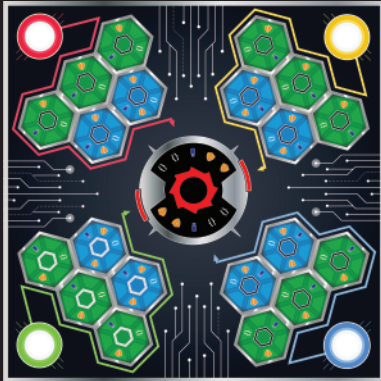


Setup:

Divide the nodes (hexagonal board pieces) into two groups based on their color (green or blue). Take the four large board pieces at the bottom of the box and fit them together to form a square with four voids around the center circular piece. Set up the nodes on the board as shown in the picture below.



Each player should take one player piece and four resource dice of the matching color. Remove the black dice and abyss cards from the box and place them to the side for now. Place your player piece on the matching circular starting node in the corners of the board. Then grab one of the 4 personal boards and an Abyss Awareness Tracker marker (translucent red token). Lay the personal board in front of you and place the marker at the start of the Abyss Awareness tracker on the right side of the personal board. The player who knows the most programming languages goes first, then the play proceeds counterclockwise.

Gameplay:

To start the game, place your player piece on your respective starting tile. The starting player may then place their player piece on their first node and roll their resource dice, attempting to roll the symbols shown on the node.

Nodes:

Each node has a sequence of symbols that correspond to those on the dice. To complete a node and move on to the next, you must roll dice that match all the symbols shown on that node. Each green node has 3 symbols, each blue node has 4 symbols, and the final circular node (The Abyss) has 5 symbols. After rolling the resource dice, check to see which of the rolled dice faces match the symbols on the current node. If you have any matches, move the dice onto the matching symbol on the node. If all the corresponding symbols on the node are matched, move your player piece to the next node along your path and take your dice back. This marks the end of rolling the resource dice. Resource dice may only be allocated to one node per turn. If you do not roll all the necessary symbols, all the dice placed on the node remain there until you roll the remaining symbols on future turns. Before ending your turn, you may choose to roll the Abyss dice.

RESOURCES



Abyss Dice:

The Abyss dice are the two black inverted dice. These dice are passed from player to player each turn. You may choose whether or not to roll the Abyss dice after you've finished rolling the resource dice. If you choose not to, the play continues counterclockwise. The Abyss dice have three unique faces, all with different properties: Glitch, Sabotage, and Abyss Eye. If the Glitch symbol is rolled, it can be used as a substitute for any symbol on the resource dice. Glitch symbols may only be used to complete a node as the dice must be passed to the next player immediately after rolled. If two Sabotage symbols are rolled, you may move any other player back one node. This clears all the progress they had made on their current node and forces them to re-hack the previous node. If the sabotaged player is on the first node, and therefore cannot move backward, their current node is cleared. If the Abyss Eye symbol is rolled, move your Abyss Awareness Tracker marker one number up from its previous place. Once the marker reaches number 5 on the tracker, pick an Abyss Card from the card deck on the side. When rolling the Abyss dice, the Abyss Eye will always take effect before any of the other symbols. Once the Abyss dice have been rolled, the play continues counterclockwise. The Abyss dice are handed off to the next player. You can refer to the dice key on the personal player boards for a refresh!

404

GLITCH



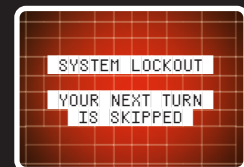
SABOTAGE



ABYSS EYE

Abyss Cards:

Each Abyss Card has a negative effect that will hinder you as a punishment for being caught by Abyss. After taking a card and resolving it, place it in a discard pile and move your marker back to the start of the Abyss Awareness Tracker.



End Objective:

Play continues in this manner until players get to the last node (central eye piece). This node has five symbols and therefore can only be completed with usage of the abyss dice. Any number of players can be on this node at once. The first person to complete the very last node in the center of the board wins the game and has successfully hacked the Abyss.

