TAMASHII
CHRONICLE OF ASCEND

RULEBOOK

GAME INTRODUCTION

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Goal of the game

Tamashii is a scenario-based game set in a futuristic cyberpunk world of Japan. You can play the Scenarios in any order you choose, each with an independent story in the world of Tamashii with their own distinct win conditions. The Scenarios begin with an introduction and end with a Victory or Scenario Lost card. The worldbuilding within the Scenarios contain hints regarding the overall plot of the game and once you finish the available Scenarios, you access the final one that sums up the story. But that's not all. The game has a lot of content waiting to be unlocked and each Scenario has diverging paths you can follow. If you want to see every possible location, jump into all possible bodies, and experience all possible stories, you might want to play each Scenario more than once.

LIST OF ALL COMPONENTS

70 Enemy cards

139 Scenario cards

1 Solo mode card
(J.O.R.D.A.N. Bot)

13 Body cards

12 Help cards

13 Learning Protocol cards

62 Scenario generator
-related cards

52 Class Augment cards

48 Faction Augment cards

2 Boss Sheets

16 Body tokens

2 Boss tokens

11 plastic holders for standees
(8 in player-related colors
and 3 black)

24 District tiles

23 Ascend tokens

20 Exploration
tokens

16 Lock
tokens

8 Success
tokens

1 First Player
token

128 Basic Data tokens
(4 types)

16 Open Data
tokens

16 Corrupted Data
tokens

8 Core data tokens

6 Player dice tokens
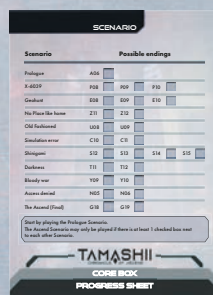(2 sets)

4 Dump tiles

1 Time track

4 Player Boards

11 Scenario sheets

1 Progress sheet

7 Dividers for standard cards

3 Dividers for small cards

4 Data bags

40 Universal markers (⬢)

40 Exp markers (⬟)

40 DMG markers (✴)
(10 big and 30 small)

4 ITG Limiters

4 Enemy dice (◈)

12 Player dice (◈)

Before your first game

Before playing your first game of *Tamashii*, make sure you read the unboxing guide attached to the box. Then, when you are ready, the very first Scenario you play must always be the Prologue. Not only because it teaches you how to play in a simplified way, but also because it has an introduction story and it unlocks key components used in other Scenarios.

The Setup for *Tamashii* is divided into 2 phases. The first is to set up all of the basic game components, which appear in almost every game. The second phase of Setup is scenario-specific and is always described in the 'Setup' section of each particular Scenario sheet.

1. Place all Basic (🟦🟩🟨🟧🟥) and Open Data tokens (⊗), Ascend tokens (▽), Success tokens (✅), Universal markers (⬇), Damage (🔥) and EXP (✖) markers, and all dice (◆ and ◆) in a place where all players can easily reach them. This is the Neutral pool.

2. Each player chooses one of the 4 Player Boards *(and Dump tile in the same color)*, then completes the following steps:

   2a. Place the Dump tile into the slot on the bottom of the Player Board.

   2b. Place 4 Lock tokens (▨) on the rightmost marked column of the Launcher.

   2c. *Skip this step if you are playing the Prologue.*
       Place 1 Universal marker (⬇) on slot 0 of the Trace (🎯) track.

   2d. Place 1 Universal marker (⬇) on each slot 0 of the Asset tracks (🔧, 🛡, 🔗, and ⚡).

   2e. Place an ITG Limiter in the same color as your Player Board on slot 5 of the ❤ (Integrity) track. Then, place 1 ⬇ on slot 5 of the Integrity track, inside the Limiter.

   2f. Take 2 *(different, double-sided)* Core Data tokens. Insert one with the icon that matches the icon printed on your Player Board into the Core Data slot. Place the other token next to your Player Board.

3. Each player takes:
   3a – 1 Data Bag.
   3b – 3 Help cards.

3c. *Skip this step if you are playing the Prologue.*

   – 1 chosen Class Augment deck *(each player chooses 1 of the 4 available Classes – Reaper, Brawler, Trickster, or Whisperer)*. Then, remove the Augment card with 'Solo/Pvp' on its back from the game. Place the other 2 Starting Augments face up in the indicated space near your Player Board. Shuffle the rest of the Class Augments and place them face down near your Player Board.

3d. *Skip this step if you are playing the Prologue.*

   – 2 random Learning Protocol cards. Choose one and place it in the indicated space next to your Player Board. Then, discard the other back to the box.

3e – 1 Walker Body token matching the art on your Player Board, in a plastic holder that matches the color of your Player Board *(or a miniature in a rubber ring of your color if you are using miniatures)*.

4. Each player sets up their Data Bag:

   4a. Place 3 Basic Data tokens of each type in your Bag *(12 in total)*.

   4b. Place in your Bag 1 additional Basic Data token, matching your Core Data token type.

   4c. Shake the Data Bag to mix the tokens.

5. *Skip this step if you are playing the Prologue.*
   Set up the Body Market:

   5a. Shuffle all available Body cards into a deck, and place it in the play area face down.

   5b. Draw cards equal to the number of players +1 (👥 +1) and place them face up next to the Body deck so that all players can see them.

6. Place the Time track in a convenient spot near the play area. Place 1 ⬇ on slot 0 of the Time track.

Locked vs Unlocked components

Some of the cards in the game box must be placed behind "Locked Components" dividers. You will find them in decks with 'Locked components' cards on the front and the back, when unboxing the game. These components are not used during Setup and should be left in the box. They may become Unlocked by winning or losing various Scenarios.

Some District tiles also start in the Locked Pool. These should be placed behind the "Locked Districts" divider, as instructed in the unboxing guide added to the box.

Whenever a component is Unlocked, it is moved to the opposite side of the respective divider and added to the appropriate deck. All Locked components have a code on them *(other than X00)*.

SCENARIO SETUP

Choose one of the available Scenario sheets – the art and description on the front of the Scenario sheet should help you decide and suggest what to expect in each individual story. Each Scenario has a different setup, but most setup sections are very similar and contain the following:

7. **Map setup:** Take all the District tiles listed in this section and place them as indicated by the illustration. Some tiles are **revealed** *(face up)* in specific locations. There may be additional instructions such as placing tokens, or other things to indicate rules or events specific to the given Scenario.

    7a. 🔍 Exploration tokens: Place 1 Exploration token on each District tile indicated on the illustration.

8. **Enemy deck:** The number of Enemies of each level varies between Scenarios. To properly set up the Enemies deck, set cards in a way that the Enemies listed first are on top of the deck *(all cards listed on top, then all cards listed next, and so on, see Enemy deck setup, page 12)*. Use random Enemy cards unless the Scenario specifies the pool!

9. **Corrupted Data (🔋) pool:** This is the maximum amount of Corrupted Data players can obtain during the Scenario. Place the proper number of Corrupted Data tokens in the space reserved for the Corrupted Data pool on the Time track.

10. **Faction Augment decks:** Scenarios may contain District tiles that are Hideouts of certain Factions. When these are present, you can obtain Faction Augments of these Factions. Prepare the decks of the listed Factions and place them in the play area *(it is possible that there are no Faction Augment decks to set up in a given Scenario)*.

11. **Players:** Place the player Characters on the indicated District tile and resolve other instructions, if there any.

12. **Scenario cards:** Each Scenario's plot develops via Scenario cards. Take the listed Scenario cards from the box and place them in the play area, next to the Time track. The Scenario states which card to draw and resolve first. Draw this card and place it in the 'Scenario card' slot of the Time track.

Important icon

👥 **Player number:** this icon indicates the number of players taking part in the current game and should be read as a number (i.e. when reading "2 x 👥 of LVL 1 Enemy cards," it should be read as "2 x 3 of LVL 1 Enemy cards" in a 3-player game, but "2 x 4 of LVL 1 Enemy cards," in a 4-player game. Another example is setting the Time (⏳): an instruction in a 2-player game that states "Set ⏳ to 6 – 👥 " means the Universal marker is placed on space 4 of the Time track, because 6 - 2 is 4).

7. Place the Districts number 1 and 2 face up in the positions as shown on the illustration. Then, gather Districts: 3, 11, 12, 13, 14, and 16. Shuffle them and place them face down as indicated on the illustration.

    7a. Take all the Exploration tokens and put all 🟣 and 🟢 back in the box. Then, shuffle the rest and randomly place 1 on each face down District tile as shown in the illustration.

8. Shuffle all Unlocked Enemy cards of LVL 2 and form a deck out of them. Then, shuffle all Unlocked Enemy cards of LVL 1 and place them on top of the LVL 2 cards to make 1 deck out of these.

9. Take all 16 Corrupted Data tokens and place them in the Corrupted Data pool slot on the Time track.

10. There are no setup instructions for the Faction Augments.

11. Place all players' standees *(or miniatures)* on the Damaged District tile *(tile number 2)*. Also make sure that you skipped Setup steps 2c), 3c), 3d), and 5.

12. Take all Scenario cards coded with 'A' from the game box, and place them in the play area. Draw card A01 and place it in the 'Scenario card' slot of the Time track.

13. After you finish the Setup section of the Scenario sheet, close it and place it on the table in a way you can see the 'Special rules' section. Read the applicable rules and place the Scenario sheet near the Time track and the Scenario cards for quick reference. Keep in mind that some of the rules may not be active yet.

14. The player who most recently had a conversation with any kind of AI becomes the first player. This player gets the First Player token.

15. Start the game by resolving the first Scenario card mentioned on the Scenario sheet. Take the Scenario card from the Time track. Read its story and resolve the 'Immediate effect' section of the card. Then, flip this card, read all of its rules and place it back in the 'Scenario card' slot of the Time track. Then, proceed with your first turn of the game, according to the Turn Order.

GAME MECHANICS

GAME OVERVIEW

In *Tamashii: Chronicle of Ascend*, players take on the roles of human survivors with the extraordinary skill of uploading their minds to the digital space and to wear various body shells in the real world. These humans are called *Tamashii* and their goal is to help the survivors of an AI onslaught wherever they can, and resist the *Ascend's* neverending oppression. In order to fulfill this goal, players use various bodies and their computing power to take down hostile AI bots and **program** powerful Patterns of data. Each turn, players resolve 4 phases. During the Planning phase, players check if any AI bots have found their Trace, **refill** their Launchers, **program** their available data Patterns, and Upgrade themselves. Then, during the Action phase, they **move** around the map, use the effects of District tiles, and, – most importantly – **launch** their prepared Patterns to gain Assets, hack Enemy bots, use powerful body augments, and more. After this is the Combat phase, where they fight the AI. This is quite dangerous, as the *Tamashii* may suffer at the hands of the bots. However, if an inhabited body is too damaged, the mind of the *Tamashii* can escape back to the net and inhabit another body, thus continuing to cause problems for the powerful AI, *Ascend*. Finally, after the first 3 phases are resolved, it is time for the Quest phase, which keeps track of players' progression toward their current goals. During this phase, the game progresses and rewards players for fulfilled objectives, punishes them for running out of time, resolves special Enemy actions and much more *(for more details regarding turn order, see page 14).*

PLAYER BOARD, LAUNCHER & DATA TOKENS

The Player Board is the command center for all the activities you do in the game. It shows the current Body in which your mind resides, available Data on your Launcher that can be used for **launching** Patterns, Asset levels, and other important information.

