ADVENTURERS

Adventurers: Place your **Fighter** in the **Recon** slot on your faction board. Place your remaining 4 Adventurers on the **Base Row**.

AP Track: Place the Action marker on **"5"** on your **AP Track.**

Starting Items: **⚡1**, 4 Data cards

Map Tiles: Randomly place Map tiles around your Home Base to fill in the **5x5 grid.** Do not place a tile on the Home Base space. Return any remaining Map tiles to the box. They will not be used.

Starting Tiles: Reveal the **4 tiles** that are **orthogonally adjacent** to your Home Base (flip them faceup).

Starting Scout Cubes: Place 1 purple cube on **each** revealed tile (not Base). These are called Scout cubes.

Adventurers explore the new urban environments rapidly growing around Free Radicals.

"WorldStrike" is the biggest augmented reality decryption game in the world! Players explore virtual environments around the Free Radicals. By playing together, they solve puzzles to help Awaken the mysterious objects. The "Atacama" expansion focuses on the Sphere over the Atacama Desert. Adventurers now gather in Sphere City and its surrounding metro area, all hoping to solve the puzzle that Awakens the Sphere.

STRATEGY

The Adventurers use an action point and map exploration mechanism. It can be challenging to plan ahead as the Adventurers, because you can't predict what you'll discover as the game progresses.

YOUR ADVENTURER STANDEES

○ CLERIC △ ROGUE ◇ DRUID

▽ MAGE ▢ FIGHTER

TURN SEQUENCE

1 **Prestige:** Score **1** if you have the Prestige token.

2 **Actions:** Spend your available Action Points (AP) to do Adventurer Actions.

3 **Recon:** Swap your current Recon with an Adventurer of your choice from the Map.

4 **Reveal:** If any Adventurer other than Fighter is on Recon, reveal 2 new Map tiles. Place 1 Recon cube on each revealed tile. Reset your AP Track.

ACTIONS

On your turn, you will spend **Action Points (AP)** to do Adventurer Actions. Each time you do an action, deduct its **AP cost** from your total on your AP Track. When you have 0 AP remaining, or choose not to spend any more AP, your Action Phase is over. You may *not* save AP for future turns.

You may do *any combination* of actions in *any order*, and may repeat actions (but must spend AP each time you perform the action).

You must fully resolve each action before starting a new action. For example, if you move an Adventurer onto a tile with a Scout cube, you must activate the tile before moving another Adventurer.

RECON

Swap the Adventurer in the **Recon slot** on your board with an Adventurer of your choice on the Map.

REVEAL

Do the following depending on which Adventurer is on Recon:

Cleric, Rogue, Druid, or Mage: Reveal any 2 Map tiles and place 1 Scout cube on each of them. Then reset your AP Track to **4**.

Fighter: Reset your AP Track to **5**.

Note: Your Fighter gives you +1 AP while in your Recon slot. You start with 5 AP on the first turn because your Fighter starts in your Recon slot.

Important: Recon is the main way to reveal new Map tiles and place Scout cubes.

FACTION POWER (HOLO-CASTLE)

When you **Visit** the Holo-Castle, instead of using its main power, you may pay 2 Credits to receive 2 Victory Points and 2 Action Points.

ADVENTURER ACTIONS

Warp: At any time during your Action Phase, you may **discard a Data card** from your hand to swap the positions of the **2 Adventurers** matching the **Data icons** on the card. This does not cost **any** AP.

Note: *You may use this to swap your* Recon *for an Adventurer on the Map. If you swap the* Fighter *into or out of your Recon slot before the Recon Phase, you do not gain or lose any AP.*

Move: Spend 1 AP to move 1 Adventurer on the Map to an orthogonally adjacent **revealed** tile. If the tile has a Scout cube on it, immediately remove the cube and activate the tile (see below).

Favor: Spend 1 AP to gain 1 Favor matching the color of your Recon. If your Fighter is your Recon, gain **1 Favor of your choice**.

Visit: Spend 2 AP to **Visit** any Awakened Building. (Remember you may **Visit** each Awakened Building at most once per turn.)

Draw: Spend 2 AP to gain 1 Data card.

Awaken: Spend 2 AP to Awaken a Building.

There are features on the Map tiles which can be activated when occupied by an Adventurer. This means you have **at least 1 Adventurer** on a tile with that feature when you do the action. Having multiple Adventurers on a tile or tiles with the feature has no effect.

Collect: If an Adventurer occupies a tile with a Crown icon, spend 1 AP to gain **1 Resource of your choice** or **1 Credit**.

Revel: If an Adventurer occupies a tile with a Wine Glass icon, spend 1 AP to advance the Knowledge of any Faction one step, paying the normal cost.

Defend: If an Adventurer occupies a tile with a Shield icon, spend 1 AP to gain 1 Data card from the deck per revealed Shield on your Map. Choose 1 to keep. Discard the rest.

Battle: If an Adventurer occupies a tile with a Monster icon, spend 1 AP AND spend **1 Credit** to take the Prestige token.

SCOUT CUBES & ACTIVATING TILES

If at any time an Adventurer occupies a tile with a Scout cube, immediately remove the Scout cube and activate the tile.

When a tile activates, if there is an effect printed on the tile that shows the Adventurer present, resolve that effect. If that Adventurer is not shown on that tile, the Scout cube is still removed, but the tile has no effect.

You *must* activate a tile if a Scout cube and Adventurer are present (even if this would have no effect).

Important: If there is no Scout cube on a tile an Adventurer occupies, it does not activate.

Example: The Waterfall has a Scout cube on it. When you move the Druid to the Waterfall, remove the Scout cube to activate the Waterfall. Because the Druid is required to occupy the Waterfall for the reward, you gain 2 Victory Points.

Example: The Hill has a Scout cube on it. When you move the Druid to the Hill, remove the Scout cube to activate the Hill. You do not gain the reward because it requires the Fighter to occupy this tile.

ARTISANS

Starting Items:
5 Data cards

Artisans inspire whole new genres of art using hardlight technology from Free Radicals.

When the Free Radicals changed everything, the world no longer had to be constrained by resources and people were free to chase their passions. Made possible by tens of thousands of charitable contributions of time and offers for mentorship, the Artisans' goal is to help any artist anywhere on the planet achieve their dreams and their full artistic potential. From sculpture to programming, no goal is too high, no grant is too small.

STRATEGY

The Artisans thrive on tough decisions with multi-use cards. They can be challenging to set up each round to do the actions you really want, especially if you have a limited hand of cards to choose from. Figure out the best way to use a card and plan a few steps ahead.

TURN SEQUENCE

1. **Prestige:** Score 🪙 if you have the Prestige token.

2. **Actions:** Do 3 Artisan Actions by playing Data cards from your hand to action spaces on your board.

3. **Hardlight Construct Bonus:** Exchange a matching pair of Data cards on your board for a Hardlight Construct.

4. **Draw:** Draw 3 Data cards from the deck.

ACTIONS

To do an Artisan Action, choose one of the **5 tool spaces** on your board and play **1 Data card** from your hand **faceup** on that space. (If there are other cards in that tool space, place your card on **top** of the stack.)

Each time you place a Data card on a tool space, you must choose one of the 2 Data icons on the card you played to become the Active Color.

After doing 3 Artisan Actions, this phase is over.

## HARDLIGHT CONSTRUCT BONUS

Check if you have a pair of faceup Data cards on your board that have the exact same 2 Data icons.

If so, you may discard them to gain bonus Hardlight Constructs.

Place the discarded cards in the general Data card discard pile.

The Hardlight Constructs you gain depend on the **colors** of the matching icons.

