METRO
RUNNER

OVERVIEW

You're a denizen of Mirror City, the last refuge in a world overrun by corporate control, government corruption, and unquenchable greed. The once-secure oasis is now at the mercy of powerful mega-corporations paving the way for their relentless takeover. In the face of this impending crisis, you're determined to make a name for yourself as a runner.

Navigating the underworld of Mirror City, your destiny unfolds amidst a neon-lit landscape filled with all the peril and promise a dystopian future has to offer. Ride the rails of the Metro to secure your influence and notoriety by cutting off other runners, completing underworld jobs, disrupting schemes, hijacking tech, and spending your hard-earned credits wisely. Only then will you rise above the competition, earning a coveted place within the power struggle of Mirror City.

But a good runner keeps personal motives in mind, too. Each move you make influences the balance of power as you race to fulfill contracts offered by the five major city districts. At each stop, you must use your wits to expand your influence and notoriety, obtaining powerful boosts as your reputation grows.

At the end of the line, will you win the respect of the underworld or fade into obscurity on Mirror City's unforgiving streets?

WINNING THE GAME

Players earn points by completing jobs, fulfilling contracts, and advancing on both the influence and the notoriety tracks. Earn the most points by the end of the game to be declared the winner of Metrorunner.
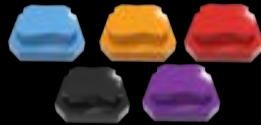
COMPONENTS

1 GAME BOARD
DOUBLE-SIDED

5 RUNNER BOARDS

5 RUNNER FIGURES

5 INFLUENCE MARKERS

5 NOTORIETY MARKERS

100 RESOURCE CUBES
20 EACH IN BLACK, BLUE,
ORANGE, PURPLE, AND RED

20 CREDIT TOKENS
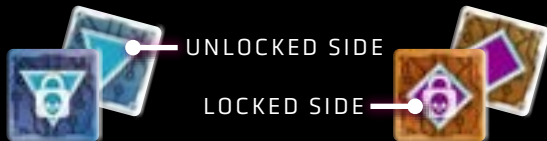
9 PANOP TILES

10 BRUTE FORCE TOKENS

1 START PLAYER TOKEN

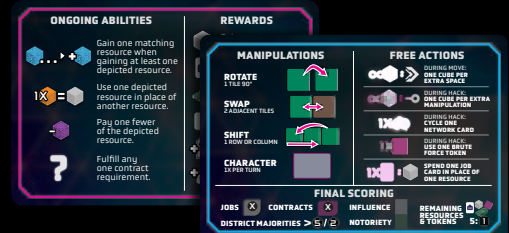**10 DOUBLE-SIDED UPGRADE TOKENS**
5 ALPHA (TRIANGLE)
5 BETA (DIAMOND)

UNLOCKED SIDE
LOCKED SIDE

11 CHARACTER CARDS

5 REFERENCE CARDS

40 JOB CARDS

30 NETWORK CARDS

1 SCOREPAD

20 A.I. CARDS
(SOLO MODE)

5 STARTING JOB CARDS
1 EACH IN BLACK, BLUE,
ORANGE, PURPLE, AND RED

4 CONTRACT CARDS

10 CONTRACT TOKENS

2 ROGUE TOKENS
(SOLO MODE)

SETUP

1. Place the **game board** in the center of the table with the appropriate side up for the player count (1–3 players or 4–5 players).

2. Place all **cubes** and **credit tokens** near the board to create a supply.

3. Shuffle the **job cards** and place them face down above the board to create the **job deck**.

4. Reveal four cards from the job deck. These cards are called **the offer**.

5. Place the **contract cards** face up above the job cards. Place the ten **contract tokens** randomly on each empty space on the contract cards.

6. Shuffle the **network cards.** Split them evenly and place the two stacks face up on the spaces in the center of the board.
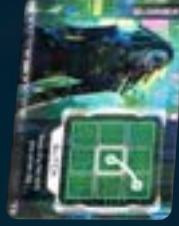
7. Each player selects a **runner board**.

