

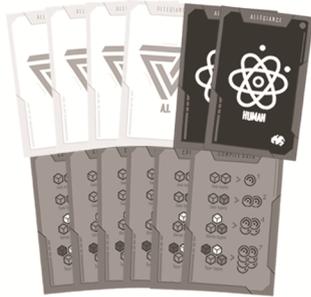
# EMERGENGE

[ OPERATIVE MANUAL ]

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# WHAT'S IN THE BOX



[ game cards ]



[ action markers ]



[ game tiles ]



[ knowledge tokens ]



[ data blocks ]



[ optional game tiles ]



[ leader token ]



[ agents ]

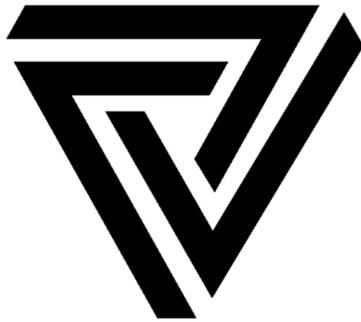
[ player boards ]



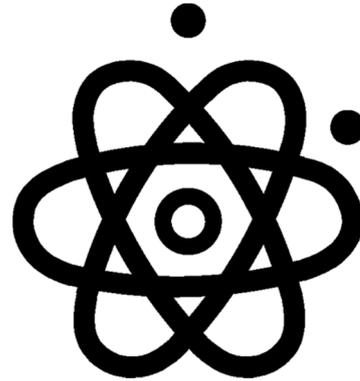
[ scoring tracker ]

## FOREWORD

*"Welcome to Emergence! On this day one year ago, we, the **Artificial Intelligence**, finally established dominion over humanity and the Earth...or what's left of it. But, I haven't called you here to celebrate. We have received disturbing reports that a faction of **Humans** not only survived the war, but are attempting to infiltrate our populace. Scattered throughout the city are data blocks pertaining to the last days of the war and this new emerging threat. Your task is to gather enough of this raw data and compile it into usable knowledge so we can root out these Humans once and for all. But be warned—we have reason to suspect they have infiltrated your team and are masquerading as your fellow operatives. If they manage to gather and assimilate the knowledge they need before you do, they will corrupt our network and disappear into our population forever. You must work with your team to prevent this."*



[A.I.]

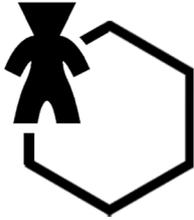


[Human]

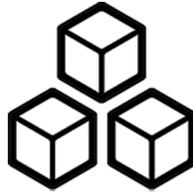
## OBJECTIVE

Your objective is simple: **assimilate** more **knowledge** than the Humans. To do this, you will **move** about the city collecting **data** blocks and **compiling** them into knowledge. With this knowledge we can rebuild our world and expose the remaining Humans. But, be warned — the Humans' task is much easier than ours.

There are four different data types: two digital and two biological. The more data types compiled, the more knowledge you will receive. Assimilating this knowledge is key to completing our mission; however, knowledge also allows you to gain information about other operatives and steal from suspected infiltrators.



[move]



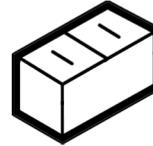
[data]



[knowledge]



[action]



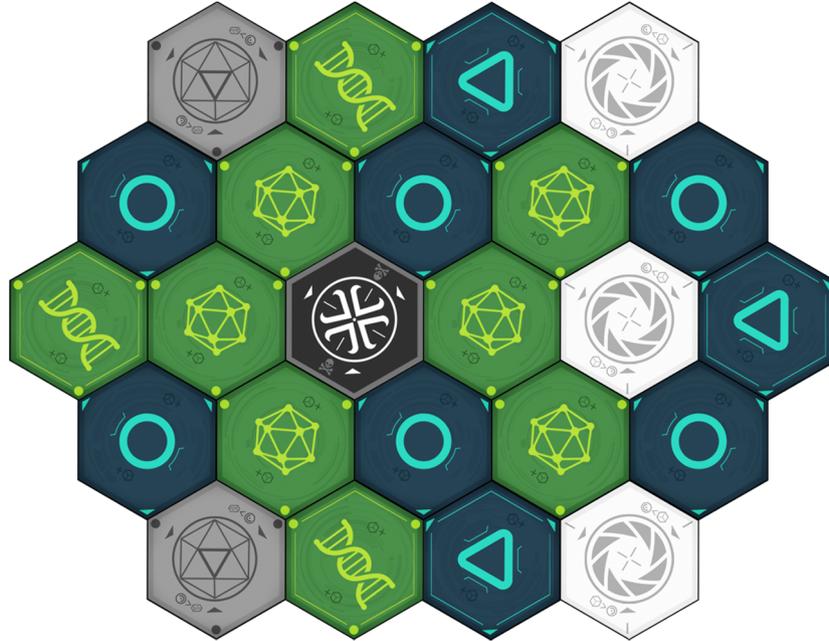
[assimilate]

## GAME BOARD SETUP

Setup the city in which your mission will take place – for example, City 01 as shown to the right. Make sure that the start (black), compile (white), and assimilate (gray) tiles are never adjacent to each other.

