



NULL STATE **TERMINAL 01™**

RULEBOOK

Build v2.0-ZERO_DAY - PROTOCOL OVERCLOCK // ZERO-DAY RUNTIME

NULL STATE: TERMINAL 01 - GAME RULES

When systems collapse, morality is a liability: only control and notoriety remain. Build custom memory stacks, drop malicious rootkits under high-value server nodes, and hijack rival hacks in real time. Claim your **fame** on the public blockchain, or get purged from the system.

COMPONENTS



- **Gameboard** — Markets (6 tracks, 1–10), **market track price indicators** (Black / Grey / White hat costs driven by market tiers), Network **Scan** die (1–6), **SYSM Dominance Track** (1–10), data card deck area.
- **Data cards** — Deck of data cards. Each card has **Scripts** (e.g., HKT, CRD, PRT), SYSM value, and information type (AI Intel, Government, Financial, Personal, Market Intel, Dark Web). A card's strength is equal to the **number of printed Scripts** on that card (each Script counts as 1 strength). **Hand limit: 7**. If you ever have more than 7 data cards in hand, discard down to 7 immediately to the data discard pile. This represents a **Data Purge** — you cannot hold more than 7 data cards at a time.
- **Location cards** — Use 3 cards for 2 players, 6 cards for 3–4 players, and 9 cards for 5 players; one is turned face up at start. At the start of each new round of play, reveal one

new location at random until the max number of locations is revealed. Each location lists required Scripts, **fame** reward, and reward spots (granting Hat market cards, blockchain placements, or data cards via Network **Scan**).

- **Market cards** — Three decks (Black hat, Grey hat, White hat), each with its own card effects. Place each deck on its gameboard slot. The **Trade** cost (in Scripts) to purchase a card from a deck is set dynamically by the current tier of its matching Market Track (Tier 1–3 = 2 Scripts, Tier 4–7 = 4 Scripts, Tier 8–10 = 6 Scripts).
- **Dice** — Network **Scan** die (sets **Scan** draws). Mark value (1–6) with a cube.
- **Cubes / tokens** — Use cubes to mark market track values (1–10), Network **Scan** die value (1–6), **SYSM Dominance Track** positions (1–10), and **control** on locations. **Control cubes** are a separate concept from track/dice markers: each player has a pool of their own color used only on **location cards**. **Per-player control cube limit: 6** (2 players), **9** (3–4 players), **12** (5 players).
- **Stacks** — Each player may have **up to 3 Stacks** in play at a given time. Each stack holds a maximum of 7 data cards. You **Program** cards into a stack and play a stack when you **Hack** .
- **Turn order cards (player aids)** — One per player (Player 1–5); each lists the turn actions.
- **Player cards** — Six unique identity cards. Each has an alias, photo spot, a once-per-game special power, and backstory.

TACTICAL OVERVIEW

3 CORE PILLARS OF GAMEPLAY

Master the digital underground by balancing memory assembly, infrastructure infiltration, and macroeconomic market disruption:

1 BUILD STACKS

Scan for data and **Program** cards into 3 distinct memory stacks with required script sequences.

2 INFILTRATE NODES

Hack target Locations using your Stacks to place Control Cubes and claim Fame or Market rewards.

3 MANIPULATE ECONOMY

Disrupt market tracks or bank cards to your **Blockchain** to maximize end-game multipliers.

SETUP

1. **Separate all decks**, shuffle them, and place each on its gameboard space. Place the data card deck off to the side.
 2. **Player cards:** Shuffle player cards. Deal one to each player. Place face up in front of you.
 3. **Market cards:** Shuffle the 24 cards in each market deck (Black Hat, Grey Hat, White Hat) and place each deck on its gameboard space. **Turn the top 2 cards of each deck face up** and place them adjacent to their draw pile so they are always visible (creating a 2-card face-up market row per hat type, 6 face-up market cards total). Whenever a face-up market card is traded/purchased or discarded, immediately flip a replacement card from that deck face up so 2 cards remain available.
 4. **Roll the Network** Scan **Die:** Roll 1d6 for the Network Scan Die. Mark its value (1–6) with a cube.
 5. **Set starting tracks:** For the six market tracks (AI Intel, Government, Financial, Personal, Market Intel, Dark Web), set starting values (1–10). Players may roll d6/d10 dice to determine starting positions at random, or agree/negotiate amongst themselves on initial track values before play begins. **Each player places a marker at position 1 on the SYSM Dominance Track.**
 6. **Deal 5 data cards** to each player.
 7. **Location cards:** Shuffle location cards (3 for 2P, 6 for 3–4P, 9 for 5P) face down. Turn one face up.
 8. **Control cubes:** Each player takes their color's control cubes up to their limit (6 / 9 / 12).
 9. **Free program:** Place one free data card from the general supply into one of each player's three Stacks (max 7 cards per stack).
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PLAYER CARDS AND SPECIAL POWERS

