



NEON

GAME RULES

— Good evening, my friends! The Tournament is about to start and here we are, the commentators, to report on all the action. Guiding you through the intricacies of the games, my amazing cohost Lynda Rose...

— ...and gorgeous Matt Rosco. We give our warmest welcome to each and every one of you! In less than half an hour, we shall witness the most anticipated event of the last years: cyber-fighters representing the Six Corporations will come together in a battle. Welcome to the NeoN Tournament.

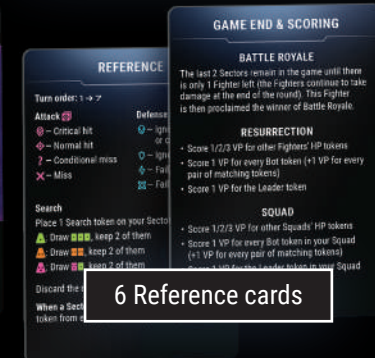
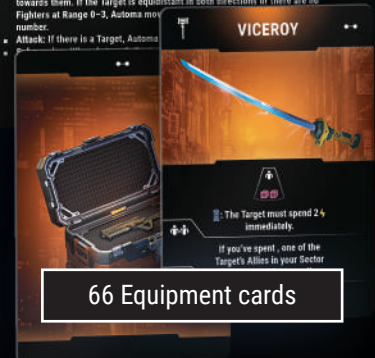
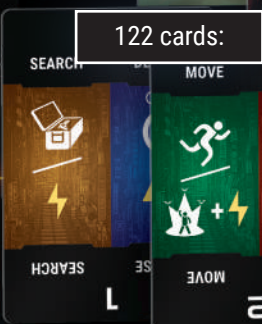
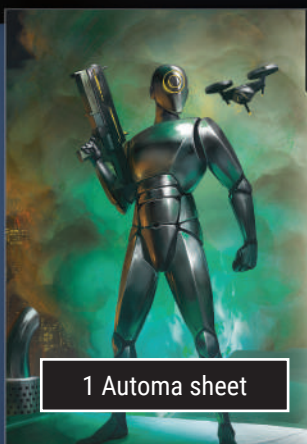
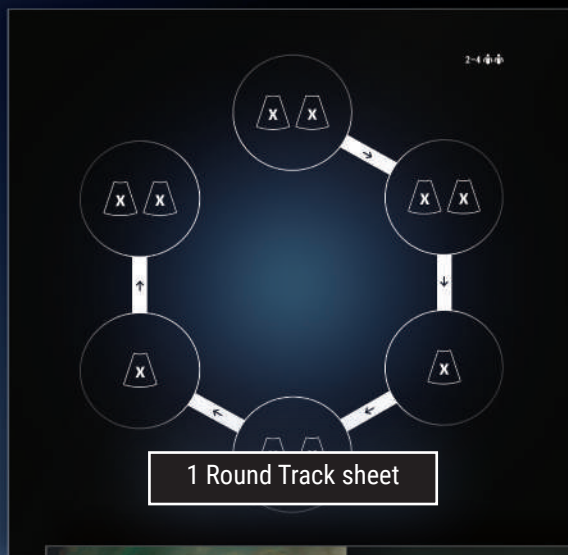
— And here we go: the heads of Haliaeetus Corp and Betula give each other victorious yet polite smiles, while the leaders of Itōyama and Shēnglǐ are keeping their cool. As for the representatives of Fyrllys and Chauviré: those great legends seem unbothered, giving instructions to their fighters.

— The last preparations are complete and the medical staff are in their vehicles rushing to their destination. On our screens, ladies and gentlemen, behold the opening lights of Neo Nagoya! To the sound of your

applause and the official Tournament anthem the city's illumination ignites, different colors shimmering to the rhythm of the music. What a sight! Neo Nagoya is in its full glory. Let's enjoy the neon storm once again.

— While fighters prepare for the battle, you will see informational videos about each of the cyborgs and short documentaries about the Tournament. We will be right back after a word from our sponsor. Stay tuned.

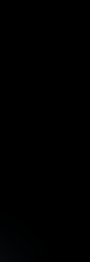
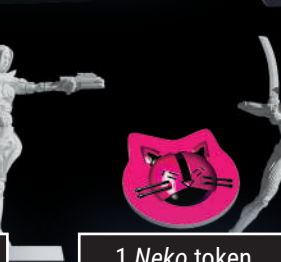
CONTENTS



66 Equipment cards

6 Reference cards

8 Enhancement cards





By the end of the XXI century, traditional sports were out of the picture. With the growing popularity of mechanical and electronic implants, it was getting harder and harder to control interventions into the athletes' bodies, and, for a while, the competitions had to be canceled. But the need to prove one's superiority was still there.

At the turn of the century, bioengineering- and cybernetics-related companies got more influence than ever before and the severe competition caused the inevitable conflict of interest. The tension was escalating, but, just in time, common sense prevailed and under the initiative of the biggest corporations in the world, the Tournament was organized, where cyber-fighters from the leading companies were to compete and defend the honor of their sponsors. Over time it has grown into a grand show that is now drawing in millions of spectators: a festival, a competition and a weaponry


exhibition — all in one event. Who is the best, whose tech will be deemed the most innovative, whose bank account will get fatter and who is that CEO, who will get cramps on their hand from signing all the contracts?

It was soon decided that the Tournament should be open-air, but it was not easy to agree on the exact location for a while. As the whole scheme was being approved, a long-forgotten name came to vice-president of Itôyama, Satomi Mizuki's mind — the Neo Nagoya project. Once established as an experiment on the human relocation from the land to the sea, the city was built on a platform in the middle of the ocean. Each sector of the platform could be elevated or lowered depending on sea-level. However, when the project was almost ready, it was canceled due to lack of funding. Now, when the Tournament was established, Neo Nagoya got a second chance: it was turned into a battle-arena and its name got shortened to NeoN.

Ever since then, every two years each corporation would put forward a fighter to represent it in the Tournament. In their daily life, the representatives were just regular folks: emergency responders, policemen, workers, athletes. And they keep on with their daily lives outside the Tournament, while staying crowd favorites.

And now the time has come for Neo Nagoya to rise again. The fighters, both old ones that have upgraded their abilities as well some new ones, that just had their implants done, are ready to show off the skills of scientists and medics from various corporations.

Purchase a poster with your favorite fighter! Look through the promotional brochures! Check out the latest bioengineering tech and find out how far the developments in the field of cybernetics have come! Welcome to the Tournament!



— There are only 5 minutes left before the start of the competition. The fighters are making their appearance on the Arena. Phoenix flies in engulfed in scarlet flames. Judging by his lips movements, he's yelling something to the people on the ground. Boulder and Akari walk out together, discussing the upcoming battle. Unsurprisingly so, since this isn't the first time these two see each other at the Tournament. Gorgeous yet detached Illusion is keeping her distance from her opponents, as well as Ghost, who is staying quite far away from the rest of the group. The last one to walk in is Snake, clearly thinking his strategy through. The viewers all over the globe are on the edge of their seats now... Prepare yourselves, this is where the fun begins!

GAME OVERVIEW

You are a Fighter competing in the Tournament held at the very heart of a ghost city named Neo Nagoya on behalf of your Corporation. For several rounds you shall battle Fighters of other companies 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. To win the Tournament you must carefully plan your actions as well as calculate the benefits of using your unique abilities and Sectors' features.

Your goal depends on the Game Mode you choose:
Resurrection, Battle Royale or **Squad**.

- ▶ **Resurrection:** The Fighter to score the most Victory Points (VP) wins.
- ▶ **Battle Royale:** The last Fighter to survive wins.
- ▶ **Squad:** The team to score the most Victory Points (VP) wins.