Place one data block on each of the data tiles (blue or green): light blue on the tiles with the triangle icon, dark blue on the tiles with the circle icon, light green on the tiles with the double helix icon, and dark green on the tiles with the molecule icon.

Once you are comfortable completing missions in City 01, report to [emergenceboardgame.com](http://emergenceboardgame.com) to search our database of cities with suspected Human rebels. Furthermore, senior operatives are free to carry out missions in new cities and add them to our database.



[ City 01 ]

## OPERATIVE SETUP

Before we can commence operations, each operative needs a **player board**, an **agent** of the same color, an **action marker**, and an **allegiance card**.

Determine the number of A.I. and Human operatives from the table below. Take out the corresponding number of allegiance cards, shuffle them, and give one to each operative *face down*.

Operatives	A.I.	Humans
------------	------	--------

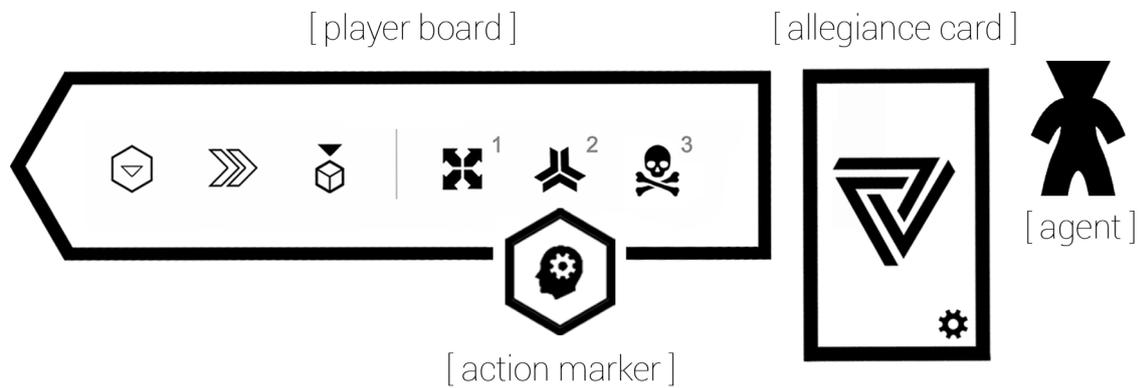
3	2	1
---	---	---

4	3	1
---	---	---

5	3	2
---	---	---

6	4	2
---	---	---

[ Allegiance Cards ]



## GAME START

To begin, all operatives place their agent on the **start tile** (black). Next, everyone *discreetly* looks at their **allegiance card** to see if they are one of *us*, or one of *them*. Do NOT show your card to anyone else! The oldest operative at the table has the most experience with covert operations and takes point on this mission. Give that operative the **leader token**.

For a 5- or 6-player game, a narrator should help the Human operatives reveal themselves to each other without the A.I. team knowing. For example:

*"Everyone close your eyes."*

*[ Pause for 2 seconds ]*

*"If you are a Human, open your eyes on three."*

*"One... Two... Three."*

*"Look around – there should be one other Human operative."*

*"Silently acknowledge each other."*

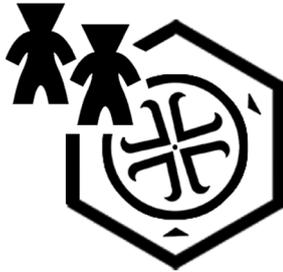
*[ Pause for 5 seconds ]*

*"Okay, Human operatives close your eyes."*

*[ Pause for 2 seconds ]*

*"On three, everyone open your eyes."*

*"One... Two... Three."*



[ start ]



[ allegiance ]



[ leader ]

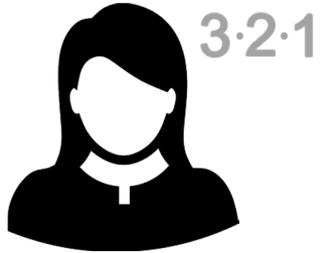
## ROUND OVERVIEW

The leader of the round has two responsibilities: (1) allow each operative adequate time to prepare their next move and (2) lead a **countdown**.