Each player has one **player card** (alias, backstory, and a **special power**). Your special power **breaks or bends one normal rule for you only** and is **once per game**.

HAND LIMIT (DATA PURGE)

Your **maximum hand size is 7 data cards**. If at any time you have more than 7 data cards in hand (e.g. after **Scan**, after drawing a **Hack** reward, or from any card effect), you must **discard down to 7** immediately. This represents a **Data Purge**.

TURN ORDER

Players take turns in order (Player 1, 2, ...). On your turn you may perform **one** of the following actions:

ON YOUR TURN - AVAILABLE ACTIONS

1. **Scan**. Draw data cards equal to the current value shown on the **Network Scan** die (1–6). If this gives you more than 7 cards in hand, perform a **Data Purge** (discard down to 7).
2. **Disrupt**. Play data cards from hand and use their **Scripts** to move any **Market Track** (1–10) or the **Network Scan** die (1–6) up or down — **one step per Script**. Discard played cards.
3. **SYSM Dominance Progression**: Each time you change the values of market tracks through the **Disrupt** action, **advance your player marker +1 space in the positive**

direction on the SYSM Dominance Track.

4. **Program**. Play a single data card from your hand into **one of your 3 Stacks** (max 7 cards per stack), **or** replace one card already in a stack (discard the replaced card).
5. **Discard stack**. Discard an entire **Stack** (all cards to the data discard pile) to clear it. (Uses your action for the turn).
6. **Trade**. Purchase **one** of the 2 available face-up market cards from any market pile (Black, Grey, or White Hat). The cost (in **Scripts** played from hand) is set dynamically by the current tier of its matching Market Track:
7. **Black Hat**: Driven by Dark Web / Government track (Tier 1–3 = 2 Scripts, Tier 4–7 = 4 Scripts, Tier 8–10 = 6 Scripts).
8. **Grey Hat**: Driven by Market Intel / Personal track (Tier 1–3 = 2 Scripts, Tier 4–7 = 4 Scripts, Tier 8–10 = 6 Scripts).
9. **White Hat**: Driven by AI Intel / Financial track (Tier 1–3 = 2 Scripts, Tier 4–7 = 4 Scripts, Tier 8–10 = 6 Scripts).
Discard the paid cards. Immediately flip a replacement from that market deck face up so 2 cards remain visible. If hand size exceeds 7, perform a Data Purge.
10. **Hack**. Play **one of your Stacks** against a **location card**. You must be under your per-player control cube cap. Your Stack must meet the location's required Scripts (plus +1 extra Script per rival cube present). If successful:
11. Place **one control cube** on an available reward spot (or outside the spots if full) and claim the spot's reward.
12. **Dynamic Market Yield**: If the location's matching Market Track is at Tier 4–7 (Surging), draw **+1 bonus Data Card**. If at Tier 8–10 (Peak), gain **+1 bonus Fame**.
13. You gain the location's printed **Fame** only if you have **full control** (more cubes there than any other single player).
14. **Harden**. Discard one data card for each required data type from an active **Stack** to add a control cube to a location where you already have presence.
15. **Blockchain**. Place **one data card** from hand face up into your public **Blockchain** pile (max 20 cards). **Blockchain** cards are stored for end-game market multiplier scoring.
16. **Deploy Glitch (Agents of Chaos)**. Play one **Corrupted Data Card** from your hand to trigger its printed **CHAOS** effect targeting a rival player, location, or market track. Discard the card after resolving. (Uses your action for the turn).

CORRUPTED DATA CARDS (PIONEER EDITION & BOOSTER EXPANSIONS)

[PIONEER EDITION INCLUSION]: The physical **Pioneer Edition base game box** comes pre-packaged with **18 Corrupted Cards** (Pack 01: *Protocol Fracture*) included alongside the 110 functional data script cards (**128 Data Cards total**). Players can play with them out of the box for high-stakes emergent chaos, or easily set them aside for a pure *Clean Protocol* (110 pure data cards, 0 corrupted cards) tournament experience.

