

ENTER THE GRID

Quick Rules

Objective: Exit the Grid. Player to get the most tokens to the opposing side of the board wins.

Turn: Take any combination of 3 Actions.

Actions:

- Move 1 Space forwards, sideways, backwards
- Draw 1 card from the top of the deck.
- Attack 1 nearby enemy token.

Combat:

- Select 2 cards.
- Reveal. $\text{Power} = \text{Token\#} + \text{Card\# of correct color.}$
- Counter Attack. Play cards that share the same #
- Highest power wins. Remove losing token. Tie you die.
- Return bluffs (off color cards)
- Advance if the attacker is victorious.

Hacks: Hack cards can be played at the time indicated on the hack. Hack cards have no color.

(Jack) Counter Hack: Play in response to a hack or counter attack. Cancel that hack or counter attack.

(Queen) Hack Attack: Play at anytime against a nearby token. That token must defend 13 power. (Use the same procedures as in combat. Requires 14+ to defend.)

(King) Power Hack: Play as a card in combat. Power +13.

(Ace) Data Hack: Play as an Action. Draw three cards, then put two cards from your hand on top of the deck.

(Joker) Victory Glitch: Play as a card in Combat. You win this combat.