GAME INTRODUCTION

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LIST OF ALL COMPONENTS

4 District tiles

7 Body cards

30 Enemy cards

26 Class Augment cards

13 Cybercat cards

4 Cyberdog cards

12 Living City Event cards

50 Scenario cards

3 Boss sheets

21 Living City Reward cards

5 Scenario sheets
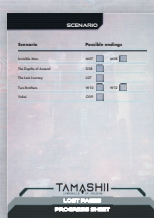
1 Progress sheet

9 Body and Boss standees

3 Ascend tokens

10 Living city tokens

LOST PAGES PLAYTHROUGH

Scenarios in this expansion may be played in any order. There is no linear story to follow – each Lost Pages Scenario is a stand-alone adventure, and does not interact with the story of the Core game. Still, since the Lost Pages Scenarios may be a bit tougher than those in the Core game, we recommend them for players with a good understanding of the game rules.

COMPANIONS

During each Scenario, players may decide to include one of the Companions. To do so, that Companion must be already Unlocked *(in case of Cyberdog)*. Perform the setup of the chosen Companion and read the special rules. Please note that playing with Companions makes the game easier. Also remember that not all Companion components start Unlocked – at the beginning of the Lost Pages campaign, only the Cybercat is available as a Companion.

CYBERCAT

The Cybercat grants blessing for players on its or adjacent District Tiles. If players decide to include Cybercat in the game, perform the setup as described on the Cybercat help card – this includes setting up the Quest deck, Blessing deck, Active Blessing stack and placing the Cybercat Character on the starting District tile with First Player.

Blessings & Quests

At the beginning of each Scenario, during setup, reveal one of the Unlocked Blessing cards. It is considered an active Blessing. During the game, players may complete Quests to activate other Blessing cards. Only 1 Blessing may be Active at any given time. When a new Blessing is obtained, the player who completed the Quest may decide to put a newly gained Blessing as the Active one or place it on the bottom of the Active Blessing stack. There may be only 1 active Blessing card active at any time – the one on the top of the Active Blessing stack.

At the beginning of each Planning Phase, the First Player may change the order of the Active Blessing stack, therefore changing the Active Blessing.

The Cybercat character may be moved by the First Player during their Action Phase as if its MOV is 1. The Cybercat may not enter face down District tiles. The Cybercat is not considered a player and does not have ♥.

CYBERDOG

The Cyberdog is a more active Companion.

If players decide to include the Cyberdog in the game, perform the Cyberdog setup as described on the Cyberdog help card – this includes placing the Cyberdog character on the District tile with the First Player, revealing the Cyberdog Augment cards, and placing 2 ▽ on the Cyberdog help card.

During the game, the Cyberdog Augment effects may be activated if the condition is met and the ▽ is discarded from the Cyberdog help card. Please note that these Augments only work on the District tile with the player who triggered the effect. The First Player decides whether to activate the Cyberdog abilities or not.

During the Action Phase, the Cyberdog may be moved as if its MOV is 3. The Cyberdog cannot enter face down District tiles. The Cyberdog is not considered a player and does not have ♥.

> **Important:**
> You cannot have both the Cybercat and the Cyberdog in a game at the same time! When preparing the setup, you may only choose one Companion.