



PTSD: TERMINAL 01

RULEBOOK

Build Playtest_tgc_02 – TGC Production Build

PTSD: TERMINAL 01 — GAME RULES

A card game for 2–6 players set after AI dominance: the few operators skilled enough to take the terminals back are the same ones chasing **fame** and **SYSM**. **Hack** targets, stack intel, move the board in your favor, and win by reputation plus what you lock on the chain.

COMPONENTS



- **Gameboard** — Markets (6 tracks, 1–10), **market dice** (one per hat market: Black / Grey / White), network scan (1–6), SYSM crypto dice (1–6), data card deck area. Each **market die** (1–6) is the **purchase cost** for that market's cards: when you **Trade**, you pay **total suit value from your hand equal to or greater than that die** to take one face-up market card from that deck (see **Trade**).
- **Data cards** — Deck of data cards (see GAME_CARDS.md in the project — developer reference). Each card has fragments, suit, SYSM value, and information type (AI Intel, Government, Financial, Personal, Market Intel, Wildcard). **Hand limit: 7**. If you ever have more than 7 data cards in hand, discard down to 7 immediately (discard to the general data card discard pile). This represents **data loss** — you cannot hold more than 7 fragment cards at a time.
- **Location cards** — Use 3 cards for 2 players, 6 cards for 3–4 players, and 9 cards for 5–6 players; one is turned face up at start. Every two rounds of play, reveal one new location at random until the max number of locations is revealed. Each location lists required fragments, **fame** reward, and data card reward.

- **Market cards** — Three decks (Black hat, Grey hat, White hat), each with its own card effects. Place each deck on its gameboard slot **next to that market's die**; the **face of that die is the card's shelf price** for the **Trade** action. Card text handles everything after you acquire the card.
- **Dice** — One d6 per dice spot on the gameboard (**three market dice** — each sets **Trade** cost for its deck — plus **network scan** for **Scan** draws). Roll at setup and mark with cubes.
- **Cubes / tokens** — Use cubes to mark market track values (1–10), market dice and network scan (1–6), and **control** on locations. **Control cubes** are a separate concept from track/dice markers: each player has a pool of their own color used only on **location cards**. **Per-player control cube limit** (total you may have on all locations at once): **6** in a **2-player** game, **9** in a **3–4 player** game, **12** in a **5–6 player** game. The physical components should include at least that many control cubes per player at each count.
- **Memory stacks** — Each player may have **up to 3 memory stacks** in play at a given time. Each stack holds a maximum of 7 data cards. You **Program** cards into a stack and play a stack when you **Hack**.
- **Turn order cards (player aids)** — One per player (Player 1–6); each lists the eight turn actions. Jumbo size 3.5" × 5.5".
- **Player cards** — Six unique identity cards (jumbo horizontal 5.5" × 3.5"). Each has an **alias** (thematic hacker handle), a **polaroid-style photo spot** for a profile picture, a **special power** (one rule-breaking ability that applies only to that player—e.g. hand limit 8, or **Program** twice per turn), and a **backstory** (can be much longer). One per player; choose or deal at random.

SETUP

1. **Separate all decks**, shuffle them, and place each on its gameboard space. Place the data card deck off to the side of the board.
2. **Player cards**: Shuffle the six player cards. Deal one to each player (or each player chooses one). Place your player card face up in front of you for the whole game. Your **special power** on that card applies only to you (see Player cards and special powers).
3. **Market cards**: Shuffle the 12 cards in each market deck (Black hat, Grey hat, White hat). From each deck, add one card per player to the market area (e.g. 2 players → 2 cards from

each of the three decks, face up). Place one final face-up market card on top of each deck so each deck has one face-up card.

4. **Roll the dice:** Roll 1d6 for each dice spot (market dice and network scan). Mark each value (1–6) with a cube.
5. **Deal 5 data cards** to each player.
6. **Location cards:** Shuffle the location cards (3 for 2 players, 6 for 3–4 players, 9 for 5–6 players) and place them in the center face down. Turn one at random face up. During play, every two rounds reveal one new location at random until the max number of locations is revealed.
7. **Control cubes:** Each player takes the **control cubes** for their color — enough to reach their **per-player limit** (6 / 9 / 12 by player count; see Components). Keep the rest in the box. These are the only cubes used on locations (**Hack** and **Harden**).
8. **Free program:** Place one free data card from the general supply into one of each player's three memory stacks (one card per player, in a stack of that player's choice; each stack holds max 7 cards).

