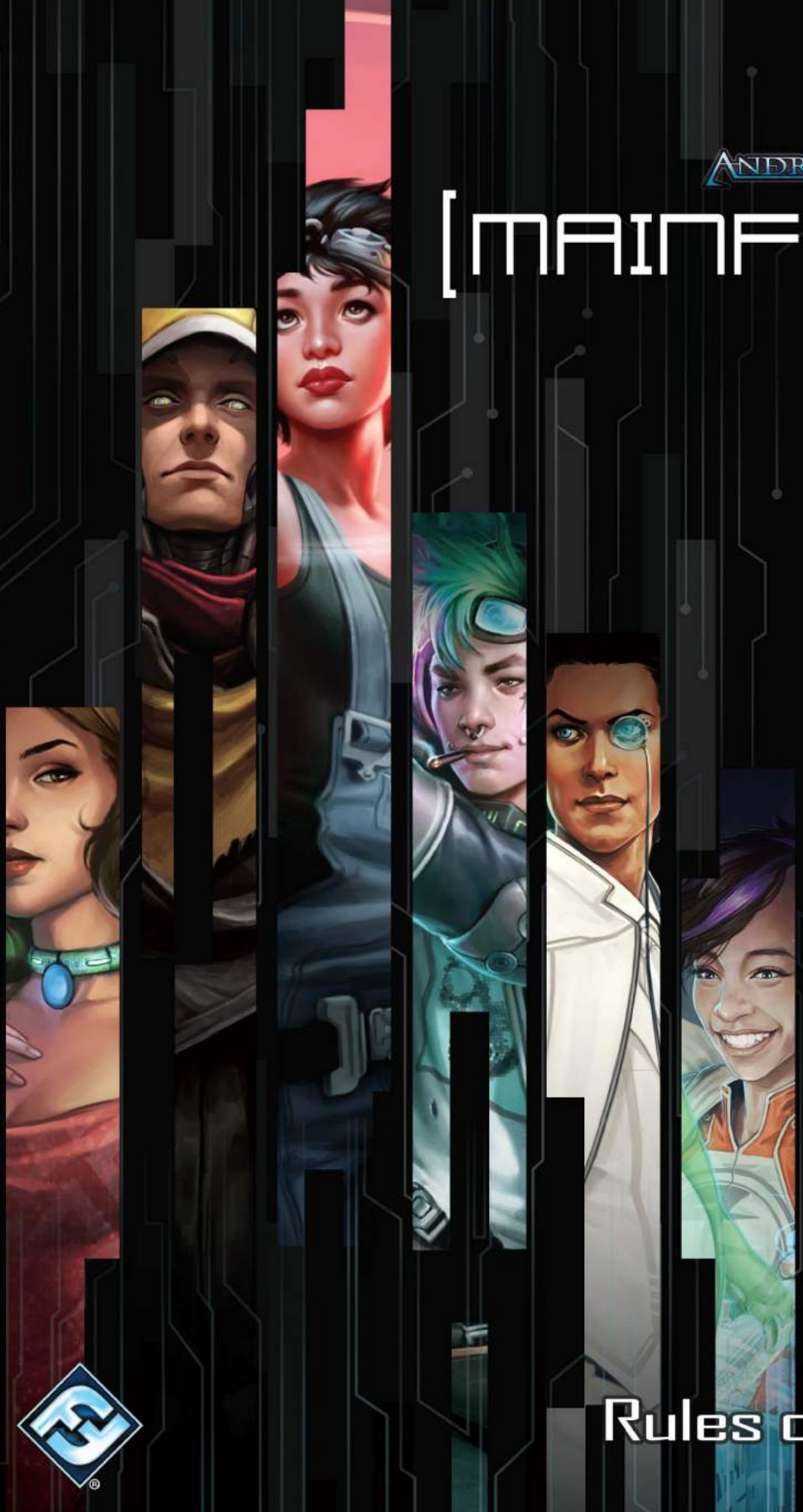
ANDROID™

[MAINFRAME]™



Rules of Play

Your PAD's alert sounds. A new message, sent to one of your dead-drop accounts, flashes on the virt projection once your secretary AI has decrypted it. Touching the holographic display to open it, you read:

::The mainframe at Titan Transnational Bank has been isolated. Its security protocols have been deactivated and the sysops shut out. As far as they are concerned, it has gone offline, but the truth is so much sweeter: it is open to anyone with the attached key.You have 23 seconds to use a Sneakdoor before the security at Titan Transnational Bank comes back online. Grab what you can. %@Naga8946::

