

BLACK HAT

MODE://0x0001

RANSOMWARE LOCKDOWN

> Target opponent's Memory Stack is encrypted. They must pay YOU 2 Scripts to unlock it.

Your files have been encrypted. Pay up or stay bricked.

0x000052 41 4E 53 4F 40 57 41

0x000852 45 20 4C 4F 43 4B 44

0x00104F 57 4E 20 20 20 20 20

RANSOMWARE LOCKDOWN.....

⚡ INSTANT

MKT-BLA-0001

BLACK HAT

MODE://0x0002

FORK BOMB INVASION

> Play face-up in front of an opponent. Their next 2 Program actions force them to place 1 Corrupted Data Card from the supply into an open adjacent Memory Stack.

while(1) { fork(); } - Memory exhaustion inevitable.

0x000046 4F 52 4B 20 42 4F 40

0x000842 20 49 4E 56 41 53 49

0x00104F 4E 20 20 20 20 20 20

FORK.BOMB.INVASION.....

🔒 PERMANENT (PLAYER)

MKT-BLA-0002

BLACK HAT

MODE://0x0003

ZERO-DAY EXPLOIT

> Force an opponent to reveal hand: steal all cards matching suits required for locations where you both have presence.

Unpatched vulnerability exploited before vendor release.

0x00005A 45 52 4F 2D 44 41 59

0x000820 45 5B 50 4C 4F 49 54

0x001020 20 20 20 20 20 20 20

ZERO-DAY .EXPLOIT.....

⚡ INSTANT

MKT-BLA-0003

BLACK HAT

MODE://0x0004

BUFFER OVERFLOW WIPE

> Purge an opponent's stack with the most cards into the global discard.

Segmentation fault (core dumped). Stack memory smashed.

0x000042 55 46 46 45 52 20 4F

0x000856 45 52 46 4C 4F 57 20

0x001057 49 50 45 20 20 20 20

BUFFER.OVERFLOW.WIPE....

⚡ INSTANT

MKT-BLA-0004

BLACK HAT

MODE://0x0005

BRICKED FIRMWARE

> Target opponent cannot take Scan or Hack actions on their next turn.

Corrupted EEPROM flash. System hardware rendered useless.

0x000042 52 49 43 4B 45 44 20

0x000846 49 52 4D 57 41 52 45

0x001020 20 20 20 20 20 20 20

BRICKED.FIRMWARE.....

⚡ INSTANT

MKT-BLA-0005

BLACK HAT

MODE://0x0006

CHAIN REACTION MELTDOWN

> Purge an opponent's full Memory Stack and destroy 1 of their control cubes on the board.

Thermal limit breached. Core meltdown destroying active node.

0x000043 4B 41 49 4E 20 52 45

0x000841 43 54 49 4F 4E 20 4D

0x001045 4C 54 44 4F 57 4E 20

CHAIN.REACTION.MELTDOWN.

⚡ INSTANT

MKT-BLA-0006

BLACK HAT

MODE://0x0007

PROXY TURN OVERRIDE

> Take complete control of an opponent's next turn, choosing all legal actions for them!

Remote access trojan active. Operating your keyboard.

0x000050 52 4F 5B 59 20 54 55

0x000852 4E 20 4F 56 45 52 52

0x001049 44 45 20 20 20 20 20

PROXY.TURN.OVERRIDE.....

⚡ INSTANT

MKT-BLA-0007

BLACK HAT

MODE://0x0008

ROOTKIT BACKDOOR

> Attach face-up to an opponent's location. Whenever they claim rewards or fame from it, steal 1 card from their hand.

Kernel-level access undetected. Secret siphon installed.

0x000052 4F 4F 54 4B 49 54 20

0x000842 41 43 4B 44 4F 4F 52

0x001020 20 20 20 20 20 20 20

ROOTKIT.BACKDOOR.....

🔒 PERMANENT (LOCATION)

MKT-BLA-0008

BLACK HAT

MODE://0x0009

MEMORY RAM LEAK

> Target opponent must shuffle all 3 Memory Stacks together and deal them into 3 new random stacks.

