

***Warning:** This rulebook is not final. It features most aspects of the game and will be improved prior to the final release. The final version will be corrected and improved by a professional editor. Currently it was proofread by native English speakers.

Artwork is also subject to change in the final rendition. This rulebook in its current state is meant to provide a brief overview of the game.

Greetings, Edgewalker.

I'm Cynthia, Human Relations V.I. for Cyntopia and I'll be your guide.

Throughout the next pages I will explain the basic rules of Cyntopia and how it can be played.

Would you like to know more?

Cyntopia was developed to deliver a fast-paced game-play and features two different play systems. It can also be improved with optional rules and RPG-elements to fit your needs or those of your group.

Rules

Before you start, all Edgewalker have to choose their characters and take their character boards.

Next you have to choose your mission; there are two different ways to do so:

Either shuffle the corporation and mission cards and draw one of each

-or-

Take the campaign guide and play prebuilt Edgewalks.

Of course every can make up their own campaigns and use the materials just as base.

Corporation cards, mission cards, and floor tiles

Corporation cards show a brief overview of the corporation history, the assets of their guards and also which floor tile has to be played with this corporation.

Mission cards show the parameter of each Edgewalk. They reveal how many credits will be awarded for this mission and which floor tile has to be played with this Edgewalk.

Each floor tile has a unique label which shows:

- a three digit ID

- the number of each guard type: 4 - 2 - 1 means that there are 4x Level 1 guards, 2x Level 2 trooper and 1x Level 3 squad leader on this floor tile.

Turn Order

The first turn will be initiated by the corporation, which places the first floor tile and the guards. After that the turns will be clockwise.

Each turn consists of two phases, which are not bound to any specific order.

- Movement phase: Outside of a battle the character may be moved within the floor tile. During combat however, the movement points of each character determine the possible movement.
- Actions phase: The action phase will be used to interact with the world or to fight the enemies.

Each phase has to be announced before the player throws the dice.

Game mechanics

Cyntopia features two basic mechanics to determine the outcome of the actions during the game. Now is the time to decide which scheme fits best for your play style.

Mechanic A - direct comparison throws

Uses the same mechanic for each action in the game. You will throw a dice against the system and compare the outcome. If you roll higher than the system, your action succeeds; if you roll the same or lower, your action fails.

Examples:

As soon as the combat starts, both opponents throw a DG and compare the outcome. The higher roll wins and deals the characters damage points. If the roll shows the same or is lower, the attack fails and doesn't deal any damage.

Same goes for interactions with the world. If you want to unlock a door, you will roll a dice against the system. If you roll higher, your action succeeds and the lock will be opened, the system hacked, the container looted, etc. If you roll the same result, the action fails and can't be repeated.

Sole Exception: unlocking doors

If you should fail to unlock a door three times, it will be opened from the inside and a security team awaits you, which will double the amount of troops in this room.

When you throw a grenade, you and all targets in the radius (friends and foes) have to roll a DG. If their roll is lower than yours, the effect of the grenade will hit them. If they roll higher, they are able to jump out of the effects radius.

Mechanic B - direct result throws

Instead of doing a comparison throw, you will roll the dice and check the table to see what effect you land.

Examples:

Unlocking doors / hacking Systems

If you don't have a keycard or hacking-nanites, you will have to hack / unlock the system on your own - throw a D6 and see what happens:

1: You trigger an alarm (the troops in the room will be doubled)

2-3: You fail to hack the system

4-6: You hack the system and unlock the door

Frisk guards or the environment

You can always try to find something on knocked out troops or in the corporation facility.

1-3: There was nothing to find

4-5: Draw one item token from the item pool

6: Draw two item tokens from the item pool

Using items

**when you're not in a fight, you are able to use the item without a dice roll.*

1-3: You waste the item without any effect

4-6: You're able to use the item.

During a fight

If you want to attack your enemy, you'll roll the D6 and see what happens.

1: Fumble

In CQC the enemy can now try to attack. In firefights the weapon gets jammed and needs a round to be fixed

2-3: You miss your target

4-5: You hit your target, dealing normal damage

6: Critical hit, dealing double damage

Using grenades:

1: Fumble - the grenade doesn't explode

*2-3: The grenade misses the targeted location**

4-6: The grenade hits the target location and deals its effect.