1. **Body slot:** imprinted with a basic Walker Body, this space also serves as a slot for Advanced Body cards.
2. **Integrity track:** indicates the current Integrity *(indicated by a Universal marker)* and maximum Integrity *(indicated by an ITG Limiter)*. Integrity represents your health. Each time you **lose** or **recover** any amount of Integrity, move the Universal marker accordingly.

3. **Trace track:** represents how visible you are to the hostile AI, Ascend. The Universal marker Indicates how many Player dice (🎲) you **roll** during the Trace Roll step.
4. **Asset tracks:** indicate the number of available Assets of each type you have.
5. **Launcher:** a place for Data tokens, and arranged Patterns that may be **launched** during the Launch step.
   - 5a. Highlighted Data slots: these slots are **refilled** with Data tokens during the Refill Launcher step.
   - 5b. Locked/Unlocked Data slots: the 4 rightmost slots on the Launcher are Locked *(with 🔒)* by default. You must spend EXP (⚔) in order to **unlock** them. A 🔒 cannot otherwise be moved. Keep in mind that Unlocked Data slots are also Highlighted, which means they **refill** with new Data tokens during the Refill step!
6. **Core Data slot:** when you see a ✪ symbol in a Pattern, you must use a Data token of the same type as the token in your Core Data slot.
7. **Data Dump:** all **dumped** and **gained** Data tokens are placed here. When you are out of Data tokens in your Data Bag, and you need to draw one, refill the Bag instantly with all the tokens from the Dump.
8. **Augment cards slot:** a place for **equipped** Augment cards.
9. **Learning Protocol card slot:** a place for a Learning Protocol card.
10. **Enemy cards slot:** a place for **attached** Enemy cards.

Data tokens

There are 6 types of Data tokens in *Tamashii*: 4 Basic Data tokens, and 2 special tokens. Data tokens don't have any effects on their own, but if correctly arranged on the Launcher you can turn them into powerful Patterns.

Basic Data tokens

| Blue | Green | Yellow | Red |

Basic Data tokens are the most common Data and used in many various parts throughout the game.

Special Data tokens

Corrupted Data tokens: these are the unwanted Data that are mostly **gained** by players when they **reset** or use Repel effects from Enemies. Some failed objectives on Scenario cards may also result in **gaining** Corrupted Data.

These Data tokens block Data slots on players' Launchers. Patterns in general don't use Corrupted Data tokens. Additionally, each Scenario has a specified Corrupted Data pool *(stored on the Time track)*; when players run out of available tokens and are instructed to **gain** more, check the Special rules on the Scenario sheet for instructions *(the Scenario is usually lost in such cases)*. Corrupted Data tokens are associated with three VERY important rules that should be remembered by players at all times:

1. When you **gain** a Corrupted Data token, you always take it from the Corrupted Data pool on the Time track.
2. When you discard *(not dump)* a Corrupted Data token, do NOT return it to the pool on the Time track, but instead place it back into the game box.
3. During the Launch step, you must **dump** all Corrupted Data tokens from your Launcher.

Open Data tokens: a rare and potent Data type. You may **gain** this token by spending EXP (⚔) during an Upgrade. You may use this token in 2 ways:

1. They may be used in place of any Basic Data in all situations *(any kind of Pattern, tests, or dumping tokens)*. This is any kind of Pattern, Tests, or **dumping** tokens.
2. Some really powerful Patterns require Open Data tokens. These Patterns are usually one-time use Augments, Hacks, or Scenario related Patterns with effects described on Scenario sheet or cards.

An Example of using an Open Data token in the Basic Asset Pattern.

Core Data symbol: in *Tamashii*, there are four Basic Data types, and your main type is defined by your Core Data token. This symbol can be found in many available Patterns. To determine which Data token type to use in its place, simply refer to your Core Data token and use the corresponding type.

Core Data may be **changed** through specific component effects. To **change** your Core Data, either flip your current Core Data token or replace it with the other one.

Any Data symbol: this symbol is mostly found in Patterns and simply means that you may use any Basic Data token in its place *(but you cannot use Corrupted Data tokens).*

You may use an Open Data token in place of Core or Any Data.

Keywords related to Data tokens:

- **"Gain token"** – take the token from the neutral pool and place it in your Dump.

- **"Dump token"** – take the token from your Launcher and place it in your Dump.

- **"Discard token"** – take the token *(from your Launcher, unless the game states otherwise)* and place it in the neutral pool.

- **"Prepare x"** – take x Data tokens from your Data Bag and place them on chosen empty slots of the Launcher. Take all of them from your Bag first, and then decide where on the Launcher you want to place them.

- **"Program x"** – move Data tokens on your Launcher x times. See more below.

PROGRAMMING, PATTERNS & LAUNCHING

In order to put your Data tokens to work, they must first be arranged in specific ways on your Launcher. These arrangements are called Patterns. Specific Patterns made of Data tokens are the basis for doing most actions in *Tamashii*. Once established, Patterns must be **launched** *(this is explained later in this section).*

In order to create Patterns, the Data must first be set properly. **Programming** in Tamashii is simply moving the Data tokens around the grid of your Launcher. This is resolved by players each Turn, during the Program step. There are two ways of moving tokens: **sliding** and **switching**. **Sliding** is moving 1 token by 1 slot.

Switching is exchanging the places of 2 neighboring Data tokens – neither of these moves may be resolved diagonally. The number of moves (**switches/slides**) in the Program step is determined by the Programming *(PRO)* value on your Body.

For a programming example see page 14.

Aside from the Program step, there are also other actions allowing you to **program** your Data – these are called "**program x**," where x is equal to the number of moves you may do when resolving this action. These may be found on various components and may allow players to **program** their Data outside of the Program step.

Patterns – details

All Patterns in the game share a common frame, indicated by ⟦ ⟧, and are accompanied by the 'Launch' keyword and/or a Launch icon (⟫). To create a Pattern, you must arrange Data tokens exactly as shown within the Pattern. Rotation is allowed, however, as shown in the example on the next page. Notably, an empty frame within a Pattern does not necessarily correspond to an empty Data Slot next to the created Pattern, as shown in the example on the next page.

Basic Patterns

There are 9 Basic Patterns that can be **launched** by all players in all circumstances. They are divided into Asset Patterns and an EXP Pattern.

Asset Patterns

 = **Gain** 1 Shield (🛡).

 = **Gain** 1 Memory (📚).

 = **Gain** 1 Power (⚡).

 = **Gain** 1 Reroll (🔄).

Longer Asset Patterns

 = **Gain** 2 Shield (🛡).

 = **Gain** 2 Memory (📚).

 = **Gain** 2 Power (⚡).

 = **Gain** 2 Reroll (🔄).

EXP Pattern

 = **Gain** 1 EXP (⚔).

When exploring the world of *Tamashii*, you will find many more Patterns on various components, such as Enemy cards, Faction Augments, Scenario cards, Learning Protocol cards, etc.

Launching Patterns

Patterns may be **launched** in the Action phase, during the Launch step. This is the only time during a Turn that a Pattern may be **launched** within the basic rules; however, it is possible that the effects of some components may override this rule.

When a Pattern is **launched**, perform the following steps:

1. **Dump** all tokens used in the Pattern *(place them in your Dump tile).*
2. Resolve the effects of the **launched** Pattern.

During this step, each available Pattern may only be **launched** once, but a Player may **launch** multiple different Patterns. These Patterns are:

- Augment Patterns *(you may launch multiple Augment Patterns if they come from different Augment cards).*
- Hacks (🔒) or Repels (⚔) from the Top Enemy *(you may launch two or even three different ones from the same card though).*
- Basic Patterns *(you may launch multiple different Basic Patterns. Keep in mind if you launch a Longer Asset Pattern, you do not get benefits from the regular one).*
- Each Pattern in any other place *(e.g. from a Scenario card or Scenario sheet).*

Some Patterns (i.e. with ❓ or ⭐) may end up looking the same as other available Patterns. You may launch 2 different Patterns consisting of the same Data tokens if they come from 2 different sources.

Important! Patterns may be **launched** in any orientation as long as the tokens remain in the same arrangement (in other words, they can be rotated by 90/180/270 degrees). Patterns that consist of tokens in more than one line should not be mirrored. Please refer to the example above. Furthermore, it is important to note that an empty Data Slot on the Body's Pattern grid does not mean that the corresponding Slot on the Launcher must also be empty.

BAG BUILDING & DATA TOKENS MECHANICS

Each player has an individual Data token pool, which can be altered as the game progresses. Players **gain** new tokens and discard unwanted ones, building and curating their token pool. When the neutral pool of a particular Data token is depleted, it is impossible to **gain** that token. Managing your Data token pool is one of the crucial aspects in Tamashii. The Data token pool is spread among 3 different places and each Data token cycles through them:

1. **Data Bag:** a place for tokens that are about to be drawn onto your Launcher. It can be compared to a "draw pile."

2. **Launcher:** a place for tokens that are currently active and available to use. All tokens **launched** or **dumped** from a Launcher are placed in the Dump. The Launcher can be compared to an "active hand."

3. **Dump:** a place for recently used Data tokens. Tokens from the Dump are placed back into the Data Bag once it's empty.

Data Bag Golden Rule

Whenever you are about to draw a Data token from your Data Bag and it is empty, place all Data tokens from your Dump into your Data Bag and continue drawing.

## ASSETS – SHIELD, MEMORY, POWER AND REROLL

Using Asset tracks

Asset tracks are used to record how many of a given Asset you have at a given time. Whenever the game tells you to:

- **Gain** an Asset: advance your Universal marker on the appropriate Asset track.
- **Lose** an Asset: decrease your Universal marker on the appropriate Asset track.

You can also **spend** Assets in various ways. **Spending** Assets also means decreasing the Universal marker on appropriate Asset track. Contrary to **losing** Assets, **spending** them is always a player's decision. You cannot **spend** an Asset which you don't have.

All Assets are accessible to players via **launching** Basic Patterns. Whenever you **launch** a Basic Pattern associated with one of these Assets, advance the ⬇ on the corresponding track 1 space up (or 2 spaces if **launching** a Longer Asset Pattern). You cannot have less than 0 or more than 5 of any Asset. Certain Augments, District tiles, and other game effects may also provide players with Assets.

