



INTRODUCTION

You are Scum. A collection of rabble-rousing, freedom-loving, hard-partying anarchists who live in the outer reaches of our solar system upon a swarm of spaceships that swirl around a revitalized habitat known as Popping Wheelies. Life is great out here, rules are few, governments and corporations have no say, and your reputation is the only currency that matters.

But recently, you have made a terrible discovery. A sinister conspiracy is in the works. Its aim? To obliterate your home and end the party for good. Manipulating your rep, commanding your AI muse, and calling in favors with the denizens of the Scum swarm, you must uncover the mastermind behind the plot and hatch a wild plan to defeat them before the multiplying threats unleashed upon the swarm overwhelm it and force the unthinkable.

SCUM: AN ECLIPSE PHASE BOARD GAME

1-4 PLAYERS ■ 90-120 MINUTES

DESIGN BY DAVIDSON COLE
BASED ON ECLIPSE PHASE,
THE AWARD-WINNING RPG BY
POSTHUMAN STUDIOS

SCUM is driven by action selection mechanics that will have you building up your character's tableau with volatile morphs, fabricated schematics and inventive AI shenanigans, all while managing your rep upon the swarm to gain favors with its denizens.

Call in favors to eliminate threats and collectively investigate the mastermind behind the plot, but also expand your renown with the Scum swarm. If the players manage to complete their wild plan to defeat the mastermind before the threats overwhelm the swarm, someone comes out a winner ... better than everyone losing, I guess...

NARRATIVE FLAIR

Scattered throughout the rules are fictional nuggets that will expand your understanding of the Eclipse Phase setting, because, well, we believe narrative flair is fun and can enrich any tabletop game experience.

COMPONENTS

- Popping Wheelies main board
- 10 Investigation discs
- 6 Investigation tiles
- 6 Machinator cards
- 1 Machinator Token
- 6 Mastermind cards
- 12 Plan cards
- 1 Broker card: Elis
- 1 Broker card: Pompadour Pig
- 12 Swarm tiles
- 60 Scum Deck cards
 - 12 Schematics
 - 6 Weapons
 - 6 Tools
 - 12 Morphs
 - 6 Bio
 - 6 Synth
 - 12 Allies
 - 24 Threats
 - 6 Alien
 - 6 Hypercorp
 - 6 Infolife
 - 6 Discord
- Resist board
- Renown board
- 4 Threat Mod tokens
- 12 Plan Objective tokens
- 30 Threat cubes
- 30 Resist tokens
- 8 Resist {5} tokens
- 30 Renown tokens
- 8 Renown {5} tokens
- 10 Tech Favor cubes 
- 10 POW Favor cubes 
- 10 MOX Favor cubes 
- 25 Glitch tokens
- 12 Renown cards
- 6 Solo Mode Renown cards
- 6 Character miniatures
- 6 Playerboards
- 12 Playerboard Rep Track cubes
- 24 Character Color Tokens
- 18 Character Muse cards
- 12 Random Muse cards

MAIN BOARD SETUP

POPPING WHEELIES 1 ■ RENOWN BOARD 2 RESIST BOARD 3

Place POPPING WHEELIES near the top-center of the table.
Place the RENOWN and RESIST boards on each side.

POPPING WHEELIES has three slots for cards along the top: MACHINATOR, MASTERMIND, and PLANS. Along the bottom are slots for three SCUM cards. We'll place those later!

RENOWN CARDS 4 RENOWN TOKENS 5 RESIST TOKENS 6 THREAT MOD TOKENS 7

Shuffle the 12 RENOWN cards and choose 6 at random. Place them **face down** next to the Renown board and return the rest to the box. Place the RENOWN TOKENS next to the Renown board, and place the RESIST TOKENS next to the Resist board. Place a THREAT MOD token in the starting position for each Threat type on the Resist Board's Threat Mod tracks.

FAVOR CUBES 8

Place the 10 Technology, 10 Moxie, and 10 Power FAVOR CUBES in their designated spots on Popping Wheelies.

MASTERMIND 9 PLANS 10 MACHINATOR 11 MACHINATOR TOKEN 12 OBJECTIVE TOKENS 13

Shuffle the MASTERMIND cards and place a random one **face down** above Popping Wheelies. Return the rest to the box.

Shuffle the PLAN cards. Choose 3 at random and place them **face-down** above Popping Wheelies. Return the rest to the box. Place the OBJECTIVE tokens near the Plan cards

Shuffle the MACHINATOR cards and place the deck next to the top left corner of Popping Wheelies, **face down**. Reveal the top card of the Machinator deck in the designated spot above Popping Wheelies. Move the Favor cubes indicated on the Machinator card from the Favor cube supplies and place them on the corresponding spots. Place the MACHINATOR TOKEN near the Machinator deck.

BROKERS: ELIS 14 & POMPADOIR PIG 15

Place ELIS (side A), below the Renown board.

Place POMPADORE PIG (side A) below the Resist board.

SCUM DECK 16 DISCARD PILE 17

Remove 2 MORPH Cards and 2 SCHEMATIC Cards **at random** and place them **face up** near Pompadour Pig. This is the DISCARD PILE.

To prepare the SCUM Deck: shuffle the remaining Morph and Schematic cards with all 24 THREAT cards and all 12 ALLY cards. Place the Scum deck face down in the center of the table.

SWARM TILES 18

Shuffle the SWARM tiles and place 4, **face up**, in the center of the play area beneath Popping Wheelies. Set the remaining off to the side in a stack with the top ship revealed.

Place one card from the SCUM deck below each Swarm tile and the three slots beneath Popping Wheelies.

THREE THREAT RULE

There must always be at least 3 Threat cards on the board. To meet this requirement, newly-placed Morph, Schematic, or Ally cards are moved to the discard pile and a new SCUM card placed until a THREAT is placed.