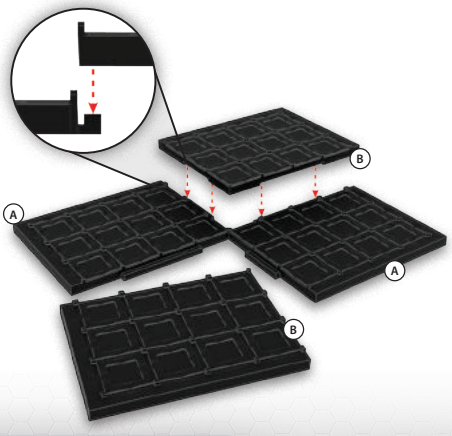
You trust "Naga" as much as any anonymous source…which is to say, not at all, but the high price of Naga's information has been more than made up for in the resulting payouts. You rush to your console and jack in to discover the server's defenses are indeed down, but there are other connected users—runners like you—plundering its contents. Though you would have preferred to do it quietly, you've never exactly shied away from an audience. This might just be your ticket to fortune—and fame—but only if you can grab more credits and data than the rest.

GAME OVERVIEW

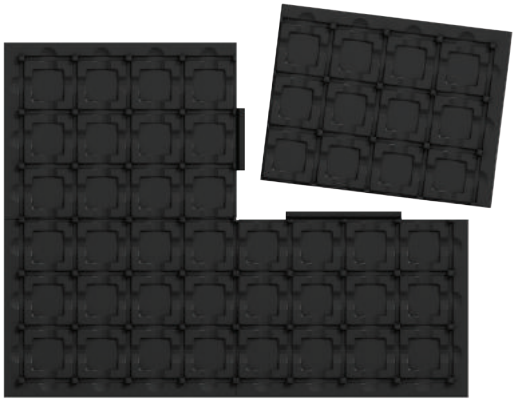
Android: Mainframe is an abstract strategy game for two to four players set in the Android universe. During a game of ***Mainframe***, players assume the roles of runners, members of a criminal subculture who infiltrate cyberspace for fame and profit. Players choose generic and unique program cards to execute various programs, allowing players to place and manipulate partitions and access point tokens. Each player wants to surround his own tokens with partitions to create a zone. Zones with only one runner's tokens inside score points at the end of the game, and the player who earns the most points wins!

ASSEMBLING THE BOARD

The board consists of two "A" sections and two "B" sections. Assemble the four pieces of the board as shown in the diagram.



COMPONENTS



1 Plastic Board (in 4 separate pieces)

30 Unique Program Cards

45 Generic Program Cards

48 Access Point Tokens

95 Plastic Partition Pieces

SETUP

1. **Assemble the Board:** Assemble the four sections of the board and place it in the center of the play area.

2. **Create Partition Supply:** Place the partition pieces in a pile near the board to create the partition supply.

3. **Determine First Player:** Randomly determine which player will take the first turn.

4. **Choose Runners:** Starting with the first player and proceeding clockwise, each player chooses one runner deck. The remaining runner decks are returned to the game box.