PLAYER CARDS AND SPECIAL POWERS

Each player has one **player card** (alias, backstory, and a **special power**). Your special power **breaks or bends one normal rule for you only** and is **once per game** — you may use it only once during the entire game. When to use your power is a key decision. The exact effect is written on your card; follow that text instead of the normal rule whenever it applies. All other rules still apply to you unless your card says otherwise.

HAND LIMIT (DATA LOSS)

Your **maximum hand size is 7 data cards**. If at any time you have more than 7 data cards in hand (e.g. after **Scan**, after drawing a **Hack** reward, or from any card effect), you must **discard down to 7** immediately. Discard the excess to the general data card discard pile. This represents **data loss** — you cannot retain more than 7 fragment cards in hand.

TURN ORDER

Players take turns in order (Player 1, 2, ...). On your turn you may perform **one** of the following actions:

ON YOUR TURN — AVAILABLE ACTIONS

1. **Scan**. Draw a number of data cards equal to the value shown on the **network scan** dice spot (1–6). If this gives you more than 7 cards in hand, discard down to 7 (data loss).
2. **Disrupt**. Play data cards and use their **suit values** to move any **market track** (1–10), the **network scan** (1–6), or the **SYSM crypto dice** (1–6) up or down — **one step per suit point**. Played cards go to the general data card discard pile.
3. **Program**. Play a single data card from your hand into **one of your memory stacks** (up to 3 stacks in play, max 7 cards per stack), **or** replace one card already in a stack with a card from your hand (the replaced card goes to the general data discard pile).
4. **Discard stack**. **At any time on your turn**, you may **discard an entire memory stack** as your action: place **all** cards in that stack onto the **general data discard pile** and clear the stack. You may **Program** into that stack again on a later turn. (Uses your one action for the turn — same timing as **Scan**, **Hack**, etc.)
5. **Trade**. Choose **one** hat market (Black, Grey, or White). That market's **dice spot shows the cost** (1–6): play data cards from your hand whose combined **suit value** is **equal to or greater than** that number. Discard those cards to the general data discard pile, then take **one** face-up market card from **that** market's stack into your hand. **Higher die = more expensive card; lower die = cheaper**. If your hand then exceeds 7 data cards, discard down to 7 (data loss).
6. **Hack**. Play **one of your memory stacks** against a **location card**. You can only **Hack** if you are **below your per-player control cube limit** (see Components). If another player already has control cubes on that location, your stack must meet the location's required suit value **plus at least 1 extra suit point per other player's control cube** on that location. If successful, place **one control cube** on that location and roll the location's color-coded d6 die (White, Blue, or Red, matching the market dice) plus any modifier shown on the card to determine how many **data cards** you draw. You gain the **fame** shown **only if you have full control** of that location (you have more control markers on it than any other single player).

Multiple players may compete for control of a single location. If your hand then exceeds 7 data cards, discard down to 7 (data loss).

7. **Harden** (increase location influence). Only if you are **below your per-player control cube limit**, discard one data card to the discard pile and add **one of your control cubes** to a **location where you already have at least one control cube** (you cannot **Harden** a location you have no presence on). The card discarded must be of the same data type (information type) that the target location requires.
8. **Blockchain**. Place **one data card** from your hand into your **personal blockchain pile**. Cards are played **face up** and may be reviewed by any player at any time (public blockchain). **Your blockchain pile may hold at most 10 data cards** — you cannot take the **Blockchain** action if you already have 10 cards there. At game end, market track values are compared against your blockchain pile: for each market type, multiply that track's value (1–10) by the total SYSM of that type in your blockchain pile; sum for all six types, then multiply that total by the SYSM crypto multiplier (1–6); divide by 10; add the result to your **fame** (see Victory).

BOARD REFERENCE

Markets (data information – end-game multiplier 1–10)

- **Six tracks:** AI Intel, Government, Financial, Personal, Market Intel, Wildcard.
- Each track has a value **1–10**, marked with a cube. Use the **Disrupt** action to move tracks, the network scan, or the SYSM crypto dice by playing data cards (suit value = steps). (These track markers are not "control cubes"—see below.)

Control cubes (locations only)

- **Control cubes** are placed only on **location cards** (when you **Hack** successfully or use **Harden**). Multiple players may have cubes on the same location (competing for control). You have **full control** of a location when you have **more control markers on it than any other single player**. You gain **fame** from a successful **Hack** only when you have full control of that location. Market tracks do not have control cubes; they have a numeric value 1–10. Card effects that "remove" or "move" a control cube refer only to cubes on locations (e.g. "remove one control cube from a location", "move one control cube from one location to another").