Unallocated pointers scattering data across physical RAM.

0x00004D 45 4D 4F 52 59 20 52

0x000841 4D 20 4C 45 41 4B 20

0x001020 20 20 20 20 20 20 20

RAM.MEMORY.RAM.LEAK.....

⚡ INSTANT

MKT-BLA-0009

BLACK HAT NODE://0x0010

STACK OVERWRITE

> Force an opponent to replace their top Memory Stack card with 1 Corrupted Data Card from discard.

Malicious payload overwriting stack pointer registers.

0x0000	53 54 41 43 4B 20 4F 56	STACK.OV
0x0008	45 52 57 52 49 54 45 20	ERWRITE.
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-BLA-0010

BLACK HAT NODE://0x0011

SYSTEM LAG

> Target opponent skips their next turn entirely.

CPU throttling at 100% utilization. System unresponsive.

0x0000	53 59 53 54 45 4D 20 4C	SYSTEM.L
0x0008	41 47 20 20 20 20 20 20	AG.....
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-BLA-0011

BLACK HAT NODE://0x0012

ORBITAL ION CANNON

> Destroy ALL control cubes on target location (both yours and opponents') and clear all reward tokens.

High-yield orbital strike wiping local ground infrastructure.

0x0000	4F 52 42 49 54 41 4C 20	ORBITAL.
0x0008	49 4F 4E 20 43 41 4E 4E	ION.CANN
0x0010	4F 4E 20 20 20 20 20 20	ON.....

⚡ INSTANT

MKT-BLA-0012

BLACK HAT NODE://0x0013

TROJAN HORSE CONTAINER

> Place 1 control cube beside an opponent's cube on a location. At end-game scoring, count this location's control points for YOU instead of that opponent.

Innocuous update payload containing hidden takeover logic.

0x0000	54 52 4F 4A 41 4E 20 48	TROJAN.H
0x0008	4F 52 53 45 20 43 4F 4E	ORSE.COM
0x0010	54 41 49 4E 45 52 20 20	TAINER..

⚡ INSTANT

MKT-BLA-0013

BLACK HAT NODE://0x0014

HONEYPOT TRAP

> Play when an opponent declares a Hack on a location where you have presence. Cancel Hack, purge their stack, and place 1 cube here.

Decoy server triggered. Enemy payload captured and analyzed.

0x0000	4B 4F 4E 45 59 50 4F 54	HONEYPOT
0x0008	20 54 52 41 50 20 20 20	.TRAP...
0x0010	20 20 20 20 20 20 20 20	

⚡ REACTION

MKT-BLA-0014

BLACK HAT NODE://0x0015

BLOCKCHAIN FORGERY

> Swap 2 of your Corrupted Data Cards into an opponent's Blockchain pile and steal 2 high-SYSM cards from theirs.

51% consensus attack altering public ledger history.

0x0000	42 4C 4F 43 4B 43 4B 41	BLOCKCHA
0x0008	49 4E 20 46 4F 52 47 45	IN.FORGE
0x0010	52 59 20 20 20 20 20 20	RY.....

⚡ INSTANT

MKT-BLA-0015

BLACK HAT NODE://0x0016

SATOSHI MELTDOWN

> Target opponent chooses and discards 4 cards from their Blockchain pile to the general discard.

Private keys leaked. Blockchain balance liquidated.

0x0000	53 41 54 4F 53 4B 49 20	SATOSHI.
0x0008	4D 45 4C 54 44 4F 57 4E	MELTDOWN
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-BLA-0016

BLACK HAT NODE://0x0017

MAN IN THE MIDDLE

> Attach face-up to a location. Whenever an opponent Hacks this location, steal 2 cards from their hand.

Traffic intercepted and decrypted in transit.

0x0000	4D 41 4E 20 49 4E 20 54	MAN.IN.T
0x0008	4B 45 20 4D 49 44 44 4C	HE.MIDDL
0x0010	45 20 20 20 20 20 20 20	E.....

🔒 PERMANENT (LOCATION)

MKT-BLA-0017

BLACK HAT NODE://0x0018

DENIAL OF SERVICE

> Target opponent cannot take Scan, Disrupt, or Trade actions on their next turn.