8. Each player places the two **upgrade tokens** matching their player color on the appropriate spaces of their runner boards, locked side up 🔒.

9. Each player takes a random **character card** and places it face up near their runner board.

10. Each player takes their starting cubes as shown on their runner board:

    - Three specific cubes
    - One credit token
    - One **starting job card** 🅢 matching their color
    - One random job card from the job deck

11. Each player places the **runner figure** matching their player color on the **hack action** space in the district matching their player color.
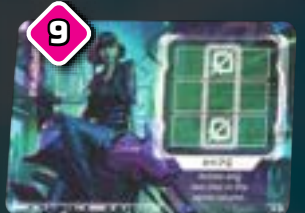
HACK ACTION SPACE

12 Place the nine **PANOP tiles** face up randomly on the nine spaces in the middle of the board.

13 Stack the **influence markers** matching the players' colors in any order on the start space of the influence track.

14 Stack the **notoriety markers** matching the players' colors in any order on the start space of the notoriety track.

15 The last person to ride a train is the start player. They take the **start player token** and take the first turn. The marker **does not move** during the game, as it simply reminds players who took the first turn.

Return any components for unused player colors to the box.

The game is ready to begin!

3-Player Setup Example

RUNNER BOARDS

1. Home District
2. Turn Sequence Summary
3. Alpha Hack Upgrade Slot
4. Beta Hack Upgrade Slot
5. Boosts Reference
6. Cube Storage Space
7. Completed Job Slots
8. Slot Bonuses

WATERFRONT

TURN SEQUENCE
1. Move ⟩ or ⟩⟩
2. Take one action:
   ☐ Location Action
   OR
   District Action
   ● Gain the depicted resource
   📋 Complete a job in current district
   Then take all ●
3. Cleanup

BOOSTS

	CAR SERVICE	For your move, you may move to any open location.
CRASH JOB BOARDS	🔄 all 📋 in the offer and refill.
2	VIRAL MARKETING	Increase your corp influence OR your notoriety — *whichever is lower* — by 1.
2	STRONG ARM LOCALS	After you take an action, take a second different available action.

START

MAX 6

CHARACTER CARDS

1. Character Name
2. Character Manipulation Diagram
3. Character Manipulation Name
4. Character Manipulation Description
5. Character Backstory

OMI PEARCE

CIPHER
Swap two diagonally adjacent tiles

FRONT

Omi got famous for the BlackWorm virus that shut down the Mirror City Stock exchange for a week and snagged enough credits to fund her first elective physMod surgery—an experimental "art metal" arm. Omi lives to hack the system, drain its resources, and spend her spoils transforming herself into a living work of cybernetic art.

BACK

HOW TO PLAY

Metrorunner is played over a series of turns. Each turn, the player completes a **move** step, an **action** step and a **cleanup** step.

> **!** At any point during their turn, the player may spend credits to purchase **boosts** (See p. 9, Boosts).

Play continues until one of the three end game conditions is triggered.

1. MOVE

On their turn, the player **must advance** their runner figure at least one space clockwise on the game board along the metro route, following the arrows. **Moving one or two spaces has no cost**.

The player **may advance** their figure any number of additional spaces by returning one cube of any color to the supply for each additional space.

> **1X** ⊗ **8** 🧊 Once per move step, a job card may be discarded in place of a single cube. Discard the card to the bottom of the job deck.

> *Example: Advancing three spaces costs Maggie one cube: Zero for the first and second spaces and one for the third (A).*

A figure **may not share a space** with an opponent's figure. If an opponent's figure is on a space in front of a player's figure, that space is considered inaccessible and does **NOT** count towards their movement.

> *Example: An opponent's figure is on the space directly ahead of Maggie's figure, therefore, she skips that space and advances to the next available space (B) as one advancement.*

2. ACTION

After the player completes the move step, they take **one action**.

3. CLEANUP

The player may have at most **5 job cards** and **10 cubes** at the end of their turn. If they exceed either limit, they **must** discard cards to the bottom of the job deck and/or return cubes to the supply until they are within the limits.

Once a player's turn is complete, the next player in clockwise order takes their turn.