You gain 1 Hardlight Construct for **each** matching icon, so you always gain **2 Items in total** when discarding the Data cards.

Example: The top cards on the Photon Conduit stack and the Laser Cutter stack each have 1 ◆ icon and 1 ◇ icon. The Artisans discard both to gain [T1] (for ◆) and [H1] (for ◇).

DRAW

At the end of your turn, draw **3 random Data cards** from the deck. (You may **not** choose cards from the display during this step.)

Reminder: You may have any number of Data cards in your hand, but you may only do 3 Artisan Actions on your turn.

Tip: *Make sure to draw on the last turn of the game, as unused Data cards are worth Victory Points 🪙.*

FACTION POWER (GRANT OFFICE)

When you **Visit** the Grant Office, instead of using its main power, you may score **3** if you used the Femtoscope to advance the Knowledge of any Faction (including your own) at least once this turn.

SCHEMATIC VISOR △

Take **Favor cubes** based on the **Active Color:**

◆ Yellow: Take the Prestige token. You may spend 1 Credit to gain 1 Favor of your choice.

◆ Red: Gain 1 Red Favor. You may discard 2 Data cards from the Photon Conduit stack to gain +1 Red Favor.

◆ Purple: Gain 1 Purple Favor. You may discard 2 Data cards from the Femtoscope stack to gain +1 Purple Favor.

◆ Blue: Gain 1 Blue Favor. You may discard 2 Data cards from the Laser Cutter stack to gain +1 Blue Favor.

◆ Green: Gain 1 Green Favor. You may discard 2 Data cards from the Telemonitor stack to gain +1 Green Favor.

Note: You must always discard cards from the top of a tool space's stack. Place all discarded cards in the general Data card discard pile.

PHOTON CONDUIT ⬤

Gain **1 Hardlight Construct** matching the **Active Color**. Each color determines which type of Item you can create.

◆ △ Yellow: Gain 1 Data card
◆ ⬤ Red: Gain 1 Credit
◆ ▢ Purple: Gain 1 Carbon
◆ ⬦ Blue: Gain 1 Hydrogen
◆ ◆ Green: Gain 1 Titanium

FEMTOSCOPE ▢

Pay to advance the **Knowledge** of the **Active Color** one step. (You must choose △ as the Active Color to advance your **own** Knowledge.)

LASER CUTTER ⬦

Gain a Data card OR reveal a Data card to **Awaken** a Building:

◆ △ Gain 1 Data card.

◆ Any other color: Reveal a Data card from your hand that has △ AND a Data icon of the Active Color. Pay the cost to Awaken the Building.

Example: The Artisans play a Data card on the Laser Cutter that has ▢ and ◆ icons. They declare the Active Color is ▢.

They then reveal a Neon Church Data card from your hand with △ and ▢ icons. They spend [T2] and [C2] to Awaken it, and immediately score **6**. They place 1 Favor cube on an empty control slot on the Neon Church found on the Main Board.

TELEMONITOR ◆

Visit an Awakened Building that is controlled by the Active Color.

Remember: You may Visit each Awakened Building at most once per turn.

COURIERS

Drones: Place your 3 Drones in a **stack** on the **Central District**.

Goods Tokens: Place your Goods tokens near your board (separate from your starting Items) to act as a **supply.**

Cost tokens: Randomly place your Cost tokens faceup in each of the **Cost slots** on each District and the row of three Cost slots below the Districts.

Contract Cards: Shuffle your Contract cards in a facedown deck. Place 2 faceup above your Player Board as **Open Contracts**. Place 1 below your Player Board as a **Completed Contract**.

Starting Items: ⬡, 4 Data cards

Couriers are needed to securely deliver Free Radical tech to labs around Sphere City.

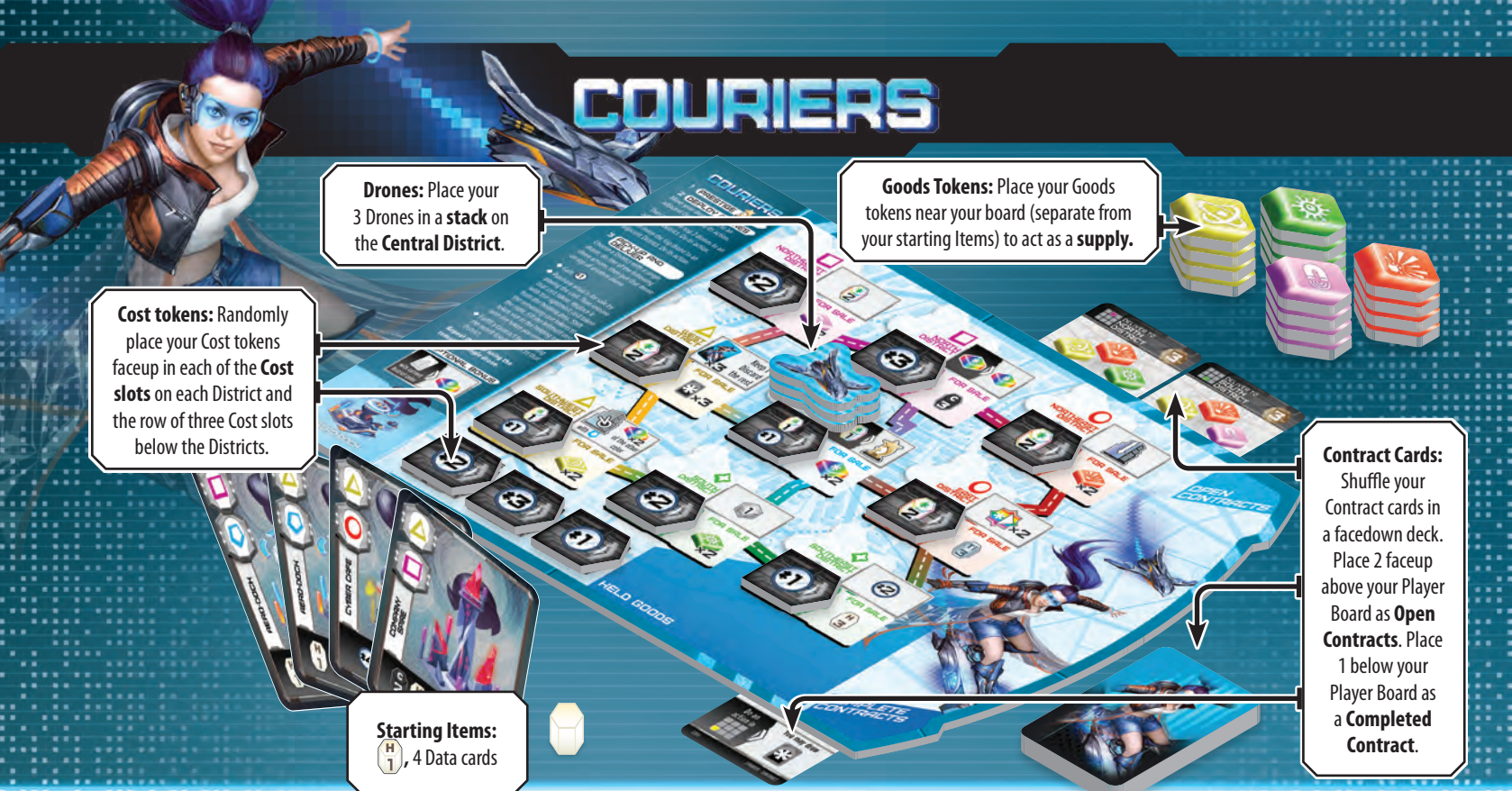*Your package needn't go on an epic voyage just to get to you! Odyssey Logistics (& Takeaway) guarantees swift and secure delivery, no matter where you are on your life's journey! Rider-owned service Odyssey Takeaway Delivery gained a reputation for speed and good pay. Recruitment was high, and Odyssey soon became the world's largest worker-run co-operative, expanding into logistics and delivery services. Now their fleet of hover-ships and board-riders get you your delivery, fast!*

STRATEGY

The Couriers use a pick-up and deliver mechanism. They need to cleverly move their Drones around the board to reach the right destinations at the right time, and they need to adapt to the prices of Goods and the Contracts they have available.

