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MC4

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• **NEW EDEN** - One of the last paradises on Earth. A vertiginous city of lights, innovations and glamor. The ungrateful would say that the cage is golden and that no one can venture beyond the city walls, where everything is barren, abandoned and assaulted by centuries of pollution, which is still poisoning our planet. Fortunately, **CENTER** serves our interests correctively. Today, we live in an age of abundance and artificial dreams, of metal and shimmering colors, envied by other networks but effectively protected by our mechanical servants.

• **CENTER** - There is no heaven without a creator. Or rather, an administrator.

CENTER is our Father: he starts our vehicles, lights up the shallows of New Eden to its heights, and defends us from foreign oppression.

CENTER is also our Mother: she is our media and our stores. She carries our values, she is the glue of our community as the enemy seeks to rob us of the abundance and prosperity within our walls.

• **THE BREACH - 2121.** My paradise. My beautiful ideas. Everything has been destroyed. A flood of terrible images: the perpetual war between androids in the outer wastelands. Unbreakable networks, all brought down by an insidious force. The enemy was within our walls, we knew it.

However, I don't want to believe anymore what they want to sell me: **I am not a sheep anymore!**

Neither information, nor consumption, nothing will be able to take away this haunting and hypnotic thought, this insoluble question:
Do we control CENTER, or does it control us?

• **CRIMES** - This time, it's for sure. This is what I read in the news and blogs: **Who are the people responsible for the crisis? Who are the murderers? Who is corrupting and sullyng our paradise?** They are muzzled, buried in the depths of the darkweb, sued, accused of being spies of the Eastern network. In the end, we are surrounded. Enemies want to interfere in our oasis of fake freedom, but who is pulling all the strings from their digital web?

• **ORGANIZE AND RESIST** - That's right. We must fight back, fight this digital plague. Just join me in this bar where we once met, under the sculpture of chains and neon lights, when you get this signal:

"Thus, your ODYSSEY begins in your CYBERVERSE!"



General overview

In CyberVerse, each player leads an **Organization** seeking to solve the abuses committed in the megalopolis of New Eden. They have at their disposal a team of **1 to 3 Agents** who scour the city for clues.

At the beginning of each round, **Events** impact the course of the game in a more or less lasting way.

Then, the **Organizations** have the opportunity to equip their **Agents** with advanced equipment and they give their orders to plan their strategy.

During the **Activation Phase**, players have **3 Actions** to send their **Agents** to investigate the heart of the city and mobilize personnel to ambush, hire other **Agents**, or take advantage of the latest **Events** in New Eden.

Organizations must solve long-term special missions written on **Story cards**.

Each **Story Card** is unique and requires a number of **investigations** to complete. Each successful **investigation** requires the use of an **Agent's abilities**.

Agents will be called upon to gain **influence** within a district, hack into rivals' communications, and use their Reputation to recruit local gangs into their service.

The game ends at the end of a game turn when a player manages to resolve a certain number of **Story cards** or when an **Organization** dominates all districts in New Eden.

The **Organization** that collects the most **Victory Points** by resolving its **Story cards** wins the game.



14 Agent miniatures

These are the Agents who carry out the investigations on behalf of the Organizations.

14 Agent sheets

This is where the Features, Skills and Salary of each Agent are indicated.

Components

Organizations



- 4 Organization dashboards
- 20 Modifier cards
- 40 Story cards
- 60 Investigation cards

• **Organization dashboards** have areas for the Investigation cards in progress and a spot to stack resolved Investigations.

• **Modifier cards** are used to solve challenges encountered during the game.

• **Story cards** are resolved once all the required Investigation cards have been completed and then provide victory points at the end of the game.

• **Investigation cards** are missions that agents must complete to solve a story card.



12 Agent dashboards

12 Health sliders

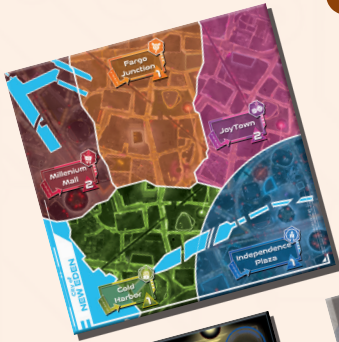
• **Agent dashboards** are used to group the Agent's sheet, his Equipment and his Experience. *Each Organization can only have a maximum of 3.*

• **Health sliders** move on the Health track according to the injuries suffered by the Agent.



Components

New Eden



- 1 New Eden map
- 5 District boards

• **New Eden map** indicates the distance between districts. It also shows the order of play of the organizations.

• **Districts** are numbered from 1 to 5, they represent the districts of New Eden where the investigations take place.



20 Support cards

These are inhabitants of New Eden who can, from time to time, provide assistance to the Organizations. These cards also allow Agents to recruit Teammates to help during a fight.

1 News track

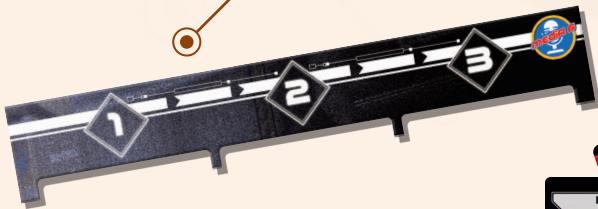
It lists the current events in the different districts of New Eden.

45 Event cards

They describe events taking place in New Eden that can affect Agent Actions.

60 XP tokens

They are earned when training an agent or completing the Missions on the investigation cards.



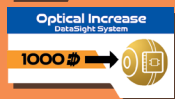
Components

Strategic

- 25 Supply tokens - Weapon
- 20 Supply tokens - Cyber-Implant
- 30 Supply tokens - Gear
- 15 Vehicle tokens

These elements are stored in the stocks of the stores distributed in the various districts of New Eden.

Agents can equip themselves with them to increase their performance in various fields (Combat, Movement, Hacking...).



4 Resources counters

They are used to keep track of the resources of the Organizations, accumulated by the Agents.

- 12 Ambush tokens
- 16 Staff tokens
- 60 Influence tokens

• **Ambush tokens** are used to make other organizations' travels more dangerous.

• **Staff tokens** represent the members of the organization involved in Events.

