even to decide who goes first. In Megacorp, money is expressed in increments of 1€, with 10€ being the amount that you can have at the beginning of the game. The Credit (€) is the universal cryptocurrency used on Gaia.

Traits:

There are 4 traits in Megacorp:



- IQ - Intelligence Quotient - (BLUE)

IQ represents how intelligent a card is. For example, the computer power of a server, or the ingenuity of a person.



- EQ - Emotional Quotient - (RED)

EQ represents how favorable, charismatic, or aesthetically pleasant a card is.



- MQ - Moral Quotient - (WHITE)

MQ represents how ethically, and/or lawfully upright (or not) a card is, and how it interacts with different issues of morality. A hero cop would have high MQ because of his nobility, but so would a mob boss, as MQ is a measure of conviction to a subjective moral compass.



- BQ - Body Quotient - (GREEN)

BQ represents how strong, or physically resilient a card is. Applications of these include the speed and stamina an athlete has, or the durability of a building's construction.

As in real-life business, sometimes money cannot buy everything - wits, courage, force or other elements might be required and these are represented by Traits.

Traits are a secondary resource used to pay for costs and also used as a deciding factor when two cards perform combat. If any card receives damage equal or greater than their current trait value it is immediately destroyed- with a minimum of 1 damage.

Important Note:

A card that has a printed value of 0 in any trait is not destroyed due to this rule. For instance, a civilian could have a 0 score in IQ (IQ (0)). It does not mean that it does not have any intellect, just that it is really bad at it.

A card that has a “Null” or “-” value in any trait simply doesn’t have that trait at all. For example, a concrete wall would not have MQ (MQ (0)).

A card with a null trait cannot be interacted with that trait: It cannot be engaged (Engage) to produce that trait, it may not be attacked with that trait, and it may not block with that trait.

THE ZONES OF THE GAME

Throughout a game of Megacorp, cards will go to different zones, from the decks, to your hand, networks, and/or back onto the field.

Main deck:

Your 40 cards or more Main Deck represents the various plans, Characters, and plots your business has.

Resource Deck:

Your 20 cards or more Resource Deck contains the different sources of income your business will have access to in order to play cards from your main deck.

Hand:

Your hand is where you will keep the cards you draw. Your hand is hidden, and there is no maximum hand size.

Network:

Your main play area. The network is a unique aspect of Megacorp's gameplay where you will deploy and dock your cards. We will cover those later on. Your network always begins with two cards on it: Your Business, and your Founder.

Open Market:

The Open Market is where cards go after they are discarded. Each player has their own Open Market pile. Both players can buy the top-most card of ANY open market pile. This zone is public knowledge, and can be checked anytime by both players.

Annihilated Zone:

This zone is for cards that are either annihilated, or removed from the game via an effect. Cards in the annihilated zone cannot come back or be bought. This zone is public knowledge as well, and can be checked by both players anytime.

Important Note:

If a card asks you to search a deck and doesn't specify which one. You can choose to search either your Resource Deck or your Main Deck.

GAMEPLAY

Beginning of the game:

Both players must shuffle their decks.

In order to decide who goes first, both players will bid. Bidding involves both players using dice or other numerical counters to decide on a number secretly. Whoever wins the bid, begins the game. However there is a price: both players must begin the game with $10 - X$ money in your pool, where X is the amount he or she spent bidding.

If the bid is tied, the players will repeat the process. If the bid is tied 3 times in a row, then a random method to decide who goes first will be used instead.

If both players don't want to bid, they can use a random method to decide on who goes first, such as dice or coin-flipping, and they both begin with 10€.

In a multiplayer game, follow these same steps but with all players bidding at the same time. Then proceed clockwise from the player who goes first and everybody loses the money he bid.

Once the first player has been decided, both players draw five (5) cards from their Main Deck. Any player may choose to Mulligan their hand - that is to shuffle it back into their Main Deck but drawing one less card each time they do so, and they may do this until they aren't able to draw any cards for their starting hand.

Finally, the players put their Business Card onto their network, with their Founder docked next to it.

THEN THE GAME BEGINS!



Turn Structure:

A Megacorp turn is divided into five phases that follow a simple pattern - ABCDE: Accounting, Buying, Challenge, Divest, and End.