TURN SEQUENCE

1 Prestige: Score ① if you have the Prestige token.

2 Deploy Drones: Move your Drones and activate each of the 3 Districts they land on.

3 Pick-up and Deliver: Choose 2 Districts you activated and perform 1 Courier Action on each of them. Then re-stack your Drones on the remaining District.

4 Optional Bonus: You may discard 1 Data card matching the District your stack occupies to collect 1 Goods token of your choice.

DEPLOY DRONES

During this phase, you will move your **Drone stack** a total of **3** times and activate **3** different Districts.

Each time you move to a new District, stop and **activate** the District (see "Activating Districts" for more details). After fully resolving a District's activation, **leave 1 Drone** there before moving to the next District.

Each time you move, you may move to any District connected by a **road**.

You may **not** activate the same District more than once each turn (i.e., you may not move "back" to a District where you already left a Drone).

Once you place your **last** Drone (and activate a 3rd District), your Drone Action phase is over.

Note: Do not leave a Drone on the District where you started your turn. Since there is no Drone on the District where you started, you can move back to that District during your Drone Action phase.

EXAMPLE OF MOVING AND DRONE ACTIONS

You start your first turn on the Central District. You move to the South District, and choose to gain 1 🟪 Favor.

You leave 1 Drone behind on the South District and move to the Central District, discarding ⬡ and taking the Prestige token.

You leave 1 Drone on the Central District. Finally, you move to the West District to draw 3 Contract cards and keep 1.

You have moved all 3 drones and have finished your Drone Actions phase.

PICK-UP AND DELIVER

First, choose one District where you placed a Drone and do a **Courier Action** of your choice there. After you resolve the action, remove the Drone and **re-stack** it on top of either of your other 2 Drones.

Next, do a Courier Action in the District with the remaining Drone (where you did **not** stack 2 Drones). After you resolve this action, remove the Drone and re-stack it on your other 2 Drones, forming a full stack of 3 Drones.

There are **3** available Courier Actions:

TAKE CASH: Gain **1 Credit**.

PICK-UP: Pay the cost on the District's **Cost token** to collect the **Items** or **Goods** produced by that District.

Replace the Cost token with the rightmost Cost token from the holding area. Shift the remaining Cost tokens right. Fill the leftmost Cost token slot with the token you replaced.

Example: South District has a Cost token showing 2. You can pay 2 there to gain 2 green Goods. You then replace the Cost token with the rightmost Cost token, which says 1 and 1. The other Cost tokens in the holding area shift to the right. The 2 Cost token moves from the South District to the leftmost space in the holding area.

DELIVER:

Complete a Contract by delivering Goods to the District as indicated on the Contract. Use your Courier Action in the District to make the delivery.

When you complete a Contract, discard all the Goods used to complete it and immediately score the Contract's 🪙. Then place your card below your Player board.

You may now use the Contract's **permanent bonus power** for the rest of the game.

Tip: Plan your Drone movement to pick up Goods from one District and deliver to another District in the same turn.

EXAMPLE OF COURIER ACTIONS

The Couriers do their first Courier Action in the South District, choosing to Pick-up Goods by spending 2 Credits to Pick-up 2 green Goods.

They must do their next action in the Central District.

There they can Take Cash, thus gaining 1 or Pick-up more Goods, spending 1 and 1 to gain any 2 types of Goods. However, there is an Open Contract for the Central District.

They decide to Deliver instead, discarding the four Goods indicated on the Contract. They gain 5 and put the Contract with their Completed Contracts, gaining a new permanent bonus power: When they do an action at the Central District, they may gain 1 Favor of their choice.

Then they add their Drone there to the stack on the Southwest District, where they end their Pick-up/Deliver.

OPTIONAL BONUS

Once you've re-stacked your Drones, you may discard **1 Data card** from your hand with a **Data icon** matching the **color** of the District your stack occupies, in exchange for **1 Good** of your choice. Then your turn is over.

Example: You are in the Southwest District, so you can discard a Data card with a ◭ from your hand to gain 1 Good of your choice.

ACTIVATING DISTRICTS

Each District allows you to do a **District Action** when activated. You do **not** have to pay a District's Cost to use its action (the Cost is for purchasing Goods). Also note that you may activate a District without taking the action (if you can't pay for it, for example).

🟪 **Northwest District:** Gain **2 Resources**.

◭ **West District:** Draw 3 Contract cards. Place 1 faceup in your Open Contracts area. There is no limit to the number of Open Contracts you can have.

◭ **Southwest District:** Awaken a Building. Gain 2 Goods matching the other Data icon on the card. *Example: If you activate and use a ◆🟪 Data card, you gain 2 Purple Goods.*

🟦 **North District:** Swap 1 Goods token you've collected for a different Goods token from your supply.

🔷 **Central District:** Discard 1 Resource to take the Prestige token.

✦ **South District:** Gain 1 Favor of your choice.

⭕ **Northeast District:** Visit any Awakened Building.

⭕ **East District:** Pay to advance the Knowledge of any Faction by up to 2 steps.

✦ **Southeast District:** Gain 2 Credits.

PERMANENT BONUS POWER

Each Completed Contract has a permanent bonus power at the bottom. You may use these powers after you do a District Action. You cannot use the power before doing the action. You may use the power if you forego doing the action. You start the game with one Permanent Bonus Power.

FACTION POWER (AERO-DOCK)

When you **Visit** the Aero-Dock, instead of using its main power, you may discard any 2 Goods to score 4.

COURIERS

ENTERTAINERS

Entertainer Cards: Shuffle your 12 Entertainer cards into a deck. Place it facedown beside your board.

Prediction Cards: Remove all Prediction cards of non-player Faction colors from the game. Place the remaining cards facedown above your board.

Entertainer Tableau: Draw 5 Entertainer cards for your first turn and place them faceup in front of you.

Starting Items:
♯1, C1, H1
2 Data cards

Entertainers broadcast live performances on, near, or about the Free Radicals.

*Welcome to another amazing edition of **Among the Stars**, the most-watched reality program in the world. Every week our contestants compete to win your heart with their amazing talent, ability, and passion! This week: Jugglers! Playwrights! Dancers! Actors! Acrobats! Which of their astounding performances will capture your imagination and make your heart soar with amazement? Tune in and find yourself Among the Stars!*

STRATEGY

The Entertainers use a deck management mechanism. At heart they are opportunists: each turn presents a new challenge, with a different troupe of Entertainers who can be used in a variety of ways. Make the most of the random draw each round.

TURN SEQUENCE

1 **Prestige:** Score 🪙1 if you have the Prestige token.

2 **Check Prediction:** If you used a Forecaster last turn to predict who would have the Prestige token, reveal your prediction. If you were correct, score 🪙1 per opposing player.

3 **Actions:** Activate 4 of your Entertainers, then shuffle them into the deck.

4 **Staging:** Place your 5th Entertainer on one of your Stages.

5 **Performance:** If this fills the Stage AND all three Entertainers are from the same Agency, you earn a Bonus.

6 **Draw:** Draw 5 new Entertainers for your next turn.