The Game Modes are described in detail on p. 15.

SETUP

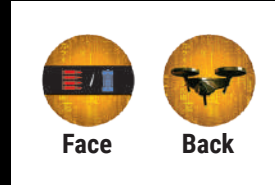
1 CHOOSE A GAME MODE

Choose a Game Mode: **Resurrection**, **Battle Royale** or **Squad** (see p. 15 for more details).

2 ASSEMBLE THE ARENA

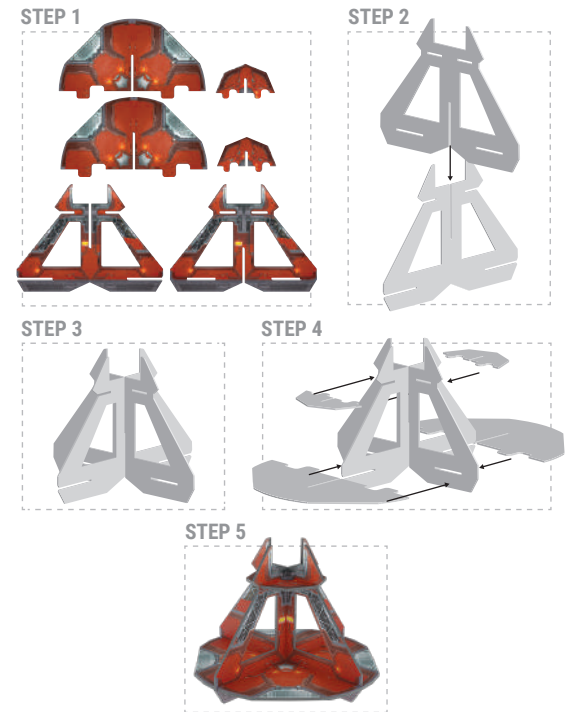
- 2a Shuffle all 10 Sectors and randomly lay them out face up in a circle – that is **the Arena**.
- 2b Assemble the Drop Ship (see the diagram to the right) and place it in the center of the Arena.
- 2c Shuffle all 10 Scoreboard tokens face down. Without looking at their faces, stack them up and put the pile onto the Ship's tower face up. The topmost token indicates the number of the Sector to submerge first.

- 2d Shuffle all 10 Bot tokens face down and randomly distribute them to Sectors without turning them over (one token to each Sector).



- 2e Take the Round Track sheet and choose the side that corresponds to the number of players (the symbol in the top right corner). Place it next to the Arena.

DROP SHIP ASSEMBLY DIAGRAM



SECTOR'S ANATOMY



- Name
- Number
- Rank
- Image
- Cost of effect
- Effect's timing
- Effect

Note: recommendations regarding the number of players and respective Track sheet sides are not mandatory. Having played several games you will be able to choose the Track sheet side according to your preference.



3 PREPARE THE DECKS

EQUIPMENT DECKS

Divide the Equipment cards into 3 decks, sorting them by their backs. Shuffle each deck and place them face down as 3 Equipment decks next to the Arena. Leave some space for discard piles next to each deck.

ENHANCEMENT DECK (RESURRECTION AND SQUAD MODES ONLY)

Shuffle the Enhancement cards and place them face down as an Enhancement deck next to the Arena.



4 CHOOSE YOUR FIGHTERS AND SETUP YOUR PERSONAL PLAY AREAS

4a Each player chooses a Fighter. You can also assign Fighters randomly. Then, each player receives the following components:

- ▶ Corresponding Fighter sheet (place it with the A side up in **Resurrection** or **Squad** Mode and the B side up in **Battle Royale** Mode).
- ▶ An Energy tracker (clip it to the right edge of the Fighter sheet).
- ▶ Corresponding Fighter miniature.

- ▶ 7 Action cards with their Fighter's portrait on the back.
- ▶ A Reference card.
- ▶ 2 Force Field tokens. **Note:** Choose those that are the right size for your miniature.
- ▶ 6 HP tokens: 3 yellow «2 HP» tokens, 2 green «1 HP» tokens and 1 «3 HP» token; place them onto the corresponding slots on the Fighter sheet with the numbered side up (in **Battle Royale** Mode the color and number does not matter – use tokens of any color and place them with the numbered side down).

▶ A unique ability token (if indicated on the right side of the Fighter sheet).

4b Set the Energy tracker to 3.

4c Place the Fighter miniature onto any section of the Drop Ship.

4d Each player shuffles their Action cards and stacks them as a face down deck to the right of their Fighter sheet. Then, they draw the top 3 cards for their starting hand.

5 PREPARE THE SUPPLY

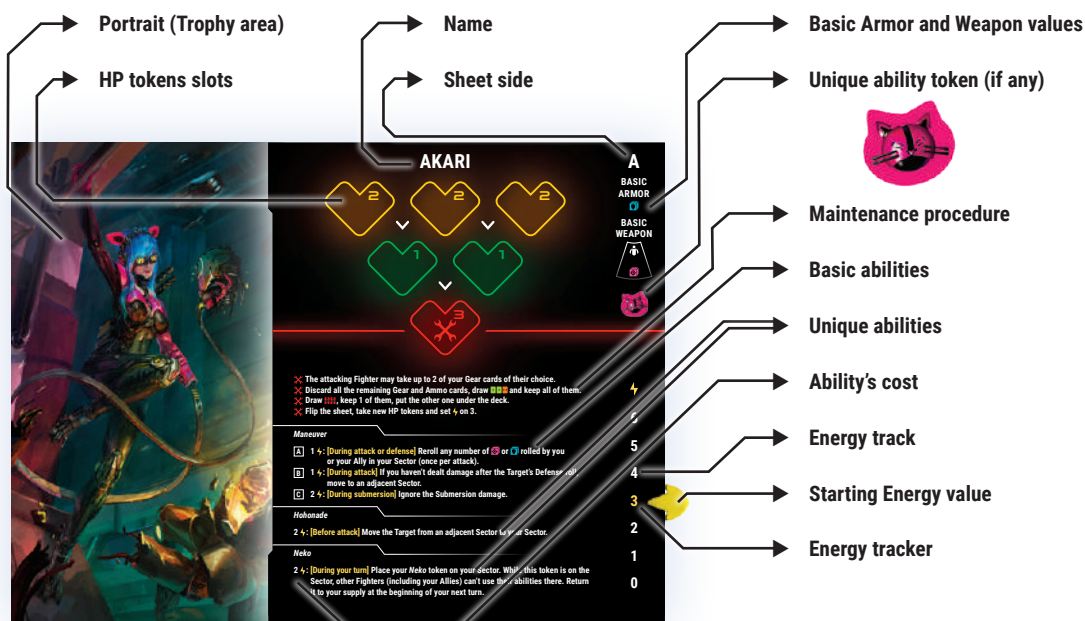
Place all Search tokens next to the Equipment decks. Place the Attack and Defense dice as well as the remaining HP tokens within the reach of all players as a common supply. If you have chosen **Battle Royale** Mode, remove all the remaining HP tokens from the game (put them into the box).

6 CHOOSE THE LEADER

The player that was the last to see a neon sign gets the Leader token or you can assign the Leader token randomly.



FIGHTER SHEET'S ANATOMY



GAMEPLAY

The game is played over a series of Rounds. **Resurrection** and **Squad** Modes last as many Rounds as there are slots on the Round Track sheet. In **Battle Royale** Mode the game can last more or less Rounds depending on the game situation.

