

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS

🔍 SCAN

Draw Data cards equal to current **Network Scan Die** (1-6).

⚙️ DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).

</> PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.

🗑️ PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.

🛒 TRADE

Pay Scripts equal to Market Tier (T1-3=2, T4-7=4, T8-10=6). Take 1 face-up Hat card.

⚙️ TACTICAL OPERATIONS

>_ HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!

🛡️ HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.

🔗 BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).

⚠️ DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS

🔍 SCAN

Draw Data cards equal to current **Network Scan Die** (1-6).

⚙️ DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).

</> PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.

🗑️ PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.

🛒 TRADE

Pay Scripts equal to Market Tier (T1-3=2, T4-7=4, T8-10=6). Take 1 face-up Hat card.

⚙️ TACTICAL OPERATIONS

>_ HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!

🛡️ HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.

🔗 BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).

⚠️ DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS

🔍 SCAN

Draw Data cards equal to current **Network Scan Die** (1-6).

⚙️ DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).

</> PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.

🗑️ PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.

🛒 TRADE

Pay Scripts equal to Market Tier (T1-3=2, T4-7=4, T8-10=6). Take 1 face-up Hat card.

⚙️ TACTICAL OPERATIONS

>_ HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!

🛡️ HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.

🔗 BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).

⚠️ DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS

🔍 SCAN

Draw Data cards equal to current **Network Scan Die** (1-6).

⚙️ DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).

</> PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.

🗑️ PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.

🛒 TRADE

Pay Scripts equal to Market Tier (T1-3=2, T4-7=4, T8-10=6). Take 1 face-up Hat card.

⚙️ TACTICAL OPERATIONS

>_ HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!

🛡️ HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.

🔗 BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).

⚠️ DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS



SCAN

Draw Data cards equal to current **Network Scan Die (1-6)**.



DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).



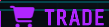
PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.



PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.



TRADE

Pay Scripts equal to Market Tier (**T1-3=2, T4-7=4, T8-10=6**). Take 1 face-up Hat card.

⚙ TACTICAL OPERATIONS



HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!



HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.



BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).



DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.

NULL STATE™ QUICK REF

⚡ 1 ACTION PER TURN

► CORE TURN ACTIONS



SCAN

Draw Data cards equal to current **Network Scan Die (1-6)**.



DISRUPT

Play cards to shift Market track / Scan die **±1 step per card** (+1 on SYSM Track).



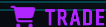
PROGRAM

Play 1 card to a **Memory Stack** (max 3 stacks, 7 cards) OR replace 1 card.



PURGE STACK

Discard 1 entire active Memory Stack to the discard pile.



TRADE

Pay Scripts equal to Market Tier (**T1-3=2, T4-7=4, T8-10=6**). Take 1 face-up Hat card.

⚙ TACTICAL OPERATIONS



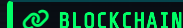
HACK

Execute Stack vs Location (pay **+1 Script per rival cube**). Claim rewards & place cube!



HARDEN

Discard 1 matching data card to add an extra defensive cube to your controlled location.



BLOCKCHAIN

Bank 1 card from hand into private Blockchain for end-game score (Max 20 cards).



DEPLOY GLITCH

Play 1 Corrupted card from hand to trigger its printed **CHAOS** effect. Discard after use.