PREDICTION

If you used the Forecaster last turn to predict who would hold the Prestige token this turn, reveal the Prediction card you chose.

If the card matches the Faction color of the player who holds the Prestige token, score ①① per opposing player. Do not count yourself or any non-player Factions. *For example, in a 3-player game, you would score* ②.

ACTIONS

In any order, activate 4 of the 5 Entertainers you drew.

Each time you activate an Entertainer, choose one of the 4 following options:

Talent: Use the Entertainer's unique ability.

Venue: **Visit** a Building controlled by a Faction matching the Entertainer's color. (Remember you may **Visit** each Building at most once per turn.)

Audience: Gain 1 Favor of the color matching the Entertainer's color.

Live Show: Discard any 2 Entertainers to reveal 1 Data card with ⬠ and pay its cost to Awaken the Building.

When finished, shuffle the 4 activated Entertainers into your deck. The Entertainer you did not activate will be placed on a Stage.

STAGING

Place the Entertainer you did not activate in an empty slot on one of your 2 Stages. Then, if that Stage has 3 Entertainers, hold a Performance.

PERFORMANCE

When you hold a Performance, first check if all 3 Entertainers on the Stage are the same Agency. If they are, you gain a reward (see "Performance Rewards"). Then, shuffle all Entertainers from that Stage into your deck.

(If any Entertainer does not match, you gain no reward, but still must return all Entertainers to your deck.)

PERFORMANCE REWARDS

- **R** RED AGENCY: Gain 1 Data card and ⚡1, then take the Prestige token.
- **P** PURPLE AGENCY: Gain Ti1, C1, and H1.
- **Y** YELLOW AGENCY: Gain 3 Favor of any combination of colors.
- **G** GREEN AGENCY: Advance the Knowledge of any Faction 1 step for free.

Tip: Be careful when placing your Entertainers on a Stage. You won't get them back until they perform!

DRAW

At the end of your turn, draw 5 new Entertainers from the deck.

FACTION POWER (CAST TOWER)

When you **Visit** the Cast Tower, instead of using its main power, you may instead use the main power of any other Awakened Building.

ENTERTAINER TALENTS

Each Entertainer has a color and a unique ability they may use when activated:

Acrobat: Gain H1 or ⚡1.

Actor: Gain C1 or ⚡1.

Athlete: Pay to advance the Knowledge of any Faction 1 step.

Comedian: Spend ⚡1 to take the Prestige token.

Dancer: Give 1 Favor to each other player to gain ②② and ⚡1.

Forecaster: Predict who will hold the Prestige token at the start of your next turn by secretly choosing 1 Prediction card and placing it facedown on your board.

Juggler: Make up to 2 trades between **Credits**, **Resources**, and **Data cards** at a 1:1 rate.

Playwright: Take 2 Data cards.

Poet: Pay to advance the Knowledge of any other Faction 1 step at a discount of -⚡1. (You may not advance your own Faction with this ability.)

Singer: Gain H1 or ⚡1.

Stagehand: Gain 1 favor of choice for each different Agency on both Stages.

Example: If there are 2 **P** on Main Stage and 1 **R** on Backstage you gain 2 favors of your choice.

Stand-In: Treat this as the same color and type as another Entertainer you've used this turn. You may use their unique ability or activate them in any of the other 3 ways.

Example: If the Stand-In copies a Dancer, you may use the Dancer's Talent, or gain 1 Purple Favor, or **Visit** *1 Purple-controlled Building.*

ENTERTAINERS

Asset Tokens: Distribute all ten of your asset tokens on the company space of the matching color on your board.

Starting Items:

Ti 1, H 1, C 1,

2 Data cards

Project tiles: Shuffle your Project tiles and place them in a facedown stack. Reveal 2 tiles and place them faceup in the center of the board.

Executives forecast the future using Free Radical algorithms.

Predictive learning technology changed the world of computing forever, and Priest Telecomms uses their proprietary predictive algorithms to manipulate their portfolio of global Assets. Priest's control of Free Radical technology allows them to circulate their holdings in a global network of shell companies that hide the true breadth of their influence. By constantly shifting their headquarters, they evade close scrutiny of their schemes and continue to hold their grip on the knowledge the Free Radicals provide.

STRATEGY

The Executives use a mancala mechanism. They have a high degree of control, since they have very few random elements, but lack of foresight can lead to limited turn options.

TURN SEQUENCE

1 Prestige: Score 1 if you have the Prestige token.

2 Assign Assets: Pick up all Assets on 1 Company. Distribute the Assets on that Company clockwise around your board, placing 1 on each Company as you go.

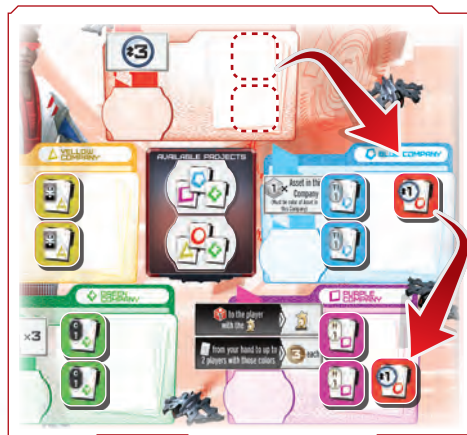**3 Check Project:** If you complete a Project tile on the Headquarters, remove it and score 5.

4 Commission or Liquidate: At the Headquarters, choose to either do the action noted on the board or do the Asset Actions in any order.

5 Start Project: If you Commission, you can start a new Project at the Headquarters.

6 Gain Knowledge: Pay to advance the Knowledge of the Faction matching the Headquarters' color by any number of steps.

ASSIGN ASSETS

Choose any 1 Company with at least 1 Asset present. Distribute them clockwise around your board, placing 1 Asset on each Company as you go. The last Company you place an Asset on is considered the Headquarters for the rest of your turn.

CHECK PROJECT

If there is a Project tile on the Headquarters (that you placed there on a previous turn), check if all Assets pictured on the tile are present on the Headquarters. If they are, remove the Project tile and score 5.

You can complete a Project even if there are extra Assets on the Headquarters that aren't shown on the tile. Do *not* remove the Assets used to complete the Project.

You may only complete a Project on the Headquarters (where you placed your last Asset this turn). If allocating your Assets satisfies a Project tile on a non-Headquarters Company, you must still wait until you Commission that Company as a Headquarters on a future turn to remove and score the tile.

Important: There should always be 10 Assets on your board. Assets are never added or removed from your board.

4a: COMMISSION

Each Company space has a unique action you may use when you Commission it:

⭕ RED COMPANY

Gain ⓩ3.

⬡ BLUE COMPANY

For each Asset on the Blue Company, gain 1 Favor from the matching color Faction. For each Red Asset, gain 1 Favor of any color.

Example: If you Commission the Blue Company with 1 Yellow and 1 Red Asset, you gain 1 Yellow Favor and 1 Favor of your choice.

⬜ PURPLE COMPANY

Give 1 Favor from your supply to the player who holds the Prestige token to take the Prestige token.

Then, give up to 2 Data cards of your choice to another player or players. Each card you give must have a Data icon matching the Faction color of the player you give it to. Score 🟤3 for each Data card you give away.

◆ GREEN COMPANY

Visit up to 3 different Awakened Buildings.

△ YELLOW COMPANY

Awaken up to 2 Buildings by revealing up to 2 Data cards with ⭕ from your hand and paying their costs.

OR 4b: LIQUIDATE

Collect 1 Item for each Asset on the Headquarters. The color of each Asset determines which Items you gain, NOT the color of the Company:

Red Asset: 1 Credit

Blue Asset: 1 Titanium

Yellow Asset: 1 Data card from the display or deck.