- **Per-player control cube limit:** Count all your control cubes **across every location**. You may never have more than **6** (2 players), **9** (3–4 players), or **12** (5–6 players). You **cannot take** **Hack** or **Harden** if you are already at that maximum (you cannot place another control cube until you lose one, e.g. from a card effect). Card effects that add control cubes **must respect this limit** unless the card explicitly overrides it.
- At **game end**, each track's value is compared against your **blockchain pile**: for each data type, multiply that track's value (1–10) by the **total SYSM** of that type in your blockchain pile (cards you placed there using the **Blockchain** action); sum for all types, then multiply that total by the SYSM crypto multiplier (1–6); divide by 10; add the result to your **fame** (see Victory).

Location cards (reveal during play)

- Start with **one location** face up. **Every two rounds of play**, reveal **one new location** at random (from the face-down pile) until the max number of locations (3, 6, or 9 by player count) is revealed.

Market dice and deck slots

- **Black hat, Grey hat, White hat** — each has a **dice spot** and **deck slot**. Roll **1d6** at setup for each spot: that value **is the** **Trade** **cost** (minimum total suit value you must spend from hand) to acquire **one** market card from that deck. It does **not** use the six big market tracks (1–10); those are for end-game blockchain scoring and **Disrupt**, not for shop prices.

Market cards and the board

Market cards are acquired from a specific market (Black hat, Grey hat, or White hat) using **Trade**; that market's **hat dice** (1–6) **is** the price — you must pay at least that much **combined suit value** from your hand to take one card. Their effects already target the rest of the game: **market tracks**, **network scan**, **memory stacks**, **control cubes** on locations, and **Hacks**. So the board state (dice, track values, who controls which location) matters when you buy and when you play them.

What market cards may do (summary). A market card's text is the authority for that card. In general, effects may:

- Change numeric board values: move **market tracks** (1–10), move or set the **network scan** value (1–6) or **SYSM** die (1–6), or otherwise refer to those components as described on the

card.

- Touch **data cards** (draw, discard, steal, swap, **Program**-related changes) and **memory stacks** within normal limits unless the card explicitly overrides a limit for a stated duration or as a one-shot.
- Touch **control cubes** only **on locations** (add, remove, move between locations) as stated on the card.
- Modify how **Hack**, **Scan**, **Program**, **Discard stack**, **Trade**, **Harden**, or **Blockchain** works for a player **only as written** on that card (e.g. bonus to suit value on the next **Hack**, skip **Program** once, extra draw when you **Scan**).

Some market cards are marked **permanent** (or “while this card is in play”): keep them visible; their ongoing effect applies until the rules on the card say it ends. **Black hat** cards should usually hurt opponents or the shared board; **white hat** cards should usually help the player who plays them (or be clearly defensive); **grey hat** cards mix both or require interaction between players. If a market card contradicts a core rule, **the card wins for that effect only** until that effect ends (same idea as player special powers).

Network scan

- One **dice spot** (d6 at setup, value 1–6). This value is how many data cards you draw when you take the **Scan** action.

SYSM crypto dice

- One **dice spot** (d6 at setup, value 1–6) used at **game end** as the multiplier for blockchain scoring (see Victory). Use the **Disrupt** action to move this value up or down (one step per suit point), same as market tracks and network scan.

HACKING LOCATIONS

- A **location card** shows: required **program stack** (inputs: fragment identifiers + suit symbols), **required suit value**, **fame** reward, and **data card reward** (a d6 roll of the color shown—White, Blue, or Red—plus any modifier).
- To **Hack**, play one of your **memory stacks** (the cards you’ve programmed there) against the location. You must be **under your per-player control cube limit** to **Hack**. Your stack must

match the location's required inputs and meet the **required suit value** (plus at least 1 extra suit point per other player's control cube already on that location, if any). If the hack succeeds: place **one control cube** on that location and draw **data cards** by rolling the location's color-coded d6 die (White, Blue, or Red) and adding any modifier shown on the card. You gain the **fame** shown **only if you have full control** of that location (more of your cubes there than any other player).

- Location **requirements** (e.g. "Market Intelligence") refer to data card **information type**; see GAME_CARDS.md in the project for types and wildcards (developer reference).

END OF GAME – VICTORY AND CONDITIONS

End game trigger

The **final round** begins when:

- **All locations from the pool for your player count are in play** (none left in the location deck — pool size is **3** with **2** players, **6** with **3–4** players, **9** with **5–6** players; see Setup), **and each of those locations has been successfully Hacked at least once** (a **Hack** that places your control cube — **Harden** does not count toward this trigger). **Full control** of a location is **not** required for the end trigger; it only affects **fame** when you **Hack**.

Complete the current round so everyone has the same number of turns, then score.

Victory

The player with the **highest total score** wins.