Booster Pack 02 (*Zero-Day Outbreak*) is available separately as an 18-card expansion pack to add high-tier malware and AI anomalies or swap cards into your core deck.

Corrupted Data Cards represent defective sector blocks, physical cable cuts, liquid hardware catastrophes, and zero-day malware shuffled into the Data Deck to inject high-volatility chaos into the network economy.

1. In Hand & Limitations

- **0 SYSM Value:** Corrupted cards provide **0 SYSM** and cannot be stored in your **Blockchain** pile.
- **0 Fragment Scripts:** They cannot be used as input fragments in a **Hack**, cannot pay for **Trade** costs, and cannot be discarded for a **Disrupt** action.
- **Hand Limit:** They count against your **7-card Hand Limit**. During a Data Purge, you may discard them freely.

2. How to Play: Action 9 – Deploy Glitch

On your turn, you may spend your action to **Deploy Glitch**:

1. Choose one **Corrupted Data Card** from your hand.
2. Read and resolve the printed **CHAOS** effect immediately. These are **symmetrical, double-edged glitches** that disrupt all players, crash/surge the global market tracks, clear active Stacks, or randomize dice.
3. Place the Corrupted Data Card into the general data discard pile.

*Strategic Note: Because Corrupted Cards provide 0 SYSM and affect everyone at the table (including yourself), deploying a glitch is a high-stakes tactical gambit to break a stalemate, reset surging market tracks, or wipe out an opponent's dangerous **Hack** stack.*

3. Example Corrupted Cards

- **Example 1: 100GB Raw Keystroke Dump (**KEYLOG_RAW** | 0 SYSM)**

- *ASCII / Terminal Art:* `[KEYLOG CAPTURE]: hunter2[B5][B5]pass123[ENTER] why is computer smoking[ENTER]`
- *Headline:* **RAW HARDWARE KEYBOARD TAP**
- *Flavor Text:* **Hardware dongle plugged behind reception desk captured 6 months of typos and angry Slack messages.**
- **DEPLOY GLITCH**: *Surveillance Tap:* Active player inspects all opponents' hands and forces each opponent to discard 1 card.

- **Example 2: 0x00000000 Segmentation Fault (**SIGSEGV_FAULT** | 0 SYSM)**

- *ASCII / Code:* `int *ptr = NULL; *ptr = 42; // oops [1] 41098 segmentation fault (core dumped) ./null_state`
- *Headline:* **DEREFERENCED NULL POINTER**
- *Flavor Text:* **Attempted to write to memory address 0x00000000. Operating system sent immediate SIGSEGV signal.**
- **DEPLOY GLITCH**: *Total Panic:* All players must immediately discard their largest active Stack and discard 1 card from hand.

- **Example 3: Backhoe Fiber Sever (**FIBER_CUT** | 0 SYSM)**

- *ASCII / Circuit:* `⌊ / \ ⌊ || ⌊ / \ ⌊ || ⌊ / \ X / ⌊`
- *Headline:* **PHYSICAL BACKBONE SEVERED**
- *Flavor Text:* **Municipal excavator dug up the main transatlantic fiber pipeline behind the data center.**
- **DEPLOY GLITCH**: *Hardware Sever:* Freeze all Market Tracks for 1 round. No player may advance or lower any track.

4. Modular Booster Pack Setup

Players can customize their game experience by choosing which booster packs to shuffle into the 110-card Data Deck during setup:

Setup Mode	Corrupted Cards	Pack Selection	Volatility	Description
Clean Protocol (Base Game)	0 Cards	None	Low	Standard competitive cyber warfare. Pure algorithmic efficiency.
Low Noise (Subtle Static)	6–8 Cards	Any 6–8 cards	Moderate	Occasional defective sectors and minor network interference.
Pack 01: Protocol Fracture	18 Cards	Booster Pack 01	High	Physical layer cuts, HVAC floods, hardware meltdowns, and git merge disasters.
Pack 02: Zero-Day Outbreak	18 Cards	Booster Pack 02	High	Ransomware locks, AI hallucinations, memory leaks, fork bombs, and logic exploits.
Total Mayhem (Both Packs)	36 Cards	Packs 01 & 02	Extreme	Total catastrophic system failure. Unstable market economies and frequent table-wide resets.