Each Round consists of 4 Phases:

- 1 Choosing cards
- 2 Actions
- 3 End of game check
- 4 Submersion

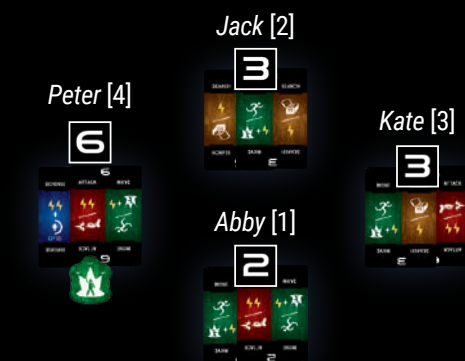
1 CHOOSING CARDS

Each player must choose 2 Action cards out of their hand and place one on top of the other so that one of them covers the left or right half of the other. Either of the cards (or both of them) can be rotated 180° if desired. The 3 visible halves of the cards arranged in this way make up 3 Actions that their Fighter will perform this Round as well as their order from left to right.

The number visible at the top card indicates the player's **Initiative**. The smaller the number, the sooner their Fighter will take a turn. On choosing their 2 cards and the way they overlap, a player places them above their Fighter sheet face down and keeps the remaining card in their hand.

When all players are done choosing their cards, they simultaneously flip their cards over and determine the turn order: the player with the smallest Initiative number takes their turn first, followed by others in ascending order. In the case of a tie, the tied player with the Leader token (or the player closest to them in clockwise direction) takes their turn first.

Example: Peter plays cards with the Initiative value of 6, Abby – with the Initiative value of 2 and Kate as well as Jack – with the Initiative value of 3. Peter has the Leader token. Abby shall take her turn first, followed by Jack (since he is sitting to the left of Peter), followed by Kate and then Peter.



2 ACTIONS

First, all players who have played the **Defense** Action(s) adjust the Force Field tokens to their Fighter miniatures (see **Defense** on p. 13). This is the only effect that is played immediately after revealing the cards and not during each player's turn. Then, in the Initiative order each player performs all three of their Actions in order from left to right.

Having completed all the Actions, the player discards the played cards to their personal discard pile and draws 2 cards from their Action deck. If the player has to draw cards, but the Action deck is empty, they shuffle their discard pile and stack it into a new Action deck, then draw the cards. This way each player will have 3 Action cards in their hand at the beginning of every Round.

ACTION TYPES

There are 4 main and 2 alternative Action types.



DISEMBARKING THE DROP SHIP

At the start of the game, every Fighter miniature is placed onto the Drop Ship in the middle of the Arena. Before taking their first Action in the game, the player must move their Fighter from the Ship onto any Sector (this movement does not count as an Action). Only after moving onto the Arena will they be able to perform their Actions. As long as a Fighter is on the Drop Ship, they cannot use their abilities or be attacked.

If a Fighter returns to the Drop Ship after defeat (in Resurrection and Squad Modes), the same rules as at the start of the game apply (meaning, at the beginning of their next turn, they disembark the Drop Ship and move to any sector)

Main:

- ▶ Move
- ▶ Attack
- ▶ Search
- ▶ Defense

Alternative:

- ▶ Takeover
- ▶ Gain ⚡ / ⚡⚡

More about each Action type on pp. 10–13.

3 END OF GAME CHECK

Depending on the Game Mode chosen, check whether the following end of game conditions are triggered.

RESURRECTION / SQUAD

The game ends if:

- ▶ The last round is over (there's only one empty slot left on the Round Track sheet).

OR

- ▶ There's only 1 Fighter left on the Arena.

OR

- ▶ All Fighters are eliminated.

BATTLE ROYALE

The game ends if:

- ▶ There's only 1 Fighter left on the Arena.

OR

- ▶ All Fighters are eliminated.

Note: The game continues even if all Scoreboard tokens have been placed on the Round Track sheet.

4 SUBMERSION

When every player completes their Actions, 1 or 2 Sectors submerge (the number of Sectors is indicated by the current Round's slot – the first empty slot on the Round Track sheet).



Note: If only one Sector is to submerge, the players will know which one by looking at the topmost Scoreboard token. If two Sectors are to submerge, the players will only know the first one and the second one will be a surprise.

For the Sector indicated on the topmost Scoreboard token, do the following steps:

- 1) Remove all Search and Bot tokens from the Sector and add them to the supply. Return all Force Field tokens

and Fighters' unique ability tokens from the Sector to their owners' personal supplies.

- 2) Remove 1 Search token from each of the two adjacent Sectors and add these tokens to the supply.
- 3) If a Fighter is in the Sector, they must move to an adjacent Sector of their choice. They suffer 1 damage discarding one of the top HP tokens from their sheet to the supply (see *Damage* on p. 13). The Fighter can use their basic **Maneuver C** ability: spend 2⚡ to ignore the damage. If there are several Fighters in the Sector, they move, starting with the one with the Leader token followed by others in clockwise direction.

- 4) Return the Sector to the box and adjust the rest of the Sectors so that there are equal spaces between them.

Note: Do not take this step if there are only 2 Sectors left on the Arena.

- 5) Place the topmost Scoreboard token onto the current Round's slot on the Round Track sheet. If it's the second Sector to submerge this Round, place the second Scoreboard token on top of the first one.

- 6) If 2 Sectors are to submerge this Round (the current Round's slot shows $\Delta\Delta$), repeat steps 1 to 5 for the Sector, indicated on the newly-visible topmost Scoreboard token.



— While you were enjoying the commercials, Matt and I were indulging ourselves with the reminiscence of the latest Tournament. Can't seize to marvel the changes that have happened to Neo Nagoya in these two years!

— Just to remind you, the Arena consists of ten sectors, each is one of the city's major infrastructure objects.

— Yeah, and all the sectors keep submerging as the battle continues. That is the peculiarity of the city that made it such a great Arena.

— That's right, Lynda. That forces the participants to immediately flee the sector. The battle will go on like this until the winner is determined.

— And while the fighters are catching their breath after the first round, let us enjoy the scenery, especially since we are about to show you a drone's-eye view. See how the lighting changes with the time of day, and then Neo Nagoya transforms during twilight: all of those neon lights and the light up lines.

— Trust me, Lynda, Neo Nagoya looks just as amazing from the shore. If we are to believe those who describe the view, the city looks like a glowing flower on the dark surface of the water.

— That's pretty poetic, Matt. Well, while my romantic cohort is trying to praise the beauty of the Stadium-City with limerics, I shall draw your attention to the fact that the screens are almost done showing advertisements and the number of drones with cameras has skyrocketed in these years. Let's now follow the intriguing events of the Tournament.

ACTION TYPES

MAIN ACTIONS

MOVE

When performing a **Move** Action, a player can move their Fighter to an adjacent Sector clockwise or counterclockwise. If a Fighter has Force Field tokens around them, move those as well.

When a Sector submerges and goes out of play, its adjacent Sectors become adjacent to each other.

Every Sector has a unique effect. If the effect is to be applied when entering the Sector – the player does so immediately after moving their Fighter to the Sector. More about each Sector on p. 17.