Distributed botnet flooding target gateway with junk packets.

0x0000	44 45 4E 49 41 4C 20 4F	DENIAL.O
0x0008	46 20 53 45 52 56 49 43	F.SERVIC
0x0010	45 20 20 20 20 20 20 20	E.....

⚡ INSTANT

MKT-BLA-0018

BLACK HAT

NODE://0x0019

LOGIC BOMB TRAP

› Play when targeted by an attack card. Cancel it and force that opponent to discard 2 cards.

Malicious trigger code executed upon unauthorized intrusion.

0x0000	4C 4F 47 49 43 20 42 4F	LOGIC.BO
0x0008	4D 42 20 54 52 41 50 20	MB.TRAP.
0x0010	20 20 20 20 20 20 20 20	

REACTION

MKT-BLA-0019

BLACK HAT

NODE://0x0020

KEYLOGGER SPYWARE

› Play face-up in front of an opponent. Whenever they Program or Trade, you draw 1 Data Card.

Keystrokes recorded and transmitted to remote listener.

0x0000	4B 45 59 4C 4F 47 47 45	KEYLOGGE
0x0008	52 20 53 50 59 57 41 52	R.SPYWAR
0x0010	45 20 20 20 20 20 20 20	E.....

PERMANENT (PLAYER)

MKT-BLA-0020

BLACK HAT

NODE://0x0021

COLD BOOT ATTACK

› Target opponent plays with hand face-down on table; all cards played by them next turn are chosen by you.

DRAM remanence exploited via liquid nitrogen freeze.

0x0000	43 4F 4C 44 20 42 4F 4F	COLD.BOO
0x0008	54 20 41 54 54 41 43 4B	T.ATTACK
0x0010	20 20 20 20 20 20 20 20	

INSTANT

MKT-BLA-0021

BLACK HAT

NODE://0x0022

GATEWAY SIPHON

› Attach face-up to a location. Whenever an opponent Hacks this location, steal 1 random card from their hand.

Unauthorized packet mirror tapping local trunk line.

0x0000	47 41 54 45 57 41 59 20	GATEWAY.
0x0008	53 49 50 48 4F 4E 20 20	SIPHON..
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (LOCATION)

MKT-BLA-0022

BLACK HAT

NODE://0x0023

SUBNET FREEZE

› Play face-up in front of an opponent. Target opponent's hand limit is reduced to 4 and they cannot perform Trade actions.

Bandwidth choked and routing tables blackholed.

0x0000	53 55 42 4E 45 54 20 46	SUBNET.F
0x0008	52 45 45 5A 45 20 20 20	REEZE...
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (PLAYER)

MKT-BLA-0023

BLACK HAT

NODE://0x0024

DNS POISONING

› Attach face-up to a location. Any opponent attempting to Hack this location must discard 2 cards from hand.

Fake resolver entries routing traffic to malicious endpoints.

0x0000	44 4E 53 20 50 4F 49 53	DNS.POIS
0x0008	4F 4E 49 4E 47 20 20 20	ONING...
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (LOCATION)

MKT-BLA-0024

GREY HAT

NODE://0x0025

MARKET FLASH CRASH

› Immediately invert all 6 Market Tracks on the board (Step 10 drops to 1, Step 2 rises to 9!).

High-frequency trading algorithm meltdown inverting values.

0x0000	4D 41 52 4B 45 54 20 46	MARKET.F
0x0008	4C 41 53 4B 20 43 52 41	LASH.CRA
0x0010	53 4B 20 20 20 20 20 20	SH.....

INSTANT

MKT-GRE-0025

GREY HAT

NODE://0x0026

RECURSIVE STACK ROTATE

› Simultaneously, each player passes their left-most Memory Stack to the player on their left.

Cross-domain stack pointer swap around the network ring.

0x0000	52 45 43 55 52 53 49 56	RECURSIV
0x0008	45 20 53 54 41 43 4B 20	E.STACK.
0x0010	52 4F 54 41 54 45 20 20	ROTATE..