BOARD REFERENCE & DYNAMIC MARKETS

Markets (Dynamic Economy & Multipliers 1-10)

- **Six tracks:** AI Intel, Government, Financial, Personal, Market Intel, Dark Web.
- **Active Gameplay Impact:** Market tracks control **Hat Card** Trade **Costs** and Hack **Yield Bonuses** in real time:
- **Tier 1–3 (Depressed):** Trade Cost = 2 Scripts | Hack Yield = Standard
- **Tier 4–7 (Surging):** Trade Cost = 4 Scripts | Hack Yield = +1 Bonus Card Draw on Hack
- **Tier 8–10 (Peak):** Trade Cost = 6 Scripts | Hack Yield = +1 Bonus Fame on Hack

- **End-Game Multipliers:** Tracks also determine end-game points per 10 SYSM in your **Blockchain**.

Control cubes (locations only)

- Placed on **locations** during successful Hacks or Hardening. You have **full control** of a location when you have more cubes on it than any rival player.
- **Per-player control cube limit:** 6 (2 players), 9 (3–4 players), 12 (5 players).

Network **Scan** & SYSM Dominance Track

- **Network **Scan** die (1–6):** Determines data card draw count during a **Scan** action.
- **SYSM Dominance Track (1–10):** Position increases by **+1 space** whenever a player alters market track values via the **Disrupt** action. The player farthest along this track at game end claims the **+10 points SYSM Dominance Leader Bonus**.

END OF GAME – VICTORY AND CONDITIONS

End game trigger

The **final round** begins when all locations for your player count are revealed and each has been Hacked at least once. Complete the current round so all players have equal turns.

Victory Scoring

The player with the highest total score wins:

Final Score = Fame + **Blockchain Market Multipliers + SYSM Dominance Leader Bonus**

- **Fame:** Total Fame earned from controlled locations and peak market hack bonuses.
- ****Blockchain** Multipliers:** For each of the 6 market types, sum your **Blockchain** SYSM and score points based on the final Market Track tier:
- **Tier 1–3:** 2 points per 10 SYSM

- **Tier 4–7:** 4 points per 10 SYSM
- **Tier 8–10:** 6 points per 10 SYSM
- **SYSM Dominance Leader Bonus: +10 points** to the leader on the SYSM Dominance Track.

End-Game Scoring Example

At game end, Alice calculates her final score:

- **Fame from Controlled Locations:** 14 Fame
- **Blockchain Market Multipliers:**
 - Market Intel (Track at 8 = Tier 8–10, 6 pts / 10 SYSM): 60 SYSM → **36 pts**
 - Dark Web (Track at 5 = Tier 4–7, 4 pts / 10 SYSM): 30 SYSM → **12 pts**
- **SYSM Dominance Leader Bonus: +10 pts**
- **Total Final Score:** 14 + 36 + 12 + 10 = **72 Points**

ZERO DAY RUN (SHORT GAME VARIANT)

For a fast-paced, high-intensity match (approx. 20–30 mins):

1. **Reduced Location Pool:** Use **3 locations** for 2–3 players, or **4 locations** for 4–5 players.
2. **Accelerated Setup:** Each player starts with **2 Data Cards pre-programmed** into Stack 1 during setup.
3. **Tight Blockchain Cap:** Maximum **Blockchain** capacity is reduced to **10 cards**.

QUICK REFERENCE

Action

Scan

Draw data cards = Network **Scan** die value (1–6). Discard overflow (Data Purge).

What you do

Action	What you do
Disrupt	Play cards to adjust a market track or Network Scan die (1 step per Script). Advance +1 on the SYSM Dominance Track.
Program	Add 1 data card to a Stack (max 3 stacks, 7 cards per stack) or swap a card.
Discard stack	Clear an entire Stack to the discard pile (uses your action).
Trade	Pay Scripts equal to market track tier (2 / 4 / 6 Scripts; at least 1 must match target sector; Dark Web = Wildcard) to buy 1 of the 2 face-up cards from a Hat market pile (Black/Grey/White). Replenish immediately.
Hack	Play a Stack vs location (need Scripts $\geq$ requirement + rival cubes). Claim spot reward & dynamic market yield.
Harden	Discard required types from a Stack to add a cube to a location where you have presence.
Blockchain	Bank 1 data card face up into your Blockchain (max 20 cards) for end-game scoring.