Shield: Shields protect you from losing Integrity (🖤) when **suffering** Wounds (💔). Each time you would **suffer** any amount of Wounds, you may turn on your Shield. If you do, you **spend** 1 Shield instead of **suffering** 1 💔 for as many Shield as you have. When you **spend** your last Shield, your Integrity begins to go down as you **suffer** any remaining unblocked 💔. You may choose to not **spend** Shield and simply **lose** Integrity instead.

You cannot partially use your Shields. If you choose to use your Shield, you must use as much as possible to stop 💔.

Spending Shield examples:

Example 1: a player has 1 Shield and suffers 2💔. The player may spend 1 Shield and reduce their 🖤 by 1 or they may choose not to spend any Shield and just reduce 🖤 by 2.

Example 2: a player has 3 Shield and suffers 2💔. The player may spend 2 Shield to not reduce their 🖤 or choose not to spend any Shield and reduce their 🖤 by 2. The player cannot however spend 1 Shield and reduce 🖤 by 1.

Memory: Memory allows you to **equip** new Augments and helps you control your Data tokens pool. When resolving an Upgrade (see Upgrade, page 13), you may **spend** Memory equal to the value in the bottom right corner of the Augment card to **equip** that Augment. You may also **spend** 1 Memory to **gain** 1 Basic Data token of your choice (take it from the neutral pool and place it in your Dump) or to discard 1 Data token of your choice from your Launcher (place this token back in the neutral pool). These effects may be used multiple times during a single Upgrade, as long as you have the Memory to **spend**.

Power: Power may be used to give you an edge in close Combat. Before you **roll** the dice during the Combat phase's Attack Roll step, you may **spend** Power to add more Player dice (🎲) to the pool. Add 1 Player die per 1 Power **spent**.

Reroll: Reroll is used to alter the results of various player actions during the game. After a dice roll, you may **spend** your Reroll to **reroll** 1 🎲 per 1 Reroll **spent** (i.e. if you **spend** 3 Reroll Assets, you may **reroll** 3 dice from the same roll). You may use it during the following:

- Your Trace Roll step.
- Your Attack Roll step.
- All other effects using 🎲, like Augments, Tests, or Scenario related dice rolls.

Each roll may be influenced by Reroll Assets only once, but **spending** Reroll does not interfere with other sources of **rerolling** dice (e.g. you may use an Augment allowing you to **reroll** a die during the Trace Roll step and then **spend** 1 Reroll Asset to **reroll** it again).

All Assets are personal, which means that you cannot use Reroll to **reroll** another player's roll, or Shield to block their incoming Wounds. Some Class Augments may have exceptions to this rule.

Bodies are shells that your mind can occupy – therefore anchoring yourself to the physical world and gaining additional abilities to help you in your adventures. All players start the game with a basic Walker body, which is printed on their Player Board. However, it is also possible to **inhabit** an Advanced Body by placing an Advanced Body card in the Body slot.

Body card.

1. **Name**
2. **Body's special ability**
3. **Combat Frames:** ⬖ and ⬘ effects used during the Combat phase.
4. **Movement:** How many District tiles you can **move** through during the Move & Trace step.
5. **Attack:** How many ◆ you **roll** during the Attack Roll step.
6. **Programming:** How many moves (**slides** or **switches**) you can make on your Launcher during the Program step.
7. **Cost:** The Pattern you must **launch** in order to **inhabit** this Body from the Body Market.

Inhabiting a Body

Access to the Body Market is always possible, regardless of the District you are in.

Each Advanced Body card has a Pattern that represents the cost in order to **inhabit** it. If you **launch** the Pattern during your Launch step, you **inhabit** this Body by placing this Body card in the Body slot on your Player Board and changing your Character on the map to matching standee/miniature of the new Body. When you **inhabit** a new Body from the Body Market, draw a new card from the Body deck to refill the Body Market.

You can have up to 2 Advanced Body cards at a time, but only one is **active** *(the one on top)*. You may change your **active** Body by using the '**inhabit**' effect *(the most accessible one may be found on the Shelter tile, which is available in all Scenarios)*. When you do so, simply swap your 2 Advanced Body cards and immediately begin to use the statistics and abilities of your new **active** Body card. If you have an Advanced Body card, you cannot **inhabit** a Walker Body again *(unless you **reset** and lose your Advanced Body)*.

In the world of *Tamashii*, advanced machine learning programs and instruction manuals for expanding your knowledge are common. On the other hand, Learning Protocols may be viewed as side quests. In every Scenario, each Player has access to one *(and only one!)* of these cards. Learning Protocols allow players to **gain** Assets, EXP, or unlock additional special abilities.
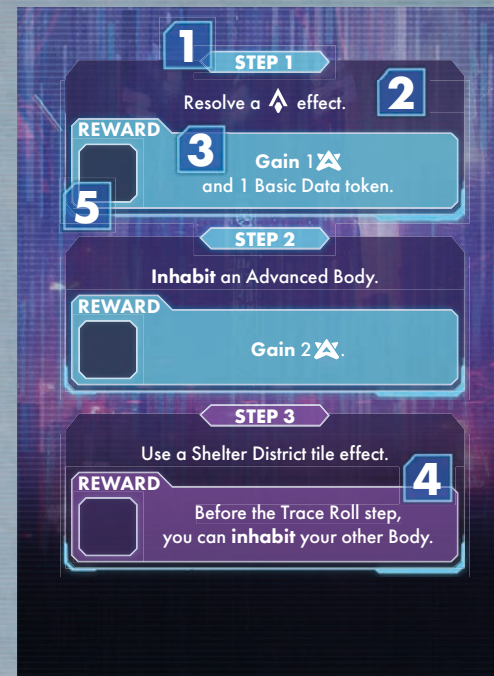
Learning Protocol card.

1. **Step count:** Learning Protocols are divided into 3 steps, you need to complete them one by one to gain rewards.
2. **Objective:** This condition must be met to claim the reward and proceed to the next step.
3. **Reward:** You gain it immediately after fulfilling the objective, regardless of the phase of the game.
4. **Permanent reward:** After completing all the Learning Protocol steps, you gain access to a powerful new ability, which can be used by you for the rest of the game.
5. A slot for a Universal marker (⬦) to mark your progression.

Completing Learning Protocol steps

Each Learning Protocol card has 3 steps that may be fulfilled. The first two contain a one-time bonus, whereas completing the third step unlocks an ability specific to this particular Learning Protocol card. This ability may be used from now on. Keep in mind that Learning Protocol steps must be resolved in order from 1 to 3 *(you must complete step 1 to be able to complete step 2, etc. However, if you meet the require-ments of 2 consecutive steps at the same time, you may complete both of them at the same time)*. The steps may be completed at any given moment and completing them does not cost anything – the only necessity is fulfilling the condition of a given step.

After completing a step, mark the obtained reward with a ⬦ if it was step 1. For a subsequent step, simply move the ⬦ down to the next step. After you have completed step 3 of your Learning Protocol, no further steps or other Learning Protocols may be completed by you.

CLASSES, FACTIONS, AND AUGMENT CARDS

Classes and Factions

During a game of *Tamashii*, each player is defined by a Class. The Class lets you build your Character in a unique way, granting you access to a unique deck of Class Augment cards, which is only accessible by you. Each Class also has 1 starting, co-op related Augment which allows you to aid other players. There are four Classes in the Core game: Reaper, Brawler, Whisperer, and Trickster.

On the other hand, in the world of *Tamashii*, there are various Factions. Factions represent various survivor groups, with different characteristics and goals. Players may sometimes interact with Factions by doing specific things in Scenarios; however, the most basic feature are the Faction Augment cards – each Faction has access to different kinds of equipment that may be obtained by players during the game. These cards may be obtained by all players and traded between them. There are four Factions in the Core game:

the Spartans, Ninkyo, Seekers, and Commoners.

Augment cards

Augment cards represent cyberware, weapons, and advanced technology that can be found in the world of *Tamashii*. You can think of them as your equipment or special abilities. Each has special effects that sometimes overwrite or modify basic rules.

Remember: the rules on the Augment cards supersede the basic rules written in this rulebook.
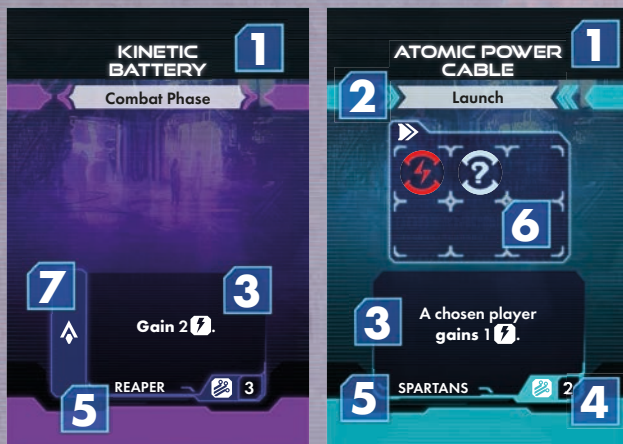
Class Augment card   *Faction Augment card*

1. **Name**
2. **Timing**
3. **Augment effect**: may also contain a clarification to the timing. Keep in mind that using an Augment is always a player's decision.
4. **Memory cost**: if you want to **equip** this Augment you must **spend** this much 🖊. Only **equipped** Augments may be used *(see Upgrade, page 13)*.
5. **Class/Faction**: each Augment is assigned to a certain Class or may be acquired from a certain Faction.
6. **Pattern**: the Pattern you must launch in order to apply this Augment effect. Only Faction Augments have Patterns on them.
7. **Combat Frame**: some Augments may be activated by Symbols from 🎲 during the Combat phase. Only Class Augments may have Combat Frames on them.

There are 2 types of Augments in *Tamashii*: Class Augments, which belong to certain players, and Faction Augments, which may be owned by anyone and passed between players. Class Augments cannot be **traded** between players! For trade details see Upgrade, page 13.

Acquiring Augments

There is a substantial difference in obtaining Augment types in Tamashii;

- **Class Augments** may be obtained by players most likely due Upgrade and spending EXP. When you spend 2 EXP, you may draw 2 Augments of your Class and keep one of them. Place the other on the bottom of its deck.
- **Faction Augments** may be obtained from District tile effects. When you resolve a tile effect from a Faction Hideout tile, draw 1 Augment from the respective Faction's Augment deck.

Equipping Augments

Augments have 2 states: **equipped** *(ready to use)* and **unequipped**. In order to use an **unequipped** Augment, a player must **equip** it by **spending** 🖊 *(during Upgrade in the Planning phase)* of the value indicated on the Augment's Memory cost. Once **equipped**, an Augment remains **equipped** and may be used multiple times.

All traded and newly acquired Augments arrive to their new owner **unequipped**.