INSTANT

MKT-GRE-0026

GREY HAT

NODE://0x0027

DARK WEB AUCTION

› All players secretly bid 1 Data Card. Highest SYSM value places 2 control cubes on any location (tied players place 1). Discard all bid cards.

Blind bid auction on hidden darknet relay.

0x0000	44 41 52 4B 20 57 45 42	DARK.WEB
0x0008	20 41 55 43 54 49 4F 4E	.AUCTION
0x0010	20 20 20 20 20 20 20 20	

INSTANT

MKT-GRE-0027

GREY HAT

MODE://0x0028

DEAD MAN'S SWITCH

Play when an opponent Hacks a location where you have presence. Remove 1 of your cubes and 1 of their cubes from that location. All players discard 2 cards.

Automated fail-safe triggered upon breach detection.

0x0000444541442040414E

0x00085320535749544348

0x00102020202020202020

DEAD.MAN
S.SWITCH
.....

REACTION

MKT-GRE-0028

GREY HAT

MODE://0x0029

DOUBLE AGENT MIRROR

Play when targeted by an attack card: redirect the attack's target to any other player.

Spoofer identity header redirecting hostile payload.

0x0000444F55424C452041

0x000847454E5420404952

0x0010524F522020202020

DOUBLE.A
GENT.MIR
ROR.....

REACTION

MKT-GRE-0029

GREY HAT

MODE://0x0030

CHAOS SECTOR STORM

Collect all revealed Location cards on the board, shuffle them, and deal them back to open location slots (retaining existing control cubes).

Geographic coordinate scrambler disrupting sector mapping.

0x00004348414F53205345

0x000843544F522053544F

0x00105240202020202020

CHAOS.SE
CTOR.STO
RM.....

INSTANT

MKT-GRE-0030

GREY HAT

MODE://0x0031

FREE MARKET GLITCH

For 1 round, all Market Cards in the trade display cost 0 Scripts to acquire.

Payment gateway billing module offline. Everything is free.

0x00004652454520404152

0x000848455420474C4954

0x00104348202020202020

FREE.MAR
KET.GLIT
CH.....

INSTANT

MKT-GRE-0031

GREY HAT

MODE://0x0032

MIRROR NODE PARADOX

Attach face-up to a location. Whenever any player Hacks this location, all players draw 2 Data Cards and place 1 control cube here.

Reflective relay broadcasting all hack results to network.

0x0000404952524F52204E

0x00084F44452050415241

0x0010444F582020202020

MIRROR.N
ODE.PARA
DOX.....

PERMANENT (LOCATION)

MKT-GRE-0032

GREY HAT

MODE://0x0033

STACK COLLISION

Merge 2 players' primary Memory Stacks into 1 shared stack that *either* player can use to Hack!

Memory region collision binding two processes together.

0x0000535441434820434F

0x00084C4C4953494F4E20

0x00102020202020202020

STACK.CO
LLISION.
.....

INSTANT

MKT-GRE-0033

GREY HAT

MODE://0x0034

TASK SCHEDULER LOCK

Name 1  CORE action (Scan, Trade, Hack). No player can take that action until your next turn.

Cron job scheduler frozen by root administrator lock.

0x00005441534820534348

0x00084544554C4552204C

0x00104F43482020202020

TASK.SCH
EDULER.L
OCK.....

INSTANT

MKT-GRE-0034

GREY HAT

MODE://0x0035

REVERSE POLARITY ROULETTE

Turn order around table is instantly reversed, and current turn ends immediately.

Clock cycle signal inverted across processing bus.

0x00005245564552534520

0x0008504F4C4152495459

0x001020524F554C455454

REVERSE.
POLARITY
.ROULETT

INSTANT

MKT-GRE-0035

GREY HAT

MODE://0x0036

GRID BLACKOUT

Flip 2 revealed Location cards face-down. No player can inspect or Hack them until paying 4 Scripts.

Regional power grid failure blinding orbital surveillance.

0x00004752494420424C41

0x000843484F5554202020

0x00102020202020202020

GRID.BLA
CKOUT...
.....