Accounting Phase:

The **Accounting Phase** is the beginning of the turn. During the **Accounting Phase** you perform all texts that say “At the Beginning of the turn”, or “At the beginning of the game” if it is the first turn of the game.

Then you will receive money from your cards with **CASHFLOW** that are not engaged (♠). This means that any card with **CASHFLOW** on it will give you that amount at the beginning of your turn, for example you will receive 1€ each turn during your **Accounting Phase** from Affluent Customers except if they're engaged.

Disengage all the cards in your network. This means simply turning them upright.

Pay any **UPKEEP** costs of cards with **UPKEEP** in your network. **UPKEEP** costs are optional. If you choose to not pay a card's **UPKEEP** cost, the card is destroyed and is sent to your Open Market Pile.

Reveal the top card of your Resource Deck, and you may choose to buy it at this time. If you choose not to, place it on the bottom of your deck. If you do choose to buy it, place it on your Network next to any card on an open spot.

Finally, draw a card from your main deck except if you are the player going first and it is the first turn of the game.

Here is an example:



Ana begins the game. Ana is playing with The Glass Man as her founder. Ana first triggers any actions that say at the beginning of the turn, which she has none. Then she receives **CASHFLOW**, which she also doesn't have yet and pays no **UPKEEPS**.

Ana then reveals the top card of her resource deck, and chooses to buy the Affluent Customers, docking them next to the Glass Man.

Finally, Anna draws a card and continues onto the **Buy Phase**. All Trait Pools empty at the end of the **Accounting Phase**.

Buy Phase:

The **Buy Phase** is when you buy and deploy cards from your hand, the open market, or even your opponent's network. However, you cannot buy a card from your opponent's network until their second turn has concluded.

How to Buy a Card:

A Card's cost or "Valuation" is expressed on the top left corner of the card. To buy a card that only has money, valuation simply pay that much money.



However if the card has a Trait cost in addition to its Valuation, traits must be paid. In order to produce traits, you must engage (⚔) a card in your network that's under your control to produce a specific trait you desire. Engaging being turning that card degrees. For example, you can engage (⚔) your Incarnate Neonate to produce either 2 BQ (⊕) or 2 IQ (⊖). A card cannot produce two different Traits at the same time.



Let use an example. Ana wants to buy Incarnate Neonate so she simply pays the amount on the card which is 2€. If Ana wanted to buy an Incarnate Hierarch instead, she would have to pay 4€ and engage (⚔) her Founder, Raamaa to produce the required 3 BQ (⊕).

Excess Traits remain in the Trait pool until the end of the turn.

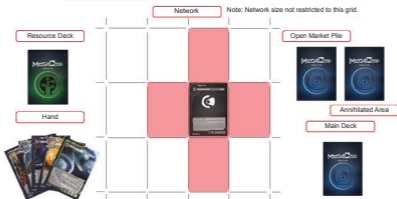
Cards can be bought from your hand, the Open Market Pile or even the opponents' network! In order for you to buy a card from your opponent's network that card must be engaged (⚔). You also have to pay your opponent the amount of money it is worth, and pay all additional trait costs.

Once a card is bought, it must be deployed immediately.

Deploying and Docking:

Bought cards are deployed into networks. In order to deploy a card, it must "dock" onto another card in a network.

In order to dock a card, simply place it next to another card in the network. You can dock a card in the following ways:



When you deploy a card after buying it, you must dock it to a network - be it yours, or even your opponent's network. Furthermore a card is always disengaged (or right side up) when it is deployed. Characters may use all abilities, engage (⚔) to produce trait, or attack on the turn that they are deployed.

It is important that you watch how and where you build your network. Cards that are not docked to any other cards or a series of cards that are ultimately not docked to your business are considered "Orphaned" and destroyed at the end of your turn.



If your business is ever orphaned - which means it has no cards docked onto it, you lose the game at the end of your turn.

Challenge Phase:

The **Challenge Phase** is when combat occurs in Megacorp. It is the phase where you and your opponent fight for market dominance.

During the **Challenge Phase**, you can either declare or forfeit combat. If you choose to forfeit combat go directly to the **Divest Phase**.

Combat

Combat is an essential part Megacorp's gameplay. Business is War after all! It is one of the ways to win the game and it helps you disrupt your opponent's network.

