

COGDRIVE NEON

In the Valkyrie Incident of 3030, CogDrives (mechanized battle suits) were used extensively in the conflict to turn the tide of war. In **CogDrive Neon**, a two player deck building card game, players compete to recruit and deploy CogDrive cards to unify their reserves and win the clash. Multi-use cards provide multiple paths to scoring, and at the end of the game, the player with the most points wins.

SETUP

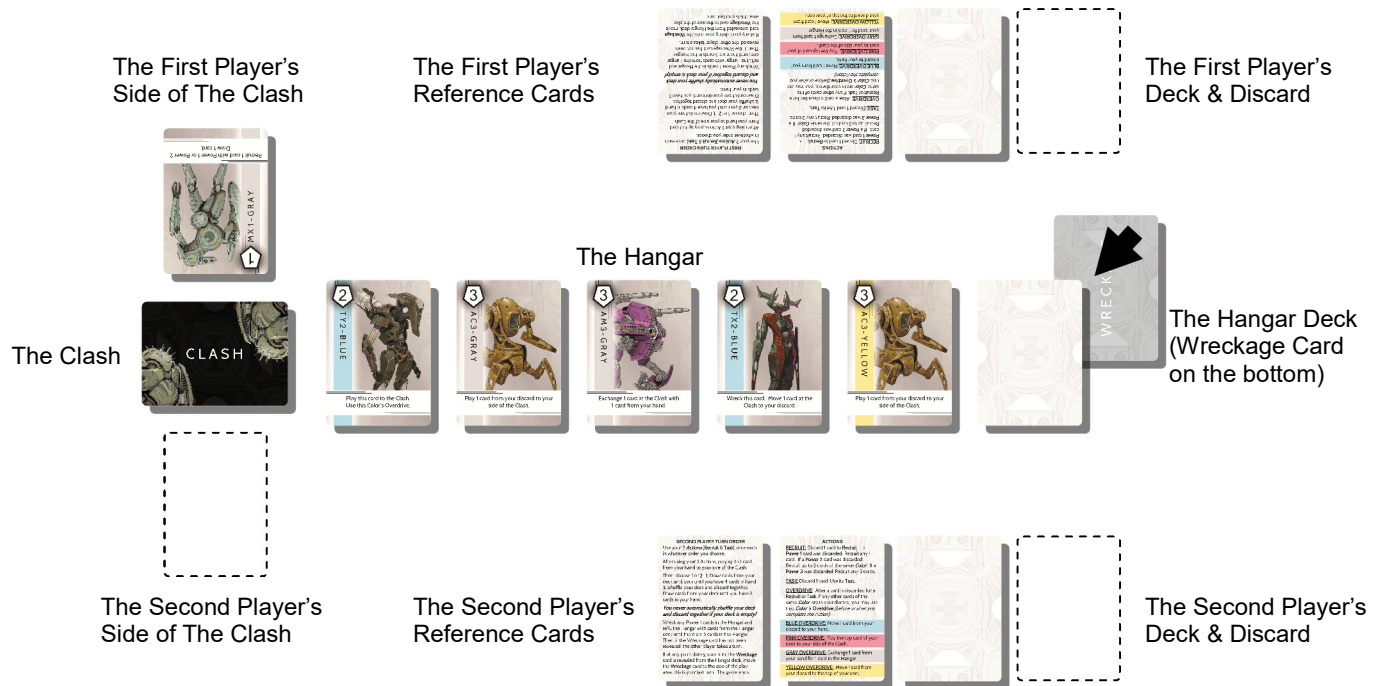
Determine a **First Player** using whatever method the players agree on. The **First Player** takes the **First Player Turn Order card** and an **Actions card** and places them in their play area. The other player is the **Second Player**. The **Second Player** takes the **Second Player Turn Order card** and an **Actions Card** and places them in their play area.

Take the **48 CogDrive cards** and remove the **12 Power 1 CogDrive cards**. Shuffle together the 12 Power 1 CogDrive cards and deal 6 to each player, face down. Each player's initial 6 cards form their Deck (which is placed in their play area). *Note that each player also has their own discard which is located next to their deck.*

Shuffle together the remaining 36 CogDrive cards and place them in a face down deck in the middle of the play area, forming the **Hangar Deck**. Place the **Wreckage card** on the bottom of the Hangar Deck.

