

QUICK REFERENCE

Keep this beside your keyboard. You play Blue; each week you take one turn, then Red takes one. Four crises score points.

CONTROLS MOUSE AND KEYBOARD

MAKE A MOVE	
[1] – [8]	Pick a move, or click its card. Attacks 1–4, defences 5–8; against Donovan, [9] is Show of Force.
HOVER A NODE	See the push, where the node ends up, and the chance it fails.
CLICK THE NODE	Make the move. It cannot be undone.
[Esc]	Put the card back, or close a window.
LOOK AROUND	
DRAG · SCROLL	Move the map · zoom.
DOUBLE-CLICK	Recentre the map.
TABS OR SMALL MAP	Swap between their mind and yours.
HOVER ANYTHING	Every card, bar and icon explains itself.
ON SCREEN	
END TURN	Hand over to Red. Pulses when you are out of moves.
IN THE LOG	The full story of a move. The log is bottom left.
[?] [G]	This manual · Settings: sizes, colours, sound, Red's speed.
PLAIN MIL	Everyday or military words. Same rules.

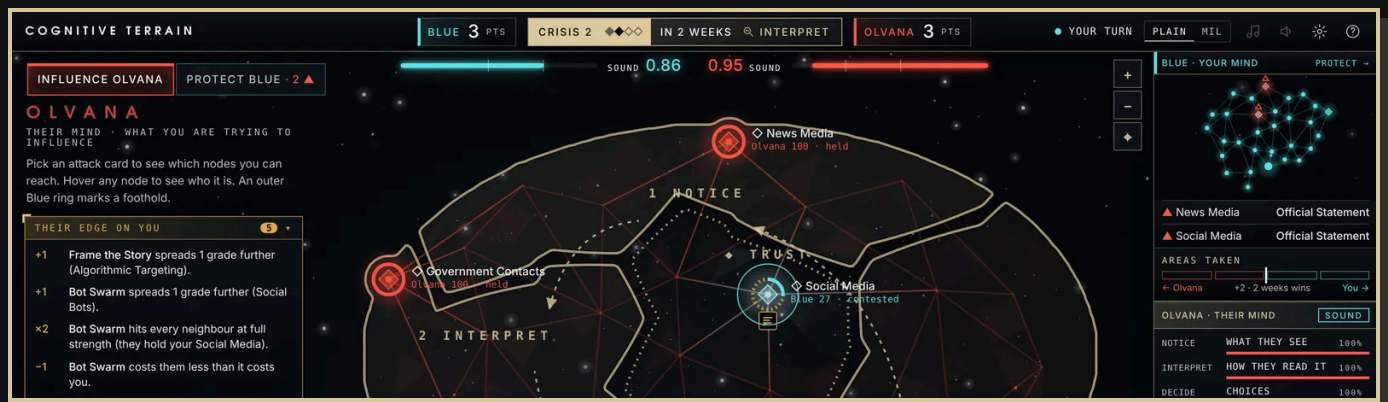
TURN IN FIVE STEPS

- 1 Read the top bar.** The next crisis, how soon, and the area it tests.
- 2 Check your mind.** Under the small map: each ▲ node under pressure and the card that helps.
- 3 Pick a card, hover, read the preview.** Push, where the node ends up, chance to fail.
- 4 Click to commit.** Up to 3 moves; budget and moves are bottom right.
- 5 END TURN.** Watch Red's numbered moves, then read the week in review.

First week. Plant Stories on their News Media (an entry point in NOTICE), then Frame the Story on it, then a Watch Team on your own Social Media.



Hovering a node with a card picked: the push (+45), where it lands (Olvana 55), the reasons and the odds.



Top: points, next crisis, health. Left: Their edge on you. Right: the other mind and your areas. Bottom: the log, timeline, budget, cards, END TURN.

CARDS, MAP AND SCORING

KEY	CARD	COST	WHAT IT DOES	BEST IN
1	Plant Stories	2	Your strongest attack; stronger still on an entry point.	NOTICE
2	Frame the Story	2	Lighter attack; for two weeks the node cannot recover and attacks on it land harder.	INTERPRET
3	Bot Swarm	3	Hits the node and spills onto every node linked to it.	ACT
4	Repost & Rebrand	2	Light attack that tears down their Watch Teams and Prebunks there.	Any
5	Watch Team	2	Guards a node and its links for 3 weeks: enemy posts reach few people and fail more; your statements land harder.	Any
6	Prebunk	2	Warns a node and its links for 3 weeks: enemy attacks there do much less.	Any
7	Official Statement	2	Wins one node back. Strong while your TRUST holds, weak once it falls.	Any
8	Lessons Learned	3	Trains a node and its links: they recover faster for good, lost nodes too (up to 3 times a node).	Target + links

MAP SYMBOLS

-  **Cyan node.** Leans Blue. Brighter means stronger.
-  **Red node.** Leans Red.
-  **Gauge ring.** Fills clockwise from the top with how firmly the node is held, in the colour of the side it leans to: a full ring is 100. A contested node (under 30) has a dashed amber track.
-  **Status icons under a node.** Eye: watched (attacks land weaker, your statements hit harder). Shield: prebunked (incoming pushes count half). Lines: framed (it will not recover for a while). Hover the node for the details.
-  **Nerves.** One Watch Team or Prebunk spreading from a node to its links, in the colour of the side that played it, tagged with nodes and weeks left. Pick the card and hover a node to preview it.
-  **Large node.** Top Leadership, the core of the brain.
-  **▲ on your brain.** Under pressure. Defend it soon.
-  **Bunker (Elite).** Dug in: won back from you, so your attacks push softer.

LEAN	MEANS
10+	Foothold: you can attack its neighbours.
30+	Held: +1 point a turn in their mind.
Half an area	That area is lost for its owner.

CRISES WEEKS 4 • 8 • 12 • 16

They test NOTICE, INTERPRET, DECIDE, then ACT (×2).
Score: Decision Health, with 40% weight on the tested area.

RESULT	SCORE	POINTS
SOUND	0.86+	3
DELAYED	0.72+	1
ERROR	under 0.72	0; the other side +1

LOST AREAS

AREA	PENALTY
NOTICE	Their mind is hidden.
INTERPRET	Moves cost 1 more.
DECIDE	One move fewer.
ACT	1 move in 4 misfires.
TRUST	Statements weak; their posts spread much further.

WIN

Most points after week 16. Early: two areas ahead on AREAS TAKEN at two week-ends running. Budget: +6 a turn, +1 per node held in their mind, 18 at most; +1 MOVE buys an extra move.