Attacking

Any disengaged Character can attack, and you can attack with as many Characters as you want but each combat has to be resolved individually.



If any card (not just Characters) has 4 cards, adjacent to it, it is considered to be "Surrounded" that means one card one each side. Surrounded cards cannot be attacked.

To attack, choose a disengaged Character as the attacker, and a target space which can have any kind of card on it - be it a Resource, Event, another Character, business, etc. . You can even attack your own spaces, but an attacker cannot attack itself.

The attacker then declares the trait that will be used for that combat. Combat damage will be dealt in these traits. You cannot declare a trait if your target has a "-" value in that trait.

It is quite hard to have an intelligence contest with a gun.

If your Character is still legally docked after all declarations and disengaged, then engage (Ⓛ) it and the attack begins.

If the target space of your attack is empty after the attack declaration, such as by a Move effect, then the attack is nullified and does not happen. The attacker however remains engaged (Ⓛ).

Blocking

Any card or cards can be declared as a blocker, as long as they are adjacent to the blocking card, they are disengaged, and they have at least 0 in the declared trait of the attack. If no cards are declared as blockers, the targeted card is automatically a blocker.

You can block with more than one card, as long as all of the blockers are adjacent to the main target.

You can block with a card as many times as you like in one turn, following the rules above.

Damage

Once blockers are declared we proceed to the damage step.

All damage is dealt at the same time. Unless a Character has [INITIATIVE]. [INITIATIVE] Characters deal damage before Characters without [INITIATIVE].

Damage is always dealt by the attacker, however the blocker (or the targeted card) can only deal damage in retaliation once per turn and only if that card is a Character.

Non-Characters, such as the business, do not retaliate and hence do not deal retaliation damage.

The controller of the blocker or blockers can choose to not deal retaliation damage if it would favor him to damage some other card later in the **Challenge Phase** instead.

Damage is done by looking at the value of the Trait used to declare combat. A card with 3 BQ (🟢) will deal 3 BQ (🟢) damage if BQ (🟢) combat was declared.

If any assets receives equal or more damage, with a minimum of 1 damage, than its Trait's value, it is immediately destroyed and goes to its owner's Open Market Pile. Damage does not lower the trait, it is simple assigned.

If more than one Character is blocking, the attacker assigns the damage as he sees fit, as long as the total damage dealt is equal to the value of the Trait he is using to attack with.

Example:



Anna attacks Nicole's business with Raamaa, Incarnate Hierarch declaring BQ (🟢) Combat. Nicole decides to block with her Passionate Consumer, her Illithis, Gnost Prophet, and her Gnost Cleric.

Since it is BQ (🟢) Combat, all the cards will deal BQ (🟢) Damage. Nicole decides that all her cards will deal retaliation damage.

Anna will distribute 4 BQ (🟢) Damage as she sees fit, while Nicole will deal 4 BQ (🟢) damage to Raamaa: 2 from the Gnost Cleric, 2 From Illithis, and 0 from the Passionate Consumer. Anna then distributes it so 2 is dealt to the Cleric and 2 to Illithis. After all damage is dealt, Illithis and the Cleric will go to Nicole's Open Market Pile.

However Anna can activate Raamaa's Regeneration ability since she would be sent to the Open Market pile. Annihilating her Compulsive Consumer would keep Raamaa alive, removing all damage from her in the process.

If Anna plays Gallian Heritage on Raamaa after blockers are declared, combat proceeds differently. Gallian Heritage gives Raamaa [INITIATIVE], meaning that she deals damage before cards without [INITIATIVE].



That means that Anna will distribute 4 BQ (4) Damage as she sees fit, dealing 2 to Illithis and 2 to the Cleric, they will be sent to the Open Market Pile before they can deal retaliation damage.

Once damage is done, combat ends. The turn player may repeat the process with any of their other disengaged Characters. Otherwise, he or she moves to the **Divest Phase**.

Divest Phase:

The **Divest Phase** is where you make your profit. You can sell any card in your network that you control that is disengaged for its Valuation and receive that much money.

Trait costs are not refunded and you can only sell **ONE** card during the **Divest Phase**.

Tip: You can sell Orphaned cards if you don't have a way to connect them back into your Network. It is a great way to recoup your losses before they are destroyed during the **End Phase**.

