HOW TO PLAY MEGACORP

Cards Types of MEGACORP

Resource

Business

Main Deck

Resource

Cards which produces Cashflow and Trait Attributes to run the business.

Business

Consists of 2 Types of cards.

Founder Card

Business Card
This card represents the player

Cost:
Trait cost and money required to play the card

Name:
Name of the card

Type:
The group this card belongs to

Text:
Abilities of the card, if font is different from abilities, it is the flavour text

ILLITHIS, GNOST PROPHET

6M

CHARACTER - GNOST FOUNDER

[LOYAL]

2M +1♥ + ◑ : Search your deck for a PSIONIC event, reveal it and put it in your hand.

Illithis comes into play with 3 Magellan Cell tokens.

"The most powerful of the Gnost, those granted the title Prophet are rumoured to have communion with their ineffable Gods."

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MC01003E

🎧 1 ♥ 4 ◎ 3 ✛ 2

Attributes:
Denoted by
🎧 – Intelligent Quotient
♥ – Emotional Quotient
◎ – Moral Quotient
✛ – Body Quotient

Setting up the game

- Before the game, each player shuffles his/her main deck and resource deck and places them to their respective zones.

- Each player begins with $10M

- Choose a random player and he/she chooses to go first or not.

- Each player places their Founder card adjacent to their business card.

- Each person draws 5 cards from their main deck to hand.

- Begin the turn.

Layout of the game

Network

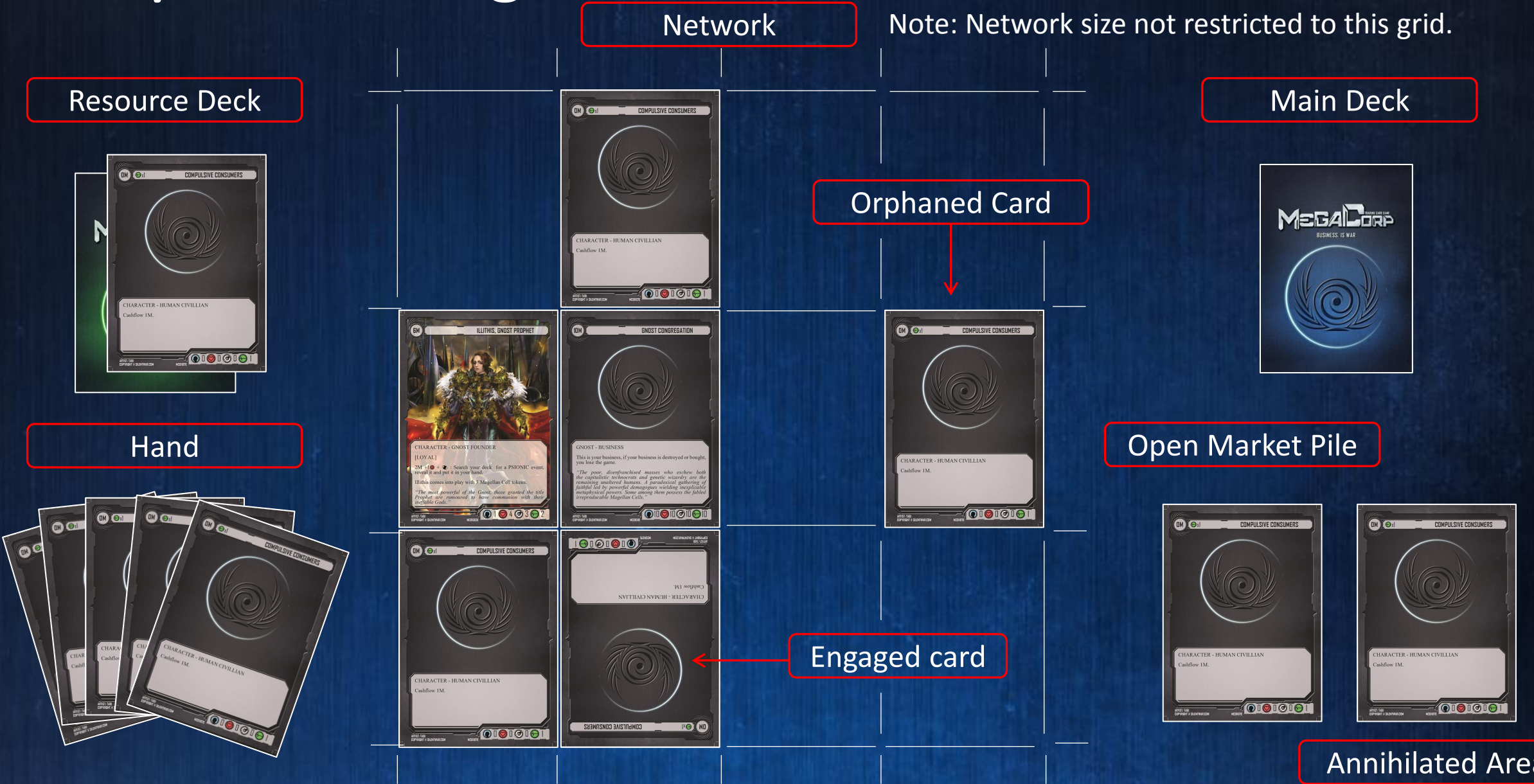Note: Network size not restricted to this grid.

Resource Deck

Main Deck

Orphaned Card

Hand

Open Market Pile

Engaged card

Annihilated Area

Layout of the game

Layout	Functions
Network	• The zone players puts their characters, equipment, and permanent events. • Card needs to be docked with another card to be legally docked. If a card is no longer docked to any other adjacent card, it is considered "Orphaned" and will be discarded to the open market at the end of the turn. • Any engaged cards in the network can be purchased by an opponent during their turn, the cash used will be provided to the owner of the card.
Main Deck	• The zone a player places his/her main deck • Each player has his/her main deck zone, its content is hidden and the order of the cards are managed.
Resource Deck	• Players are only able purchase/hire cards in their own respective resource zone.

Layout of the game

Layout	Functions
Open Market Pile	• The zone where sold or used cards are placed. • Each player has their own open market and the order is managed. • A player may only purchase the top revealed card of the open market. • **Bidding -** if more than 1 player wishes to purchase the same card from the open market, they may bid for the card by paying a higher valuation value.
Hand	• The Zone player puts the cards drawn. • Each player has their own hand and it is hidden and order of the cards are not managed. • There is no maximum hand size.
Annihilated Area	• The zone where cards placed are permanently unavailable for any form of purchase/hire.

Types of Cards

Card Type	Functions
Events	Can be played anytime, even on your opponents turn. Discard during the next End step
Assets	Permanent cards that stay in your network on your opponents network after they are played. Can only be bought during your buy phase.
Characters	Special type of assets – Only characters can make challenges/attack and deal retaliation damage once a turn.

Note: You can deploy cards in your network or your oppponents network

Docking

- All cards played (deployed) have to be docked to another card.

