



O.D.S.

Defeat O.D.I.N. System

RULEBOOK

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DOS – Defeat O.D.I.N. System

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DOS is a board game with innovative German-style mechanics and a TCG soul where up to 5 hackers will compete through cyber attacks to save their digital identity!



Terminology (if you want to learn more later, skip to **Purpose of the game**):

D.N.A.: Digital Neural Avatar - fragments of the digital alter ego;

O.D.I.N.: Organic Digital Identity Network – census database of all humans who connect their digital alter ego;

Loading area: temporary data storage area before saving the Backup within the O.D.I.N system;

Cybernet: network mercenaries.

Neural Display: interface that allows the connection of one's neural implant to the network;

Warez: cyber attacks;

Net Hound: defense mechanism of the O.D.I.N system;

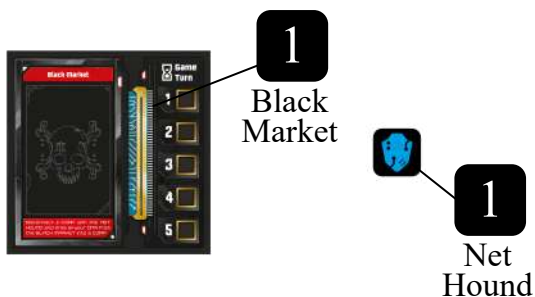
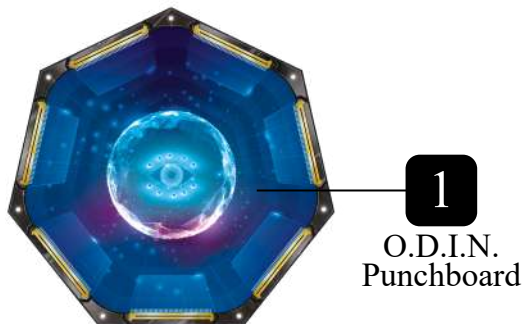
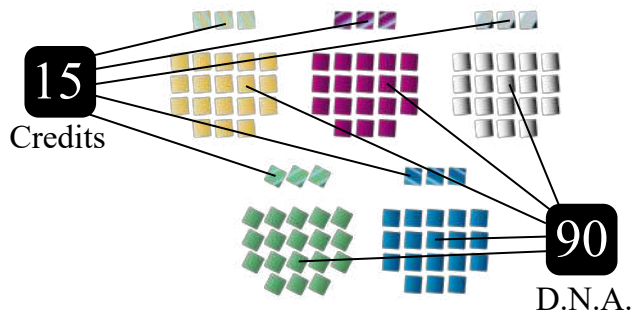
BlackMarket: shadow area of the network in which to carry out illegal activities in the network;

Credits: currency used on the network.

Purpose of the game

Insert more fragments of D.N.A. in the O.D.I.N. so as to hack the backup system and overwrite your digital identity to the only existing GHOST AVATAR.

Componenti



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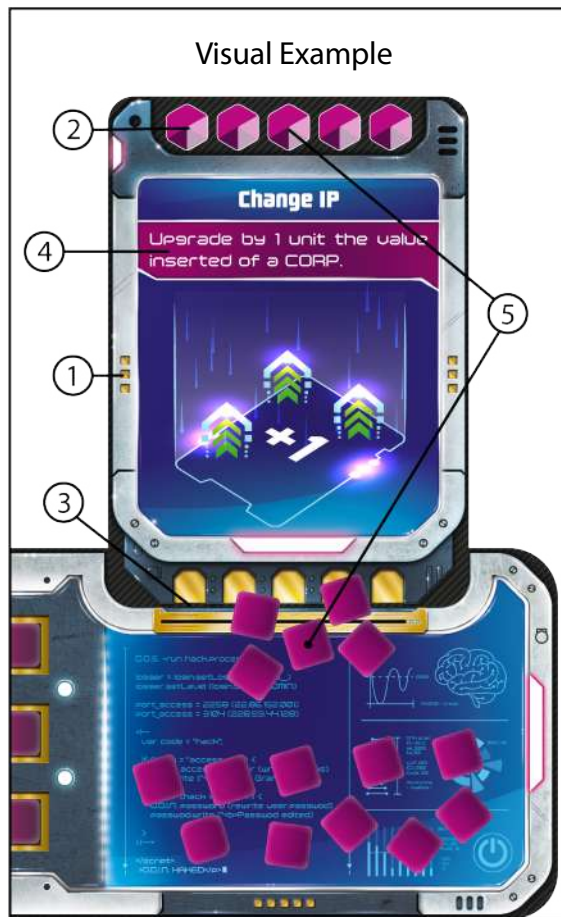
Before starting 2-5 hackers match

