

The background of the entire page is a dark grey or black surface covered with a complex, dense pattern of thin, light-colored lines. These lines, which are primarily white and light grey but include some hints of green and blue, form a circuit board or PCB layout. The lines are interconnected, creating a web-like structure that fills the entire frame. In the center of the page, there is a solid dark grey horizontal bar. Below this bar, the words "CLASSIFIED" and "INFORMATION" are stacked vertically. "CLASSIFIED" is in white, and "INFORMATION" is in red. Both words are in a bold, sans-serif font and have a digital glitch or pixelated effect applied to them, with some letters appearing slightly offset or broken. Below the main title, there is another solid dark grey horizontal bar. At the bottom of the page, the words "CARD APPENDIX" are written in a white, bold, sans-serif font.

# **CLASSIFIED** **INFORMATION**

**CARD APPENDIX**

## CARD APPENDIX - CITRINE DECK



### (1) Fortune Teller

Choose any number. Opponent tells you whether that number is within a range of  $\pm 2$  of their Suitcase Number. **Note: 1 wraps around to 9 and vice versa.** Example: Opponent's Code is 1, you guess 9, opponent must say "yes" their number is  $\pm 2$  from the number guessed.



### (2) Test Access Codes

Opponent reveals their hand. Choose one of the Card Numbers revealed. Opponent tells you if the chosen Card Number is the same as their Suitcase Number.



### (3) Picking Petals

Opponent tells you one number that is **NOT** their Suitcase Number, and is **NOT** the number 3. If no Guards are in play, opponent tells you a second number meeting these requirements.



### (4) Switch Places

**Choose One:** Exchange one of your Guards with one of your opponent's Guards or the top card of the Discard Pile **OR** Exchange this card with one of your Guards and discard a card from your hand. *If you switch with an opponent or Discard Pile, turn Guard face up for the remainder of the game. May target a Guard Tucked under Extra Protection, exchanged Guard is now Tucked under Extra Protection.*



### (5) Scavenge

Choose a card from the top 3 cards of the Discard Pile and place it in your hand. Then discard another card from your hand.



### (6) Extra Protection

**TUCK:** Play face up to your Guard area and tuck one of your Guards under Extra Protection. Extra Protection must be assassinated first before the Guard tucked under it may be assassinated.

Keep Guard in same face-up/face-down orientation. Assassination of Extra Protection works the same as a face-up Guard. Treat as 1/2 a Guard for purposes of breaking ties at the end of the game.



### (7) Wheel of Fate

Flip one of your Guards face up. Opponent must tell you if that Guard's number is in their Code. *Note: Flipped Guards remain flipped for the remainder of the game. You may target a Guard already flipped face up.*



### (8) Neutralize Target

Flip an opponent's Guard face up **AND/OR** rearrange the Discard Pile **AND/OR** secretly look at the bottom two cards of the Draw Deck. You may choose any or all of the options. *Note: The discard pile should be splayed vertically so that previously played Card Numbers are in full view.*



### (9) Bullet Proof Vest

**REACT:** Play immediately after a successful assassination to block it.

On your next turn, draw (if able), **SKIP YOUR ACTION**, and then **PEEK: 1**. *If played to block an Assassination Attempt you may wait to determine whether that attempt will be successful before playing.*

## CARD APPENDIX - EMERALD DECK



### (1) High-Tech Bookends

Reveal a card from your hand. Opponent tells you whether their Suitcase Number is between 1 and the Card Number revealed (low to high). *The range is inclusive of the high and low numbers. Example: You reveal a 4, your opponent tells you whether their Suitcase Number is within the range 1-4 including 1 and 4.*



## (2) Mind Control

Assassinate an opponent's Guard without comparing Code numbers. Unless blocked, that Guard becomes a Guard for your Suitcase, and you must tell your opponent if its Card Number is in your Code. **Play only if you have a spot for a Guard available.** You may not Deploy Mind Control if opponent has no Guards. Mind Control is blocked by Resilience.



## (3) Interrogate

Opponent tells you one Guild Affiliation that does **NOT** match their Suitcase.



## (4) Split Personality

Reveal one of your Guards and switch your Suitcase with the revealed Guard.