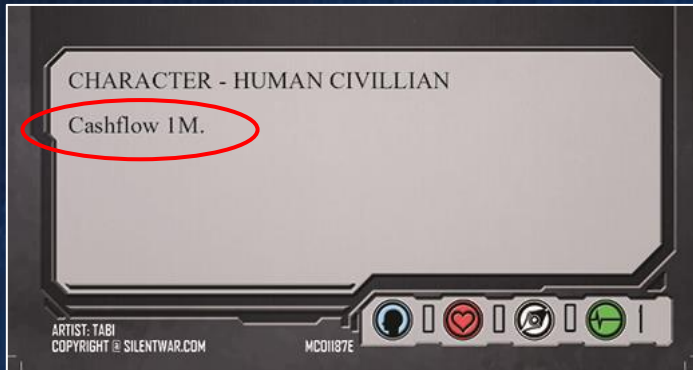- All cards docked must ultimately be docked to business.

Turn Sequence

- A – Accounting Phase
- B – Buy Phase
- C – Challenge Phase
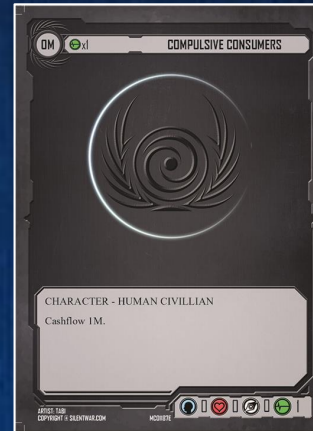- D – Divest Phase
- E – End Phase
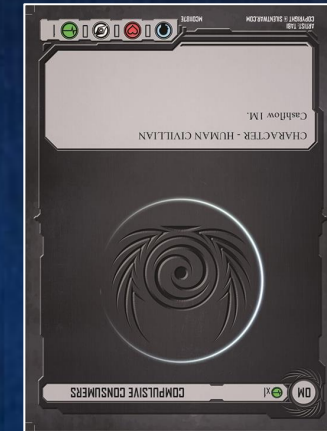
A – Accounting Phase

- Receive cashflow from cards in your network.
  - Cards which are engaged do not produce cashflow.

E.g.: +1M to your remaining money

Disengaged Card

Engaged Card

- Disengage all cards in the player's network.

A – Accounting Phase

- Reveal the top card of the resource deck. The player may choose to buy the revealed card, if he/she does not, place the revealed card at the bottom of the resource deck.

- Draw a card from the main deck.
  - If this is the first turn of a 2 player game, player does not draw.
  - For a multiplayer game of more than 2 players, first player gets to draw a card.

B- Buy Phase

- Turn player may purchase cards from: open market, the player's own hand, revealed resource and cards in opponent's network which are engaged.
    - Money component of cost cannot be paid with trait.

- If player buys from another players network, **THAT** player receives the money. Buying from another players open market pile does **NOT** give him/her the money.

- You may engage your business and characters to produce traits to purchase cards. E.G:
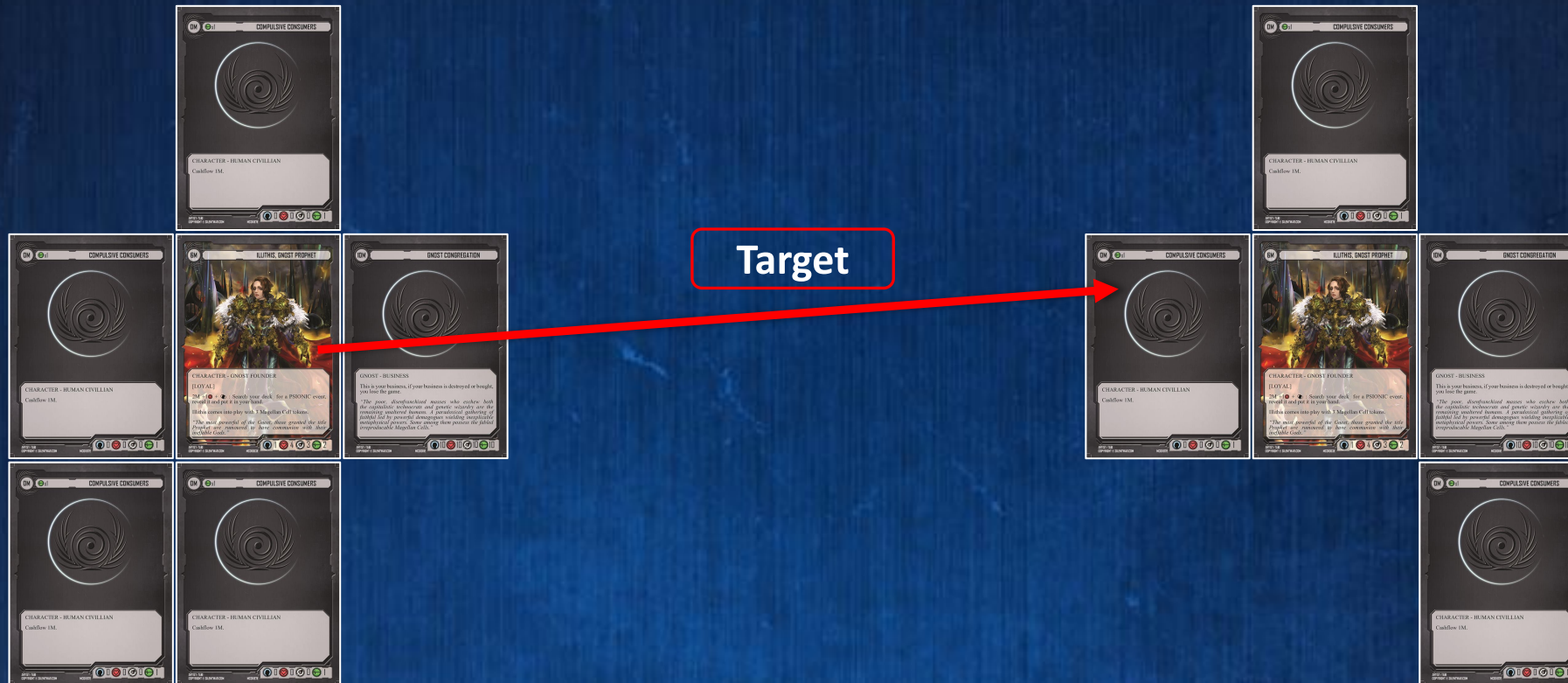
Compulsive Consumers costs 1 🔋 to purchase, you may engage your business to produce 10 🔋 for this turn.

If the remainder is not used at the end of a turn, it is deemed to be forgone.
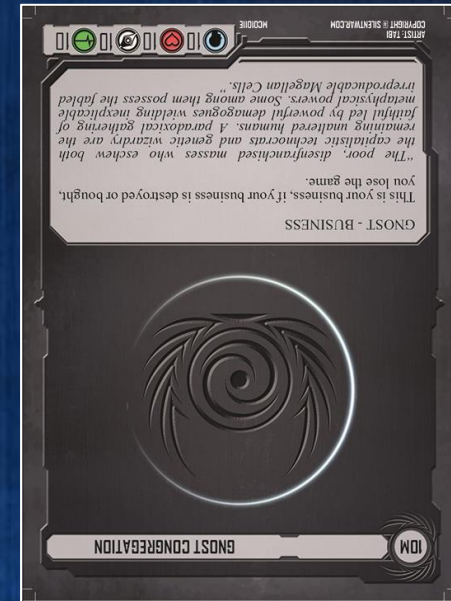
C – Challenge Phase

- Turn player can choose to attack

- Only Character cards can attack

- Characters can attack any type of cards, not just characters.

