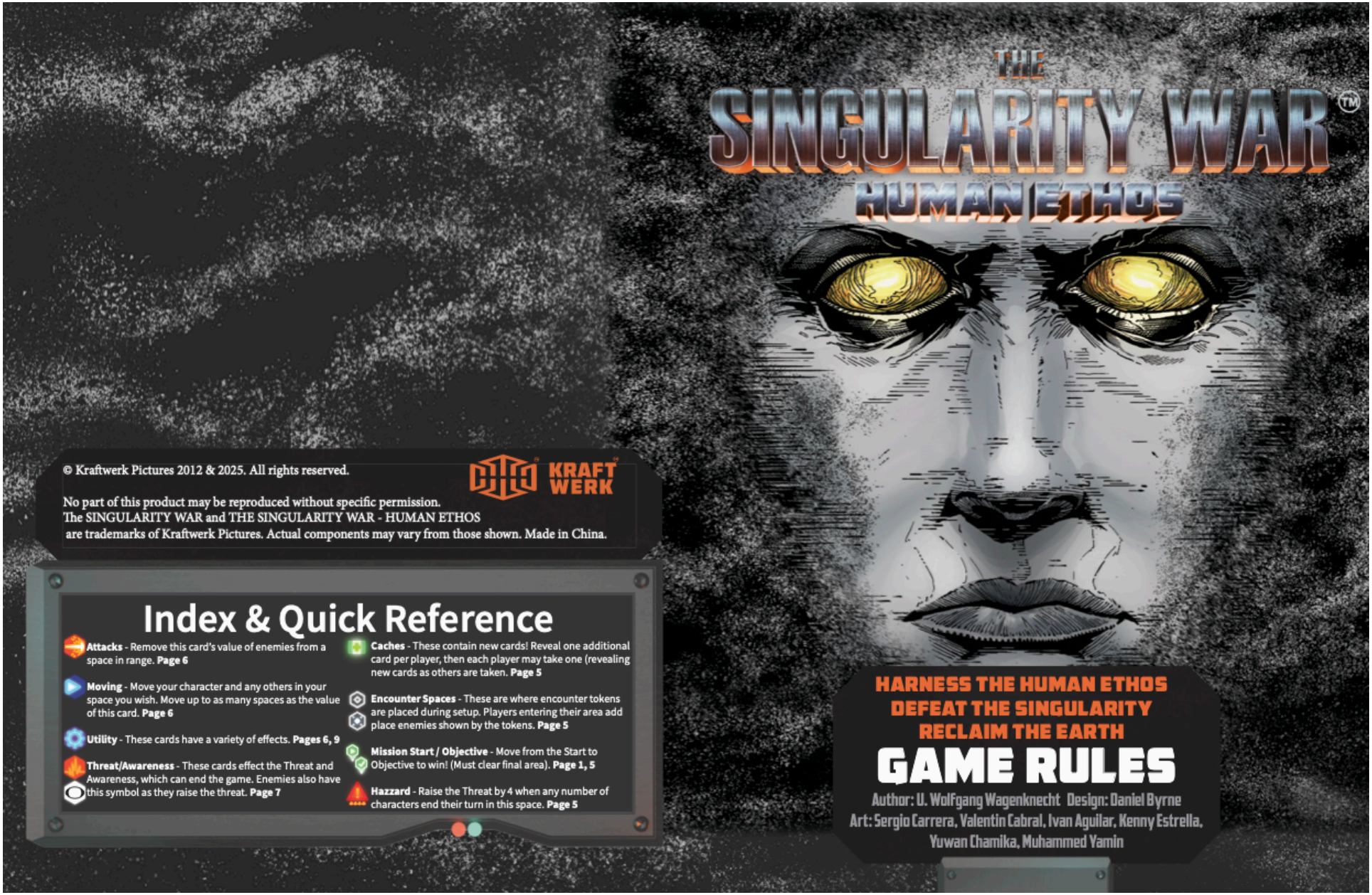

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Index & Quick Reference

Attacks - Remove this card's value of enemies from a space in range. **Page 6**

Moving - Move your character and any others in your space you wish. Move up to as many spaces as the value of this card. **Page 6**

Utility - These cards have a variety of effects. **Pages 6, 9**

Threat/Awareness - These cards effect the Threat and Awareness, which can end the game. Enemies also have this symbol as they raise the threat. **Page 7**

Caches - These contain new cards! Reveal one additional card per player, then each player may take one (revealing new cards as others are taken. **Page 5**

Encounter Spaces - These are where encounter tokens are placed during setup. Players entering their area add place enemies shown by the tokens. **Page 5**