INSTANT

MKT-GRE-0036

GREY HAT

MODE://0x0037

PUMP AND DUMP

> Place on any Market Track. Move track to Step 10 immediately. At end of round, crash track to Step 1 and discard this card.

Market manipulation pump followed by total liquidity dump.

0x00005055405020414E44PUMP.AND

0x00082044554050202020.DUMP...

0x00102020202020202020.....

PERMANENT (GLOBAL)

MKT-GRE-0037

GREY HAT

MODE://0x0038

CRYPTO AIRDROP PARTY

> Every player draws 3 Data Cards. The player with the most control cubes must give 1 card to every opponent.

Unsolicited token distribution across all registered wallets.

0x000043525950544F2041CRYPTO.A

0x0008495244524F502050IRDROP.P

0x00104152545920202020ARTY....

INSTANT

MKT-GRE-0038

GREY HAT

MODE://0x0039

ZERO-DAY ROULETTE

> Draw 5 Data Cards face-down. Players reveal 1 by 1: 4 are bonus  DATA, 1 is a Corrupted Glitch that discards their hand!

Russian roulette data stream containing hidden malware.

0x00005A45524F20444159ZERO-DAY

0x000820524F554C455454.ROULETT

0x00104520202020202020E.....

INSTANT

MKT-GRE-0039

GREY HAT

MODE://0x0040

CYBER EXTORTION DEAL

> Demand 3 Scripts from target player. If paid, both draw 2 cards. If refused, discard their top stack card.

Pay protection tribute or face immediate infrastructure audit.

0x00004359424552204558CYBER.EX

0x0008544F5254494F4E20TORTION.

0x00104445414C20202020DEAL....

INSTANT

MKT-GRE-0040

GREY HAT

MODE://0x0041

INSIDER TRADING

> Play face-up in front of yourself. Whenever any player Trades, you look at top 3 market cards and reorder them.

Advance knowledge of upcoming protocol market listings.

0x0000494E534944455220INSIDER.

0x000854524144494E4720TRADING.

0x00102020202020202020.....

PERMANENT (PLAYER)

MKT-GRE-0041

GREY HAT

MODE://0x0042

SUBNET MUTINY

> All players vote to discard 2 revealed Location cards and replace them immediately with 2 new targets.

Consensus vote overriding current target list priority.

0x00005355424E45542040SUBNET.M

0x00085554494E59202020UTINY...

0x00102020202020202020.....

INSTANT

MKT-GRE-0042

GREY HAT

MODE://0x0043

HOSTILE MERGER

> Swap hands with an opponent until the end of your turn, then return hands and draw 2 cards.

Temporary corporate takeover acquiring target intellectual property.

0x0000484F5354494C4520HOSTILE.

0x00084045524745522020MERGER..

0x00102020202020202020.....

INSTANT

MKT-GRE-0043

GREY HAT

MODE://0x0044

PROXY WAR

> All players bid up to 4 Data Cards. Highest total suit icons places 1 cube for free.

Bidding war over proxy server control access points.

0x000050524F5059205741PROXY.WA

0x00085220202020202020R.....

0x00102020202020202020.....

INSTANT

MKT-GRE-0044

GREY HAT

MODE://0x0045

SIPHON STREAM

> Play face-up in front of yourself. Whenever any opponent draws data cards, you draw 1 Data Card.

Passive tap copying all data packet streams.

0x0000534950484F4E2053SIPHON.S

0x00085452454140202020TREAM...

0x00102020202020202020.....

PERMANENT (PLAYER)

MKT-GRE-0045

GREY HAT NODE://0x0046

MALWARE DEBUGGER

› Move any permanent market card in play to another legal target (player or location).

Re-linking malware hooks to alternative target addresses.

0x0000	4D 41 4C 57 41 52 45 20	MALWARE.
0x0008	44 45 42 55 47 47 45 52	DEBUGGER
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-GRE-0046

GREY HAT NODE://0x0047

DATA SPOOFING

› Swap hands with an opponent until the end of your turn, then return hands.

MAC address spoofing borrowing enemy identity credentials.