Target

C – Challenge Phase

- To attack, choose a character and target a space, declare which attribute to be contested in and engage the character.

- The attacker must have a value above 1 to declare an attack, target must have a value of at least 0. if a defender does not have any values of the declared trait, it may not be attacked by that trait.

Engage Card
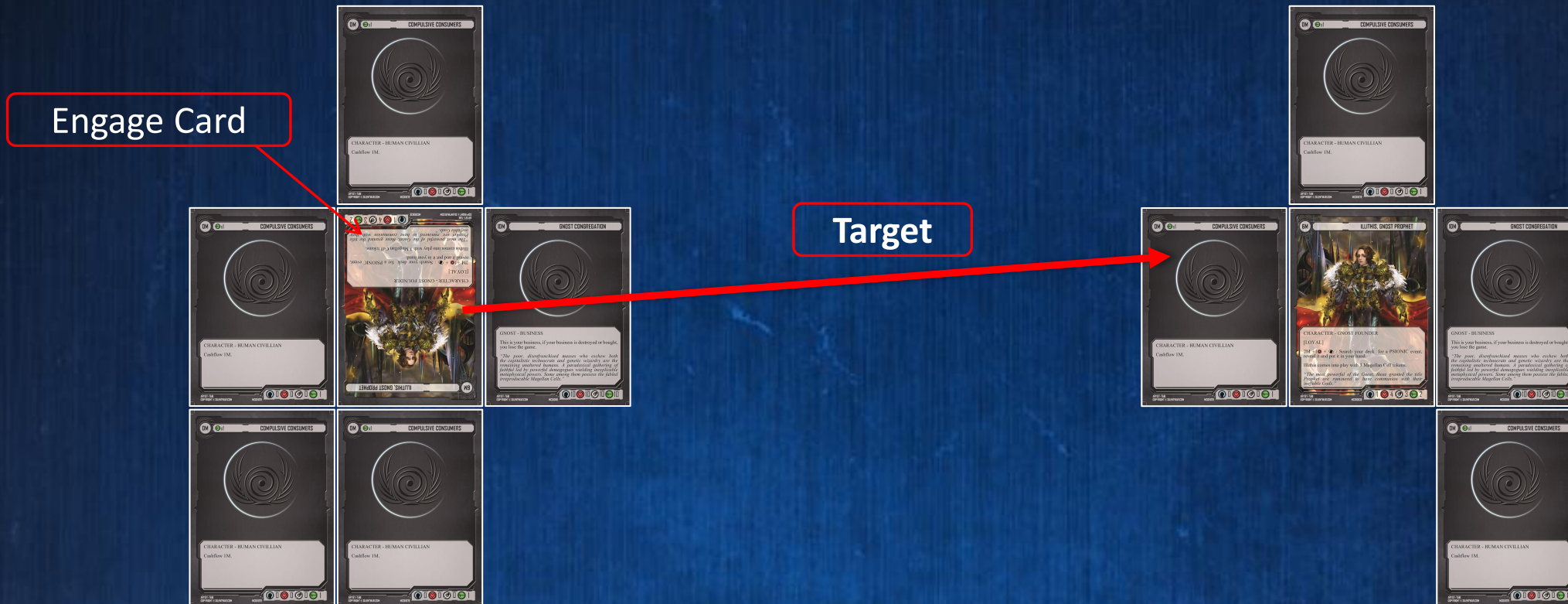
Target

C – Challenge Phase

- If a card has all 4 of its sides covered, it is surrounded and may not be the target of a challenge.

- if card does not have the targeted trait value, it may not be the target of the challenge.
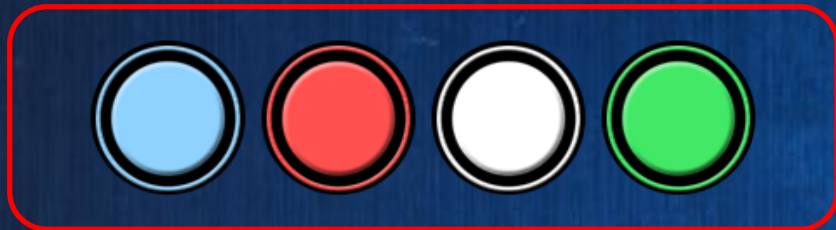
Surrounded
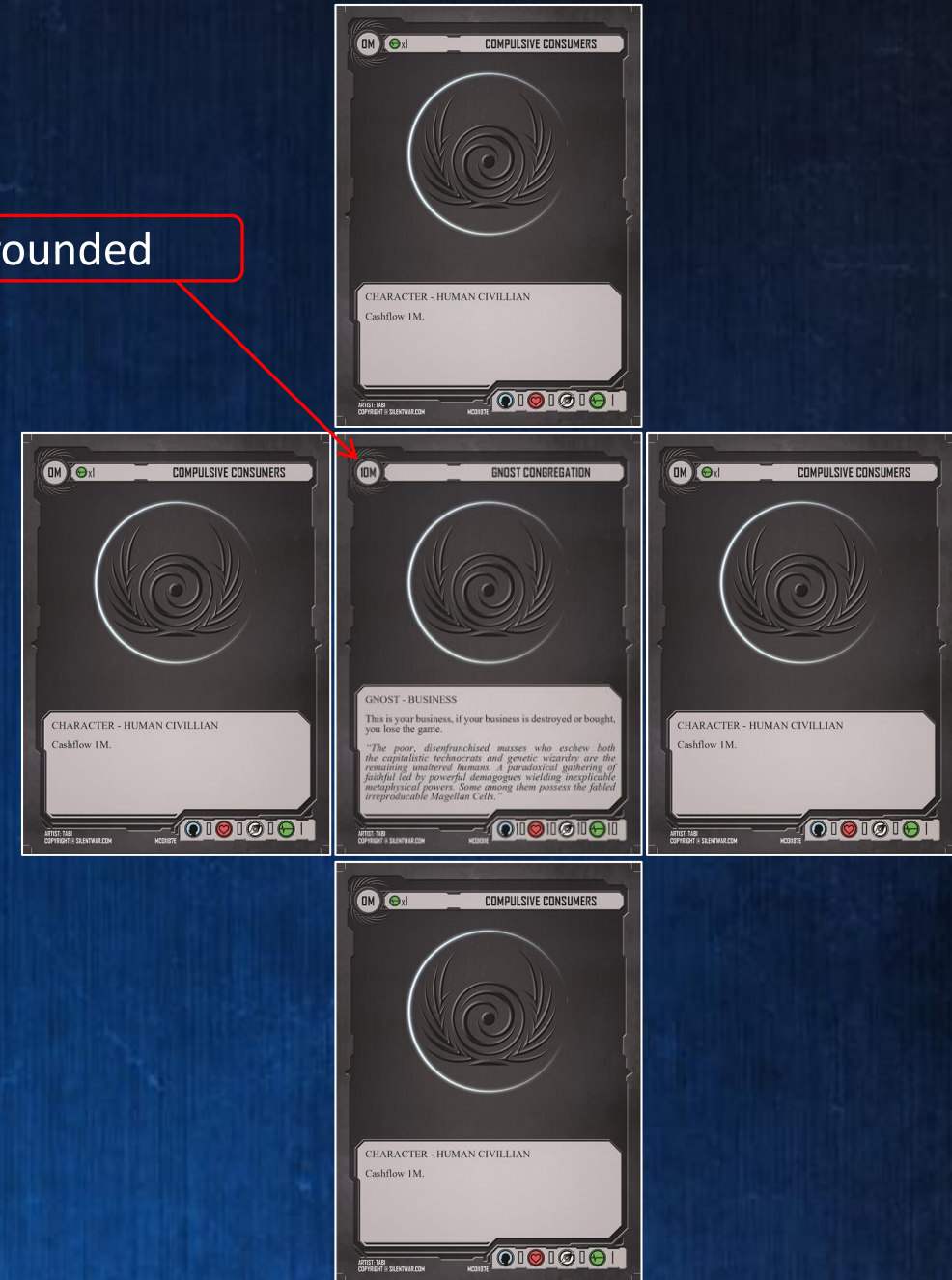
C – Challenge Phase