**As soon as a grenade misses the targeted location, you have to throw two D6 and label one adjacent field as number one. The first D6 determines in which direction the grenade will fly. If you roll a 1 it will fly into the direction of field 1, if you roll a 2 you will count clockwise from field number 1 to field 2, etc. The second dice shows how far the target misses the spot; the numbers on the dice stand for one field each. So if you throw a 3 and 6 the grenade will continue to roll into direction 3 of the initial location and will roll 6 hex fields away in total.*

Let the Edgewalk begin

Place a suited starting tile on the table and one adjacent floor tile of your choice. The Edgewalker will place their characters in the highlights starting area and the NPCs will be placed all over the floor tile.

To fulfill their mission the Edgewalker have to clean the area and continue to the next part, until they reach their destination and can perform their mission task.

Good luck on your first Edgewalk!

Fighting and life-points

As soon as a fight starts, the game will continue in its clockwise manner and the systems uses all its guards one after another, before the Edgewalkers turn begins.

Each hit deals the base damage of each character plus additional weapon damage.

When a character gets damage, it will be taken from the additional armor points first and from the base armor second, finishing out with taking from the life points.

A character that has lost life points can regenerate them using a Medkit or can be healed by the fielddoc. If the life points hit 0, the character will fall into an unconscious state and needs to be healed first.

Using cover

During the battle a character can hide behind usable cover in each room. If the character is behind cover, he cannot be hit unless you move your character to see around the cover.

Getting behind cover and getting out of cover takes a movement phase, even if you just stand up after ducking behind something. Characters with a shield count as behind cover, so you have to get around this character first, if you want to attack him.

Items and their description

You will have the possibility to search for new loot during the Edgewalk. Look into the cupboard, open a safe, frisk an unconscious guard; it is all up to you.

Items will be placed in the backpack of your character or if you want to use it, in the weapon and armor slot. If you need space in your inventory, you can place the item on the floor for other Edgewalker to grab, or hand it over to them directly - even in battle you can give another Edgewalker your loot if he is right besides you.

Each item token is labeled with a three digit ID and its unique artwork.

Small medkit - KME

You can heal your comrades or yourself with up to 2 life points.

Large medkit - GME

You can heal your comrades or yourself with up to 5 life points.

Each weapon type comes in three levels, which will increase your damage by +1 / +2 / +3 points.

Sword - SC, SC2, SC3

Pistol - P1, P2, P3

SMG - SM1, SM2, SM3

Heavy weapon - SW1, SW2, SW3

Sniper rifle - SR1, SR2, SR3

Magical fetish - MT1, MT2, MT3

Weapon compatibility: Each character prefers one kind of weapon and can use it with greater proficiency than other weapons. Because of his passion for the weapon, the character will get a +1 bonus on the overall damage.

On the other hand, if a character uses non native weapons for his class, he will get a -2 malus on the current equipped weapon.

Example: Deadeye finds a level 2 sniper rifle, which would grant her +2 bonus damage. Since her preferred weapon class is sniper rifles, she'll get another +1 bonus to damage, making it a total of +3 for a level 2 sniper rifle. However if she finds a level 2 sword, she would get a malus of -2 so the weapon wouldn't grant her any bonus at all.

Light armor - LRI

Offers 4 armor points - accumulative with your base armor.

Medium armor - MRI

Offers 6 armor points - accumulative with your base armor.

Heavy armor - HRI

Offers 8 armor points - accumulative with your base armor.

Grenade - GRA

Simple grenade which deals 10 damage points in a one hex field radius.

HE-grenade - HEG

Improved grenade which deals 10 damage points in a two hex field radius.

Flash grenade - BLG

This grenade will stun every target for one round within a two hex field radius.

Smoke grenade - RAG

Can be used to create a wall of smoke in a three hex field radius for two turns. It is not possible to see through the smoke with bare eyes. It is impossible to attack targets within the smoke.

The final game will include more and different items.

Optional rules

Those rules are meant to add deeper game play and fit the needs of your play style.

As the final release approaches, we will add and adjust rules as we listen to your suggestions and feedback.

combat related:

- Attacks from behind always hit the target.

- If you roll a 6, you strike a critical hit which resulting in double damage.
- If your opponent rolls a 6 as well, the attack misses anyway.

