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Game: **TAMASHII: CHRONICLE OF ASCEND**

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# TAMASHII

## CHRONICLE OF ASCEND

### SETUP

#### Lock and unlocked components

Cards behind **LOCKED COMPONENTS** dividers in the game box are not used during setup; they may become unlocked by playing scenarios. When a component is unlocked, move it to the opposite side of the divider and add it to the appropriate deck. All locked components have a code on them other than X00.

#### Player setup

Place all **basic** and **open data tokens**, **ascend tokens**, **success tokens**, **universal markers** ♡, red **damage** ⚡ and blue **EXP** ⚡ markers, and all dice, in a supply area called the **neutral pool**.

Each player chooses one of the 4 **player boards** (with a **dump tile** in the same color attached). Place 4 **lock tokens** on the rightmost marked column of the **launcher** on your player board. Each player also takes 3 **help cards**.

Place 1 universal marker on each slot 0 of the **asset tracks**. Place a plastic **ITG limiter** in your color on slot 5 of your **integrity track**, when a universal marker inside it. Take 2 (different, double-sided) **core data tokens** and insert one with the icon that matches the icon printed on your player board into its **core data slot**, and the other token next to your board.

Take 1 **walker body token** matching the art on your player board, in a plastic holder that matches the color of your player board (or a miniature in a rubber ring of your color if using miniatures).

Each player takes 1 **data bag** in their color and places 3 basic data tokens of each type in the bag (12 in total), plus a additional basic data token matching your core data type. Shake the bag to mix the tokens.

Place the time track near the play area and place 1 universal marker ♡ on slot 0.

*Skip all the following player setup steps if you are playing the prologue:*

Place 1 universal marker on slot 0 of your **trace track**.

Each player chooses 1 of the available **classes** (*Reaper, Brawler, Trickster, or Whisperer*) and takes the matching **class augment deck**. Remove the augment card with *Solo/PvP* on its back from the game. Place the other 2 **starting augments** faceup in the indicated space near your player board. Shuffle the rest of your class augments and place them facedown near your player board.

Take 2 random **learning protocol cards**. Choose 1 and place it in the indicated space next to your player board. Then, discard the other back to the box.

Set up the **body market**. Shuffle all available body cards and place this deck facedown in the play area. Draw cards equal to the number of players +1 and place them faceup next to the deck.

#### Scenario setup

Choose a **scenario sheet** and follow its setup instructions.

Take all the **district tiles** listed and place them as indicated. Some tiles are revealed/faceup. Follow any other instructions such as placing tokens and indicators.

Place 1 **exploration token** on each district tile indicated.

Set up the **enemies deck** with the enemies listed first on top of the deck. Use random enemy cards unless the scenario specifies the pool.


Place the indicated number of **corrupted data tokens** in the space reserved for them on the time track. This is the maximum amount of corrupted data players can obtain during the scenario.

When a scenario includes district tiles that are hideouts of certain factions, you can obtain their **faction augments**. Prepare the decks of the listed factions and place them in the play area.

Place the player characters on the indicated district tile and resolve any other instructions.

Take the listed **scenario cards** from the box and place them next to the time track. There are 2 types: **plot** scenario cards and **special** scenario cards. The scenario states which card to draw and resolve first. Draw this card and place it in the **scenario card** slot of the time track, where it is **active**.

Special scenario cards have a light background, and there may be more than one in play at the same time.

 **Player number:** This icon indicates the number of players playing the current game and should be read as that number.

Close the scenario sheet and place it near the time track with its **special rules** section faceup.

The player who last had any kind of conversation with an AI is first player and takes the **first player token**.

Start the game by resolving the first scenario card: read its story and resolve the **immediate effect** section; then flip the card, read all of its rules, and place it back in the **scenario card** slot of the time track. Proceed with the first turn of the game.

### TURN ORDER




#### PLANNING PHASE

*All players resolve this phase simultaneously.*

**Upgrade:** During the Planning phase (at any moment), players may spend their **EXP** ⚡ and **MEMORY** ⚡ to develop their characters and alter the contents of their data token pool.

#### 1. Trace roll step

*Skip this step during your first turn.*

All players roll a number of player dice  equal to the number of dice icons shown at their current position on their trace track. For each  rolled, draw and attach 1 enemy in the appropriate space to the left of your player board ( does not trigger drawing any enemies).