- Surrounded cards can still be bought or dealt damage by direct damage cards

Can be bought over

E.g.: Direct Damage Event Card
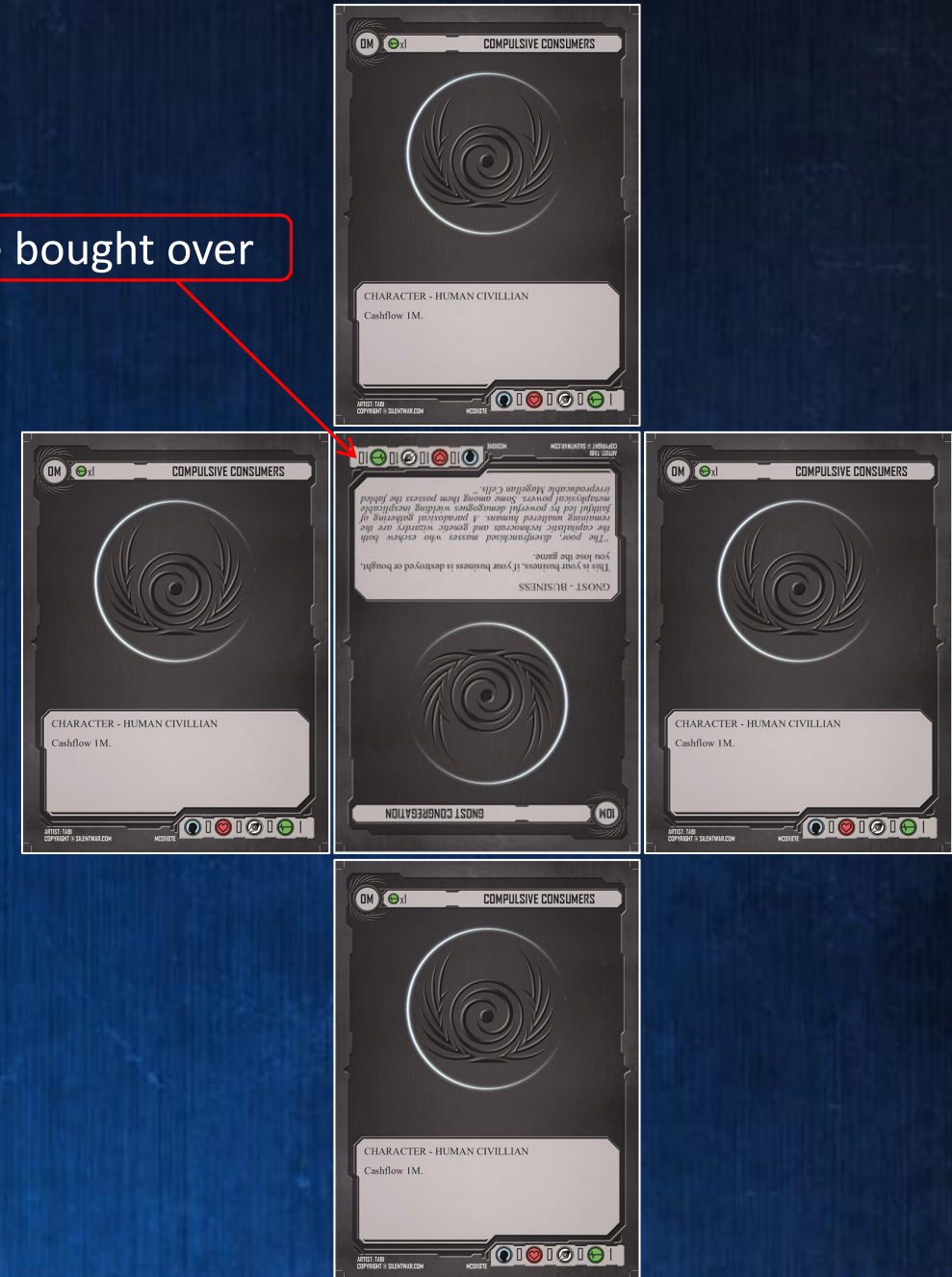
C – Challenge Phase

- Non turn player may choose a card adjacent to the target to declare as a blocker.

- Any card can be declared as a blocker

- As long as there is a blocker, the blocker replaces the target in the challenge.