Green Asset: 1 Carbon

Purple Asset: 1 Hydrogen

Important: When you Liquidate, you may not start a Project there. You must Commission to do this.

Example: You choose to Liquidate the Red Company. There are 2 purple Assets, so you gain 🄷2. There is also 1 red Asset on this space, so you gain ⓩ1.

START PROJECT

After you **Commission**, you may start a Project on the Headquarters. To do so, choose one of your 2 faceup Project tiles and place it on the Headquarters.

Each Company space may have at most one Project tile at a time. Once a tile has been placed, it can only be removed by completing it (see "Check Project"). Once a Project has been completed and removed from a Company, a new Project can be started there.

Whenever you place a Project, immediately reveal a new Project tile from the stack and place it faceup in the center of the board. You should always have 2 Project tiles to choose from (unless the stack is empty).

*Example: The Green Company is the Headquarters. You chose to Commission it. After you **Visit** 3 Awakened Buildings, resolving them one at a time, you place one of your available Project tiles faceup on the Green Company.*

GAIN KNOWLEDGE

You may pay to advance the Knowledge of the Faction that matches the Headquarters' color.

You may advance the Faction's Knowledge any number of steps. You must pay the cost for each step, and you score 🟤 for each step (as well as Favor if you are increasing another Faction's Knowledge).

Note: The Executives are the only Faction that can advance Knowledge an unlimited number of steps with a single action.

FACTION POWER (COMPANY SPIRE)

When you **Visit** the Company Spire, instead of using its main power, you may score 🟤1 per different type of Asset in Headquarters.

EXECUTIVES

FARMERS

Load Bioreactors: Shuffle your Crop dominoes and place **1 random domino** in each of the **9 empty slots** at the top of your board. Place the rest in a facedown stack nearby.

Field: Draw **1 domino** from the stack and place it on the **"Starting Crop"** space in the middle of your Field.

Starting Items:
🟢1, ⊕1,
2 Data cards

Crystals: Place these with your starting Items.

Farmers use Free Radicals to grow healthier, more sustainable crops.

From its humble roots as a family-owned rice farm, Kĥāw Agrocorp has grown and blossomed into a major agricultural player. Focusing on sustainable food production and minimizing waste, Kĥāw mixes its culture of humility and service with the cutting edge of agritech. They are always in search of better processes, genetics, and materials, on an eternal cycle of learning how to more efficiently feed the world.

STRATEGY

The Farmers use a domino tile mechanism. They start slowly, but each action they do makes that action stronger the next time. It can be challenging to efficiently collect and spend Items. Build slowly toward a handful of "super actions" as you near the end of the game.

TURN SEQUENCE

1 Prestige: Score ⊕1 if you have the Prestige token.

2 Farm Actions: Do 1 Farm Action of your choice.

3 Plant: Choose one of the Crop dominoes from the row next to your action and plant it in your Field.

4 Crop Actions: Activate each Crop on the tile you placed.

5 Refill: Refill the empty slot on your board with a new tile from the stack.

FARM ACTIONS

Choose **one** of the following **3 Farm Actions**:

BUILD
Awaken a Building.

CRYSTALIZE
Place 1 Crystal on one end of a domino in your Field that does not already have a Crystal.

TRADE
Choose one:

◆ Spend ⊕1 to gain 🌟2.

◆ Spend 🌟1 to gain 2 Data cards.

◆ Discard 1 Data card to gain ⊕2.

PLANT

After completing your Farm Actions, choose any **one** of the Crop dominoes in that action's row and plant it in your Field.

You must plant each domino within the borders of your Field, adjacent to an already planted domino. You may freely rotate each domino when planting it.

CROP ACTIONS

You may then activate both Crops on the domino, plus all matching Crops that share a continuous area with either of the Crops you placed.

Each individual Crop you **activate** grants a **bonus:**

Algae: **Visit** an Awakened Building. (If you do this multiple times, remember you may only **Visit** each Building once per turn.)

Plankton: Pay to advance the **Knowledge** of any Faction 1 step. (If you do this more than once, you may choose a different Faction each time.)
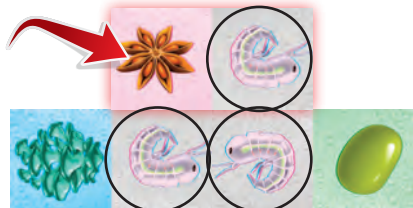
Soybeans: Gain **1 Data card**.

Fungi: Gain **1 Favor** of any color.
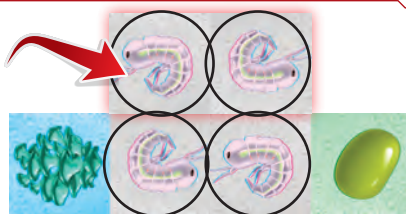
Rice: Gain **1 Credit**.

Spice: Gain **1 Resource**.

Example: You add a Spice and Plankton domino to your field. You choose to activate the Spice first. Then you activate the Plankton, which creates a total area of 3 Plankton, each one activating once.
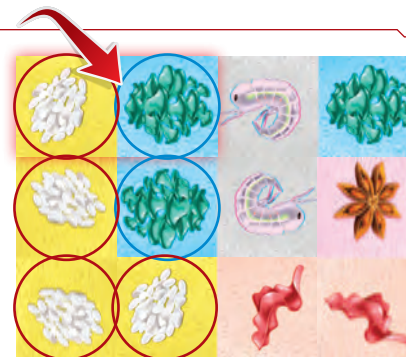
You may not activate the same type of Crop twice on the same turn.

Example: If you play a double Plankton that is adjacent to 2 other Plankton, you activate Plankton four times, not eight.

Important: You must finish gaining all bonuses from one Crop type before taking bonuses for the next Crop type.

Example: You place a domino with Fungi and Rice. You choose to activate the Fungi first. It touches 1 other Fungi, so you gain a total of 2. Then, you activate the Rice. The Rice is adjacent to an area of 3 other Rice, so you acquire a total ≠4.

REFILL

At the end of your turn, draw a new domino from the stack to refill the empty slot on your board.
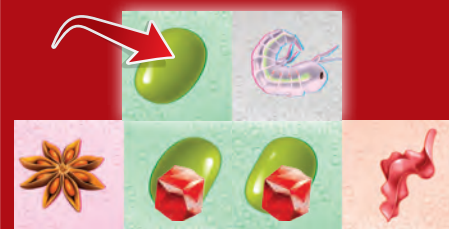
CRYSTALS

When you would activate any Crop that has a Crystal on it, you may instead give 1 Favor from your supply to the player who holds the Prestige token to take it from them. (If you already hold it, you do not need to give any Favor but you do gain 2.)

If you activate multiple Crops that have Crystals at the same time, you may choose individually for each Crystal whether to do the Crop bonus or the Prestige token.

Note that you do not remove the Crystal when you do this action.

Important: You only need to give Favor the first time you take the Prestige token on your turn, since the next time you would take it, you are the one holding it. Remember that if you already hold the Prestige token and earn it again, you score an extra 1.

Example: You place an Algae in an area with 2 other Algae, which each have a Crystal on them. You have the following options:

◆ *Gain 3 Data cards; OR*

◆ *Gain 2 Data cards and give 1 Favor to your opponent to take the Prestige token from them, scoring 1; OR*

◆ *Gain 1 Data card and take the Prestige token twice, giving 1 Favor to your opponent and scoring 1 + 2.*

FACTION POWER (VERTICAL FARM)

When you **Visit** the Vertical Farm, instead of using its main power, you may discard 1 Data card to do an additional Farm Action. (Do not use a Crop domino when you do this.)