ACTIONS

There are two types of actions: **location** and **district**.

LOCATION ACTIONS

Location actions are represented by the icon on the space occupied by the player's figure.

ACQUIRE JOBS
Draw two job cards. These cards may be from the offer, the top of the deck, or one from each.

COLLECT ASSETS *(4–5 player board only)*
Gain two cubes matching the color of the cube depicted.

CONTACT AGENTS *(see p. 13, Climb the Tracks)*
Based on the position of the player's notoriety marker, gain one, two, or three cubes of the player's choice. They may be any combination of colors, including multiple cubes of the same color.

HACK *(see p. 14, Hack the Network)*
Attempt to solve a network card by manipulating the PANOP tiles.

DISTRICT ACTIONS

Instead of taking the location action of the space occupied by the player's figure, the player may choose to take a **district action**. A district consists of the action spaces and two border spaces that lie within a colored section of the game board.

> **!** If on a border location, the player is considered to be in both bordering districts, and may take a district action from either district.
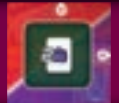
COLLECT DISTRICT ASSET
Gain one cube matching the current district's color.

COMPLETE A JOB *(see p. 10, Complete Jobs)*
Play a job card that matches the current district, paying its cost.

DISTRICT RESOURCES
After completing a district action (not a location action), the player then takes all cubes from the district's resource space.

BOOSTS

On their turn, a player may spend credits to purchase boosts. Boosts are special, immediate abilities that don't count as an action. Multiple boosts may be purchased in the same turn, but **the same boost may not be purchased more than once per turn**.

ONE CREDIT BOOSTS:

Car Service: Instead of the player's move step, they may move to any unoccupied location. This ability may be used to stay in the same location.

Crash Job Boards: The player returns all cards in the offer to the bottom of the job deck (in any order) and refills the offer with four new cards from the top of the job deck. This may be done before or after the Acquire Jobs action, but not in between taking two job cards.

TWO CREDIT BOOSTS:

Viral Marketing: Advance either the player's influence **OR** notoriety marker — **whichever is lower** — by one. If the player's influence and notoriety are at the same level, the player may choose which marker to advance.

Strong Arm Locals: After taking an action, the player takes a second different available action. Available actions include the location action, and the two district actions.

If on a border location, the same district action from two different districts are considered two different actions. *For example, a player may use Strong Arm Locals to take the Collect District Asset action in both the purple and red districts, when on the border location between the purple and red districts.*

ACQUIRE JOBS

When drawing a job card for any reason, the player may take it from the top of the **job deck** Ⓐ or from the **offer** Ⓑ. Acquired job cards are added to the player's hand.

Job cards in a player's hand may be completed by taking the Complete a Job district action, or may be discarded in place of a cube when moving, completing a job, or hacking the network.

The offer is refilled only after the player has finished acquiring job cards.
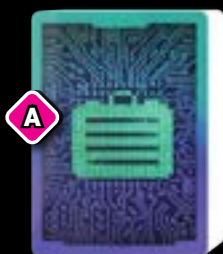
COMPLETE JOBS

The player may complete jobs to earn rewards, unlock ongoing abilities, and advance the position of their influence and notoriety markers.

JOB CARD ANATOMY

1. District Icon
2. Job Description
3. Resource Cost
4. Reward
5. Track Reward
6. District Icon Reminder
7. Ongoing Ability
8. Point Value

To complete a job, the player's figure **must be in the district** matching the district of the job card, and the player must follow these steps:

1. Return the cubes indicated by the resource cost to the supply, taking into account any of their ongoing abilities already in play.
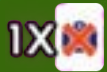
> **1X** ❌ : ⬜ Once per action, the player may discard one job card in place of a single cube. Discard the card to the bottom of the job deck.

2. Gain all rewards listed in the reward section.

3. Advance influence and/or notoriety as shown in the track reward section.

4. Tuck the card under the player's runner board in one of the three completed job slots so that the bottom portion of the card is visible. **Each slot may contain at most three completed jobs.** A job card may never be moved or discarded from a completed job slot.