GLITCH TOKENS 19

Place random GLITCH TOKENS, mesh symbol side up, into the Mesh In and Mesh Out spots on each Swarm tile and Popping Wheelies. Create a random draw pile with the remainder, mesh symbol side up.

INVESTIGATION TILES AND TOKENS 20

Select 3 INVESTIGATION TILES at random and place them on the indicated spots on Popping Wheelies, Investigation side up. Place the 10 INVESTIGATION TOKENS next to the tiles and beneath the Plans.

THREAT CUBES 21

Take 30 THREAT CUBES and place them in the Threat pool at the top of Popping Wheelies, then move Threat cubes from this pool onto each placed Threat card equal to its starting Threat level.

TECH, MOX & POW FAVORS

The Scum swarm operates on a favor exchange system based on your reputation with certain factions as opposed to a traditional economy. Have a great rep with a faction, ask a favor, and you'll get what you need. But call in too many favors or don't return favors, and your rep can take a hit, making it more difficult to get what you need.

TECH favors represent access to cutting-edge technology and software.

MOX favors represent social clout and the ability to utilize charm and connections to get what you need.

POW favors represent access to thugs and muscle when intimidation or force might be the correct approach.

GLITCHES ON THE MESH

The mesh is a high-octane, juiced-up version of our beloved interwebs. However, the Scum swarm's mesh has been compromised by malevolent infolife unleashed upon it by the Mastermind. Glitches represent the Mastermind's efforts to sabotage the mesh.

PLAYER SETUP

PLAYERBOARD **A** PLAYER AID **B** PLAYER COLOR TOKENS **C**

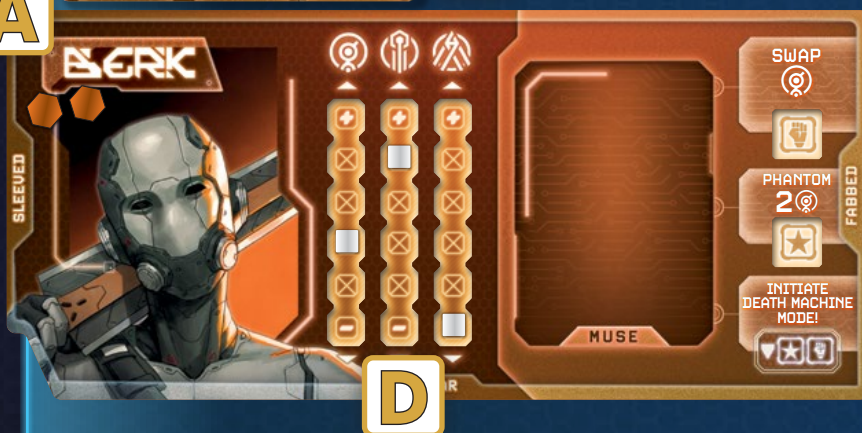
Each player chooses a character, then takes the matching PLAYERBOARD, PLAYER AID and PLAYER COLOR TOKENS. The Player Aid contains the rules for the character's EPIC MUSE ACTION on one side, and the GAME TURN order on the other.

The Player Color tokens are used to mark a player's position on the Renown and Resist tracks and during the Epic Muse Action. Place one token at the start of the Renown track (Renown board) and one at the start of the Resist track (Resist board). Keep the other 2 tokens on your Player Board for use with the Epic Muse Action.



B

A



D

E



Character Muse Cards: Take All

Random Muse Cards: Draw 2, Return 1

SET STARTING REP **D**

Each player sets their starting **a-Rep** (Anarchists), **g-Rep** (Guanxi), and **i-Rep** (Infocore) by placing their three white TRACK CUBES on each rep track. Choose one track to start at 4, one track to start at 2, and one track to start at 0.

MUSE CARDS **E**

Players add their character's MUSE cards to their hand (2 or 3 depending on character) then they are dealt 2 Random Muse cards, choose to keep one and return the other to the box.

DETERMINE FIRST PLAYER

Randomly.

GAME OVER!

The game ends in one of 3 ways...

1. The players complete all 12 objectives on the 3 revealed Plan cards, defeating the Mastermind. The player with the most **STAR** is the winner (see Final Scoring p. XX).
2. If there are no **RED** in the Threat pool and a **RED** must be added to the board, the threats unleashed by the Mastermind have overwhelmed the swarm and the players lose. If a player BETRAYED the others, they win (see *Renown Cards: Betray*, p. XX).
3. If there are no cubes in Lockdown and a **RED** must be added to the revealed Mastermind card at the end of a turn, the players have run out of time and lose. If a player Betrayed the others, they win (see *Renown Cards: Betray*, p. XX).

REP

a-Rep (Anarchists) is your reputation with the anarchists on the swarm, **g-Rep** (Guanxi) is your reputation with the Guanxi crime syndicate, who control most of the black markets in the solar system, and **i-Rep** (Infocore) is your reputation with the Scum-aligned infolife who call the swarm's mesh home.

MUSE

A Muse is the limited AI that exists in your head. Most of the time helpful, sometimes annoying, always there, even if you tell it to shut up.

GAME TURN

1. CONNECT WITH MUSE
2. MOVE TO A NEW SHIP
3. CHOOSE SHIP BENEFIT
4. ESCALATE THREAT
5. ENGAGE PHASE
6. ASSIST PHASE (OPTIONAL)
7. END OF TURN

MUSE CARD



1. CONNECT WITH MUSE

Choose a MUSE card from your hand and place it on the Muse spot of your PLAYERBOARD, **face up** or **face down**. If there is already a Muse card on your player board, the new Muse card is placed on top of it, becoming the active Muse card. All Muse cards remain on the Muse spot until you REFRESH MUSE.

FACE-UP MUSE CARDS

Face-up Muse cards provide a benefit for your current turn, **once**.

FACE-DOWN MUSE CARDS

Face-down Muse card effects trigger in response to a GLITCH (see the Mesh, p. XX) or a KICKBACK (see Machinators, p. XX). Face-down Muse cards activate **immediately** whenever a Glitch or a Kickback is encountered by ANY player — during your turn or any other player's turn.