- If you roll a 1, you strike a critical failure; throw a D6 for the result:
 - 1 - the weapon gets damaged, -1 damage point
 - 2 - deal the damage to yourself
 - 3 - hit the closest ally instead
 - 4 - hit the furthest ally instead
 - 5 - hit the closest enemy instead
 - 6 - hit the furthest enemy instead

- In a wall of smoke you can still attack close targets with melee attacks.

- If a grenade throw is a success - everything rolled over 1 - the effect will be dealt directly and no target can roll against it to evade the grenade.

general:

- The result of the movement roll will be doubled.

- In addition of falling into an unconscious state, the character can actually die if he isn't healed within 5 turns after his life points hit zero.

- Each Edgewalker rolls a D6 and draws half the result (round the result up) as item tokens.

- Draw an additional mission right before the Edgewalk begins.

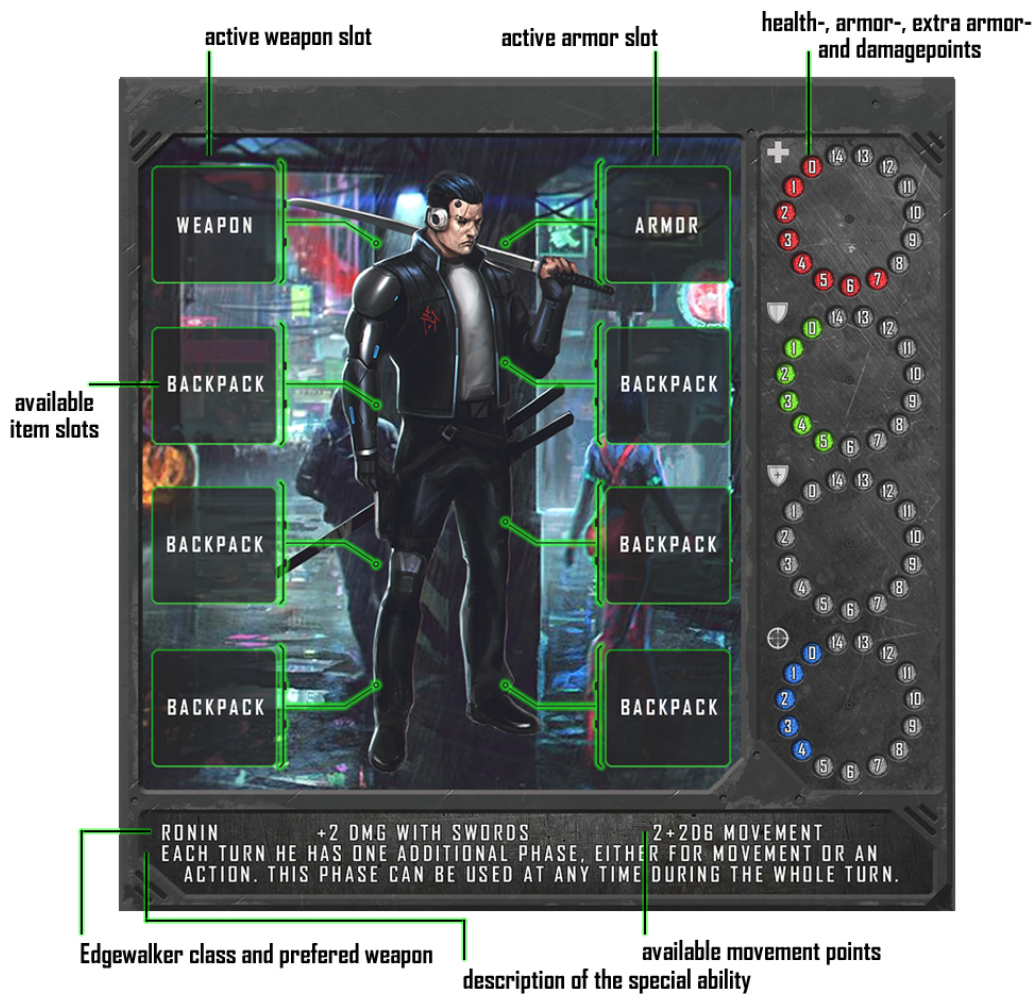
Print&Play Demo

Welcome to the Grid, Edgewalker.