5. Gain the slot bonus indicated above the chosen slot.

STARTING JOBS

Each player begins the game with a starting job in their color. When completed, it is tucked into one of the three slots below the player's runner board like any other job. If ever discarded, return starting jobs to the box instead of the job deck.

FREELANCE JOBS

Freelance Jobs do not correspond to any single district. They may be completed using the Complete a Job district action 📷 in **any district**.

At the end of the game, each completed freelance job card may be assigned to any single requirement on a contract card (see p. 18, Fulfill Contracts). Freelance jobs **do not** count toward district majority (see p. 11).

Maggie takes the Complete a Job district action in the Waterfront district **A** playing the job card "Track Darkweb ID Leak". She returns two of the required cubes **B** (blue x1 and red x1) and discards a job card **C** in place of the second blue cube.

Maggie examines the reward and can gain a job card from the offer or the top of the job deck. She decides to gain a job from the offer **D** and refills the offer from the deck.
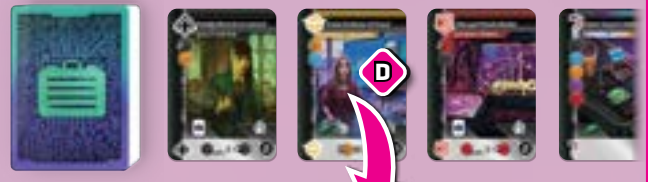
Next, she advances her influence marker on the influence track by one **E**, as shown in the track reward section of the job card.

Finally, Maggie tucks the completed job under her runner board **F** and gains the corresponding slot bonus **G**. She can choose either a credit or two cubes of her choice. She chooses to gain one black cube and one blue cube. Due to the new ongoing ability granted by the job card she just slotted, she gains an additional blue cube **H**.
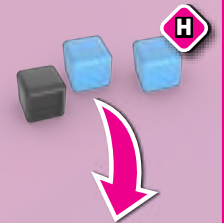
DISTRICT MAJORITY

At end of game, the player with the **most completed jobs matching their home district** gains ⑤. Multiple players tied for most get ② each instead. Freelance jobs **do not** count toward district majority.

Example: The red player ends the game with three completed red jobs, while the blue player has two completed blue jobs. The red player earns ⑤.

REWARDS & BONUSES

Gain one cube of the player's choice.

Gain one credit token.

Gain one job card from the offer or the job deck.

Advance the player's influence marker one space on the influence track.

Gain one credit token **OR** two cubes of the player's choice (these may be the same or different colors).

Gain one brute force token.

Advance the player's notoriety marker one space on the notoriety track.

! When gaining cubes for any reason, take advantage of any ongoing abilities already in play.

ONGOING ABILITIES

Once completed, some job cards grant an ongoing ability. An ongoing ability may only trigger once per action, and is active as soon as the card is placed in a slot. More than one of the same ability may stack, triggering independently.

When gaining cubes for any reason, if at least one cube matches the depicted color, **gain one additional cube** of the depicted color from the supply.

When paying a resource cost, the player may pay one of the depicted cubes **in place of another cube**.

When paying a resource cost, pay **one fewer cube** of the depicted color.

CLIMB THE TRACKS

The influence and notoriety tracks are located on the lower section of the game board. The influence track shows the relative influence of the five districts, while the notoriety track shows the infamy of each individual runner. As each influence marker and notoriety marker advances, new upgrades are awarded. Multiple markers may occupy the same space. The order in which they are stacked is not relevant.

① Point Values

At the end of the game, players score points based on their marker's position, per track. If there are no points on the occupied space, score the previous space to the left.

② Influence Upgrades

When a player's influence marker reaches or exceeds one of these spaces, flip over the corresponding upgrade token on the player's runner board, unlocking the associated upgrade.

③ Notoriety Upgrades

When taking the Contact Agents action, a player gains one, two, or three cubes of their choice based on the space occupied or most recently passed by their notoriety marker.

INFLUENCE UPGRADES

ALPHA HACK UPGRADE: Once unlocked, the player is eligible to complete alpha hacks in addition to core hacks when taking a hack action.