If multiple face-down Muse cards trigger during a turn, they resolve starting with the current player, and then clockwise around the table. A face-down Muse card effect is only activated once, when first revealed.

REFRESH MUSE

At the start of CONNECT WITH MUSE, if you have no Muse cards in your hand, you must REFRESH MUSE. Return all your Muse cards to your hand, then choose a Muse card to play.

UPGRADE MUSE (OPTIONAL)

At the end of Connect With Muse, you may spend a RENOWN or RESIST token to upgrade your Muse. Renown unlocks SWAP Rep and Resist unlocks PHANTOM Rep (p. XX) for the rest of the game. Only one Muse upgrade can be unlocked per turn. Spent Renown or Resist tokens are placed into the designated spots on the Player Board and do not count toward Renown and Resist token totals at the end of the game.



POPPING WHEELIES

NEW SHIP

ECHO BLUE

GOLDEN HOUR

TALL RED

POLYCLE BREAKUP CRISIS (ALIEN)

RAMPAGING MESH WORM (INFOLIFE)

Popping Wheelies is a **single Ship** with three separate spots (Echo Blue, Golden Hour, Tall Red). Multiple characters can be on Popping Wheelies at the same time, as long as they do not occupy the same spot.

If a character is at any spot on Popping Wheelies, they have access to all three cards at Popping Wheelies.



**STEP
3
G-REP
OR
EQUIP**

Choose between the STANDARD Benefit and the EQUIP Benefit.

If Giselle moves Berk to **Sapience is Overrated**, she may choose to gain 3 **@** or equip a Morph or Schematic card (p. XX).
On turn one, she would snatch that rep up!

Gain the Standard Benefit only. EQUIP is NOT available on Popping Wheelies—the systems are compromised!

If Giselle moves Berk to **Echo Blue** on **Popping Wheelies**, she takes a  cube. If their  was maxed out, she would also take a  cube.

IF ON A SWARM TILE...

Add  to the board based on the Swarm Tile you are on. When you Escalate Threat, you **always** place the  on Threats card **not** at your current ship.

**CUBES
PER LOCATION**

Escalate Threat does **not** occur. You're safe — for now.

After moving Berk to SAPIENCE IS OVERRATED, Giselle resolves ESCALATE THREAT. Giselle must add a  to a Threat card on another Ship. She chooses to add it to MASS BASILISK HACK at the DANGER NOODLE.

NUMBER OF LOCATIONS

5. ENGAGE PHASE

During the ENGAGE PHASE, you **must** take 2 **different** ENGAGE ACTIONS.

If it is not possible to take 2 different Engage Actions: take 1 Engage Action then move to the ASSIST PHASE.

If it is not possible to take any Engage Actions: move to the Assist Phase.

The Engage Actions are:

- ENGAGE ALLY
- ENGAGE BROKER
- ENGAGE MACHINATOR
- ENGAGE THREAT

ENGAGE ALLY

You can ENGAGE ALLY at your current ship or a remote ship through the MESH (see *The Mesh*, p. XX). You may gain **both** the ASK FAVOR benefit and the FLEX REP benefit. Each benefit can be gained only once during Engage Ally.

ASK FAVOR

To gain the ASK FAVOR Benefit, place the required Favor cube from your supply on the Ally card. There is no limit to the number of Favor cubes an Ally card can hold.

FLEX REP

To gain the FLEX REP benefit, you must have the MAX amount of a specific REP (⚡, ⚙, ⚙). You **do not** spend rep to gain the Flex Rep benefit.

ALLIES AND FAVOR CUBES

Any Ally can hold any number of Favor cubes. If an Ally is removed from a ship by any means, all Favor cubes are returned to the supplies on Popping Wheelies.

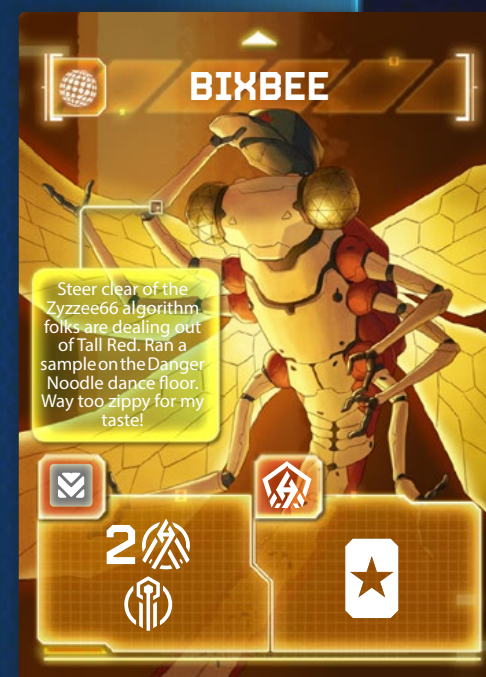
ALLIES AND DISCARD

Allies go to the discard pile when removed from a ship, when revealed during Engage Machinator, or due to the Three Threat Rule.

ALLIES PLAYED FROM GEAR

During Engage Broker: Pompadour Pig, an Ally can be taken from the discard pile and added to a player's Gear (see Pompadour Pig, p. XX).

If an Ally is in Gear, it can be played as your Engage Ally action. Gain both benefits for free and return the Ally to the bottom of the discard pile (You **do not** have to spend a Favor cube or have Max rep).



EXAMPLES

Ask Favor: If Giselle places 1 Mox Favor Cube on Bixbee, she would gain 2 ⚡ and 1 ⚙.

Flex Rep: If Giselle had ⚡, she would gain the opportunity to purchase a Renown card (p. XX).

ENGAGE BROKER

You can ENGAGE BROKER from any ship. You **not** have to use the Mesh to Engage Broker, but you would have to use a Mesh route to acquire a Morph or Schematic card on a remote ship.