**If you drew at least 1 enemy card, set your trace to 0.**

Even though this step is simultaneous, draw enemies starting with the first player.

#### 2. Refill launcher step

All players simultaneously draw data tokens, one at a time, from their data bags, placing them on empty **highlighted** (light blue) data slots and filling the launcher from top to bottom and from left to right.

Whenever you are about to draw a data token from your data bag and it is empty, place all data tokens from your dump into your data bag and continue drawing.

#### 3. Program step

All players simultaneously may move tokens on their launchers.

The **PROGRAMMING (PRO)** value printed on your body indicates the number of moves you may resolve on your launcher (this value may be altered by other game effects).

Each move is either **sliding** 1 data token by 1 slot or **switching** 2 adjacent data tokens. Data tokens may not be slid or switched diagonally.

When you use all the available moves or decide not to use them all, proceed to the next phase.

### ACTION PHASE

Starting with the first player, each player performs these 3 steps in order:


#### 1. Move & trace step

Move your character to a district tile within the **MOVEMENT (MOV)** range value of your current body. You may choose not to move.

You cannot move through unrevealed tiles, or move through empty spaces.

If you enter an unrevealed (facedown) tile, you must end your movement. Reveal an **exploration token** if there is one, gain 1 of the depicted reward, then discard the token. Then reveal the district tile itself. If there are other components on the tile, do not discard them.

**If you reveal a faction hideout, take its corresponding faction augment deck, shuffle it, and place it in the play area.**

When you finish your move, increase your **trace**  by the number of spaces indicated on the **entry trace value** (purple) of your current district tile. If you choose not to move, increase your trace by the number of spaces indicated by the **stationary trace value** (red).

You cannot move more than once in a single move & trace step.

When you reach the top space of your trace track, **immediately draw and attach 2 enemies** (regardless of the turn phase), then set your trace to 0.

#### 2. District effect step

Optionally, you may resolve the effect of your current district tile (the tile with your character).

#### 3. Launch step

Players may launch any number of **patterns** and use all other effects with **launch** timing. Patterns are launched one by one, in the order chosen by the player. When launching a pattern, dump all data tokens used in it onto your dump tile, then resolve the effects.



Patterns are launched only during the Launch step, never during the Combat phase.





Each token not launched during this step remains on the launcher, with the exception of corrupted data: **at the end of this step dump all corrupted data tokens**.

### COMBAT PHASE

Starting with the first player, each player performs these 3 steps in order. If a player doesn't have any attached enemies, they skip the combat phase.

#### 1. Attack roll step

Take a number of player dice  equal to your body's **ATT** value, then take 2  (1 enemy number die and 1 enemy symbol die).

You may spend your **POWER**  to add 1  for every  spent. Roll all the dice. You may spend  to alter the roll.

#### 2. Set active enemy count step



Place the enemy number die on the enemy that matches the rolled number, counting from the top enemy down. If you rolled a number higher than the amount of attached enemies you have, place the die on the leftmost enemy card. If you rolled the **blank** result, skip this step.

#### 3. Resolve dice results step



Starting with the first player, resolve the combat frames and enemy frames alternating between them one-by-one (starting with the player, followed by the enemy, then the player, etc.).

**Activating a combat frame:** Select a frame with an effect you want to activate, place a die or multiple dice matching the frame's requirements, and resolve its effect.


**Activating an enemy frame:** Check which enemy has the enemy number die on its card. This is the **active enemy**.

Resolve the effect from one of the 2 frames on the active enemy card (the one that matches the symbol rolled on the enemy symbol die  .

Then move the enemy number die 1 card to the right, toward the top enemy. If you have just activated the frame of the top enemy, discard the enemy number die from it.

You may spend **shields**  to reduce suffered **wounds** .



**Your combat phase ends when:**


- You are no longer able to (or want to) activate any combat frames and the enemy number die is not on any enemy card.
- Your  drops to 0. Resolve **reset** immediately.

#### Combat frames

Each combat frame indicates the number and type of symbols needed to activate the frame, and the effect of its activation.

To activate a combat frame, you must assign the appropriate number of rolled dice, containing the appropriate symbols. **Each combat frame may only be activated once per combat phase.**

However, frames with  or  symbols may be activated multiple times during a single combat phase and each activation may consist of any number of dice with the appropriate symbol.

**All  from a combat frame is always dealt to the top enemy.**

If the top enemy is defeated, any excess is lost, even if there is another enemy below the top enemy.

