

# NULL STATE™

## MARKET & SCORING

TERMINAL 01 PROTOCOL SPEC

### MARKET TRADING COST TIERS

| Market Cost Tier | Track Range  | Scripts Required |
|------------------|--------------|------------------|
| Tier 1 (Low)     | Steps 1 - 3  | 2 Scripts        |
| Tier 2 (Mid)     | Steps 4 - 7  | 4 Scripts        |
| Tier 3 (High)    | Steps 8 - 10 | 6 Scripts        |

\* 1+ paid card must match target market sector (AI, Gov, Fin, Psnl, Mkt). Dark Web is wild!

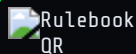
### BLOCKCHAIN END-GAME MULTIPLIERS

| Final Market Tier | Track Position | Multiplier Score   |
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\* Score SYSM from banked Blockchain cards matching final market track tiers.

### FINAL GAME SCORING FORMULA

FINAL SCORE = HACKED LOCATIONS + (BLOCKCHAIN SYSM \* MULTIPLIER) + MARKET VP



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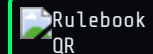
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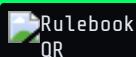
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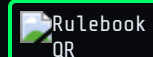
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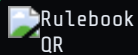
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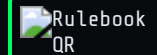
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