z3r0d4y
ゼロデイ

Welcome to the world where, as a consequence of cerebralization and digitization of the body, the distinction between androids and humans has become ambiguous. The city, controlled by the integrated system - "The Central", seemed to have turned the people's ideals into reality.

The Central managed everything perfectly. It has interfered from infrastructure to natural disasters, even small troubles among residents. Now Central has made people trust that people's lives would not exist without it. On the other hand, strangely, no one knew how The Central was made.

However, the myth of the utopian city has been overturned by a single post submitted to the hacking network:

"I found a central vulnerability".

Having noticed this post, the Central has immediately started to generate the patches for self-correction. But the hackers' attacks have already begun.

Will the Central be able to keep the people's trust? Can the hackers grasp the truth about the Central?

v1.3

| Players	Min Age	Time
2-4	14	1H

1.   Game overview and purpose

"z3r0d4y - Zero Day" is a competitive game played with one Admin player (central side) and one or more Hacker players.

Admin aims at fixing vulnerabilities before Hackers steal too much information.
Admin wins the game by acquiring a required number of progress tokens (hereinafter ●) depending on the number of players (see the table below). In order to gain ● it is necessary to make "operation" many times successful while avoiding Hackers interference. For this purpose, Admin has to determine the timing and secure sufficient credit (hereinafter ⊖).

Hacker aims at stealing enough information earlier than other Hackers before Admin fixes the vulnerability. In other words, **Hackers will also be opponents.**
A Hacker who has acquired a required number of info tokens (hereinafter 翻) immediately wins the game (depending on the number of players; see the table below). To efficiently secure 翻, not only continuous hacking but also information gathering due to operation interference and installation of virus using proxy (hereinafter ·🐸) is necessary.

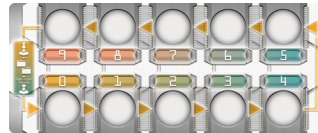| Number of players	Number of ● / 翻 required for victory
2	12
3	11
4	10

2.   Components

2-1.   Component list

13 Hex tiles

1 Initiative board

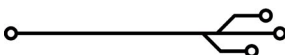

10 Initiative tiles
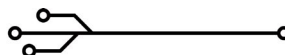

1 Initiative marker

4 Initiative tokens

13 Operation cards

12 Virus cards

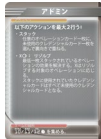## 3 Operation tokens

5 Protection tokens

11 Credential cards

10 Key cards x 3 sets

1 Cheat sheet for Admin

3 Cheat sheets for Hackers

16 Neutral pawns

3 Player pawns (3 colors)

40 Credit tokens
(Denoted by ⊖ hereafter)

25 Proxy tokens
(Denoted by ⊶ hereafter)

12 Progress tokens
(Denoted by ⏱ hereafter)

28 Info tokens
(Denoted by 0x2A hereafter)

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❶ What is Admin and Hacker?

Generally speaking, Admin is a system administrator, but Admin in this world does not change much. However, Admin is not an upright human being, it is said to be a system management process called Admin AI, in other words a program. The players are actually playing this AI program.

Hackers, on the other hand, are human beings (at least in part) made of flesh and blood. A hacker in this world can act illegally in various ways including access to a physically isolated network by harvesting the consciousness of the partially digitized people and AI. (Strictly it may be called a cracker and cracking.)
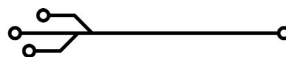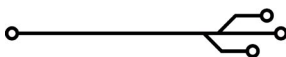
2-2. Component Details

2-2-1. Hex tiles

Tile name

商業地区
Business District

Number of players

👥👥👥👥 : Use for 4 player game

👥👥👥 : Use for 3-4 player game

(No symbol) : Use always

Tile action effect.
In this example, 1⟳, 1⬦ is acquired. For details, refer to "8-1 Tile List".
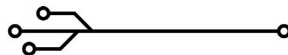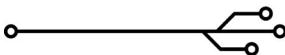
2-2-2. Initiative board and Initiative markers

Initiative spot.
The player places an initiative token on the initiative spot and takes a turn at the time of the corresponding initiative number.

Operation Tokens

| 9 | 8 | 7 | 6 | 5 |
| 0 | 1 | 2 | 3 | 4 |
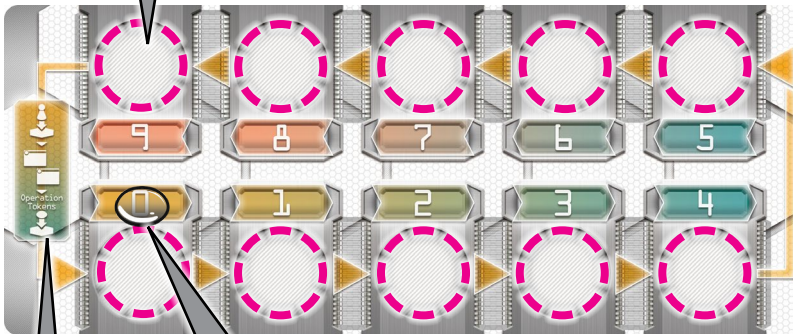
Initiative marker.
Indicates the current initiative number.