There is no limit for how many **equipped** or **unequipped** Augments you may have. However, the space for Augments indicated on a Player Board is dedicated to equipped Augments only. **Unequipped** ones should be stored near the Player Board, but in such a way that they are not mixed with your **equipped** Augments.

Breaking Augments

Some Augments may only be used once during a single game. If an Augment has a "**break**" keyword in their effect, it means that its card should be removed from the game after resolving it *(just place it back to the box, but this component is still Unlocked and may be used in other games)*. This Augment will not appear again during the same game.

Timing

Planning Phase	**Planning phase**: this means that the effect of this Augment may only be used during the Planning phase.
Combat Phase	**Combat phase**: this means that the effect of this Augment may only be used during the Combat phase.
Launch	**Launch**: this means that the effect of this Augment may only be used during the Launch step.
Anytime	**Anytime**: this means that the effect of this Augment may be used whenever its conditions are met, regardless of the current game phase.
Passive	**Passive**: this means that the effect of this Augment works at any time.

Some Augments have specific timing in their effect section. ALL Faction Augments are used during the Launch step, since all of them require a Pattern to activate.

MAP

District tiles

The Tamashii map is made up of District tiles, which represent the fragments of futuristic cities and suburbs where the Scenarios take place. Each player Character *(represented by a standee or miniature)* must occupy one of the District tiles at all times.

District tile

1. **Name**
2. **Unique tile number**
3. **Entry Trace value: increase** your Trace (📡) by this amount when you **move** to this District tile during the Move & Trace step.
4. **Stationary Trace value: increase** your Trace by this amount when you decide not to **move** during the Move & Trace step.
5. **District Tile effect:** if you are on this tile, you may resolve this effect during the District Effect step.

> *NOTE: many District tiles have various keywords in their Effects. The easiest way to become familiar with them is to check the last page of this book.*

Movement & Revealing District tiles

Each turn, during the Move & Trace step, you have 1 opportunity to **move** your Character. If you decide to **move**, first check the Movement *(MOV)* value on your **active** Body. This is the maximum range you may **move**, beginning with the tile you are currently on. To **move**, select a District tile in range of your **movement** and place your Character on it.

Remember: face down District tiles restrict your **movement** range. You cannot move through a face down tile – even if you have a MOV of 3, and all adjacent tiles are face down – you may only **move** onto one of the adjacent tiles then stop. When you enter a face down District tile, you must immediately stop and **reveal** it. When **revealing** a District tile, first, **reveal** *(flip to the other side)* an Exploration token (🔍) if there is one and resolve its effect. Then, **reveal** the District tile itself. Sometimes it is possible that other components are on District tiles – they should not be discarded from a **revealed** tile, unless stated in the special rules.

> *Important! If you **reveal** a Faction Hideout, take its corresponding Faction Augment deck from the box, shuffle it, and place it in the play area!*

You may also choose not to **move** during the Move & Trace step. In this case, leave your Character on your current District tile *(remember that each time the game mentions your current District tile' it refers to the tile your Character is currently on)*.

Regardless of your choice, you are obliged to **increase** your Trace (📡). If you **move** your Character, **increase** your Trace by the Entry Trace value of the newly entered District tile *(the purple one)*. If you remain on the same District tile, **increase** your Trace by its Stationary Trace value *(the red one)*.

> *The world – infested with dozens of AI bots constantly trying to track you down – is an extremely dangerous place. This is why you must explore new Districts with caution and never move through unknown places in haste.*
>
> *However, if you stay too long in one place, you are much more vulnerable to being tracked down; therefore, being in constant motion should make your life a bit easier.*

Exploration tokens

Exploration tokens are one-time-use bonuses to the player who **reveals** a face down District tile. During the setup of each scenario, the Exploration tokens are distributed, face down, among specified District tiles. When you **move** to a tile with an Exploration token, **reveal** and resolve the Exploration token effect:

– **gain** 1 EXP (✖️).

– **gain** 1 chosen Basic Data token *(1 of the 4 basic colors)*.

– **gain** 1 Power (⚡).

– **gain** 1 Shield (🛡️).

– **gain** 1 Reroll (🔄).

– **gain** 1 Memory (💭).

After you resolve the Exploration token effect, discard the token.

Trace

Trace in *Tamashii* defines how likely a player is to encounter an Enemy. It is defined by the Trace track on the left side of a Player Board.

Trace **increases** each turn during the Move & Trace step. When you **move** to another District, **increase** the Trace by the Entry Trace value *(the number in the purple frame)* to the left to the tile Effect. When you decide not to **move**, **increase** the Trace by the Stationary Trace value *(the number in the red frame)* to the right to the tile Effect.

During the Trace Roll step, **roll** a number of 🎲 shown in the threshold indicated by the position of a Universal marker (🔻) on the Trace track. For each 🎲 result, draw an Enemy from the Enemies deck and **attach** it *(place it in the 'Enemy card' slot on your Player Board or on the left side of your **attached** Enemies pile)*. Then, if you drew at least 1 Enemy, set the Trace to 0 *(move the Universal marker to the slot '0' of the Trace track)*.

When the Universal marker on your Trace track reaches the top space, IMMEDIATELY draw and **attach** 2 Enemies *(regardless of the Turn phase!)* and then set your Trace to 0.

ENEMIES

Enemy card

1. **Name**
2. **Enemy Integrity** (⬥) – when it drops to 0, this Enemy is **defeated**.
3. **Basic Frame** – apply this effect when you **roll** ◇ on the Enemy Symbol die.
4. **Special Frame** – apply this effect when you **roll** ⬟ on the Enemy Symbol die.
5. **Hack Patterns** (🔓) – Enemy weak spots which may be exploited by players. Usually you can harm an Enemy this way, or gain resources.
   5a. **Hack effects** – apply this effect when you **launch** the Pattern on its left.
6. **Repel Pattern** (🖐) – you can use Repel to instantly discard an Enemy, however usually you get some penalty for that. Repelled Enemies do not grant EXP!
   6a. **Repel effects** – apply this effect when you **launch** the Pattern on its left.

> NOTE: Patterns are **launched** only during the Launch step, never during Combat phase!

Enemy deck setup

Each Scenario sheet has Enemy deck setup instructions. The following is an example of how an Enemy deck is made:

- 3 x 👥 of LVL 1 Enemy cards.
- 2 x 👥 of LVL 2 Enemy cards.
- All LVL 3 Enemy cards.

The composition of the deck is shown from top to the bottom, which means that the first Enemies drawn will be Enemies of LVL 1. Only when the LVL 1 Enemies run out, can you draw Enemies of LVL 2, and so on.
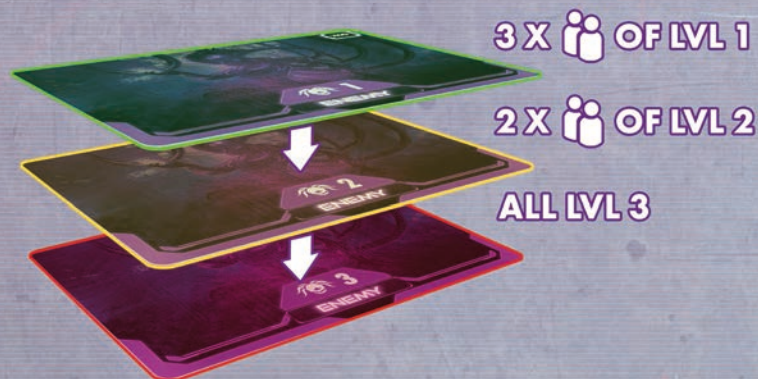
In this example of a 3-player game, to properly set the shown Enemy deck, shuffle all Unlocked Enemy cards of LVL 3. Then, take and shuffle 6 *(2 x 3)* random Enemy cards of LVL 2 and place them on the top of all LVL 3 Enemy cards. Then, take and shuffle 9 *(3 x 3)* random Enemy cards of LVL 1 and place them on the top of the rest of the cards. This way, you end up with a deck that has 9 cards of LVL 1 on the top, 6 cards of LVL 2 in the middle, and all of the Unlocked LVL 3 cards on the bottom.

Please note that most Scenarios are designed to form the Enemy deck in a way that increases their difficulty as the game progresses.

Attaching Enemies

Enemies in *Tamashii* don't have any Map representation – they directly pursue the players – when you draw an Enemy card, that Enemy is **attached** to you. All **attached** Enemies form a stack on the left side of your Player Board next to the Trace track. Place all newly drawn Enemies on the bottom of the stack so that you can see the crucial information, as depicted in the image below:

*An example of 3 **attached** Enemies – the Z.O.E. being drawn most recently.*

The rightmost, fully visible card is called the Top Enemy. Each Enemy has its own weakness and therefore different Hack and Repel Patterns with various effects. However, players are only able to influence and harm their Top Enemy.

Hacks are mostly oriented around damaging the Enemy or stealing their resources, whereas Repel is used to instantly get rid of the Enemy – generally with the drawback of **gaining** Corrupted Data (🌀). During the Launch step you may only **launch** Patterns from your Top Enemy. However, if you manage to discard or **defeat** your Top Enemy, the Enemy directly below it becomes your new Top Enemy and you may **launch** all of its Patterns, if you are able.

> *Attached Enemies represent bots that are constantly tracking you down, following you through districts and skirmishing with you (during the Combat phase) when they manage to meet you while in the same district. At the end of skirmish you do your best to escape. This is why having attached Enemies does not restrict players from moving around the map and performing other activities in the game.*

Damaging and defeating Enemies

Whenever you **deal** Damage (💥) to your Top Enemy, use Damage markers to mark it. All Damage **dealt** to the Enemies stays on them, which means that you can harm an Enemy during the Combat phase, then in the next turn **deal** more 💥 during the Launch step with your Faction Augment and, finally, **defeat** it in the next Combat phase.

An Enemy whose Integrity drops to 0 is **defeated** – discard its card and **gain** 1 EXP (✖) marker. Enemies that are discarded in any other way are NOT **Defeated** and therefore grant no ✖ to the Character.

*Discarded Enemy cards form a discard pile next to the Enemy deck.*

RESET

When your Integrity is **reduced** to 0, you must resolve a **reset**. **Resetting**, as bad as it may seem, is a part of the game and a common thing to happen in all Scenarios. When you **reset**, resolve steps below:

- Roll 1 Enemy Symbol die.
  - If you **rolled** ◇, discard your **active** Body *(if you have a Body card)* and place it on the bottom of the Bodies deck. If you have another Body card, it becomes your new **active** Body. Switch your Character on the map to the one matching the new Body. If you don't have another Body card, you return to the Body printed on your Player Board.
  - If you **rolled** ⚔, do not discard your **active** Body card.
- **Gain** 2 Corrupted Data tokens (🌀) from the Corrupted Data pool on the Time track *(place them in your Dump)*.
- **Dump** all Data tokens from your Launcher.
- Discard all **attached** Enemies.
- Set your Trace to 0.
- Set your Integrity (♥) to its maximum value *(place the Universal marker in the ITG Limiter)*.
- Place your Character on the Shelter District tile.