#### Notes

If an enemy is defeated or discarded before it manages to activate its frame, it does not activate it. If the enemy had the enemy number die on it, move it 1 card to the right and place it on the next enemy card. If it was the top enemy, discard the die.


You cannot harm an enemy attached to another player during your combat phase, even if this player is on the same district tile as you (unless specified otherwise).

### QUEST PHASE

#### 1. Player activity step

All players may contribute toward completing the goal described on the active scenario card by completing the activity in the **PLAYER ACTIVITY** section. If there is no such section on the card, skip this step (but check the scenario sheet for any rules for this step).

#### 2. World activity step

Players resolve a **WORLD ACTIVITY** section on the active scenario card. During the world activity,  is usually **reduced** (the universal marker on the time track is placed on a lower space).

The world activity section should be read and resolved from top to bottom. It usually starts with an 'if' preceded with a 'I' sign. Check if the statement after 'if' is true. If true, then resolve all of the effects below, from top to bottom. If not, then skip to the next 'I' sign and check another 'if' or resolve the **OTHERWISE** section of the card. If you proceed to this section, be careful, because there may also be 'if's that must be checked.

When one of the resolved effects instructs you to draw a new scenario card, you stop the current world activity step, discard the current active scenario card and all tokens from it, and draw the new card (note that some cards are not discarded after completing the objective). Read its text, resolve its **IMMEDIATE EFFECT** section, and then place it in the scenario card section of the time track. This is your new **active scenario card**.

#### 3. First player token step

The current first player passes the first player token to the next clockwise player.

## ENDING THE GAME

Each scenario ends when either a *Victory!* or a *Scenario Lost* card is drawn. Resolve the card's effects; if you unlock some components, move them from your box's locked pool to its unlocked pool (alternatively you may be instructed to do the opposite). Unlocked components may appear in future games.

If you won the game, mark the appropriate code on your progress sheet.

## DATA TOKENS



**Corrupted data** tokens block data slots on your launchers. When players run out of the number of these tokens specified by the scenario *and are instructed to gain more*, check the scenario's special rules.

When you gain a corrupted data token, always take it from the corrupted data pool on the time track.

When you discard (not dump) a corrupted data token, do *not* return it to the pool on the time track, but instead return it to the game box.

During the Launch step, you must dump all corrupted data tokens from your launcher.



**Open data tokens** may be used in place of any basic data in all situations (any kind of pattern, tests, or dumping tokens). Some powerful patterns require these tokens.

Any negative game effects forcing players to dump or discard basic data tokens of a given type do not affect open data tokens.

You may use an open data token in place of core data or any data.



The **core data** symbol means you must use a data token of the same type as the token in the core data slot on your player board.

If your core data is changed, either flip your current core data token or replace it with the other one.



The **any data** symbol means that you may use any basic data token in its place (but not corrupted data tokens).

## PROGRAMMING

All patterns in the game share a common frame, indicated by , and are accompanied by the **LAUNCH** keyword and/or a **launch icon** . To create a pattern, arrange data tokens exactly as shown within the pattern. Patterns may be launched in any orientation, and an empty frame within a pattern does not need to correspond to an empty data slot.

There are **9 basic patterns** that can be launched by all players in all circumstances:

### Asset patterns



Gain 1 **shield** .



Gain 1 **memory** .



Gain 1 **power** .



Gain 1 **reroll** .

If you have any of the above with **5 of those data tokens in a row**, gain **2 of the indicated asset instead**. If you launch a longer asset pattern, you do not get the benefits of the regular one.

### EXP pattern



Gain 1 **EXP** .

Patterns may only be launched during the Launch step of the Action phase, unless otherwise specified. When a pattern is launched, dump all tokens used in the pattern (place them on your dump tile) and resolve the effects of the launched pattern.

Each available pattern may only be launched once, but you may launch multiple different patterns as follows:

- Multiple **augment patterns** if they come from different augment cards.
- Hacks** or **repels** from your top enemy (several different ones from the same card).
- Basic patterns.
- Each pattern in any other place (eg, from a scenario card or scenario sheet).

You may launch 2 different patterns consisting of the same data tokens if they come from 2 different sources.

## ASSETS

When you gain or lose an asset, move the on the corresponding track. You cannot have less than 0 or more than 5 of any asset, and all assets are for personal use only unless otherwise specified.