Place the top 5 cards of the Hangar Deck in a face up row next to the Hangar Deck forming **the Hangar**.

Place the **Clash card** next to the Hangar. The First Player adds the top card of their deck to their side of the Clash, face up. Each player draws 3 cards from their deck and the game begins with the First Player taking the first turn.



For a how to play video, please visit smallboxgames.com/cogdriveneon

COGDRIVE CARDS & DECKS



The bulk of cards in this game are **CogDrive cards**. CogDrive cards can be played several different ways, and each CogDrive card features: a **Name** and **Illustration** (there are 12 unique CogDrives), a **Power** (1, 2, or 3), a **Color** (*Yellow, Gray, Pink, or Blue*), and a unique **Task** (an ability tied to the CogDrive card's name and illustration). *Unless otherwise stated, if "card" is referenced in these rules, it is referring to CogDrive cards.*

Aside from each player's starting deck, CogDrive cards begin the game in the Hangar and Hangar deck. A player can acquire new CogDrive cards several ways, and each newly acquired CogDrive card becomes that player's CogDrive card until the end of the game (unless it is otherwise taken or removed from play).

Each player has their own facedown **Deck** (comprised of their starting CogDrive cards and any cards they acquire over the course of the game), **Discard Pile**, and **Hand**. A player may never look at the cards in either player's deck. A player's hand is kept secret from the other player. Each player's discard pile is open information.

If a player is prompted to draw a card, unless otherwise stated, the drawn card comes for the player's own deck.

THE CLASH CARD



The Clash card represents the ongoing conflict. Each player plays CogDrive cards from their hand to their side of the Clash.

Cards played to the Clash remain there until the end of the game, unless otherwise moved.

REFERENCE & WRECKAGE CARDS

The remaining cards are reference cards. The **Reference cards** denote First and Second Players, and offer key concepts, while the **Wreckage Card** is placed beneath the deck to signal the end of the game.

PLAYING COGDRIVE NEON

CogDrive Neon is played over a series of alternating player turns. The game ends when the **Wreckage card** appears from the Hangar Deck (and when the Wreckage card appears, it is moved to the side of the play area). The second player always takes the last turn. When the game ends, players score points for the cards they've played to the Clash. The player with the most Power at the Clash wins the Clash. Each also player scores points for a single color in their deck. The player with the most points wins!

Important game term: Wreck. If a player is prompted to Wreck a card, the Wrecked card is placed on the bottom of the Hangar deck.

PLAYER TURNS

During a player's turn, they will use their 2 **Actions (Recruit & Task)** once each, in whatever order they choose.

After the player uses their 2 Actions, they may play up to 1 card from their hand to their side of the Clash.

Then, they choose **1 or 2**:

1. They draw cards from their deck until they have 4 cards in hand.
2. They shuffle together their deck and discard and draw cards from their deck until they have 3 cards in hand.

Example: Liz has 1 card in her hand and no cards remaining in her deck. She chooses 2 and shuffles her discard together to form her deck and draws 2 cards.

A player never automatically shuffles their deck and discard together if their deck is empty! If an ability or effect would have a player use the top card of their deck for any reason, and their deck is empty, that effect is ignored.

Finally, the player wrecks any Power 1 cards in the Hangar and refills the Hangar with cards from the Hangar deck until there are 5 cards in the Hangar. Then, if the Wreckage card has not been revealed, the other player takes a turn.

END GAME 1: If at any point during the First Player's turn, the **Wreckage** card is revealed from the Hangar deck, the **Wreckage** card is moved to the side of the play area, and their turn continues. But, it will be their last turn. The second player will receive a final turn.

END GAME 2: If at any point during the Second Player's turn, the **Wreckage** card is revealed from the Hangar deck, the **Wreckage** card is moved to the side of the play area, and their turn continues. It will be their last turn and the game ends at the end of their turn.

ACTIONS & OVERDRIVES

RECRUIT: The player discards 1 CogDrive card from their hand to **Recruit** card(s) in the **Hangar**.

If a **Power 1** card was discarded, they **Recruit** any 1 card.

If a **Power 2** card was discarded, they **Recruit** up to 2 cards of the same **Color**.