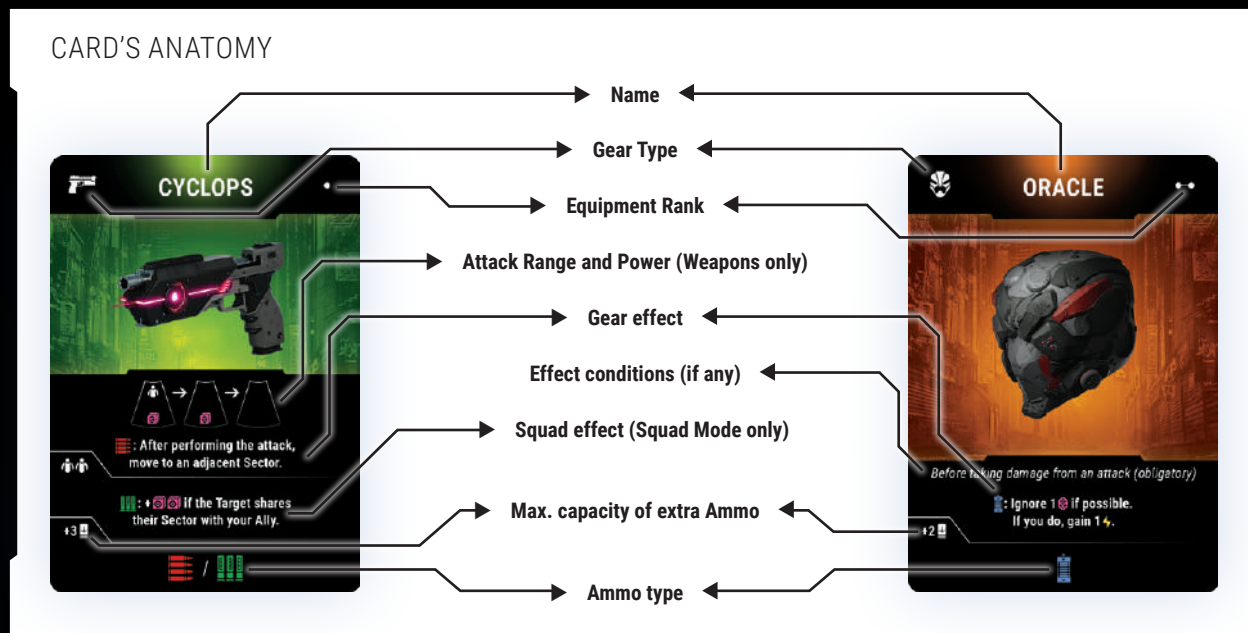
SEARCH

To perform a **Search** Action, a player has to spend the number of ⚡ equal to the number of Search tokens on their Fighter's Sector. If they don't have enough ⚡, they cannot perform this Action. If there are no Search tokens in the Fighter's Sector, the player can perform this Action for free.

Search Action allows a player to draw Equipment cards. The Sector's Rank indicates the deck(s) to draw from and the number of cards to be drawn. There are three Ranks of Sectors:

- ▶ **Green (•):** Draw 3 cards from the **green** Equipment deck, keep 2 of them.
- ▶ **Orange (•↔):** Draw 2 cards from the **orange** Equipment deck, keep 2 of them.
- ▶ **Purple (•⚡):** Draw 1 card from the **purple** Equipment deck and 1 card from the **green** Equipment deck, keep 2 of them.

Some effects allow drawing more cards but in any case only 2 of them may be kept. Discard the cards that you are not going to keep (each card goes to the discard pile corresponding to its Equipment deck). If a player has to draw cards, but the Equipment deck is empty, shuffle the discard pile and form a new Equipment deck. Then, they continue drawing cards. An effect that instructs a player to simply "draw" cards means that all drawn cards are to be kept.



After drawing, the cards have to be immediately played: as Gear or as Ammo. If a player can't or doesn't want to play a card, they must discard it to the corresponding discard pile. The Equipment cards cannot be kept in hand after the turn is over.

If a player wants to play a card as Gear, they place it on a free spot in front of themselves or on top of a previously played Gear card.

If a player wants to play a card as Ammo, they place it underneath a Gear card so that only the Ammo symbol is visible at the bottom of the card.

If a player places an Equipment card as Gear on top of another Gear card, the covered Gear card becomes an Ammo card (only its Ammo symbol at the bottom remains visible). All Ammo cards of the covered Gear card from now on belong to the new Gear card, if it's allowed by its max. capacity. All Ammo beyond that limit must be discarded to the corresponding discard piles.

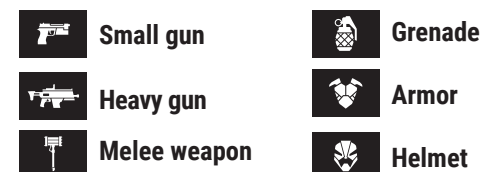
After the Search Action is complete, place a Search token onto the Fighter's Sector.



GEAR

The Gear card allows a player to use all of its effects.

There are 6 Gear card types in the game:



A player can only have 1 card of each type played. This way they can have up to 6 Gear cards of different types.

If a player draws a card of the type they already have in front of them, they must choose:

- ▶ Play it as Ammo for another Gear card.
OR
- ▶ Play it as Gear on top of another Gear card of the same type.
OR
- ▶ Discard it.

AMMO

Every Equipment card has 1 or 2 Ammo symbols at the bottom. An Equipment card can be played on top or underneath another Equipment card only if they both have at least 1 matching Ammo symbol.

There are 4 types of Ammo in the game:



Bullets



Energy cell




Slugs



Grenade

Most Gear card effects require spending Ammo. To use such an effect the player must discard an Ammo card of the matching type from underneath that Gear to the corresponding discard pile. Most Weapons can be used for attack without using effects and spending Ammo.

All Gear cards come with 1 Ammo by default. All Ammo cards placed underneath a Gear card are called extra Ammo. The symbol  on a Gear card indicates the maximum number of extra Ammo cards a player can place underneath that card.

If a player wants to use one of a Gear card's effects, but doesn't have extra Ammo for this effect, they can discard the Gear card itself to use its effect. The extra Ammo of other types are then discarded as well.

Two different Ammo symbols divided by slash on a card indicate that the card can be used only as **one** of the listed Ammo types.



Important:

- ▶ An Ammo card that has already been played can't be reassigned to a different Gear card or turned into a Gear card.
- ▶ A Gear card that has already been played can be turned into an Ammo card only if a new Gear card is played on top of it.
- ▶ If a player discards a Gear card for any reason, all its extra Ammo cards are discarded as well.

ATTACK


An **Attack** Action is divided in following steps:

- 1) **Choosing a Target**
- 2) **Attack Performance**
- 3) **Defense Performance**
- 4) **Resolving the outcome**

1) Choosing a Target

The player selects their Weapon and chooses a Target within this Weapon's Range: It can be either a Bot or another Fighter.

The Range is indicated by a 3-Sectors diagram.

Range 0: the Target is in the attacking Fighter's Sector (designated by  symbol).



Range 1: the Target is in any adjacent Sector.


Range 2: the Target is 2 Sectors away from the attacking Fighter's Sector.


The diagram shows how many Attack dice a player can roll at every Range.

Example



Peter rolls  if his Fighter is in the same sector as his target or  if his target is in an adjacent sector.

If there is an empty sector on the diagram, a Fighter cannot use this weapon to attack at the indicated range by default. Some effects that add a  allow you to attack even at a range indicated by an empty sector. Some effects allow you to attack at a range farther the 2 (Boulder's "Howitzer")

Melee weapons can only be used in the same sector as your Fighter. Each Fighter has a basic melee weapon that allows one to attack with a  in the same sector even if they don't have any equipment cards.



2) Attack Performance

A) Apply Before-Attack Modifiers

The basic **number of dice** the attacking player can roll is shown on the Range diagram of the chosen Weapon. Before the roll, the player can use any effects that **increase the number of Attack dice** and/or any **"Before attack"** effects.

Important: A player can never roll more than 5 Attack dice, even if they could use more effects, allowing them to increase the number further.