**Shields** : Each time you would suffer **wounds** , you may block 1 for each you spend. If you choose to use your shield, you must use as much as possible to stop . You may choose to not spend shields and lose **INTEGRITY** instead.

**Memory** : When upgrading, you may spend equal to the value in the bottom right corner of the augment card to equip that augment. You may also spend 1 to gain 1 basic data token of your choice (take it from the neutral pool and place it in your dump) or to discard 1 data token of your choice from your launcher (return it to the neutral pool). These effects may be used multiple times during a single upgrade if you have the .

**Power** : Before you roll dice during the Combat phase's Attack Roll step, you may add 1 player die per 1 you spend.

**Reroll** : After a dice roll, you may reroll 1 per 1 you spend. You can do this during your trace roll step, your attack roll step, or during any effects using . Each roll may be influenced by reroll assets only once, but spending does not interfere with other sources of rerolling dice.

## UPGRADE

You may upgrade your character at any time during the Planning phase.

Choose any of these options:

- Spend MEMORY** :
  - Spend 1 **MEMORY** to discard 1 data token from your launcher and place it in the neutral pool (corrupted data tokens are removed from the game).
  - Spend 1 **MEMORY** to gain 1 chosen basic data token (place it in your dump).
  - Spend **MEMORY** to equip an augment (the memory cost is shown on each augment card).
- Trade faction augments**: Exchange faction augments with other players (regardless of your position on the map). Equipped augments become unequipped when traded. Class augments cannot be traded.
- Spend EXP on upgrades**: Discard 2 **EXP** and choose one of these options:
  - Increase your maximum by 1 (advance your ITG limiter by 1 space). This also increases your current by 1.
  - Discard 1 lock token from your launcher.
  - Gain 1 open data token.
  - Draw 2 class augment cards from your class augments deck. Keep 1 and place the other on the bottom of the deck.

## BODIES

You can always access the **body market**, no matter what district you are in. To inhabit an **advanced body card**, launch its pattern during your Launch step, then place the body card in the body slot on your player board and replace your character on the map with your new matching standee/miniature. Finally, draw a new card from the body deck to refill the body market.

You can have up to 2 advanced body cards at a time, but only one is active (the one on top).

You may change your active body by using the **INHABIT** effect (the most accessible one may be found on the *Shelter* tile). When you do so, swap your 2 advanced body cards and immediately use the statistics and abilities of your new active body card.

If you have an **advanced body card**, you cannot inhabit a **walker body again** (unless you reset and lose your advanced body).

## RESET

When your **INTEGRITY** is reduced to 0, you must resolve a **reset**. Roll 1 enemy symbol die.

- If you roll , discard your active body (if you have a body card) and place it on the bottom of the bodies deck. If you have another body card, it becomes your new active body (switch your miniature on the map to the one matching the new body). If you don't have another body card, you return to the body printed on your player board.

If you roll , do not discard your active body card.

- Gain 2 corrupted data tokens from the corrupted data pool on the time track (place them in your dump).
- Dump all data tokens from your launcher.
- Discard all attached enemies.
- Set your trace to 0.
- Set your **INTEGRITY** to its maximum value (place the in the ITG limiter). Place your character on the *Shelter* district tile.

The player who resolved reset skips all other activities for the current turn phase.

## CARDS

### Learning protocol cards

Each player has access to only 1 **learning protocol card**. Each card has 3 steps that may be fulfilled. They must be resolved in order from 1 to 3. The steps may be completed at any time and completing them does not cost anything.

If you meet the requirements of 2 consecutive steps at the same time, you may complete both of them at the same time).

After completing a step, mark the obtained reward with a if it was step 1. For subsequent steps, move the marker down to the next step. After you have completed step 3, you may not complete any further steps or other learning protocols.

### Classes, factions, and augment cards

Each player is defined by a **class** (*Reaper*, *Brawler*, *Whisperer*, or *Trickster* in the core game). **Class augment cards** belong to players of the particular class, and are obtained when upgrading. Some have specific timing restrictions in their effect section.

**Faction augment cards** (*Spartans*, *Ninkyo*, *Seekers*, and *Commoners* in the core game) may be obtained by all players and traded between them. Faction augments are obtained from district tile effects. When you resolve a tile effect from a faction hideout tile, draw 1 augment from that faction's augment deck.

All faction augments are used during the Launch step, as they all require a pattern to activate.

