**Rules**

**Objective**

* Be the first player to collect all of their “Data Cards”.

**Setup**

* Each player selects either the Attacker Deck or Defender deck.
* Each player shuffles their respective decks.
* Each player sets aside 3 random cards from their deck.
  + These will be known as the “Data Cards”.
* Each player draws 5 cards from their deck.
* Play starts with the Defender player.

**Gameplay**

* **Defender**
  + Defenders start each turn with 3 Time Points (TP).
    - Any unused points do NOT carry over. All unspent points are lost at the end of the turn.
  + **Actions**
  + At the start of your turn, draw 1 card.
  + Spend TP to play cards.
    - A card is discarded after play unless otherwise stated or if the card has a power value.
  + Spend 1 TP to draw 2 cards.
    - Max hand size of 10.
* **Attacker**
  + Attackers start each turn with 4 TP.
    - Any unused points do NOT carry over. All unspent points are lost at the end of the turn.
  + At the start of your turn, draw 1 card.
  + Spend TP to play cards.
  + Spend 1 TP to draw 2 cards.
    - Max hand size of 10.
  + Spend 1 TP to initiate an attack.
    - The Attack triggers at the end of the Defender players next turn.
      * At the end of the Defender players turn whoever has the highest total power on the field wins 1 Data card
        + [e.g. If the attacker spends 1 TP and declares an attack, the defender player will take their turn as normal. At the end of that turn if the attacker has 3 power total face up and the defender has 2, the attacker gains 1 Data Card to their hand.]
    - After the attack triggers, All face up cards are sent to the discard pile.
    - At the start of your turn if you have no cards in your deck to draw, you **MUST** initiate an attack.
      * After the attack resolves, shuffle your discard and place it in your deck area.
    - In the case of a tie, both players receive 1 Data Card to their hand.

The first player to collect all 3 of their Data Cards first wins.