The player who resolved **reset** skips all other activities for the current Turn phase.

UPGRADE

You may Upgrade your Character at any time during the Planning phase and it can be done in various ways:

- **Spend** Memory (🧠):
  - **Spend** 1 Memory to discard 1 Data token from your Launcher and place it in the neutral pool *(exception: discarded Corrupted Data tokens (🌀) do not go back to the Corrupted Data pool. See Corrupted Data, page 6)*.
  - **Spend** 1 Memory to **gain** 1 chosen Basic Data token *(place it in your Dump)*.
  - **Spend** Memory to **equip** an Augment *(the Memory cost is shown on each Augment card)*.
- Trade Faction Augments: exchange Faction Augments with other players *(regardless of your position on the map!)*. **Equipped** Augments become **unequipped** when traded. Class Augments cannot be traded.
- Spend EXP (✕) on Upgrades. In order to spend EXP, discard 2 EXP markers and choose one of the options below:
  - **Increase** your maximum ♥ by 1 *(advance the ITG Limiter by 1 space)*. This also increases your current ♥ by 1.
  - **Unlock** 1: discard a Lock token (🔒) from your Launcher.
  - **Gain** 1 Open Data token (✕) and place it in your Dump.
  - Draw 2 Class Augment cards from your Class Augments deck. Keep 1 and place the other on the bottom of the deck.

> You have the option to spend all of your Memory and EXP in a single planning phase if you choose to do so. There are no limitations to the number of times you can use each of the options presented above.

PLANNING PHASE
(RESOLVED SIMULTANEOUSLY)

The Planning phase is the initial preparation part of the turn. It is resolved simultaneously by all players *(during this phase you plan your turn in advance and establish the plan with your teammates).*

1. **Trace Roll step:** *[skip this step during your first turn of the game, all players will have their Trace on 0!]* During this step, all players **roll** Player dice according to the number of dice shown on their Trace track threshold. For each rolled ⬦, draw and **attach** 1 Enemy *(please note that the △ effect does not trigger drawing any Enemies).* If you have drawn at least 1 Enemy card as a result of this roll, set your Trace to 0 *(place the Universal marker on the lowest slot).* When **attaching** Enemies, place them in the appropriate space to the left of your Player Board *(see attaching Enemies, page 12).* Keep in mind that even though this step is simultaneous, you should draw Enemies starting with the First Player.

2. **Refill Launcher step:** All players simultaneously **refill** their Launchers. Players draw Data tokens, one-by-one, from their Data Bags and place them on empty Highlighted Data slots, filling the Launcher from top to bottom and left to right.
Only the empty Highlighted Data slots are **refilled**! When you run out of tokens in your Data Bag during this step, just place all Data tokens from your Dump in the Data Bag, and continue the refill.

3. **Program step:** All players simultaneously may move tokens on their Launchers. The Programming value, printed on the player's Body (PRO), indicates the number of moves a player may resolve on their Launcher *(however, this value may be altered by other game effects, i.e. Augments).* Each move is either moving 1 Data token by 1 slot (**slide**) or **switching** 2 adjacent Data tokens. Data tokens may not be **slid** nor **switched** diagonally! When you use all the available moves or decide not to use them all, you can proceed to the next phase. The main purpose of **programming** is to arrange Data tokens into Patterns, which then may be **launched** in the Launch step for various benefits, completing objectives, etc. *(see Programming, Patterns & Launching, page 7).*

UPGRADE

During the Planning phase *(at any moment),* players may **spend** their EXP (△) and Memory (🗲) to develop their Characters and alter the contents of their Data token pool. For detailed information about Upgrade, see page 13.
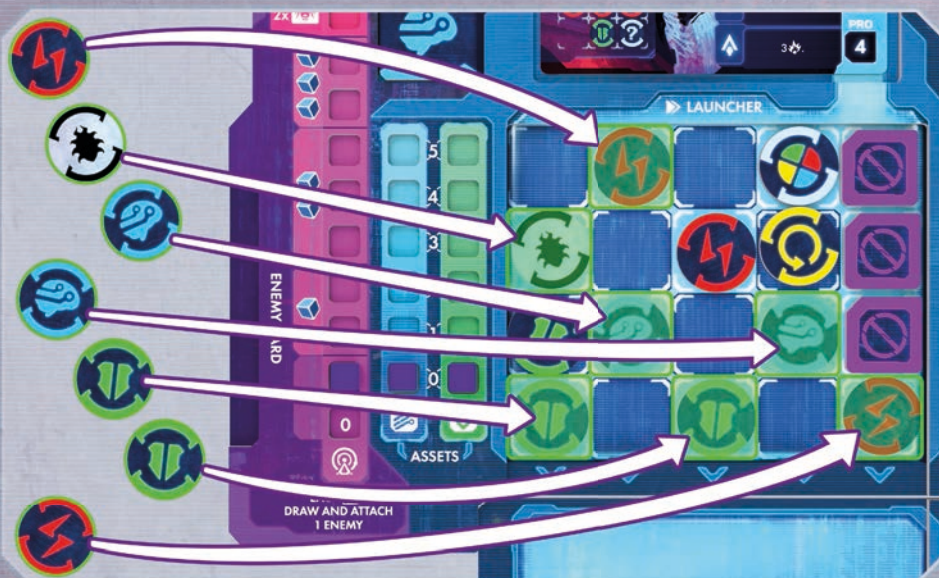
A Refill step example. Data tokens were taken out of the bag in an order from top to bottom.

*A Program step example. The player with PRO 4 resolved 4 moves – 3 **slides** and 1 **switch**.*

ACTION PHASE (RESOLVED IN ORDER)

During the Action phase, starting with the First Player, a player needs to perform all three steps listed below. Then, the next player resolves their Action phase. Players **move** around the map and **launch** all previously set Patterns to deal with Enemies, **gain** Assets, and do a variety of other things.

1. **Move & Trace step:** Choose a District tile within the Movement range value of your current Body (MOV) and **move** your Character to that District. If you enter an **unrevealed** *(face down)* tile, you must end your movement and **reveal** the tile *(see Movement & Revealing District tiles, page 11).* You cannot **move** through **unrevealed** tiles, or **move** through empty spaces. When you finish your **move**, you must **increase** your Trace by the number of spaces indicated on the Entry Trace value *(purple)* of your current District tile.

   You may choose not to **move**. If you do, **increase** your Trace by the number of spaces indicated by the Stationary Trace value *(red).*

   You cannot **move** more than once in a single Move & Trace step.

   If you increase the Trace to its final space, immediately draw and attach 2 Enemies *(see attaching Enemies, page 12)* and set the Trace to 0!

2. **District Effect step:** You may resolve the effect of your current District tile *(the tile with your Character).* This is always optional.

3. **Launch step:** During this step, players may **launch** any number of Patterns and use all other effects with 'Launch' timing. Patterns are **launched** one by one, in the order chosen by the player. When **launching** a Pattern, **dump** all Data tokens used in it *(place used Data tokens on your Dump tile)* and then resolve the effects.

Each token that was not **launched** during this step remains on the Launcher so you can create more complex Patterns in the future. The only exception to this is Corrupted Data (⊛) – at the end of this step **dump** all Corrupted Data tokens.

COMBAT PHASE (RESOLVED IN ORDER)

During the Combat phase, players resolve close-quarters combat with AI bots. This happens in a fashion of exchanging hits until both sides run out of actions. The player resolving their Combat phase **rolls** Player dice (⬨) that provide them with the resources needed to activate their Combat Frames and Enemy dice (⬦) that indicate how many bots attack and which type of attack type it is. The Player dice are not meant to be used all at once; instead, the player activates one of the Combat Frames using the proper number and symbol types of the dice results. After this, one of the Enemies takes its turn and the player has a chance to activate another Combat Frame, and so on. Like the Action phase, a player performs all 3 steps listed below and then the next player resolves their Combat phase *(always starting with the First Player)*. If a player doesn't have any **attached** Enemies, they must skip the Combat phase *(be aware of any potential special rules introduced by specific Scenarios though!)*. During Combat, Enemies attempt to bring your Integrity (♥) to 0 and cause you to **reset**. On the other hand, you also attempt to bring the Enemy's Integrity (⬙) to 0, and thus, **defeat** them. Defeating Enemies grants valuable EXP (⬟), which is used to develop your Character.

1. **Attack Roll step:**
    a. Take a number of ⬨ equal to your Body's ATT value. Then take 2 ⬦ *(1 Enemy Number die and 1 Enemy Symbol die)*.
    b. You may **spend** your Power (⚡) to add 1 ⬨ for every 1 ⚡ you **spend**.
    c. **Roll** all the dice *(you may spend ⟳ to alter the roll)*, then resolve their effects according to the steps below.
2. **Set Active Enemy Count step:** place the Enemy Number die on the Enemy that matches the **rolled** number, counting from the Top Enemy down *(i.e. if you rolled a 1, then place the die on the Top Enemy, if you rolled a 2, place the die on the 2nd one, and so on)*. If you **rolled** a number higher than the amount of **attached** Enemies you have, place this die on the leftmost Enemy card. If you **rolled** the ▲ *(blank side)* result on the Enemy Number die, skip this step.
3. **Resolve Dice Results step:**
    a. Starting with the player, resolve the Combat Frames and Enemy Frames alternating between them one-by-one *(1 Frame from the player, then 1 Frame from the active Enemy, then once again 1 Frame from the player, and 1 Frame from the Enemy, etc.).*
        I. **Activating a Combat Frame**
            1. Select a Frame with an effect you want to activate, place a die or multiple dice matching the Frame's requirements and resolve its effect.
        II. **Activating an Enemy Frame**
            1. Check which Enemy has the Enemy Number die on its card. This is the Active Enemy.
            2. Resolve the effect from one of the two Frames on the Active Enemy card – the one that matches the symbol rolled on the Enemy Symbol die (⬦/⬥). Keep in mind that the effects from ⬦ always **deal** some amount of ♥ to the player, whereas ⬥ effects may have other abilities.
            3. After you resolve the effect of the activated Frame, move the Enemy Number die one card to the right, toward the Top Enemy. If you have just activated the Frame of the Top Enemy, discard the Enemy Number die from it.
    b. The Combat phase for a particular player ends when:
        I. The player is no longer able *(or does not want)* to activate any Combat Frames and Enemy Number die is not on any Enemy card.
        II. The player's ♥ drops to 0. When this happens, resolve **reset** immediately *(see Reset, page 13)*.