• **Influence tokens** show the level of influence of an Organization in the districts.



25 Ambush cards

They determine the negative events agents face as a result of being ambushed by a rival organization.



Components

Combat



- 15 Henchmen miniatures
- 15 Henchmen cards

These characters can either be recruited by the Agents as **Teammate** or represent the **Hostiles** who fight the Agents in Districts.

Henchmen cards show the skills and Features of the henchmen.

60 Combat tokens

They are used to resolve Attack Actions.

30 Status tokens

They mark characters with special effects during Combats.

20 Brawl cards

They indicate whether henchmen will attack a district, as well as whether they will add extras to any fight.



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Setup

Setting up an Organization

At the beginning of the game, each player chooses the **Organization** that suits them.

They place the elements that will compose their **Organization HQ** in front of them:

- **1 dashboard** with the logo of their Organization
- **1 Resources counter** to which they allocate **900 D**
- A deck of **Modifier cards** (-1, 0, 1, 1, 2) with the logo of their Organization
- **The Story card** with their organization's logo and the required random **Investigation cards** placed faceup in their respective dashboard slots (see Story cards p12)
- Their organization's **Influence, Ambush and Staff tokens**
- **2 colored Base plastic circles**
- **1 Agent's dashboard** on which is placed an Agent's sheet drawn at random and a **Health slider**



Order of play

The Organization belonging to the player who has seen *Blade Runner* the most recently is the first to play :

- It is the first to choose an **Agent** from the 14 available. It then decides which side of the **Agent sheet** to recruit. The other Organizations follow suit, going clockwise.
- The last Organization to have chosen an Agent begins the turn. Place one of its **Staff tokens** on the **New Eden board track**.

From the second turn onwards, the order of the organizations depends on their resources. The richest Organization places its **Organization token** first on the corresponding market track, and so on.

In the event of a tie between two or more organizations, the one with the lowest agent initiative goes first.

Building New Eden

1. The **5 district boards** and the **New Eden board** are placed in the center of the table and represent the city.

2. The stacks of **Supply tokens** are placed next to the city of New Eden as follows:

- a. For each category (Weapons, Cyber-Implants, Equipment, Vehicles), **3 Supply tokens** are drawn at random.
- b. They are lined up, with their cost side showing, and make up each store's available stock.

3. **Event cards** are shuffled to form a deck, next to which the **News track** is placed.

4. **Agent sheets** are placed in one deck and shuffled, and **Support cards** in another. Place the deck of **Support cards** and the deck of **Agent sheets** next to the city of New Eden, then draw 3 cards from each deck. Place them in a row next to their respective decks. The Agent miniatures are placed next to these decks.

5. **Health sliders, Status, Combat and XP tokens** are also placed next to the districts.

6. **Ambush and Henchman cards** are shuffled separately to form 2 separate decks. Henchmen miniatures are placed next to these decks.

7. **Story cards, yellow, blue and red Investigation cards** are shuffled separately to form 4 decks, which are placed next to the Districts.





1 => Organization HQ

2 => Agent sheets

3 => Agent miniatures

4 => Story cards

5 => Investigation cards

6 => New Eden board

7 => District boards

8 => Support cards

9 => News track

10 => Event cards

11 => XP tokens

12 => Stores: *Weapons, Cyber-Implants, Gear, Vehicles.*

13 => Ambush cards

14 => Henchmen cards

15 => Henchmen miniatures

16 => Brawl cards

17 => Combat tokens

18 => Status tokens

Story & Investigation cards

Story cards tell the story of intrigues requiring the completion of 1 to 3 **Investigation cards** of different types (yellow, blue or red) to be solved to earn **Victory points**.



Each Organization starts with its initial **Story card**, all of which have the same number of **Victory points**, and 1 **investigation card** of each color to complete.



- With the exception of the starting card, **Story cards** can be discarded as an Action and replaced by another, during the *Activation phase*. In this case, the Organization draws 2 new **Story cards**, chooses one and discards the other to the bottom of the draw pile. If a discarded **Story card** contains completed **Investigation cards**, all the **Clue tokens** on it are also discarded.

- Once a **Story card** has been validated, it is turned over. In this way, the resolved **Story cards** form a deck in the appropriate slot on the **Organization dashboard**.

- To draw a new **Story card**, the Organization must perform an Action during the *Strategy phase*.

How to validate a Story card?

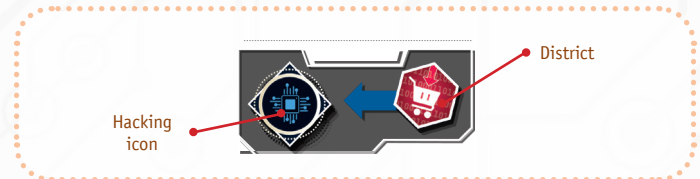
To validate a **Story card**, the Organization must successfully complete all the missions on the associated **Investigation cards**.

There are three types of **Investigation card**:

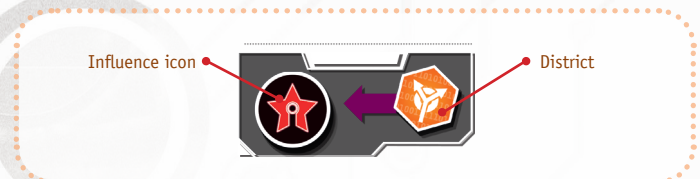
- **Yellow cards**, with missions requiring tests on the Agent's Features.



- **Blue cards**, which require Hacking.



- **Red cards**, which require to gain influence in specific districts.



Each time a Mission is successfully validated, the Organization places the **XP token indicated in the reward box** in the right slot on the **Organization dashboard**.

Usually, **yellow Investigation cards** have a high number of Missions and **red Investigation cards** the lowest.

When a mission is validated, the Organization earns Resources and 1 **XP token**. Resources are added directly to the **Resource counter** while the **XP token** is placed in the slot next to the completed mission and is available for use by any Agent. As soon as they are used, they turn over and cannot be used again.

When all **Investigation cards** have been resolved, the Organization validates its **Story card** and all **Clue tokens** are discarded.

Investigation cards cannot be discarded and are drawn from the corresponding colored deck according to what the **Story card** requires.

