

STÉPHANE VACHON

# HACKTiViTY

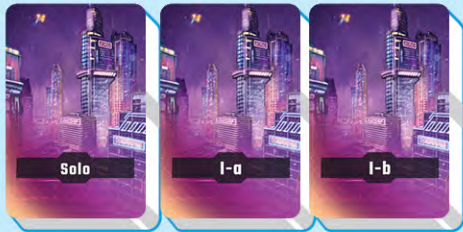
VOLUME 1.0



**BASIC RULEBOOK**

# Components

3 decks TO OPEN



6 decks NOT TO OPEN



56 Character Cards



4 Firewall Cards



1 Solo Firewall Cards



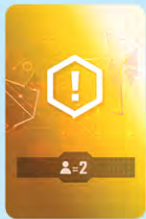
8 Help Cards (4 english, 4 french)



1 DrPower Experimental Card



1 Scenario Book



12 Alert Cards (2, 3, 4)



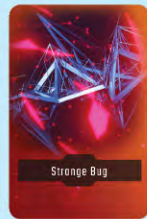
43 Anomaly Cards (A1, A2, A3, A4)



4 Alpha Cards



1 Forbidden Card



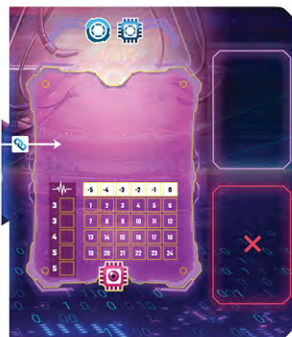
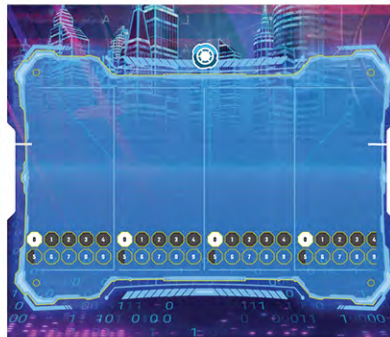
1 Strange Bug



12 Solo Cards



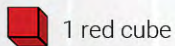
1 Basic Rulebook



3 parts of a Game Board



4 Discard cards



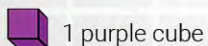
1 red cube



3 Program cubes



4 Data bloc tokens



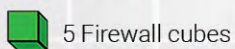
1 purple cube



1 Charge token



1 Skull token



5 Firewall cubes



4 Cyberlink tokens



6 Alert tokens

## Introduction

*The world has changed. technology is now omnipresent, people graft themselves without asking too many questions about cybernetic implants to improve their capabilities. The real world is dominated by robotics.*

*The internet has also greatly evolved into cyberspace: a virtual place with multiple possibilities. It is accessed through implants and holographic screens.*

*However, in recent years, cyberspace has been under threat. A new type of virus has started to infect the web, but the available information is unclear.*

*You have joined a clandestine agency named V.E.X. that seems to be fighting this new virus. You are still in training, but this is ending soon. ending soon. You can't wait to be assigned to your first mission.*

## The Viruses



A new type of virus has been discovered in the cyberspace. This virus is versatile and is divided into sub-categories. They are called **Anomalies**. They consist of corrupted data called data blocs. The destruction of these data blocs completely eliminates the Anomalies.

Destroying the Anomalies isn't easy because they exist in clusters and go on attack when you meet them. Purple-backed cards represent Anomalies. These cards are negative and dangerous.

## Characters



Each player has a Character card deck. These are beneficial cards. They represent your computer programs that destroy data blocs and eliminate Anomalies.

However, when you are in the cyberspace, your avatar can carry a limited number of programs. Each character has between 13 and 15 cards that will be used only once in the scenario. Make good use of them.



## Game books

Hacktivity includes 1 Basic Rulebook and 1 Scenario book. You must first read this Basic Rulebook before opening the Scenario book.

## Scenario Book

The game is divided in 6 scenario. With each scenario, you will have a narrative story to read.