- Place the O.D.I.N. dashboard, the BLACK-MARKET dashboard with the NET HOUND and 4 CYBERNET on the game surface;
- Shuffle the CORPORATIONS bunch then, draw and connect to the O.D.I.N. dashboard a number of CORPORATIONS equal to the NUMBER OF PLAYERS + 2;
- Compose the WAREZ deck according to the number of players [1], dividing them into descending game turns [2];
- Each player chooses his NEURAL DISPLAY and his set of 18 D.N.A. and 3 CREDITS;
- Determine the order of the game by placing 1 D.N.A. on the TURN DISPLAY, starting from who has recently seen a cyberpunk movie and proceeding clockwise;
- The player who starts the first round chooses the starting CORPORATION in which everyone will insert 2 D.N.A.;
- Reveal all the WAREZ cards of who's turn is in the game;

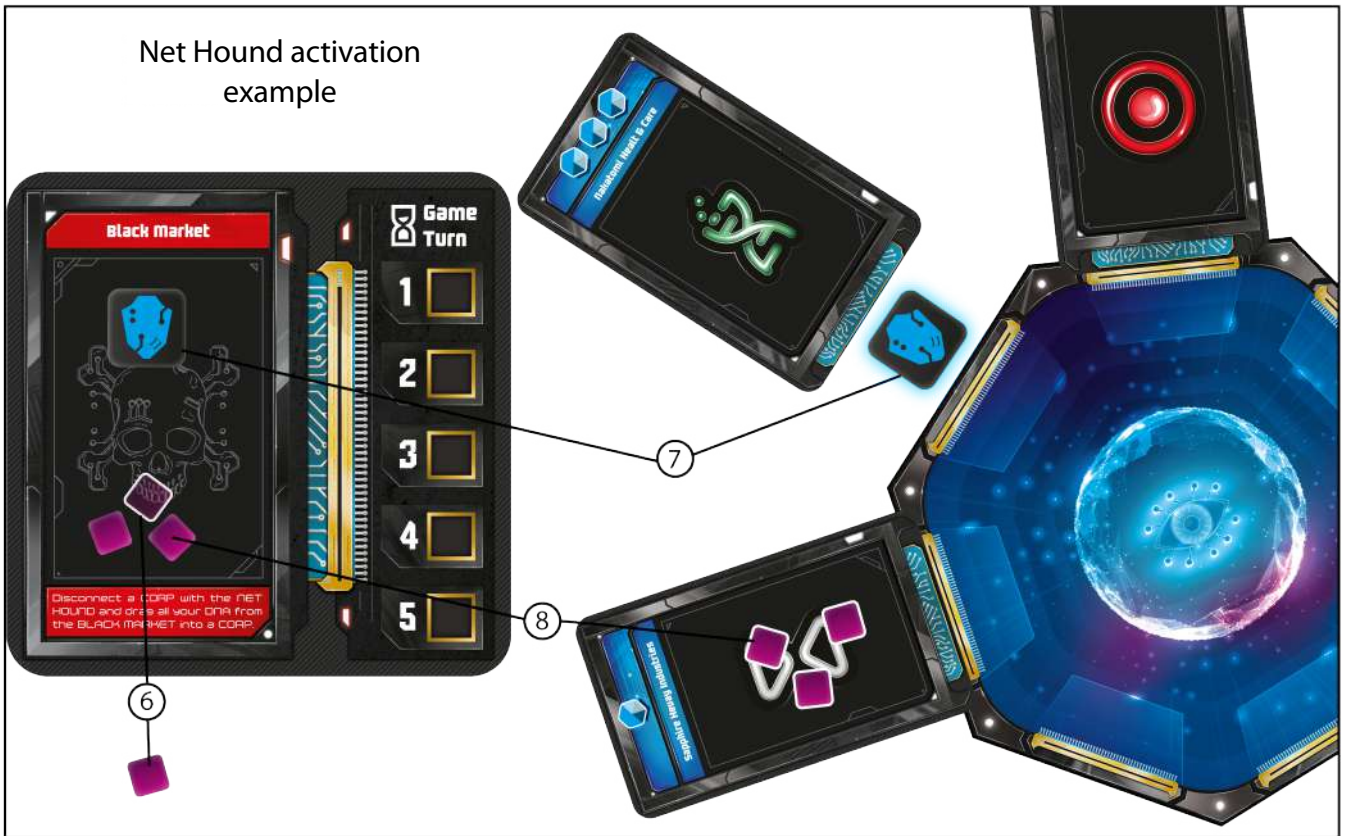
Development of the WAREZ phase

The player of turn (see the turn order board) will choose a WAREZ attack card and, placing it in its NEURAL DISPLAY [3], will perform in the order it prefers:

- A) The INDICATED ACTION [4];
- B) DRAG the number of D.N.A. indicated on the WAREZ card [5] in the CORPORATION (s) or in the BLACK MARKET;