Agent dashboard

When recruiting an Agent, an Organization places an **Agent dashboard** to the right of its **Organization dashboard**, with a **Health slider** and the **Agent's sheet**.

When an Agent dies, they are placed at the bottom of the **Agent sheet stack**, and their **Supply tokens** are discarded.

If Agents leave an Organization because they are not paid, they are immediately available for purchase and take the place next to other Agents.



Agent Dashboard includes:



XP tokens earned by the Agent are stacked on its sheet.

1 slot to accommodate Agent's sheet.

The Agent's health point track.

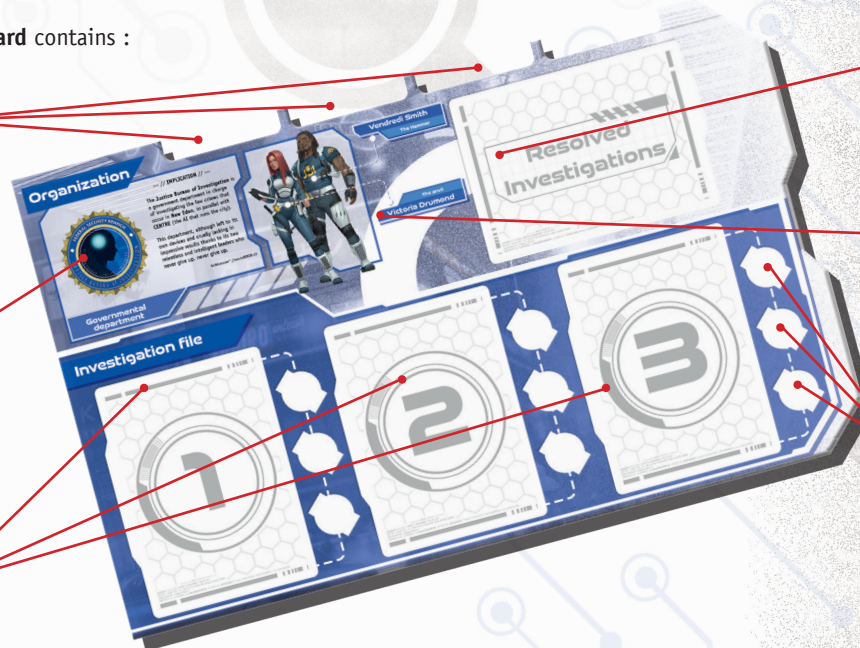
3 slots for the Agent's Supply tokens.

1 slot for the Agent's Supply tokens - *Vehicle*.

Organization dashboard

This dashboard is the heart of a player's Organization HQ. This is where they will display their **Story cards** to be solved, the locations of the **XP tokens** validating **Investigation cards** and their deck of **Modifier cards**. **Agent Dashboards** are attached to **Organization dashboard**.

Each **Organization dashboard** contains :



3 slots to place the Support cards.

The logo of the Organization to which the player belongs.

3 Investigation folders to place the Investigation cards.

A slot to collect resolved Story cards.

A slot to place the Organization's Modifier card deck.

Slots to place XP tokens once the corresponding Mission is completed.

Agent sheets

An **Agent sheet** indicates the Features, skills and occupation of a member of an **Organization**.

Together, the **Agents** form a Team which can only be composed of a maximum of **3 Agents**.

Each **Agent sheet** contains:

Agent's name and nickname.

The maximum **Health value** that indicates where to place the **Health slider** on the **Agent's Health track**.

The **5 Features** of the **Agent**.

The **Agent's skill**.

The **Agent's salary** which must be paid when the Agent is still on a **District board** at the end of turn phase.

The **Initiative value** that indicate when to play the Agent.



Movement (Max:5): This feature allows the Agent to move around the city or district. It can be enhanced with vehicles.



Analysis (Max:5): This feature enables the Agent to find evidence to solve missions.



Hacking (Max:5): This feature enables the Agent to hack into computer systems.



Reputation (Max:3): This feature indicates the maximum number of **Teammates** an Agent can recruit before a **Combat** occurs.

The total Reputation value of an Organization's Agents gives the maximum number of **Support cards** it can acquire.



Combat: This feature enables the Agent to resolve **Combats** and use the effects of a weapon.

Analysis, Hacking and Combat can be upgraded permanently with Cyber-Implants or, for an action, with XP tokens but cannot exceed the maximum indicated.



Initiative: determines the order in which Agents act during the Action phase.



Salary: will be deducted from the Organization's resources at the end of a turn.



Skill: each Agent has a unique skill.

Feature test

When an Agent is asked to perform a Feature test, the Agent draws a **Modifier card** from his deck, adds the value of the Agent's Feature to it, and any bonuses from other game elements.

- If the result is **less than or equal** to the threshold, the **Modifier card** is discarded and the test fails.
- If the result is **above** the threshold, the test is successful.

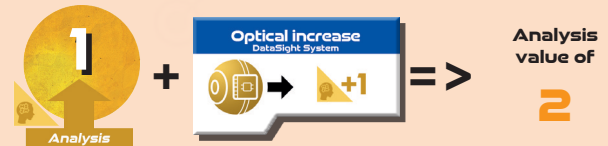
When the deck of **Modifier cards** is empty, the **Modifier cards** in the discard pile are shuffled to form a new deck.

Increasing a Feature

The **Supply tokens** obtained during the game allow an Agent to increase the value of a Feature.

Features other than Reputation can have a cumulative value ranging from 0 to 5.

Example:



A Feature can never have a value higher than 5, even from the effects of Supply tokens or XP. Weapon bonuses only count for the duration of a Combat and do not count for Investigation missions.

XP tokens

XP tokens have two sides. One side shows the number 1 or 2, and the other side has an XP symbol to indicate that it has been used.



XP tokens - Front

XP tokens - Back

- **XP tokens** can be discarded to help Agents perform an action by increasing the value of the feature being tested.
- **XP tokens** Agents earn during training in Strategy phase are stored on their dashboard and can only be used by themselves.
- **XP tokens** earned by completing **Investigation card** Missions can only be used while the **Investigation cards** are in play, and can be assigned to any agent.