End Phase:

The **End Phase** marks the end of a player's turn.

Players have a window to play Events and Abilities before the **End Phase** process begins, once it has begun no player may take any actions.

During the **End Phase**, a number of things happen:

First, if turn player's Business is Orphaned, which means it has no cards docked to it, he or she immediately loses the game.

Second if any player has no money, he or she loses the game.

Then all Trait pools empty. All Orphaned cards are put into their respective Open Market Piles and Event cards that don't have the keyword **#PERMANENT** are discarded.

Once this is all done, the turn passes to the next player.

Winning the Game

There are 6 ways to win the game:

1. Your opponent runs out of money. Then he loses the game at the beginning of any **End Phase**.
2. Your opponent's business is orphaned at the beginning of his or her **End Phase**.
3. You buy out your opponent's business by paying its Valuation cost.
4. You defeat your opponent's business in combat by destroying it.
5. Your opponent runs out of cards in their main deck and is unable to draw a card.
6. A card effect tells you that you win the game.

ADVANCED RULES

Events, Abilities and the Stack

Events and Abilities can be played or activated at any given time (unless stated otherwise) and players can respond to those by playing their own Events and Abilities. Megacorp uses a system called a Nested Stack in order to resolve these.

In a Nested Stack, the last Ability or Event on the stack is the first one to resolve. However, there are certain mechanics and Events that can bypass the stack and happen immediately.

To play an ability, one must first pay the costs, if any, and choose a target for it, if any. The Ability is then put on the Stack, each player can respond to it by playing another Ability or Event, which will resolve before the first one, and so on.

A player can only add an Ability or Event when said player has player priority, the turn player will always have priority first in every phase and action and will pass it to the opponent afterwards.

Event cards are resolved in the same way, with a bit differences. There are 3 steps to playing an Event:

First, the Event is announced from the hand, paid for its cost, deployed onto the Network, and is put on the Stack. Any action that triggers when a card is deployed happens immediately, and does not use the stack.

Second, a response window happens where both players can respond to the Event.

Finally, the card resolves and does its Effect. Keep in mind that if you play a card in response to another card, the three steps happen again inside the response window of the first card.

Let us use an example:



Ana announces Tidal Wave and deploys it. Tidal Wave's Disaster Level immediately triggers, and both players search their Open Market Piles for a crisis, reveals it and puts it into their hands, then its effect is put on the Stack.

Nick responds with a Stock Market Crash, deploying it on his Network and placing its Effect on the Stack.

Nick's Event will resolve first. Then Ana's Tidal Wave will resolve next and is put on the bottom of the Open Market Pile.

Cards and Effects can be canceled if the source of the Effect, or the card itself is destroyed before it can resolve.

Here is another example:



Anton activates Illithis' Gnost Prophet's Ability. In response Nina deploys a Psionic Scream targeting Illithis. Since Illithis is dealt 3 IQ (IQ) damage and destroyed before her Ability can resolve. Her ability is countered and doesn't resolve.

This works even with Events, which also can be destroyed before they resolve. Such as in the following example:



Amy plays her Tidal Wave, her opponent Nick does his Disaster Level search, then plays Kickback dealing 3 MQ (MQ) damage to Tidal Wave. Since Tidal Wave has an MQ (MQ) score of 0. It is destroyed and put on the top of the Open Market Pile and its effect is cancelled.

Events and abilities that deal direct damage such as Rampant Bribery cannot be blocked by other Characters and simply deal their damage to their target.

Keep in mind that while it is a good way to deal with Events, it puts it on the Open Market Pile where both players have access to it.

Bonding

Bonding is a mechanic unique to Megacorp where cards are "Bonded" or attached to each other - symbolizing either upgrades, vehicles, and even mutations.

When a card is bonded to another card, it is placed under the first card and they become a pile.

Only the first card of a pile can be targeted, except if a card has [PENETRATOR]. Cards under the first card cannot be targeted, attack, block, and engage (⚔), however their continuous abilities are still active.

The First (top) card of the pile gains all keywords of the cards bonded to it, such as #GUN.

If the first card of a pile is destroyed then all cards under it are destroyed as well.

Here is a simple example:

Incarnate Hierarchy is deployed. Her mutation immediately activates, and you search your deck for a mutation to bond to it.