Augments have 2 states: **equipped** (ready to use) and **unequipped**.

To equip and use and an unequipped augment, spend when upgrading equal to the augment's **memory cost**. Once equipped, an augment remains equipped and may be used multiple times.

All traded and newly acquired augments arrive to their new owner unequipped. There is no limit to how many equipped or unequipped augments you may have. Attach equipped augments to the space on your player board, and keep unequipped ones near the board, but separate.

Augments that may only be used once during a single game have the **break** keyword. Remove the augment from the game after use (it is still unlocked and may be used in other games).

## SCENARIOS

When you draw a new plot scenario card, always read the story side first, resolve any immediate effects, then turn it to the gameplay side and place it in the slot on the time track. Discard the previous scenario card from the time track slot, along with all the markers and tokens on it. There may only be 1 active plot scenario card at a given time.

Special scenario cards should be read, then set it aside as a rules reference.

If a scenario instructs you to use a **set of dice tokens**, use 3 different ones. Otherwise, take them randomly. Dice tokens placed face up are referred to as **revealed**.

## TESTS

There are 2 types of tests: individual tests (**tests**) and **group tests**. Performing a test (or taking part in a group test) is always optional.

When you contribute to a test, *dump* any number of data tokens of the type required to complete the test, then roll that many .

Each is 1 **success**, and each is 2 **successes**.

To pass a test, you need as many successes as specified by the number.

When it is a **group test**, all players may dump data to contribute toward passing the test (in order, starting from the player who initiates the test), but only 1 player needs to initiate the test (and be in a particular district, if this is a requirement). Each player rolls their 'part' of the test contribution.

## ENEMIES

When you draw an enemy card, it becomes **attached** to you. All attached enemies form a stack on the left side of your player board. Place all newly drawn enemies on the bottom of the stack so that you can see the leftmost information.

The rightmost, fully visible card is called the **top enemy**. Players are only able to influence and harm this enemy. During the Launch step you may only launch patterns from your top enemy. If you manage to discard or defeat your top enemy, the enemy directly below it becomes your new top enemy and you may launch all of its patterns, if you are able.



Whenever you deal **damage** to your top enemy, mark it with damage. All damage dealt to the enemies stays on them.

An enemy whose **INTEGRITY** drops to 0 is **defeated**: discard its card and gain **XP** . Enemies discarded in any other way are not defeated and grant no **XP**. Discard enemy cards to a discard pile next to the enemy deck.

## KEYWORDS


**Attach:** Place an enemy card next to your player board in the enemy slot, under any already attached ones, so that the leftmost side of the card is visible.


**Break:** *Only on faction augments.* After use, remove this augment from the game. It may not be gained or used again in this scenario.

**Defeat:** When an enemy's  is reduced to 0. Discard that enemy card and gain 1 .

**Discard token(s):** Place this token in the neutral pool. You may only do this with tokens from your launcher.



**Dump token(s):** Place this token in your dump. Unless specified otherwise, you may only do this with tokens from your launcher.

**Equip:** Usually during upgrade, spend  to activate one of your unequipped augment cards. It may now be used for its effect.


**Gain x asset(s):** Advance your  on the appropriate asset track x spaces.

**Gain token(s):** Take this token from the neutral pool and place it in your dump. If the neutral pool of a particular data token is empty, you cannot gain that token.

**Inhabit:** Take an advanced body card and place it in your body slot.

**Integrity:** When integrity (player integrity: , enemy integrity: ) drops to 0, you must **reset**. Each scenario has a pool of corrupted data tokens which players draw when resetting; if you run out of them, the scenario is lost.


**Launch:** Dump a pattern from your launcher to resolve its effect.

**Lose x asset(s):** Decrease your  on the appropriate asset track x spaces. If you have fewer assets than you are losing, place the marker on space 0. If you already have no assets of this type, nothing happens.

**Move:** Place your character up to x tiles away (where x is your **MOV** value) from your current district tile.


**Prepare x:** Draw x data tokens from your data bag and place them on any chosen empty slots of the launcher. Take all of the tokens and place them all at once instead of drawing them one-by-one.

**Program x:** You may move (switch/slide) data tokens on your launcher x times.

**Recover x:** Advance your  (not your ITG limiter) on your integrity track by x spaces. It cannot go higher than the ITG limiter.