A summary of the round ending procedure.

2-2-3. Initiative tiles

The effect of initiative tiles.
It is referred to when the initiative is re-solved.
In this example, the player acquires 2⟳.
For details about each effect, see "4-1-2. Resolution of initiative tile".

Depending on the initiative tiles, there are ones that forcibly pay ⟳ as an effect.
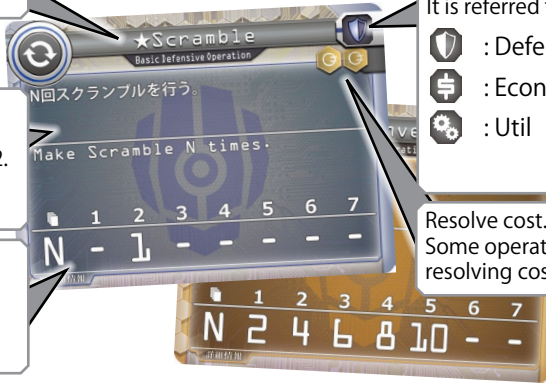In this example, the player must pay 2⟳.

The tile has A side and B side.
At the start of the game all tiles are aligned to the A side. (The A and B sides do not matter at the further stages of the game)

2-2-4. Operation cards

Name of operation

Type of operation.
It is referred to in Deny action.

🛡 : Defense

🔋 : Econ

⚙ : Util

The effect of resolving an operation.
For details, refer to "8-2. Operation card list".

★Scramble
Basic Defensive Operation

N回スクランブルを行う。

Make Scramble N times.

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| N | - | 1 | - | - | - | - | - |

Shows the scale of the effect at resolving for each stack number.
"-" is not resolvable.

Resolve cost.
Some operations do not require resolving costs.

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| N | 2 | 4 | 6 | 8 | 10 | - | - |

2-2-5. Virus card

Virus program name

Alice
Econ Virus

Eve
Virus

Cost of installation
⟳/⟲

Effect of virus.
For details, refer to "8-3. Virus card list".
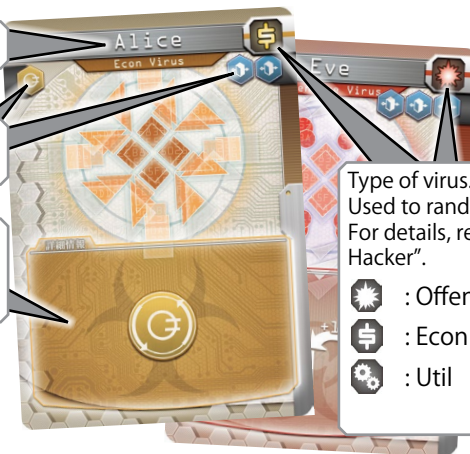
Type of virus.
Used to randomize virus cards.
For details, refer to "3-2. Setup: Hacker".

✳ : Offense

🔋 : Econ

⚙ : Util

3.   Setup

Choose an Admin player. (The method of choosing is up to you)
The remaining players will be Hackers.

3-1.   Setup: Admin

1) Receive the black color initiative token. Receive the credential card (0 - 9). Return the X credential card to the box (this will not be used during the game).

2) Shuffle the credential cards face down. Admin secretly chooses 4 credential cards and puts then separately from the other credential cards. These will be referred to as "credentials" hereinafter. Admin can check these credentials at any time. However, please do not show them to the Hackers. Put the rest of the credential cards somewhere apart.

3) Receive 5⎉.

4) Receive the same number of protection tokens as the number of players. (4 for 4 player game, 3 for 3 player game, 2 for 2 player game)

5) Place "Investment", "Scramble", "Progress" operation cards next to the Admin player. These are called basic operation cards. (The ★ symbol is written in the operation name of the basic operation card.)

6) Shuffle the rest of the operation cards face down and make a deck. Draw and reveal 2 cards from this deck and place them face up next to the basic operation cards.

7) Receive all ⬚. Admin will manage these tokens.

8) Receive all the operation tokens.

9) Receive a cheat sheet for Admin.

3-2.   Setup: Hackers

1) Each Hacker decides the color to play, then receives the corresponding color key card (0 - 9) and the player pawn, initiative token, and the cheat sheet. (**Note: Hacker's cheat sheet has errata in "Goal of the game". Follow this rule book for the correct information**)

2) Each Hacker receives 5⎉.