It should be noted, that this is merely a demo of the game and doesn't feature final designs, full content, and is still in development. The purpose here is to give you a brief overview and insight of the game.

The Print&Play will feature three characters and all necessary materials so that you can play with a group of four people with someone hosting the round as a GM. You should print it out on strong paper or glue it on cardboard. Also keep in mind that not every part of the game has its own, finalized artwork at the moment, so there may be missing images prior to the final release.

If you want to get an impression of how a walk on the Edge might work, then go on - print & play it.



Instruction for the GM:

Charplay

Greetings Edgewalker,

you've followed my call, so let me welcome you as your Proxy-agent Espera.

Tonight I have a delicate matter for you to solve; my remitter wants to get his hands on a new kind of technology and is willing to pay each one of you 2500 Credits for the success of this mission.

Are you still interested?

Good, here is your task.

Head over to the small Sabretooth Corp. Facility, infiltrate it, and get your hands on the new Sync-Blade blueprints.

According to our information, it should be stored in one of their local clusters here.

Any questions?

As always, be aware of the Edge.

Preparing the Edgewalk:

Now that your Edgewalker know what they have to do, it is time for you to place the parking lot floor tile and your guards anywhere on the map. The number of guards is noted on the corner of each floor tile (for example 2 - 1 - 0 means 2x LVL1 Guard, 1x LVL2 Guard and 0x LVL3 Guard). After that let the Edgewalker put their characters in position in the highlighted area. The next floor tile will be revealed after the Edgewalker have cleared the area and hacked the security system. Below you can see how this mission should be laid out step after step.

