

POINTS

When you **Reprogram** an Ancient in the Wastes, move that card from the Wastes to your Discard and use its **SPARK** Ability.

When a card with a **PROTOCOL** Ability is added to your Zone, by any means, use its **PROTOCOL** Ability.

When a card in your Zone is flipped, the revealed side is treated as being added to your Zone. A card can never be exchanged for a card of the same name.

When you Charge your Node, rotate it clockwise to the next level.

A level 4 Node cannot be Charged.

When your Node is Discharged, flip it.

If you would draw a card from your Deck and no cards remain, shuffle your Discard to form your Deck.

When the game ends, state your points and flip this card over.

ANCIENT CARDS

Rules Card 3

All Ancient Cards feature these 4 things:



Ancient's Value
Ancient's Name
Protocol Ability
Spark Ability

Each Ancient has a Value of 0, I, or II.

An Ancient may be discarded from your hand to **Reprogram** an Ancient in The Wastes of a *different* Value. When an Ancient is Reprogrammed, it is moved to your Discard and you use its **Spark** Ability, in that order.

When an Ancient is played to your Zone, by any means, use its **Protocol** Ability.

POINTS

When you **Reprogram** an Ancient in the Wastes, move that card from the Wastes to your Discard and use its **SPARK** Ability.

When a card with a **PROTOCOL** Ability is added to your Zone, by any means, use its **PROTOCOL** Ability.

When a card in your Zone is flipped, the revealed side is treated as being added to your Zone. A card can never be exchanged for a card of the same name.

When you Charge your Node, rotate it clockwise to the next level.

A level 4 Node cannot be Charged.

When your Node is Discharged, flip it.

If you would draw a card from your Deck and no cards remain, shuffle your Discard to form your Deck.

When the game ends, state your points and flip this card over.

TURN SEQUENCE FRONT

Shuffle your hand, Discard, and Deck to form your Deck. Your Deck is always Facility side up. Draw three cards from your Deck.

Then, perform three **DIRECTIVES** below. You may select a single **DIRECTIVE** twice.

Discard one Ancient. Reprogram one Ancient of a different Value in The Wastes.

Discard one Ancient. Play the top card of the Wastes Deck to your Zone as a Facility.

Play one card from your hand to your Zone as an Ancient.

Announce your Node Power Level and Discharge your Node (flip it over).

After choosing three **DIRECTIVES**, if your Node was Discharged, Reset it (flip it to the other side set to Level 1). Otherwise, Charge your Node.

Flip this card over.

SOLO TURN SEQUENCE FRONT

Shuffle your hand, Discard, and Deck to form your Deck. Your Deck is always Facility side up. Draw three cards from your Deck.

Then, perform three **DIRECTIVES** below. You may select a single **DIRECTIVE** twice.

Discard one Ancient. Reprogram one Ancient of a different Value in The Wastes.

Discard one Ancient. Play the top card of the Wastes Deck to your Zone as a Facility.

Play one card from your hand to your Zone as an Ancient.

Announce your Node Power Level and Discharge your Node (flip it over).

After choosing three **DIRECTIVES**, if your Node was Discharged, Reset it (flip it to the other side set to Level 1). Otherwise, Charge your Node.

Flip this card over.

CARD FACE
USE AS TRIM GUIDE

POINTS

END GAME SCORING

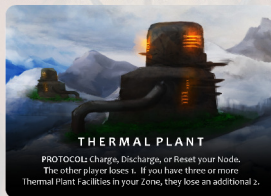
Move all cards from your hand and discard to your Deck. Leave all of your Zone cards in your Zone.

Gain points equal to the Value of the Ancients in your Deck.
Then, gain 1 for each card in your Zone. Add these two numbers to your points. This is your final score.

The player with the highest final score wins. In the event of a tie, the player with the most cards in their Deck and Zone wins.

FACILITY CARDS & ABILITIES Rules Card 4

The back of each Ancient card is a Facility.



An Ancient may be played to your Zone as a Facility several ways. Like Ancients, each Facility has a Protocol Ability.

When a card in your Zone is flipped, the revealed side is treated as being played to your Zone.

Protocol and Spark abilities are mandatory and must be completed to the best of your ability. **An Ancient or a Facility card can never be exchanged for a card of the same name.**

Cards played to your Zone remain there until the end of the game, unless moved.

POINTS

END GAME SCORING

Move all cards from your hand and discard to your Deck. Leave all of your Zone cards in your Zone.

Gain points equal to the Value of the Ancients in your Deck.
Then, gain 1 for each card in your Zone. Add these two numbers to your points. This is your final score.

The player with the highest final score wins. In the event of a tie, the player with the most cards in their Deck and Zone wins.

SOLO TURN SEQUENCE BACK

The Collector loses 1 for each card in your hand (Adjust its Score).

You lose 2, plus 1 for each Ancient in The Wastes.

Move the top card of the Wastes Deck, and any remaining Ancients in The Wastes, face down to The Collector's Deck.

Refill the Wastes from the top of the Wastes Deck until there are four Ancients in the Wastes.

If there are four or fewer cards remaining in the Wastes Deck, and/or either player is at 0, the game ends.

Otherwise, flip this card over.

TURN SEQUENCE BACK

The other player loses 1 for each card in your hand.

The other player moves one Ancient remaining in The Wastes to their Discard.

Refill The Wastes from the top of the Wastes Deck until there are four Ancients in the Wastes.

If you are the **SECOND PLAYER:**
If there are four or fewer cards remaining in the Wastes Deck, and/or either player is at 0, the game ends.

Otherwise, flip this card over and then pass it to the other player.



CARD FACE
USE AS TRIM GUIDE



PROTOCOL: Use the PROTOCOL of an Ancient in The Wastes.
The other player loses 1. If you have three or more
Outpost Facilities in your Zone, they lose an additional 2.



PROTOCOL: Use the PROTOCOL of an Ancient in The Wastes.
The other player loses 1. If you have three or more
Outpost Facilities in your Zone, they lose an additional 2.



PROTOCOL: Use the PROTOCOL of an Ancient in The Wastes.
The other player loses 1. If you have three or more
Outpost Facilities in your Zone, they lose an additional 2.