At any time, an **Agent** can spend his **XP tokens** for free to increase a Feature at the price of the level to be reached multiplied by 2.

Example:



Echo must make a **Hacking test**. To optimize his chances of success, he wants to increase his Feature value from 2 to 3 with his XP tokens.

He will have to spend 6 XP tokens:

$$(\text{Level reached} = 3) \times 2 = 6$$



Course of the game

Game turn

1. Event phase.
2. Strategy phase.
3. Activation phase.
4. Investigation phase.
5. Payday.



Event phase

During this phase, the first player moves the **Event cards** on the **News track** up one rank, then draws an **Event card** and places it on the **News track**.

Each **Event card** contains:

District where the card's effect applies

Name

Number of henchmen to be placed in the various Districts

Staff token slot to cancel the Event card's Negative effect

Staff token slot to earn the Event card's Reward

Duration

Negative effect

Rewards



- Draw the top **Event card** of the Event deck.
- Place it on the **News Track** according to the time value of the card.



An **Event card** with a Time value of 3 is placed, when drawn, on slot 3 of the **News Track**. This card should therefore remain in play for 3 turns.

- **Event cards** trigger various incidents in the town of New Eden or in a particular district, which are represented by the card's negative effect. These effects are valid as long as the card is in play or an Organization uses one of its Actions to place a **Staff token** in the appropriate slot.
- **Event cards** also indicate a reward that can be acquired by the Organization that manages to place a **Staff token** in the appropriate slot.

Only one **Staff token of each Organization** can be placed on an **Event card**.

- 5 District icons indicate the number of Henchmen to be placed there. These miniatures only come into play when the **Event card** is first placed on the **News Track**.

Maximum number of Henchmen is 3 in each District.



Here, 1 **Marauder** and 1 **Killer** must be placed on the **Fargo Junction District board**.

If there is an **Event card** on the same spot where a new **Event card** has to be placed on the track, then it is discarded.



In this example:

- **Event cards** are moved one column to the left.
- As the card *Attack of Neuro-Murderers* leaves the track, it is discarded.
- An Event card is drawn. It is the *GenTech Super-Container Attack* card. As its duration is 1, it is placed under slot 1 of the **News track**.



Strategy phase

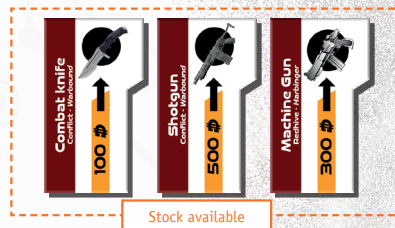
From the wealthiest to the least fortunate (see the track on the **New Eden board**), Organizations can perform the following Actions:

- Buy **Supply tokens** from the market.
- Repair broken **Cyber-Implants tokens** at half price.
- Seek help from competent individuals among the population of New Eden by taking **1 Support card** for free among the ones available.
- Train an Agent.
When an Agent goes for training, they are healed of 1 point of damage and earn **1 XP token**.
They cannot be activated in the next Activation phase and, at the end of the turn, their salary will not be deducted from his Organization's Ressources.

Supply tokens

Supply tokens are distributed among 4 stores, each consisting of a deck and **3 tokens** placed on the side indicating their price.

These **3 tokens** constitute the **Stock Available for Purchase**.



Once purchased, a **Supply token** is placed on a free slot on an **Agent's dashboard**.



After **EACH** purchase, a new token of the same type is immediately drawn and placed in the appropriate store.

An Agent may resell any of their **Supply tokens**, with the exception of **Cyber-Implants** **during the end of the turn phase**.

The Organization to which they belong then receives half the price of the token, rounded down to the nearest hundred.

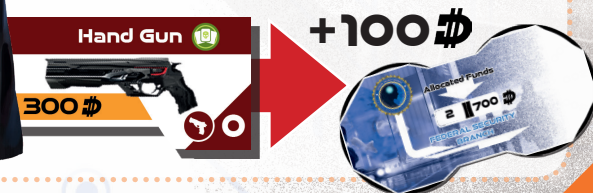
Resold **Supply tokens** are placed under the appropriate store stack.

If a Supply token is grilled or damaged, it is then flipped over.



In this example:

FSB Agent *Alena Sigurov* resells her *Hand Gun*.
The *Hand Gun* originally cost **300D**, so the *FSB Organization* increases its resources by 100.
($300D/2 = 150D$, rounded down = $100D$).



Supply tokens - Weapon

Red tokens can be bought in the available stock of the Weapons stores. They are used in **Conflict areas** of the **District boards**.



Each **Supply tokens - Weapon** indicates:

On the back of the token:

- A price.
- An **EXPERT** icon: If Agents have 3 or more as a Combat value, they are considered as an Expert and can use the Weapon. If this icon appear, Agents with less than 3 Combat value can't use it.

On the front of the token:

- A **Combat bonus**
- An **Attack type**
 - **CLOSE COMBAT**: The **Agent** can only attack an opposing character in his zone.
 - **RANGED**: the **Agent** can attack an opposing character present in his zone or in an adjacent zone.
2 zones separated by a wall are not adjacent
- One or more **Effects**:



If the Attack succeeds in inflicting at least **1 Damage**, the Attacker may choose to grill a Cyber-Implant of his target.



If an attack fails, the Weapon is broken and will need to be repaired.



When performing an **Action - Attack**, the Attacker may aim at up to two valid targets.



Agent may play an additional **Combat Action**.

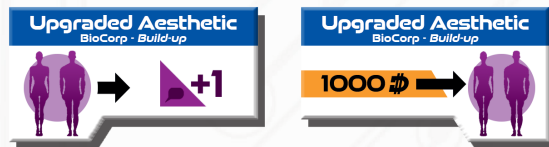


Attacker as a **+1 Combat Bonus** if their target is in a different zone.

Supply tokens - Cyber-Implant

Blue tokens can be purchased from the available stock in the **Cyber-Implant store**.

Each **Cyber-Implant** increases a Feature by **1 point** and has a price on the back.



A CYBER IMPLANT CANNOT BE RESELED BUT CAN BE GRILLED.

Supply tokens - Gear

Gold tokens can be purchased in the **Available Stock** of the **Gear stores**.