Hand limit: You may never have more than **7 data cards** in hand.

Blockchain pile limit: You may never have more than **20 data cards** in your public blockchain pile. Whenever you would have more (unless utilizing a **Hack** / **Harden** blockchain reward to exceed this limit), discard down to 20 immediately (data loss).

Control cube limit: You may never have more than **6 / 9 / 12** control cubes on locations (2 / 3-4 / 5 players). You cannot **Hack** or **Harden** while at your maximum.

PLAYER INTERACTION (OPTIONAL RULES)

The core game works without any of the following. If your group wants more negotiation, alliances, and direct deals, you can add one or more of these options. Agree before the game which are in use.

Table talk, deals, and favors (optional) – *Ov3rlrd favorite*

Players may talk, negotiate, and offer or accept **deals** or **favors** at any time — including during another player's turn. Deals can be **data cards**, **market cards**, or promises (e.g. "don't **Hack** that location," "I'll leave that market card for you"). If a deal involving cards is accepted, the exchange happens immediately and does not use an action; **hand limit applies** after. Promises about future actions are not binding by the rules — only the table's trust. (In addition to **Trade** with the market, this allows player-to-player card trades anytime by agreement.) Alliances (e.g. "we won't **Hack** each other's controlled locations") are the same: promises, unless your group adds one optional mechanical effect:

- **Gentleman's agreement:** When you **Hack** a location where an ally has **full control**, you may not take the **fame** for that **Hack** (you still place your cube and take the card reward). This makes it less attractive to "stab" an ally for **fame** while still allowing competition.

OPTIONAL EXPANSION: AUTOMA SOLO AI MODULE



OPTIONAL EXPANSION & WORK IN PROGRESS NOTICE



ACTIVE PLAYTEST MODULE

Rules, AI balance, vector parameters, and card graphics are in **active development** and subject to updates based on playtest feedback.



FREE PNP DOWNLOAD NOW AVAILABLE

The **AUTOMA Solo AI System** requires the optional 60-card expansion pack. You can **download the full Print-and-Play (PnP) expansion for free now** or order a physical Mini-Deck on TGC.

SOLO PLAY RULEBOOK SUPPLEMENT

The **Solo Expansion Pack** introduces an automated **AI Opponent System ("Syndicate Net AI")** formatted in standard **Mini Card Deck (1.75" x 2.5")** size. You can play **Null State: Terminal 01** solo against **1, 2, or 3 AI players** with zero manual hand-tracking or complex memory stack management for the AI.

1. Components & Setup

Mini Deck Expansion Components (1.75" x 2.5")

- **1 Shared Automa Mini Deck** (24 Core Cards + up to 30 Module Expansion Cards).
- **6 AI Identity Dossier Mini Cards** (*Ghost_Root*, *Satoshi_V*, *Vortex_Net*, *Cipher_Phreak*, *NetSec_Unit_09*, *Nexus_Overlord*).
- **Control Cubes** for each AI player (using unused player colors: e.g., Blue for Human, Red for AI 1, Yellow for AI 2, Green for AI 3).

Setup Steps

1. **Set Up standard gameboard & decks** as described in the base game rules for your target player count (e.g., 2-player setup for 1 Human vs 1 AI; 4-player setup for 1 Human vs 3 AI).
2. **Choose AI Opponents:** Select 1 to 3 AI Identity Cards at random (or choose your preferred rivals). Place each AI Identity Card face-up next to the board.
3. **Assemble the Automa Deck:**
4. **Normal Difficulty:** Shuffle the **24 Core Automa Cards**.
5. **Advanced Difficulty:** Add **Module A (Security Protocols Module - 10 Cards)**.
6. **Expert Difficulty:** Add **Module B (Overdrive Module - 10 Cards)**.
7. **Custom Event Play:** Add **Module C (Corporate Directives Module - 10 Cards)**.
8. **Place Automa Deck:** Shuffle the chosen Automa Deck and place it face down beside the board.

2. Turn Sequence

Turn order proceeds clockwise: **Human Player** → **AI Bot 1** → **AI Bot 2** → **AI Bot 3**.

