

CAMPA1GN.EXE

/Run matr1x_0verl0ad_campaign.exe

Authenticating...

Loading...

<<<The matrix of Pacifica Prime is a dangerous place, hacker, but it's nothing compared to the other corporate networks and city-states out there. It's gonna take a lot more than a custom computer deck and some slick code to carry out the most righteous hack in history. The royals aren't the only threat. The matrix is full of terrors and your tools aren't always going to make things easier. Pacifica Prime was a good start, but only a hacker who has truly mastered the art of cybermancy is going to bring down the royals of the world. You think you're up to the task? We'll see.

I know you've been logging time in the BASIC simulation, reliving your glory days bringing down the royals of Pacifica Prime. But it's time to do this for real. Good Luck. Try not to die.>>>

The **CAMPA1GN** mode of MATR1X 0VERL0AD: CYBERMANCY is made up of 6 chapters that gradually introduce narrative and mechanical twists to the game. In the basic game mode you were a hacker taking on the richest people in the corporate city state of Pacifica Prime. In the **CAMPA1GN** mode you'll hack the networks of the world, redistributing wealth and leaving the corpses of oligarchs in your wake.

/CAMPA1GN SETUP

Before you lay out the matrix to begin your MATR1X 0VERL0AD campaign, remove the four KN1GHTS [N] and the 11t to 21t of the major arcana from the tarot deck. Stack the major arcana face up in order of value so that STRENGTH [11t] is on the top and THE W0RLD [21t] is at the bottom. Place the KN1GHTS [N] on top of STRENGTH [11t] in any order. This is the campaign deck. Shuffle your player deck and place the campaign deck nearby. You're now ready to start your campaign of MATR1X 0VERL0AD.

/CHAPTER ONE - STRENGTH

<<<Hello hacker. We all know you did well in Pacifica Prime, but the world isn't in any big hurry to change for the better. Plenty of super rich scions and underworld gangs have sprung up to fill the local power vacuum. There's still a lot of credits out there hiding behind lethal ICE and scared billionaires. Don't get me wrong, everyone else in the anarcho syndicalist hacker collective is impressed with your skills. But a utopia ain't no end goal, it's a process. So get hacking. We'll talk again soon.>>>

//SETUP

Before your first game of **CHAPTER ONE**, remove all 4 KN1GHT [N] cards from the campaign deck and shuffle them into the player deck. Then setup the matrix and play as normal.

//KN1GHTS

<<<Technically they're Krypto Neural Information Gate Haunts but we just call them KN1GHTS. Artificial security constructs cooked up by corporate coders after your last stunt. If these haunts creep into your stacks reset them as soon as you can.>>>

KN1GHTS [N] are haunt cards. They are played like programs during setup and during play. They have no value but must be placed on any stack you choose during play. You cannot place any other program or haunt cards on a stack that has a KN1GHT on it. KN1GHTS do not trigger an overload when placed on a stack. You can remove a KN1GHT with a reset card to return the stack [including the KN1GHT] to the bottom of the player deck.

//COMPLETING CHAPTER ONE

You have completed **CHAPTER ONE** when you win a game. After you win shuffle the STRENGTH [11t] card into the player deck and proceed to **CHAPTER TWO**.

//STRENGTH

STRENGTH is played as a program during setup and play. It has a value of 11 and a wild suit [it is every suit].

/CHAPTER TWO - THE HANGED MAN

<<<We are working on a solution to this KNIGHT problem. There are rumours going around the collective that the haunts are based on hacker tech. Someone leaked the code that lets us go toe-to-toe with that thick corporate ICE. Not that it matters, a few more runs and there won't be anyone left in Pacifica Prime hoarding more than their fair share. Keep up the good work, hacker.>>>

//SETUP

Before your first game of **CHAPTER TWO** remove the **DEATH [13t]** card from the campaign deck and shuffle it into the player deck. Then setup the matrix and play as normal.

//DEATH

<<<Death is optional now, for the rich. They must have some real gifted coders on their payroll 'cause they've adopted the haunt tech to allow royals everywhere to backup their minds when they die. Now you get to kill them twice.>>>

DEATH is a burner card. During setup burner cards are discarded in a separate pile without any effect on the game. During play **DEATH** is discarded to flip over any 1 dead royal around the matrix, including any **ICE** it had accumulated when it was alive. The player chooses which royal to revive. This royal behaves as normal during the game and must be killed again to win. If there are no dead royals when you draw **DEATH** it is discarded without any effect.

//COMPLETING CHAPTER TWO

You have completed **CHAPTER TWO** when you win a game. After you win shuffle the **HANGED MAN [12t]** card into the player deck and proceed to **CHAPTER THREE**.

//HANGED MAN

The **HANGED MAN** is played as a program during setup and play. It has a value of 12 and a wild suit [it is every suit].

/CHAPTER THREE - TEMPERANCE

<<<Well, that's the last of the rich of Pacifica Prime. Good job. I can mop up the lesser royals. But don't celebrate too soon, hacker. The collective is working with local communities to ease the transition. Lots of folks can't imagine a world without wealth. Leave that to me, you stick to what you do best.>>>

//SETUP

Before your first game of **CHAPTER THREE** remove the **DEV1L** [15t] card from the campaign deck and shuffle it into the player deck. Then setup the matrix and play as normal.