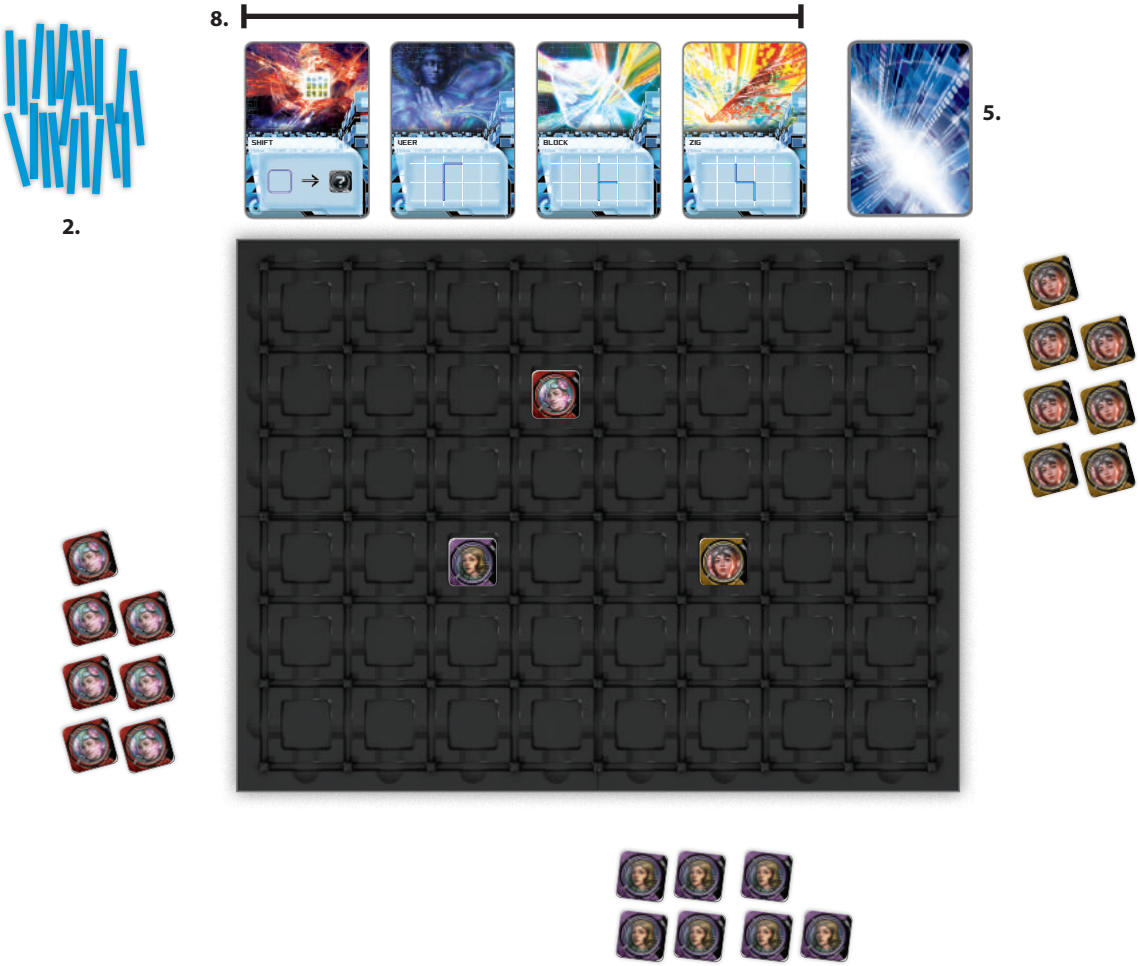
5. **Create Program Stack:** Shuffle the generic program cards and place them facedown near the board to create the program stack.

6. **Prepare Runners:** Each player shuffles his runner deck, then draws three unique program cards. Then, each player takes the eight access point tokens matching his assigned runner, placing them faceup in front of him to create his access point token supply. The remaining unique program cards and access point tokens are returned to the game box.

7. **Place Initial Access Point Tokens:** Starting with the first player and proceeding clockwise, each player places one of his access point tokens faceup in any empty space.

8. **Create Program Suite:** Draw the top four cards of the program stack and place them faceup to create the program suite.

SETUP DIAGRAM (3-PLAYER GAME)

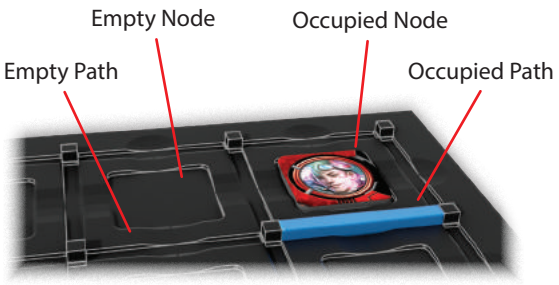


PLAYING THE GAME

Mainframe is played over a series of turns beginning with the first player and proceeding clockwise.

On a player's turn, he may execute one of the available generic programs, execute a unique program from his hand, or discard the top card of the program stack to place an access point token on any empty NODE.

Access point tokens and partitions have specific places on the board that they can occupy. Access point tokens can be placed on empty nodes, while partitions can be placed on empty PATHS.



ACCESS POINT TOKENS

Access point tokens are double sided; the faceup side shows the player's runner portrait and the facedown side shows the player's runner icon While an access point token is faceup, action cards can affect it; while an access point token is facedown, that access point token is locked in place, and action cards cannot affect it. At the end of the game, players score points for each of their facedown access point tokens.

Faceup
Access Point Token

Facedown
Access Point Token

PARTITIONS

Partitions are placed on the board in order to create a ZONE, which is a node or a group of adjacent nodes that is enclosed by partitions. Access point tokens are placed on the board in order to claim zones for the runner.