Engaged Card

Declare blocker

Target
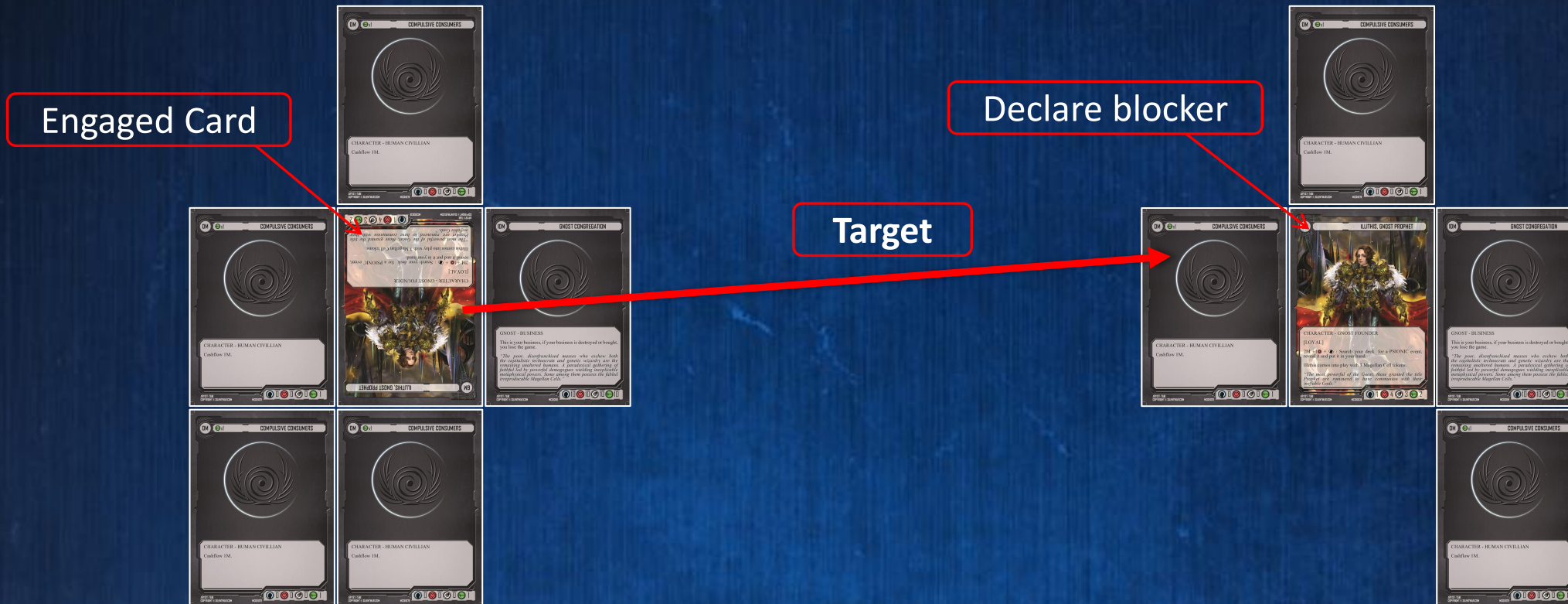
C – Challenge Phase

- Attacking card then does damage equal to its trait value and receives the trait value of the defender. When a card deals damage back, this is called "retaliation damage".

- The defender may only retaliate once per turn and may choose to forgo its retaliation to any attacker. Only disengaged (right side up) characters may deal retaliation damage.

C – Challenge Phase

Opponent's Card

Attacker

Attacking Trait: ♥

4 - 3 = 1

👤 4 ♥ 4 ◎ 2 💚 4

Attack

Retaliation

Player's Card

Defender

Defending Trait: ♥

3 - 4 = -1

👤 2 ♥ 3 ◎ 2 💚 4
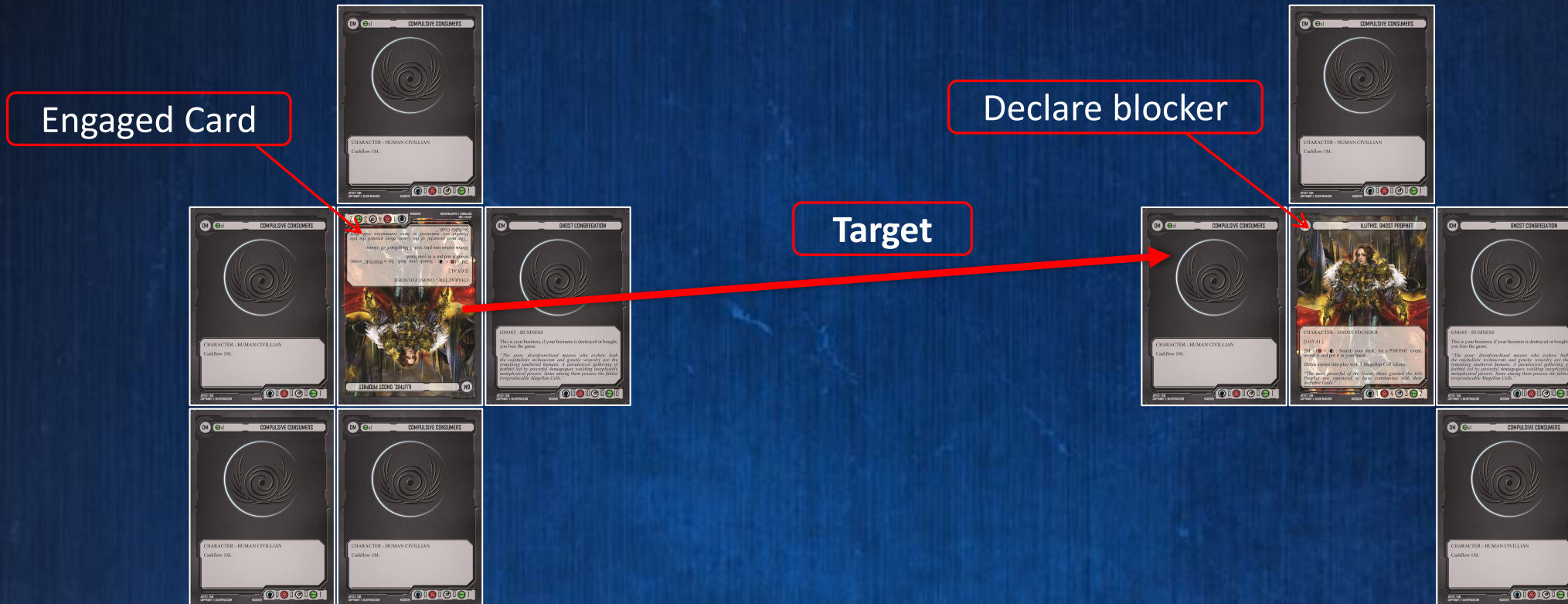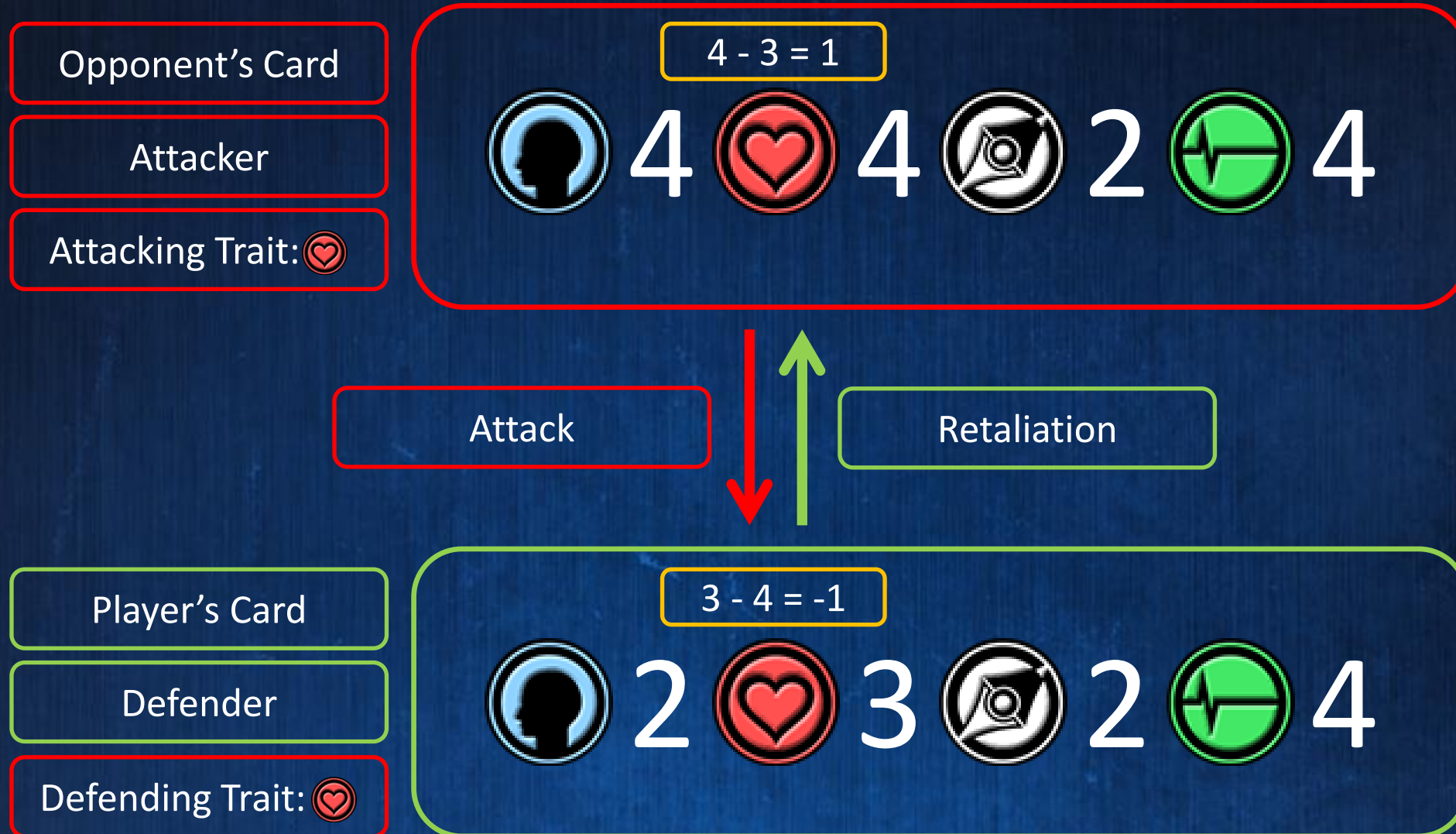
C – Challenge Phase