## Aim of the game

All players will need to work as a team to complete the 2 main objectives:

1. Isolate or disable all anomalies (virus) cards in your scenario.
2. Defeat the card on the Critical screen.

Be aware that the scenarios have additional victory conditions that you will have to achieve in order to succeed in your mission.

## Success or failure of a mission

When you succeed in achieving all the victory conditions of your scenario, you win, and can then move on to the next scenario. You can then move on to the next scenario. You will have to read the next part of the story, open a new deck of cards and assimilate new rules.

## Credits

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Made by













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293, 14<sup>e</sup> Avenue  
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CANADA

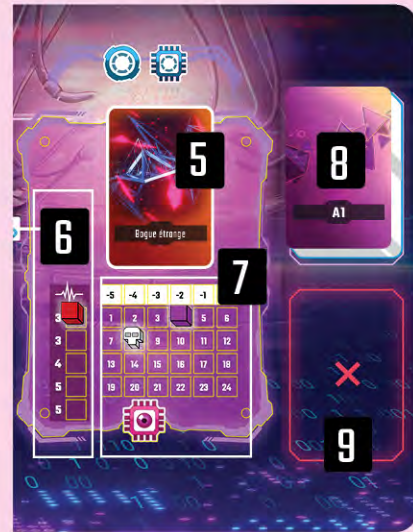
[www.acolyte-games.com](http://www.acolyte-games.com)



### C. Critical screen

The Critical screen represents a threat that you must eradicate. The screen adapts to each of your scenarios.

5. Place here the Strange Bug card (red). This is your main threat to eradicate for your first scenario.
6. Place the  on the **1<sup>st</sup> box 3** of the Tension Level section ().
7. The  representing the level of infection of the Strange Bug.  
The  representing the limine that can't be crossed
  - 1 or 2 players :  on the box **4**, and  on the box **4**.
  - 3 players :  on the box **6**, and  on the box **12**.
  - 4 players :  on the box **8**, and  on the box **16**.
8. Take the Anomaly cards (purple) according to the number of players, shuffle them and place them in the right side.
  - For 1 or 2 players : **A1** and **A2**.
  - For 3 players : **A1**, **A2** and **A3**.
  - For 4 players : **A1**, **A2**, **A3** and **A4**.
9. When anomalies are deactivated, they will be placed in this discard pile.



### D. Character decks



Each player chooses one of the 4 Character deck available.

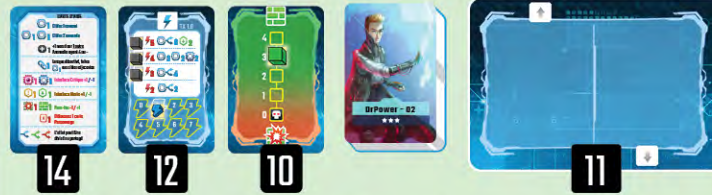



Some characters are more complex to play than others: each

white star indicates the level of complexity.



Moreover, the order in which you will play is predetermined by your character. Refer to the back of his card.

Place yourself around the table according to the order of your characters. Shuffle your Character deck and place it on the table.




10. Place here your Firewall card with a  on the box **3**. This protects you against anomaly attacks.

11. Place your Discard card to the right of your Character deck (blue side or purple side, your choice). When you play Character cards, you will place them here.

12. If you choose **DrPower**, place the Experimental card, face-up, to the right side of your firewall. Put there the  and the  as indicated.


This card adds flexible and unique options to DrPower's character.



13. If you choose **CyberLink**, place **4**  to the left of your firewall. These tokens will have chain reaction effects against anomalies.

14. Place your Help card on the table or keep in your hand.

If you are playing in solo mode:

I. Replace the Firewall card with the solo mode Firewall card which is scaled from 5 to 0. For Scenario I, place the  at **5**.

II. Choose **2** Character decks and shuffle them into a single deck.

III. Take the **2 Solo-X** cards of each of the characters you have chosen, add them to your deck and shuffle it to form a single deck.