GENERIC PROGRAMS

Generic programs are available to all runners. At the start of each turn, there are four generic programs available in the program suite. When a generic program is executed, the card is discarded and replaced by revealing a new program from the stack.

To execute a generic program, the active player takes one card from the program suite, performs the action indicated on the card, and places it faceup in the discard pile next to the program stack. Then he draws one card from the program stack and places it faceup in the program suite so that there are four generic programs available for the next player's turn. If a program is discarded from the program suite, it is always replaced with the next generic program in the stack.

A generic program allows a player to perform one of the following actions:

Access Point Movement: Move one faceup access point token to any empty space.

Access Point Swap: Swap the positions of any two faceup access point tokens.

Partition Movement: Move one partition that is not enclosing a zone to any empty path.

Free Partition Placement: Take two partitions from the supply and individually place them in any empty paths.

Limited Partition Placement: Take three partitions from the supply and place them in empty paths in the **exact** configuration shown on the card.

ACCESS POINT PLACEMENT

Discard the top card of the program stack. Then take one access point token from your supply and place it faceup in any empty node.

UNIQUE PROGRAMS

Unique programs are only available to the runner to whom they belong. At the start of the game, each runner has a hand of three unique programs. When a unique program is executed, the card is discarded into that runner's unique program discard pile and is not replaced. When a runner's hand is empty, he may only execute generic programs.

ZONES

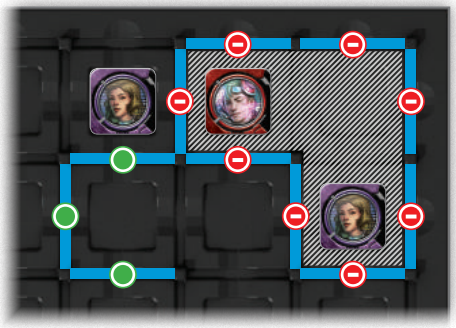
A zone is a node or a group of adjacent nodes that is enclosed by partitions. A partition cannot be placed to create a zone without an access point token inside. After a zone has

GENERIC PROGRAM EXAMPLES

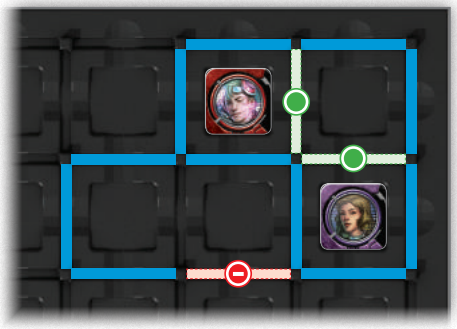
= Legal Play

= Illegal Play

Access Point Placement Example: An access point token cannot be placed inside the secured zone, but it can be placed in either node adjacent to the faceup access point token because it has not yet been enclosed as a zone.

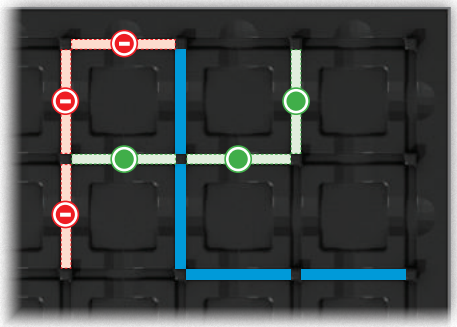


Partition Movement Example: The partitions enclosing the unsecured zone cannot be moved, but the other partitions not enclosing a zone can be moved.

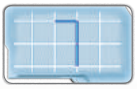


Free Partition Placement Example: A partition cannot be placed to create the zone on the left because that zone would not have an access point inside. The zone on the right is unsecured, so a partition can be placed on either path, which would create two secured zones in either case.

Access Point Movement Example: The Andromeda access point token cannot be moved to an empty node in a secured zone, but it can be moved to any other empty node on the board, including the node inside an unsecured zone.



Limited Partition Placement Example: The three partitions cannot be placed in a configuration that mirrors the image shown on the card, but they can be placed with the configuration rotated.



Access Point Swap Example: The Kate access point token can be swapped with the faceup Andromeda access point token, but not the facedown Noise access point token.

been created, programs cannot affect partitions enclosing the zone.
There are two types of zones: SECURED and UNSECURED.

SECURED ZONES

A zone is secured if it contains access point tokens belonging to only one runner. When a partition is placed that creates a secured zone, the access point tokens in the zone are flipped facedown to identify this as a secured zone.