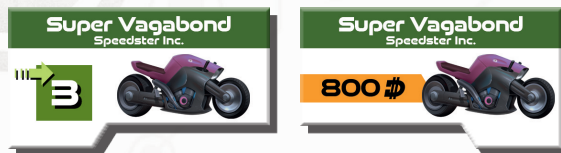
Each Gear has effects on its front side and a price on its back side.



Supply tokens - Vehicles

Green tokens can be purchased in the **Available Stock** of the **Vehicles stores**.

Each Vehicle has effects on its front side and a price on its back side.



Increases **Movement** feature value.



Moving from one district to another does not cost **Movement points**.



Moving from one district to another does not cost **Movement points**. It can protect against **Ambush cards**.



Support cards

Support cards represent New Eden residents who are willing to help **Organizations**.

They are placed faceup next to the buyer's **Organization dashboard**.

Each **Support card** has :

A Name

The **phase** during which the effect of the card can be used

A cost to buy the card

An Effect

The number of Teammates that can be recruited

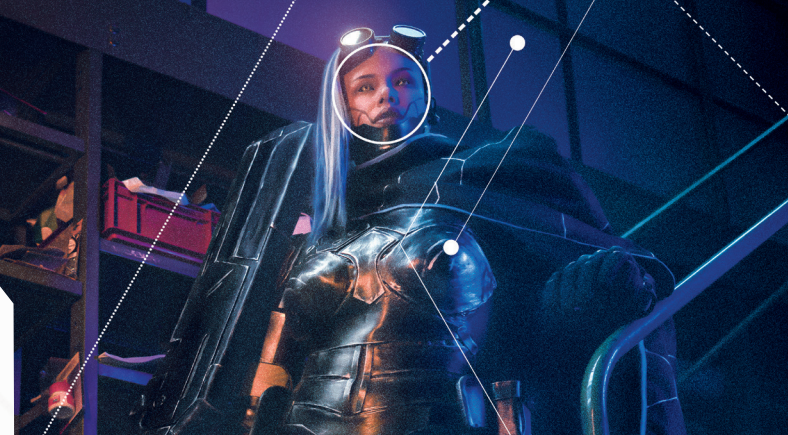
Double V
Ghost Hacker

Event

At the beginning of the Event phase, Draw 2 event cards and choose 1.

500 \$

Hired teammates 1



- When a **Support card** is chosen by an Organization, it is placed in one of the three dedicated slots at the top of the **Organization dashboard**.

- An Organization can only hold a maximum of 3 **Support cards** at any one time.

- During the **Strategy phase**, an Organization can discard one of its **Support cards** to recruit a new one.

- A **Support card Effect** is applied as long as the card remains in play.

- If an Organization loses an Agent for any reason, it must adjust the number of its **Support cards** so that the sum of its Agents' Reputation values is equal or greater than the number of **Support cards**.

- Before a Combat begins, an Organization can discard one of its **Support cards** and change as many Henchmen into **Teammates** as indicated on the card.

1. Recruit a Support card.

The 3 **Support card** slots are located at the top of the Organization dashboard.

2. Recruit Teammates.

At the start of the Combat phase, an Organization can discard one of its **Support cards** to place one of their **colored Base plastic circles** around the base of Henchmen already on the **District board**. These Henchmen become the Agent's Teammates.



Activation phase

During this phase, each Organization must perform **3 Actions**.

1. Agents move according to their initiative.



In this example, the *Eco Squad* Organization moves its Agent *I9or Dibourov*, who has an **Initiative of 5**. It's then *FSB* Organization's turn to move *Alena Sigurov*, who has an **Initiative of 8**. Finally, it's the *Echo Squads*' turn again to move *Wu Fang*, whose **Initiative rises to 22**.

- An Agent present in his Headquarters can be placed directly on the **District board** of his choice.
- It is not mandatory to move an Agent.

2. Once they have taken care of their Agents and still have **Actions** to play, they must use **Auxiliary Actions**. Starting with the Organization with the most **Actions** left to play, the following **Auxiliary Actions** are possible. *In the event of a tie, the richest Organization goes first.*

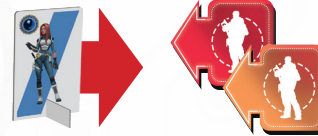
- **Recruit an Agent** (maximum 3) and add them to the **Organization's HQ** by placing a new **Agent dashboard** to the right of the existing ones. When recruiting an Agent, the organization chooses the Agent's face.



When an Organization recruits this Agent, it chooses between the *Kristina Sven* or *Molly Kuwata* side. Once the Agent has been placed on the **Agent Dashboard**, his **Agent sheet** cannot be flipped unless indicated otherwise.

The Agent starts with no **XP** or **Supply** tokens. The **Agent miniature** is placed on their **Agent sheet** and cannot be activated this turn.

- **Place a Staff token on an Event card** to earn rewards, money or to protect yourself from its negative effects.



Each organization may place only one of its tokens on an Event card.

- **Place an Ambush token on a District** to cause negative consequences for any opposing agents there. (see *Ambush*, p.22). **There can only be one Ambush token in a District at any one time.**

- **Rescue an Agent** anywhere on the board, by paying **200D** and placing it back on its Headquarters. The Agent is thus **healed by 1** and the Organization will not pay his salary at the end of the turn. If the Agent has a **Status token**, his Organization must first pay **100D** for each **Status token** they have before they can be moved to their Headquarters.

- **Draw a new Story card** or replace an existing one. To do so, the Organization draws **2 Story cards**, places the one of its choice in the appropriate slot on its **Organization dashboard** and discards the other.



New Eden board

It shows the different districts where the investigation takes place:



There are five Districts:

- Millennium Mall
- Fargo Junction
- JoyTown
- Cold Harbor
- Independence Plaza

District name



District icon

Movement points needed to access the District

District boards

These boards represent the places where the Agents investigate, hack and brawl.

There are **2 boards** per District numbered as follows: **A1, B1**.

A zone is bordered by white dotted lines and walls



Zone

Wall

Entry zone



Tactical position

Board name

Moving Agents

The **New Eden board** shows the number of **Movement points** required to move from one District to another.

When an Agent enters a District, they are placed on the **Entry zone** and can then move as many adjacent zones as they can according to the **Movement points** they have left.