**Play only if at least 4 cards remain in the Draw Deck.** Your new suitcase (former Guard) remains face up, the new Guard

(former suitcase) remains face down and is not revealed. Split Personality cannot be Deployed if there are less than 4 cards in the Draw Deck.



## (5) Cache

**TUCK:** Play face-up in your play area. Tuck a card from the top or bottom of the Discard Pile or one of your Guards under Cache. You may exchange the tucked card with a card from your hand during your last turn of the game.

The exchange must take place during your last turn, you can play the exchanged card or save it to use as your Final Card. Place the card under Cache so the Card Number can be seen by all players.



## (6) Resilience

**TRIGGER:** If assassinated, you may flip Resilience face up to block the assassination. Once flipped face up (for any reason) Resilience no longer has any effect. If Resilience is flipped for any reason it no longer has any impact on

assassinations but still functions as a Guard. Resilience may be flipped to block Mind Control.



### (7) Digital Dig

Move any card in the Discard Pile to the bottom of the Discard Pile, and then opponent tells you whether its Card Number is the same as their Suitcase Number. Then, **PEEK: 1**. *There must be at least one card in the discard pile to play Digital Dig. You may choose the card already at the bottom of the Discard Pile.*



### (8) Scour The Web

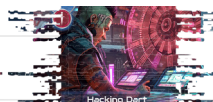
Exchange a card in your hand for the one at the bottom of the Discard Pile **AND/OR** look at the top card of the Encrypt Pile and return it to the bottom.



### (9) Return To Sender

**REACT:** Play immediately in response to an opponent playing a Guard. They reveal it, return it to their hand and then discard a card. On your next turn, draw (if able), **SKIP YOUR ACTION**, and then **PEEK: 1**.

## CARD APPENDIX - RUBY DECK



### (1) Hacking Dart

Opponent tells you whether their Suitcase Number is odd or even.



### (2) Decoy Guard

Play as a Guard.

**TRIGGER:** If assassinated, opponent must tell you a number in their Code. *The number revealed is the opponent's choice.*



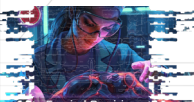
### (3) Tough Choices

Look at the top 2 cards of the Draw Deck and choose one to play (Deploy/Enlist/Encrypt). Then shuffle any card from the Discard Pile along with the unchosen card into the Draw Deck. *You choose which card to shuffle back into the deck. The card chosen to be shuffled into the Draw Deck must be revealed to your opponent.*



#### (4) Digital Exhumation

**Choose One:** Play the top Encrypted card face up as a Guard **OR** Exchange one of your Guards with a card from your opponent's hand (their choice), then you may exchange that card with a card from your hand.



#### (5) Surgical Precision

Exchange this card with the top or bottom of the Discard Pile. Then choose another card from your hand and either play it for its Guild Affiliation or discard it. *If you cannot, or do not wish to, play a card for its Guild Affiliation you must still discard a card.*



#### (6) Pull The Plug

**REACT:** Play immediately in response to an opponent Deploying (playing a card for its ability) to block that card's effect. On your next turn, draw (if able), **SKIP YOUR ACTION**, and then **PEEK: 1**.



#### (7) Infiltrate Enemy Lines

Play in an Opponent's open Guard spot. Opponent reveals their hand. Then choose any number. Opponent tells you whether that number is the same as their Suitcase Number. *You may only play Infiltrate Enemy Lines if your opponent has a spot for a Guard. Once played, Infiltrate Enemy Lines is a Guard for your opponent's Suitcase and should remain face up.*



#### (8) Shine Spotlights

Flip **ALL** Guards face up and choose any two. Opponent tells you if their Suitcase Number is within the range of the Card Numbers of the two chosen Guards (low to high). *There must be at least two guards in play. Flip all Guards in play for both players. You may choose already flipped Guards, and you may play Shine Spotlights even if no new Guards would be flipped. The range includes the end numbers.*



## (9) Rooftop Sniper

Assassinate an opponent's Guard without comparing Code numbers, ignoring any effects that block or trigger upon assassinations. *You may target a face-up or face-down Guard. Rooftop Sniper cannot target a Guard tucked under "Extra Protection."*