


LIVING CITY MODULE

This module brings special events that can change the course of your mission and force you to face new challenges. It represents random encounters and adventures in the ever-changing city of Tokyo.

Living City is compatible with the Scenario generator, but it is not recommended to play with both since it may easily interfere with scoring.

If you want to include the Living City module in your game, follow the steps below:

1. Shuffle the Event deck and place it next to the Map.
2. Shuffle the Reward deck and place it next to the Map.
3. Place the 10 Living City tokens () next to the Event deck.

How to play

In the Action phase, during the District Effect step, a player may forgo resolving the tile Effect and draw 1 Event card instead. Read it and place it next to the Event deck. Then, take 2 matching Living City tokens (*the same number and color*) and place one of them on the drawn card and the other on the District tile where this card was triggered.

The Event card remains revealed until the conditions to discard it are met. Players must follow any rules stated on the card when present on that District tile. There may be up to 5 Event cards revealed at any given time. If there are 5 Event cards revealed already, players may not reveal new ones!

Each time a player actively discards an Event card by meeting its conditions, they take the Reward deck and perform a quick heist on the Ascend Server. To do so, follow the steps below:

1. **Reveal** the top card from the Reward deck.
2. Check the Reward number and add up the numbers from all the drawn Reward cards.

If the number is equal to or lower to the number of completed Sidequest cards, the player may decide to draw another card OR end the heist successfully.

If the number is greater than the number on the completed Event card, then the heist is unsuccessful. Shuffle all revealed Reward cards back into the Reward deck.

Successfully ending the heist:

The player obtains ALL bonuses from the drawn Reward cards. Some of them may require a player to keep them – if this is the case, place them next to the Player Board. The rest of the cards that are resolved instantly are shuffled back into the Reward deck.

THE COMPLETE LIST OF COMPONENTS

Locked and Unlocked components: all District tiles and cards coded X00 are Unlocked as soon as you open the game box – they may immediately be mixed with other Unlocked game components. Place all other (*cards not coded X00*) behind the Locked components divider. Please note that some Body, Enemy, Companion, and Class Augment cards are Unlocked (X00) and others (*not X00*) are Locked. The Living City module cards, despite not being coded, are Unlocked.

4 District tiles:

- Tombori Riverwalk (25)
- Castle (26)
- Unknown Area (27)
- Command Center (28)

7 Body cards:

- Master of Puppets (X00)
- Coder (X00)
- Surfer (WB1)
- Sentinel (DB1)
- Cybershark (MB1)
- Hachiman (OB1)
- Mnemonaut (LB1)

30 Enemy cards:

- Disruptor (X00)

- Orphan (LE1)
- Lootbox (LE1)
- Netsearcher (X00)
- Onibito (DE1)
- Lootbox (DE1)
- Shadow (X00)

2 Class Augment decks:

- 13 Defrauder cards
- 13 Troublemaker cards

2 Companions:

- 13 Cybercat cards
- 4 Cyberdog cards

Living City module:

- 12 Event cards
- 21 Reward cards

CREDITS

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TAMASHII

CHRONICLE OF ASCEND

LOST PAGES

RULEBOOK

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



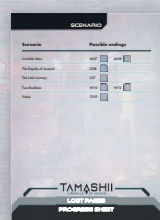
3 Boss sheets



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.



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 ♥.



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.