3) Separate the virus cards by virus type, shuffle each of them. After that, randomly select one for each type and place them on the table. Return the remaining virus cards to the box. (It is recommended to choose "Alice", "Bob", "Walter" virus card while playing for the first time)

3-3.   Board

Arrange the hex tiles according to the number of players, as shown below.
Place a neutral pawn on each tile. Place 4 neutral pawns on the central tile.
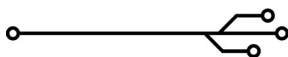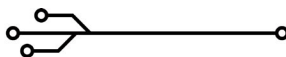
4 player game

Centering on "The Central" tile, place all the 13 tiles in the following way with 6 vertices. Tiles other than the central tile are randomly placed.
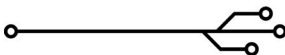

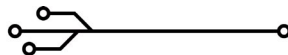| Tiles to use	Number of tiles
The Central	1
Entertainment District	2
Business District	2
Residential District	3
Slum District	1
Maritime District	1
Nature Reserve	1
Industrial District	1
Void	1

3 player game

Centering on "The Central" tile, a total of 11 tiles excluding "Business District" and "Void" are arranged one by one in the following way with four vertices. Tiles other than the central tile are randomly placed.

Tiles to use	Number of tiles
The Central	1
Entertainment District	2
Business District	1
Residential District	3
Slum District	1
Maritime District	1
Nature Reserve	1
Industrial District	1
Void	0

2 player game

Centering on "The Central" tile, layout nine tiles in total, excluding "Entertainment District", "Residential District", "Business District", "Void" one by one. Tiles other than the central tile are randomly placed.

Place randomly

| Tiles to use	Number of tiles
The Central	1
Entertainment District	1
Business District	1
Residential District	2
Slum District	1
Maritime District	1
Nature Reserve	1
Industrial District	1
Void	0

3-4.   Tokens

Gather the remaining tokens (G, ✣, ●, protection token) together to create a supply (a common token storage).

3-5.   Initiative board

1) Place the initiative board next to the hex tiles.

2) Place the initiative marker above the 0 number on the initiative board.

3) Place all of the initiative tiles randomly next to the initiative board. All tiles are aligned to the A side.

4) Choose the first player for the initiative selection in any way.

5) Place the initiative token clockwise on any initiative spot that is not occupied yet by other players' initiative tokens.
(We recommend to choose the smallest possible number)
In addition to that...

- The second player who placed the initiative token receives 1G.

- The third player who placed the initiative token receives 2G. (If there are 3 players or more)

- The fourth player who placed the initiative token receives 3G. (If there are 4 players or more)

6) Once all the players have placed the initiative tokens, proceed to the next step.

Note: Only Admin can place the initiative token at the initiative spot where the "Admin Only" initiative tile is placed.
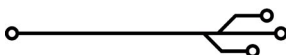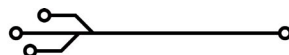
3-6. Placing the operation tokens

Admin places all the operation tokens on any tiles where at least one neutral pawn is placed (it can be placed on the central tile too). Only one operation token can be on a tile. Operation tokens are used in operation Deny. For details, see "6-2. Action Details: Hacker".

Setup completion example
(Example of 4 player game)

Supply

Initiative board,
Initiative tiles,
Initiative tokens,
Initiative marker

Virus cards

Operation tokens

Operation cards

Info tokens

Credential

Unused credential cards

Protection tokens

4. Sequence of the game

4-1. Sequence of a round

4-1-1. Initiative and the turn

1) The player will perform the turn in accordance with the initiative board (it is not a fixed order such as clockwise). From 0 to 9, a player placing the initiative token in the initiative spot of the corresponding initiative number will perform a turn. This sequence of 0 to 9 is called **a round**. The current initiative number is indicated by the initiative marker.

2) Players resolve initiative tiles **at the beginning of a turn**. If there is an effect that occurs at the start of a turn with a virus etc., the resolution order of the effect including the resolution of the initiative tile is decided by the player. The player who fails to resolve the initiative tile does not take any other action and ends the turn. For details, refer to "4-1-2. Resolution of initiative tile".

3) Players will take action. Possible actions vary for Admin and Hacker. For details, refer to "4-2. Action overview: Admin", "4-3. Action overview: Hacker".

4) Players moves their initiative token to another initiative spot where no one has placed initiative tokens.

5) Advance the initiative marker to the next number.

6) If there is no player who placed the initiative token on the initiative spot of the corresponding initiative number, skip that number and proceed to the next number. The round ends when the player with the initiative number 9 ends the turn or the initiative number 9 is skipped. Follow the round end procedure as described below. And a new round will start from the initiative number 0.
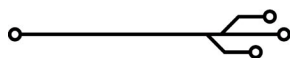
Note1: **Depending on the placement of the initiative token, a player may take several turns during a round.**

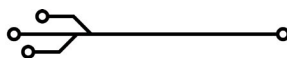Note2: **Only the Admin can place the initiative token to the initiative spots with "Admin Only" initiative tiles.**

4-1-2. Resolution of initiative tile

1) Players resolve the initiative tile next to their initiative spot at the start of turn. Normally this has the effect of winning ⊖, paying ⊖ etc.

2) The player fails to resolve the initiative tile if the player does not have enough ⊖ while paying ⊖. In this case, the player can not do anything and can not move the initiative token. In other words, we can not do anything until the next round.