Important notes:

- If an Enemy is **defeated** or discarded before it manages to activate its Frame, it does not activate its Frame at all. If the Enemy had the Enemy Number die on it, move it 1 card to the right and place it on the next Enemy card. If it was the Top Enemy, discard the Enemy Number die.
- It is impossible to harm an Enemy **attached** to another player during your Combat phase, even if this player is on the same District tile as you, unless a game component or a special rule allows you.
- Remember, you may **spend** 🛡 to reduce **suffered** ♥!

Understanding dice, symbols, and Combat Frames.

Combat symbols

⬧ : basic player symbol, used mostly in simple and straightforward Combat Frames.

⬘ : less common player symbol, used mostly in more sophisticated Combat Frames.

⬦ and ⬥: symbols **rolled** on the Enemy Symbol die, indicating which Enemy Frame is activated by all attacking Enemies during the Combat phase.

Combat Frames

Combat Frames are tools used by players to harm hostile AI bots or activate various other effects. Each Combat Frame consists of 2 parts:

1) The exact number and type of symbols needed to activate such a Frame.

2) The effect of its activation.

In order to activate a Combat Frame, a player must assign the appropriate number of **rolled** dice, containing the appropriate symbols. Each Combat Frame may only be activated once per Combat phase. The only exceptions are Frames with ⊚ or ⊛ symbols. These Frames may be activated multiple times during a single Combat phase and each activation may consist of any number of dice with the appropriate symbol.

All ⬙ from a Combat Frame is always **dealt** to the Top Enemy. If the Top Enemy is **defeated**, any excess ⬙ is lost, even if there is another Enemy below the Top Enemy *(see Damaging and defeating Enemies, page 12)*.

 – this Combat Frame requires a player to assign 2 ⬨ with ⬘ symbol rolled on them in order to **deal** 5 ⬙ to their Top Enemy.

 – this Combat Frame allows a player to assign any number of ⬨ with ⬧ symbol rolled on them, to **deal** 1 ⬙ to their Top Enemy for each ⬨ assigned. It can be activated multiple times during a single Combat phase.

Enemy dice

There are 2 different Enemy dice:

- Enemy Number die: indicates how many **attached** Enemies attack you (if you **roll** the ▲, no Enemies attack).
- Enemy Symbol die: indicates what kind of effect (⬦ or ⬥) is resolved by Enemies during this Combat phase.

GOAL P03
Aid the **Engineers** in erecting the transmission towers.

SPECIAL RULES
Refer to card P12.

PLAYER ACTIVITY
Refer to card P12.

WORLD ACTIVITY
Reduce ⌛ by 1. Discard 1 💧 from each District tile with no player Characters.
▌If ⌛ is 0 and there are at least 2 ✅ on the map:
The jammers are rised! Each player **gains** 2 Assets and 1 ⚒ for each ✅ on the map. Discard all **Engineers** from the map. Discard card P12. Draw card P04.
▌If ⌛ is 0, or there are no 💧 and less than 2 ✅ on the map: Scenario lost. Draw card P11.
▌OTHERWISE
If ⌛ is 0: each player **gains** 1 ◎. Set ⌛ to 1.

Scenario card

1. **Player Activity step:** during this step, all players may contribute toward completing the goal described on the active Scenario card by completing the activity described in the 'Player Activity' section. It can be anything from gathering in a certain Location to performing a Test, **dumping** Data tokens, discarding Ascend tokens from the map, or **defeating** a Boss. If there is no 'Player activity' section on the active Scenario card, this step is skipped *(however, it is possible that a Scenario sheet may contain rules for the Player activity step, so check it before skipping this step!)*.

2. **World Activity step:** during this step, players resolve a 'World activity' section on the active Scenario card. The World activity describes the flow of time or how the game reacts to player actions. This step may be tricky, because the full contents of this section may not all be resolved, therefore players need to read its contents with caution!

During the World activity, ⌛ is usually **reduced** *(the Universal marker on the Time track is placed on a lower space)*, since most of the missions in Tamashii have a time limit. The game usually checks if requirements for fulfilling the current objective are met. If they are not, the game checks if the conditions for failing the current objective are met. However, this may not always be the case, since each World activity section on each of many Scenario cards in Tamashii is different and should be approached with focus.

Some general rules to resolving the World activity are as follows:

I. It should be read and resolved from top to bottom.

II. The World activity section usually starts with an 'If' preceded with a '▌' sign. Check if the statement after 'If' is true.

 1. If true, then resolve all of the effects below, from top to bottom.

 2. If not, then skip to the next '▌' sign and check another 'If' or resolve the 'OTHERWISE' section of the card. If you proceed to 'OTHERWISE', be careful, because there may also be 'If's that must be checked.

III. When one of the resolved effects instructs you to draw a new Scenario card, you stop the current World activity step, discard the current active Scenario card and all tokens from it, and draw the new card *(some cards are not discarded after completing the objective, so read them carefully)*. Read its text, resolve its 'Immediate effect' section, and then place it in the 'Scenario card' section of the Time track. This is your new active Scenario card.

3. **First Player Token step:** during this step, the current First Player passes the First Player token to the next clockwise player. Then, you proceed with the next Turn and start another Planning phase.

1. **Starting conditions and Attack Roll step:**
 1a. A player has the Soldier Body, the Termination Code Augment, 5 ❤, 2 🔧, 2 ⚡, and 2 🛡.
 1b. The player has 3 **attached** Enemies – the Top Enemy has 4 Damage markers on them, meaning that it has 6 ♦ remaining.

2. **Attack Roll:**
 2a. The player has used 2 Power to **add** 2 🔷 to their roll, resulting in 5 dice total (3 ATT from the Soldier body and 2 Power).
 2b. The roll results are as follows:
 I. The player **rolled** 1 ◼, 2 ◈ and 2 🔺. The player would love to **reroll** their 🔷, but they have no 🎯 to **spend**.
 II. Enemy dice roll results mean that all 3 Enemies are going to attack the player, using the 🔺 effects.

3. **Set Active Enemy Count step:** The Enemy Number die is placed on the third Enemy card, counting from the Top Enemy.

4. **Resolve Dice Results step:** The player uses their first Combat Frame – the Frame with a single 🔺 on the Soldier Body. This effect **deals** 3 💥 (Damage) to the Top Enemy.

5. **Now it's time to resolve the Enemy effect:**

   5a. The Scanning bot **deals** 3 💔 to the player.

   5b. The player **spends** 2 Shield and **loses** 1 ❤️.

   5c. Then, the Enemy Number die is moved to the next Enemy card – the Catcher.

6. **The second effect of the player:**

   6a. The player uses their second Combat Frame from the Termination Code Augment, which requires a single 🔺 symbol.

   6b. Because the Firecleaner only has 3 ☄️ left, it is **defeated** *(this is because of the Termination Code unique effect).* This means that the Firecleaner is no longer able to harm the player during this Combat phase.

   6c. The player **gains** 1🔺 and 1 Asset from the Soldier Body's ability. The player chose to **gain** 1🔄. Note that this Reroll cannot be used during this Combat phase anymore because the Attack Roll step is over.

7. **The second effect of the Enemy:**

   7a. Now, the player **suffers** 2 💔 due to the effect of the Catcher. The other part of this effect, 'Top Enemy **Recovers** 1' is irrelevant because the Top Enemy has full ☄️.

   7b. The Enemy Number die is removed from the Top Enemy, which means no more Enemies are going to activate their Frames during the current Combat phase.

8. The player now may use all of their remaining dice. They decide to use a second Frame from their Body – a Frame with a single 🔹, which **deals** 2 🔥 to the Top Enemy.

9. Now, for their final effect, the player uses their 🔵 Frame, which allows them to spend as many 🔹 dice as they can. They use 1 die to **deal** 1 🔥 to the Top Enemy.

10. The Combat phase is over, since there are no more effects to resolve. The next player may resolve their Combat phase.

SCENARIO SHEETS

Each game of *Tamashii* is represented by a Scenario. Scenario sheets give players the scope and brief introduction to the story. Also it shows how to set up the Scenario and contains any Special rules that may be relevant for each individual Scenario.

Scenario sheet

1. **Scenario Name**
2. **Introduction:** the introduction plot of the Scenario.
3. **Difficulty:** each Scenario has a different difficulty level that varies between Easy, Medium, and Hard.
4. **Scenario length:** some Scenarios are more complex or the story more extensive, therefore those take more time to complete. The length varies between short, medium, and long.
5. **Challenging mark:** Scenarios marked with an exclamation mark are mechanically more complex and are not recommended for beginners.

6. **Setup instructions:** for detailed information see Scenario setup, page 5.
7. **Special rules:** a place for all the unique rules that are present during the playthrough of a Scenario.

SCENARIO CARDS, TYPES, AND SCENARIO PROGRESSION

The stories in Scenarios are driven by Scenario decks, consisting of multiple different Scenario cards. The chosen Scenario sheet always instructs you which deck is used in a given Scenario.

Scenario cards

Scenario cards are divided into 2 types: Plot Scenario cards and Special Scenario cards.

Plot Scenario cards are the backbone of each Scenario and are used to drive the story, unravel the main mechanics, react to player choices, host objectives, and so on. They are used as **active** Scenario cards and are placed in the 'Scenario card' slot on the Time track. There may only be one **active** Plot Scenario card at a given time.

The Plot Scenario cards always look the same – they have a Story side with narrative and the 'Immediate effect' section and a Gameplay side that guides players through the Scenario.

Plot Scenario card example (left: story side, right: gameplay side).

Story side *(left)*:

1. **Name**
2. **Card code:** each Scenario card has a unique code that other Scenario cards refer to in order to progress the Scenario.
3. **Plot:** each Scenario card reveals how the plot develops. It may vary depending on player decisions.
4. **Immediate Effect:** Scenario cards trigger some effects immediately when you draw them.
5. **Flip this card instruction:** after reading and resolving the Story side, flip the Scenario card, and place it in the 'Scenario card' slot on the Time track.

Gameplay side *(right)*:

6. **Goal:** explanation of current objective.
7. **Special rules:** during events described on this card, you must obey extra rules. It's also a place where you can find unique Patterns or effects available only while this card is in game.
8. **Player activity:** possible player actions during the Player Activity step.
9. **World activity:** game maintenance step.

Please note, not every Scenario card has all of the listed above sections!