Score = **fame** + end-game modifier (blockchain pile)

- **Fame:** Sum of all **fame** you gained from successful hacks where you had full control of the location (more control markers on it than any other player).
- **End-game modifier:** For each **market type** (AI Intel, Government, Financial, Personal, Market Intel, Wildcard), multiply that **market track's value** (1–10) by the total SYSM of that type in your **blockchain pile** (cards you placed there using the **Blockchain** action). Add these products for all six types, then multiply that total by the SYSM crypto multiplier (1–6,

from the board); divide by 10. Market values are compared against your blockchain pile only — cards in hand do not count for this modifier.

Example: Market Intel track is 8; you have 12 total SYSM in Market Intel cards in your blockchain pile → $8 \times 12 = 96$ points from that type. Do the same for the other five types, sum all six, then multiply that total by the SYSM crypto multiplier (e.g. 4), divide by 10, and add the result to your **fame**.

QUICK REFERENCE

Action	What you do
Scan	Draw data cards = network scan value (1–6).
Disrupt	Play cards to move a market track, network scan, or SYSM crypto dice; 1 step per suit point. Discard played cards.
Program	Play one data card from hand into a memory stack, or replace one card in a stack with a card from hand (replaced card to discard). Up to 3 stacks, max 7 per stack.
Discard stack	On your turn , clear one entire memory stack to the data discard (uses your action).
Trade	Pay suit value ≥ that hat market's d6 (the card's cost); discard those data cards; take one face-up card from that market (Black / Grey / White).
Hack	Play a memory stack vs a location (need +1 suit per other player's cube on it); only if under your control cube cap; success → 1 control cube and data cards; fame only if you have full control (most cubes on that location).
Harden	If under your control cube cap: discard one data card (same type the location requires) to add one of your cubes to a location where you already have a cube .
Blockchain	Place one data card from your hand into your personal blockchain pile (face up; any player may review at any time — public blockchain). Max 10 cards in your blockchain pile. Used for end-game market comparison.

Hand limit: You may never have more than **7 data cards** in hand.

Blockchain pile limit: You may never have more than **10 data cards** in your public blockchain pile. Whenever you would have more (after **Scan**, **Hack** reward, or any effect), discard down to 7 immediately (data loss).

Control cube limit: You may never have more than **6 / 9 / 12** control cubes on locations (2 / 3–4 / 5–6 players). You cannot **Hack** or **Harden** while at your maximum.

PLAYER INTERACTION (OPTIONAL RULES)

The core game works without any of the following. If your group wants more negotiation, alliances, and direct deals, you can add one or more of these options. Agree before the game which are in use.

Table talk, deals, and favors (optional) – *Ov3rLrd favorite*

Players may talk, negotiate, and offer or accept **deals** or **favors** at any time — including during another player’s turn. Deals can be **data cards**, **market cards**, or promises (e.g. “don’t **Hack** that location,” “I’ll leave that market card for you”). If a deal involving cards is accepted, the exchange happens immediately and does not use an action; **hand limit applies** after. Promises about future actions are not binding by the rules — only the table’s trust. (In addition to **Trade** with the market, this allows player-to-player card trades anytime by agreement.) Alliances (e.g. “we won’t **Hack** each other’s controlled locations”) are the same: promises, unless your group adds one optional mechanical effect:

- **Gentleman’s agreement:** When you **Hack** a location where an ally has **full control**, you may not take the **fame** for that **Hack** (you still place your cube and take the data card reward). This makes it less attractive to “stab” an ally for **fame** while still allowing competition.
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For **card schemas**, fragment identifiers, suits, and deck-building (e.g. playable deck, coverage), see **GAME_CARDS.md** in the project (developer reference).

PATCH NOTES

Build Playtest_tgc_02 – TGC Production Build

- Integrated current production deck structure: 150 data fragments, 18 location targets, 36 market upgrades, and 6 player profiles.
- Welcome back operator. Terminal constraints have been hardened. We've logged the telemetry.
- Cache purge protocol: You can now dump an entire memory stack as your turn action. Better than keeping old corrupted data.
- Server resource limits applied: Per-player control cubes are hard-capped (6, 9, or 12). Network bandwidth is finite; do not exceed allocation.
- Blockchain bloat mitigation: Personal blockchain piles are capped at 10 blocks. The ledger is public, but it's not your personal garbage dump.
- End-game trigger sequence: Hacking every location in the active pool at least once initiates termination. Complete control not required, just a verified footprint.
- Hand limit rules enforced: Attempting to hold more than 7 fragments triggers automatic buffer overflow. Data loss is a feature, not a bug.
- Updated protocol documentation compiled to HTML and PDF. Keep your terminal cool.

CREDITS

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