**Reveal:** Flip from facedown to faceup. This keyword refers to tokens and district tiles. If a token or district tile is unrevealed, it means that it is facedown and its contents are hidden from the players.

**Set trace to 0:** Place the  in slot 0 of the trace track.

**Spend x asset(s):** Decrease your  on the appropriate asset track x spaces. If you do not have enough of a given asset, you cannot do it.

**Unlock x:** Discard x chosen lock tokens from your launcher in order to free some data slots (these data slots are called unlocked data slots and are highlighted).


## SOLO

### Setup

*Setup the game as normal, with these modifications:*

When selecting the starting augments, remove augments marked *Co-op* from the game and take the *Solo/PvP* ones instead.

When placing your character on the starting district tile, take 1 additional walker character and place it on the same district tile as your character. Do not place a rubber ring on the additional walker. This is the **J.O.R.D.A.N.** BOT character.

Take the J.O.R.D.A.N. BOT card, place it near your player board, and place 1 in each  battery slot.

You are always the first player. Group tests in a solo mode are treated like individual tests.

### J.O.R.D.A.N. BOT rules

J.O.R.D.A.N. BOT is treated as a player for the requirements of being on the district tile, but is not considered a player in a wider game sense.

You may move J.O.R.D.A.N. BOT 2 tiles during the Move & Trace step (indicated by the **MOV** value on its card). It reveals district tiles and collects exploration tokens. Each asset, EXP, or other reward that would be gained by J.O.R.D.A.N. BOT is gained by you instead. The BOT movement is free and does not affect players' trace in any way.

You may discard 1 battery from J.O.R.D.A.N. BOT to use its miniature/standee as yours during 1 step. If you do, you don't use your basic miniature/standee during this step. You may use this rule in any step. You must discard 1 battery for each step in which you decide to use J.O.R.D.A.N. BOT this way.

This effect may be used for example to activate special actions, like launching a pattern needed for scenario progression on a specific tile. In this case, you may use the BOT that is standing on this tile instead of your own character.

If you decide to use J.O.R.D.A.N. BOT during the district effect step to activate the district effect where the BOT is located, apply the district tiles' trace value instead of the trace value of the district tile where your main character is located. This also applies to resolving the entry/stationary trace value of districts.

You may charge J.O.R.D.A.N. BOT's battery by launching the effect shown on its card. You have access to this pattern at all times as long as J.O.R.D.A.N. BOT is still in play. When you launch this pattern, place 1 on an empty battery slot. If all 5 battery slots are occupied, you cannot launch the battery anymore. This pattern is considered a hack for all in-game effects and interactions.

If there are no charges on J.O.R.D.A.N. BOT's card, discard its card and J.O.R.D.A.N. BOT's character from the map. It can no longer be used during this scenario.

Some scenarios have special rules regarding solo mode.

## SCENARIO GENERATOR (COMPETITIVE MODE)

Players compete against each other to earn victory points (VP). The player who has the most VP at the end of the game is the winner.




### Game setup

Perform a standard game setup with these modifications:

When selecting starting augments, remove the augment with the *Co-op* on its back from the game and take the *Solo/PvP* card instead.

Do not use learning protocols; they may interfere with the final scoring and make the game unbalanced.

Instead of the scenario setup, proceed to scenario generator setup:

1. Choose game length: Short: Set  to 5. Medium: Set  to 7. Long: Set  to 9.

2. Choose the first player.

3. Take 1 random **map setup card** and prepare the map. Starting with the first player, place your characters on the chosen starting district tiles (*Shelter* or *Damaged* district).

Each player must start on a different district tile. Return all the map setup cards to the box.

4. Take 1 random **conditions card**, prepare the enemy deck, and grant starting bonuses to all players. Place any data tokens directly in your data bags. Return all the condition cards to the box.

5. Place 1 random **enhancement card** faceup in the play area. This card is active throughout the entire game. Return all the other enhancement cards to the box.

6. Take 1 random *PvP* card and place it faceup in the play area. This card is active throughout the entire game. Return all the other *PvP* cards to the box.

7. Shuffle the **goal deck**. Then, draw 2 cards in a 2 player game, or 3 cards in a 3 or 4 player game. Place them faceup next to the goal deck – these are the starting goals. Flip the top goal card so it's faceup on the top of the deck.