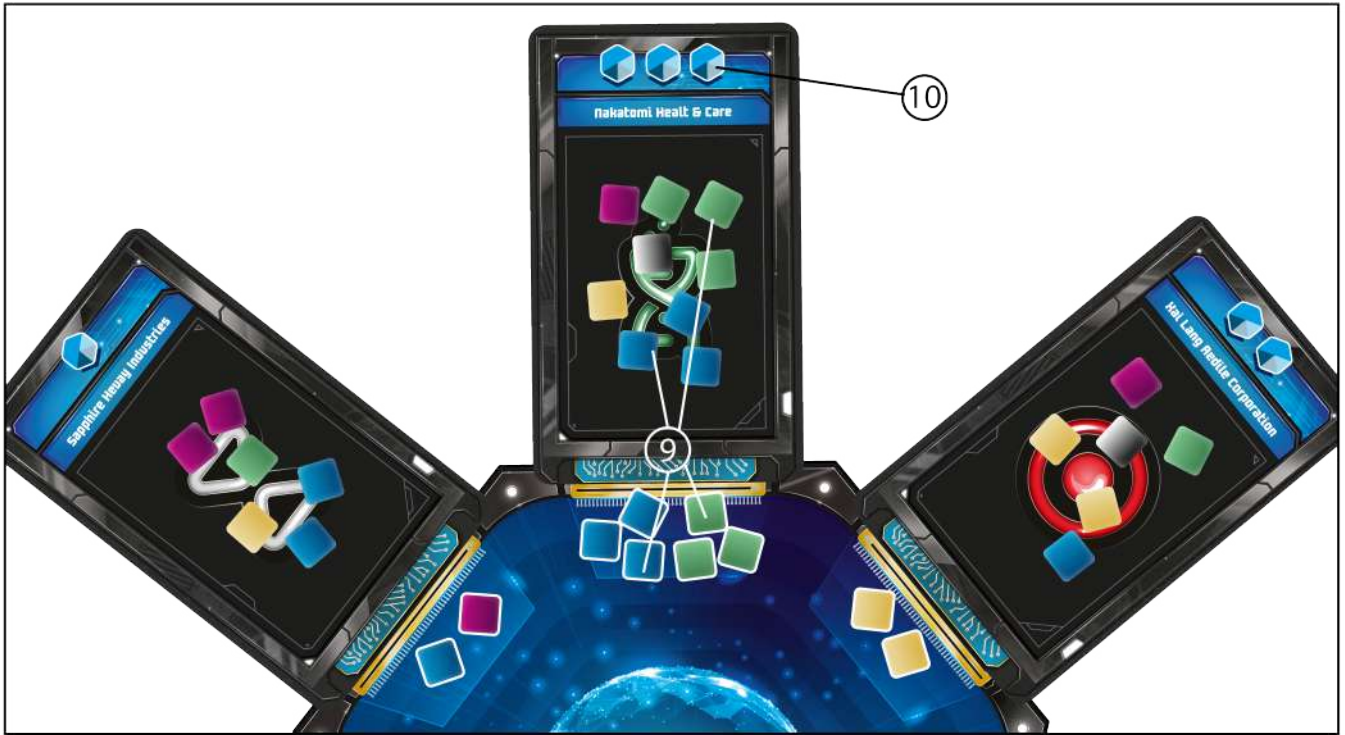
In this second case, having transferred the 3rd DNA within the BLACK MARKET [6] in one or more rounds, the player activates the NET HOUND which will disconnect a CORPORATION of his choice by deactivating it [7] (no migrations are allowed except for particular effects of Warez cards or CYBERNET services) and after will move all its DNA contained in the BLACK MARKET in a CORPORATION of his choice.



Once both actions have been completed, the player passes his hand to the next one, and so on. When all the players have concluded the WAREZ attacks, in reverse order of play they will be able to hire the CYBERNETs and immediately carry out the INDICATED ACTION.

LOADING and BACKUP phase of the O.D.I.N.

The player (s) with the most D.N.A. within each CORPORATION, not disconnected from the NET HOUND, will insert in the LOADING AREA [9] the maximum number indicated on the top of the CORPORATIONS [10] cards.



The new order of play is determined by following the criterion:

- who has transferred the most D.N.A. in the LOADING ZONES will play first in the next round;
- who has transferred the least D.N.A. in the LOADING ZONES he will play last in the next round;
- with equal merit, the positions will shift towards the first or last rounds without changing the order of play. Each CORPORATION will backup its LOADING ZONE by dragging all the D.N.A. contained in the O.D.I.N.;

End of the game

Once all game rounds have been completed, the player with the most D.N.A. transferred to the O.D.I.N. will have overwritten its digital identity with that of the GHOST AVATAR, winning.



