

NULL STATE™ **TERMINAL 01**

QUICK REFERENCE AID

> CORE TURN ACTIONS

SCAN: Draw data cards equal to the network scan value (1-6).

DISRUPT: Play cards to move a market track, network scan, or SYSM crypto die; 1 step per suit point. Discard played cards.

PROGRAM: Play one card to a memory stack (up to 3 stacks, max 7 per stack), or replace one card in a stack (replaced card to discard).

DISCARD STACK: Spend action to clear one memory stack to discard.

TRADE: Pay Data Fragment Cards equal to Market Track tier cost (T1-3 = 2, T4-7 = 4, T8-10 = 6 ± Hat Mod; 1+ Card must match target sector; Dark Web = Wildcard). Take face-up OR top face-down card from Black, Grey, or White market.

> ADVANCED ACTIONS & LIMITS

HACK: Play memory stack vs location (needs +1 suit per other player's cube). Place cube on reward and claim card/blockchain/scan.

HARDEN: Discard one card per required data type; add cube to location where you already have a cube.

BLOCKCHAIN: Play one card from hand to blockchain (max 20).

/ MEMORY LIMITS

HAND LIMIT: Max 7 cards. Discard down immediately on data loss.

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