Access point tokens in a secured zone cannot be affected by programs. Also, partitions and access point tokens cannot be placed inside a secured zone.

UNSECURED ZONES

A zone is unsecured if it contains access point tokens belonging to more than one runner. When a partition is placed that creates an unsecured zone, the access point tokens remain faceup.

Access point tokens can be placed in an unsecured zone, moved in or out of an unsecured zone, and swapped in or out of an unsecured zone. Also, partitions can be placed inside an unsecured zone.

If at any time an unsecured zone contains access point tokens belonging to only one runner, it immediately becomes a secured zone; the access point tokens in the zone are flipped facedown to identify it as a secured zone.

END OF THE GAME

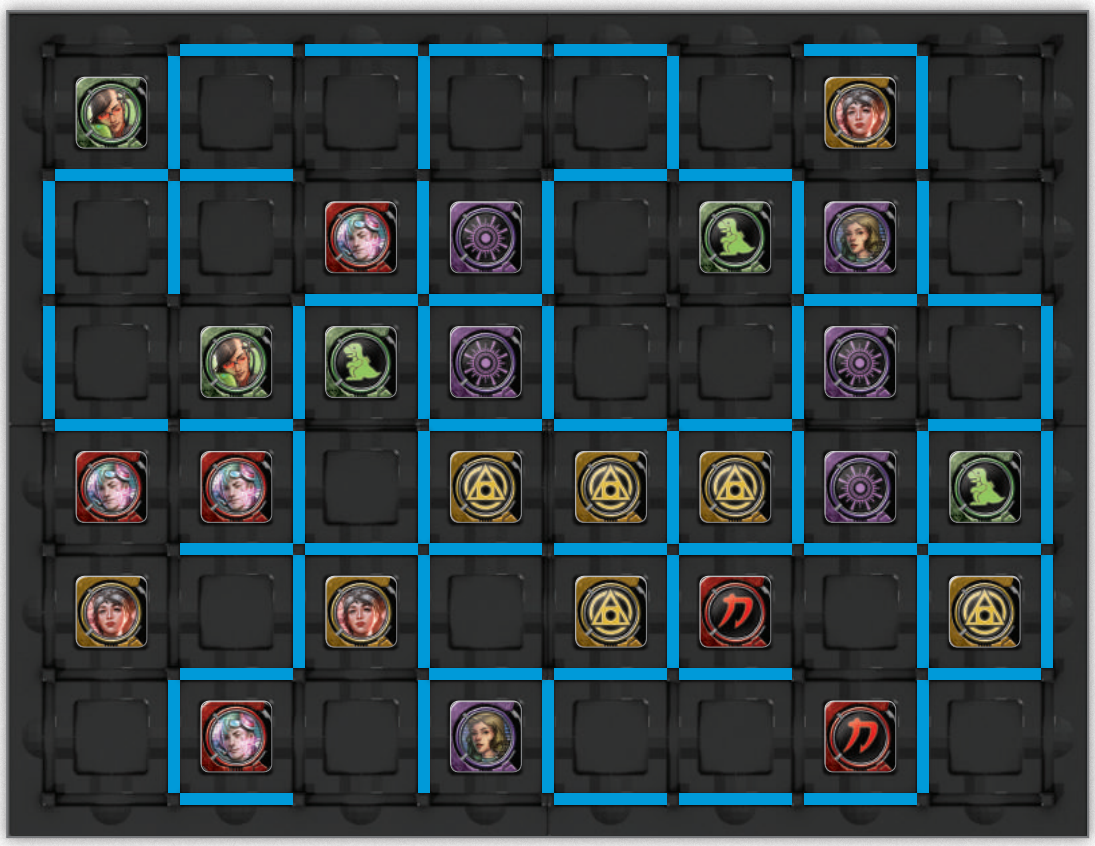
There are two ways the game can end: when no programs can be legally executed or when the program stack runs out.

In the rare case that all players have consecutively skipped their turns, the game ends immediately and players proceed to endgame scoring.

After a player reveals the last generic program in the program stack, each other player has one more turn, after which the game ends and all secured zones are scored.

ENDGAME SCORING

During endgame scoring, a player earns points for each of his facedown access point tokens; a facedown access point token is worth points equal to the number of spaces in its zone. A faceup access point token is worth zero points. The player with the most points wins the game.



Endgame Scoring Example Board

If there is a tie, the tied player with the most secured zones wins. If there is still a tie, the tied player with the largest secured zone (i.e., the number of nodes in the zone) wins. If there is still a tie, the tied player with the second-largest secured zone wins, and so on until the tie is broken. If the tie cannot be broken, all tied players share the victory.