3) After that, **regardless of success or failure of the initiative tile**, flip the initiative tile.

The details of each initiative tile is described below.

Tile	Effect
	The player gains the specified number of ☬.
	The player immediately pays the specified number of ☬. If the player can not pay, the player will not be able to take action and just flip the initiative tile.
	Flip this tile immediately and replace it with any other tile except the Pointer. The replacing tile can be one with the initiative spot where another player's initiative token is placed. After the exchange, the player resolves the effect of the replaced tile. However, the "**Admin only" tiles can only be exchanged if the Admin is resolving Pointer.**
	Only Admin can place an initiative pawn on the initiative spot where this tile is located. Only the Admin can exchange this tile using Pointer.
	The player gains ◕ (Admin) or ▨ (Hacker).
	This tile has no effect.

4-1-3. Round end procedure

1) Place a neutral pawn on all the tiles where no pawn (**neutral, player**) is placed. Place neutral pawns on The Central tile until the number of pawns (neutral, player) becomes 4.

2) Admin places the operation cards face up from the top of the operation card deck until the number of operation cards (including the basic operation card) becomes 5. This re-filling of the operation card is done only at the end of the round.

3) If Deny is held during the round, the Admin player will **place an unassigned operation token on any tile where the neutral pawn is placed**. The upper limit of the operation token that can be placed on one tile is 1.

4) Move the initiative marker to the 0 number on the initiative board.

4-2.   Action overview: Admin

Admin selects any of the following actions at most twice during the turn. Admin can also select the same action twice.

- Stack
- Resolve

Stack increases the effect of the operation, Resolve resolves the effect of the operation. The greater the number of stacks, the greater the effect of the operation, but at the same time, the risk of interference by Hackers will increase.

11

Move the initiative token to another empty initiative spot at the end of turn. If Admin has more than 10⊖, keep 10 ⊖ and returns the rest to the supply.

For details of each action, refer to "6-1. Action Details: Admin".

4-3.　Action overview: Hacker

Hackers take action in the following order during the turn. The actions that can be done depend on whether Hackers are Jacked-out or Jacked-in. The initial state of the Hacker is Jacked-out.

Jacked out (initial state, when your pawn is not on a tile)

Do one of the following:

- Pay 2⊖ and Jack-in (Place the pawn on the tile)
- Gain 2⊖ (➔End the turn (No optional actions))

Jacked-in (if your pawn is on a tile)

Do one of the following:

- Jump (move your pawn)
- Jack-out (Remove your pawn from the tile ➔ End the turn(No optional actions))

Optional actions

After performing the Jacked-in action / the Jump action, the player may perform the following actions in any order. All of these actions are optional.

- Use the tile action (up to 1 time)
- Install a virus program
- Uninstall a virus program
- Deny (if there is an operation token in the tile)

Move the initiative token to another empty initiative spot at the end of turn.
If the player has more than 10⊖, keep 10 ⊖ and returns the rest to the supply.
Also, if the player had more than 10 ⬦, keep 10 ⬦ and return the rest to the supply.

For details of each action, see "6-2. Action Details: Hacker".

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
❶ What is Jack-in, Jack-out, Jump?

Jack-in in this world means the start of hacking acts that take over the consciousness of a partially cerebralized person and AIs. On the other hand, jack-out means stopping takeover. Takeover can also be done chained from target to target, which is called a Jump. Hackers can act physically without jeopardizing themself by Jack-in. However, Jack-in is obviously illegal and it is strictly prohibited. To avoid this crackdown, the hackers must constantly Jump and Jack-out.
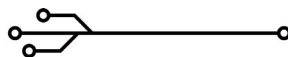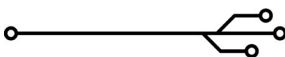
5.   The end of the game

The player who fulfills one of the following conditions instantly becomes the winner of the game.

- · Admin has 🌑 equal or more than the number described below.
- · Hackers have 🀆 equal or more than the number described below.

| Number of players	Number of 🌑 / 🀆 required for victory
2	12
3	11
4	10

6.   Action Details

6-1.   Action Details: Admin

Stack

Select an **unused credential card** (credential card that is not a part of Credential), and place it face down on the back of any operation card. By doing this stack action and performing resolve action to be described later, Admin can obtain various effects including acquisition of 🌑.