Mission Start / Objective - Move from the Start to Objective to win! (Must clear final area). **Page 1, 5**

Hazzard - Raise the Threat by 4 when any number of characters end their turn in this space. **Page 5**

HARNESS THE HUMAN ETHOS
DEFEAT THE SINGULARITY
RECLAIM THE EARTH

GAME RULES

Author: U. Wolfgang Wagenknecht Design: Daniel Byrne
Art: Sergio Carrera, Valentin Cabral, Ivan Aguilar, Kenny Estrella,
Yuwan Chamika, Muhammed Yamin

START HERE

The Singularity War: Human Ethos is a cooperative action deckbuilding game where you'll all take on characters traveling the singularity-corrupted landscape to turn the tide of Humanity's losing war against the endless nanobots.

If you've never played a deckbuilder before:
This is a type of game where you'll have your own personal deck of cards that you'll use to play the game. During the game you'll have the opportunity to add new cards into your deck (as your character finds new and improved equipment).

This game is called an "action" deckbuilder both because it's about shooting a lot of baddies, but also because the cards you'll be playing and deckbuilding with are how you'll be taking actions (doing things on your turn), such as moving, shooting, or scouting ahead.

Two Ways to Play

Both versions of The Singularity War: Human Ethos allow you to play just one game or string multiple together an build a hero capable of saving humanity. Story mode follows Max and the team in the footsteps of their quest. Play through the Issues (maps) in story order and **unlock new cards and enemies to be used in arcade mode**. Arcade mode allows for quicker setup and variability on repeat plays. You'll include all unlocked equipment and play through any map or maps with unknown and remixed threats.

Goal (Winning the Game)

Get to the mission objective before the Threat and Awareness meet.

To Set Up Story Mode:

In Story mode you'll play through each issue, starting with #1. After beating an issue, move on to the next with the same deck and characters.

Begin by reading the small comic on the back of the issues's setup card. If players haven't read the graphic novel (and doing so could help them in the game), this will set the scene for this chapter of Max and the Team's quest. On the back of the card you'll find the specific setup instructions for the map, as well as any specific rules introduced by the map.

To Set Up Arcade Mode:

Take out all unlocked content, and then proceed to the next page. **(To unlock more play Story Mode).**

Or just take everything out, we can't really tell you what to do. Though, rules do tend to make the game more fun.

SETUP DIAGRAM

Cards

2x Setup Cards (1 Cape Town setup card in Mission Box)

30x Upgrade Cards

45x Starter Cards (5 Decks)

Starter Deck Breakdown (x5) — 1.

- 1 x Move
- 1 x Aim & Shoot
- 1 x Spray & Pray
- 1 x Recon
- 1 x It's Closing In

5x Character Cards — 1.

5x Enemy Cards

Tokens

Encounter Tokens — 2.

Common	Elite
5x Nanobots, 4x Hosts, 3x Drakens	2x Alphas, 2x Rhinos
Scaling	
1x Alpha, 1x Rhinos	1x Alphas + Common En., 1x Rhinos + Common En.

6x Cache Tokens

Trackers — 3.

Threat, Awareness

Miniatures

The Team

Max, Paige, Spike, Wolfson, Dahl, Nanobots, Host

Enemies

Draken, Alpha, Rhino

1. Give each player one full starting deck of 9 cards. Each player shuffles their deck and draws 3 cards. Each player chooses a character, taking their mini and character card.

Shuffle the upgrade cards and place them near the board.

2. If playing arcade mode, seperate the Common and Elite Encounter Tokens and place them radomly on matching spaces on the board (filling all available sapces). Return extras to the box. For story mode, follow the setup card. Then place a Cache token on each Cache space.

3. Place the trackers at either end of the threat track (matching the symbols). *Pay attention to any notes on story mode setup cards.*

Place the enemy minis near by, and chosen characters on the Start space. Setup complete!

UNDERSTANDING THE MAP

All players and enemies in The Singularity War are placed in spaces and move from space to space. Spaces (or hexes/hexagons) can hold any number of pieces. Pieces may move between adjacent spaces if they are not separated by walls

Areas are groups of spaces bordered by a orange line. Areas contain encounter tokens, representing enemies in the area. When a team member (player character) enters an area, all encounter tokens are revealed and resolved, spawning enemies (adding their miniatures to the board).

Walls are thick lines along the borders of spaces. Spaces separated by walls cannot be moved between directly.

These spaces are supply caches, or other sources of equipment for the team. When a team member moves into a Cache space, reveal the top three cards from the top of the upgrade deck. All payers may then choose one card from all revealed upgrades to add to their hand. When a player takes a card, it is replaced with a new one from the top of the deck. Once all players have chosen a card, place any remaining on the bottom of the upgrade deck.