IV. Take the **2 Solo-A** cards, add them to your Anomaly deck and shuffle it into a single deck.

V. Return the **Solo-B** cards to the box.


## Game play

The game play is in several waves, with each wave having 2 phases.

In each phase, players take turns playing in a predetermined order. CyberLink always plays first, followed by DrPower, BLAAST!! and finally ArTeMis.



Play order

*Example: You are playing a game with 3 players and the Tension Level  is at 3: all players must draw 3 cards this wave.*

*Maria played CyberLink. The number 01 is assigned to this character, which means that Maria is the **first to play** her turn. She decides to draw 1 card from her Character deck and 2 cards from the Anomaly deck. **She places them face down on the table in front of her, without looking at them.***

*Tom is DrPower. He is the second player. He draws 3 cards from his Character deck.*

*Eve is ArTeMis and she is the last to play. She draws 3 cards from the Anomaly deck.*

*Now that all players have made their choice, they can look at their cards at the same time and keep them in their hands.*

The phase ends when all players have no more cards in their hand, which means that all players must play all their cards.

If you have no more cards, simply skip your turn.

We strongly suggest that players talk to each other and coordinate their actions as this is a cooperative game.

*Example: At the beginning of the phase, Maria (CyberLink) plays 2 cards. She finishes her turn. Tom, then Eve, each play 1 card.*

*Phase 2 **is not over**, as the players still have cards in hand.*

*Maria starts another turn. Since she has only 1 card left, she must play it. Tom plays one more card.*

*Phase 2 **is not over**, as some players still have cards in hand.*

*Now it's Maria's turn to play, but she skips her turn, because she has no more cards. Tom and Eve play their last card.*

*When all players have no more cards in their hands. Phase 2 **is over**.*


## Finish

If there are still cards left in the Anomaly deck or in a Character deck, play a new wave of two phases.

Once the Anomaly Deck and the Character decks are empty, and you have no more cards in hand, the game is over. Check your scenario objective to see if you have won or lost.

## How to Play Solo Cards

These new Solo cards will add unexpected elements to your game. They are played like a standard card. However, you must put them in the enemy discard pile when they are resolved.

Solo-X cards **are not considered** as Character cards. Therefore, you cannot discard one of their cards to resolve the effect of .

## Phases of a wave

### 1. Draw


In turn, each player draws cards from the Character deck and/or the Anomaly deck.


### 2. Play

In turn, each player plays 1 to 2 cards. The phase ends when the players have no more cards left.

## Description of phases

### 1. Draw

On their turn, each player draws a number of cards equal to the Tension Level () listed to the left of the Critical screen.

At the beginning of a game, the  is placed on the first 3 space of the Critical screen. This means that the players must draw 3 cards.

The cards to be drawn can be either from the Character deck or the Anomaly deck, depending on your choice. The cards drawn are placed face down on the table in front of each player.

After all players have drawn their cards, they can look at them simultaneously and hold them in their hands.



## Card draw managements

You won't reshuffle the cards in your Character deck: the cards you play will only be used once per game.

If you have no character card left, you must only draw Anomaly card (negative cards). You must therefore choose the cards you want to draw carefully.

## Last turn

On the last turn, some players may not be able to draw the number of cards corresponding to the Tension Level. In this case, discuss with your group and decide who will draw the remaining Anomaly card.


## 2. Play


Each player takes turns to play this phase.

You need to play 1 to 2 cards from your hand.

## Critical screen



The Critical screen adapts according to the scenarios.


For your 1<sup>st</sup> scenario, place the Strange Bug card on this screen. During the setup, a  will be placed on the purple scale: it will determine the level of infection of the Strange Bug.


Your objective is to reduce the infection by moving the  to a white space (0 to -5) before the end of the game.



## Spread of infection




The activation of a  increases the .

*Example: You play this Anomaly to activate  2.*


*The  is increased 2 boxes on the Critical screen.*

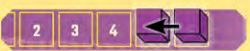


## Reduce the infection




If you activate a  or a , the  will decrease.