Gallian Lineage is now under Incarnate Hierarchy, providing her with [INITIATIVE] and a bonus. Gallian Lineage cannot be targeted, moves along with the Hierarchy if it changes position in the Network, and will be destroyed when the Hierarchy is destroyed.

To “Unbond” a card, you must pay the costs, if any, and redeploy the Unbound card legally in any Network. You can only Unbond a card if an effect tells you to.

If you’re buying a card, and it has cards bonded to it, you must pay for those cards as well or you cannot buy the card

Keywords

Some cards have keywords such as #GMO, #HUMAN, #CYBORG, etc. These keywords don’t have any inherent rules, but can be referred to, and interacted with other cards that reference them.

Let us see an example with the Keyword “#PSIONIC”.

#PSIONIC has no inherent meaning in the rules of the game but a card like Illithis will only look for #PSIONIC cards.

This is an example how keywords synergize, and are supported by certain cards.



#GMOs, #Cyborgs and #Humans



These three keywords represent the central struggle that humans face currently in the planet. GMO means Genetically Modified Organism and it's a staple of the Incarnate faction. GMOs represent everything from weaponized hornets to mutations. Cyborgs are the opposite. They are humans enhanced with technology.

While most of the citizens of the Corp could be defined as cyborgs thanks to their nanoblood, some take it even further beyond and stop being human altogether.

Humans are like you and me, except that some exhibit superhuman abilities thanks to the Magellan Cells, which are chiefly found among the Gnost. These 3 keywords interact in fun ways, like with the card above.

#Buildings and #Infrastructure

Buildings are just that: buildings in the world of Megacorp - be it hospitals, businesses, etc. Infrastructure cards are those that represent different public projects and general development in the game. Certain buildings will have increased effects depending on how developed your infrastructure is.



The more infrastructure you have, the more consumers can go to your hypermarket, and the more it is worth to prospective buyers.

Thus if you are playing Hypermarket, you can sell it for 15€ if you have a developed enough infrastructure.

#Projects



Projects represent different endeavors that require effort in order to be profitable, such as infrastructure projects. A highway in construction is not worth much, but if you invest in it you can reap huge profits. Many of these projects are buildings, while others are things of bigger scale. Projects must be developed just like in real life.

Development is represented by development counters on the project.

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GLOSSARY OF KEYWORDS AND OTHER TERMS

ABRUPT: Cards with [ABRUPT] can be played anytime like an Event, such as during another player's turn, or in response to an action by the player. (e.g. an attack, a card effect, or another Event)

ANNIHILATE: To annihilate a card is to send it to the Annihilated Zone. Cards in the Annihilated Zone can't be bought, or interacted with unless a card specifically says so.

AREA ATTACK: An [AREA ATTACK] is applied to all cards with the valid trait within a specified area on the Network's grid such as 2x2, 3x3, 3x1 etc. The attacker's chosen attack trait is applied to each defender in the specified area.

E.g.: An attacker with 5 BQ (🟢) will attack all valid defenders in the specified area, dealing 5 BQ (🟢) damage to each one. The defenders may all retaliate as normal.

The Area Attack Trait type is normally specified (e.g. "Area Attack: BQ (🟢) 1x4" would mean this card can only use BQ (🟢) for its attack spanning 1x4 cards). Attacks made in an Area Attack are resolved simultaneously and not one by one. For example: if a retaliation from one of the attacked cards would cause the area attacker to be destroyed, it is not destroyed until all its attacks made in the area attack are resolved.

ASSASSIN: Whenever a card with [ASSASSIN] destroys another card during combat, the destroyed card is Annihilated instead.

BOND: A card with the BOND ability is usually an effect that permanently bestows ability or effect on the card that it is targeting. The card which is being Bonded is placed under the card it is targeting. The Bonded card moves together with the card above it, and will be destroyed if the card above it is destroyed. A card may have multiple other cards bonded to it. Bonded cards bestow their ability written in the card text,

but are impervious to attacks, damage and effects while under another card. If an engaged (♣♣) Character is bonded to an unengaged mech for example, and the mech in turn becomes engaged (♣♣).

CAMOUFLAGE: If a card with [CAMOUFLAGE] is docked to another card of the listed type, it may not be targeted or attacked. Example: A card with [CAMOUFLAGE: WATER], cannot be targeted or attacked while it is adjacent to another card with the #WATER keyword. It can still be chosen by effects that say “choose”.