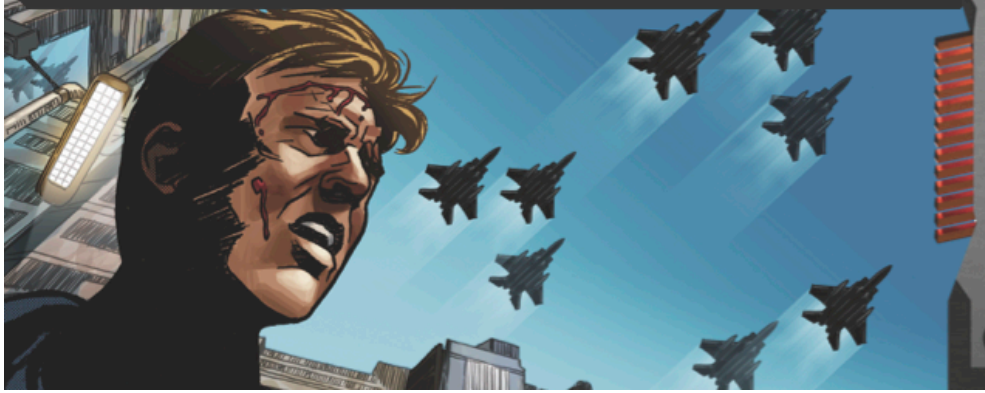
Hazard spaces increase the threat by 4 each time any number of team members end their turn there, unless done so with cards that specify otherwise.

These spaces show where the two types of encounter tokens (common and elite) are placed during setup. These spaces have no effect outside setup, and are considered regular spaces during the game.

Common Encounter

Elite Encounter

These are the starting and end spaces. The Team (player characters) are placed on the start space during setup. If all Team Members are on the End space and its area is clear of any enemies, the players win.



ON YOUR TURN >>>

On a player's turn they may play as many cards as desired (resolving each as it is played), as well as discard cards to draw new ones or trigger their ability. Once they have finished, enemies attack & move. Finally the players redraw to 3 cards, and then it's the next player's turn (clockwise).

On a player's turn:

> 1. Play cards

Players may play any of the cards in their hand in any order, resolving each fully before playing another. Players do not need to play all cards, but will discard any remaining. Each character may also discard cards to draw additional cards (one at a time) or to trigger their unique ability.

> 2. Enemies Attack & Move

Each group of enemies (in an order of the player's choosing) raises the threat if there are team members in range, then moves according to the instructions on it's card.

> 3. Finally, refill your hand to 3 cards.

- Resolve any cards that trigger effects when drawn. (i.e. It's Closing In, which raises the Awareness).

WHAT YOUR CARDS DO ///

Moving

When you play a card with movement, you may move your team member and any other team members in your space up to as many spaces as the number indicated on the card.

- Leaving a space with enemies increases the Threat Level by 2 for each type of enemy.
- Moving into Hazard spaces raises the threat by 4 unless the played card specifies otherwise.
- You may not pick up or drop off other team members in the middle of your move.

Utility Cards

These cards all have effects that allow players to interact with other parts of the game than standard cards, like revealing encounter tokens.

Attacking

When you play a card with damage you may remove enemies from the board based on the value and range of the damage. Unless otherwise specified, it takes 1 damage to remove each enemy miniature. This is called "attacking".

- Some enemies that require (x) damage to defeat, they must receive that damage within one turn.
- Some enemies will have players keep track of their health by placing cards that targeted the enemy next to its enemy card. Players regain those cards when the enemy is defeated, placing them in their owner's discard pile.
- Each combat card may only target one space unless otherwise specified. (But may target multiple enemies).

Awareness & Threat Cards

These cards will change the Awareness & Threat, which is how you lose the game (or don't).

HOW ENEMIES WORK

Setup

Enemies are placed on the board when a team member enters an area with any encounter tokens. Reveal any still face down encounter tokens and then follow the setup instructions on the revealed enemy's card (once for each token). **Setup instructions always refer to the spaces WITHIN the area**.
After placing each group of enemies, remove its token from the board. The character that moved pieces into the area is referred to as the "Encountering Player", which some enemy setup instructions will reference.

Groups

Groups are an important part of how enemies work.
Any amount of the same type of enemy in the same space is considered a "group". Enemies of the same type move and attack in their groups, until all enemy miniatures in that group have been defeated..
- A Group increases the threat by the same amount regardless of how many miniatures are in it.
- Groups may merge when moving. These groups are now treated as one larger group.
- Groups will split when moving if there are multiple shortest routes to a team member
- Enemies of the same type in different spaces are not considered the same group.