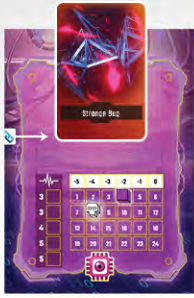
*Example: You play a Character card that activates  1.*

*The  is decreased by 1 space on the Critical screen.*



## Breaking point

During the setup, a  will also be placed on the purple scale and will determine the level that can't be crossed. If the  reaches the box containing the , you will lose the game.



## Character cards

Each player has a Character deck containing 13 or 15 Character cards. Each character is unique.

**Note:** Players may choose to change character in a future scenario.

In Phase 2 (Play), you can choose to play one of the Character cards that you have in your hand. This offers you 2 options: activate the top icon series or activate the bottom icon series, but never both.



Top Option

Bottom Option

To play a Character card, you must place it in one of the two discards pile in front of you. If you place it in the top discard pile, you activate the top option. If you place it in the bottom discard pile, you activate the bottom option.

Top Discard - Bottom Discard



After discarding the card, resolve the effects of the icons in the order.



## Difference between options

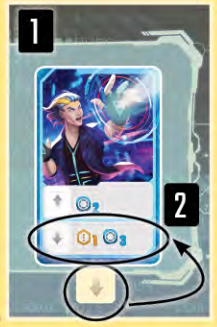
The bottom option is usually more powerful than the top option. On the other hand, it activates negative icons. It is therefore up to you to manage your level of risk.

**Note:** Once the player has placed a card in one of the final discard piles, this choice is final. It is no longer possible to change the discard pile.

*Example: You choose the option at the bottom of the presented Character card.*

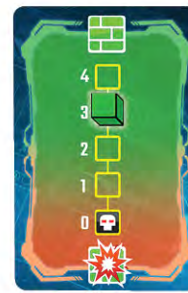
1. You place it on the bottom discard pile.




2. You activate the icons in the order: icon  1 then icon  3.




## Firewall cards



Navigating into the infected areas of cyberspace is dangerous. Fortunately, you are protected by a powerful firewall against anomalies attacks.





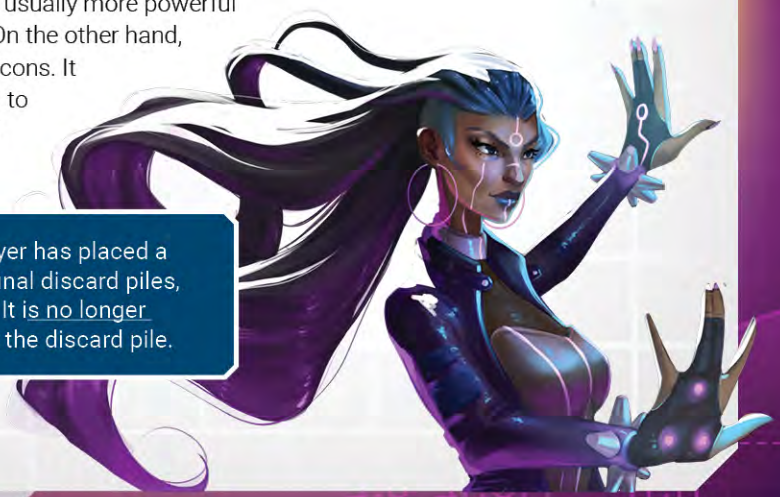
The icon  represents your personal firewall. In the scenario 1, each player starts with the  at  3.

Anomaly cards can attack you by inflicting . Every point of

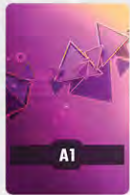
 lowers the  1 box down on your Firewall card.

*Example: You have suffered  1 due to an Anomaly. You must lower the  1 box on your Firewall card.*

If the  of your Firewall card goes down to 0 , you are no longer protected. You are automatically kicked out of cyberspace. You and your team lose the game.



## Anomaly cards



These cards are harmful viruses. Your goal is to play these cards in order to eliminate them.

### Play an Anomaly card

As the Character cards, the Anomaly card offer you 2 options : activate the top icon series or activate the bottom series, but never both.