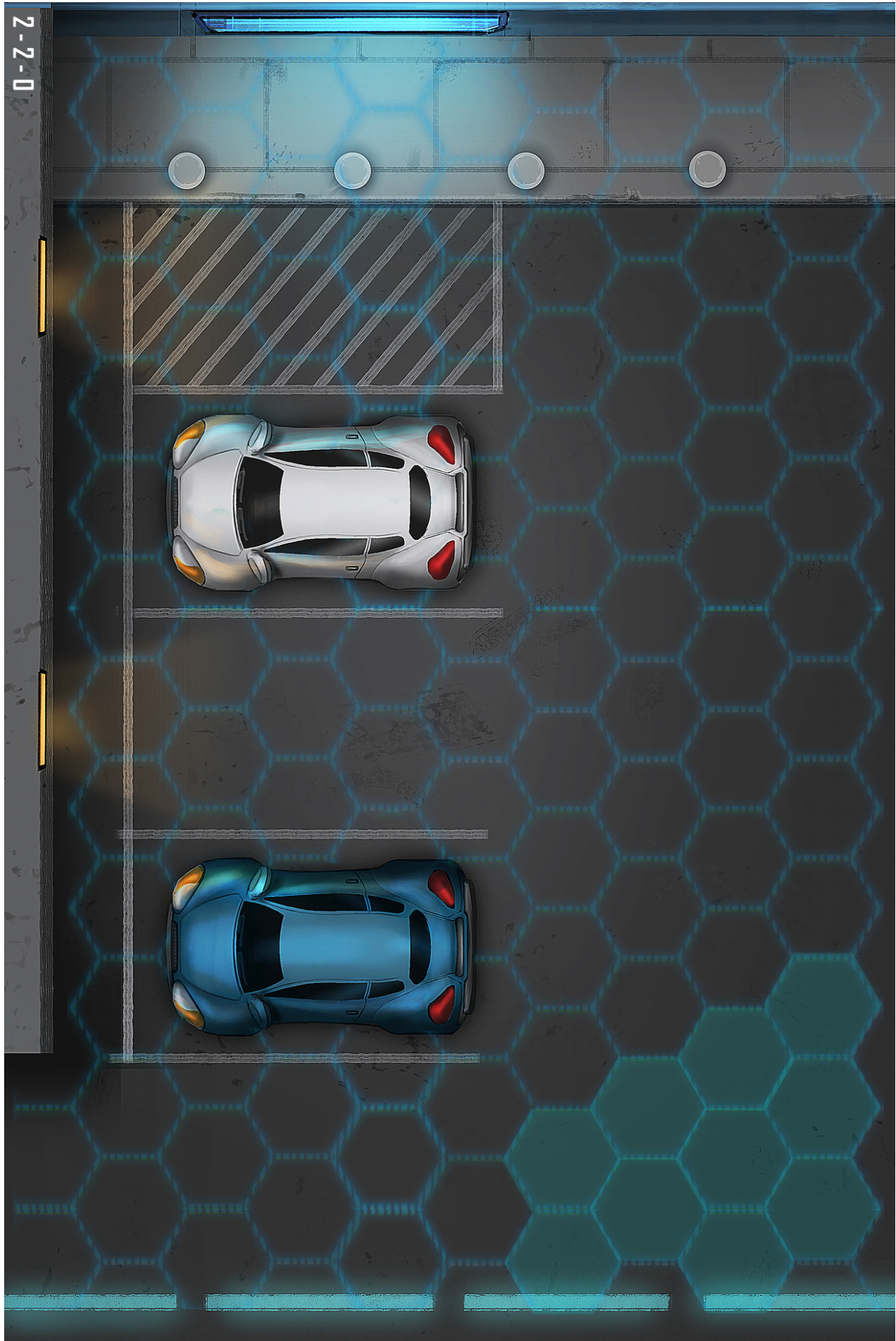


The Edgewalk can now begin.

To finish their mission the Edgewalker have to clear the area and hack into the terminal in the upper room. Afterwards, they need to make their way out to the starting area.

We hope you enjoy the sneak peek at what we're currently creating together with your help.