Place any Favor cube from your supply onto one of the broker cards (ELIS or POMPADOUR PIG). There is no limit to the number of Favor cubes that can be on a broker. Then you may spend rep with the broker to acquire a card. Each broker has their own rep cost and rules for acquiring a card (see below). Both Brokers begin the game on Side A (Wary).

ELIS

Spend 3 ⚡ to acquire a MORPH or SCHEMATIC currently on any ship.

If you are on the **same ship** as the chosen Morph or Schematic, you may immediately EQUIP it, adding it to your active tableau (Morphs are Sleeved, Schematics are Fabled).

If the Morph or Schematic is on a remote ship, first resolve any Glitches (p. XX) on the Mesh Route (p. XX), then add the card to your GEAR. Morphs and Schematics in Gear are NOT part of your active tableau until they are EQUIPPED.

POMPADOUR PIG

Spend 4 ⚙ to acquire the top card of the discard pile. If the card is a Morph or Schematic, you can Equip it immediately. If it is an Ally, add it to your Gear, allowing you to play it during a future Engage Ally action.

BROKER DISCOUNT

On Swarm tile ships, if you give ELIS or POMPADOUR PIG the Favor cube that matches the Engage Broker Discount shown on the ship, the rep to gain a card is reduced by 1. Broker Discounts are **not** available on Popping Wheelies.

UPGRADE BROKER

On the bottom of Side A (Wary), there are spaces to place one of each type of Favor cube. If you are the first player to place a Favor cube on a space, gain 3 ⚡. When all three spaces are filled, the Broker is upgraded and flipped to Side B (Cool). All favor cubes on the Broker are returned to Popping Wheelies' supply.

On Side B (Cool), if you are the first player to place a Favor cube on a space, you gain ⚡.

UPGRADED ELIS

After ELIS has been upgraded, spend 2 ⚡ to acquire a MORPH or SCHEMATIC. All other Broker rules still apply.

UPGRADED POMPADOUR PIG

After POMPADOUR PIG has been upgraded, spend 4 g-REP to **search** the discard pile for an ALLY, MORPH or SCHEMATIC. All other Broker rules still apply.

ENGAGE MACHINATOR

When you ENGAGE MACHINATOR, you gain a FAVOR CUBE offered by the current Machinator and add it to your supply. Then draw the top card of the Scum deck.

If the drawn card matches one of the KICKBACK triggers on the bottom of the Machinator card, resolve the Kickback.

IMPORTANT: Non-Threat Kickbacks affect ALL players, not just the current player.

Drawn Threat cards return to the bottom of the Scum deck. Drawn Morph, Schematic or Ally cards go to the discard pile.

If any face-down Muse cards are triggered by the Kickback, resolve the Muse cards first, then resolve the Kickback. NEGATE prevents a Kickback from resolving.

EXAMPLE

Giselle chooses ENGAGE MACHINATOR and takes one of the Pow Favor Cubes offered by Charlie Boy, then draws a card from the Scum deck. The card is a Morph (Flexbot), triggering a Kickback!

All players lose 2 .



GAINING THE MACHINATOR TOKEN

If you remove the last Favor cube from a Machinator, put the Machinator on the bottom of the Machinator deck, and gain the MACHINATOR TOKEN. Then draw a new Machinator from the top of the deck and fill the Favor cube spots using Favor cubes from supply first, then with Favor cubes on Allies if there are not enough cubes in supply.

If you already have the Machinator Token and would gain it again, you keep the Machinator token and gain .

SPENDING THE MACHINATOR TOKEN

At the beginning or end of any phase or engage action, you may spend the Machinator Token to move to a different ship and gain one of the benefits. Return the Machinator token to the top of the Machinator deck.

ENGAGE THREAT

You can ENGAGE THREAT at your current ship or a remote ship through the Mesh if the Threat card has the Mesh icon (see *The Mesh*, p. XX).

When you ENGAGE THREAT, remove  from the Threat card and return it to the Threat Pool. Then remove additional  for each active  on your character tableau.

Gain  for every  removed (see *Resist Board*, p. XX).

ELIMINATING A THREAT CARD

A Threat card is considered ELIMINATED when the last cube is removed from the card and returned to the Threat pool.

When eliminated, gain the  bonus shown on the bottom right corner of the Threat card. The eliminated Threat card is then put at the **bottom** of the Scum deck. Eliminated Threat cards are not replaced by another card until the END OF TURN (see End of Turn, p. XX).

Lastly, increase the appropriate Threat Mod track by 1, based on the eliminated Threat's type (Alien, Discord, Hypercorp, Infolife). The Threat Mod tracks are located on the Resist Board.

SWAPPING A THREAT CARD

If a Threat card is removed from play by Ship Swap or the Assist Action: Draw 2, Place 1, half the number of  (round up) on the Threat card move into the Lockdown pool, and the rest return to the Threat pool. There is No  gain when you swap out a Threat card. A swapped Threat card is put on the **bottom** of the Scum deck and replaced **immediately**.

6. ASSIST PHASE

The ASSIST PHASE is OPTIONAL.

During the Assist Phase, you have two choices:

1. PLACE A FAVOR CUBE onto an ASSIST SPACE, or
2. TAKE A FAVOR CUBE out of an ASSIST SPACE.

PLACE A FAVOR CUBE

If you place a Favor cube onto an ASSIST SPACE, you gain 2 . The Favor cube is now available for any player to take on a later turn.

TAKE A FAVOR CUBE

If you take a Favor cube out of an ASSIST SPACE, you add the Favor cube to your tableau and trigger an ASSIST ACTION.

TECH ASSIST ACTION: DRAW 3, REPLACE 3

Draw 3 cards from the Scum deck and replace each of those cards in whatever order you choose, on the top or bottom of the deck, and face up or face down.

or

You can .