On an AI Player's Turn:

1. **Draw Top Automa Mini Card:** Reveal 1 card from the Automa Deck.
 2. **Calculate Virtual Node Strength:**
Virtual Node Strength = Top-Right PWR Value + Current Network **Scan** **Die Value**
 3. **Evaluate Primary Action:** Check if the AI can legally perform the **Primary Action** listed on the card (see Section 3).
 4. **Execute Primary Action OR Fallback Action:**
 5. If **Valid**: Perform the Primary Action.
 6. If **Invalid / Blocked**: Skip Primary Action and execute the **Fallback Action** listed at the bottom of the card.
 7. **Apply** **Disrupt** **Vector**: Adjust the market track or Network **Scan** die as indicated in the vector box at the bottom of the Automa card. Advance the AI's marker on the SYSM Dominance Track if a market track was changed.
 8. **Discard Automa Card:** Place the card in the Automa discard pile.
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3. How AI Actions Work

A. HACK

- **Feasibility Check:** AI can **Hack** if:
 - AI is below its per-player control cube limit (6 in 2P, 9 in 3–4P).
 - There is at least one active location where AI's **Virtual Node Strength** $\geq$ location's required Nodes (plus \$+1\$ extra Node per opponent cube present).
- **Target Selection:**

- Priority rule printed on the AI's Identity Card (e.g. *Ghost_Root* targets locations with Human cubes).
- If neutral, target location with the highest Fame reward.
- Tie-breaker: Leftmost location.
- **Execution:** Place 1 AI control cube on an available reward spot on that location card.
- **Hat Reward:** Take the top card of that Hat deck and place it face-down into the **AI Vault** (worth 2 Fame at game end).
- **Blockchain Reward:** Draw top card of Data deck into the AI **Blockchain** pile.
- **Scan Reward:** Draw 1 Data card into the AI **Blockchain** pile.

B. TRADE

- **Feasibility Check:** AI's Virtual Node Strength $\geq$ target Hat Market Track cost (2 / 4 / 6 Nodes).
- **Execution:** Take one of the 2 available face-up cards of the specified Hat market deck (Black, Grey, or White) and place it face-down into the **AI Vault**. Reveal a replacement card immediately.

C. HARDEN

- **Feasibility Check:** AI has available control cubes AND already has presence on a location with an unoccupied reward spot.
- **Execution:** Add 1 AI control cube to that location and claim the second reward spot.

D. BLOCKCHAIN

- **Execution:** Draw the top card of the general Data Card deck and place it face up directly into the AI's personal **Blockchain** pile (building market multiplier scoring). Max 20 cards per AI **Blockchain**.

E. DISRUPT

- **Execution:** Adjust the target market track or Network **Scan** die as directed by the card vector:
- If increasing track: AI increases the track if it holds matching cards in its **Blockchain**.

- If decreasing track: AI crashes the track where the Human player has high **Blockchain** investments.
- **Advance AI on SYSM Dominance Track by +1 space.**

F. DEPLOY SECURITY PROTOCOLS & MALWARE (Module A)

- **Execution:** Attach a Security Protocol or Sentinel token to the designated location or human player aid:
- **Firewall Barrier:** Adds +2 required Nodes for Human Hacks on that location until cleared by a White Hat card or successful **Hack**.
- **Keylogger Malware:** Reduces Human maximum hand limit to 5 until AI's next turn.

4. Game End & Victory Scoring

End Game Trigger

The game ends when all available locations for your player count are revealed and each location has been Hacked at least once (same as base game rules).

Final Scoring

Calculate final score for the **Human Player** and **each AI Bot**:

Final Score = Fame + AI Vault Bonus + **Blockchain Market Multipliers + SYSM Dominance Leader Bonus**

- **Fame:** Sum of Fame from locations where the player/AI holds **full control** (more cubes than any other player).
- **AI Vault Bonus:** AI receives **+2 Fame** per Hat card stored in its AI Vault (or +3 if *Cipher_Phreak*).
- ****Blockchain** Multipliers:** Calculated identically to the base game rules (Track tier 1-3 = 1pt/10 SYSM, Tier 4-7 = 2pt/10 SYSM, Tier 8-10 = 3pt/10 SYSM).

- **SYSM Dominance Leader Bonus: +10 points** to the leader on the SYSM Dominance Track.

The player or AI bot with the highest score wins!

