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ABOUT THE GAME

In the distant future, a civil war is raging. Citizens, outraged by the government's forced microchipping program against a virus, have risen up against the People's Republic. Technopolis has is at the center of the revolution. The military units that were supposed to maintain order in the city have joined the rebellion. The People's Republic has lost control —but it refuses to surrender. The state believes a hidden enemy is directing the uprising from the outside.

Gunfire echoes, an epidemic rages, and the city is sinking into chaos. Two people on opposite sides of the barricades strive to complete their missions. Follow their paths and make decisions at the crossroads of their fates. It is up to you to decide how their stories end.

SET UP



Set up for the A deck

1. Do not shuffle or look through the decks, take the cards in the following order:

- One card off the tops of each deck — place them on the table to form a picture of the city and the heroes. These cards are where the game begins.
- One card from the bottoms of each deck — you will see a portrait of a character of the game on one side and a Time Track on another. Put them to the side for now.
- 4 cards from the bottom of each deck — this is the Final deck. Place it next to the picture of the city facing down.

2. Choose which deck you would like to play with — deck A (Mark the revolutionary) or B (Navigator of the People's Republic). Put the remaining deck back into the box — you can play it during your next game.

3. Divide the chosen deck into two — the deck with numbers on the backs and the deck with pictures on the backs. Place the deck with the numbers onto the table facing down without shuffling or looking through them. Shuffle the deck with the pictures and lay them out facing down into a grid randomly, without looking on the other sides.

4. Take the cards with the portraits of the characters a form a Time Track, placing one card on top of the other, depending on the deck you chose:

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 Rules version 1.0



Deck A — portrait of Mark on top of the Time Track



Deck B — portrait of the Navigator on top of the Time Track

5. Choose the player who will read out all the cards. You can also take turns reading them out.

You are ready to play.

GAME OBJECTIVE

Everyone's goal is to help our heroes reach their goals and survive. The players read the plot cards and make decisions in split situations, taking into account the state of the characters and their surroundings.

GAMEPLAY

Flip over both portrait cards and read out the text on them. Then take card A1 or B1 (depending on the deck you have chosen) and read it out. From this point, you will begin to progress through the story using the story cards (the ones with numbers) and the picture cards. Follow the directions at the bottom of the card.

If there are multiple directions on the card, you are at a juncture — you need to make a choice and take one of the cards. Players discuss the options together and must come to one decision. In case of disagreement, the person who read out the card makes the final decision. Remember that your choice affects the further development of the plot and the ending the heroes will face.

If there is no indication of what card to read next on a card, you need to use your psychic talent: look at the text you read carefully — it may contain a **key term or word** that advances the plot. It usually refers to an object depicted on one of the picture cards. **The cards that contain an indication of the next card may also contain keywords.** There may also be more than one keyword on one card. You can always try to take a picture card if you feel like it, at your own risk.

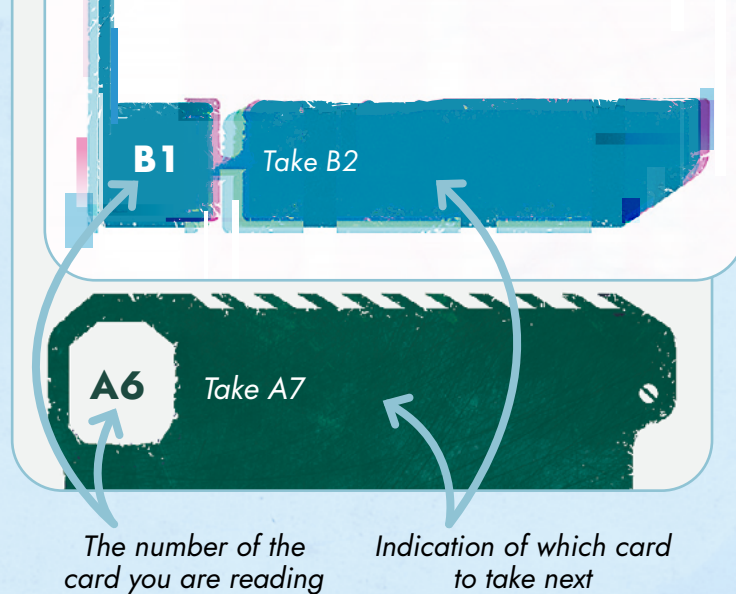
If you are sure you have identified a key word correctly, take the picture card with its image. Check the text at the top of the card — it will tell you if you have the right card. If it is correct, read it out as usual and continue playing. If you are wrong, return the card to its place without reading it and lose 1 Time (see more in Time Track).

Note: some picture cards may restore time or provide an item that will affect the plot at crucial moments. Such keywords might not be explicitly highlighted in the text.

END OF GAME

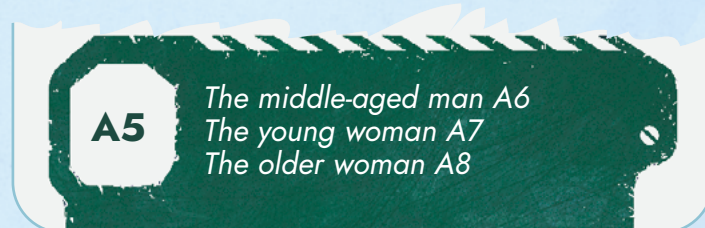
The game ends when you take an Final card and read it aloud. The ending card will describe the fate of the hero. Some endings are clearly better than others. If the main characters are alive and unharmed at the end of the game, all players win.

You can then go through the game again with the same deck or with a new deck. If you are unhappy with your ending you can play the game with the same deck as many times as you like until you reach a happy ending.

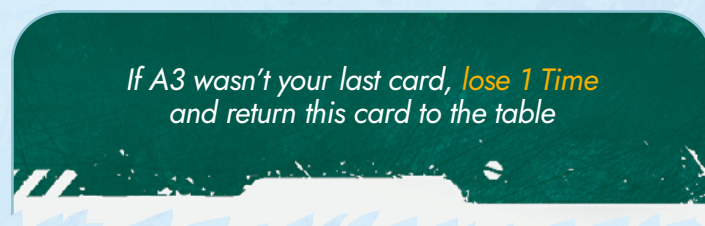


The number of the card you are reading

Indication of which card to take next



Example of a juncture



Indication at the top of a picture card

TIME TRACK

Both hidden and everyday forces influence the fate of the heroes, so they cannot afford to hesitate. Hurry! Your chances of success are represented by the Time Track. Whenever you lose 1 Time, move the card on the track down one space. If you find an item that restores 1 Time, move the card up one space. If you reach the end of the track (meaning you ran out of time), the game ends immediately — take the indicated Final card and read it aloud. Try to act carefully, assess the situation at each juncture of events, and make use of the items you find that restore time.