MOX ASSIST ACTION: DRAW 2, PLACE 1

Draw 2 cards from the Scum deck and swap one of those cards with another card on any ship. Return the other drawn card to the bottom of the Scum deck. Then place the card that was removed from the ship either on the bottom of the Scum deck (Threat) or the top of the discard pile (Morph, Schematic, or Ally).

or

You can .

POW ASSIST ACTION: SHIP SWAP

Choose a ship currently on the board and remove it from play. Glitches are returned to the supply, Morph/Schematic/Ally cards are put on top of the discard pile, Favor cubes are returned to the supply, Threat cards are returned to the bottom of the Scum deck with half the number of its Threat cubes (round up) moved into the Lockdown pool, and the rest returning to the Threat pool.

Then put the face-up ship that is on the top of the Swarm tile stack into play. Add Glitches to the Mesh In and Mesh Out, then add the top card of the Scum deck to the ship. Remember the **Three Threat Rule** and to add starting Threat Level cubes, if necessary. Finally, reveal the next ship of the Swarm tile stack.

or

You can .

7. END OF TURN

Do the following in order:

1. Claim one Plan objective (optional)
2. Resolve Lockdowns
3. Fill empty Ships
4. Escalate Mastermind (if Mastermind is revealed)

CLAIM ONE PLAN OBJECTIVE (OPTIONAL)

If a Plan card is revealed and you meet the requirements for an objective, you may claim it. Place a Plan Objective token onto the objective space. During End of Turn, you may only claim one objective.

Plan Objectives require you to have certain cards and resources or to sacrifice certain cards and resources.

RESOLVE LOCKDOWNS

If a Threat card has  on it equal to or more than its Lockdown value, all Threat cubes on the card are put into the Lockdown pool at the top of Popping Wheelies. The Threat card is removed from the board and returned to the bottom of the Scum Deck, face-down.

FILL EMPTY SHIPS

Place cards from the top of the Scum Deck onto any empty Ships, observing the **Three Threat Rule**. Ally, Morph or Schematic cards drawn but not placed on the board because of the Three Threat Rule are added to the discard pile.

ESCALATE MASTERMIND (IF REVEALED)

If the Mastermind is revealed, move the number of Threat cubes indicated on the Mastermind card from the Lockdown pool onto the Mastermind card. If a Mastermind ability triggers as a result, resolve it, and then the turn is over.

GAMEPLAY MECHANISMS

EPIC MUSE ACTION

Each character has an EPIC MUSE ACTION (rules found on Player Aid). The Epic Muse Action can be used once per turn and can be activated at the beginning or end of any phase or engage action. To trigger your Epic Muse Action, spend 1  and 1 .

INVESTIGATE

Before the players can defeat the Mastermind, they must use INVESTIGATE  to reveal the Mastermind and formulate their plan to defeat them.

INVESTIGATION TILES

Investigation tiles have two sides: Investigation and Rep Bump. Investigation tiles start the game on the *Investigation* side.

Whenever a player gains , they place an investigation token on an open spot and gain the benefit. Any open spot can be chosen as long as there are no open spots above it on the path.

Once all four spots on an Investigation tile are covered, the Investigation tokens are cleared, the Investigation tile is flipped to the Rep Bump side, activating that Rep Bump for the remainder of the game. The top Plan card is then revealed.

Once all three Investigation tiles have been flipped, revealing all three Plan cards, the Mastermind is finally revealed. The players must now complete a set number of Plan objectives before the Mastermind's threats overwhelm the Scum swarm. (Easy: 7, Normal: 9, Hard: 12)

REP BUMP/REP HIT

Rep Bump

Whenever one of a player's Rep Tracks is at , if they gain that rep due to a benefit, they choose which revealed Rep Bump to gain, found on Investigation tiles. If a Rep Bump has not been revealed yet, a Rep Bump cannot be gained.

Rep Hit

Whenever a player's Rep Track is at , if they lose that rep, a Rep Hit is triggered, found on the current Machinator. Rep Hits are NOT Kickbacks, so they **do not** trigger face-down Muse cards. Even if you have unlocked the PHANTOM rep muse upgrade, you still receive a Rep Hit for losing rep while at .

THE MESH

The MESH connects every Ship, allowing players to engage with any card that has , even if the card is on a **remote** ship. However, the Scum swarm's Mesh network has been compromised, clogged by digital threats called GLITCHES.

GLITCHES

Glitch tokens start the game hidden, and are revealed if the token is on a MESH ROUTE used by a player or when HACK is used to remove the Glitch. Glitches force you to lose either , , or  or add 1  to a remote ship when you encounter them on a Mesh Route.

MESH ROUTE

A MESH ROUTE starts from the Mesh Out at your current SHIP, then continues to the Mesh In of any other Ship on the board. All ships are considered directly **adjacent** to each other via the Mesh. This means there is only ever one Mesh Out and one Mesh In between every ship. Any Glitch tokens encountered along a Mesh Route **must** be triggered before you can Engage with a card at the end of a Mesh Route. Triggered Glitch tokens activate face-down Muse cards with a highlighted . Glitch tokens remain until they are HACKED.

EXAMPLE

As Pivo, Averie is currently on the Danger Noodle and chooses to Engage Ally with an Ally card on The Secret Ingredient. The Mesh Out on the Danger Noodle has a hidden Glitch token, and the Mesh In on The Secret Ingredient has a revealed Glitch token that lowers  by 1. Before Engage Ally can happen, Averie reveals the hidden Glitch token. It lowers  by 1 as well, so the Glitches cost Averie 2  before taking the Engage Ally action.

HACKING A GLITCH

Whenever you gain the keyword HACK, remove a hidden or revealed Glitch token from your current Ship (Mesh In or Out) or a Glitch token at the end of a clear Mesh Route, then add it to your tableau. Sets of 3 Hacked Glitch tokens reward 2  per set at the end of the game.

BROKERS AND MESH ROUTES

Elis and Pompadour Pig do not require players to use the Mesh to engage with them. However, with Elis, any Morphs or Schematics you want to acquire through her still require the use of a Mesh Route if the cards are on a remote ship.