— Good evening and welcome to the Azalea Winters Show. This week Neo Nagoya will once again be in the spotlight and we shall keep you updated. The head of Haliaeetus Corp Isaac Barnes is with us right now. Good evening, Mr. Barnes. Our listeners are curious what surprises you are holding for us at the upcoming Tournament? Any shocking novelties?

— Good evening, Azalea! Oh, prepare to be knocked down! This year we are introducing a new fighter by the name of Snake. All his implants are latest technology, developed specifically for him. Such modifications have never been done before so we can freely declare ourselves pioneers. While I'm here I'd like to give a shout-out to Betula: looks like our "ancient technology" has advanced quite a bit, huh? Safe to say, we've outdone ourselves. By the way, Snake's past is quite impressive, too, he is an **actual** fighter. Many of you might have heard of him: the man used to participate in mixed martial arts tournaments.

— Amazing, Mr. Barnes! Do tell us more, what is so unusual about this new Snake-guy?

— Snake's agility and swordsmanship are unparalleled. I'm not going to spill the beans just yet, but here is a little spoiler: he might be blowing smoke at his opponents. It's not just a unique product of cybernetics and medicine, like I said, it's a breakthrough in all the fields! Our corporation's team has put a lot of work into Snake's enhancements, so, with all due respect, our competitors have no chance.

B) Perform the Attack roll

The attacking player rolls the total number of Attack dice.

The possible results of a roll:

- ⊗ – Critical hit
- ⊕ – Normal hit
- ⊛ – Conditional miss
- ✗ – Miss

By default all ⊗ and ⊕ are considered hits, and all ✗ and ⊛ are considered misses.

C) Apply After-Attack Modifiers

After the roll, the attacking player can use any “After attack” effects: reroll the dice, change the results etc.

Important: The Attack dice can be rerolled **only once per attack**, even if several different effects allow to do so. The result of the reroll is the one to be applied. Important note: if there are several targets of an attack, the attacking player does an attack roll only once but each defending player does their defense rolls separately.

GEAR CARD EFFECTS

To use the effect of a Gear card, a player has to spend this card's Ammo of the matching type. Any Gear card effect can only be used **once per attack**.

If the Gear card has no extra Ammo of the corresponding type, a player can still use its effect by discarding the Gear card itself as an Ammo. If the Gear card had extra Ammo of any other type, they are discarded as well.

3) Defense Performance

A) Apply Before-Defense Modifiers

By default the defending player rolls 1 🛡️ (a Fighter's basic Armor value). Every Force Field token adjusted to their miniature adds 1 more 🛡️.

Before the roll, the defending player can use any effects that **increase the number of Defense dice** and/or any “Before defense” effects.

Important: A player can never roll more than 3 Defense dice, even if they could use more effects, allowing them to increase the number further.

B) Perform the Defense roll

The defending player rolls the total number of Defense dice.

The possible results of a roll:

- ⊗ – Ignore 1 normal or critical hit
- ⊕ – Ignore 1 normal hit
- ⚡ – Fail, gain 1 ⚡
- ✗ – Fail

Every ⊕ cancels 1 ⊕. Every ⊗ cancels 1 ⊕ or 1 ⊗ of the defending player's choice.

C) Apply After-Defense Modifiers

After the roll, the defending player can use any “After defense” effects: reroll the dice, change the results of the roll as well as use their Armor and Helmet card effects.

Important: The Defense dice can be rerolled **only once per attack**, even if several different effects allow to do so. The result of the reroll is the one to be applied, so if a player rerolls a ⚡ with a different result, they do not gain 1 ⚡ for the first roll.

If the defending player didn't cancel some of the ⊗ symbols on the attacking player's dice, they must use the **mandatory** Helmet effects (if any), spending the respective Ammo.

If the defending player didn't cancel some of the ⊕ symbols on the attacking player's dice, they must use the **mandatory** Armor effects (if any), spending the respective Ammo.

If a Helmet or Armor effect is **optional**, the player doesn't have to use it.

USABLE EFFECTS

A Fighter can use the following effects:

- ▶ Their basic and unique abilities
- ▶ The effect of a Sector they are in
- ▶ The Gear cards effects
- ▶ The Enhancement card effect

4) Resolving the outcome

If after all previous steps, the attacking player still has uncanceled ⊗ and/or ⊕ symbols, they deal the Target 1 damage for each (see *Damage* on p. 13). Some effects can increase the damage dealt for each symbol. After this, the attacking player can use effects that are contingent on whether or not damage was dealt to the target.

If the Target was a **Fighter**, the attacking player takes the number of HP tokens equal to the damage dealt from the Target's sheet starting with the topmost row with tokens (see *Damage* on p. 13). In **Battle Royale** Mode the collected HP tokens aren't worth anything and may be discarded.

Then, check whether the Target has any HP tokens left; if not, resolve the Maintenance/Elimination (see p. 14).

If the Target was a **Bot** and the player dealt it at least 1 damage, the Bot is destroyed and the player takes its token, flipping it the Ammo side up.

If all ⊗ and ⊕ symbols were canceled, the attack has failed. In this case, the attacking player can use the basic **Maneuver B** ability and move to an adjacent Sector for 1 ⚡.

Example

Abby attacks with the Reaper. She discards a 🗡️ to add another 🗡️ to her Attack. After the roll, she wants to use the 🛡️ effect to treat 1 ⊕ of the defending player as a ✗. However, the only 🛡️ Abby has left is the Ammo of the Reaper card itself, so she decides to discard it to use its effect. She has to discard the remaining 🗡️ as well.



ATTACKING A BOT

If a Fighter attacks a Bot, they roll the Bot's 1 🛡️ **simultaneously** with their 🗡️. This way, having observed the results of both Attack and Defense rolls, they can use various effects to change their 🗡️ result, but not the Bot's 🛡️ one. No Defense modifiers are applied.

Bots are described in detail on p. 14.

DAMAGE

Every time a Fighter suffers 1 damage, they discard one HP token from the topmost row with tokens on their Fighter sheet. If there are no tokens left in the top row, they discard a token from the middle row, and if there are none in the middle row – from the bottom one. If a Fighter loses their last HP token, resolve the Maintenance/ Elimination (see the respective section on p. 14).

Resurrection and Squad Mode: Instead of discarding an HP token, give it to the Fighter, who dealt the damage (even if the damage was dealt with the Fighter's ability). If a Fighter suffers damage for some other reason (e.g. due to Submersion), they discard the HP token to the supply.


The player keeps all their collected HP tokens in their Trophy area (the Fighter's portrait on their sheet). At the end of the game, every Trophy HP token is worth as many VP as the number printed on it.

DEFENSE




The first part of this Action is resolved immediately after all Action cards are revealed. Every player that has played the **Defense**

Action adjusts their Force Field token to their Fighter miniature. Every player that has played the **2 Defense** Actions adjusts both of their Force Field tokens to their Fighter miniature.

Any Fighter that has at least 1 Force Field token adjusted is considered to be in a Force Field. **During every Defense** of the current Round, they roll 1 more  for each of their Force Field token. This effect is active during the entire **Actions** Phase (even if the Fighter has to defend before their turn).



In their turn, when the **Defense** Action is performed, the player only gains 2 .

At the end of the round, each player removes any Force Field tokens they had from their Fighter's miniature and returns it to their play area.



— Welcome back to the Azalea Winters Show. And now's high time for another telecast from the other side of the planet. We are joined by Maria Sikorsky, CEO of Betula. Good evening, Miss Sikorsky! Or morning, rather. Would you please share, what are you going to shock us with at the upcoming Tournament?