HOTELIERS

Hotelier Cards: Shuffle your Hotelier cards and place them in a facedown stack. Reveal **5 cards** and place them faceup in front of you.

Rewards: Place one of your Favor cubes on the blank space at the start of your **Reward Track.**

Starting Items:
[H1], [C1], [Ti1]
2 Data cards

Room and Addition Tiles: Place your Room tiles and Addition tiles with your starting Items.

Hoteliers develop real estate for the tourists who want to see and touch the Free Radicals.

Welcome to Omino, the global hotel. Experience the ultimate in customized luxury hospitality, with each of our Adapt-a-Kit™ suites perfectly designed by our in-house algorithms to fully suit each guest's culture, needs, and even cuisine! Omino is committed to providing all our guests with the perfect experience, all delivered in a sustainable and environmentally friendly fashion so you can focus on having the best possible stay.

STRATEGY

The Hoteliers use a polyomino tile-laying mechanism. Though they can be challenging if you build yourself into a tight spot, finding the right pieces to fill up your Hotels earns you significant rewards.

TURN SEQUENCE

1 Prestige: Score 🏅 if you have the Prestige token.

2 Actions: Play 3 Hotelier cards to place Rooms and do Hotel Actions.

3 Complete Hotele: For each Hotel you have completed, discard all Rooms on the Hotel, then advance on the Reward Track and gain the next set of rewards.

4 Draw: Draw 3 new Hotelier cards. You may then discard 1 Data card to draw a 4th card.

ACTIONS

On your turn, you play *3 of your 5* available **Hotelier cards,** one at a time in any order.

Each time you play a Hotelier card, choose *one* of the following options:

◆ **Place a Room:** Place the Room tile shown on the card from your supply on any Hotel on your board. Then choose 1 Hotelier Action from the 2 available at that Hotel.

◆ **Place two Additions:** Place a 1x1 Addition tile from your supply on any Hotel. Gain 1 Favor of that Hotel's color. Then, place a 1x2 Addition tile from your supply on any Hotel. Gain 1 Favor of that Hotel's color.
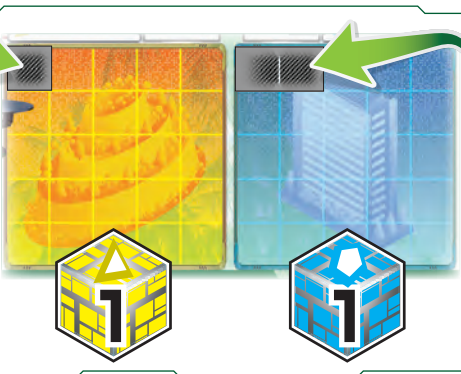
Then place the card in your personal **discard pile**.

Important:

◆ Each Room you place in a Hotel must fit on its grid.

◆ You may not place a tile that extends beyond the border of a Hotel.

◆ A tile may not overlap with another tile.

◆ You can flip or rotate a tile.

HOTEL ACTIONS

Each Hotel has **2 Hotel Actions** to choose from. If you place multiple Rooms on a Hotel in the same turn, you may do the same action or different actions. (However, remember you may **Visit** each Awakened Building at most once per turn.)

⬓ PURPLE HOTEL
◆ Gain **1 Resource**.
◆ Take the Prestige token.

◯ RED HOTEL
◆ Gain **1 Credit**.
◆ Awaken a Building.

△ YELLOW HOTEL
◆ Gain **1 Data card**.
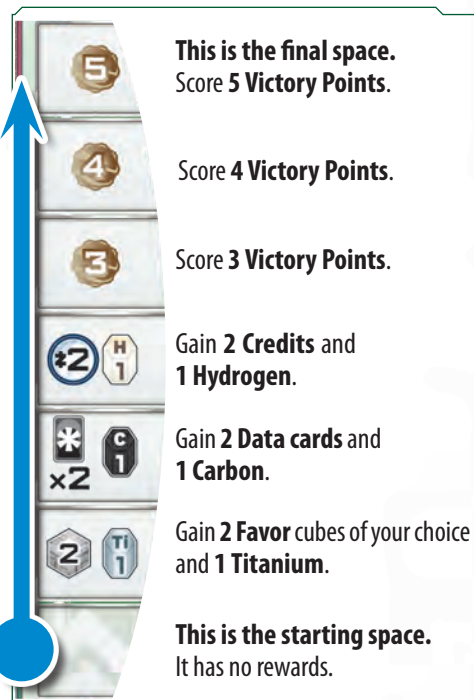◆ Pay to **advance** any Faction's Knowledge 1 step.

⬠ BLUE HOTEL
◆ Gain **1 Favor** of any color.
◆ **Visit** any Awakened Building.

COMPLETE HOTEL

Check if any of your Hotels are *completely filled in*.

For *each* Hotel you have completed, move your Reward cube one space up on the Reward Track and gain the rewards shown there:

This is the final space. Score **5 Victory Points**.

Score **4 Victory Points**.

Score **3 Victory Points**.

Gain **2 Credits** and **1 Hydrogen**.

Gain **2 Data cards** and **1 Carbon**.

Gain **2 Favor** cubes of your choice and **1 Titanium**.

This is the starting space. It has no rewards.

Then remove *all* Rooms from the completed Hotel and return them to your **supply.** (You can now begin building a new Hotel there.)

DRAW

Reveal 3 new Hotelier cards and place them faceup in front of you.

Note that you *keep* the 2 cards you did not play, and may play them on a future turn.

After you draw cards, you may choose to **discard 1 Data card** to draw a **4th** card.

This *permanently* increases the number of cards you can choose from on your turn, but you may still only use **3** cards each turn.

FACTION POWER (CASINO)

When you **Visit** the Casino, instead of using its main power, you may discard 1 Data card to gain 🪙1 and 💿2.

HOTELIERS

MERCHANTS

Stalls: Place 1 Stall on the **marked action space** in the ◆ **Green Market**. Place your remaining 4 Stalls with your starting Items.

Merchant and Action Markers: Place your Merchant standee next to your board. Remove 3 favor cubes from your supply and place them next to your board. These are called your **Action markers**.

Starting Items: ⊕4, 1 Data card

Merchants seizes the opportunity to sell bits and pieces of Free Radicals for a profit.

The Global Trade Consortium is a confederation of chartered companies, small business owners, and megacorps that have come together to ensure everyone has a say in how the commerce of the planet is done. The GTC supplies every major industry in the world and is committed to ensuring fair wages, on-time payments and deliveries, guaranteed collective bargaining, and humane labor practices for all.

STRATEGY

The Merchants use a Resource management mechanism. Though they have few actions to use each turn, almost every action will earn them Credits, Data cards, Resources, Favor, and Victory Points. If you want to succeed you will need to be good at identifying the relative value of each Item and maximizing each transaction.

TURN SEQUENCE

1 **Prestige:** Score 🪙 if you have the Prestige token.

2 **Move:** Move your Merchant to a new Market. This becomes the Active Market.

3 **Visit Stalls:** Activate each Stall you have in the Active Market.

4 **Actions:** Do up to 3 Merchant Actions by placing your Action markers in the Active Market.

MERCHANT ACTIONS

Each Market has 8 action spaces. Remember: Unless you are instructed to give an Item to an opponent, all Items you gain come from the supply, and all Items you spend are returned to the supply.

RED MARKET

Visit a Building controlled by **Red**. Then gain **1 Data card**.

Pay to advance the **Red Faction's Knowledge** 1 step. Then gain **1 Data card**.

Awaken a Building. Then gain **1 Carbon**.

Spend **1 Credit** to gain **2 Hydrogen**.

Give **1 Credit** to any opponent to activate any **Stall** on your board.

