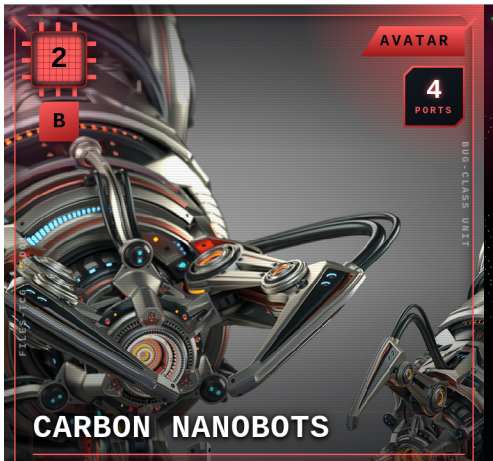
2
B
AVATAR
4
PORTS
BUG-CLASS UNIT
FILES-TCG · SD01



CARBON NANOBOTS

REPLICATE 5 RAM

Avatar may create a copy of itself. Only one copy is allowed at a time. If the copy is defeated the original does not lose any hardware upgrades. If the original is defeated the replicate is as well.

Nasty little bugs...

3
V
AVATAR
3
PORTS
VIRUS-CLASS UNIT
FILES-TCG · SD01

CORRUPT DRIVER

DRIVER FAULT 4 RAM

Choose one Hardware on an enemy Avatar in combat with this Avatar. It is disabled until the end of your next turn.

3
G
AVATAR
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PORTS
GLITCH-CLASS UNIT
FILES-TCG · SD01

PIXELATED PICTURE

LOW RESOLUTION 3 RAM

Attacking Avatars have -1 cores against this Avatar.

4
P
AVATAR
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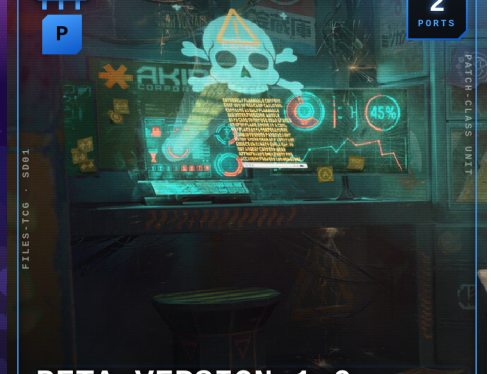
PORTS
PATCH-CLASS UNIT
FILES-TCG · SD01



BETA VERSION 1.0

PUSH UPDATE 4 RAM

While in combat an additional piece of hardware can be placed on this avatar until the end of your turn. If there no ports available this can still be attached.

2
V
AVATAR
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VIRUS-CLASS UNIT
FILES-TCG · SD01



CODE ZERO

PATIENT ZERO 4 RAM

Place an Infection counter on every enemy Avatar in combat at this Server. While this Avatar is in play, an Avatar with 2+ Infection counters has -1 Core.

3
G
AVATAR
3
PORTS
GLITCH-CLASS UNIT
FILES-TCG · SD01



DATA LEAKER

EXFILTRATE 3 RAM

Look at your opponent's hand and choose one card in it. They must discard that card without gaining RAM. If this Avatar breached a Server this turn, draw a card.

3
P
AVATAR
3
PORTS
PATCH-CLASS UNIT
FILES-TCG · SD01



BACKUP MACHINE

RESTORE POINT 5 RAM

Return one Hardware or Program from your discard pile to your hand. If it is a Hardware and this Avatar has an open port, you may install it immediately for 2 less RAM.

4
B
AVATAR
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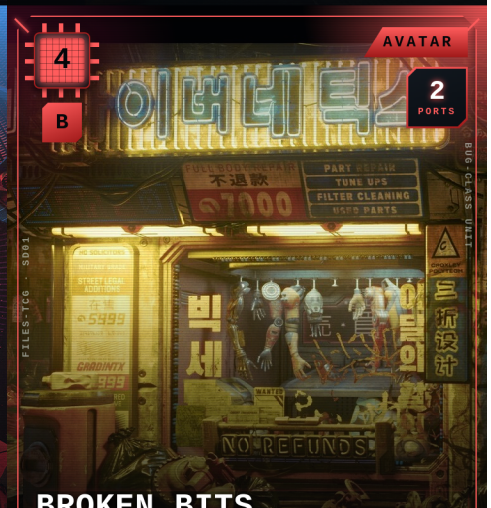
PORTS
BUG-CLASS UNIT
FILES-TCG · SD01



BROKEN BITS

BIT FLIP 4 RAM

During a combat at this Server, reroll any number of this Avatar's Core dice.