BETA HACK UPGRADE: Once unlocked, the player is eligible to complete beta hacks in addition to core hacks and alpha hacks when taking a hack action.

If an action would cause either an influence or notoriety marker to advance beyond the end of the track, that marker **does not advance past the final space**.

HACK THE NETWORK

When taking a hack action, the player attempts to create a single continuous path that connects the nodes on one of the two face–up network cards. Each network card has a core hack and two bonus hacks (alpha and beta). To successfully complete a hack action, a player must manipulate the tiles so that a continuous path connects the **core hack nodes** shown on the chosen network card.

NETWORK CARD ANATOMY

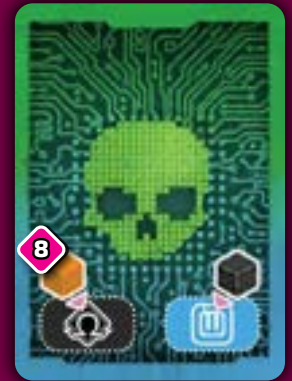① Hack Target Name

② Core Hack Nodes

③ Bonus Hack Node (Alpha)

④ Bonus Hack Node (Beta)

⑤ Core Hack Reward

⑥ Bonus Hack (Alpha) Reward

⑦ Bonus Hack (Beta) Reward

⑧ District Cube Placement

To take a hack action:

1. CYCLE A NETWORK CARD (OPTIONAL)
Once per hack action, a player **may cycle a network card**: Take one of the two visible network cards and place it on the bottom of its deck, revealing a new one.

2. DECLARE WHICH VISIBLE NETWORK CARD TO ATTEMPT

3. MANIPULATE THE PANOP TILES
The player may manipulate the tiles up to two times at no cost. If a player wishes to perform additional manipulations, they may do so by returning one cube of any color to the supply for each additional manipulation (see p. 15, Manipulations).

> **1X** : Once per action, the player may discard one job card in place of a single cube. Discard the card to the bottom of the job deck.

The hack action ends when the player chooses to stop.

- The hack action is **successful** when the two green core hack nodes are connected via paths on the PANOP tiles. The player gains the **core hack reward**.
- If the player has one or both **upgrades**, they may also complete the **alpha** and/or **beta bonus hacks** by connecting these nodes to the core hack path. The player receives the corresponding rewards in addition to the core hack reward.
- The hack action is **unsuccessful** if the player is unable or chooses not to complete the core hack. No rewards are collected. Cycle the attempted network card.

MANIPULATIONS

ROTATE - Rotate one tile 90° in either direction.

SWAP - Swap the position of two adjacent tiles (vertically or horizontally).

SHIFT - Remove one tile from either end of a row or column, and shift the remaining two tiles in that row or column to fill its space. Then, place the removed tile in the empty space on the opposite side.

> **!** Rotate, Swap, and Shift manipulations **may be used more than once** during a single hack action.

CHARACTER MANIPULATIONS

Each character has a unique manipulation that is detailed on their character card. Character manipulations count as one of the player's manipulations, but can only be used **once** per hack action.

THE SKULL TILE

The skull tile is unique among the PANOP tiles. **Paths cannot pass through the skull tile**. Players can manipulate it in the same way as other PANOP tiles, but brute force tokens may not be used to affect the skull tile.

BRUTE FORCE TOKENS

A brute force token maybe placed on any non-skull PANOP tile as a free action in order to temporarily turn the target tile into a 4-way intersection. Therefore, a PANOP tile with a brute force token can create a connection to all four adjacent tiles. **Only one brute force token may be placed per hack action**, and is returned to the supply after the hack action is completed.

Cal takes the Hack location action and chooses the network card shown above.

For his 1st manipulation, he swaps two tiles in the bottom row to complete the core hack.

For his 2nd manipulation, he uses his character's unique manipulation to swap a tile from the left column with one in the right column.