The effect of the operation becomes stronger as the number of stacks increases, but at the same time there is a risk of being obstructed by the Hacker's Deny action.
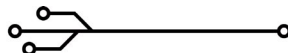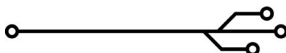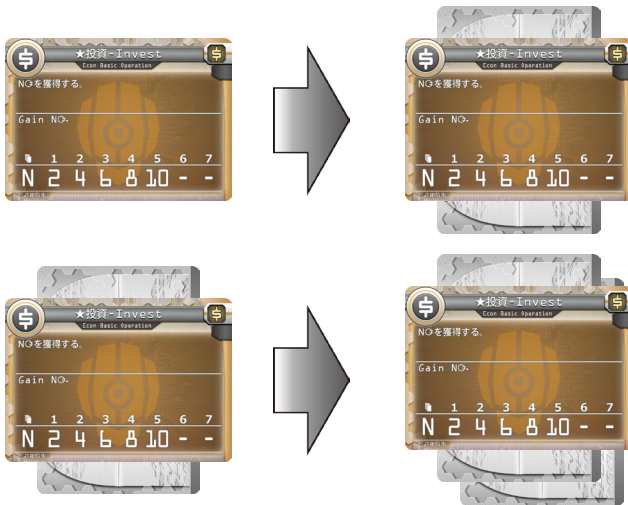
Resolve

Select one operation with at least one stack and resolve the effect. As a prerequisite for resolving, it is necessary to pay the resolving cost described in the target operation, and a minimum number of stacks specified by the operation.
The procedure of the resolve is described below.

1) Pay the resolve cost shown on the upper right of the operation card.

2) Count the number of stacks on the operation card and then return the card face down to the pile of the unused credential cards. Note: You must return all the stacks of target operation cards to the pile (you can not keep a part of them).

3) Resolve the effects according to the number of stacks.

4) If a different operation card than the basic operation card is being resolved, return the operation card to the bottom of the deck of the operation cards.

E.g.1. Admin thought to resolve to the "Investment" operation. Currently there is one stack for this operation. Since the "Invest" operation has no resolvable cost, Admin does not have to pay ⟳ for resolving. Next, return 1 stack on the "Investment" operation to the pile of the unused credential cards. The effect of the "Investment" operation is "Gain N ⟳" . Also, if there is only one stack, N is marked as 2. Therefore, Admin receives 2 ⟳ by resolve.
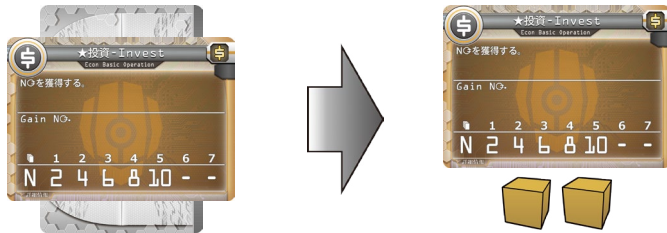

E.g.2. Admin thought to resolve the "Progress" operation. Current "Progress" operation has 4 stacks. Admin firstly pays 3 ⟳ which is the resolving cost. Next, return all four stacks on the Progress operation to the pile of the unused credit cards. The effect of the "Progress" operation is "Gain N ●" . Also, if there are four stacks, N is marked as 2. Therefore, Admin can receive 2 ● .
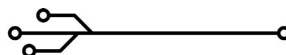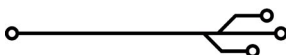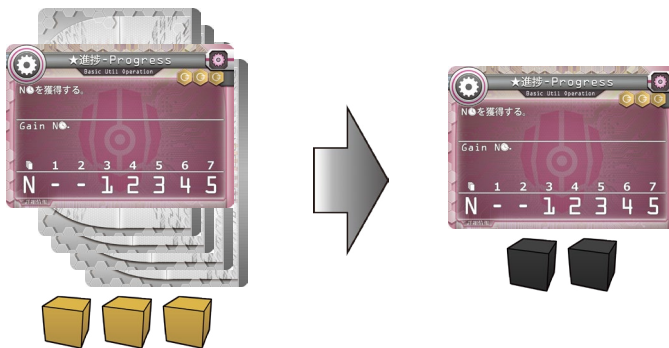
6-2.　　Action Details: Hacker

Jack-in

Pay 2⊖ and place your pawn on any tile with the neutral pawn at the edge of the board. Also remove the neutral pawn from the tile.
Please refer to the following figures for the Jack-in-able tile.

4 player game

3 player game

2 player game

 : Jack-in-able tile
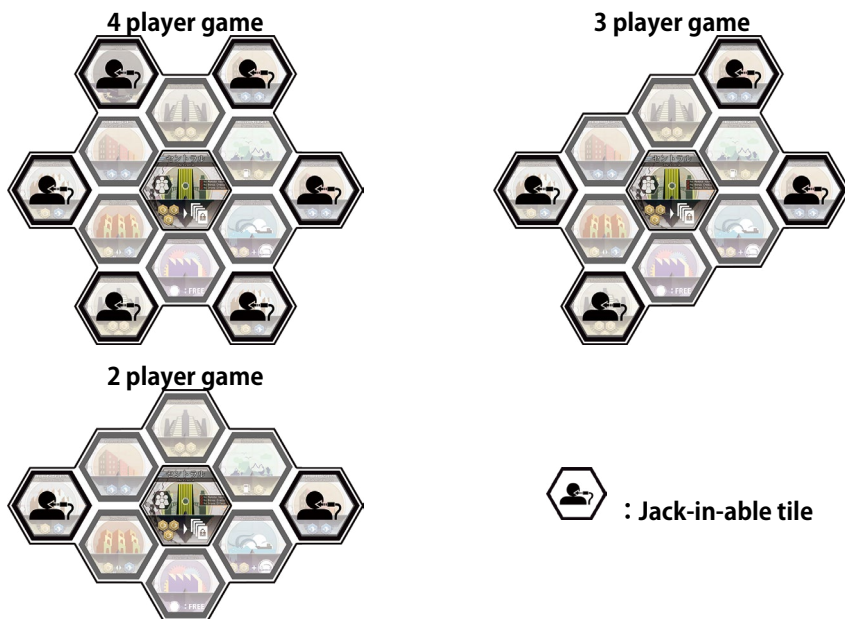
Gain 2⊖ (➜ End the turn)