Gain **1 Titanium**.

If **Red** is a player Faction, give them **1 Favor** from your supply to gain **1 Red Favor**.

If **Red** is a non-player Faction, score **2 Victory Points**.

YELLOW MARKET

Visit a Building controlled by **Yellow**. Then gain **1 Titanium**.

Pay to advance the **Yellow Faction's Knowledge** 1 step. Then gain **1 Titanium**.

Pay to advance **any Faction's Knowledge** 1 step. Then gain **1 Resource of your choice**.

Spend **1 Resource of your choice** to gain **2 Credits**.

Give **1 Data card** to any opponent to gain **2 Favors of your choice**.

Gain **1 Carbon**.

If **Yellow** is a player Faction, give them **1 Favor** from your supply to gain **1 Yellow Favor**.

If **Yellow** is a non-player Faction, score **2 Victory Points**.

GREEN MARKET

Visit any Building. Then gain **1 Credit**.

Pay to advance the **Green Faction's Knowledge** 1 step. Then gain **1 Credit**.

Pay to advance **any Faction's Knowledge** 1 step. Then gain **1 Credit**.

Discard **1 Data card** to gain **2 Carbon**.

Give **1 Hydrogen** to any opponent to gain **2 Favors of your choice**.

Take the Prestige token.

Give **1 Favor** from your supply to any player to gain **1 Credit**.

Spend **2 Credits** to score **1 Victory Point** and build a Stall on any action space on your board that does not have a Stall. *(You are limited to a total of 5 Stalls on your board.)*

BLUE MARKET

Visit a Building controlled by **Blue**. Then gain **1 Hydrogen**.

Pay to advance the **Blue Faction's Knowledge** 1 step. Then gain **1 Hydrogen**.

Awaken a Building. Then gain **1 Favor of your choice**.

Spend **1 Titanium** to gain **2 Resources of your choice**.

Give **1 Carbon** to any opponent to gain **3 Data cards**.

Gain a number of **Credits** equal to your **Knowledge Level**.

If **Blue** is a player Faction, give them **1 Favor** from your supply to gain **1 Blue Favor**.

If **Blue** is a non-player Faction, score **2 Victory Points**.

PURPLE MARKET

Visit a Building controlled by **Purple**. Then gain **1 Carbon**.

Pay to advance the **Purple Faction's Knowledge** 1 step. Then gain **1 Carbon**.

Take the Prestige token. Then gain **1 Titanium**.

Spend **1 Credit** to gain **2 Data cards**.

Gain **1 Favor of your choice**.

Gain **1 Hydrogen**.

If **Purple** is a player Faction, give them **1 Favor** from your supply to gain **1 Purple Favor**.

If **Purple** is a non-player Faction, score **2 Victory Points**.

MOVE

Move your Merchant to any *new* Market (you may not **Visit** the same Market 2 turns in a row). The new Market does *not* have to be adjacent.

Your Merchant's location is the **Active Market** where you will do *all actions* this turn.

Note: On your first turn, you may move to any Market.

VISIT STALLS

If you have any **Stalls** in the **Active Market,** you may activate each of them, one at a time in any order. Each time you activate a Stall, do the **Merchant Action** on the space it occupies (see above).

*Note: At the start of the game, you have 1 Stall already built in the ◇ Market. This Stall always activates when you **Visit** the ◇ Market.*

ACTIONS

You may do *up to* **3 Merchant Actions** by placing your **Action markers** on the action spaces in the **Active Market.**

Each Action marker must be placed on a *different* space. You may *not* place an Action marker on space where you have a **Stall.**

FACTION POWER (BAZAAR)

When you **Visit** the Bazaar, instead of using its main power, you may discall 🎴 to gain ⚡1 per Stall you have built.

MERCHANTS

PALADINS

Paladins: Place your Paladin tokens on the square spaces in the **Home Row** of your board. Flip *1 token* to the **Knight** side, and the other **4** to **Squire** side.

Action Track: Place your Action Cube on **"Start"** on your **Action track.**

Quests: Shuffle your Quest cards and place them in a facedown stack. Reveal **1 card** and place it in the **Active Quest** slot on your board.

Starting Items:
T1 · H1 · C1
2 Data cards

Paladins want to ensure that Free Radical tech is used for the greater good.

The Neon Paladins began as a charitable cosplay community based on a classic vidshow, but are now the world's largest humanitarian organization. The Paladins engage in philantrophic projects throughout the world, wearing their signature suits of armor as a signal that whoever wears it will always stand ready to help those in need. They base their moral code on the protagonists of the show they idolized; basically, it translates to "Good for Life!"

STRATEGY

Paladins program their actions ahead of time using a two-turn selection mechanism. Planning ahead is key, since actions you do on odd-numbered turns directly affect what actions you can do on even-numbered turns.

TURN SEQUENCE

1 Prestige: Score 🪙 if you have the Prestige token.

2 Progress: Move the Action Cube 1 space to the right on your Action Track. Note whether this is a Place turn or Remove turn.

3 Action: *If this is a Place turn* — Place Paladin tokens on action spaces to do Paladin Actions.

If this is a Remove turn — Remove all Paladin tokens from action spaces and return them to the **Home Row**. Only the **Knights** you remove do Paladin Actions.

4 Promote: If the Action Cube is in one of the first four "Remove" squares, then you may promote 1 Squire to a Knight.

PALADIN TOKENS

Each of your **5 Paladin tokens** represents one of the honorary **Paladins** in your organization who is engaged in charitable work.

Each Paladin is either a **Squire (no helmet)** or a **Knight (with a helmet)**, depending on which side of the token is faceup.

SQUIRE   **KNIGHT**

PROGRESS

Move the Action Cube *1 space* to the right on your **Action Track**. If the new space says **"Place,"** this is a **Place Paladins** turn. If it says **"Remove,"** this is a **Remove Paladins** turn.
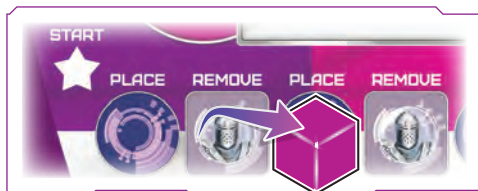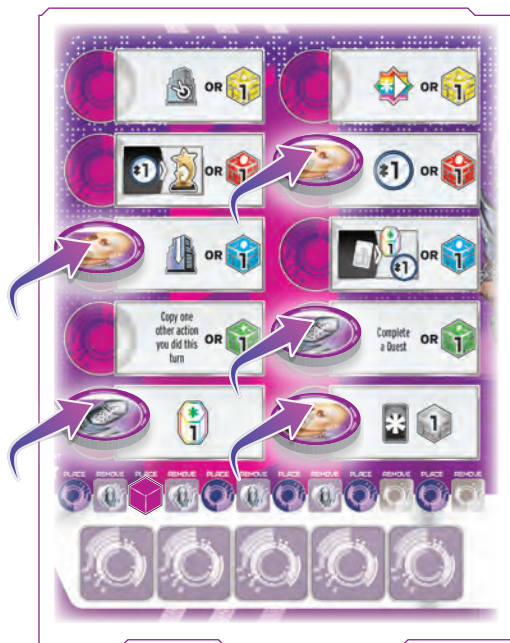

ACTIONS

What you do in this phase differs based on whether this is a Place turn or a Remove turn

PLACE PALADINS TURN

On each Place turn, you *place all 5* Paladins on action spaces, one at a time in any order. Each Paladin must be placed in a *different* space.

When you place a Paladin (either a Squire *OR* a Knight) on an **action space,** you may do one of the **Paladin Actions** on the space. Some spaces only have 1 possible **Paladin Action**.