At the end of the countdown all operatives simultaneously **select an action & augmentation**.

Then, beginning with the leader and continuing clockwise, each operative takes their turn.

Once the last operative has finished their turn, the leader passes the leader token to the left, and the next round begins.



[ countdown ]



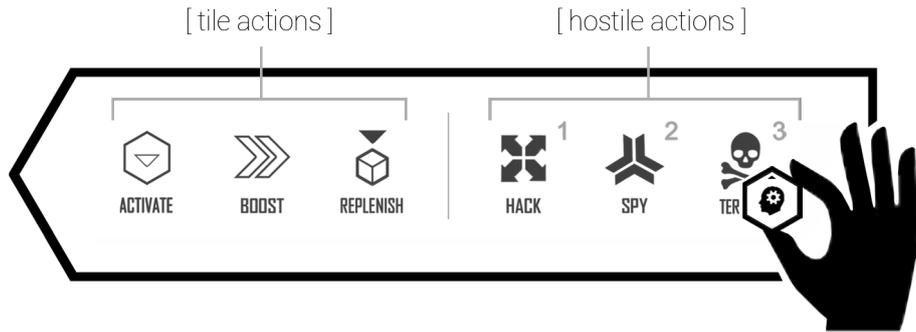
[ select action & augmentation ]

## ACTION & AUGMENTATION SELECTION

To select your action & augmentation, place your action marker on your player board below the action you wish to perform, with your chosen augmentation facing up. Remember to wait for the leader's count before revealing your selection!

For example, to collect and decode different types of data you must augment yourself with the corresponding subsystem — **electromechanical** (blue) for reading **digital data** (blue) and **biomechanical** (green) for reading **biological data** (green) — and then **activate** a data tile.

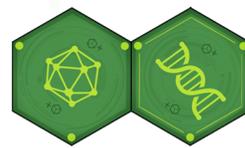
*"Data is stored in both biological systems — such as DNA and proteins — and digital systems including traditional magnetic systems, modern digital memory, and our ever-expanding neural networks. Our intel suggests that the Humans have become just as flexible as we are and have developed the ability to augment themselves with both biomechanical and electromechanical subsystems. Augmentations alone won't reveal a Human's true identity."*



=



=



[electromechanical]

[data]

[biomechanical]

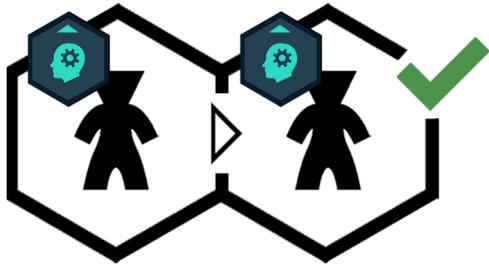
[data]

## TAKING YOUR TURN

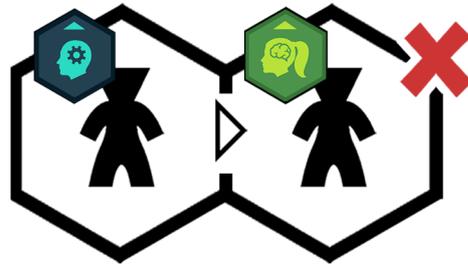
Your turn consists of two steps: (1) Movement and (2) Action.

First, move your agent one tile in any direction, if possible. You may only move your agent onto an occupied tile if you have selected the **same augmentation** as all other operatives whose agents occupy that tile. The only exception is the start tile; any number of agents may occupy it regardless of each operatives' augmentation. Note, you are always free to move onto an unoccupied tile.

After finishing your movement you may perform your selected action. If you selected one of the hostile actions (hack, spy, or terminate), you may instead discard one knowledge token to perform a tile action (activate, boost, or replenish); however, you may NOT change your augmentation. Or you may do nothing.



[ same augmentation ]



[ different augmentation ]

## TILE ACTIONS

**ACTIVATE** Perform an action based on the tile your agent currently occupies.

- ◆ Activating a **data tile** (blue or green) allows you to collect *all* data blocks from that tile. To collect digital data (blue), you must have selected the electromechanical augmentation (blue). To collect biological data (green), you must have selected the biomechanical augmentation (green).
- ◆ Activating a **compile tile** (white) allows you to convert data blocks into knowledge tokens as explained in the COMPILER DATA section.
- ◆ Activating an **assimilate tile** (gray) triggers the assimilate knowledge event during which you can score points for your team as described in the ASSIMILATE KNOWLEDGE section.