Receive 2⊖ from the supply and your turn ends immediately. Optional actions can not be performed in this case.

Jump

Move your pawn to the adjacent tile where the neutral pawn is located. Also remove one neutral pawn from the destination tile. Multiple neutral pawns are located on the Central tile, but **you can not jump from the Central to the Central**. In the absence of jump-able tiles, Hackers have to do Jack-out as described below.
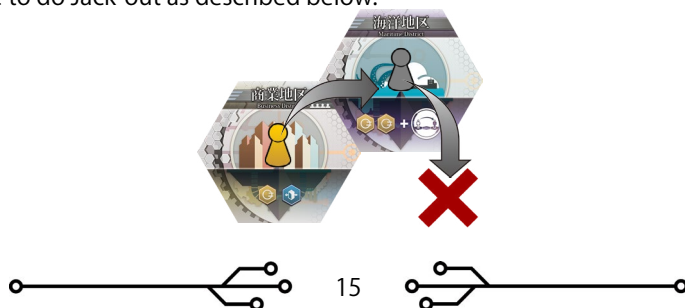
Jack-out (➜ End the turn)

Remove your pawn on the tile and finish the turn.
Optional actions cannot be performed in this case.

Note: **All the Hackers in Jacked-in state must make a Jump or Jack-out at the beginning of their turn. They can not install virus programs and tile actions before a Jump.**

Using Tile Action

You may use a tile action of the tile where your player pawn is placed. Some actions need a cost to use. Tile action does not necessarily have to be used immediately after Jump or Jack-in. It may be done after installing / uninstalling a virus program or after the Deny.
You can only use this action at most once per turn.
For details of each tile action, see "8-1. Tile List".

Install virus program

To install a virus program, first select the virus card to be installed. Pay the installation cost of the virus program, reveal one key card over the target virus card and make it public. The cost of installation of the virus program depends on the virus program to be installed. The player selects one key card at hand, stacks it face up and shifts so that the numbers are visible. This will tell which player is installing which virus program. In principle, you can not use the key card used for virus program installation at Hack.
You can install the virus more than once during the turn.

Note: **A single type of virus can be installed by multiple players. The same way, a player can install the same virus more than once.**
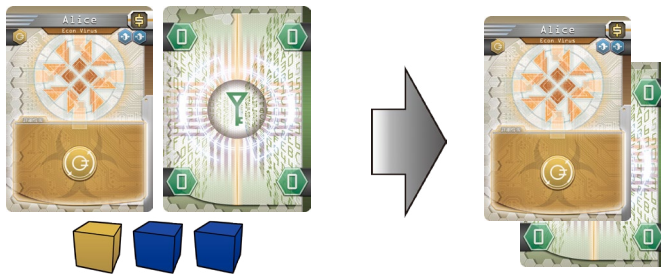
Uninstall virus program

By paying 1 ⚡, you can uninstall any virus program you have installed. As soon as the virus program is uninstalled, the key card used to install the virus program returns to your hand. You can uninstall multiple virus programs at the same time but you need to pay 1 ⚡ for each virus program you want to uninstall.
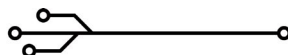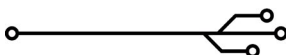
Deny

The Deny action is possible only when the operation token is placed on the current tile (the tile where your player pawn is placed). The Deny procedure is described below.

1) Select one operation corresponding to the symbol marked on the Operation token **and pay the same number of ⟳ as the stack to the Admin.** However, the **operations with no stack can not be targeted.**

2) Hackers doing the Deny are able to check secretly the contents of all the credential cards in that stack.

3) Return all the credential cards face down to the deck of the unused credential cards all the credential cards that are stacked on the targeted operation..

4) If the denied operation is not a basic action, flip the operation card face down and moves to the bottom of the deck. The basic operation remains in place (without moving).

5) Remove the Operation token from the tile where the Deny has taken place.
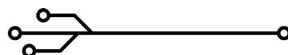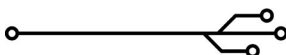
By the action of the central tile, Hackers can hack the Admin in the following procedure. Hack is one of few ways to earn 🖼 which is Hacker's victory condition.

1) The Hacker picks any 4 key cards from the hand and passes it face down to the Admin. The Hacker can use only the key cards from the hand. The key cards used for installing the virus program can not be used.

