

Digital Landscapes

2-5 players

30-60 minutes

Customize your rig and gain control of digital landscapes to earn the most cred

Area control, Tableau building, Variable player powers

Digital Landscapes is an area control game, in which players will take on the role of hackers, vying for control of the net. The more they exert their digital strengths and increase their presence, the more cred they earn. They will do this by placing data cubes, representing the hacker's signature, on to areas of the map. Players can cash in their cred to buy new, different and exciting parts for their rig, both digital and analog. A better rig allows players to better control the digital world, and spread their name faster. Whoever has the most cred at the end of the game is the winner.

Components:

- 2-3 and 4-5 player game boards
- 30 cubes for each of five colors
- 200 cred tokens
- 40 Rig Cards
- 5 player mats

Setting up the Game:

1. Select a digital landscape, and lay out that board.
2. Distribute player mats to all players.
3. Each player selects a color of ident, and takes all 24 data cubes of that color, for a 2 or 3 player game. Take 30 cubes for a 4 or 5 player game.
4. Each player places six data cubes of their color in the "available" section of their mat; these are the data cubes that each player can place in the first cycle. The rest of your data cubes are your "reserve."
5. Place the event die next to the board.
6. Shuffle the Rig deck. Draw a number of cards equal to the number of players plus one and set them face up next to the board. This is the digital marketplace.
7. Players decide among them who will select first, then in clockwise order each player selects a starting piece for their Rig. Remove a number of data cubes from your reserve equal to the cost of this piece, and return the data cubes to the box. You will not have access to these data cubes for the remainder of the game. Whichever player selected the cheapest piece is the first player. In the event of a tie, those players decide among them who will be first player. Replace the selected pieces from the deck.
8. In turn order, starting with the first player and moving clockwise, players place a single data cube on the board, ignoring placement rules, to determine their starting position in the net.

Anatomy of a Cycle:

1. *Event Phase*: Roll the event die and resolve its effects.
2. *Notoriety Phase*: In turns, starting with the Start Player, players place all available data cubes onto the board, expanding their digital presence.
3. *Control Phase*:
 - 3.1. Determine area control for underground, ignoring data cubes of hackers *with* the Mainstream Following.
 - 3.2. Determine area control for mainstream, ignoring data cubes of hackers *without* the Mainstream Following.
 - 3.3. Collect cred and bonuses based on control.
 - 3.4. Player who collected the most cred receives the Start Player token. If there is a tie, the Start Player token doesn't change hands.
4. *Upgrade Phase*: In turn order, players may spend cred on pieces for their rig.
5. *R&R Phase*: Players take a number of new data cubes from their reserves according to the map being used.
6. Return to Step 1: *Event Phase*. A new cycle begins.

Game End

If, during the *R&R Phase*, a player empties their reserves, one more cycle is played, then the game ends. Each player adds up all of their collected cred and all of their Rig cred costs. The player with the highest total wins!

Events:

When the event die is rolled, this cycle is affected in the following ways -

- *Law Entanglements* - All players collect half the amount of cred they would collect in the Control phase, rounded down, to a minimum of 1.
- *Heavy Traffic* - To occupy an area, and count towards control, each Social or Finance area requires an extra data cube.
- *Location Identified!* - Your hacker has had to flee their crash space, leaving crucial pieces of your Rig behind! Each player draws a card from the Rig deck and **MUST** use this new Rig piece. Return replaced pieces to the bottom of the Rig deck. If you drew a Rig piece for an unused slot, select a different piece from your Rig and return it to the bottom of the Rig deck.
- *Regroup* - All players may take 1 data cube from their reserves, and place it this turn, if able.
- *Data Spike* - Each player, in turn order, selects an area they occupy and returns all players' data cubes in that area to reserves.
- *Refactor* - Each player, in turn order, may exchange one of their Rig pieces with any in the digital marketplace. Put replaced Rig pieces in the digital marketplace.

Placing data cubes:

To expand their hacker's digital presence and notoriety, players will place data cubes in new regions on the net to try to gain control of areas and to earn cred. A player **MUST** place all data

cubes from their available pile. Players may place any number of data cubes from their available pile in a single area, but these data cubes cannot be moved, so be careful!

To place data cubes in an area, players must have data cubes in an adjacent area.

Types of Areas:

In *DL* there are four types of areas: social, finance, government, big business. Some of these areas have special rules, detailed below:

- Finance - When placing data cubes on a Finance area, you must place 3 data cubes. Your data cubes can be redistributed at the end of cred collection.
- Government - To occupy a government area, you must have at least 2 data cubes in the area.
- Social - No special rules.
- Big Business - No special rules.

Determining Control:

After all players have made their placements, you must determine control of all areas. There are two steps, underground control and Mainstream control. All players will participate in underground control unless they have an evolution that specifies differently.

Determining control is simple. Whoever has the most data cubes in an area has control of that area. If multiple players are tied, they are considered to all be controlling that area.

Control is determined in two separate steps: Underground and Mainstream. All hackers' data cubes are counted during the Underground step. However, if a hacker has the Mainstream Following, their data cubes are ignored during the Underground and counted during the Mainstream. Hackers without the Mainstream Following are ignored during the Mainstream step. In this way, it is possible for an area to have players controlling it for both underground and Mainstream. In this event, all players receive the full benefit of control.

Collecting cred:

A hacker collects 1 cred from the box for each area they control. Many rig pieces will alter how much cred is collected, or how it is calculated. Be sure to double check your rig cards before collecting.

Acquiring new pieces for your rig:

The first player selects one of the face up rig cards and adds it to his player mat, paying the requisite cred cost to the box. They may also choose to not select a rig piece and pass. The next player in turn order does the same. Continue until all players have selected or passed.

If they choose, the first player may instead choose to shuffle all available rig cards into the deck and draw new ones. If the player chooses to do this, they draw the same number of cards that

were removed, and place them face up. If a player selects this option, they will select after all other players have chosen or passed.

When a player chooses and pays for an rig piece, they add that card to their player mat immediately. Players may choose to replace pieces with new ones, returning the original piece to the bottom of the rig deck. A player may never have multiple pieces for the same rig slot.

If a player cannot pay for any of the available rig pieces, they may choose to pass or pay all cred they have to the box and draw the top card of the rig deck. If a player chooses the latter option, they **MUST** add it to their player mat, even if it would replace a rig piece.

For each Rig piece on their player mat, the player adds the cred cost to total cred at the end of the game to determine a winner.