If a **Power 3** was discarded, they **Recruit** any 2 cards.

When a card is **Recruited**, it is moved to the **bottom** of the player's deck. **Cards are only ever Recruited from the Hangar.**

TASK: The player discards 1 CogDrive card from their hand and uses that card's Task to the best of their ability. Task abilities are performed in the order they appear on the card. If a Task ability prompts the player to Wreck this card or Play this card to the Clash, they do so (even though the card was discarded).

OVERDRIVE: When a card is discarded for a **Recruit** or **Task**, if there are *any* other cards of the same **Color** in the player's discard, they *may* use that **Color's Overdrive** (*either before or after they complete the Recruit or Task Action*).

Blue Overdrive: The player may move 1 card from their discard to their hand.

Pink Overdrive: The player may play the top card of their deck to their side of the Clash.

Gray Overdrive: The player may exchange 1 card from their hand for 1 card in the Hangar.

Yellow Overdrive: The player may move 1 card from their discard to the top of their deck.

PLAYING CARDS TO THE CLASH

When a player plays a card to the Clash, they play that card face up on their side of the Clash card. Cards played to the Clash remain there until the end of the game. If an effect or ability references a card at the Clash, unless otherwise stated, it can affect cards on either player's side of the Clash.

ENDING THE GAME & SCORING

When the game ends, each player combines the cards remaining in their hand and discard with the cards in their deck.

CLASH POINTS

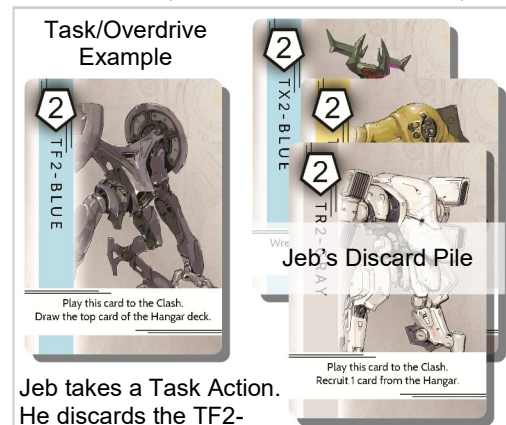
Each player scores 1 point for each card they played to their side of the Clash.

The player with the most combined Power at the Clash wins the Clash and takes the Clash card, scoring 5 points. *If both players are tied for most Power at the Clash, neither player wins the Clash.*

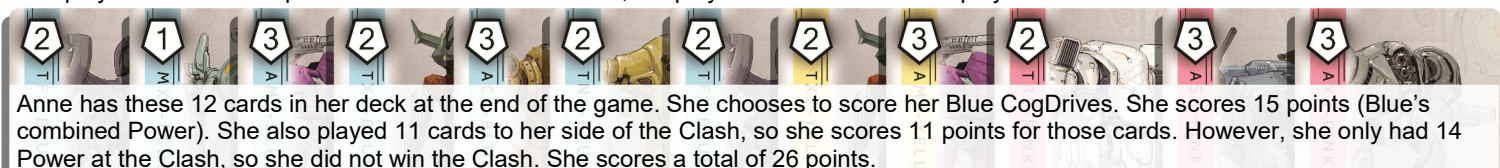
DECK POINTS

Each player chooses 1 Color and scores points equal to the combined Power of the cards of their chosen Color in their deck.

The player with the most points wins. In the event of a tie, the player with the most cards played to the Clash and in their deck wins the tie.



Jeb takes a Task Action. He discards the TF2-Blue CogDrive card. He has another Blue CogDrive in his discard pile. This allows him to use the Blue Overdrive effect either before or after he uses TF2-Blue's Task ability. He first uses TF2-Blue's Task ability, and plays TF2-Blue to his side of the Clash and draws the top card of the Hangar deck. Then, he uses the Blue Overdrive effect and moves the Yellow CogDrive from his discard pile to his hand.



Anne has these 12 cards in her deck at the end of the game. She chooses to score her Blue CogDrives. She scores 15 points (Blue's combined Power). She also played 11 cards to her side of the Clash, so she scores 11 points for those cards. However, she only had 14 Power at the Clash, so she did not win the Clash. She scores a total of 26 points.