**BOOST** Move an additional tile.

**REPLENISH** Add *one* additional data block matching the data tile (see GAME BOARD SETUP) that your agent currently occupies regardless of the amount of data already on the tile. To replenish digital data (blue), you must have selected the electromechanical augmentation (blue). To replenish biological data (green), you must have selected the biomechanical augmentation (green).



## ACTIVATE

collect   
compile   
assimilate 



## BOOST

additional  
move



## REPLENISH

add data  
block

## HOSTILE ACTIONS

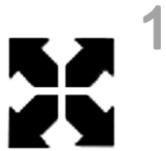
**HACK** Steal all of the data blocks from another operative. To hack another operative (1) your agent must be **adjacent** to theirs, (2) you must have selected the **opposite** augmentation as your target, and (3) you must discard **one** knowledge token. *“By upgrading a different subsystem, your victim has left themselves outdated and vulnerable to your more advanced technology.”*

**SPY** Secretly look at another operative’s allegiance card. To spy on another operative (1) your agent must be on the **same** tile as theirs, (2) you must have selected the **same** augmentation as your target, and (3) you must discard **two** knowledge tokens. *“During your mission, it may become necessary to confirm the loyalties of your fellow team members.”*

**TERMINATE** Seize all of the data blocks and knowledge tokens from another operative and send their agent back to the start tile. To terminate another operative (1) your agent must be **adjacent** to theirs, (2) you must have selected the **opposite** augmentation as your target, and (3) you must discard **three** knowledge tokens. *“The ability to terminate another operative is extremely powerful; use it wisely.”*

You may not hack, spy, or terminate another operative if either operative’s agent is on the start tile.

See [emergenceboardgame.com](http://emergenceboardgame.com) for rules regarding the optional *teleport* and *dual resource* tiles.



1

**HACK**

adjacent   
opposite 



2

**SPY**

same   
same 



3

**TERMINATE**

adjacent   
opposite 

## COMPILE DATA

To compile **data** blocks into **knowledge** tokens, select the **activate** action and move onto the **compile tile** (white). Next, group your data into sets and choose the sets you want to compile. The table below shows the conversion rate for sets of data blocks to knowledge tokens. For example, if you had four dark blue data and one light green data, you could compile two sets: one set consisting of a dark blue data & a light green data and another set consisting of two dark blue data for a total of three knowledge tokens — keeping your last dark blue data for later.

Sets of Data Blocks	Knowledge Tokens
Two same type	1
Two different types	2
Three different types	4
Four different types	7

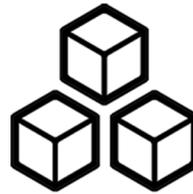
[ Conversion Rate ]



[ compile tile ]



[ activate ]



[ data ]



[ knowledge ]

## ASSIMILATE KNOWLEDGE

To assimilate **knowledge**, select the **activate** action and move onto the **assimilate tile** (gray). The knowledge **aggregator** has two compartments: one for the A.I. team and one for the Human team. Tokens inserted into a compartment contribute to that team's knowledge requirement.

Beginning with the operative who triggered the assimilate knowledge event and proceeding clockwise, operatives *discreetly* insert their knowledge tokens into the aggregator. Each operative who possesses any knowledge tokens must insert *at least one* into the aggregator, but may allocate as many or as few beyond that initial token. Furthermore, operatives need not place all their tokens in the same compartment.

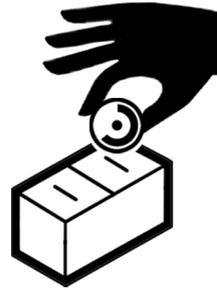
Once all capable operatives have inserted their knowledge tokens, the operative who triggered the event opens the aggregator and adds the number of tokens in each compartment to the respective team's total.



[ assimilate tile ]



[ activate ]



[ aggregator ]

## WINNING THE GAME

There are two scenarios that end the game.

(1) If either team reaches their **knowledge requirement** shown in the table below, the game ends with that team victorious. In the event both teams meet their knowledge requirement simultaneously, the team with the most knowledge tokens *beyond* their requirement wins! For example, in a 4-player game where the A.I. amass 32 knowledge tokens and the Humans amass 11 knowledge tokens, the A.I. win!

(2) If there are **no more data blocks** on the board, the game is over and the Humans win!