RECURSIVE INFECTION

V

> run /srv/v/program — 6 RAM



proc>
Whenever an enemy Avatar attacks or breaches this Server, place an Infection counter on it. An Avatar with 3+ Infection counters has -2 Core.

RUNS ON SERVER — FILES-TCG · PROGRAM

MEMORY PARASITE

V

> run /srv/v/program — 5 RAM



proc>
Enemy Avatars attacking this Server have 1 hardware component disabled of the owners choosing.

RUNS ON SERVER — FILES-TCG · PROGRAM

REPLICATION ROUTINE

V

> run /srv/v/program — 6 RAM



proc>
When you install a Virus Program on this Server, you may install a second Virus Program from your hand here for no RAM cost.

RUNS ON SERVER — FILES-TCG · PROGRAM

RESOURCE LEECH

V

> run /srv/v/program — 5 RAM



proc>
Whenever an enemy Avatar is destroyed while attacking this Server, gain 5 RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

WORM PROTOCOL

V

> run /srv/v/program — 4 RAM



proc>
The localized effects of your other Programs on this Server also apply at one adjacent Server you choose when this is installed.

RUNS ON SERVER — FILES-TCG · PROGRAM

PAYLOAD INJECTOR

V

> run /srv/v/program — 6 RAM



proc>
The first Execution you play targeting this Server each turn costs 2 less RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

PERSISTENT INFECTION

V

> run /srv/v/program — 6 RAM



proc>
If an Avatar is defeated at this Server, place an Infection Counter on it permanently.

RUNS ON SERVER — FILES-TCG · PROGRAM

INFINITE LOOP

B

> run /srv/b/program — 5 RAM



proc>
If the attacking Avatar is controlled by the owner of this Program, it may attack a second adjacent Server in the same turn.

RUNS ON SERVER — FILES-TCG · PROGRAM

STACK OVERFLOW

B

> run /srv/b/program

7 RAM



proc>
Avatars you control defending this Server gain +1 Core for each Program installed on this Server (including this one).

RUNS ON SERVER

FILES-TCG · PROGRAM

RACE CONDITION

B

> run /srv/b/program

4 RAM



proc>
During any combat at this Server, both players secretly choose Attack or Defend. If the choices differ, the defender gains a combat bonus of +2 Cores.

RUNS ON SERVER

FILES-TCG · PROGRAM

MEMORY LEAK

B

> run /srv/b/program

6 RAM



proc>
At the start of any combat at this Server, the attacking Avatar loses 1 Core for each Hardware installed on it.

RUNS ON SERVER

FILES-TCG · PROGRAM

NULL POINTER

B

> run /srv/b/program

5 RAM



proc>
Once per turn, when an enemy Execution would resolve at this Server, it's effect does not occur.

RUNS ON SERVER

FILES-TCG · PROGRAM

STOCK RICE

B

> run /srv/b/program

4 RAM



proc>
Neither Avatar in a combat that takes place at this Server may use any Hardware bonuses.

RUNS ON SERVER

FILES-TCG · PROGRAM

OVERFLOW ERROR

B

> run /srv/b/program

5 RAM



proc>
When an enemy Avatar is destroyed while attacking this Server, destroy or disable one Program that Avatar's controller has in play.

RUNS ON SERVER

FILES-TCG · PROGRAM

UNDEFINED BEHAVIOR

B

> run /srv/b/program

8 RAM



proc>
Once per turn, copy the localized effect of another Program on another Server. Then disable this Program until your next turn.

RUNS ON SERVER

FILES-TCG · PROGRAM

PACKET LOSS

G

> run /srv/g/program

6 RAM



proc>
When an enemy successfully breaches this Server, its controller discards a card at random.

RUNS ON SERVER

FILES-TCG · PROGRAM

DESYNCHRONIZATION

G

> run /srv/g/program

5 RAM



proc>
Enemy Avatars attacking this Server cannot use their Hardware's "once per turn" abilities during that combat.

RUNS ON SERVER

FILES-TCG · PROGRAM

VISUAL ARTIFACT

G

> run /srv/g/program

5 RAM



proc>
The first attack made against an Avatar you control at this Server suffers -1 Core.