← Anomaly's name

← Deactivation

← Self-destruction

### Self-destruction mode

When you play an Anomaly card, if you choose the bottom option, the anomaly activates its self-destruction mode : the anomaly is automatically deactivated but you will suffer the repercussions. Resolve all icons in the bottom option in order and place the card in the enemy discard pile.

This is therefore the easiest way to get rid of anomalies but it is also the most risky.



← Enemy discard pile

*Example: You choose the option at the bottom of the Anomaly card presented.*

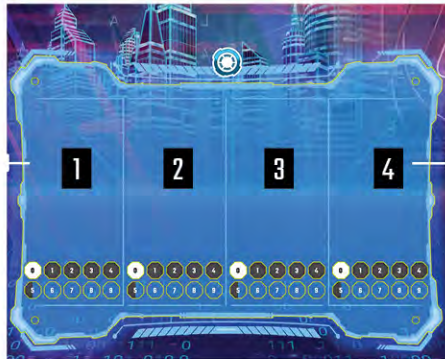
1. Place the Anomaly card in the bottom discard.

2. Activate the icon 2.

**Note:** The game icons are described on the last page of this booklet.

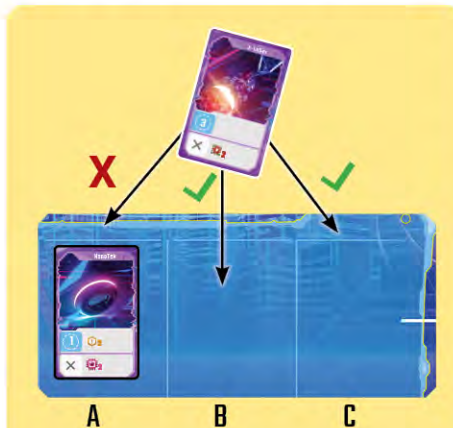
## Isolate the anomalies

The principal board contains an Antivirus screen that can isolate the anomalies so you can disable them.



Each large rectangle (1, 2, 3 and 4) is a zone that can contain a single Anomaly card. So you can only isolate a limited number of anomalies.

When you play an Anomaly card, if you choose the top option, place the Anomaly card into a free zone of the Antivirus screen and activate the top icons, if applicable.



*Example: You choose to activate the top option from the Anomaly card presented. You cannot place your card in the zone A because it's already occupied. Only on zone B and zone C are free.*

**Note:** In a game with 1 and 2 players, the first zone contains the Forbidden card that prevents an Anomaly card from being placed on it. So you will only have 3 zone available instead of 4.



Anomaly cards have a number representing the number of data blocs they have.



When the Anomaly card is placed on the Antivirus screen, move the to the number which is equal to the number of data blocs on the card.

*Example: You place this card on the Antivirus screen.*

1. You move the to the number 4 box.

2. You activate the icon 1.



**Note:** Some chaotic Anomalies can attack each other or give you beneficial bonuses. Know how to take advantage of them.

### How to attack

The icon allows you to attack an Anomaly card or the Strange Bug card.

The icon forces you to attack only the Strange Bug card.

When you have , next to each other, you must attack 2 different targets.

### Deactivate an anomaly

When an anomaly is on the Antivirus screen, it is isolated and becomes vulnerable.

On your turn, if you activate 1 and choose to attack an anomaly; reduce the number associated with this anomaly by 1 space. When the reaches square 0, the anomaly is deactivated. Then place this card in the enemy discard pile. This frees up a zone!

X = Attack an Anomaly card by X or the Strange Bug card by X. You can attack only one target.

X = Attack by X and split attacks to multiple targets, including Anomaly cards and/or the Strange Bug card. You can also attack a single target if you wish.

3 1 = You must attack 2 different targets.



## Alpha cards



When you setup a scenario, you will have to place one or more Alpha cards on the Antivirus screen.

Their number of data blocs is not fixed and will be determined by the scenario.

The Alpha cards can be disabled as with any other anomaly.