RENOWN TRACK

Whenever you gain , move up 1 space on the Renown track. When you land on or pass , you gain 1 .

If you gain  during any part of your turn and land exactly on the  space, you may spend 1  to gain the Renown card of your choice (Renown cards p. XX).

RENOWN TOKEN

Renown tokens are Victory Points. A Renown token can be spent to activate the Muse Upgrade: Phantom Rep, as part of the cost to trigger the Epic Muse action, or to acquire a Renown card.

ASSIST ACTIONS

The Assist Actions are located at the bottom of the Renown board. If a card or ship gives the Assist Action benefit, you get to choose one of the Assist Actions to perform without having to remove a Favor cube to trigger the action.

RESIST TRACK

Whenever you gain , move up 1 space on the Resist track. When you land on or pass , you gain 1 .

RESIST TOKEN

A  can be spent to activate the Muse Upgrade: Swap Rep, as part of the cost to trigger the Epic Muse action, or gain an additional Engage Phase action once per turn. During final scoring, the player with the most  gains 4 , the second most gains 2 , and the third most gains 1 .

THREAT MODS

The four Threat Mod tracks are located at the top of the Resist board. Whenever a Threat is eliminated, check the Threat type (Alien, Discord, Hypercorp, Infolife) and move the Threat Mod one space. When a Threat Mod track reaches the activate space, that particular Threat Mod is now active. Any Schematics with an active Threat Mod listed on the card can now use both the standard benefit and the Threat Mod benefit. If the Schematic has two Threat Mods listed on it, both must be active to gain the Threat Mod benefit.

THE MASTERMIND

Once all Investigation tiles have been completed and the three Plans have been revealed, the Mastermind behind the plot to destroy the Scum swarm is finally uncovered, and the players now know what they are up against as they head into the endgame. Now there are Two ways for the players to lose the game. Great. Better get to work completing those Plan objectives before it's too late...

When the Mastermind is revealed, immediately take **half** of the  remaining in the Threat Pool, **rounded up**, and move them into Lockdown.

After the Mastermind has been revealed, follow these steps, in order, as the final part of every player's turn:

1. Move the indicated number of  from Lockdown onto the Mastermind card. If there are not enough cubes in Lockdown to move on to the Mastermind card, the game ends, and **the players have been defeated**.
2. Check for Mastermind Escalation. If the number of  on the Mastermind card equals one of the three Mastermind Escalation triggers, resolve it immediately. Each Mastermind Escalation can only be triggered once.
3. End of the current player's turn.

CARD TYPES

MUSE

- **PLAYED:** One Muse card is played during the first phase of a turn, Connect With Muse.
- **FACE-UP:** One-time benefit during your turn.
- **FACE-DOWN:** Triggered by a Glitch or Kickback during any turn, the effect is used once during the turn it is triggered. Glitch, Kickback, or both will be highlighted to indicate the trigger.
- **REFRESH:** Return all Muse cards on your playerboard to your hand.

ALLY

- **ASK FAVOR:** Place the Favor cube the Ally is looking for on the card to gain a benefit.
- **FLEX REP:** Have the max value of the rep the Ally is looking for to gain a benefit.
- **HIDE ALLY:** Flip Ally face down and return Favor cubes to the supply. Ally is not available until Recovered.
- **RECOVER ALLY:** During Engage Ally, choose HIDDEN Ally and flip it back to face-up. No benefits are gained during Recover Ally.
- **GAINED:** During Engage Broker: Pompadour Pig, added to Gear.
- **PLAYED:** From Gear, during Engage Ally, gain both benefits for free.

SCHEMATIC

- **GAINED:** During Engage Broker.
- **EQUIP:** Add the Schematic to the FABBED side of your tableau (right). The Schematic is now active and can provide benefits.
- **BENEFIT:** Available only during the Engage Action indicated on the left side of the card. The benefit can be used once per turn.

- **THREAT MOD:** Below the benefit, enhances the Schematic benefit when a specific Threat Mod is active.
- **TYPES:** Weapon or Tool. Used to fulfill Plan Objectives.
- **LIMITS:** You can have up to 2 FABBED Schematics. You can have any number of Schematics in your Gear. Fabbed Schematics can be replaced by a newly Fabbed Schematic, sending the original Schematic back to your Gear.

MORPH

- **GAINED:** During Engage Broker.
- **SLEEVED:** Add the Morph to the SLEEVED side of your tableau (left). The Morph is now active and can provide benefits.
- **REPEAT ACTION:** When SLEEVED, you may repeat the indicated Engage Action on the left side of the card. You are still limited to 2 Engage Actions per turn.
- **SACRIFICE:** At the beginning or end of the indicated Engage Action, you may sacrifice the Morph to gain 3 of its benefits. A sacrificed Morph is put at the bottom of the discard pile.
- **TYPES:** Bio or Synth, used to fulfill Plan Objectives. If a Morph is sacrificed to fulfill a Plan Objective, you do not gain the sacrifice benefits.
- **LIMITS:** You can have only 1 SLEEVED Morph. You can have any number of Morphs in your Gear. A Sleeved Morph can be replaced by a newly Sleeved Morph, sending the original Morph back to your Gear.

THREAT

- **TYPES:** Upper right corner. There are four types of Threats (Alien, Hypercorp, Infolife, Discord).
- **RESIST BONUS:** Lower right corner. When a Threat is eliminated, gain the  bonus.
- **STARTING THREAT LEVEL:** Lower left corner. The number of  placed on the Threat card when it is first put into play.
- **LOCKDOWN:** If the number of  is equal to or more than the Lockdown value, all  on the card are put into the Lockdown pool. The Threat card is returned to the bottom of the Scum Deck, face down.
- **ELIMINATED:** When the last  has been removed from a Threat card, the Threat card is eliminated. Put the Threat card at the bottom of the Scum deck, and gain  bonus. Move up the Threat Mod track for the Threat type.
- **SWAPPED:** When a Threat card is removed from play but not eliminated, put it on the bottom of the Scum deck. Do NOT gain  bonus.