Special Scenario cards are a little different. First of all, they do not have any established form. They may be a variety of things, from tables with special moves of Bosses, to special Enemy cards encountered only during a specific Scenario. However, they are commonly quite similar to the Plot Scenario cards, with a few exceptions as follows:

1. They have a light background.
2. They may have similar sections you find on Plot Scenario cards, but they generally don't look like them.
3. There may be more than 1 **active** Special Scenario card in play at the same time.
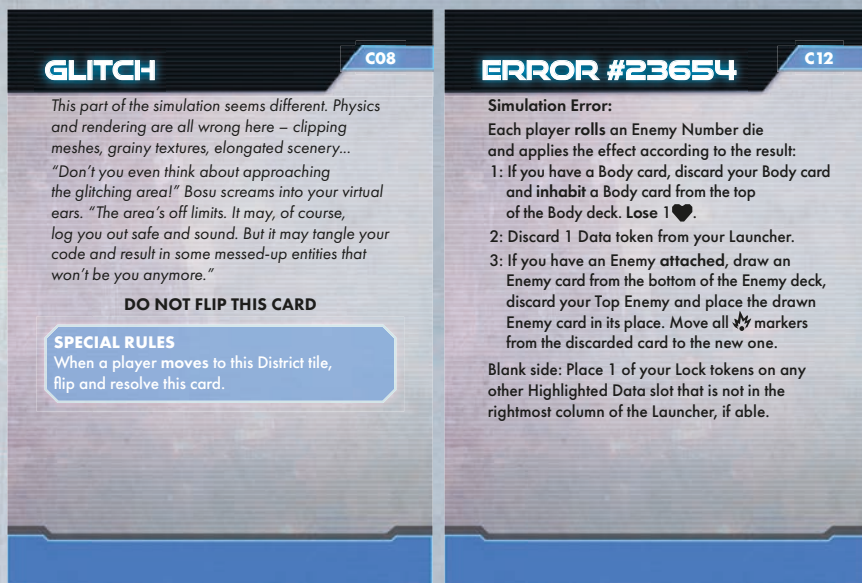
Here, we have two examples of Special Scenario cards. The card C08 is placed on a District tile and resolved when a player enters the corresponding District. In contrast, the card C12 is placed next to the Time track and serves as a reference regarding the 'Simulation Error' special rule.

Drawing a Scenario card: When you draw a new Scenario card, you locate it via its unique code. In the case of a Plot Scenario card, the first side you read is always the Story side. There may be Immediate effects to resolve. Once any Immediate effects are resolved, you'll be instructed to turn the card to the gameplay side. Then, discard the previous Scenario card along with all the markers and tokens on it from the Time track slot *(there may be some exceptions to this rule in certain Scenarios).*

In the case of a Special Scenario card, you should always familiarize yourself with it and then set it aside for the rules reference. Since there are a lot of different Scenarios and stories, some Special Scenario cards are quite unique and the things that you find on them might be different from those described here, but there is always an instruction on how to deal with them.

Goal: This is your objective.

Special Rules: this section describes all effects altering the rules of the game. These rules are always active when the current Scenario card with them is active and these rules always take precedence over rules in this manual! Some Special rules may enable certain actions required to progress the Scenario. Please note, Scenario sheets sometimes also have Special rules, which are active during the entire game.

Player Activity: Most of the mechanics that you must fulfill to complete the Scenario card's Goal are included either in this step or in the Special rules section. Sometimes Player activity is a special action, available during recent events, sometimes it is a Test, sometimes you must gather in a certain Location, etc.

World Activity: During this step, the game checks if players managed to complete the objective and manage the flow of time. Many Scenarios are time restricted so don't take too long – usually, each turn the turn count on the Time track goes down. After the objective is fulfilled, there might also be tough decisions about how the story progresses. *(i.e. it's up to you if you want to hide or get into a fight).* Keep in mind that you don't always lose the game if you fail the objective, sometimes you just don't gain the reward, or the story might get a bit harder.

Important icons which frequently appear on Scenario cards.

Player Number – This icon is used most commonly as a multiplier and its main purpose is to scale difficulty according to the number of players taking part in the game. Whenever you see this icon, just replace it with a number equal to the number of players in your game *(for example, if a game tells you to take 2 x 👥 of 🔻, and you have 3 players in your game, that means you should take 6 🔻).*

Ascend tokens: Some Scenario cards instruct you to use Ascend tokens *(they mainly represent growing pressure upon players).* They may be used to mark special points on the map where Ascend is gathering their forces or some points of interest where you can complete an objective. Every time you use these tokens, its purpose is explained on a Scenario sheet, or Scenario card.

Success tokens: When you fulfill all conditions *(or certain parts of them)* needed to progress your active Scenario card, you may need to mark it with a Success token. Very often, at the beginning of the World activity step, if you have a required number of Success tokens, you progress the game according to the given Scenario card, which usually gives you bonuses and leads you to the next part of your journey *(and next Scenario card).* Keep in mind that these tokens may be used for other various purposes throughout the game.

Universal markers: These are used to mark a variety of things in Tamashii. Sometimes they must be placed on cards, sometimes they are needed on the map. Place them whenever the game asks you to.

? *(face down)* 🅰🔲⓪ *(face up)* **Dice tokens:** These tokens are frequently used in Scenarios to randomize things. Their purpose is always described on a Scenario sheet or Scenario card, so are all the rules applying to them. Some Scenarios instruct you to use a "set" of Dice tokens. In that case, use 3 different ones. Otherwise, take them randomly.
Sometimes they are placed face down, so their contents must be uncovered. Dice tokens placed face up are referred to as **revealed**.

⏳ **Time track:** This icon represents the current position of 🛡 on the Time track. Many objectives in Tamashii have a time limit and this icon is used either to set a time limit for a current objective, lower the number of available turns at the end of a turn, or check if the 🛡 on the Time track has reached a space where something important is about to happen *(e.g., if ⏳ moves to space 0 on the Time track, you may fail to fulfill the objective and lose the game!).*
Sometimes a Scenario card in the 'Immediate Effect' asks players to set the ⏳ to 0. This means that during this particular mission there are some other conditions governing the success or failure, other than time.

TESTS

Tests are mostly used as a Scenario progression mechanism. Some objectives require players or a player to perform a Test. There are 2 types of Tests: Individual Tests *(simply called Test)* and Group Tests.

The Test command has 2 important pieces of information: the type of Data tokens that must be used and the number of successes that must be achieved to pass this Test.

When you contribute to a Test, **dump** *(move from your Launcher to your Dump)* any number of Data tokens of the type required to complete the Test, then roll that many 🎲. Each **rolled** 🔹 grants 1 success, and each rolled 🔥 grants 2 successes. To pass a Test, you need as many successes as specified by the number *(e.g. Test* ⚡ *3 means that you must* **dump** *Red Data tokens and for each* **dumped** *token, you* **roll** *1* 🎲. *If you have at least 3 successes, the Test is passed).*

When it is a Group Test, all players may **dump** Data from their Launchers to contribute toward passing the Test *(in order, starting from the player who initiates the Test)*, but only one player needs to initiate the Test *(and be in a particular District tile, if this is a requirement)*. In such a case, each player **rolls** their 'part' of the Test contribution.

Example: in a 2-player game, the game states: "Perform a Group Test: ⭐ *3 x* 👥." *This means that all players together must achieve 6 successes to pass this Test. Player 1 dumps 3* 🟢 *(because their* ⭐ *is* 🟢*) and player 2 dumps 2* 🔵 *(because their* ⭐ *is* 🔵*). Player 1 rolls 3* 🎲 *and player 2 rolls 2* 🎲*. Each of the players may spend* 🔄 *but only to* **reroll** *their own* **rolled** *dice.*

Performing a Test *(and taking part in a Group Test)* is always optional.

Group Tests in a solo mode are treated like Individual Tests.

ENDING THE GAME & USING THE PROGRESS SHEET

Each Scenario ends when either a 'Victory!' or a 'Scenario Lost' card is drawn. After you've drawn such a card, resolve its effects. You will usually unlock some components this way. In such a case, take the listed components from the Locked Pool in your box and place them in the Unlocked Pool. From now on, the additional unlocked components may appear in future games.

Sometimes it may be the opposite – and such a card tells you to move components from the Unlocked Pool to the Locked Pool.

If you won the game, you must also mark the appropriate code on your Progress sheet. This sheet serves as a reference and helps you track what Scenarios were already won by you. Keep in mind that most of the Scenarios have more than 1 ending, and unlocked components often differ, depending on the story branch you finish. This is why there is more than 1 checkbox next to each Scenario on the Progress sheet.

If you used your Progress sheet, but would like to start from scratch, don't worry – you can download the PnP Progress sheet file from our website: **http://awakenrealms.com/** .

BOSS SHEET

There is a possibility that players encounter powerful entities known as Bosses in some Scenarios. These special Enemies have their own set of rules *(represented by a Boss sheet)* and special standees or miniatures that represent them in the game world.

Boss sheet

1. **Boss Name**
2. **Setup instructions:** resolve these when the game tells you to take the Boss sheet.
3. **Boss rules:** each Boss is unique and works differently. The Boss rules describe how the Boss works and how to **defeat** it.
4. **Boss Activity:** Boss actions with a specific turn phase or step.
5. **Hack (🔓) Patterns:** the Boss sheet always explains how to use any type of Pattern appearing on it.
6. **Integrity:** each Boss has a different condition for **defeating** it.

Keep in mind that each Boss is unique and its Boss sheet is too, so the types of information presented on them will be different.

OTHER GAME MODES

SOLO MODE

Setup

Setup the game according to the normal Setup, with the following modifications:

- **In the Setup, step 3 c)**: when selecting the starting Augments, remove the Augment with the 'Co-op' on its back from the game and take the 'Solo/Pvp' one instead.
- **In the Setup, step 11**: when placing your Character on the starting District tile, take one additional Walker Character and place it on the same District tile as your Character. Do not place a rubber ring on the additional Walker. This is considered J.O.R.D.A.N. BOT's Character.
- **Additional step**: take the J.O.R.D.A.N. BOT card, place it near your Player Board, and place 1 ⬖ in each Battery slot.

Solo mode rules

- 👥 : there is no difference in the interpretation of this icon. In solo mode, you should read it as '1'.
- Group tests: any Group Tests should be treated like Individual Tests in solo mode.
- You are always the First Player.

J.O.R.D.A.N. BOT rules:

- J.O.R.D.A.N. BOT is treated as a player for the requirements of being on the District tile, but is not considered a player in a wider game sense. It does not have its own Player Board, cannot **suffer** 💔 in any way, does not **program**, cannot have any **attached** Enemies, etc.
- You may **move** the J.O.R.D.A.N. BOT 2 tiles during the Move & Trace step *(indicated by the MOV value on its card)*. It **reveals** District tiles and collects Exploration tokens. Each Asset, EXP, or other reward that would be **gained** by J.O.R.D.A.N. BOT is **gained** by you instead. The BOT **movement** is free and does not affect players' Trace in any way.
- You may discard 1 battery from J.O.R.D.A.N. BOT to use its miniature/standee as yours during 1 step. If you do, you don't use your basic miniature/standee during this step. You may use the above rule in any step *(i.e: Player Activity or District Effect step)*. You must discard 1 battery for each step in which you decide to use J.O.R.D.A.N. BOT this way.