2) Admin compares the credentials and the number of the given key card. Then along with the key card, Admin returns one 🖼 to the Hacker for each matching number. (The order of numbers does not matter.)

3) (Optional) At this moment, Admin can use the protection token described later.

E.g.1. The Hacker paid 3 ⛁ in the central tile and declared the use of the Hack. The Hacker picks the "1, 3, 5, 7" key cards and pass it face down to the Admin. Admin's credentials are "0, 1, 3, 5". In this case, since three numbers match, the Admin returns the passed key cards and three 🖼 to the Hacker.

E.g.2. The Hacker paid 3 ⛁ in the central tile and declared the use of the Hack. The Hacker picks the "3, 4, 5, 9" key cards and passes them face down to the Admin. Admin's credentials are "2, 6, 7, 8". As no single number matches, Admin returns only the passed key card to the Hacker. Since the information that no number matched is dangerous, Admin may consider using the protection token described below.

6-3-1.　Protection token

While Admin hands over 🖼 to a Hacker, Admin can optionally use one protection token. By using a protection token, Admin can modify the number of 🖼 for + 1 or -1 to pass to Hackers. Admin can also not modify it. (The number can not be minus, the minimum is 0.) The used protection token is returned to the supply.
Admin declares only the number after the modification, so Admin does not need to declare how the value was modified / not modified by the protection token.
If there is no protection token at hand of Admin, the protection token cannot be used. Also, the number of protection tokens that can be used with a single hack is limited to one.

E.g.1. The Hacker made a hack with "2, 6, 7, 9" key cards. Admin's credentials are "2, 6, 7, 8". Since the matching numbers are three, usually Admin needs to pass 3 🖼 to the Hacker. (Admin may also be giving three 🖼 for each hack reminder of this game!) Instead, Admin declared the use of a protection token and passed the two 🖼 together with the key cards to the Hacker.

E.g.2. The Hacker made a hack with "2, 5, 6, 9" key cards. Admin's credentials are "2, 6, 7, 8". Since the matching numbers are two, usually Admin needs to pass 2 🖼 to the Hacker. In order to confuse the Hacker, Admin declared the use of the protection token and passed two 🖼 together with the key cards to the Hacker. The Hacker may think that "3, 6, 7, 8" are originally consistent with matched three.

E.g.3. The Hacker did a hack with "3, 4, 5, 9" key cards. Admin's credentials are "2, 6, 7, 8". The numbers do not match at all! In this case the credential does not contain any of "3, 4, 5, 9" (in other words, "0, 1, 2, 6, 7, 8" Four of them are credentials). So Admin declared the use of a protection token and passed one 🖼 to the Hacker with a key card. This may prevent the Hacker from noticing the truth of the hack results.
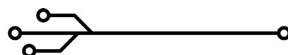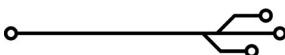
7.   Advanced game

The following are the additional rules of z3r0d4y.
It is highly recommend to use these rules once you know how to play this game.
(Or even you can add them from the first game if you are get used to with complex game)

7-1.   Admin

X credential card

Add the X credential card to the game.
Hackers do not have the X key card, so Admin can resist hacks by including them in the credentials. However, the X credential card has the following restrictions.

- **X credential card can not be included for initial credentials.** In other words, unless you use Scramble operation, the X credential card will not be included in the credentials.

X credential card can be used for stacks like normal credential cards.

7-2.   Hackers

Remote hack (optional action)

The remote hack is done as an optional action.
By paying 3⚡, 3⚙ Hacker will immediately hack from any tile except the Central. The remote hack can not be done on the Central tile.
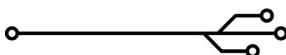You can only use this action once per turn.

Personal virus card

While setting up, apart from the three viruses placed on the table, deal a virus card randomly to each Hacker. These viruses can be installed only by the players who originally received them.
Personal virus cards are never uninstalled by the effect of Admin's operation.
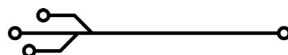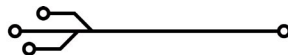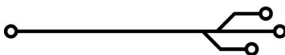
8.　Card · Tile Details

8-1.　Hex tile list

Name	Tile action	Other special effects
The Central	Pay 3⊖ to perform Hack	Place 4 neutral pawns. Remote hacking can not be done on this tile.
Entertainment District	Gain 3⊖.	-
Business District	Gain 1⊖ and 1⬦.	-
Residential District	Gain 2⬦.	-
Slum District	Pay any number ⊖ and earn the same number of ⬦. Or pay any number ⬦ and earn the same number of ⊖. Gain 1⊖ or 1⬦.	-
Maritime District	In the next turn, you can jump to two tiles away. Gain 2⊖.	-
Nature Reserve	Gain ⊖ until you have 5⊖ at hand.	-
Industrial District	At the beginning of the next turn, you do not have to pay the cost of the initiative tile. gain 1⬦.	-
Void	-	Neutral pawns are not placed on this tile.