## Additional data blocs



Some anomalies have the ability to create data blocs.

When you activate the icon of an Anomaly card you increase by 1 the of another Anomaly card

already present on the Antivirus screen. You can choose an anomaly, under certain conditions :

- If you activate , you must choose 2 different anomalies.
- Only an anomaly with 1 to 4 can receive the effect of .

*Example: You activate a .*

*The anomaly 1 is already at 5: it cannot receive a .*

*The anomaly 2 is at 4: it receive a .*



- If you activate 2 (or more), it must be activated on an anomaly capable of increasing the by 2.
- If no other anomaly can be selected, the effect of the icon is nulled.
- The Strange Bug card is not an anomaly card and cannot be affected by the icon .

## Alert screen

The Alert screen determines the stealth degree of the group in your area.

Some of your powerful programs create interference that can attract anomalies. So you have to manage the interference you generate.



The Alert screen includes 6 columns and 8 rows. There can only be one per column. When you setting up the game, the number of is adapted to the number of players in your group.

When you play cards that activate some , you raise the of the column to the left of the Alert screen.

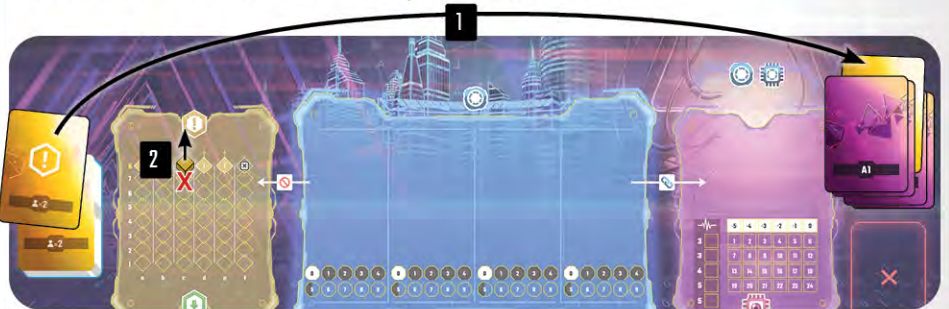
The bring down the of the column to the left of the Alert screen. If the tracker can't be moved further down , you loose the effect of the .

## Activate an Alert



When a reaches **row 8**, you activate an alert.

1. Take the top card from the Alert deck and place it approximately in the center of your Anomaly deck. You will have an additional anomaly to deactivate!
2. Then, remove the row 8 off the board.



## How to play an Alert card

Alert cards are similar to Anomaly cards. The difference is that they have a yellow back and can be quite powerful. When you draw one, play it as a normal anomaly.

## Activate 2 or more

If your is at 7 and you need to apply a 2, the next column will be affected.

If you remove all the from the Alert screen, all the players will be ejected from the network and you lose the game.

*Example: You play a card with 2. The of the highest left is the box 7*  
**1.** Activate one : remove the and activate an Alert card.  
**2.** Then activate a second increasing of the next column.

**Note:** You can go down to the box 1. You can't make a reappear that has previously been removed.

## Activate an Alert during your last turn

When the Character deck and Anomaly are empty and you have no more cards in your hand, the game is over.

But, during your last turn of the game, when all decks are empty, if a player activates one that activates an Alert and adds an Alert card, you will have to take another turn because the Anomaly deck is no longer empty.

## Special powers of characters

Some Character cards have unique icons. Here is some useful information about the characters you will play.

### BLAAST!!



This character uses software to duplicate programs.

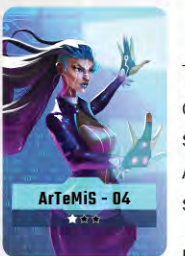
BLAAST!! has a card with this icon

This allows you to duplicate the effect of any visible Character card placed on the top or the bottom discard (including another player's card). The

cards that are not visible are not available.

The top and bottom option of this card are the same.

### ArTeMiS



This character can target several Anomalies at the same time.