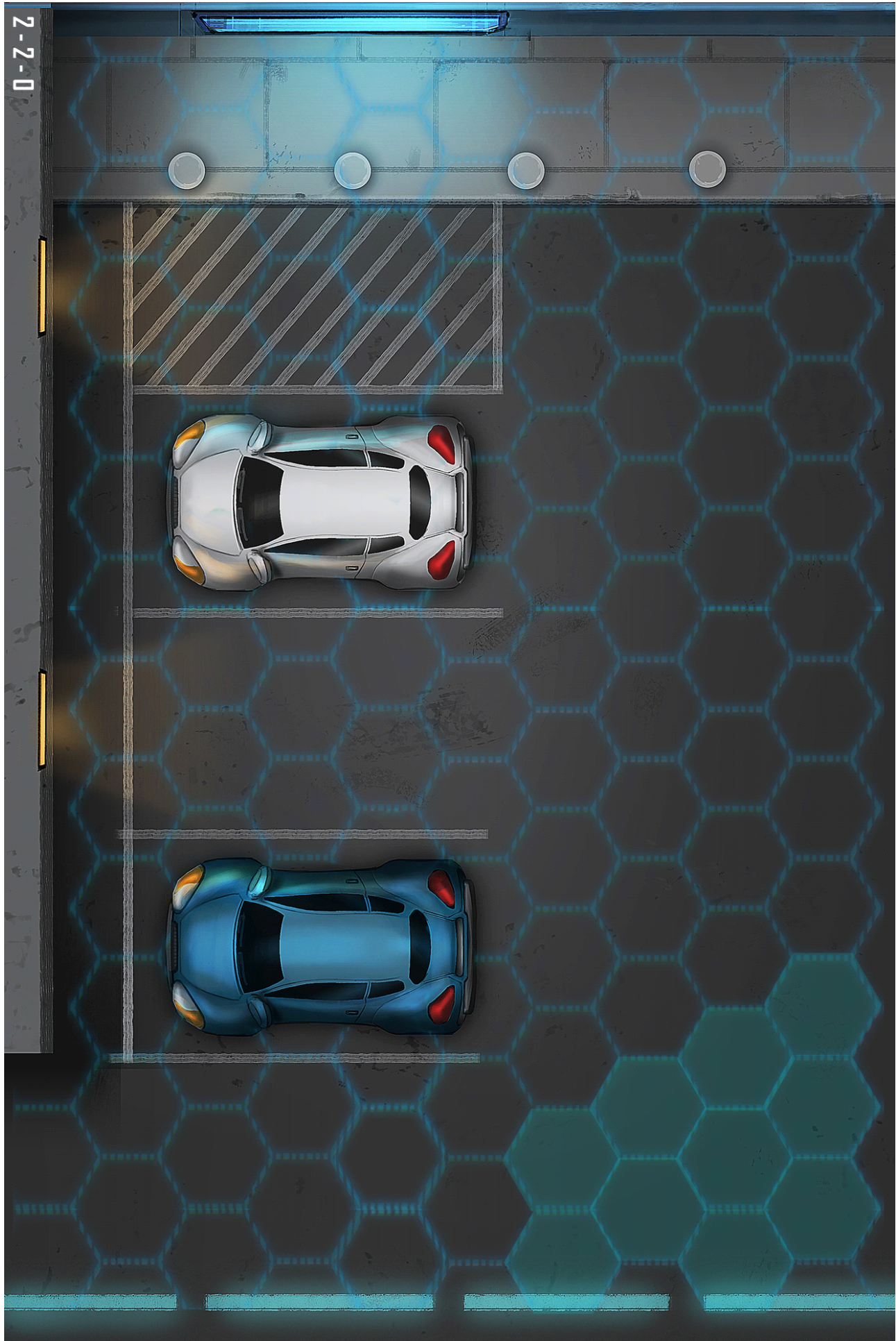
2-2-0





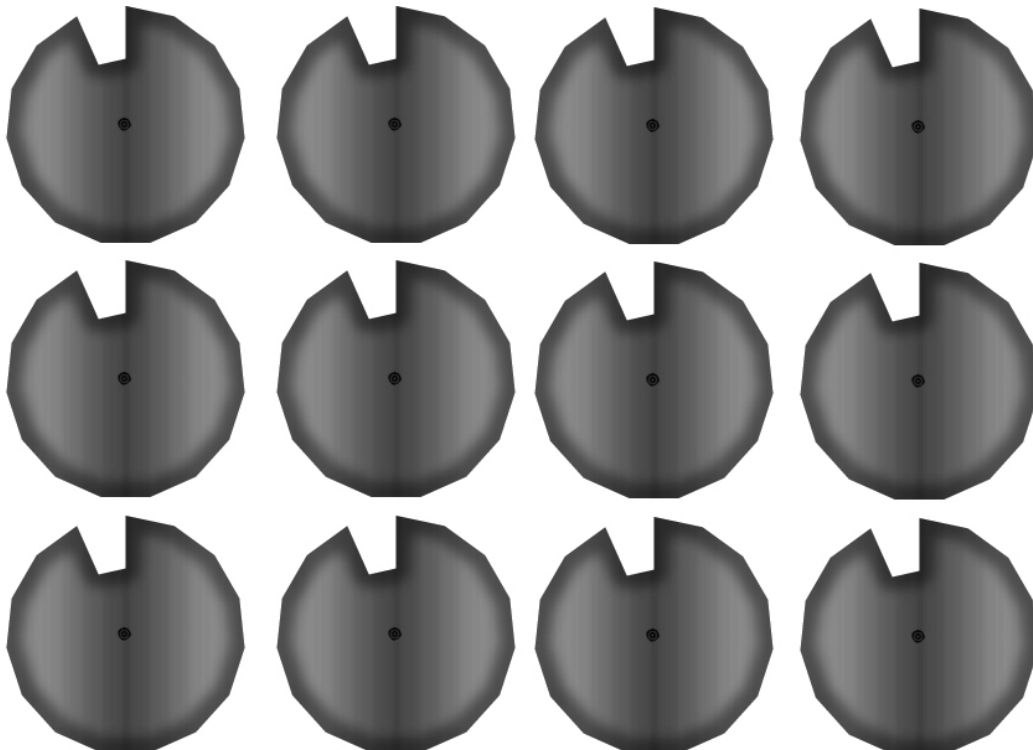
0-2-1

2-2-0





Pin those above the life-points, damage-points and armor-points of the characterboards.







WEAPON

ARMOR

BACKPACK

BACKPACK

BACKPACK

BACKPACK

FIELDDOC +2 DMG WITH SUBMACHINE GUNS 1+2D6 MOVEMENT
 CAN USE ONE ACTIONPHASE TO HEAL ANOTHER EDGEWALKER FOR 4 POINTS,
 WITHOUT THE USE OF A MEDKIT - NO DICETHROW REQUIRED.

WEAPON **ARMOR**

BACKPACK **BACKPACK**

BACKPACK **BACKPACK**

BACKPACK **BACKPACK**

RONIN +2 DMG WITH SWORDS 2+2D6 MOVEMENT
 EACH TURN HE HAS ONE ADDITIONAL PHASE, EITHER FOR MOVEMENT OR AN ACTION. THIS PHASE CAN BE USED AT ANY TIME DURING THE WHOLE TURN.