*This effect may be used for example to activate special actions, like **launching** a Pattern needed for Scenario progression on a specific tile. In this case, you may use the BOT that is standing on this tile instead of your own Character.*

- *There is one exception: If you decide to use J.O.R.D.A.N. BOT during the District Effect step to activate the District Effect where the BOT is located, apply the District tiles' Trace value instead of the Trace value of the District tile where your main Character is located.*

*Keep in mind that this also applies to resolving the Entry/Stationary Trace value of Districts. For example, if the BOT did not **move** during the Move & Trace step and you decide to use its District's Effect, **increase** your 📡 by the Stationary value.*

- You may charge J.O.R.D.A.N. BOT's battery by **launching** the 🔋 effect shown on its card. You have access to this Pattern at all times as long as J.O.R.D.A.N. BOT is still in play. When you **launch** this Pattern, place 1 ⬖ on an empty Battery slot. If all 5 Battery slots are occupied, you cannot **launch** the battery 🔋 anymore. This Pattern is considered a Hack for all in-game effects and interactions.
- If there are no Charges on J.O.R.D.A.N. BOT's card, discard its card and J.O.R.D.A.N. Bot's Character from the map. It can no longer be used during this Scenario.
- Some Scenarios have special rules regarding solo mode. Make sure you read them before playing.

SCENARIO GENERATOR (COMPETITIVE MODE):

In this game mode, players compete against each other to earn as much Victory Points *(VP)* as possible. The player who has the most VP at the end of the game is the winner.

Game Setup

Perform a standard game Setup with the following modifications:

- **In the Setup, step 3 c)**: when selecting the starting Augments, remove the Augment with the 'Co-op' on its back from the game and take the 'Solo/Pvp' instead.
- **Setup step 3 d)**: we recommend skipping this step, as Learning Protocols may interfere with the final scoring and make the game unbalanced.

Then, instead of the Scenario Setup, proceed to the Scenario Generator Setup:

1. Choose the game length:
   I. Short: set ⧗ to 5.
   II. Medium: set ⧗ to 7.
   III. Long: set ⧗ to 9.
2. Choose the First Player.
3. Take 1 random Map setup card and prepare the Map accordingly. Starting with the First Player, place your Characters on the chosen starting District tiles *(Shelter or Damaged District)*. Each player must start on a different District tile. Then, place all the Map setup cards back into the box.
4. Take 1 random Conditions card, prepare the Enemy deck, and grant starting bonuses to all players. Place any Data tokens directly in your Data bags. Then, place all the Condition cards back into the box.
5. Place 1 random Enhancement card face up in the play area so everyone can see it. This card is active throughout the entire game. Then, place all the other Enhancement cards back into the box.
6. Take 1 random PvP card and place it face up in the play area so everyone can see it. This card is active throughout the entire game. Then, place all the other PvP cards back into the box.
7. Shuffle the Goal deck. Then, draw:
   - 2 cards in a 2 – player game.
   - 3 cards in a 3 or 4 – player game.

   Place them face up next to the Goal deck – these are the starting Goals. Flip the top Goal card so it's face up on the top of the deck. You can see it but it is not available to be completed yet.

Scenario Generator rules

The competitive mode is played exactly like a standard game, with a few exceptions as follows:

1. There is no Corrupted Data (⚫) pool on the Time track and the game cannot end due to depletion of said pool. Treat Corrupted Data tokens like every other token, with a neutral pool. When a player must **gain** a Corrupted Data token, and the neutral pool is empty, nothing happens.
2. There are no Scenario cards at all. In each Quest phase, players in order may decide to perform Tests *(if they happen to be on the Goal cards)*. Then, pass the First Player token clockwise and **reduce** ⧗ by 1.
3. If any player meets the conditions of the Goal card, they take it, and place it face down next to their Player Board. The VP from this card is hidden and will be counted at the end of the game.
4. After the Goal card is taken by a player, immediately place the face up Goal card from the top of the deck in its place. Then, flip the next top Goal card face up.
5. The game ends instantly when the ⧗ reaches 0. When this happens, all players should count their final Victory Points, according to the table.

The flow of the game does not differ from the cooperative Scenario gameplay, so you use the same 'Turn order' help cards. The only important thing to remember is that you must **reduce** ⧗ by 1 after resolving each Quest phase.

Golden Rule of the Scenario Generator

It is very important to perform your actions in order starting with the First Player in this mode. If, at any time, there is confusion about who should resolve an effect first, simply start from the First Player and continue clockwise.

*Important! If you **reveal** the last District tile and you end up with no Faction Hideouts on the Map, replace the **revealed** tile with a random Faction Hideout tile.*

Counting Victory Points

When the game ends, all players reveal their collected Goal cards and count up their Victory Points. Use the scoring card for scoring reference. Or use rules below:

- Each 3 Assets = 1 VP.
- Each Unlocked Data slot = 1 VP.
- Each 🔀 in your pool = 1 VP.
- Each point of max ❤ above 5 = 1 VP.
- Each **equipped** non-break Faction Augment = 1 VP.
- Each **equipped** non-starting Class Augment = 2 VP.
- Add VP from acquired Goal cards.

However, acquiring 💥 grant negative VP, according to their number in your pool:

- 1 💥 = -1 VP.
- 2-3 💥 = -2 VP.
- 4-5 💥 = -3 VP.
- 6+ 💥 = -4 VP.

In case of a draw, the winner is the player with fewer Corrupted Data tokens in their pool.

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IMPORTANT KEYWORDS, KEY PHRASES, AND ICONS

Most important keywords and phrases

Attach: Place an Enemy card next to your Player Board in the slot reserved for the Enemies. If you have any Enemies already **attached** to your Player Board, place the Enemy under the already **attached** ones, so that the leftmost side of the card is visible.

Break: only on Faction Augments. After use, remove this Augment from the game – it may not be **gained** or used again in this scenario *(see page 10)*.

Defeat: When an Enemy's integrity is reduced to 0. Discard that Enemy card and **gain** 1 ⚔ *(see page 12)*.

Discard token(s): Place this token in the neutral pool. Unless specified otherwise, you may only do this with tokens from your Launcher.

Dump token(s): Place this token in your Dump. Unless specified otherwise, you may only do this with tokens from your Launcher.

Equip: Usually during Upgrade, **spend** 📇 to activate one of your **unequipped** Augment cards. From now on it may be used for its effect *(see page 10)*.

Gain x Asset(s): Advance your Universal marker on the appropriate Asset track x spaces.

Gain token(s): Take this token from the neutral pool and place it in your Dump.

Inhabit: Take an Advanced Body card and place it in your Body slot *(see page 9)*.

Integrity: Represents your connection with your Body. When it drops to 0, you must **reset** *(see Reset, page 13)*. This can be associated with life/health/hit points but losing them all doesn't make you lose the game. Each Scenario has a pool of Corrupted Data tokens which players will draw when **resetting** – if you run out of these tokens, then the Scenario is lost. Enemies also have their Integrity, however it is marked by a different icon than the players'.

(Player Integrity – 🖤. Enemy Integrity – ⬥).

Launch: **Dump** a Pattern from your Launcher to resolve its effect *(see page 7)*.

Lose x Asset(s): Decrease your Universal marker on the appropriate Asset track x spaces. If you have fewer Assets than you are **losing**, place the marker on space 0. If you already have no Assets of this type, nothing happens.

Move: Place your Character up to x tiles away *(where x is your MOV value)* from your current District tile.

Prepare x: Draw x Data tokens from your Data Bag and place them on any chosen empty slots of the Launcher. Take all of the tokens and place them all at once instead of drawing them one-by-one.

Program x: You may move *(switch/slide)* Data tokens on your Launcher x times.

Recover x: Advance your Universal marker *(NOT Limiter!)* on your Integrity track by x spaces. The Universal marker cannot go higher than the ITG Limiter.

Reveal: Flip from face down to face up. This keyword refers to tokens and District tiles. If a token or District tile is **unrevealed**, it means that it is face down and its contents are hidden from the players.

Set Trace to 0: Place the Universal marker in the downmost slot '0' of the Trace track.

Spend x Asset(s): Decrease your Universal marker on the appropriate Asset track x spaces. If you do not have enough of a given Asset, you cannot do it.

Unlock x: Discard x chosen Lock tokens (🚫) from your Launcher in order to free some Data slots *(these Data slots are called Unlocked Data slots and are Highlighted)*.

Most important icons

Assets: *(see page 8)*

⚡: Power. **Spend** before an attack roll to add 1 🎲 to the roll.

🔄: Reroll. **Spend** after dice roll to **reroll** 1 🎲 for each **spent**.

🛡: Shield. **Spend** x to prevent x 💔.

📇: Memory. **Spend** during Upgrade to **gain** or discard Data tokens or **equip** Augments.

Data related *(see page 6 & 7)*

🔴, 🟡, 🟢, 🔵, ⚫, ⬤: Data tokens. Used in Patterns *(see page 7)*.

❓: Symbol appearing mostly in Patterns. Any Basic Data token should be in its place in order for a Pattern to work.

⭐: Symbol appearing mostly in Patterns. A Basic Data token corresponding to the Core Data token should be in its place in order for a Pattern to work.

Dice

⬡: Eight-sided enemy dice. Comes in two types: Symbol and Number. Usually used during combat to resolve Enemy attacks.

🎲: Six-sided dice used by players mostly during Trace Rolls, Attack Rolls, and Tests.

Enemies *(see page 12)*

👾: An Enemy card.

⬥: Enemy Integrity *(Enemy health)*. When it is reduced to 0, that Enemy is **defeated** and the player gains 1 ⚔.

🔒: Hacks; Enemy weak spots. Usually launched to harm Enemies or gain resources.

🗡: Repel, an effect that instantly discards an Enemy. Usually comes with some form of penalty.

💥: Damage dealt to Enemies.

💔: Damage dealt to players.

Combat *(see page 15)*

◆, ⬡, ⬢, ⬣: Symbols inside Combat Frames. Players may spend ◆ and ⬣ results to activate appropriate Frames during the Combat phase. ⬡ and ⬢ may be used multiple times and activated by multiple dice results at once.

◆, ⬢: Enemy attack effects. Correspond with Frames on Enemy cards.

Scenario related *(see page 19)*

⌛: Time. Represented by the Universal marker on the Time track.

👥: Player number. Should be read as a number *(e.g. 3 in a 3-player game)*.

✅, ▽, ？: Tokens used to mark different things during the game. Each Scenario explains what these tokens represent.

🔍: Exploration tokens. One-use bonuses granted to players who **reveal** District tiles.

Other icons

⚔: EXP. Used to Upgrade player Characters.

⊚: Trace. Indicates how likely you are to encounter Enemies. Measured on the left side of the player board *(see page 11)*.