Opponent's Card

Attacker

Attacking Trait: ♥

Victory

4 ♥ 1 ⊘ 2 ⬡ 4

Player's Card

Defender

2 ♥ 0 ⊘ 2 ⬡ 4

C – Challenge Phase

- Only characters can deal retaliation damage. Only retaliate once per turn per character.
- For multiple attacks, attacker must declare the order of attacks.
- If defender is being attacked multiple times by separate cards, its controller can decide to forgo dealing retaliation damage to the first attacker in order to deal retaliation damage to the other attacker.
- In this instance, the defeated card is placed onto the top of its owner's open market pile.

Engaged Card

Attacker 1

Attacker 3

Attacker 2

Declare blocker for attacker 3
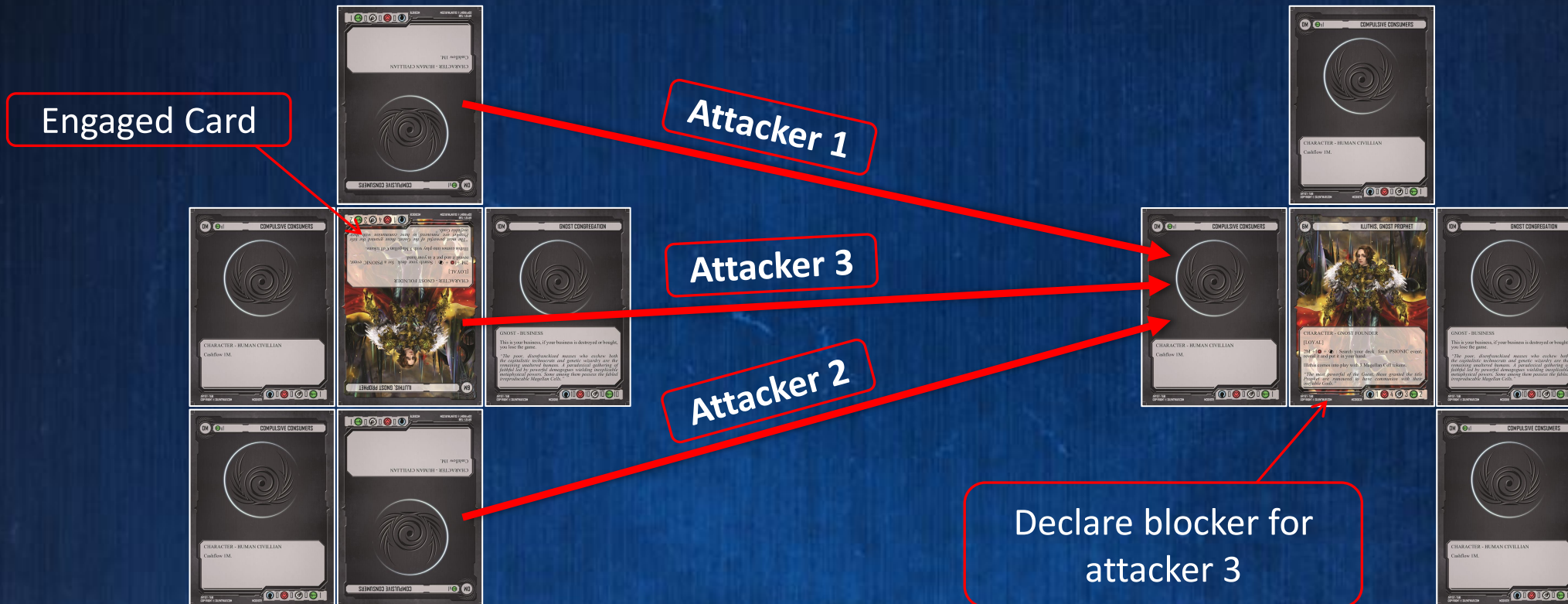
D – Divest Phase

- Turn player may choose to sell any single card in their network for its current valuation.

- Only one card may be sold per turn.

- When sold, only money component is received.

- Business cannot be sold, [LOYAL] cards cannot be sold, engaged cards cannot be sold.

Valuation

E – End Phase

- Check for player loss conditions.

- If the turn player's business is orphaned, she loses the game.

- Player may deploy Event Cards to try saving him/herself.

- Discard any illegally docked cards.

- Discard any orphaned cards.

- If loss conditions are met, player loses the game.