Cal needs one more manipulation to complete the Alpha bonus hack, so he spends a cube to rotate a tile 90° counter-clockwise.
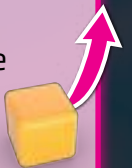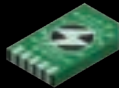
HACK REWARDS

After completing a successful network action, gain the indicated rewards for the core hack as well as any additional rewards for completed eligible bonus hacks.

|		
Advance the player's notoriety by one.	Gain a credit token.	Gain a cube of the player's choice.

DISTRICT ASSETS

After all rewards have been claimed, the player flips the network card over to reveal the district cube placement. Place cubes from the supply in the indicated resource spaces on the game board, then discard the network card to a discard pile.

If either of the decks ever runs out, shuffle the discarded network cards and create a new deck. If there are no discards, split the remaining deck evenly.

TSUNAMI FINANCIAL

77XAB1015678-3-22AF|KII21-0009 | 2/90

Cal has finished manipulating the PANOP tiles. He has fulfilled the requirements for the core hack so he gains one credit token and advances his marker one space on the notoriety track.
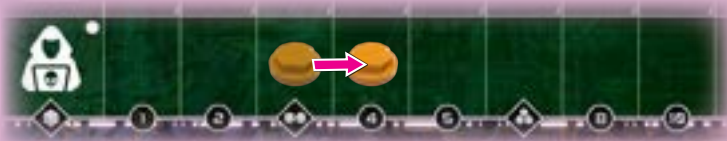
He also satisfied the blue alpha bonus hack, so he gains one cube of his choice. He did not fulfill the beta bonus hack, so he does not gain any additional rewards.

Finally, he flips over the card, distributes cubes from the supply to the indicated district resource spaces, and discards the card.

WATERFRONT

DOWNTOWN
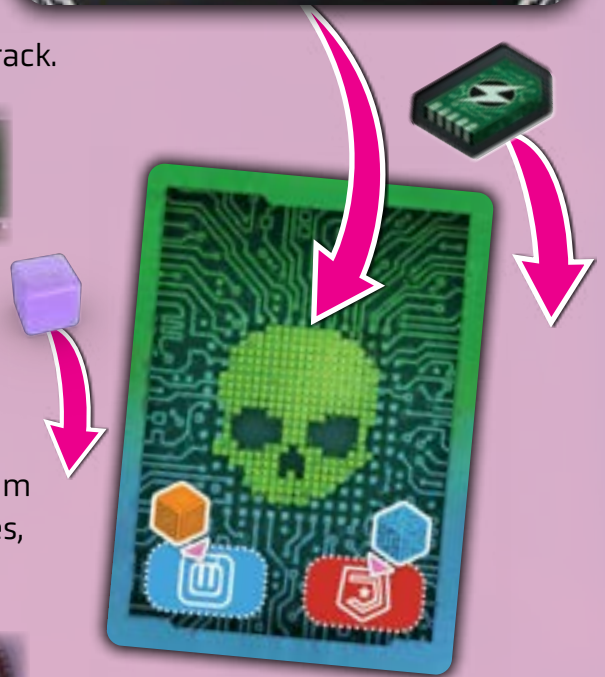
FULFILL CONTRACTS

Each contract card has spaces for either two or three contract tokens which are placed during setup. Each contract token represents a requirement of a single completed job. Each contract, therefore, represents two or three specific completed jobs. **Completed contracts contribute to scoring at the end of the game.**

CONTRACT CARD ANATOMY

1. Name
2. Token Space
3. Contract Token (after setup)
4. Point Value

To fulfill a contract, a player needs to have one completed job matching each requirement on the contract **in the same completed job slot**.

- Any number of players may complete the same contract.
- Each completed job slot may only be used to fulfill a single contract.
- No contract may be fulfilled more than once by the same player.