— Greetings! Honestly, nothing you'll have to wash down with chamomile tea: this year, like before, we are counting on the fighter that did exceptionally well in the last few Tournaments. Naturally, some improvements have been made in order to demonstrate the best of our engineers' work, but you know, it's mostly same old Boulder.

— We do remember the Tournament's veteran. For any listeners that might not have yet seen Boulder perform, please remind us how he came to be on the show.

— With pleasure, Azalea. Betula develops implants for people working in the most hazardous environments. It is usually those working underwater or underground – submariners and miners, that is how we found Boulder. He once got into a cave-in caused by the mineshaft roof mounts collapsing, but he managed to send a distress signal and lead the emergency team to him and his comrades.

— What a fighter.

— That's what we thought too. So our most cutting-edge tech was implanted into this hero. It was, however, his own idea to run in the Tournament. Boulder is all of our corporation's values incarnated: He is not afraid of taking risks, he is determined and always ready to help people.

— And what can you say about Boulder's latest implant modifications? According to Isaac Barnes, year after year...

— I believe Isaac should mind his own fighter's performance...

ALTERNATIVE ACTIONS


Some Actions on the cards are divided by a line. This means that an alternative Action can be performed **instead of the main one.**

TAKEOVER

To perform the **Takeover** Action a player takes the Leader token from its current owner and places it next to their Fighter sheet. If the player is the current Leader token's owner themselves, nothing happens.


Important: The current Round's turn order might change after the Leader token is replaced!






Then, the player gains 1 .

GAIN /



A player gains the specified number of .


ENERGY

Energy () is required to use the Fighter's abilities, perform the **Search** Action and for some other effects. When a Fighter gains or spends , track it down on the Energy track on the right side of the Fighter sheet. **A Fighter can never have more than 6 .**

Note: This card doesn't allow a player to perform the **Defense** and **Takeover** Actions.

WILD CARD



There are 4 Actions shown on each half of this card: **Move, Attack, Search,** and . If a player has played this card, they choose one of these options.

OTHER RULES

FIGHTER ABILITIES

Every Fighter has 5 abilities: 3 basic ones (*Maneuver X*) and 2 unique ones. To use an ability, a Fighter must pay the specified cost in ⚡. Every ability can be used at a moment specified in square brackets in the ability description. If not stated otherwise, an ability can be used multiple times per Round, while there is enough ⚡ for that.

Example: Boulder's Tower Shield ability lets him roll 2 🎲 more for 2 ⚡. If he is attacked twice per Round and has at least 4 ⚡, he can use this ability in both Defense rolls.

MANEUVER A

1 ⚡: **[During attack or defense]** Reroll any number of 🎲 or 🎲 rolled by you or your Ally in your Sector (once per attack).

MANEUVER B

1 ⚡: **[During attack]** If you haven't dealt damage after the Target's Defense roll, move to an adjacent Sector.

MANEUVER C

2 ⚡: **[During submersion]** Ignore the Submersion damage.

UNIQUE ABILITY TOKENS

Some Fighters have unique tokens, that can be placed on the Arena when they use their token specific abilities. While the unique token is on the Arena, its owner can't use that ability again until the token is returned to their personal supply (usually their next turn). In case of a Fighter's Elimination, remove their unique ability token from the Arena at the end of the Round.



BOTS

Bots are the mechanical population of the Arena. There are 5 Bot types, 2 Bots of each type (10 Bots in total). At the beginning of the game, there is 1 Bot in each Sector. When a Fighter performs an **Attack** Action, they can choose not only another Fighter as a Target, but a Bot as well. The Bots do not attack, but they defend themselves with 1 🎲.

When attacking a Bot, a player **simultaneously** rolls their Attack dice and a Bot's Defense die. Bots never reroll dice or use any effects except those that work by default (such as the "Stadium" sector effects or Snake's "Smoke Grenade"). If a Fighter has dealt a Bot at least 1 damage,

they take its token and place it in their Trophy area Ammo side up. During any further attack or defense, the player can flip it to the Bot side to use it as Ammo of the one of the types indicated on it. In Resurrection and Squad Modes, every Bot token (regardless to the side) is worth 1 VP at the end of the game. Every pair of identical Bot tokens is worth 1 additional VP (3 VP for 2 Bot tokens in total).

Note: Bots are not affected by the Sector effects, so when the **Subway** Sector submerges, the Bot token on it is removed as usual.

Other player's Fighters (except Allies in **Squad** Mode) and Bots are considered **Opponents**. If a particular effect's description states that it is to be used on a Fighter, it means it can't be used on a Bot. If it states that the effect is to be used on an Opponent, it can be used on either a Fighter or a Bot.



MAINTENANCE/ELIMINATION

When a Fighter loses their last HP token from their Fighter sheet, they become **defeated**. There are 2 possible outcomes.

- ▶ If this Fighter's sheet was the A side up, the Fighter goes into Maintenance (in **Resurrection** and **Squad** Modes only). Move their miniature to the Drop Ship and perform all the steps from the Maintenance section on p. 15.
- ▶ If this Fighter's sheet was the B side up, the Fighter is eliminated from the Tournament. Remove their miniature from the Arena.

If the defeated Fighter is in a Force Field, return the Force Field tokens to their owner's personal supply.

If the defeated Fighter's unique token is on the Arena, it stays in place. If the Fighter is going into Maintenance, their unique token must be returned to the player's personal supply at the start of their next turn. If the Fighter is eliminated, remove their unique token at the end of the current Round.

TROPHY GEAR

If the last HP token (regardless of the Fighter sheet side) was discarded due to an Opponent's attack or ability, the Opponent can take up to 2 Gear cards (but not Ammo cards) from the defeated Fighter. All Ammo and remaining Gear cards of the defeated Fighter are discarded to the corresponding discard piles.

GAME MODES

RESURRECTION

In this Game Mode, the goal of all Fighters is to collect as many Victory Points (VP) as possible for dealing damage to Bots and other Fighters. Every Fighter gets 2 attempts: after suffering significant injuries, they go into Maintenance to the Drop Ship. After recovering their health and fixing their implants, they return to the Tournament.

SETUP

Each player places their Fighter sheets A side up. Then they place 6 HP tokens of matching value and color onto them.

Shuffle the Enhancement cards (🛠️) and place them face down by the Arena as an Enhancement deck.

MAINTENANCE

If a Fighter loses their last HP token from the A side of their Fighter sheet, they go into Maintenance:

- ▶ Their miniature goes to the Drop Ship.
- ▶ If the last HP token was lost due to an Opponent's attack or ability, this Opponent can take up to 2 gear cards (but not ammo cards) from the Fighter.
- ▶ All the remaining Equipment cards get discarded.
- ▶ The player with their Fighter in Maintenance draws 🛠️🛠️ and keeps all of them. Then they draw 🛠️, keep 1 of them and place the other one under the deck.
- ▶ The Fighter's sheet is flipped to the B side. The player places new HP tokens and sets the Energy to 3⚡.

END OF GAME

The game ends if:

- ▶ The last round is over (there's only one empty slot left on the Round Track sheet).
- OR
- ▶ There is only one Fighter left on the Arena (then this Fighter wins by default)

OR

- ▶ All Fighters are eliminated.

All Fighter score VP for their Trophies:

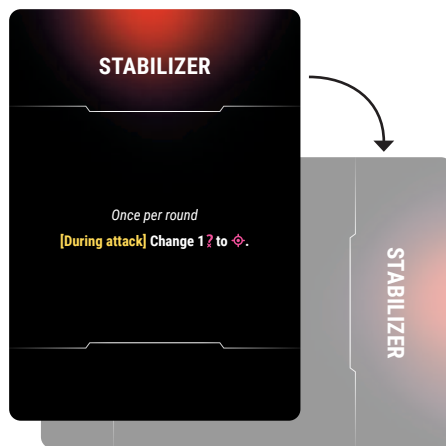
- ▶ 1/2/3 VP for other Fighters' HP tokens (the number is printed on the token).
- ▶ 1 VP for every Bot token (+1 VP for every pair of matching Bot tokens).
- ▶ 1 VP for the Leader token.