2 zones separated by a wall are not adjacent



In this example, *Bakemono*, who has a **Movement** value of **2**, spends **1 point** to move to the *Independence Plaza* District. Her miniature is placed in the **Entry zone** of the *Independence Plaza* board, and she has **1 Movement point** left to move to an adjacent zone.



If they wish to leave a District, Agents must be in the **Entry zone** of the District board they are in and spend the necessary **Movement points** to move to another District.

The Entry zone of each District is also an Exit zone.



Investigation phase

This phase is the longest and most important.

Starting from District 1, the following Actions are resolved in ascending order:


Ambush => Combat => Hacking => Investigation

Ambush

Draw an **Ambush card**, whose effect applies to all agents in the District except those belonging to the organization that placed the **Ambush token**.

Name

Effect

a Van icon which, if present, indicates that the  symbols on some Vehicle tokens do not protect against this card.



Igor Diburov and *Ingrid Johnson* are both in the *Fargo Junction* District, which features an **Ambush token** placed by the *Eco Squad* Organization. An **Ambush card** is drawn, but its effect do not apply to *Ingrid Johnson*, who belongs to the *Eco Squad* Organization. Unfortunately for *Igor Diburov*, the card indicates that his Van will not protect him from its effects.

Combat

1. A **Brawl card** is drawn and **Henchmen** are placed in numbered zones, starting with **zone 1**, miniature by miniature. So, after placing the first henchman in **zone 1**, the second is placed in **zone 2**, and so on until all henchmen have been placed, or the authorized limits have been reached.

Note: The maximum number of miniatures (Agents + Henchmen) may not exceed **5** on a **District board** and **3** per **zone**. There can be no more than **3** **Henchmen** on a **District board**.

2. If the **Brawl card** turns out to be green, the Henchmen won't attack this turn, but can't be attacked either. If the **Brawl card** turns out to be red, Henchmen attack the Agents on the board.

Henchmen always attack the organization with the most resources, and play last.

If a Combat is triggered, Agents act in the order of their Initiative: Agents with low Initiative are faster but weaker in Combat, while those with high Initiative are more powerful but slower.

Once **Henchmen** are positioned, Agents, based on Initiative order, can discard one of their organization's **Support cards** and recruit the corresponding number of **Teammates** without exceeding their **Reputation** feature value. During a game turn, an Organization can only discard **1** **Support card** per **District board**. If there are no **Henchmen** on a **District board**, Organizations can not use **Support cards**. If a **Support card** provides more **Henchmen** than the **District board** can hold, the excess **Henchmen** cannot be recruited.

Example:

• The **Brawl card** drawn indicates 3 Henchmen to place on the **District board**: *2 Marauders* and *1 Killer*. The first *Marauder* is therefore positioned in **zone 1**, the second in **zone 2** and the *Killer* in **zone 3**.

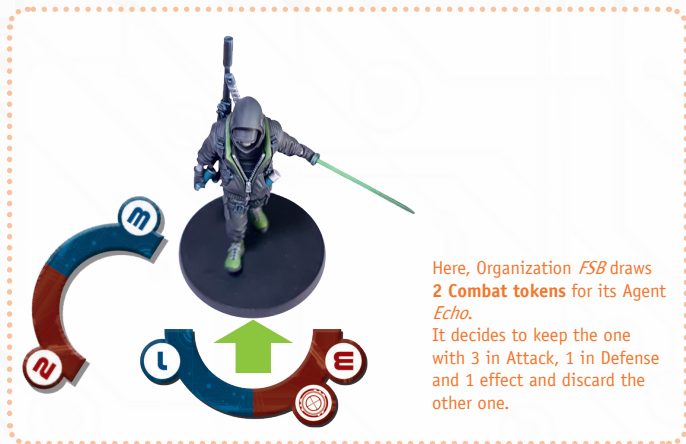
• As the **Brawl card** is green, the Henchmen will not fight this turn.

• Agent *Q-Bert Cav-X* discard *El Duque* **Support card** that usually change 3 **Henchmen** into **Teammates**. But as the Agent only has a **Reputation** value of 1, only 1 **Henchman** will become one of his **Teammate** for this Combat phase.



3. When a Combat is engaged against Henchmen or between Agents, each Organization draws **2 Combat tokens** for each of its Agents on the **District board** and chooses 1 to place, facedown, around the base of the Agent's figurine.

Henchmen and Teammates receive 1 which is placed directly, facedown, around the base of their miniature.



Combat tokens are revealed as soon as the miniature attacks or is attacked.

Activation

Agents move first, in order of their initiative value, then use the attributes of their Combat token.

Example:

In this example, Agent *Q-bert Cav-X* can, with his Hand Gun:

- Moves to 1 adjacent zone.

- Attack the *Killer* in an adjacent zone thanks to his Hand Gun.

But he cannot attack the *Marauder* who is neither in his Zone, nor in an adjacent Zone.



- Once all Agents have been activated, it's the Teammates' turn, followed by Henchmen.

Henchmen are always played by an Organization which has no Agent on the **District board** or, failing that, which has the fewest Resources. *In the event of a tie on resources, Henchmen attack the nearest Agent (in the event of a tie on distance, they prefer the one with the lowest Initiative value).*

In a 2-player game, each player controls the Henchmen who are confronting opposing Agents.

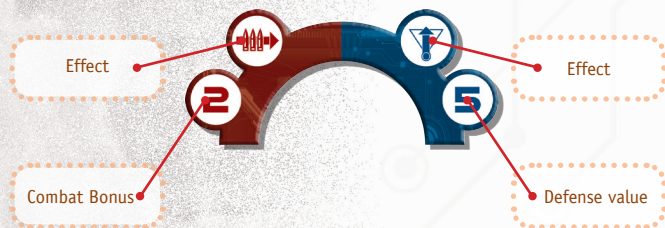
- Once all the characters on a **District board** have been activated, all miniatures, except those of the Agents, and all **Combat tokens** are removed.

- If any of the **Investigation card missions** involve Combat in this specific District, they are validated.



Combat tokens

In Combat, **Combat tokens** are used for both attack and defense.