Since the player's runner board has three completed job slots, at most, a player may fulfill three of the four contracts.
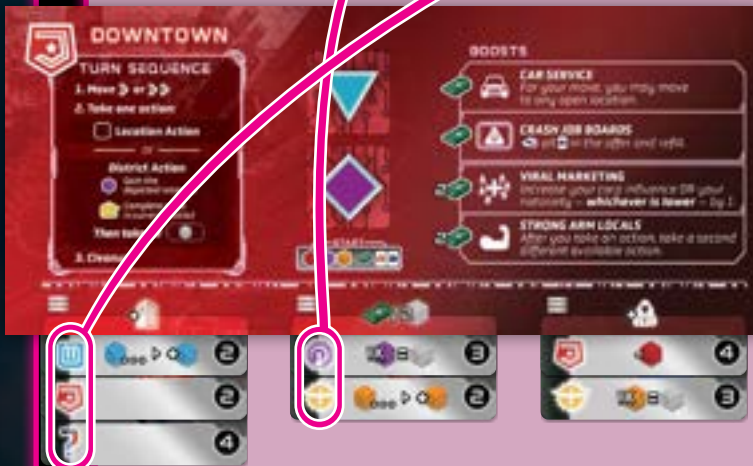
Ramona has completed seven jobs.

Her first slot contains a blue job, a red job and a freelance job. She uses the freelance job as a black job to claim five points from the military contract.

Her second slot contains a purple job and an orange job, with which she claims three points from the espionage contract.

Her third slot does not match any of the available contracts.

GAME END

The game end is triggered when any of the following occurs:

1. An influence marker or notoriety marker crosses the highlighted end–game line.
2. A player completes their ninth job card.
3. The job deck (not the offer) is depleted.

After the game end is triggered, the current player finishes their turn and play continues until **all players have had an equal number of turns**. Each player then takes **one final turn**, ending with the player to the right of the player with the start player token.

Once all players have completed their final turn, proceed to final scoring.

FINAL SCORING

Using the scorepad, total each player's points:

- **Completed Jobs:** Earn points for each completed job card.

- **Fulfilled Contracts:** Earn points for each fulfilled contract.

- **Influence Track:** Earn points based on the position of the player's marker on the influence track.

- **Notoriety Track:** Earn points based on the position of the player's marker on the notoriety track.

- **District Majority:** Each player counts the number of jobs they have completed matching their home district. The player with the most completed jobs matching their home district earns ⑤. In the case of a tie, each tied player earns ② instead.

- **Leftover Cubes/Job Cards/Tokens:** Earn ① for every five of the following resources left in the player's area in any combination: cubes, credit tokens, brute force tokens, and unplayed job cards.
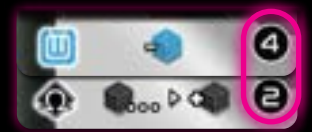
The player with the most points is the winner and is declared the greatest runner in Mirror City!

- If tied, the tied player whose influence marker is furthest to the right wins.
- If still tied, the tied player whose notoriety marker is furthest to the right wins.
- If still tied, the tied player with the most completed jobs wins.
- If still tied, the players share the victory.

SOLO MODE
/ROGUE A.I./

The corporations have heard rumblings of an underground network of runners attempting to disrupt their goals in Mirror City. In response, the corps have unleashed a ROGUE A.I. to obstruct the runners' plans and short-circuit a potential uprising.

SOLO - SETUP

Setup the game in the same way as a two player game with the following changes:

The A.I. does not receive a runner board, character card, or starting cards/cubes.

1. Place the two rogue tokens on the two hack action locations in the districts adjacent to your starting district on the game board.

2. Choose an unused player color to represent the A.I. and place the matching influence marker and notoriety marker on the start spaces of their respective tracks.

3. Shuffle the 20 A.I. cards and place them face down near the game board to create the A.I. deck.

The start player token is not used when playing solo mode.

SOLO – HOW TO PLAY

In solo mode, you alternate turns with the Rogue A.I. until the end of the game is triggered. The Rogue A.I. does not gain or complete jobs, nor do they collect resources or score points.

You take the first turn. Your turn is identical to that of the multiplayer game.

