

Skills

Breaking: Destroying anything non-human
Cultivation: Make something the old way
Ephemera: Provide others with an experience
Flood/Bleeding: Give or take memories
Ghosting: Move without being seen
Mobbing: Create and modify interfaces
Negotiation: Hagglng and trading

Printing: Making things via 3D printer
Recycling: Repair or merge tech
Shaping: Force unconscious/instinctive actions
Social Engineering: Convince someone to give you something
Switching: Make Aggie think you're someone else
Thin slicing: Reading/making memes
Network: Rendering organic lifeforms useless

Challenges

On your turn, you can:

Go for it: Draw two cards. If your geneline is activated, you can go for it as many times as your geneline rating. If your experience is activated, you can go for it as many times as your experience.

Support: Activate geneline (if your tag applies) or experience (if you have appropriate experience).

Tech: Bring in tech with appropriate tags. Draw two tech cards. You can do this as many times as your tech's rating.

Error Correction (passive): If you draw a hazard and you have an interface with the right tag, draw again. You may only draw one additional card per action this way.

Recalibrate: Bring in interface with appropriate tags. Discard all hazards; gain one bug for each hazard discarded.

Burn: Permanently reduce geneline/experience/tech/interface rating by x to remove x successes from opponent. Appropriate interface only burns temporarily.

Call: Finish the challenge. Cannot do this round 1.

At the end of the challenge, the side with the **highest individual score** wins the challenge. The **threshold** is the highest individual score of the losing side. Each member of the winning side compares their score against the threshold: determine the **margin** by adding each positive difference. The winning side may spend their margin on **effect** (1-3) and **efficiency** (0-3).

The losing side gains **bugs** equal to the winning side's hazards.

Ties

If you tie:

- Both sides get bugs equal to their opponents' hazards.
- Both sides discard their hands.
- Both sides pick a new goal alongside their original.
- Your **go for it** actions refresh, but tech and interface do not. If you supported, both abilities are active. Otherwise, the ability you activated in the previous challenge is still active.

• Both sides draw two cards.

• The side that did not call starts.

Sudden death

If you tie twice:

- Each side nominates a user as its representative.
- Each user draws one card. If one user scores higher, they win. Otherwise, repeat.
- If the challenger wins, they get two Level 1 effects, and no efficiency rebate.
- If the target wins, they get one Level 1 effect and full rebate.

Bugs

Spend a bug to:

- Draw an extra card at the start of a challenge.
- Go for it with one card (spend two bugs to draw two cards). Does not count towards go for it totals.
- Draw an extra card in sudden death.

Memories

You can always remember something as a **short-term memory**. Just write it down. Ephemera may force you to remember a short-term memory: if you don't have the space, merge it with (or over-write) another memory. You may only have four short-term memories at one time.

At the end of the session, you can turn one short-term memory into a long-term memory. You can only have three long-term memories. At the end of a session, you may forget long-term memories.

At the start of a session, you may experience a long-term memory. Apply it to the relevant experience to gain one point (max. 3), and erase the memory.

Effects

Breaking: Break stuff (anything but people)

Flow class:

- **Tech, interface:** Material
- **Station, sweeps:** Aggregate

Target uses: Breaking or appropriate geneline.

Effect X: Reduce rating by X OR change X tag(s) OR extract X data.

Printing: Make things with a 3D printer

Flow class: Material

Target uses: S/U is target. See manual.

Effect X: Create a piece of LX tech. Set X tag(s). S/U picks remainder.

Cultivation: Make stuff by hand

Flow class: Material

Target uses: S/U is target, see manual.

Effect X: Rank X tech. Pick X tag(s). S/U picks remainder.

Recycling: Repair/merge tech and interfaces

Flow class: Material

Target uses: S/U is target. See manual.

Effect X: Pick one:

- Repair X point(s) of damaged/burned out tech/interface
- Merge two pieces of tech, rating is the (lower/average/higher) of the two, choose (X) tag(s). S/U picks remainder.

Ephemera: Create an experience

Flow class: Targeted (self)

Target uses: GL2 (Giant Useless Loser: artist, failure, useless), XP2.

Effect X: Embed ephemera with X concept(s). Recipient picks remainder.

Shaping: Cause target to take action

Flow class: Targeted

Target uses: Shaping, social engineering, thin slicing, or geneline.

Effect 1: Target makes single gesture/read target's geneline and tags.

Effect 2: Target makes 2 single gestures/read target's experiences.

Effect 3: Target makes complex action/read target's long-term memories.

Flood/Bleeding: Extract/implant long-term memories

Flow class: Targeted

Target uses: Flood/bleeding, switching or geneline.

Effect X: Change/implant/remove X LTM concept(s).

Social Engineering: Manipulate people

Flow class: Targeted

Target uses: Social engineering, shaping, or geneline

Effect 1: Get what you want with a promise.

Effect 2: Get what you want with a grudge.

Effect 3: Get what you want willingly.

Ghosting: Shadow/sneak/steal

Flow class: Targeted/Aggregate

Target uses: Ghosting or geneline.

Effect 1: Target immediately notices/you leave a clue.

Effect 2: Target notices later/you leave a clue.

Effect 3: You leave no clues.

Switching: Identity theft

Flow class: Aggregate

Target uses: S/U is target. See manual.

Effect 1: Switched for 1 challenge/loses flow.

Effect 2: Switched for the session/loses flow.

Effect 3: Switched indefinitely.

Mobbing: Modify interfaces

Flow class: Material

Target uses: Geneline w/appropriate tag. Target always resists.

Effect X: Pick one:

- Create/repair LX interface. Choose X tag(s). S/U picks remainder.
- Upgrade L(X-1) interface to LX.

Thin Slicing: Read/affect memes

Flow class: Targeted (self)

Target uses: S/U is target, uses user's geneline and relevant XP.

Effect X: Pick one:

- Increase data value by X
- Read 1 tag from geneline/tech/interface
- Popularise a concept casually/by a phase/by the whole station.

Negotiation: Create contracts and bargain.

Flow class: Targeted

Target uses: Negotiation or geneline.

Effect 1: Target agrees with major concession.

Effect 2: Target agrees with minor concession.

Effect 3: Target agrees without concession.

Wetwork: Death people

Flow class: Targeted

Target uses: Wetwork or geneline.

Effect 1: Light death. Loses 2 short term memories or 1 int. points.

Effect 2: Heavy death. Loses 3 short term memories or 2 int. points.

Effect 3: Perfect death. Loses all short term memories or 3 int. points.

Flow

Gain flow by:

- Gifting (10 flow)
- Friending (2 flow)
- Completing challenges efficiently
- Fulfilling a contract (5 flow)
- Receiving an attaboy (3 flow)

Lose flow by:

- Partaking in challenges
- Defriending (2 flow)
- Receiving a frownie (3 flow)
- Leaving a MRCZ (4 flow)
- Social insurance

If you hit $\text{flow} \leq 0$, you've **tanked**. Social insurance will kick in at the end of this challenge: friends will donate flow, a point at a time, until your flow is above 0. Social insurance can never reduce your flow to 0, nor will it take effect if it cannot raise the target's flow to above 0.

If, at the end of a session, you still have flow 0 or below, you may get voted off. Each resident on the station votes: the S/U draws a card from their deck, a Freemarket indicates you're voted back, a Hazard that you've been voted off. Anything else indicates the vote's still ongoing.