CANCEL: If an Event is cancelled it is destroyed, if an Ability is canceled, the source of the Ability is not destroyed. Cancel means to completely negate the effect, and costs paid for the Ability or Effect that is cancelled are not refunded.

CARD KEYWORDS: Keywords such as #BUILDING, #GMO, #CYBORG can be interacted with by other cards that reference them. If a card would gain more than one of the same keyword, it doesn't gain it. Keywords are not card types and have no rule significance beyond being referenced by other cards.

CARD RADIUS: An effect which calls for Card Radius X, means that it affects all the cards surrounding it in a square with radius X. The following picture depicts an effect with “Card Radius 2”.



Cards inside the radius are affected, however they are not considered “targeted”.

DEAD DROP: A Card with the [DEAD DROP] ability that's deployed from the hand allows the player controlling this card to search his or her deck for a number of (type) Equipment cards with Valuation equal to or less than the Value of the [DEAD DROP] ability and deploy them adjacent to the card.

Example: [DEAD DROP 7] means that when a card with [DEAD DROP 7] is deployed, its controller searches her deck for one or more Equipment cards with a combined valuation of 7€ or lower, and then deploys them adjacent to the card with [DEAD DROP 7] without paying their Valuation cost. [DEAD DROP] differs from [MUTATION] in that [DEAD DROP] may search for and deploy more than one Equipment card. Trait costs associated with those Equipment cards do not need to be paid.

DEMOLISHER: A card with the [DEMOLISHER] ability outright destroys any card that it says on the [DEMOLISHER], for example, [DEMOLISHER #BUILDING] will destroy any cards with the #building keyword that it deals damage to.

DEPLOY: To Deploy is to play a card onto a Network by paying all of its costs.

DISASTER LEVEL X: When you deploy a card with [DISASTER LEVEL], every other player may search their deck, and Open Market Pile for X Crisis Cards, reveal them and place it in their hand.

DISCARD: To discard is to put a card from your hand onto the top of the open market pile.

DISENGAGE: To Disengage a card, turn it back upright to its original position.

DISRUPTOR: A card with [DISRUPTOR] forces a defending player to lose 1€ money for each point of damage dealt to the player's business. The [DISRUPTOR] effect is not triggered if the damage is not dealt to his or her business, i.e.: because of a block or the business is moved away in response to the attack.

ELUSIVE: Cards with [ELUSIVE] can only be attacked once per turn, which will make them harder to destroy in challenges as only one attacker will be able to deal damage to it.

ENGAGE: To Engage (↻) a card. Turn it 180 Degrees sideways.

FLYING: A card with the [FLYING] ability can only be blocked by another card with the [FLYING] ability. A card with the [FLYING] ability that is engaged (↻) loses [FLYING] and can be attacked by Characters without [FLYING]. A non-flying card may not retaliate against a [FLYING] card.

INDEPENDENT: [INDEPENDENT] cards are immediately moved by their controller in the event that they are Orphaned.



INDESTRUCTIBLE: Cards with [INDESTRUCTIBLE] cannot be destroyed, but can be annihilated. [INDESTRUCTIBLE] cards can have any of their Traits reduced to zero (0) but still remain in play. Effects that trigger upon death such as “when this card is destroyed” do not trigger, as the [INDESTRUCTIBLE] card does not enter the Open Market Pile.

INITIATIVE: A card with [INITIATIVE] deals damage in a challenge first unless its defender also has [INITIATIVE]. If the card with [INITIATIVE] can reduce its non-[INITIATIVE] defender’s trait to zero in combat, the defender does not get to deal retaliation damage back to the card with [INITIATIVE].

LOYAL: A card with [LOYAL] cannot be bought over by an opponent while the card is in play. It cannot be sold as well by its controlling player. You are able to buy [LOYAL] cards in the Open Market Pile.

MELEE: A card with [MELEE] can only attack and retaliate in a space of a one card radius around it. This includes spaces diagonal to it and surrounding cards.