8-2.　Operation card list

Basic operations

| Name	Resolve cost	Type	Effect
Invest	None	Econ	Gain N ⊖.
Progress	3⊖	Util	Gain N 🕐.
Scramble	2⊖	Defense	Make Scramble N times. Scramble is made in the following procedure. 1) Return all the stacks (including others than the Scramble operation) to the pile of unused credential cards. 2) Replace all the four credentials with any 4 unused credential cards. Be aware that all the credentials must be replaced.

Operations

Name	Resolve cost	Type	Effect
Booster	-	All	This operation takes effect without resolving. All the other operations that have at least 1 stack are considered N additional stacks. This operation cannot be resolved. This operation can also be Denied from all operation tokens.
Eject	-	Defense	All the Hackers immediately jack out.
Scan	2🜚	Defense	Choose and remove up to N neutral pawns.
Purge	2🜚	Defense	Choose and uninstall up to N types of viruses. (It does not require uninstallation cost). Note: What matter in this operation is the N **types**, not the number of removed virus. So if the multiple target viruses are installed, remove them all. **[Advanced Game]** Personal viruses can not be targeted.
Singularity	4🜚	Util	Gain N🌑.
Protection	2🜚	Util	Gain N protection tokens. Admin can have up to five protection tokens and no more than 5 protection tokens can be gained.
Shell	2🜚	Util	Stack up to N times.
Optimize	-	Econ	Select and swap up to N pairs of initiative tiles in unoccupied initiative spots. The same tile may be exchanged more than once.
Tax	-	Econ	All the Hackers lose up to N 🜚.
Toll	-	Econ	All the Hackers lose up to N 🜚. Admin gains N 🜚.
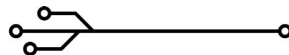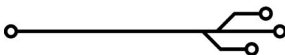
8-3. Virus card list

Name	Type	Cost (⟲ / ⬧)	Effect
Alice	Econ	1 / 2	Gain 1⟲ at the beginning of your turn.
Carol	Econ	2 / 2	You may return 1▨ to Admin at the beginning of your turn. If you do so, gain 3⟲.
Matilda	Econ	3 / 3	You can pay 3⬧ at the beginning of your turn and gain 6⟲. Or you may pay 5⟲ at the beginning of your turn and gain 4⬧.
Dave	Econ	3 / 3	When you received at least 1⬧ by the tile action, gain 2⟲ additionally.
Eve	Offense	3 / 3	Increase the number of the key cards used in the Hack action by one. (Although hacks are usually made with four key cards, you can make it with five key cards when one Eve is installed, six if two of them are installed).
Mallory	Offense	2 / 2	You may treat the unused credential cards as the Credentials and target them for Hack action.
Oscar	Offense	2 / 2	After hacking (including after the remote hacking), you can hack again by paying 3⟲, with the number of key cards used in hack decremented by one.
Trudy	Offense	1 / 1	You can uninstall any number of Trudy at the time of Hack action (the uninstallation cost is not required). If you do so, increase the number of the key cards used in the hack action by one.
Bob	Util	1 / 2	Gain 1⬧ at the beginning of your turn.
Walter	Util	1 / 1	You can jump two tiles away. Or jack in directly one tile away from a jack-in-able tile.
Victor	Util	2 / 2	You can randomly peek at one credential card used for the resolve action. If you install the multiple of this, peek at each card separately, excluding one you have already seen during the same resolve.
Sybil	Util	1 / 1	Sybil may be uninstalled at the time of jumping (the uninstallation cost is not required). In this case you can jump to a tile without a neutral pawn. You can jump even if a player pawn is already placed on the target tile. Can not be used while Jack-in.
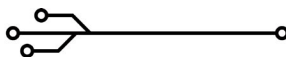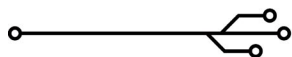
9.   Exception handling

Q1. If the number of ⚙ or 🔌 tokens are insufficient, is it possible to get more of them?

A1. In principle, ⚙ and 🔌 can be earned as many as indicated. If there are not enough tokens, substitute them with some other items such as coins. However, at the end of your turn, do not forget to return both ⚙ · 🔌 down to 10 to the supply.

Q2. If at the beginning of a turn there are multiple effects in which order do you apply them?

A2. The resolution order of the initiative tile solution as well as the effect at the beginning of the turn (such as a virus) is up to the player who currently has a turn. In extreme cases you can consume all of ⚙ by solving the effect of the virus and fail the resolution of the initiative tile.

Q3. Is there an upper limit on the number of stacks?

A3. As a general rule, stacks can be done up to the maximum number indicated in operations that can be resolved. Beyond this number, the stacks cannot be done.
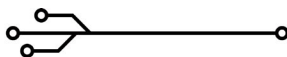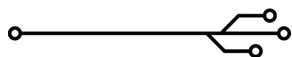
10. Credits

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Great thanks for JDENTICON, we used for generating virus art:
https://jdenticon.com/

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