The Fighter who was not eliminated and scored the most VP **wins**. In case of a tie, the tied Fighter who has scored the most "3 HP" tokens wins. If there's another tie, the tied Fighters compare their number of "2 HP" tokens they have and, if they still are tied, their number of "1 HP" tokens. If the tie still isn't resolved, the tied Fighters share the victory.

If the Fighter with the most VP is eliminated, they are awarded with title of **the Best Player of the Tournament**.

ENHANCEMENT CARDS

While in Maintenance, the Fighter gets an enhancement card. It is laid out facing up next to the Fighter sheet and can provide a permanent effect, an immediate effect or an effect that can be used once per round. In case of a "once per round" effect, tap the card by turning it 90 degrees when you use the effect and turn it back at the end of the round.



— While the ads are on, I suggest reminding our viewers, how previous Tournaments would go.

— Alright, Lynda. Everything started with the Battle Royale — that's the name that was given to the first battle mode. The fighting would go on until there was only the winner left.

— The first winner, HeI, became world famous overnight just like the corporation she was representing: hundreds of billboards for her and even more signed contracts for the corporation. The second Tournament introduced the submerging sectors and the third got the Resurrection rules. Basically, the fighters started gaining victory points for hitting their opponents and bots.

— Besides, every participant could now take a break once per Tournament to catch their breath and fix up their implants.

— I bet whoever came up with this idea was inspired by car racing.

— Yes, Lynda, that is probably the case.

— They also decided to try out Squad mode during the last Tournament: The fighters would split up into teams by drawing lots and try eliminate the other team. Completely.

— I remember when Illusion and Ghost were paired up, the bets kept going up and down like a rollercoaster. I suppose this Tournament will be just as unpredictable. According to bookmakers, there is no front-runner right now.

— Yeap, that's the great part about NeoN in my opinion. You can never tell who is going to win: new fighters appear, implants are being upgraded every day... the progress never stops. The scales can get tipped at any point.

— Meanwhile, let's get back to the current Tournament, shall we? It looks like the first break is about to end, so our broadcast must go on.



— Good evening, ladies and gentlemen! We are reporting live from the streets of Tokyo. As you can see, there are large crowds of Akari's fans all over the place. Many have brought posters of her, cat ears, amulets... Some are even dressed in costumes of her general style and colors. Let's find out what they have to say. Why do you support Akari?

— Because she is the coolest and the strongest and the prettiest! Akari is a true hero!

— She always risks her life saving people, but she is never afraid.

— She rescued my family out of a cave-in!

— We love you, Akari!

— Well, Akari will clearly have plenty of fan support at this Tournament. Meanwhile, let me refresh your memory: this delicate young lady volunteered to go through cybernetic enhancement for her family's legacy — to continue saving people. Her father was a firefighter and her grandfather — a lifeguard, so Akari wanted to follow in their footsteps. Itôyama encouraged her noble decision and helped her to acquire a new body. The Corporation keeps improving the rescuer implants so that their cyborgs can save the most lives, and naturally, this beauty from the magazine covers gets all the newest modifications first.

BATTLE ROYALE

In this Game Mode, the Fighters don't have a second chance. The last one to stay on the Arena wins.

SETUP

Each player places their Fighter sheets the *B* side up. Then they place any 6 HP tokens onto the sheets the numbered side down (the value and color don't matter in this Mode).

Put all Enhancement cards back into the box.

ELIMINATION

If a Fighter loses their last HP token, they are eliminated. Remove their miniature from the Arena — they are no longer participating in the Tournament.

END OF GAME

The game ends if:

- ▶ There's only 1 Fighter left on the Arena.

OR

- ▶ All Fighters are eliminated.

If there are only 2 Sectors left on the Arena and at least 2 not eliminated Fighters, the game continues. In the **Submersion** Phase, 1 Search token from each Sector is removed to the supply and all Fighters in these Sectors suffer 1 damage as usual, but they don't have to move to an adjacent Sector. These 2 Sectors stay in play until the end of the game.

The last Fighter to survive wins. If there are no Fighters left, nobody wins.

Reminder: The end of game check happens before the **Submersion** Phase, so if only 1 Fighter is left, they immediately win and don't suffer the Submersion damage.

SQUAD

If there are 4 or 6 players in the game, they can split up into 2 or 3 Squads of 2 players or 2 Squads of 3 players. The Fighters of the same Squad are considered Allies.

In this Game Mode, all **Resurrection** Mode rules are applied with the following exceptions:

- ▶ Allies can't attack each other.
- ▶ This Mode unlocks the Gear cards' Squad effects with the symbol that from now on can be used by all Fighters.
- ▶ Allies sharing one Sector can support each other by using the basic **Maneuver A** ability to reroll or for their Allies.
- ▶ Allies cannot exchange Equipment cards with each other.

Note: Take a closer look at your Fighter's ability. In this

Mode it might be important who they target: **all Fighters** (e.g. Snake's *Smoke grenade*), **all other Fighters** including Allies (e.g. Akari's *Neko*) or **all other Fighters except Allies** (e.g. Illusion's *Trap*).

END OF GAME

At the end of the game, the Allies share their Trophies and score their common VP:

- ▶ 1/2/3 VP for other Squad Fighters' HP tokens (the printed number).
- ▶ 1 VP for every Bot token in the Squad (+1 VP for every pair of matching Bot tokens in the Squad).
- ▶ 1 VP for the Leader token in the Squad.

The Squad that scored the most VP wins. Resolve any ties the same way as in **Resurrection** Mode.

AUTOMA

In a 2-player game, Automa is a mandatory additional player. In a game with more players, adding Automa is optional. Automa is a neutral player that takes its turns automatically during the entire Tournament.



SETUP

Place the Automa sheet next to the Arena (both sides are the same). Place the 6 HP tokens onto it: 5 “1 HP” tokens and 1 “2 HP” token (in **Battle Royale** Mode you can use HP tokens of any value). Place the Automa standee in the Sector shown on the topmost Scoreboard token.

GAMEPLAY

- ▶ Automa takes its turn the last.
- ▶ **Choosing a Target:** The Fighter with the most HP tokens at Range 0–3 becomes Automa’s Target. In case of a tie between several Fighters with the most HP, Automa chooses the one who took their turn later.
- ▶ **Movement:** If the Target is not in Automa’s Sector, Automa moves 1 Sector towards them. If the Target is equidistant in both directions or there are no Fighters at Range 0–3, Automa moves to an adjacent

Sector with the smaller number.

- ▶ **Attack:** If there is a Target, Automa attacks them.
- ▶ **Submersion:** When Automa’s Sector submerges, Automa suffers 1 damage and moves to an adjacent Sector with the smaller number.

Players can attack Automa and use abilities on it, just like on any another Fighter. Automa rolls 2d6 during the defense Roll Automa’s dice with your own (like with bots defense dice). Automa can’t reroll dice or use any effects except those that work by default. If Automa loses its last HP token, it is eliminated from the Tournament. If, at the end of the game, it has more VP than other Fighters, Automa wins.

Tip: when playing with Automa, don’t discard your action cards until the end of the round so you remember the turn order.