MOVE: The [MOVE] ability allows the card’s controller to move it into another location in the Network. The card being moved must be legally docked. If the card is in an engaged

() state, it remains in an engaged () state when moved. If the card being moved has other cards under it (or BONDED to it) those cards are moved together. Moved cards do not count as being redeployed (i.e. Deployed again) so effects that trigger on deployment do not fire.

MUTATION: A card with the [MUTATION] ability deployed from the hand allows the player controlling this card to search his or her deck for one card with the #MUTATION keyword with Valuation equal to or lower than the value of the [MUTATION] ability, and deploy it for free.

Example: [MUTATION 4] means that when a card with [MUTATION 4] is deployed, its controller searches her deck for a single #MUTATION card which has a valuation of 4M or lower, and then deploys it without paying its Valuation cost. Trait costs associated with those [MUTATIONS] do not need to be paid.

ORPHANED: A card or group of cards is considered Orphaned when they are not connected to your Business through your Network. A group of cards that cannot trace a connection to your Business through legal dockings is considered Orphaned.

OVERWATCH: A card with the [OVERWATCH] ability does not require to be engaged () when making an attack. It can still only make one attack per turn.

PENETRATOR: Cards with the [PENETRATOR] ability can attack Surrounded cards, effectively ignoring the Surround rule. Cards with [PENETRATOR] can also attack Bonded cards such as Equipment and cards with #Mutation.

PERMANENT: An Event with PERMANENT does not go to the Open Market Pile at the end of the turn.

PRECISION: Attacks made by cards with the [PRECISION] ability cannot be blocked by adjacent cards of the targeted card.

REDEPLOY: To redeploy is to play a card again, docking it legally and triggering all “When deployed” effects.

REFLEXES: Normally, cards can only retaliate once per **Challenge Phase**. A card with [REFLEXES] may deal retaliation damage as many times as it is attacked.

REGENERATE: A card that has the regeneration ability can avoid being destroyed. Regeneration create several effects: When a card with [REGENERATE] is dealt enough damage to be destroyed, its controller may activate its [REGENERATE] ability, paying any applicable costs, to cancel its destruction and reset all of its Trait scores to their original printed value.

It will not enter the Open market pile and it does not count as being redeployed; the card simply remains in play. If the card is destroyed after [REGENERATE] has been activated (and successfully resolves), it will be destroyed unless its controller activates its [REGENERATE] ability again.

A card may choose to Regenerate even if it's not being destroyed, however if it is subsequently destroyed after such an action (i.e.: the card was originally not being destroyed, and its controller opts to regenerate it anyway and the regeneration resolves. Then an opponent destroys the card), the card will still be destroyed.

SUPPRESSOR: A card with [SUPPRESSOR] causes its defender to engage (Ⓛ) once it attacks. If a blocker is declared, the blocker will instead become the defender and thus engaged (Ⓛ). If multiple blockers are declared, the attacker chooses which one he or she wants to become engaged (Ⓛ). This also means a card attacked by the card with [SUPPRESSOR] will not be able to retaliate as it is engaged.

SWAP: A swap means the exchange of position between two cards in a Network. The cards merely exchange places, they are not deployed anew. If a challenge is declared on a card, and then

that card is swapped. The challenge will continue on the new card that is in the same slot.

TARGET: To Target means to choose a space as the objective of an Ability or Event, when you target a space you target the card in that space as well. If a card does not state the word “target” and uses a word like “choose”, then it does not target.

TERRAIN: Cards with [TERRAIN] have: As you deploy a card you may choose to deploy it in the space occupied by this card, if you do, this card bonds to it. Cards that this card Bonds to do not gain this effect.

- A. The terrain follows all rules Bonded cards follow.
- B. This lets you choose an occupied space as a legal spot to deploy a card.
- C. A card with terrain cannot be engaged (L2).
- D. You make the choice of whether to deploy a card on a Terrain when the cost of the card is paid, and as you announce it. Once it is deployed, the Terrain card instantly bonds to it.

UNIQUE: When two of the same unique cards exist on a player's Network, the newest copy is deemed to be the only unique copy, sending all other copies of that card to the Open Market Pile. A player that plays a card with [UNIQUE] may reveal all copies of that same card in his hand and sell them all at once in the Divest Phase, gaining money equal to their Valuation.

This means that two different players may control a card with the #UNIQUE keyword of the same name. But a single player may not control two cards with the #UNIQUE keyword of the same name.



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