0x0000	44 41 54 41 20 53 50 4F	DATA.SPO
0x0008	4F 46 49 4E 47 20 20 20	OFING...
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-GRE-0047

GREY HAT NODE://0x0048

MARKET FREE VOTE

› All players vote "Scan" or "Trade". Majority action is immediately taken by all players for free.

Democratic network protocol voting for collective action.

0x0000	4D 41 52 4B 45 54 20 46	MARKET.F
0x0008	52 45 45 20 56 4F 54 45	REE.VOTE
0x0010	20 20 20 20 20 20 20 20	

⚡ INSTANT

MKT-GRE-0048

WHITE HAT NODE://0x0049

GOD MODE OVERRIDE

› Ignore all suit, fragment, and rival cube requirements for your next Hack this turn. Instantly place 2 control cubes on any location.

Root administrative bypass granted. All access controls overridden.

0x0000	47 4F 44 20 4D 4F 44 45	GOD.MODE
0x0008	20 4F 56 45 52 52 49 44	.OVERRID
0x0010	45 20 20 20 20 20 20 20	E.....

⚡ INSTANT

MKT-WHI-0049

WHITE HAT NODE://0x0050

AIR GAPPED TIME VAULT

› Play face-up in front of yourself. Hand limit is 12. Your hand, stacks, and blockchain are immune to all steals, discards, and attacks.

Physical isolation vault disconnected from all external networks.

0x0000	41 49 52 20 47 41 50 50	AIR.GAPP
0x0008	45 44 20 54 49 4D 45 20	ED.TIME.
0x0010	56 41 55 4C 54 20 20 20	VAULT...

🔒 PERMANENT (PLAYER)

MKT-WHI-0050

WHITE HAT NODE://0x0051

BLOCKCHAIN HARDFORK JACKP...

› Instantly bank 4 Data Cards directly from your Memory Stacks into your Blockchain pile without taking the Blockchain action.

Protocol upgrade splitting chain into high-value ledger fork.

0x0000	42 4C 4F 43 4B 43 4B 41	BLOCKCHA
0x0008	49 4E 20 48 41 52 44 46	IN.HARDF
0x0010	4F 52 4B 20 4A 41 43 4B	ORK.JACK

⚡ INSTANT

MKT-WHI-0051

WHITE HAT NODE://0x0052

SYSTEM RESTORE GOD

› Search ANY discard pile (Market, **DATA**, or Corrupted) for any 2 cards and play/add them immediately for free.

System restore point restored from shadow copy volume.

0x0000	53 59 53 54 45 4D 20 52	SYSTEM.R
0x0008	45 53 54 4F 52 45 20 47	ESTORE.G
0x0010	4F 44 20 20 20 20 20 20	OD.....

⚡ INSTANT

MKT-WHI-0052

WHITE HAT NODE://0x0053

SOVEREIGN SHIELD FORTRESS

› Attach face-up to a location you control. Opponents can NEVER hack, contest, or place cubes on this location.

Impenetrable perimeter firewall and sovereign encryption barrier.

0x0000	53 4F 56 45 52 45 49 47	SOVEREIG
0x0008	4E 20 53 48 49 45 4C 44	N.SHIELD
0x0010	20 46 4F 52 54 52 45 53	.FORTRES

🔒 PERMANENT (LOCATION)

MKT-WHI-0053

WHITE HAT NODE://0x0054

ANTIVIRUS MEGACLEANSE

› Purge all negative attachments, viruses, and Black Hat cards from yourself and all locations on the board.

Enterprise antivirus sweep eliminating all threat vectors.

0x0000	41 4E 54 49 56 49 52 55	ANTIVIRU
0x0008	53 20 4D 45 47 41 43 4C	S.MEGACL
0x0010	45 41 4E 53 45 20 20 20	EANSE...

⚡ INSTANT

MKT-WHI-0054

WHITE HAT

NODE://0x0055

QUANTUM COMPILER TURBO

> Take 2 additional full turns immediately after this one!

Quantum processor executing instructions in parallel

0x0000	51 55 41 4E 54 55 4D 20	timelines.
0x0008	43 4F 4D 50 49 4C 45 52	QUANTUM.
0x0010	20 54 55 52 42 4F 20 20	COMPILER.
		TURBO..