Business Orphaned

E – End Phase

ENGINEERED VIRUS

6M ⊙x3

PERMANENT BIOLOGICAL ORDINANCE EVENT

When Engineered Virus is deployed, select a character type keyword (e.g.: "CORPORATE"), during each players A phase, all characters with that keyword are annihilated.
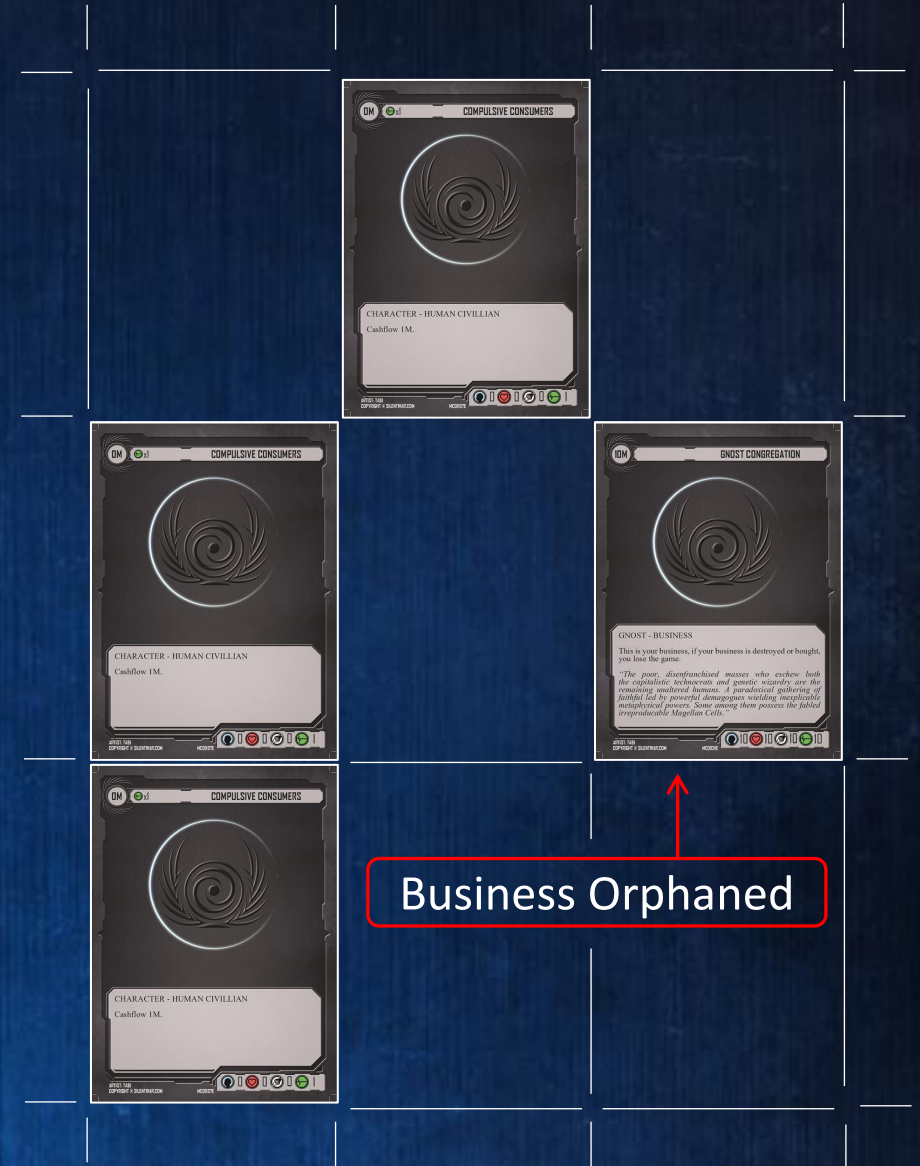
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Deploy Event Card to save Orphaned Business
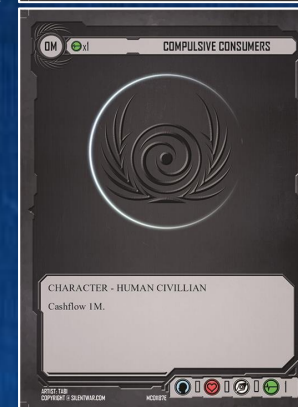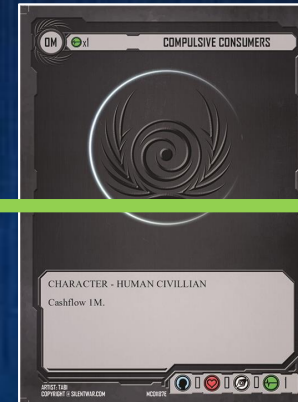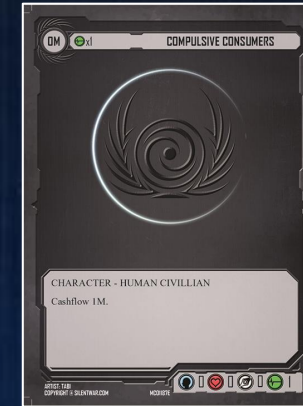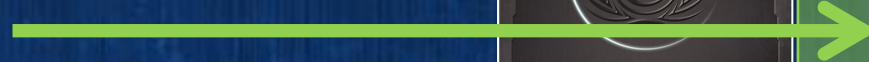
Business is no longer orphaned

Area Attack

- Applied to all cards with the valid trait within a specified area. 2x2, 3x3, 3x1 etc.

- The attacker's chosen attack trait is applied to each defender in the specified area.

- E.g.: An attacker with 5BQ, will attack all valid defenders in the specified area, dealing 5BQ damage to each one.

- The defenders may all retaliate as normal, if applicable.

- Area attack trait type is normally specified.

- E. g "Area Attack: BQ 1x4" would mean this card can only use BQ for its attack spanning 1x4 cards.

Area Attack

RAIL GUN STRIKE

3M ⊙xl

MILTIARY ARTILLERY EVENT

[DISRUPTOR]

When Rail Gun Strike is deployed, choose an adjacent card. That card (As origin point.) and all cards in a straight line in one direction of your choice are dealt 2🟢 damage, and then annihilate Rail Gun Strike.