ENDGAME SCORING EXAMPLE

The game has ended. Each player scores points for his facedown access point tokens to calculate his final score.

The Andromeda (purple) player has four facedown access point tokens on the board. He earns 3 points for **each** token in the zone on the right of the board, 1 point for his token in the single-space zone in the middle of the board, and 3 points for his token in the zone at the top of the board for a total of (3 + 3 + 1 + 3) 10 points.

The other three runners calculate their own points and end up with the following final scores:

The Chaos Theory (green) player earns (4 + 2 + 1) 7 points.

The Kate (yellow) player earns (2 + 2 + 1 + 2 + 1) 8 points.

The Noise (red) player earns (5 + 5) 10 points.

Andromeda and Noise are tied with the most points. However, Andromeda has more secured zones than Noise, so the Andromeda player wins the game!

CLARIFICATIONS

This section addresses rule questions that may arise during the game.

PROGRAMS

- A player **must** choose one program and execute it during his turn. If the player is unable to either execute a program from his hand, place an access point token by discarding the top card of the program stack, or execute a generic program from the program suite, the player skips his turn.
- In the rare case that all players have consecutively skipped their turns, the game ends immediately and players proceed to endgame scoring.

PARTITIONS

- A partition **cannot** be placed in an empty path of a secured zone, but it can be placed in any other empty path on the board.
- A partition **cannot** be placed if it would create a zone that does not contain at least one access point token.
- When placing a partition arrangement, the player may freely rotate the configuration.
- When placing a partition arrangement, the player **cannot** place a mirrored version of the configuration.
- When placing a partition arrangement, the player **must** place all partitions in empty paths, or he cannot execute that program. He **cannot** place partitions in such a way that the configuration extends off the edge of the board or causes it to overlap existing partitions in occupied paths.

ENDGAME SCORING

- Unsecured zones, faceup access point tokens, and access point tokens in a player's supply are not worth points.

ZONES

- A player may place partitions in empty paths of an unsecured zone. This allows him to divide the unsecured zone into smaller zones, potentially creating a secured zone in the process.
- An "empty" zone (a zone that does not contain any access point tokens) cannot exist in the game. Thus, a partition cannot be placed if it would create an empty zone.

THE RUNNERS

The cybercriminals who call themselves "runners" have less in common than you might think. One thing they all share is a passion for taking what they can, especially when it doesn't belong to them.

JI "NOISE" REILLY

While in utero, Noise was genetically modified for superior intelligence; his parents dreamed their son would be the perfect corporate executive. But Noise uses his gifts for hacking, a pursuit more suited to his capricious nature. Noise's system intrusions range from damaging viruses which destroy corporate servers to defacing a corp's Net presence in embarrassing but harmless ways.

KATE "MAC" MACCAFFREY

Constantly writing, modifying, and reverse-engineering programs, Mac is a digital tinker. She has created and distributed numerous programs on the cybercriminal community known as the Shadow Net, which has earned her some renown among her fellow runners.

ANDROMEDA

The runner known only as Andromeda has a murky past. The dispossessed ristie lost her fortune and most of her privilege and access along with it. Thrown unexpectedly to the lowest rungs of civilization in New Angeles, Andromeda swore she would recover her wealth and privilege. NAPD's Netcrimes Divison associates Andromeda with several high-profile security breaches where large amounts of valuable data and banking information have gone missing.

OLIVIA "CHAOS THEORY" ORTIZ

Chaos Theory is a wünderkind when it comes to computers, but her precocious coding capabilities have left her vulnerable to dataddiction as well. Her ability to access nearly any server by finding multiple means of ingress inspires jealousy in adults with twice as many years of hacking experience.

ADAM

Adam is an anomaly: a bioroid with a compulsion to hack who is, by all appearances, operating on a different set of core directives. Whether his compulsion is the result of his programming, someone interfering in his systems, or some remnant of the human brain after which his systems were patterned is unknown. What is known is his ability to invade and take control of a computer system is second to none.

NERO SEVERN

Nero is an infamous information broker who views every situation as an opportunity to gain information; and thereby, credits. Cold, calculating, and possessing an uncanny ability to leverage his information into an advantage that serves him best, Nero has few friends, but a wealth of connections and sources.

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Special thanks to Maria José Jaime, Cristina Fernández, and César Sánchez.

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EDGE