Unlike others characters, ArTeMiS doesn't have special icons. However, it's probably the most versatile character. Moreover, its cards provide the ability to manage the Alert screen, which is not the case for all characters.

### CyberLink



This character creates cyberchains within a cluster of Anomalies to disable them more easily.

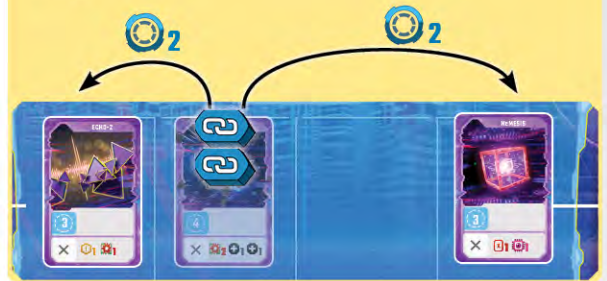
When you activate the icon 1 place one of your on an anomaly on the Antivirus screen. An anomaly can contain more than one if you activate several icons .

When the anomaly will be deactivated, apply 1 to the first enemy in the left zone and in the right zone (even if there is an empty zone between enemies). Then, replace the on the anomaly card deactivated in your reserve.

**Note:** Some Anomaly cards have a printed. You won't need to put a . When this anomaly is disabled, it will have the same effect as a .

An anomaly with a printed may also contain : the effects are cumulative.

*Example a:* You have placed a 2 on the center of the anomaly. When she will be deactivated, apply 2 to the first enemy to the left and 2 to the right



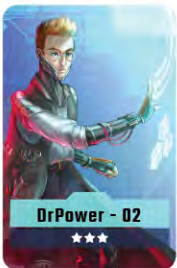
*Example 2:*

1. A deactivated anomaly with a 1 or 1 can do 1 to the Strange Bug card if he is the first enemy to his right because the Antivirus screen is linked to the Critical screen on the right side.

2. If there isn't an anomaly in the left, you lose the effect of 1.



### DrPower



This character has an experimental cybernetic implant that must be reloaded before use. The implant enables different programs to disable Anomalies.

*Choice of 4 programs*

*Load scale*

The DrPower cards have icons that allows the loading of the implant. When you activate this icon, move the forward on the load scale.

The icon means that you must move back the .

On the phase 2 (Play), during your turn, you can spend the to activate one of the 4 programs:

- The first 3 programs can only be used once per game. Remove the associated to each program after use.
- The last program can be used as many times as desired. However, it is less powerful than the others.

**Note:** Activation of one of these programs doesn't count as a card played. You can activate a program before or after playing a card. The important thing is to do it on your turn.

*Example:* The on the load scale is on the box 6. You activate the first program :

1. You step back the to the box 5 on the load scale.

2. You remove the .

3. You activate the icons 6 and 2.


The is now placed on the box 1 of load scale. The first program is no longer available for your game.

## Communication

Because activity is a cooperative game, we strongly suggest players discuss with each other and coordinate their actions.

### Communication rules

1. It is forbidden to reveal your cards to another player without having played them on the table.
2. To play a card, you have to put it in the discard or on the board. Once placed, you can't go back.
3. You can discuss the icons on your cards with your teammates, but you can't tell the number listed next to the icons.

*Example: You have a card with  1. You can tell your teammates that you can weakly target an Anomaly.*





## The golden rule




You can't activate an icon whose effect can't apply.

Examples :

- Don't activate  if there isn't an Anomaly on the Antivirus screen.
- Don't activate  if there isn't an Anomaly of 5  or more on the Antivirus screen.
- Don't activate  if you don't have Character card in your hand and in your deck.
- Don't activate  if your Firewall card is at 4.

## How to manage excess

However if a  ,  ,  or  is activated and exceeds the allowable limit of the target, the effect activates to that limit.

*Example: An Anomaly with 3  can increase  5, but  2 will be lost .*


## End of the game

The game ends when all Character and Anomaly cards have been played.

Be aware that each scenario has its own victory and defeat conditions. Here are the conditions for your first scenario:

### Victory conditions

To win the game of a scenario, you must meet all of the victory conditions listed.