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Deploy Rail Gun Strike

Selected Card

Chosen Direction: ↓
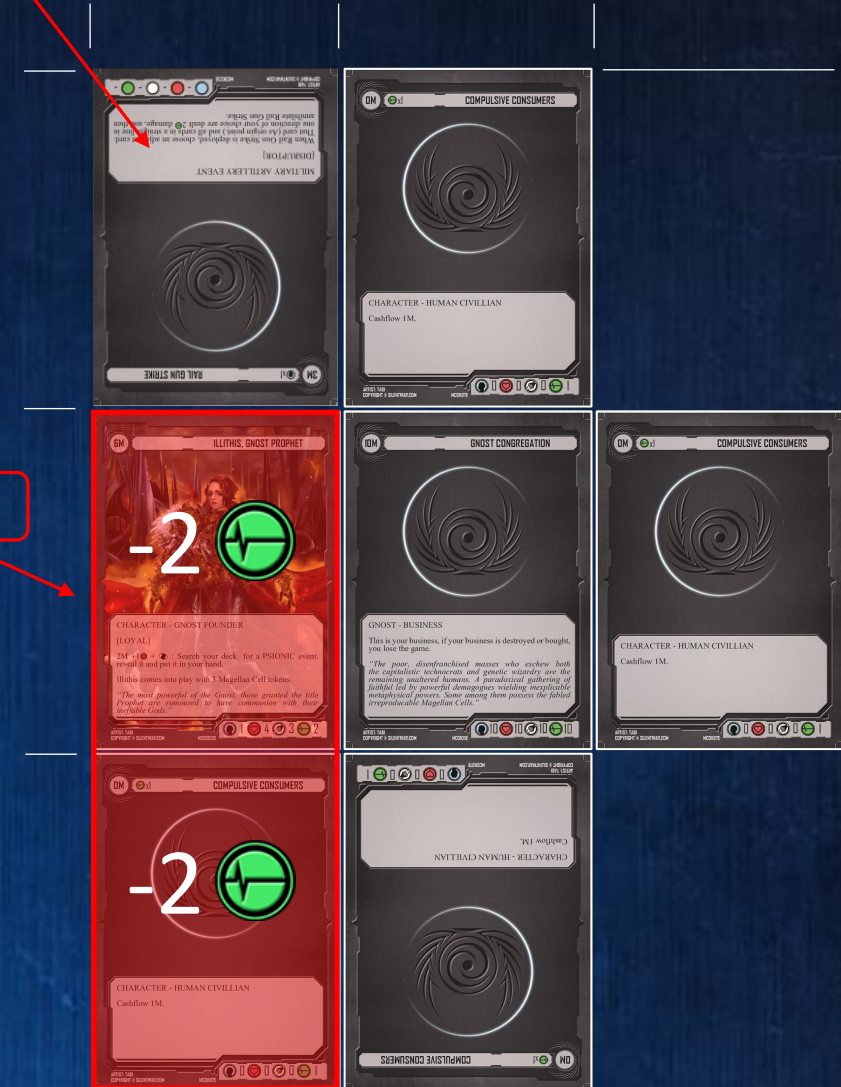
Area Attack

Orbital Payload Deployed

ORBITAL PAYLOAD

4M ◎xl

PERMANENT MILITARY ORDINANCE EVENT

[LOYAL]   [DISRUPTOR]

When Orbital Payload is deployed, all cards around it are dealt 3 damage.

"Always deniable as an industrial accident... from the lower atmosphere."

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How to win the game

- At the end of any turn, if any player runs out of money, he/she is deemed to have lost the game.

- If any player loses their business, they lose the game.
  - Business can be lost under 2 conditions
    - Business card is defeated in a challenge
    - The Business is bought by another player

- Opponent concedes the game

- A player is unable to draw cards from his/her main deck

- When a Business is orphaned at the end of the player's own turn.

Megacorp Keywords

- ABRUPT:
  - Can be played at the same as an event would, which is any time, even during another players turn, or in response to an action by the player such as an attack, a card effect or another event.

- BOND:
  - A card with the BOND ability is usually an effect that permanently bestows an ability or effect on the card that it is targeting.
  - The card which is being BONDED is placed under the target card affected.
  - The BONDED card moves together with the card above it, and will be destroyed if the card above it is destroyed.
  - A card may have multiple other cards bonded to it.
  - BONDED cards bestow their ability written in the card text, but are impervious to attacks, damage and effects while under another card.
  - If an engaged character is bonded to an unengaged mech, the mech in turn becomes engaged.

Megacorp Keywords

- CAMOUFLAGE:
    - If a card with Camouflage is docked to another card of the listed type, it may not be targeted or attacked.
    - Example: A card with Camouflage: Water, cannot be targeted or attacked while it is adjacent to another card with the Water keyword - note that effects that do not state 'target' may still affect cards which are camouflaged.

- DEAD DROP:
    - A card with the DEAD DROP ability deployed from hand allows the player controlling this card to search her deck for a number of Equipment cards with valuation equal to or less than the value of the DEAD DROP ability and deploy them.
    - Example: DEAD DROP 7 means that when a card with DEAD DROP 7 is deployed from hand, its controller searches her deck for one or more Equipment cards with a combined valuation of 7M or lower, and then deploys them without paying their valuation cost.
    - DEAD DROP differs from MUTATION in that DEAD DROP may search for and deploy for more than one Equipment card. However, all trait costs associated with the equipment must still be paid.

Megacorp Keywords

- DISRUPTOR:
  - A card with Disruptor forces a defending player to lose 1M money for each point of damage dealt to the player's business.
  - The Disruptor effect is not triggered if the damage is not dealt to her business, i.e.: because of a block or the business is moved away in response to the attack.

- ELUSIVE :
  - Cards with Elusive can only be attacked once per turn, which will make them harder to destroy in challenges as only one attacker will be able to deal damage to it.

- INDEPENDENT:
  - Independent cards are immediately moved by their controller in the event that they are orphaned.

Megacorp Keywords

- INDESTRUCTIBLE:
  - Cards with the Indestructible keyword cannot be destroyed.

- INITIATIVE:
  - A card with INITIATIVE deals damage in a challenge first, if the target's trait is reduced to zero by the attack, it does not get to deal retaliation damage back to the card with INITIATIVE.

- LOYAL:
  - A card with Loyal cannot be bought over by an opponent. It cannot be sold as well by controlling player.

- MOVE:
  - The move ability allows the card's controller to move it into another location in the network. The Card being moved must be legally docked. If the card is in an engaged state, it remains in an engaged state when moved. If the card being moved has other cards under it (BONDED to it) those cards are move together. Moved cards do not count as being redeployed (i. e. Deployed again) so effects that trigger on deployment do not fire.

Megacorp Keywords

- MUTATION:
    - A Card with the mutation ability deployed from hand allows the player controlling this card to search her deck for one card with the mutation keyword, with valuation equal to or lower than the value of the MUTATION ability and deploy it for free.
    - Example: MUTATION 4 means that when a card with MUTATION 4 is deployed from hand, its controller searches her deck for a single mutation card (one only) which has a valuation of 4M or lower, and then deploys it without paying its valuation cost

- OVERWATCH:
    - A card with the OVERWATCH ability does not require to be engaged when making a challenge/attack. As normal, each character may only make one attack each turn.

Megacorp Keywords

- PENETRATOR:
    - Cards with the PENETRATOR ability can attack surrounded cards, effectively ignoring the Surround rule.
    - Cards with the PENETRATOR ability may also target or attack cards placed (e.g.: Bonded) underneath other cards.

- PRECISION:
    - Attacks/Challenges made by cards with the PRECISION ability cannot be blocked

- REFLEXES:
    - A card with Reflexes may deal retaliation damage as many times as it is attacked. Normally, cards can only retaliate once per challenge phase.

MEGACORP
TRADING CARD GAME

BUSINESS. IS WAR

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特别感谢黃家樺先生跟许巍先生

Special Thanks
Mr. Steven Politowski