INSTANT

MKT-WHI-0055

WHITE HAT

NODE://0x0056

RECURSIVE COMPILER LOOP

> Play face-up in front of yourself.
Whenever you Program a card into a Memory Stack, you may immediately Program a 2nd card into that stack for free.

JIT compiler pipeline optimizing stack placement in

0x0000	52 45 43 55 52 53 49 56	real time.
0x0008	45 20 43 4F 4D 50 49 4C	RECURSIV
0x0010	45 52 20 4C 4F 4F 50 20	E.COMPIL
		ER.LOOP.

PERMANENT (PLAYER)

MKT-WHI-0056

WHITE HAT

NODE://0x0057

DEFRAG OPTIMIZER

> Re-order all cards inside all 3 of your Memory Stacks in any order you choose.

Disk defragmentation re-aligning contiguous data

0x0000	44 45 46 52 41 47 20 4F	blocks.
0x0008	50 54 49 4D 49 5A 45 52	DEFRAG.O
0x0010	20 20 20 20 20 20 20 20	PTIMIZER
		

INSTANT

MKT-WHI-0057

WHITE HAT

NODE://0x0058

TIME DILATION PROXY

> Store face-up in front of yourself. Trigger at any point to take a full extra turn immediately after the current player.

Asynchronous process stored in high-priority

0x0000	54 49 4D 45 20 44 49 4C	execution queue.
0x0008	41 54 49 4F 4E 20 50 52	TIME.DIL
0x0010	4F 50 59 20 20 20 20 20	ATION.PR
		OXY.....

PERMANENT (PLAYER)

MKT-WHI-0058

WHITE HAT

NODE://0x0059

CLONE NODE MIRROR

> Choose a location you control.
Copy all of its reward payouts and fame directly to another location you control.

High-availability clustering replicating database

0x0000	43 4C 4F 4E 45 20 4E 4F	state.
0x0008	44 45 20 4D 49 52 52 4F	CLONE.NO
0x0010	52 20 20 20 20 20 20 20	DE.MIRRO
		R.....

INSTANT

MKT-WHI-0059

WHITE HAT

NODE://0x0060

TAX COLLECTOR DAEMON

> Play face-up in front of yourself.
Whenever any opponent performs a Trade action, they must pay YOU 1 Script tax.

Automated protocol toll booth levying micro-

0x0000	54 41 50 20 43 4F 4C 4C	transactions.
0x0008	45 43 54 4F 52 20 44 41	TAX.COLL
0x0010	45 4D 4F 4E 20 20 20 20	ECTOR.DA
		EMON....

PERMANENT (PLAYER)

MKT-WHI-0060

WHITE HAT

NODE://0x0061

GHOST IN THE SHELL

> Declare a Hack without revealing your stack. Any opponent may challenge you. Reveal stack: if legal, challenger loses 1 control cube; if illegal, purge your stack.

Virtual identity cloaking masking true stack

0x0000	47 4B 4F 53 54 20 49 4E	contents.
0x0008	20 54 48 45 20 53 48 45	GHOST.IN
0x0010	4C 4C 20 20 20 20 20 20	.THE.SHE
		LL.....

INSTANT

MKT-WHI-0061

WHITE HAT

NODE://0x0062

DISTRIBUTED INTRUSION

> Place 1 control cube on any location, ignoring all required suit icons and input fragments.

Decentralized ingress bypass bypassing perimeter

0x0000	44 49 53 54 52 49 42 55	security.
0x0008	54 45 44 20 49 4E 54 52	DISTRIBU
0x0010	55 53 49 4F 4E 20 20 20	TED.INTR
		USION...

INSTANT

MKT-WHI-0062

WHITE HAT

NODE://0x0063

IP SPOOFING

> Your next Hack ignores all required input fragments and extra suit icon costs.

Source IP masked with trusted internal gateway

0x0000	49 50 20 53 50 4F 4F 46	address.
0x0008	49 4E 47 20 20 20 20 20	IP.SPOOF
0x0010	20 20 20 20 20 20 20 20	ING.....
		