- Empty the deck of Anomaly cards and the decks of Character cards, then end the turn.
- The  must be on square 0 or less (white square).








### Success of a scenario

If you meet all the conditions in the Victory Condition section of your scenario.

If so, read the story for your next scenario in the Scenario book. You will then have a new deck of cards to discover, new rules to assimilate and a new setup to do for your next scenario.

### Failing conditions

If only one of the conditions is met, you lose the game. You should therefore avoid the following conditions:

- The  reach the box  on the Critical screen.
- the last  has reached the box .
- The firewall of a character is equal to  0.

If you reach one of its conditions, you have been defeated. In this case, if this is your:

- 1<sup>st</sup> fail : Redo the scenario.
- 2<sup>nd</sup> fail : Activate the Emergency Protocol.
- 3<sup>rd</sup> fail : Go to the next scenario.

### Repeat a scenario

**Important :** You don't need to deactivate all the Anomaly cards on the Antivirus screen. The important thing is to have played them, even if they are not deactivated.

- If you wish, you can change characters or keep the same ones.

### Emergency protocol

The Emergency Protocol grants you a bonus in order to succeed in your scenario. You just have to modify the setup of your scenario according to the letter of the protocol given on the section on the right.

## Emergency protocols

A.  1 / 

B.  1:  / 




C.  1 / 







D.  1





E.  2 or  2




## Icon description

### Attack Icons



 X Decrease of **X** the  or the  of a single target. You can't distribute the effects between multiple targets.

 X  Y Decrease of **X** the  or the  of a single target and decrease of **Y** the  or the  of another target.






 X  X Decrease of **X** the  or the  and distribute the effect on one or more different targets.

 X  Decrease of **X** the  of an Anomaly.



### Critical screen Icons



 X Increase of **X** the  on the Critical screen.

 X Decrease of **X** the  on the Critical screen.



 X  Y Decrease of **X** the  or the  of a single target and decrease of **Y** the  of another target.




### DrPower Icons

 X Increase of **X** the  on the DrPower Experimental card.




 X Decrease of **X** the  on the DrPower Experimental card.

### Firewall Icons

 X Decrease of **X** the  of your firewall.




 X  X Decrease of **X** the  of your firewall or/and distribute the effect between the members of your group.

 X Increase of **X** the  of your firewall.


 X  X Increase of **X** the  of your firewall or/and distribute the effect between the characters of the game.


### Alert Icons


 X Increase of **X** the  of the left column on the Alert screen.


 X Decrease of **X** the  of the left column on the Alert screen. This icon can't bring back one  lost.


### Card Icons


 X Discard **X** Character card(s) of your hand or the first card of your Character deck in top or bottom discard pile. If you no longer have a card in your hand or in your deck, don't activate this icon.


 X Duplicate **X** times a Character card on a Discard card (or on a out of the game discard pile at the scenario 3). You can also duplicate another player's card.


 The card cannot be duplicated.


 Multiply by the number of active characters in your group.

 = ? Each player must activate the ? icon.



 X Draw **X** Character card(s).




 X Draw **X** Core Attack card(s).



 X Draw **X** Anomaly card(s).

 Put this card directly in the out of the game discard when you play it.





### Special Icons

 X Increases of **X** the  of another anomaly card on the Antivirus screen.

- Only anomalies with 1 to 4  can receive the effects of the .
- If there is no other anomaly targetable, the icon's effect  is nulled.

 X When the anomaly placed on the Antivirus screen is deactivated, apply  1 to the first enemy in the left zone and in the right zone (even if there is an empty zone between enemies). For more information, read page 8 in the section of cyberlink.



 X Place **X**  on one or more Anomaly card placed on the Antivirus screen. When one of them is deactivated, apply  1 to the first enemy in the left zone and in the right zone (even if there is an empty zone between enemies). Then, replace the  on the anomaly card deactivated in your reserve. For more information, read page 8 in the section of cyberlink.