MACHINATOR

- **REVEALED:** When a new Machinator is revealed, add matching Favor cubes to the card from Popping Wheelies supply first, from Allies second if needed.
- **KICKBACK:** When a Favor cube is taken during Engage Machinator, check for a Kickback. Draw the top card of the Scum deck. Kickback trigger match = KICKBACK!
- **ELIMINATED:** When the last Favor cube is removed, the Machinator is returned to the bottom of the Machinator deck, and the player who eliminated the Machinator receives or retains the Machinator token.

PLAN

- **REVEALED:** When all four spaces on an Investigation tile are covered.
- **COMPLETED:** When all four objectives on the Plan card have been claimed.
- **VICTORY:** When all 3 Plans have been completed.

RENOWN CARDS

- **USE:** End game scoring goals.
- **GAINED:** Can be gained through the Flex Rep benefit on certain Allies and spending 1  OR landing on the Renown Card spot of the Renown Track and spending 1 .
- **NO LIMIT:** You can have as many Renown cards as you can acquire.
- **BETRAY:** Allows you to side with the Mastermind. When played (condition must be met), there is one more trip around the table, ending with the player who played Betray. If Mastermind defeats the players, the player who played the Betray card wins.

KEYWORDS

Active

A card attached to your tableau, either Sleeved, Fabled, or Muse spot. Cards in Gear are NOT active.

Convert

Convert one Favor cube on your tableau into a different Favor cube from supply.

Equip

Place a Morph card on the left side of your Playerboard, labeled Sleeved. Sleeved Morphs are **active** and allow you to repeat a specific Engage Action (left side of the card) or to gain the Sacrifice benefits.

Place a Schematic card on the right side of your Playerboard, labeled 'Fabled'. Fabled Schematics are **active** and provide a once-per-turn benefit during a specific Engage Action.

Hack

Remove a Glitch token from the board and add it to your tableau. The Glitch token must be on your current ship or reachable via a Mesh Route.

Hide

Flip a card face down. It cannot be accessed until an Engage Phase action is used to flip it face up. This ends the Engage Phase action.

Negate

One Kickback or Glitch does not resolve.

Phantom

For Favor cubes, activate anything requiring the indicated Favor cube without spending the Favor cube. For Rep, the bottom space of the indicated Rep track always provides a minimum of 2 Rep.

Remote

Any ship that you are not currently on.

Sacrifice

Send a card from your tableau to the bottom of the discard pile to gain Sacrifice benefits (Morph) or to Claim a Plan Objective (Morph or Schematic).

Steal

Take the total amount of rep or Favor cubes listed from other players and add it to your tableau. The total can come from multiple players.

Swap

For rep, swap the exact values between two reps. For ships or cards, remove one from play and replace it with another from the Swarm tile stack, or Scum deck.

Use As

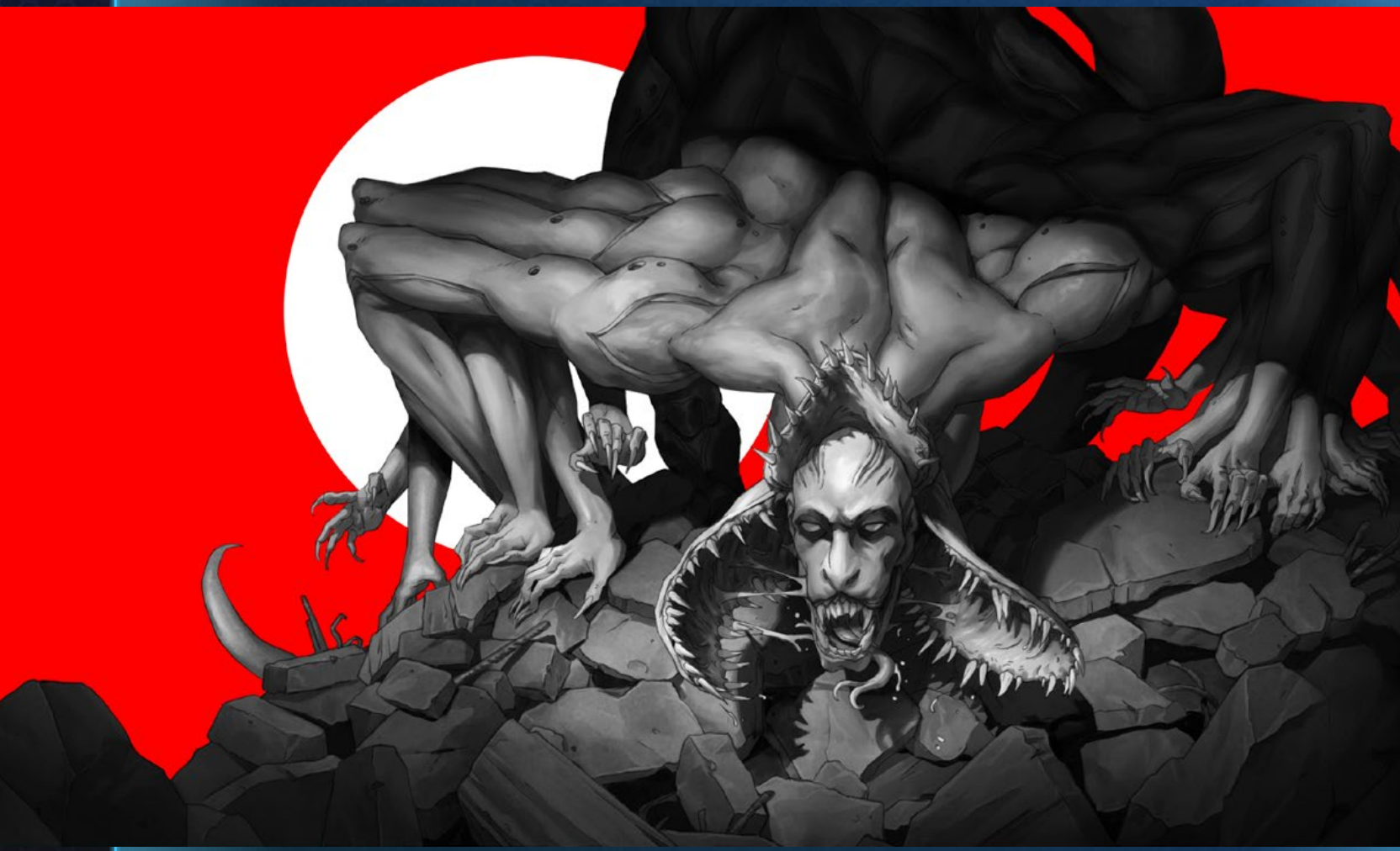
Use one Favor cube on your tableau as a different Favor cube.