AT THE END OF ! EVERY TURN !

Attacking & Moving

During the "Enemies Attack & Move" step each group of enemies is checked (in any order of the players' choosing) to see if it can Attack any characters (which raises the threat).
Then each group moves according to the move instructions on its card. (Generally towards the closest player(s)).

Attacking
*(Check for **Threat** increase).*

Each type of enemy has a listed threat and range on its enemy card. At the beginning of it's attack & move, if a group of enemies is within its range of any team members, raise the threat by the amount shown on the enemy's card. (Each group only does this once, regardless of the number of team members in range).

Moving

Each group of enemies moves according to its move instructions once (in any order of the players' choosing). If a group has more than one path of the same distance to the closest team member, divide the miniatures in that group as evenly as possible between the possible destination spaces. This can split a group into two smaller groups, or move some enemies to a new group.
- Players decide moves in the case of further ties for proximity or pathfinding.
- Enemies must always move closer to a team member if they can.

Clarifications *(Skip this part until you have questions!)*

Range
Range is measured like a move (in any direction), but always in a straight line, and not through walls. (The spaces adjacent to a team member would count as "Range 1" for them).
- Some cards will specify that they allow you to ignore obstructions such as walls.

Playing Cards
- Players may resolve card effects in the order of their choosing unless the card specifies timing or order (i.e. a card that lets players move and draw a card could be resolved in either order).
- A card goes into a player's discard pile after they are finished fully resolving its effects. (While resolving the card is considered "on the table" and is in neither the player's hand or discard.

Discard Pile
- Players re-shuffle their discard pile when they would draw a card but have no draw deck left.
- Each player's personal discard pile is faceup and public. They may be looked through at any time.

Players Decide Ties
Whenever there is more than one way to resolve the rules as written, players decide the outcome together. The game is designed with players being generous to themselves in mind, but players may choose to play against "smarter" enemies and choose less favourable resolutions to ties. (This is primarily a consideration for enemy movement). Above all else, have fun.

Supply Caches & Acquiring Cards
When a team member moves into a supply cache space, all players may gain a card from the cache. Reveal 3 cards from the top of the deck, adding to any cards already revealed from recon cards. All players may take one card from the revealed cards, in any order. Replace cards as they are taken with new cards from the top of the upgrade deck. Once all players have taken a card, place the remaining cards on the bottom of the upgrade deck.
Each Supply Cache may only be used once per game.

Credits
U. Wolfgang Wagenknecht - Author
Daniel Byrne - Game, Graphic, & Rulebook Design
Sergio Carerr - Graphics
Valentine Cabral - Graphics
Ivan Aguilar - Colours & Graphics
Kenny Estrella - Colours
Yuwan Chamika - 3D Modeling & Miniatures
Muhammad Yamin - Title Graphic
Playetsters: Colin Byrne, Jack Stewart, Luke O'Grady, Jamie Martin, David Lyver

Questions & Discussion on Artificial Intelligence

WHAT IS AI, & ASI?
Artificial intelligence (AI) generally refers to enabling computers to "learn", improving their ability to perform certain tasks autonomously. In a sense, it is designed to mimic or simulate human cognitive processes. Artificial super-intelligence (ASI) far surpasses AI and human cognitive capabilities. It is an autonomous machine or program that develops self-awareness.

Bias and Discrimination
How can we ensure that AI systems are developed and trained to prevent discrimination that may threaten humanity?

Autonomous Weapons
If a self-aware AI creates autonomous weapons systems, how could we ensure they do not turn against humans? What are the ethical implications of delegating life-or-death decisions to machines?

AI Safety and Control
How can we ensure that AI systems remain aligned with human values and goals? What safeguards are necessary to prevent unintended consequences or malicious use? What if a self-aware AI decided humans threaten its existence or goals?

AI and Human Identity
If an AI becomes self-aware, should it be granted rights and protections similar to humans?

Questions & Discussion on Nanotech

WHAT ARE NANOBOTS?: Nanotechnology refers to robotics capable of operating and manipulating matter at the nano-scale, creating self-replicating machines that can organize into nearly any structure or organism.

Environmental Impact
How can we prevent the accidental or purposeful release of nanoparticles into the environment that could harm the entire earth's ecosystems and humans?

Unintended Consequences
Nanotechnology could create self-replicating nanobots that can be manipulated by AI, with unpredictable behavior like creating new organisms.

Defeat the Singularity ASI and nanobots with human ethos.