NEON

2–6 | **12+** | **60–120**

Game Design: Igor Sklyuev, Ekaterina Gorn
Artwork: Semyon Proskuryakov, Yuri Cherednik

GAME OVERVIEW

Neon is a fast-paced battle royale game, where you become a Fighter competing in the Tournament. For several rounds you shall battle other Fighters while exploring various Sectors of the city and searching for new weapons and armor. At the end of each round, some Sectors will submerge, so make sure to choose the safest ones to stay on.
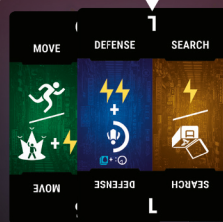
GAMEPLAY

There are 3 Game Modes allowing you to play in teams or solo; for scoring or for survival.

The game is played over a series of Rounds. Each Round consists of 4 Phases:

1 CHOOSING CARDS

Players choose 2 Action cards from their hand and create a combination of 3 Actions. The visible number of the combination determines turn order.

2 ACTIONS

Move
Move your Fighter to an adjacent sector

Search
Draw Equipment cards: they help you attack and defend yourself

Attack
Choose a target, use your Equipment cards and roll dice. Your target rolls dice for defense.

Defense
Adjust Force Field to your Fighter, each half of it gives you +1 dice for defense

Takeover
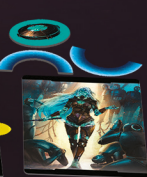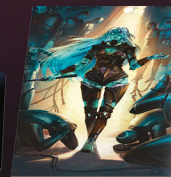Take the Leader token

Gain
⚡/⚡⚡

3 END OF GAME CHECK:

The last round or the last Fighter to survive.

4 SUBMERSION

1 or 2 Sectors are removed and the Arena adjusts. The players who were on the submerged Sectors get damage.

KEY SELLING POINTS

▸ Dynamic battle royale on your table
▸ Three Game Modes allowing you to play for scores, for survival or as a team
▸ Great replayability: modular game board, 66 Equipment cards, 6 Fighters with different abilities

PRACTICAL INFO

CONTENTS
10 Sectors, 8 Sheets, 8 Dice, 6 Fighter miniatures, 1 Drop ship, 1 Automa standee, 122 Cards, 128 Tokens, 6 Energy trackers, Game Rules

MOQ: 2000
MSRP: $60
RELEASE: available
BOX:
Size: 298×298×71 mm

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