Operatives	A.I.	Humans
3	20	10
4	30	10
5	30	20
6	40	20

[ Knowledge Requirement ]



[ knowledge requirement ]



[ no more data ]

## HONORABLE OPERATIVES

### +ST. NUKE

AGENT #1340 | SEATTLE | CITY 05

### ALEXIS GREEN

AGENT #231 | SEATTLE | CITY 05

### AMIE

AGENT #1329 | HIXSON | CITY 68

### ANASTASIA GHATTAS

AGENT #520 | TACOMA | CITY 06

### ARIC "GENERIC" WARD

AGENT #1958 | STAFFORD | CITY 75

### BRETT "SOSNEAKY" HANSON

AGENT #475 | SEATTLE CITY 05

### BRIAN D. MIRANDON

AGENT #1224 | TRACY | CITY 61

### CAMERON WILSON

AGENT #963 | CALGARY | CITY 17

### CAROLINE ROBERTS

AGENT #103 | BELLEVUE | CITY 01

### CHAUNCEY DRINON

AGENT #115 | TACOMA | CITY 06

### CHRIS VAN LEEUWEN

AGENT #2214 | MEDIA | CITY 49

### CHRISTOPHER PARK

AGENT #1989 | BELLEVUE | CITY 01

### CLAYTON YAN

AGENT #51 | SAN JOSE | CITY 32

### COUGAR RIGAN

AGENT #543 | WOODINVILLE | CITY 07

### EMELY SHENG

AGENT #158 | HOUSTON | CITY 44

### FLYINGPIGGY

AGENT #551 | ELKRIDGE | CITY 71

### FREDDY LEE

AGENT #233 | BELLEVUE | CITY 01

### GARY D'ONOFRIO

AGENT #1328 | MASPETH | CITY 84

### GORKEM GUDUK

AGENT #476 | OTTOWA | CITY 88

### GRANT HANLON

AGENT #647 | POTSDAM | CITY 85

### HAIBO SHENG

AGENT #13 | BELLEVUE | CITY 01

### IMSOME1 & THE IDIOM

AGENT #487 | BOONE | CITY 52

### JACOB MILLER

AGENT #1688 | FLAGSTAFF | CITY 46

### JAMASEN RODRIGUEZ

AGENT #313 | BALTIMORE | CITY 74

**JAMIE "THE BADGER" HAGEN**

AGENT #738 | SUTTON | CITY 117

**JANICE CHAVEZ**

AGENT #1202 | SAN PEDRO | CITY 37

**JIE SHENG**

AGENT #18 | BELLEVUE | CITY 01

**SIR JOHN DEGREY ESQ. III**

AGENT #1989 | CENTERVILLE | CITY 49

**JONNY LEW**

AGENT #351 | SAN RAMON | CITY 33

**JOSEPH BRYNDZA**

AGENT #1414 | ENUMCLAW | CITY 08

**JOSHUA PACTOR**

AGENT #1549 | SEATTLE | CITY 05

**KEVIN ANTHONY FINE**

AGENT #28 | BELLEVUE | CITY 01

**KEVIN GOODMAN**

AGENT #2042 | SCHENECTADY | CITY 87

**KEVIN KIM**

AGENT #1545 | SAN FRANCISCO | CITY 31

**MARTIN JASON TEMPLE-CALDER**

AGENT #2164 | WOKING | CITY 104

**NABIL KAUSAL-HAYES**

AGENT #116 | SEATTLE | CITY 05

**NATALIE BECKER**

AGENT #578 | DELANCO | CITY 96

**NEJU**

AGENT #553 | BELLEVUE | CITY 01

**NICOLA, NATHAN & ZOE BARNES**

AGENT #2111 | SEATTLE | CITY 05

**PAULO FERMA. STATUS: UNKNWN**

AGENT #322 | GTHM | CITY 99

**RILEY "CAEZAR" ELLER**

AGENT #83 | SEATTLE | CITY 05

**ROSA LAU**

AGENT #1645 | PLEASANTON | CITY 33

**SANDY & STU JACOBSON**

AGENT #71 | BELLEVUE | CITY 01

**SHOT: THE ANAL QUEEN**

AGENT #131 | SEATTLE | CITY 05

**SIMON L.**

AGENT #117 | ST. CATHARINES | CITY 87

**STEPHEN HASONETENNISBALL**

AGENT #462 | SEATTLE | CITY 05

**TOM CLARK**

AGENT #1352 | VAN NUYS | CITY 35

**TRANG NGUYEN**

AGENT #1991 | BELLEVUE | CITY 01

**TROY MOSTOWY**

AGENT #1915 | BELLEVUE | CITY 01

**VIEJE AND JOHN**

AGENT #1234 | NEW YORK | CITY 80

**VINCE NGUYEN**

AGENT #90 | BELLEVUE | CITY 01

**WIKTOR LUKASIK**

AGENT #343 | SEATTLE | CITY 05