### Scenario generator rules


The competitive mode is played exactly like a standard game, with these exceptions:


1. There is no corrupted data pool on the time track and the game cannot end due to depletion of that pool. Treat corrupted data tokens like every other token, with a neutral pool. When a player must gain a corrupted data token, and the neutral pool is empty, nothing happens.

2. There are no scenario cards. In each quest phase, starting with the first player, players in order may decide to perform tests (if they happen to be on the goal cards). Then, pass the first player token clockwise and reduce by 1.

3. If any player meets the conditions of the goal card, they take it, and place it face down next to their player board. The VP from this card is hidden and will be counted at the end of the game.

4. After the goal card is taken by a player, immediately place the faceup goal card from the top of the deck in its place. Then, flip the next top goal card faceup.

5. The game ends immediately when the  reaches 0.

The flow of the game does not differ from the cooperative scenario gameplay, so you use the same turn order help cards. Remember to **reduce  by 1 after resolving each quest phase**.

If you reveal the last district tile and you end up with no faction hideouts on the map, replace the revealed tile with a random faction hideout tile.

**Always perform your actions in order starting with the first player.** If, at any time, there is confusion about who should resolve an effect first, start from the first player and continue clockwise.

### Counting victory points

At the game ends, all players reveal their collected goal cards and count up their VPs:

Each 3 assets: 1 VP.

Each unlocked data slot: 1 VP.

Each open data token in your pool: 1 VP.

Each point of max above 5: 1 VP.

Each *equipped* non-break faction augment: 1 VP.

Each *equipped* non-starting class augment: 2 VP.

Add VP from acquired goal cards.

Corrupted data tokens in your pool grant negative VP:

1 CD token: -1 VP.

2-3 CD tokens: -2 VP.

4-5 CD tokens: -3 VP.

6+ CD tokens: -4 VP.

On a draw, the winner is the player with fewer corrupted data tokens in their pool.

## EXPANSION RULES

### Living City module

In the Action phase, District Effect step, a player may draw 1 event card instead of the effect of the current district tile.

Each time a player actively discards an event card by meeting its conditions, they reveal the top card from the reward deck. If the sum of numbers on all revealed reward cards is equal to or lower than the number on the completed event card, they may decide to draw another reward card or end the heist successfully. If the sum is greater than the number on the completed event card, the heist is unsuccessful.

If the heist is successful, the player obtains all bonuses from the drawn reward cards. Then shuffle the resolved reward cards back into the reward deck.

### Catie's diary

If **Catie tokens** are unlocked, you may choose to include them in the game. Instead of placing an additional basic data token in your bag at the start of a scenario, put 1 Catie token in your bag. They are considered basic data tokens matching your core data (with additional effects).

Each time a Catie token is placed on your launcher, decide which side to place faceup. During launch, **recover 1 health or deal 1 damage**.

You may gain 1 Catie token for 3 **EXP**, or by launching the pattern **core-open-open-Catie**.

Players may have a maximum of 2 Catie tokens.

If *Catie's Diary* cards are unlocked, players may decide to include them in the setup. Each player draws 1 random diary card after setup. Each player may have and use only 1 diary card during a scenario.

After a diary card is used, it becomes locked again, until redeemed. Redeem a random diary card from the locked cards by launching **core-core-core-core-core** then shuffle the redeemed diary card into the diary deck

### Cyberdog

If the cyberdog is unlocked it may be used instead of the cybercat.

### Destabilization tokens

Destabilization represents damage suffered over time. They may be placed on top of enemy cards or player boards. At the beginning of each Planning phase each destabilization token deals 1 damage.

Destabilization tokens are discarded from player boards during resets, and from enemy cards when the last attached enemy gets defeated or discarded. They tokens can be stacked on enemies as long as enemies are attached.

### Inari tokens

Inari tokens are special data tokens used in the *Forbidden Chapters* and are gained mostly by using the effect of the *Gardens* tile. They are considered blank for purposes of creating patterns.

An inari token may be launched when adjacent to a pattern that is launched. When an inari token is launched, gain 1 **EXP**. Inari tokens may be dumped or discarded like other data tokens.

### Yokai scenario

Each time an enemy card is defeated *or discarded*, put it on the bottom of the enemy deck.

### Higher difficulties

**Hard mode:** Upgrades costs 3 **EXP** instead of 2.

**Insane mode:** During Setup, replace all level 1 enemies with level 2 enemies. Upgrades costs 3 **EXP** instead of 2. During reset, do not roll the enemy symbol die; you always lose your advanced body.