REMINDER:

Knights can do actions every turn.

Squires can do actions only on Place turns.

REMOVE PALADINS TURN

On each Remove turn, you remove all 5 Paladins from action spaces and return them to the Home Row. *Only* **Knights** can do Paladin Actions as they are removed. Squires cannot.

First, remove each **Knight**, one at a time in any order. When you remove a Knight from an **action space,** you may do one of the Paladin actions on the space.

(Make sure to keep each token on its Knight side when you remove it.)

Then remove all Squires without taking any actions.

PROMOTE

If the Action Cube is on a Remove space, you must permanently promote one Squire to a Knight by flipping the token over. (The picture of a Knight on the first four Remove spaces is a reminder of this.)

Once all of your Squires are promoted, you may skip this step.

PALADIN ACTIONS

Each space provides the same action during Place turns and Remove turns.

LEFT COLUMN

◆ Awaken a Building — OR Gain 1 Yellow Favor.

◆ Spend 1 Credit to take the Prestige token — OR Gain 1 Red Favor.

◆ **Visit** any Awakened Building — OR Gain 1 Blue Favor.

◆ Copy another Paladin Action you used this turn — OR Gain 1 Green Favor.

◆ Gain 1 Resource of your choice.

RIGHT COLUMN

◆ Pay to advance the Knowledge of any Faction one step — OR Gain 1 Yellow Favor.

◆ Gain 1 Credit — OR Gain 1 Red Favor.

◆ Discard 1 Data card to gain 1 Resource of your choice and 1 Credit — OR Gain 1 Blue Favor.

◆ Complete your Active Quest by turning in the Resources shown. Immediately score the Quest's 🪙 and gain its reward Items. Then draw a new Quest and place it faceup in the Active Quest slot. **You may only have one Active Quest at a time** — OR Gain 1 Green Favor.

◆ Gain 1 Data card and 1 Favor of your choice

FACTION POWER (NEON CHURCH)

When you **Visit** the Neon Church, instead of using its main power, you may take the Prestige token. Then gain 1 Favor of your choice.

UNDERGROUND

Upgrade Markers: Place 1 Upgrade marker on the portraits to the left of each of your **9 Level tracks**.

Starting Items:
Ti 2, ⚡1,
2 Data cards

Underground cards: Shuffle your Underground cards and place them in a facedown stack. Draw **5** Underground cards as your starting hand.

Underground are a clandestine group sharing the latest findings of Free Radical research.

Starting out as a street art and dance crew, the underground alliance known as the Sk0uNdr3lz are a loosely aligned movement of activists and artists with one goal: to stop the status from becoming quo. A strictly non-profit crew, the Sk0uNdre3lz use flash mob performances, outlandish social experiments, or even wrapping buildings in massive holographic art to spread their message: Until everyone is free, no one is free.

STRATEGY

The **Underground** uses a deck-crafting mechanism. They start out weak, but level up their abilities throughout the game. Since they don't start with the ability to Awaken buildings, it is wise to upgrade the Steader to **level 2** or the Hacker to **level 3** to gain this ability. The Trader at **level 2** and **level 3** provides much-needed flexibility, and the **level 2** Polymath provides more opportunities to upgrade. This faction is designed to be flexible. You can win by maxing out only a few characters or by upgrading all characters evenly. It just depends on the game state.

TURN SEQUENCE

1 **Prestige:** Score 🏆 if you have the Prestige token.

2 **Actions:** Play all Underground cards from your hand to either use Character Actions or gain Favor.

3 **Upgrade Once:** Spend Credit ⚡ to upgrade one of your characters.

4 **Draw:** Draw 4 new Underground cards.

ACTIONS

Each Underground card in your deck represents one of the characters in your crew. Each character can do a unique action. Each character can be Upgraded throughout the game to unlock stronger actions.

On your turn, you play all Underground cards from your hand (even those gained during your turn), one at a time, in any order. When you play an Underground card, you can choose to either do one of their unlocked actions, or gain 1 Favor matching their Data icon. After playing an Underground card, place it faceup in your personal discard pile.

Each character can have up to 3 unlocked actions. You can unlock actions for each character by advancing their Upgrade marker on their Level track. An Upgraded character can do an action at their current level **OR** any previous level.

Note: *If you play the* same *character multiple times in 1 turn, each card can be used for the same action or a different unlocked action (or to gain Favor).*

Remember: You may Visit each Awakened Building at most once per turn.

LEADER ⬭

Level 1: Pay to **advance** the Knowledge of any Faction 1 step.

Level 2: Give **1 Data card** of your choice to another player to score **2 Victory Points**.

Level 3: Score **Victory Points** equal to your Knowledge Level.

TEACHER ⬭

Level 1: Choose any Underground card from your discard pile and place it on top of your deck. (It may be a card you played this turn.)

Level 2: **Awaken** a Building.

Level 3: **Visit** up to 3 different Awakened Buildings.

POLYMATH (NO COLOR)

Important: *The Polymath has no color and* cannot *be used to gain 1 Favor.*

Level 1: Take the Prestige token.

Level 2: Discard 1 Data card to Upgrade any 1 character. Gain 1 Favor of that character's color.

Example: If you play a Level 2 Polymath to Upgrade the Runner, you gain 1 Green Favor.

Level 3: Gain **1 Titanium**, **1 Carbon**, and **1 Hydrogen**.

RUNNER ◆

Level 1: Gain **2 Credits**.

Level 2: **Visit** any Awakened Building. Then gain **1 Resource of your choice**.

Level 3: Spend **1 Credit** to score **3 Victory Points**.

TAGGER ◆

Level 1: **Visit** any Awakened Building.

Level 2: Use any character's Level 1 Action.

Level 3: Choose any Underground card from your discard pile and add it to your hand. It may be a card you played this turn. You must still play every card in your hand this turn.

ARBITER ⬠

Level 1: Gain **1 Data card**.

Level 2: Gain **1 Credit** and draw 1 Underground card. You must still play every card in your hand this turn.

Level 3: Score **1 Victory Point** and draw 1 Underground card. You must still play every card in your hand this turn.

BROKER ⬠

Level 1: Gain **1 Favor of your choice**.

Level 2: Spend **1 Credit** to gain **3 Data cards**.

Level 3: Gain **3 Credits** and **1 Resource of your choice**.

ACTIVIST ▢

Level 1: **Upgrade** any character one level.

Level 2: Discard **1 Data card** to gain **2 Favor** of your choice.

Level 3: Spend **1 Resource** to score **3 Victory Points**.

HACKER ▢

Level 1: Gain **2 Resources of your choice**.

Level 2: Pay to advance the Knowledge of any Faction 1 step. Then gain **1 Resource of your choice**.

Level 3: **Awaken** a Building. Then gain 2 Favor matching the other Data icon on the card.

Example: If you play a Level 3 Hacker and use a Data card with ◆ and △ icons to Awaken a Building, you gain 2 Green Favor.

UPGRADE ONCE

After you play and discard all Underground cards in your hand, you may pay **Credits** to Upgrade *one* of your Characters. The cost to Upgrade to level 2 is 2 Credits. The cost to Upgrade to level 3 is 3 Credits.

Important: You may only Upgrade one character by one Level during this phase of your turn. (This does not include Upgrades you gained from character Actions like the Activist's Level 1 action.)

DRAW

At the end of your turn, draw a new hand of 4 Underground cards.

If the draw deck is empty, shuffle your discard pile to make a new deck.

FACTION POWER (CYBERCAFÉ)

When you **Visit** the Cybercafe, instead of using its main power, you may draw 1 Underground card.

UNDERGROUND