- When Agents attack an enemy character, they add their **Combat feature value** to the **Combat bonus** of the **Combat token** around their miniature's base and, if applicable, to the **Combat bonus** of their **Weapon token**.

The result gives their Attack value.

- When Agents defend themselves against an enemy character, they add the **Defense value** of the **Combat token** around his miniature's base and any **Defense bonus** given by **Equipment tokens**.

The result gives their Defense value.

- When Henchmen or Teammates attack an enemy character, they add their **Combat feature value** to the **Combat bonus** of the **Combat token** around their miniature's base.

The result gives their Attack value.

- When Henchmen or Teammates defend against an enemy character, they add their **Defense feature value** to the **Defense value** of the **Combat token** around their miniature's base.

The result gives their Defense value.

Henchmen cards

A **Henchmen card** includes the following elements:

A **denomination** that determines the type of Henchman.

3 Features, including :

- Defense**, whose value added to the associated **Combat token** determines the resistance of the Henchman to attacks against him.
- Attack**, whose value added to the associated **Combat token** determines the power with which his attacks strike his target.
- Movement**, whose value determines the maximum number of adjacent zones he can move.

Health, which expresses the amount of damage he can take.

Attack type, which determines whether or not he can attack from a distance (see p18).

An effect that applies under certain conditions (see p18).



When an Agent, Henchman or Teammate attacks, the difference between their **Attack value** and their target's **Defense value** is calculated and compared to the following table:

Damage table

Result	Damages
0 or lower	Nothing
+1 to +2	1 Suppression Status token
+3 to +4	-1 Health point and 1 Wound Status token
+5 to +7	-1 Health point and 1 Bleed Status token
+8 and up	-2 Health points and 1 Bleed Status token

Example:



Final Attack	Final Defense	=	6
4+3+2 = 9	3 = 3		

Agent *Alena Sigurov* attacks Agent *Q-bert Cav-X*. She adds the value of her **Combat feature** to the **Combat Bonus** of her **Combat token** and the bonus conferred by her **Weapon**: **4+3+2 = 9**. Agent *Q-bert Cav-X*'s **Combat token** gives him a **Defense** of 3. With a differential of +6, Agent *Q-bert Cav-X* loses 1 **Health point** and places a **Bleeding Status token** at the rear of his miniature's base.

Status tokens

Status tokens are placed on the back of an Agent miniature's base after an attack targeting it obtains a result on the **Damage table** requesting the application of a **Status token**.

Some **Combat tokens** can also apply **Status tokens**.



Here are the different effects of **Status tokens** resulting from the **Damage table**:









- Suppression:** The agent reduces his **Movement** value by 1.
 - Wound:** The agent cannot move to another **District**.
 - Bleeding:** Agent loses 1 hit point at the start of each **Activation phase**.
- Status tokens** can be stacked but not 2 of the same type.
 - Healing an Agent removes a **Status token** or increases their health by 1. However, an Agent cannot recover **Health points** unless all **Status tokens** around its base have been removed.

Note: Henchmen cannot receive Status tokens.










Some **Combat tokens** have an effect which is applied when the Agent is in Combat.

Attack effects

-  **Grapple:** Targeted character cannot move.
-  **Frenzy:** Character loses one point of Health but gains a +5 Combat bonus on Attack.
-  **Disarm:** Targeted Agent cannot use the effects and bonuses of **Weapon tokens**.
-  **Armor piercer:** if the Agent uses a **ranged Weapon**, he receives a +3 bonus to his Attack.
-  **Poisoned blade:** Targeted character places a **Status token** - Bleeding on the back of his miniature's base.
-  **Multiple shot:** Character can target 2 characters in the same zone.
-  **Adrenalin:** Character can move to an adjacent zone after performing an Attack.
-  **Projection:** Targeted character is moved to an adjacent zone.

Defense effects

-  **Energy shield:** The character obtains a +3 bonus to Defense, then the **Combat token** is discarded.
-  **Anti-virus :** Agent's Cyber-Implants cannot be grilled.
-  **Bandage:** Heals by **1 Health point** when **Combat token** is revealed.
-  **Medkit:** Heals by **2 Health points** when **Combat token** is revealed.
-  **Smoke bomb:** Attack against this character is cancelled and the **Combat token** is discarded.
-  **Adrenalin:** Can move to an adjacent zone after being attacked, then the **Combat token** is discarded.
-  **Stealth:** Cannot attack or be attacked.

Tactical Positions

In some **Zones** there are **Tactical Positions** whose properties are differentiated by their respective color :



The **Advantageous position** increases the Attack value of the character in it by **2**.

The **Covered position** increases the defense value of the character in it by **2**.



A character can move to a **Tactical Position** by arriving in the area it occupies or spending a Move to move to the Tactical Position in the area he is in.



A Tactical Position only hold one miniature at a time.

A character must spend **1 Movement point** to occupy a **Tactical Position**.

Tactical Positions can only be occupied by a single character, and are considered to be included in the zone in which they are located. They can therefore be attacked in close Combat by other characters in the same zone.

Once Combats are over in a District, all miniatures, except those of Agents, and all **Combat tokens** are discarded.

Loss of Health points

When Agents lose one or more Health points, they move the **Health cursor** on their **Health track** of their **Agent dashboard**.

If they lose their last **Health point**, Agents are put out of Combat, and their **Sheet** and miniature are permanently removed from the game.

All their **Equipment** and **XP tokens** are returned to the appropriate reserves.



Example of a Combat



1. Agent *Q-bert Cav-X* uses his **3 Movement points**. He spends 1 to move to the zone adjacent to his own, then 1 to move to the **blue Tactical position**. His last **Movement point** is not spent.

2. Agent *Q-bert Cav-X* then attacks the *Killer* in his zone. Even if he has a **ranged Weapon**, he can use it to attack a character in his own zone. He calculates his **Attack value** by adding the value of his **Combat feature**, the bonus of his **Weapon** and the bonus of his **Combat token**:

$$2 + 2 + 2 = 6$$

As *Q-bert Cav-X's* **Combat token** has the *Armor Piercing* effect and he is equipped with a **ranged Weapon**, he adds **+3** to his total, for a total of **9**.