# TAMASHII

## CHRONICLE OF ASCEND

### PLANNING PHASE (SIMULTANEOUS)

**Upgrade:** During the Planning phase (at any moment), players may spend their **EXP** and **MEMORY** to upgrade.

#### 1. Trace roll step

*Skip this step during your first turn.* All players roll as indicated by their current trace track position. For each , draw and attach 1 enemy. **If you drew at least 1 enemy, set your trace to 0.**

#### 2. Refill launcher step

#### 3. Program step

All players move tokens (sliding or switching) on their launchers a number of times equal to their **PRO** value.

### ACTION PHASE

Starting with the first player, each player performs these steps:

#### 1. Move & trace step

Choose not to move, or move your character to a district tile within your **MOV** range. If you enter an unrevealed tile, end your movement. Reveal and resolve an **exploration token** if there is one, then reveal the tile itself.

**If you reveal a faction hideout, take its corresponding faction augment deck, shuffle it, and place it in the play area.**

When you stop, increase your **trace** by the purple **entry trace value** of your tile. If you didn't move, increase it by the red **stationary trace value**. When you reach the top space of your trace track, **immediately draw and attach 2 enemies**, then set your trace to 0.

#### 2. District effect step

Optionally, you may resolve the effect of your current district tile.

#### 3. Launch step

Launch any number of **patterns** and use all other effects with *launch* timing. Dump all data tokens used onto your dump tile, then resolve the effects.

**At the end of this step dump all corrupted data tokens.**

### COMBAT PHASE

Starting with the first player, each player performs these steps:

#### 1. Attack roll step

Take equal to your body's **ATT** value, then take 2 (1 enemy number die and 1 enemy symbol die). You may spend your **POWER** to add 1 for every spent.

Roll all the dice. You may spend to alter the roll.

#### 2. Set active enemy count step

Place the enemy number die on the enemy that matches the rolled number, counting from the top enemy down. If you rolled **blank**, skip this step.

#### 3. Resolve dice results step

Starting with the first player, resolve the combat frames and enemy frames alternating between them one-by-one.

**Activating a combat frame:** Select a frame with an effect you want to activate, place a die or multiple dice matching the frame's requirements, and resolve its effect.

**Activating an enemy frame:** Check which enemy has the enemy number die on its card. This is the **active enemy**.

Resolve the effect from one of the 2 frames on the active enemy card (the one that matches the symbol rolled /). Then move the enemy number die 1 card to the right. If you have just activated the top enemy's frame, discard the die from it.

You may spend **shields** to reduce suffered **wounds** .

**Your combat phase ends when:**

- You are no longer able to (or want to) activate any combat frames and the enemy number die is not on any enemy card.
- Your drops to 0. Resolve **reset** immediately.

**Each combat frame may only be activated once per combat phase.** However, frames with or may be activated multiple times during a single combat phase and each activation may consist of any number of dice with the right symbol.

**All from a combat frame is always dealt to the top enemy.** If the top enemy is defeated, any excess is lost.

### QUEST PHASE

#### 1. Player activity step

All players may contribute toward completing the activity in the **PLAYER ACTIVITY** section of the active scenario card.

#### 2. World activity step

Players resolve a **WORLD ACTIVITY** section on the active scenario card, from top to bottom.

#### 3. First player token step

Pass the first player token to the next clockwise player.

### UPGRADE

#### a. Spend **MEMORY** :

- 1 to discard 1 data token from your launcher.
- 1 to gain 1 chosen basic data token to your dump.
- X to equip 1 augment (cost shown on each card).

#### b. Trade faction augments:

Exchange faction augments with other players anywhere on the map.

#### c. Spend 2 **EXP** on 1 of the following:

- +1 to maximum by 1 (also increase current by 1).
- Discard 1 lock token from your launcher.
- Gain 1 open data token.
- Draw 2 class augment cards: keep 1 and place the other on the bottom of the deck.

### PROGRAMMING

#### Asset patterns

Gain 1 **shield** .

Spend X to reduce X .

Gain 1 **memory** .

Spend to gain basic data tokens, discard data tokens or to equip augments.

Gain 1 **power** .

Spend X to add X to your attack roll.

Gain 1 **reroll** .

Spend X to reroll X from any single roll.

**If you launch an asset pattern with 5 data tokens instead of 3, gain 2 of the indicated asset instead.**

#### EXP pattern

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