CREDITS & ACKNOWLEDGMENTS

- **Game Design & Architecture:** Ov3rlrd Aka Daniel M Simser
- **Additional System Design:** Ov3rlrd Aka Daniel M Simser
- **Playtesters:** Sarah Simser, Grace Simser, Theodore Simser, Jacob Simser, Della Sebring (for the chaos she brought)
- **Production & Publishing:** Fuzzy Robotics LLC // Null State: Terminal 01

PATCH NOTES

Build v2.0-ZERO_DAY – PROTOCOL OVERCLOCK // ZERO-DAY RUNTIME

- **SYS.KERNEL // STRICT TURN CONCURRENCY:** Enforced strict '1 ACTION PER TURN' rule across all terminal specifications, system docs, and player reference aids. Multi-action stack chaining exploits have been deprecated to maintain deterministic turn pacing.
- **OP.ROSTER // EXPLOIT PRODIGY DEPLOYED [J4C0B]:** Added District 01's youngest netrunner alias 'J4C0B' ([ROLE // EXPLOIT PRODIGY]) with overclocked cyan lightning telemetry HUD. Unique exploit allows claiming face-up cards across Black, Grey, and White Hat market decks in a single Trade execution.

- TACTICAL.OPS // ACTION 09 'DEPLOY GLITCH': Added Action 09 to the Tactical Operations array. Operators can now deploy Corrupted Data Cards directly from hand to trigger printed CHAOS payloads (network crashes, buffer dumps, and optical fiber severs) before discarding.
- CORRUPT.EXP // 36 ZERO-DAY OUTBREAK CARDS: Curated and rendered 36 Corrupted Glitch cards across Pack 01 (Protocol Fracture: physical cut & hardware faults) and Pack 02 (Zero-Day Outbreak: fork bombs, AI hallucinations, memory leaks, and logic exploits).
- LEDGER.VAL // BLOCKCHAIN SCORING MULTIPLIERS (2, 4, 6): Synchronized end-game Blockchain scoring multipliers with Market Cost Tiers (Tier 1–3 = 2 pts / 10 SYSM, Tier 4–7 = 4 pts / 10 SYSM, Tier 8–10 = 6 pts / 10 SYSM). Purged legacy crypto die formulas.
- HUD.OPT // REFERENCE AID WHITESPACE REBALANCING: Stripped the redundant hardware limits box from player reference aids to maximize optical whitespace and scale action typography to 300 DPI high-contrast print readability.
- RENDER.VEC // AUTOMATED LANDSCAPE NORMALIZATION: Re-aligned all 5.5" x 3.5" Jumbo cards (District 01 Locations, Off-Grid Anomalies, Operator Cards, and Reference Aids) to 1725×1125 px horizontal viewing planes for browser previews.
- CREW.LOGS // PLAYTESTER TELEMETRY & DELLA SEBRING CHAOS LOG: Integrated playtester telemetry into the core system credits, giving special recognition to Della Sebring for the glorious chaos injected into active playtests and uncovering volatile edge-case exploits.
- MARKET.SEC // TRADE SECTOR MATCHING PROTOCOL: Market Trade actions require at least 1 turned-in Program Card matching the target Market Track's sector (Dark Web cards function as universal wildcards).
- AUTOMA.AI // SYNDICATE NET SOLO EXPANSION: Added official rules supplement for solo play against 1, 2, or 3 automated AI rivals (Ghost_Root, Satoshi_V, Vortex_Net, Cipher_Phreak, NetSec_Unit_09, Nexus_Overlord) with zero manual hand-tracking.
- SYS.DOMINANCE // TRACK DISRUPT ADVANCEMENT: Disrupt action allows shifting Market Tracks or Scan Die +-1 per card, advancing the operator on the SYSM Dominance Track for the +10 Leader Bonus.

- **HARDWARE.SPEC // COMPONENT ALLOCATION:** Base game box includes 110 Data Cards (92 Script + 18 Corrupted), 24 Location Targets, 72 Market Cards (Black, Grey, White Hat), 6 Operator Dossiers, 6 Player Reference Aids, 1 Custom D6 Scan Die, and Player Control Cubes.

CREDITS

Game design — Ov3rlrd Aka Daniel M Simser

Additional design — Ov3rlrd Aka Daniel M Simser

Playtesters — Sarah Simser, Grace Simser, Theodore Simser, Jacob Simser, Della Sebring (for the chaos she brought)

Production — Null State: Terminal 01

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