//DEV1L

<<<That haunt tech is getting popular. The collective has built a workaround, a kill program. Keep working, see what haunts and ICE other royals around the world are using.>>>

The **DEV1L** is a burner card. During setup burner cards are discarded in a separate pile without any effect on the game. During play the **DEV1L** is discarded to flip over any 1 dead royal around the matrix, including any **ICE** it had accumulated when it was alive. The player chooses which royal to revive. This royal behaves as normal during the game and must be killed again to win the game. If there are no dead royals when you draw the **DEV1L** it is discarded without any effect.

//COMPLETING CHAPTER THREE

You have completed **CHAPTER THREE** when you win a game. After you win shuffle the **TEMPERANCE** [14t] card into the player deck and proceed to **CHAPTER FOUR**.

//TEMPERANCE

TEMPERANCE is played as a burner card during setup and play. During play **TEMPERANCE** is discarded to kill any royal card, regardless of their total health and **ICE**. When you kill a royal with **TEMPERANCE** flip the royal card over as well any **ICE** attached to it. If there are no living royals when you draw **TEMPERANCE** it is discarded with no effect.

/CHAPTER F0UR - THE T0WER

<<<You're the talk of the collective. First Pacifica Prime, soon the world. We still got a long way to climb, and we gotta get there before this haunt tech gets out of hand.>>>

//SETUP

Before your first game of **CHAPTER F0UR** remove **THE STAR [17t]**, **THE M00N [18t]**, and **THE SUN [19t]** cards from the campaign deck and shuffle them into the player deck.

//THE SUN, THE M00N, & THE STAR

<<<The collective put together a workaround for the haunts. Satellite uplink protocols, and some real strong code to go along with them. This is some real dangerous programming, so use it judiciously. Don't get too close to the sun, hacker.>>>

THE SUN, **THE M00N**, and **THE STAR** are all reset cards. They are placed in the matrix as normal during setup. During play you may play them on any stack to reset the stack. When you reset a stack pick it up and add it to the bottom of the player deck. Then place the reset card where that stack was in the matrix. **THE SUN** has a value of 17, **THE M00N** is 18, and **THE STAR** is 19. They each have a wild suit [they are every suit].

//C0MPLET1NG CHAPTER F0UR

You have completed **CHAPTER F0UR** when you win a game. After you win shuffle the **T0WER [16t]** card into the player deck and proceed to **CHAPTER F1VE**.

//T0WER

The **T0WER** is played as a burner card during setup and play. During play the **T0WER** is discarded to swap the locations of any 2 living royal cards around the matrix. When you swap royals using the **T0WER** any **ICE** attached to them also moves to their new location. If there are not 2 living royals around the matrix when you draw the **T0WER** it is discarded with no effect.

/CHAPTER FIVE - JUDGEMENT

<<<The royals of the world are all running scared, what's left of them anyway. Now the collective wants you to focus on finding the source of that haunt tech. It's pointless if you ask me. With you running around in the matrix the royals won't be a problem for long. But that's out of my hands now.>>>

//SETUP

Before your first game of **CHAPTER FIVE** remove THE WØRLD [21t] card from the campaign deck and shuffle it into the player deck. Then setup the matrix and play as normal.

//THE WØRLD

<<<The collective is sending you a suite of burner programs to help find the source of the haunt leak. Whoever they are they must be good. Maybe as good as you, hacker.>>>

THE WØRLD is played as a burner card during setup and play. During play THE WØRLD is discarded to reset an entire row or column of the matrix. When you reset a row or column using THE WØRLD place each stack into the player deck, as well as any royal and ICE in that row or column [flip over any dead royals and ICE in that row or column and place them in the player deck as well]. Then shuffle the player deck and continue play as normal. This reset does not trigger an overload.

//CØMPLET1NG CHAPTER FIVE

You have completed **CHAPTER FIVE** when you win a game. After you win shuffle the JUDGEMENT [20t] card into the player deck and proceed to **CHAPTER SIX**.

//JUDGEMENT

JUDGEMENT is played as a burner card during setup and play. During play JUDGEMENT is discarded to kill any royal card, regardless of their total health and ICE. When you kill a royal with JUDGMENT flip the royal card over as well any ICE attached to it. If there are no living royals when you draw JUDGEMENT it is discarded with no effect.

/CHAPTER S1X - THE F1NALE

<<<Hello, hacker. You look surprised. You made a lot of enemies, a lot of real rich people looking to buy their way out of our crusade. You won't believe what they paid me for that haunt code. Enough to live quite comfortably in this new world of ours. You didn't really think this was all going to work, did you?>>>

//SETUP

Before your first game of **CHAPTER S1X** make sure you have every card in the tarot deck included in the player deck. There should be no cards left in the campaign deck.

The game's win conditions are the same but instead of killing royals you'll be eliminating potential networks where the traitor is hiding.

<<<Meet me in the matrix, hacker. I've set up remote servers, haunts, and more proxies than I have digits in my bank account. I think the hacker collective gave you one last righteous program to end me. Let's dance.>>>

//CØMPLET1NG CHAPTER S1X

You have completed **CHAPTER S1X** when you win two games in a row. After you win your second game consecutively the campaign is completed.

Disconnecting...