TABLETOPIA RULES

COMPONENTS

Objective Token

Luck Token

Stun Token

Burning Token

KO Token

Action Point Token /Special Action Point

CyMS

TABLETOPIA PLAYTHROUGH GUIDE

Welcome!

Hello and thanks for trying out Omicron Protocol, an "intra-apocalyptic", cyberpunk-themed miniatures skirmish game for 1-4 players, where you control a squad of unique characters and a 3rd party enemy to harass your opponent.

In the year 2050, the once utopian city of San Lazaro was crippled by a mysterious virus. Quarantined and cut off from the rest of the world, the survivors band together in order to escape the city before they too succumb to the infection. The only thing standing between them and salvation are the rival factions looking to accomplish their own goals in this chaos, and the "CyMS"; once ordinary people that have grown maddeningly violent and unpredictable for reasons unknown.

Every character in the game is represented by a detailed 32mm-scale miniature, possessing their own rich history and personality, as well as powerful cybernetic abilities! Play the **competitive or solo/co-op** modes through various scenarios to survive the crisis! The game is filled with innovative game mechanics that make every game thrilling and exciting, ushering players deeper and deeper into the gripping lore of San Lazaro and those who fight in its chaotic streets.

You can find out more about the game and the stories of the world at www.deadalivegames.com/omicronprotocol/join-us or follow us in one of our social groups:

Facebook: www.facebook.com/groups/omicronprotocol
Twitter: www.twitter.com/omicronprotocol
Instagram: www.instagram.com/omicronprotocol
Discord: https://discord.gg/3c26bUy

Note that the Tabletopia version only contains the components for 2 of our 4 factions (Peacemakers and Survivalists), as well as 1 of our 10 scenarios (Hands of Research). To play our other factions and scenarios, please contact us at info@deadalivegames.com and we'll give you access.

RECOMMENDED PLAY ORDER

The following is a recommended order of play, so you can learn the basics of the game and absorb the rules in phases, similar to a tutorial in a video game. If you're the type of person who likes to read through the rulebook first, then please feel free to go straight to the *Rules Reference* document.

1. QUICK START GUIDE (20-30 MIN):

The *Quick Start Guide* (later in this document) is designed to teach you the basic mechanics of Omicron Protocol in 2 basic parts. Part 1 of the guide is designed to teach the core rules of movement and combat without distractions. Part 2 introduces the "CyMS" - the ever-present 3rd party enemy of Omicron Protocol.

Use the 4 "Learn to Play (LTP)" character cards for Buck/Pai (Peacemakers), Seeker/Thug (Survivalists), and start playing now! The LTP version of the cards are on the flip side of Buck/Pai/Seeker/Thug's character cards, with "Learn to Play" marked at the top.

2. HOW TO PLAY (1-1.5 HOUR LENGTH):

After playing through the *Quick Start Guide* and reading the rulebook, you are ready to play a full game using our "short game" mode with 2 characters per side! Open the *How to Play* document in the Tabletopia lobby to start.

You can either play 1v1 and each control 2 characters, or 2v2 and everyone controls their own character. You can also play 1v2, where the single player will control 2 characters.

The first playthrough of the short game should take around 1-1.5 hours, but once you're more familiar with the rules, it'll go a lot faster.

3. LONG GAME - 4 CHARACTERS PER SIDE (1-2 HOUR LENGTH)

Once you're done with *Quick Start Guide* and *How to Play*, you're ready to try the "Long Game" mode. This is the full game experience and should take less than 2 hours. To allow you to absorb the rules better, we'll use the same Scenario and Factions for this Long Game.

The basic mechanics are all in the *Quick Start Guide* and *How to Play* documents, but if you have any specific questions about certain abilities or mechanics, you can find them alphabetically in the *Rules Reference* document in the Tabletopia lobby.

SCENARIO: HANDS ON RESEARCH

Look for the scenario "Hands on Research" in the *Scenarios* document.

We will use teams of 4 for each faction. Please use the full game cards for this game, and NOT the Learn to Play cards. There will be a lot more abilities in the full game cards.

For each faction, we recommend these 4 characters for your first full game.

Survivalists:
- Artemis (look for the "Trap/Snare" reference card for this Character)
- Seeker (look for the "Trap/Snare" reference card for this Character)
- Lucky
- Thug

Peacemakers:
- Nix
- Buck (The "Shockgun" template is printed on the card, 2-hexes wide, 3-hexes long)
- Lance
- Pai

The strategies remain similar, but now you will follow the **Game End Criteria** of the Scenario, and use **8 Action Points** per faction.

THANK YOU!

We can't say it enough. Thank you for taking the time to try our game, and please help us improve the game by filling out a survey either included in the box or online (online preferred): https://goo.gl/forms/XYroFUQsi7jYBsLL2 (use "2.0" for the version number).

If you have any questions, please don't hesitate to reach out to info@deadalivegames.com or find us in one of our social groups! We hope you enjoyed the game and look forward to hearing your feedback!

With gratitude,

Brendan Kendrick & Bernie Lin