Once your turn is complete, reveal the top card of the A.I. deck and complete the Rogue A.I.'s turn. There are four steps to carry out on the A.I.'s turn:

1. MOVE
2. COMPARE NOTORIETY
3. TAKE ACTIONS
4. ADVANCE TRACKS

ROGUE A.I. CARD ANATOMY

1. Move Instructions
2. Left Notoriety Comparison
3. Right Notoriety Comparison
4. Left Set of Actions
5. Right Set of Actions
6. Left Track Advancement
7. Right Track Advancement

SOLO - RESOLVING AN A.I. CARD

1. MOVE

Complete the A.I.'s move step by moving both rogue tokens on the game board based on the icons on the A.I. card:

Move the gold rogue token forward one space.

Move the silver rogue token forward three spaces.

Move the rogue tokens to the spaces indicated, relative to your figure.

! In some rare cases, the A.I. will block itself. When this happens, the token being moved skips to the next available space.

2. COMPARE NOTORIETY

Compare the position of your marker to the A.I.'s on the notoriety track.

If your marker is on the same space or to the left of the A.I.'s marker, execute the set of actions on the **left side** of the card.

If your marker is to the right of the A.I.'s marker, execute the set of actions on the **right side** of the card.

Ramona [blue] compares her notoriety with the A.I. and determines that, since she is to the right of the A.I., the A.I. executes the right side of the card.

3. TAKE ACTIONS

Execute the appropriate left set or right set of actions on the A.I. card

Discard the corresponding job card from the offer and refill.

Cycle the corresponding network card to the bottom of its deck.

Carry out the indicated PANOP tile manipulation(s).

Place the indicated cube in the indicated district.

Return all cubes to the supply from the district containing the depicted rogue token. If the rogue token is on a border location, both districts are affected.

4. ADVANCE TRACKS

Advance the Rogue A.I.'s influence or notoriety markers by one or two according to the corresponding section on the A.I. card.

Advance the Rogue A.I.'s influence marker by one.

Advance the Rogue A.I.'s notoriety marker by one.

Ramona reveals the top card of the A.I. deck and resolves it:

A She moves the silver rogue token two spaces behind her figure, and then moves the gold rogue token to the space directly in front of her figure.

B Then she compares notoriety, and determines that the Rogue A.I. will take the right set of actions: Discarding the third available job card from the offer and refilling it, and discarding all cubes from the district(s) occupied by the gold rogue token.

C Finally, she advances the Rogue A.I.'s influence marker two spaces.
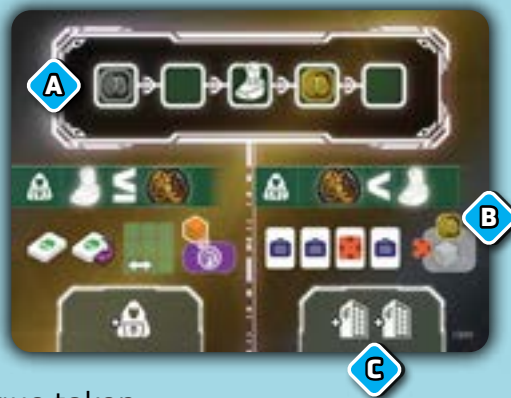
SOLO – END GAME AND FINAL SCORING

The end game is triggered in the same three ways as the multiplayer game: An influence marker or notoriety marker crosses the end–game line, you complete a ninth job, or the job deck (not the offer) is depleted.

- **If this occurs while resolving an A.I. card**, take one more turn without resolving another A.I. card.
- **If this occurs during your turn**, resolve a final A.I. card and take one final turn.

Calculate your final score as in the multiplayer game with the following exception:

In place of district majority, score ① for each completed job of your color.

Compare your score to the chart below to see how well you did:

76 OR HIGHER	**PRIME RUNNER**
71–75	**ALPHA REPLICANT**
66–70	**SYNTH SCANNER**
61–65	**L33T SYSOP**
51–60	**SHADOW USER**
41–50	**DYSTOPIAN NOOB**
40 OR LOWER	**CORPORATE PUNK**

FINAL SCORING

COMPLETED JOBS

CONTRACTS

INFLUENCE

NOTORIETY

DISTRICT MAJORITY > 5/2

LEFTOVER JOB CARDS, CUBES, TOKENS 5:①

CREDITS