Charactermarker



WEAPON

ARMOR

BACKPACK

BACKPACK

BACKPACK

BACKPACK

BACKPACK

BACKPACK

+
 0 14 13 12 11
 1 10 9 8
 2 7 6 5 4
 3 2 1 0

0 14 13 12 11
 1 10 9 8
 2 7 6 5 4
 3 2 1 0

0 14 13 12 11
 1 10 9 8
 2 7 6 5 4
 3 2 1 0

0 14 13 12 11
 1 10 9 8
 2 7 6 5 4
 3 2 1 0

PSIONIC +2 DMG WITH MAGICAL FETISH 1+2D6 MOVEMENT
 CAN CONTROL ONE ENEMY UNIT FOR ONE ROUND AS IF IT WAS HIS OWN - NO
 DICETHROW REQUIRED. NEEDS ONE TURN TO USE THE POWER AGAIN.



The final game will include more and different items.

CLUMSY FELLOW

EVENTCARD

INSTEAD OF CAREFULLY ENTERING THE NEW AREA, YOU'VE CHOSEN TO BURST IN LIKE AN AMATEUR, WHICH RESULTS IN FALLING OVER YOUR OWN FEET.

YOUR FACE HITS THE FLOOR AND YOUR TURN IS OVER.

HOTWIRE

EVENTCARD

SOMEHOW YOU'VE MANAGED TO COMPLETELY IGNORE THE SECURITY SYSTEM AND TRIGGERED AN ALARM PLATE.

CONGRATULATIONS FOR TURNING ON THE ALARM.

THE TROOPS IN THIS ROOM RECEIVE THE SAME AMOUNT OF GUARDS FOR REINFORCEMENT NEXT ROUND.

KEYCARD

EVENTCARD

WHAT IS THAT? DID SOME GUARD ACTUALLY DROP HIS KEYCARD? POOR GUY BUT LUCKY YOU.

YOU'VE FOUND A KEYCARD FOR THIS FACILITY.

NOW YOU'RE ABLE TO OPEN EVERY LOCK, WITHOUT ANY CHALLENGE.

LOOTBOX

EVENTCARD

IS THAT AN OPEN LOCKER OVER THERE? TODAY MUST BE YOUR LUCKY DAY.

INSIDE THIS STORAGE YOU MIGHT FIND SOMETHING USEFUL.

DRAW ONE ITEMCHIP FROM THE POOL.

LASERBARRIER

EVENTCARD

AS YOU ENTER THE ROOM, YOU HAVEN'T CHECKED FOR ANY LASER BARRIERS.

UNFORTUNATELY YOU'VE JUST ACTIVATED THIS ONE.

THE DOOR CLOSES BEHIND YOU AND NEEDS TO BE REOPENED BY YOU OR YOUR TEAMMATES.

NANITEKIT

EVENTCARD

THIS FACILITY IS ACTUALLY PRETTY PREPARED FOR ANY SITUATION. SEE OVER THERE? THEY EVEN INSTALLED NANITEKITS FOR THE SECURITY.

TOO BAD YOU FOUND IT FIRST.

YOU CAN RESTORE YOUR DAMAGED ARMOR FOR 3 LOST ARMORPOINTS.

PLANT LAYOUT

EVENTCARD

IT SEEMS LIKE THERE IS A MAP OVER HERE.

SINCE YOU'VE DISCOVERED A MAP OF THE WHOLE AREA, ALL FLOORTILES WILL BE LAID DOWN.

THE GUARDS HOWEVER WILL BE PLACED, AS SOON AS THEY ARE IN THE LINE OF SIGHT OF AN EDGEWALKER.

SHIFT IS OVER

EVENTCARD

IT SEEMS LIKE THE GUARDS ARE ON A BREAK OR THEIR SHIFT IS OVER.

ANYWAY YOU'RE LUCKY ENOUGH TO ENTER THE ROOM AT THE RIGHT TIME.

NO GUARDS WILL SPAWN IN THIS ROOM.