ACHIEVEMENTS

You can download a list of achievements from the game’s page on hobbyworldint.com and print for every player. They can mark their own achievements in the Tournament on it during a series of game sessions.

SECTORS

A Sector’s effect is applied only to the Fighters that are currently in this Sector. A “During attack” effect can be used by a Fighter that performs an attack **from the Sector**. A “During defense” effect can be used by a Fighter that is attacked while being **in the Sector**.

1 PARK

1♣: **[During attack]** Change 1♣ to a ♠.



2 FACTORY

1♣: **[During attack]** + ♠.



3 CHARGING STATION

[When entering this Sector] Gain 1♣.

Note: This effect is also applied in the case of moving a Fighter to this Sector outside of the **Move** Action (e.g. as a result of using another Fighter’s ability or card effect).



4 HIGHWAY

[During attack] You may reroll 1♠ for free.

Reminder: If a player uses this effect, they can’t reroll their Attack dice with **Maneuver A** or any other reroll effect.



About nine years ago a tragedy hit the family of the Fyrlys Corporation’s CEO: the car that was supposed to drive Sir Lundström to a dinner party at the embassy exploded. Only one person suffered severely — Sir Lundström’s bodyguard. Thanks to her implants she managed to assess the situation and react quickly, taking all the damage onto herself. A human wouldn’t survive such injuries, but the young woman’s implants kept her alive for long enough for the Fyrlys team to get to her.

After she was stabilized, the best surgeons of the company, — with all of Fyrlys’ state-of-the-art technology at their disposal, even including prototypes of future implants — were there to perform miracles on her. It was the first ever full human cyborgization to be done, including skeleton, muscle and skin replacement, which was considered impossible at the time.

However, this surgery proved the company’s slogan to be true: “Nothing is impossible”. 49 hours of work done by 3 medical teams, half a year of recovery and 3 hundred implants. And here she is, perfect as ever — this Tournament Fyrlys’ crown jewel shall fight for its name. I give you, my friends, the rarest combination of valor, electronics and willpower — the fabulous and enchanting Illusion.



— You are watching the Azalea Winters Show. Get ready to greet one of the fieriest participants, in the literal sense of the word. Live from our studio, please welcome — Phoenix.

— Good day, viewers, and an extra good day to you, the most beautiful hostess of the Tournament.

— Oh, you are making me blush. Feeling good about the upcoming competition, Phoenix?

— Better than most, I think (laughs). I do have stage experience, unlike my opponents.

— Yes, I do remember that you have performed in aerial fire shows ever since you were a child. And I do believe that is why you requested for Madame Ste-Croix in Chauviré?

— That's right, Azalea. I noticed that my body started giving out with age, performing got almost too strenuous, but I could not give up my life's calling just like that. So, I went to Chauviré to enhance everything they deemed necessary to bring me back up into the air. If I'm honest (laughs again) nothing could surprise me back then: neither them refusing to operate on me nor even not hearing me out. But just in a week I was already lying on the surgical table. Chauviré kept my body as intact as they could, gave me another life of performing at the Tournament and doing something I do best: being part of a spectacular show. This is the least I could do in return.

— I can only wish for you to be as bright a star as possible.

— Thanks. I hope gorgeous Illusion can forgive me for saying this, but my performance is going to slay.

5 SUBWAY

[During submersion] Ignore the Submersion damage.

Reminder: When this Sector submerges, the Bot token on it is removed to the supply.

6 MALL

[При поиске] Draw 1 more 🃏.

7 TRAIN STATION

[During movement] Move to any Sector.

8 POLICE STATION

[During attack or defense] You can't reroll 🎲 or 🎲.

9 STADIUM

[During defense] Treat all ♠ as ♠.

10 TV TOWER

Using abilities costs 1 more ⚡.

This effect affects unique Fighter abilities as well as their basic **Maneuver** abilities.

SYMBOLS

ATTACK DICE

- 🎲 — Critical hit
- 🎲 — Normal hit
- 🎲 — Conditional miss
- ✖ — Miss

DEFENSE DICE

- 🎲 — Ignore 1 normal or critical hit
- 🎲 — Ignore 1 normal hit
- ⚡ — Fail, gain 1 ⚡
- ✖ — Fail

AMMO TYPES

- 🔫 — Bullets
- 🐛 — Slugs
- 🔋 — Energy cell
- 💣 — Grenade

GEAR TYPES

- 🔫 — Small Gun
- 🔫 — Heavy gun
- 🔪 — Melee weapon
- 💣 — Grenade
- 🛡️ — Armor
- 🛡️ — Helmet

OTHER

- 🎲 — Attack die
- 🎲 — Defense die
- ⚡ — Energy
- 👤 — The attacking Fighter's Sector
- 👤 — Squad Mode effect
- 🟩 — Rank I Equipment card
- 🟡 — Rank II Equipment card
- 🟠 — Rank III Equipment card
- 🟠 — Enhancement card

CREDITS

Game Design: Igor Sklyuev, Ekaterina Gorn

Game Development: Ekaterina Reyes

Art Production: Sergey Dulin

Art Production Management: Oleg Yurkov

Artwork: Semyon Proskuryakov, Yuri Cherednik

Sketches: Alexander Shaldin, Andrey Khrutsky

Miniature Design: ScaleBro

Drop Ship Design: Mikhail Chepaykin

Design and Layout: Kristina Soozar

Development Producer and Editor:
Alexander Kozhevnikov

English Translation: Luiza Kretova, Anna Yakovleva

Proofreading: Anastasia Egorova

Flavor Text Author: Anna Soldatova

Editorial Director: Alexander Kiselev

Playtesters: Andrey Afanasiev, Kirill Bulychev, Elena Vornoskova, Ilya Drozdov, Arkady Zavlyenkov, Viktor Zyryanov, Alexander Iliin, Artem Kamalov, Julia Klokova, Alexey Kostenko, Alexey Ladoshkin, Sergey Pritula, Alexander Savenkov, Sergey Silitsky, Valentin Timofeev, Damir Khusnatdinov, Matvey Chistyakov and many others



PUBLISHER: HOBBY WORLD

General Manager: Mikhail Akulov

Production Manager: Ivan Popov

Head of International Production: Vladimir Sergeyev

Editor-in-Chief: Valentin Matyusha

Prepress: Ivan Sukhovey

Creative Director: Nikolay Pegasov

International Distribution: Pavel Safonov and
Maria Nikolskaya

Special thanks to Ilya Karpinsky.

Reprinting and publication of the game's rules, contents, and illustrations without the copyright holder's permission is strictly prohibited.

© 2023 Hobby World. All rights reserved.

international@hobbyworld.ru



hobbyworldint.ru

Rules version 1.0



As you can see, I'm standing in front of the Shènglì laboratories. We are here by no coincidence: At the press conference today, the head of the company Yang Weide announced that at around 4 a.m. Ghost's newest implants went through the final round of tests. The results were satisfactory. Therefore, the Shènglì representative shall take part in the Tournament. Keep in mind that his implants did not show the best results during several early tests and some of them got rejected by his body, so it was unknown whether Ghost would be able to perform. But his supporters' faith in him as well as his resilience and courage didn't just get through all the surgeries, but also helped him endure several emergency implant replacements.

This is not the first time Ghost personally requests surgical modifications. This ex-military sniper got his first implant by volunteering for a test surgical intervention. He was one of the few, whose body successfully adapted to the new abilities, and ever since he visits the Shènglì laboratories at least once a year. I bet all of us are curious what Ghost has in store for his opponents this time around.

That is all for today's Tournament news. This has been Janett Write bringing you the latest news around the globe. Thank you for being with us.