FINAL SCORING

If the Mastermind is defeated, the player with the most ★ wins the game. If tied, whoever has the most 🗡️ wins. If still tied, whoever has the most combined rep and Favor cubes. If still tied, congratulations, the game ends in a most improbable tie!

Renown is calculated as a combination of the following:

1. Number of ★ earned during the game. ★ spent for upgrades or Epic Muse actions are not counted towards this total.
2. 4 ★ are awarded to the player with the most 🗡️, 2 ★ for 2nd most, 1 ★ for 3rd most. Must have at least 1 🗡️ at the end of the game to score. A tie at any tier results in a lower-tier reward for everyone at the tied tier or below.
3. 2 ★ are awarded per 3 matched sets of Hacked Glitch Tokens.
4. ★ are awarded for every completed Renown card.



ICONOGRAPHY



G-REP



INFOSEC



A-REP



RENOWN TRACK



RESIST TRACK



MAX G-REP



MAX INFOSEC



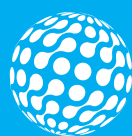
MAX A-REP



RENOWN TOKEN



RESIST TOKEN



MESH



LOCKDOWN



MOX



POWER



TECH



THREAT CUBE



RENOWN CARD



TOP DISCARD
PILE



BOTTOM
DISCARD PILE



SEARCH
DISCARD PILE



EQUIP:
SLEEVE



EQUIP:
FABRICATE



MACHINATOR
KICKBACK or
FREE CUBE



REP HIT



REP BUMP



PLACE FROM
LOCKDOWN



PLACE CUBE



REMOVE CUBE



GAIN



SPEND



GAIN MAX



SPEND MAX



LOCATION



INVESTIGATE

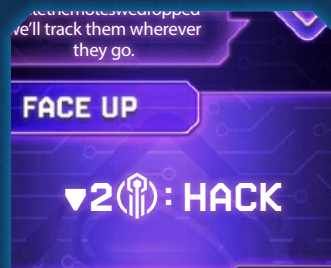


CONVERT

ICONOGRAPHY EXAMPLES



Machinator Kickback trigger, Negate Kickback, All Other Players drop to minimum ⚡



Spend 2 ⚡ to Hack a Glitch



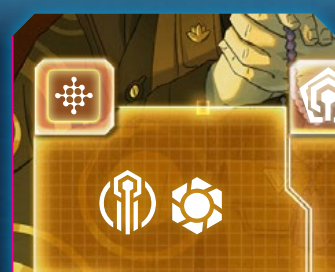
Gain either ⚡ or 2 ⚡



Convert ⚡ into ⚡ or ⚡



With ⚡, remove an additional ⚡. If you eliminate a Threat, gain 2 ⚡



Ask Favor ⚡: Place ⚡ Favor cube on Ally to receive ⚡ and ⚡



During Engage Threat, sacrifice this morph: Gain 3 benefits, then put morph on bottom of discard pile



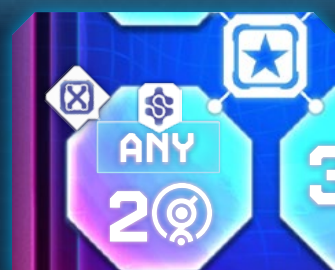
During Engage Threat, remove an additional ⚡ from any Threat card. If Discord Threat Mod is active, remove another ⚡, gain ⚡



Sacrifice 2 ⚡ and any Equipped Schematic to claim this Plan Objective and gain 1 ⚡



Have 3 ⚡ to claim Plan Objective and gain 1 ⚡



Sacrifice any Sleeved Morph and 2 ⚡ to claim Plan Objective and gain 1 ⚡



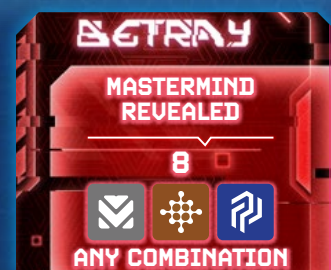
Have Sleeved Bio morph and Fabled Weapon to claim Plan Objective and gain 1 ⚡



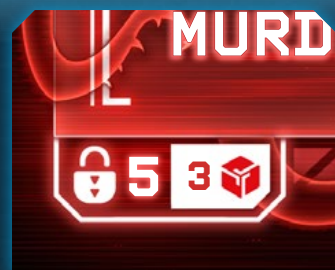
During Engage Ally, Hack for 2 ⚡, if Hypercorp & Alien Threat Mod active: remove any Threat cube, gain 1 ⚡ and 2 ⚡



At end of game, have ⚡ and 5 or more Glitch tokens to gain 3 ⚡



Player can Betray if Mastermind is revealed and player has any combination of 8 Favor cubes



Starting Threat Level: 3 ⚡, Lockdown: 5 or more ⚡



Gain up to max ⚡ or max ⚡



Add 1 ⚡ to two different Threat cards on remote ships



Gain 3 ⚡, 2 ⚡, and 1 free Favor cube from the Machinator