The final game will include more and different event cards. *old design layout, currently working on the improved version

MOOD: RELAXED



PRIO A: MOVES BEHIND COVER

PRIO B: ATTACKS MOST WOUNDED TARGET

ITEM: USES A FLASHGRENADE IF TWO
EDGEWALKER STAND TOO CLOSE TO ANOTHER

MOOD: RELAXED



PRIO A: MOVES BEHIND COVER

PRIO B: ATTACKS MOST WOUNDED TARGET

ITEM: USES A FLASHGRENADE IF TWO
EDGEWALKER STAND TOO CLOSE TO ANOTHER

MOOD: CALM



PRIO A: ATTACKS CLOSEST TARGET

PRIO B: MOVES BEHIND THE EDGEWALKER

ITEM: USES A SMALL MEDKIT TO HEAL A
WOUNDED TROOPER

MOOD: CALM



PRIO A: ATTACKS CLOSEST TARGET

PRIO B: MOVES BEHIND THE EDGEWALKER

ITEM: USES A SMALL MEDKIT TO HEAL A
WOUNDED TROOPER

MOOD: BORED



PRIO A: ATTACKS FULLY HEALED
TARGET

PRIO B: ATTACKS THE STRONGEST TARGET

ITEM: USES A GRENADE IF IT COULD DEFEAT THE
EDGEWALKER

MOOD: FIERCE



PRIO A: ATTACKS WEAKEST TARGET

PRIO B: ATTACKS THE FURTHEST TARGET

ITEM: USES A GRENADE TO DAMAGE AN
EDGEWALKER

MOOD: ANGRY



PRIO A: ATTACKS MOST WOUNDED
TARGET

PRIO B: ATTACKS THE CLOSEST TARGET

ITEM: USES A HE-GRENADE TO DAMAGE TWO
EDGEWALKER

MOOD: FIERCE




PRIO A: ATTACKS WEAKEST TARGET

PRIO B: ATTACKS THE FURTHEST TARGET

ITEM: USES A GRENADE TO DAMAGE AN
EDGEWALKER

*old designlayout, improved version can be seen in the update

MOOD: ANGRY




PRIO A: ATTACKS MOST WOUNDED TARGET

PRIO B: ATTACKS THE CLOSEST TARGET

ITEM: USES A HE-GRENADE TO DAMAGE TWO EDGEWALKER

MOOD: SHOCKED




PRIO A: IS STUNNED FOR ONE TURN

PRIO B: ATTACKS THE STRONGEST TARGET

ITEM: USES A HE-GRENADE TO DAMAGE ONE EDGEWALKER

MOOD: CONFUSED




PRIO A: EACH TIME HE HAS THE SAME AMOUNT OF DOTS, HE LOSES

PRIO B: ATTACKS THE CLOSEST TARGET

ITEM: USES A LARGE MEDKIT, AS SOON AS A TROOPER IS HURT.

MOOD: CONFUSED




PRIO A: EACH TIME HE HAS THE SAME AMOUNT OF DOTS, HE LOSES

PRIO B: ATTACKS THE CLOSEST TARGET

ITEM: USES A LARGE MEDKIT, AS SOON AS A TROOPER IS HURT.

MOOD: AFRAID




PRIO A: RUNS BEHIND COVER

PRIO B: ATTACKS THE WEAKEST TARGET

ITEM: USES A FLASH-GRENADE TO STUN ONE EDGEWALKER.

MOOD: AFRAID



PRIO A: RUNS BEHIND COVER

PRIO B: ATTACKS THE WEAKEST TARGET

ITEM: USES A FLASH-GRENADE TO STUN ONE EDGEWALKER.

The final game will include more and different AI-cards.

*old designlayout, improved version can be seen in the update

Print out these tables a few times as character sheets for the enemy NPCs. The enemy board is currently in development.

Guard LVL 1											
Life points 5											
Armor points 5											
Damage 5								Movement			1+1D6
Guard LVL 1											
Life points 5											
Armor points 5											
Damage 5								Movement			1+1D6
Guard LVL 1											
Life points 5											
Armor points 5											
Damage 5								Movement			1+1D6
Guard LVL 1											
Life points 5											
Armor points 5											
Damage 5								Movement			1+1D6

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 2					
Life points 10					
Armor points 6					
Damage 8			Movement	2+1D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	

Guard LVL 3					
Life points 10					
Armor points 10					
Damage 10			Movement	3+2D6	