The *Killer* has a **Defense** value of **0** and her **Combat token** gives her a **+3 bonus**.

$$0 + 3 = 3$$

The difference is therefore **6** which, according to the **Damage table**, removes **1 Health point** from the target and should grant him a **Bleed Status token**.

The *Killer* with only **1 Health point** is eliminated from the board.

3. Finally, the *Marauder*, located in a zone adjacent to *Q-bert Cav-X*, uses his **ranged attack** to shoot the Agent.

His **Combat** value is **3**, and his **Combat token** adds a **+3 bonus**.

$$\text{His Attack value is therefore } 3 + 3 = 6.$$

Q-bert Cav-X has no **Defense feature**, but his **Combat token** gives him a **+5 value**.

In addition, the effect of his **Combat token**, *Energy Shield*, gives him another **+3 bonus**.

Q-bert Cav-X's **Defense value** is therefore **5 + 3 = 8**.

$$\text{In the end, } 6 - 8 = -2$$

Q-bert Cav-X suffers no damage, but as stipulated by the effect of his **Combat token**, it is discarded.

Hacking

In each District there is a **Tactical Hacking position** where an Agent can have his organization's resources credited illegally.

The amount credited is:

100D x the agent's Hacking value plus an additional 200D for each of the organization's Influence tokens in that District.

After an Agent has performed a Hacking, their miniature moves out of their Hacking tactical position.

Henchmen cannot be placed in tactical Hacking positions.

Example:



At the end of a Combat, *Vladimir Dibourov* finds himself in a **Tactical Hacking position**. As he has a **Hacking value** of 3, his Organization will gain 300D, which it will add to its Resources.

Investigation

Some **Investigation card missions** require the successful completion of one or more tests.

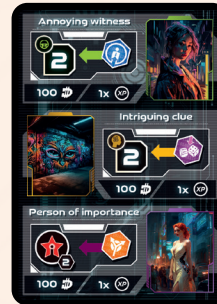
Feature tests: Agents present in the Districts designated by the **Investigation card's Mission** draw a **Modifier card** from their deck and add its value to the value of their Agent's feature:

- If the result is less than or equal to the threshold required by the Mission, the **Modifier card** is discarded and the test fails.



- If the result is higher than the threshold indicated by the Mission, the test is successful, the organization wins the Rewards indicated on the card and places the **XP token** on the **Organization's dashboard**, next to the **Investigation card**, to mark the success of the Mission. The discard pile of **Modifier cards** is then shuffled into the **Modifier cards deck** to make a new **Modifier cards deck**.

Example:



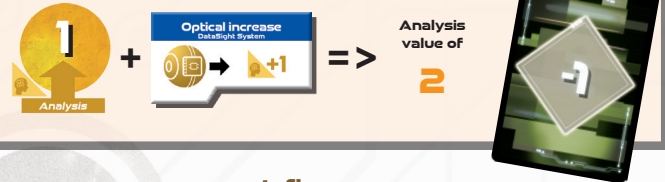
An Agent in the *Joytown* District is attempting the *Intriguing Clue* test.

Thanks to his **Cyber-Implant**, the value of his **Analysis** feature is 2.

He draws a **Modifier card** and obtains -1.

The result is 1.

This is not enough to pass the test.



Influence

During this phase, if only Agents from a single Organization are present on a **District board**, with no Agents from other Organizations, an **Influence token** is placed on the corresponding District on the **New Eden board**, or, if there are already **Influence tokens** from another Organization, one of them may be removed.

A maximum of **3 Influence tokens** per Organization may be placed in a District. Influence has an important impact on piracy and also gives **Victory points** at the end of the game:

- 1 victory point for each **Influence token** placed.
- 1 additional victory point for the organization with the most **Influence tokens** in each District.
- 5 **Victory points** go to the organization with the most **Influence tokens** in all Districts combined.



Payday

• At the start of this phase, Organizations must pay the **Salary** of each of its Agents. Agents present on **District boards**, whether they have acted or not, must receive the **Salary** indicated on their **Agent sheet**.

If an Organization does not have enough Resources, it can sell **Supply tokens** on its **Agent dashboard** at half price, rounded down.

Cyber-Implants and damaged **Supplies** cannot be sold.

• Agents who do not receive their **Salary** return to anonymity:

Their miniature is removed from the **District board** and their **Agent sheet** placed in the Agents available for recruitment pile.

Their **Supply** and **XP tokens** are discarded and they are immediately available for recruitment.

Example:



Here, the Organization to which *Kristina Sven* belongs sells a *Super Vagabond* motorcycle and *Corpo Fashion* Clothes for a total of **600D**:
 $800/2 = 400D$ and $500/2$ rounded down = $200D$.

That's enough to pay *Kristina's* **Salary**, and she'll continue to work for her Organization in the next turn.

End of the game

The game ends when one of the Organizations has completed a certain number of **Story cards**:

- 6 for 2 players
- 5 for 3 players
- 4 for 4 players

Victory points

- Each Organization counts the victory points indicated on its own **resolved Story cards**.
- Each Organization counts the number of **Influence tokens** accumulated in each District.
- For every 1000D (round down) remaining at the end of the game, each Organization adds 1 victory point.

In the event of a tie, the Organization with the most D wins.



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CREDITS

GAME DESIGN: Vasilis

PRODUCTION MANAGERS: Frédéric CONDETTE

GRAPHIC DESIGNERS: Frédéric CONDETTE

COVER ILLUSTRATION: Paolo PARENTE and Nicolas JAMME

ILLUSTRATIONS: Eric BELISLE, Nicolas JAMME, Alena IGNATENKO and Frédéric CONDETTE

LAYOUT: Frédéric CONDETTE

SCULPTORS: Arnaud BOUDOIRON and Jin WEI

PROOFREADING: Nicolas GRELLIER, Nicolas DUFOUR, Thanos POTOSSIS, Lawrence "Orion" JANIEC

ACKNOWLEDGEMENTS : Nicolas Grellier, Nicolas Dufour, Aurélien Demeure, Cédric Callas, Angela Bermudez, Alexia Balmelle, Laurent Duclos, Roxane Monteanu, Thanos Potossis, Mickael King, Jean-Pierre & Geneviève Condette.

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