



# INTERFERENCE



## EVENT

When the network was originally designed there was more distance between all these nodes. Over time more were added to meet demand, leading to an area saturated in signal.

## EFFECT

Any data packets passing through this node are delayed while this event is in effect. Players delivering data packets have to walk backwards on all paths leading to and from the node.

## RECOMMENDED RESOLUTION

Organizer might find and bring the following players to the site to resolve:

- (1/1/2) Residents of all Node Colours connected to the nexus of interference
- (1/3/5) Technologist