

LIVING CITY MODULE

This module brings special events that can change the course of your mission and force you to face new challenges. It represents random encounters and adventures in the ever-changing city of Tokyo.

Living City is compatible with the Scenario generator, but it is not recommended to play with both since it may easily interfere with scoring.

If you want to include the Living City module in your game, follow the steps below:

1. Shuffle the Event deck and place it next to the Map.
2. Shuffle the Reward deck and place it next to the Map.
3. Place the 10 Living City tokens () next to the Event deck.

How to play

In the Action phase, during the District Effect step, a player may forgo resolving the tile Effect and draw 1 Event card instead. Read it and place it next to the Event deck. Then, take 2 matching Living City tokens (the same number and color) and place one of them on the drawn card and the other on the District tile where this card was triggered.

The Event card remains revealed until the conditions to discard it are met. Players must follow any rules stated on the card when present on that District tile. There may be up to 5 Event cards revealed at any given time. If there are 5 Event cards revealed already, players may not reveal new ones!

Each time a player actively discards an Event card by meeting its conditions, they take the Reward deck and perform a quick heist on the Ascend Server. To do so, follow the steps below:

1. **Reveal** the top card from the Reward deck.
2. Check the Reward number and add up the numbers from all the drawn Reward cards.

If the number is equal to or lower than the number of completed Sidequest cards, the player may decide to draw another card OR end the heist successfully.

If the number is greater than the number on the completed Event card, then the heist is unsuccessful. Shuffle all revealed Reward cards back into the Reward deck.

Successfully ending the heist:

The player obtains ALL bonuses from the drawn Reward cards. Some of them may require a player to keep them – if this is the case, place them next to the Player Board. The rest of the cards that are resolved instantly are shuffled back into the Reward deck.

THE COMPLETE LIST OF COMPONENTS

Locked and Unlocked components: all District tiles and cards coded X00 are Unlocked as soon as you open the game box – they may immediately be mixed with other Unlocked game components. Place all other (cards not coded X00) behind the Locked components divider. Please note that some Body, Enemy, Companion, and Class Augment cards are Unlocked (X00) and others (not X00) are Locked. The Living City module cards, despite not being coded, are Unlocked.

4 District tiles:

- Tombori Riverwalk (25)
- Castle (26)
- Unknown Area (27)
- Command Center (28)

7 Body cards:

- Master of Puppets (X00)
- Coder (X00)
- Surfer (WB1)
- Sentinel (DB1)
- Cybershark (MB1)
- Hachiman (OB1)
- Mnemonaut (LB1)

30 Enemy cards:

- Disruptor (X00)

- Orphan (LE1)
- Lootbox (LE1)
- Netsearcher (X00)
- Onibito (DE1)
- Lootbox (DE1)
- Shadow (X00)

2 Class Augment decks:

- 13 Defrauder cards
- 13 Troublemaker cards

2 Companions:

- 13 Cybercat cards
- 4 Cyberdog cards

Living City module:

- 12 Event cards
- 21 Reward cards

CREDITS

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RULEBOOK