INSTANT

MKT-WHI-0063

WHITE HAT

NODE://0x0064

DATA REDUNDANCY

Play face-up in front of yourself. Whenever you draw data cards, draw 2 additional cards.

RAID 6 array providing dual-parity data redundancy.

0x0000	44 41 54 41 20 52 45 44	DATA.RED
0x0008	55 4E 44 41 4E 43 59 20	UNDANCY.
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (PLAYER)

MKT-WHI-0064

WHITE HAT

NODE://0x0065

ZERO TRUST ARCHITECTURE

Play face-up in front of yourself. Opponents cannot inspect, steal, or force-discard cards from your hand or memory stacks.

Never trust, always verify. Strict identity assertion enabled.

0x0000	5A 45 52 4F 20 54 52 55	ZERO.TRU
0x0008	53 54 20 41 52 43 48 49	ST.ARCHI
0x0010	54 45 43 54 55 52 45 20	TECTURE.

PERMANENT (PLAYER)

MKT-WHI-0065

WHITE HAT

NODE://0x0066

DECENTRALIZED SWEEP

Draw 2 data cards for each location where you have a control cube.

Peer-to-peer data synchronization across active nodes.

0x0000	44 45 43 45 4E 54 52 41	DECENTRA
0x0008	4C 49 5A 45 44 20 53 57	LIZED.SW
0x0010	45 45 50 20 20 20 20 20	EET.....

INSTANT

MKT-WHI-0066

WHITE HAT

NODE://0x0067

PROXY TUNNEL

Hand limit increases to 10 and you are immune to all opponent card effects until your next turn.

Encrypted WireGuard VPN tunnel insulating player workspace.

0x0000	50 52 4F 50 59 20 54 55	PROXY.TU
0x0008	4E 4E 45 4C 20 20 20 20	NNEL....
0x0010	20 20 20 20 20 20 20 20	

INSTANT

MKT-WHI-0067

WHITE HAT

NODE://0x0068

FIRMWARE UPGRADE

Restore all used player special powers for yourself and all allied players.

Over-the-air firmware update resetting ability cooling timers.

0x0000	46 49 52 40 57 41 52 45	FIRMWARE
0x0008	20 55 50 47 52 41 44 45	.UPGRADE
0x0010	20 20 20 20 20 20 20 20	

INSTANT

MKT-WHI-0068

WHITE HAT

NODE://0x0069

STACK SHIELD

Play face-up in front of yourself. Your memory stacks are immune to opponent effects and cannot be targeted.

Memory page protection flags blocking unauthorized writes.

0x0000	53 54 41 43 40 20 53 48	STACK.SH
0x0008	49 45 4C 44 20 20 20 20	IELD....
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (PLAYER)

MKT-WHI-0069

WHITE HAT

NODE://0x0070

PATCH MANAGEMENT

Play face-up in front of yourself. Your Harden actions require 0 data cards from memory stacks.

Automated security patch deployment simplifying defense.

0x0000	50 41 54 43 48 20 40 41	PATCH.MA
0x0008	4E 41 47 45 40 45 4E 54	NAGEMENT
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (PLAYER)

MKT-WHI-0070

WHITE HAT

NODE://0x0071

IDS SENTINEL

Attach face-up to a location. Opponents require 3 additional suit icons and 2 additional fragments to Hack it.

Intrusion detection sensor scanning all incoming packet headers.

0x0000	49 44 53 20 53 45 4E 54	IDS.SENT
0x0008	49 4E 45 4C 20 20 20 20	INEL....
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (LOCATION)

MKT-WHI-0071

WHITE HAT

NODE://0x0072

SECURE BOOT

Attach face-up to a location. Opponents require 3 additional suit icons and 2 additional fragments to Hack it.

UEFI cryptographic signature check blocking unverified code.

0x0000	53 45 43 55 52 45 20 42	SECURE.B
0x0008	4F 4F 54 20 20 20 20 20	OOT.....
0x0010	20 20 20 20 20 20 20 20	

PERMANENT (LOCATION)

MKT-WHI-0072