RUNS ON SERVER

FILES-TCG · PROGRAM

GHOST PROCESS

G

> run /srv/g/program

6 RAM



proc>
Your Executions played targeting this Server may also affect Avatars, Programs, and Hardware at one adjacent Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

FALSE POSITIVE

G

> run /srv/g/program

7 RAM



proc>
When an enemy Execution targets an Avatar you control at this Server, you may redirect it to another legal Avatar at another Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

FRAGMENTATION

G

> run /srv/g/program

6 RAM



proc>
Executions your opponents play targeting this Server cost +2 RAM.

RUNS ON SERVER

FILES-TCG · PROGRAM

LATENCY SPIKE

G

> run /srv/g/program

5 RAM



proc>
The attacking player cannot play Executions during the first step of any combat at this Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

HOTFIX

P

> run /srv/p/program

7 RAM



proc>
The first Program on this Server that would be destroyed each turn is instead disabled until your next turn.

RUNS ON SERVER

FILES-TCG · PROGRAM

ERROR CORRECTION

P

> run /srv/p/program

5 RAM



proc>
At the beginning of your turn, remove one negative counter or status from each Avatar you control at this Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

GARBAGE COLLECTION

P

> run /srv/p/program

6 RAM

proc>
Once per turn, sacrifice one Program installed on this Server to recover its printed RAM value.

RUNS ON SERVER

FILES-TCG · PROGRAM

VERSION CONTROL

P

> run /srv/p/program

5 RAM

proc>
When a Program on this Server would be destroyed, or when this Server is captured, return one Program from this Server to your hand instead of discarding it.

RUNS ON SERVER

FILES-TCG · PROGRAM

ROLLBACK ROUTINE

P

> run /srv/p/program

4 RAM

proc>
Once per turn, undo the most recent temporary stat reduction applied to an Avatar you control at this Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

COMPATIBILITY LAYER

P

> run /srv/p/program

6 RAM

proc>
This Server may hold one additional Program beyond the normal limit, and Patch Programs installed here cost 2 less RAM.

RUNS ON SERVER

FILES-TCG · PROGRAM

HW RAM EXPANSION

5 RAM

EXPANSION MODULE

PWR ACT

spec>
Avatar gains +2 Core capacity.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW ADDITIONAL CORE

5 RAM

EXPANSION MODULE

PWR ACT

spec>
Avatar gains +1 Core.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW OVERCLOCKED CPU

6 RAM

EXPANSION MODULE

PWR ACT

spec>
Avatar gains +2 Cores during combat, but one installed Program at the current server becomes disabled afterward for 2 turns.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW SOLID-STATE CACHE

6 RAM

EXPANSION MODULE

PWR ACT

spec>
The first Program installed on the occupied Server each turn costs 3 less RAM.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW **REDUNDANT POWER SUPPLY** 8 RAM

EXPANSION MODULE PWR ACT



spec>
The first time this Avatar would be destroyed, do not destroy the Hardware.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **NETWORK INTERFACE UPGRADE** 4 RAM

EXPANSION MODULE PWR ACT



spec>
This Hardware can be played without taking an upgrade port on the Avatar.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **DEDICATED GPU** 6 RAM

EXPANSION MODULE PWR ACT



spec>
Executions performed by this Avatar receive +1 effectiveness or combat strength.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **ECC MEMORY** 5 RAM

EXPANSION MODULE PWR ACT



spec>
Opponents cannot place Bug counters or Bug status effects on this Avatar.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **COOLING SYSTEM** 6 RAM

EXPANSION MODULE PWR ACT



spec>
Allow one Hardware to activate twice per turn.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **RAID ARRAY** 5 RAM

EXPANSION MODULE PWR ACT



spec>
When this Avatar is destroyed, all hardware can be kept by paying half the RAM cost.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **PACKET ACCELERATOR** 4 RAM

EXPANSION MODULE PWR ACT



spec>
This Avatar gains +1 Core hen attacking.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **FIREWALL APPLIANCE** 6 RAM

EXPANSION MODULE PWR ACT



spec>
The first hostile Program or Execution targeting this Avatar each turn costs the opponent +3 RAM.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW

HARDWARE SANDBOX

7 RAM

EXPANSION MODULE

PWR ACT

spec>
Choose one Program installed on the occupied Server. It cannot be targeted by opponents.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW

DIAGNOSTIC MODULE

4 RAM

EXPANSION MODULE

PWR ACT

spec>
Look at one face down card in your draw pile. You may place it at the bottom and draw another to start your turn.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW

HOT-SWAP BAY

6 RAM

EXPANSION MODULE

PWR ACT

spec>
Once per turn, return one Hardware to your hand and install another Hardware from your hand, paying the difference in cost.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

HW

QUANTUM COPROCESSOR

9 RAM

EXPANSION MODULE

PWR ACT

spec>
Once per turn when this Avatar uses an Execution, you may copy that Execution's effect with a different legal target, then disable this Hardware.

INSTALLS ON AVATAR

FILES-TCG · HARDWARE

ONLINE

SERVER

FILES-TCG · SD01

HIGH EFFICIENCY RAM SERVER

SYS > Add additional 4 RAM to resource total

ONLINE

SERVER

FILES-TCG · SD01

MULTICORE SERVER

SYS > Add 2 Cores to any Avatars

ONLINE

SERVER

FILES-TCG · SD01

CLUSTER SERVER

SYS > Up to 2 Avatars can defend this Server

ONLINE

SERVER

FILES-TCG · SD01

POWER SERVER

SYS > Add additional 4 RAM to resource total

ONLINE

SERVER

BACKUP SERVER

SYS > Duplicate Avatar based at this Server

FILES-TCG · S001

ONLINE

SERVER

SERVER FARM

SYS > Add 4 RAM to resource total and 2 Cores to any Avatar

FILES-TCG · S001

ONLINE

SERVER

UPGRADED HARDWARE

SYS > Hardware upgrades cost 2 less RAM to install

FILES-TCG · S001

ONLINE

SERVER

NETWORK THROTTLE

SYS > Firewalls cost 1 less RAM to install

FILES-TCG · S001

ONLINE

SERVER

CLOUD COMPUTE

SYS > Add 4 Cores to any Avatars

FILES-TCG · S001

ONLINE

SERVER

DUPLICATE SERVER

SYS > Copy one adjacent Server ability

FILES-TCG · S001

ONLINE

SERVER

PINGABLE SERVER

SYS > Up to 2 Avatars can defend this Server

FILES-TCG · S001

ONLINE

SERVER

PROTECTED SERVER

SYS > Add 2 RAM if defending this Server

FILES-TCG · S001

ONLINE

SERVER



FILES-TCG · SU01

CALLABLE SERVER

SYS > When drawing a card, you may choose to place it on the bottom of the deck and draw another

EXECUTE: DISCONNECT — 4 RAM

root@files:~$ sudo execute --now

[stdout]
Move one Avatar you control at the target Server to an adjacent Server, removing it from any combat there.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: SABOTAGE — 7 RAM

root@files:~$ sudo execute --now

[stdout]
Destroy or disable one Hardware on an enemy Avatar in combat at the target Server.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: KILL PROCESS — 5 RAM

root@files:~$ sudo execute --now

[stdout]
Disable one Program installed on the target Server until its controller's next turn.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: FORCE REBOOT — 5 RAM

root@files:~$ sudo execute --now

[stdout]
Remove all temporary bonuses and penalties from one Avatar you control at the target Server, or one Avatar attacking it. That Avatar cannot play another Execution this turn.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: FORK — 7 RAM

root@files:~$ sudo execute --now

[stdout]
Copy the localized effect of one Program installed on the target Server until end of turn.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: PING SWEEP — 4 RAM

root@files:~$ sudo execute --now

[stdout]
You may draw 2 cards from the top of your deck.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: TRACE ROUTE — 5 RAM

root@files:~$ sudo execute --now

[stdout]
Move one Avatar you control from an adjacent Server to the target Server. If the target Server is enemy-controlled, your Avatar attacks it with +1 Core for the resulting combat.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: OVERRIDE

5 RAM

root@files:~$ sudo execute --now



[stdout]
Choose one enemy Program installed on the target Server. Ignore its text until the end of turn.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: MEMORY DUMP

4 RAM

root@files:~$ sudo execute --now



[stdout]
Draw 2 cards, then discard 1. If you control the target Server, draw 1 extra card instead of discarding.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: ROLLBACK

4 RAM

root@files:~$ sudo execute --now



[stdout]
Return one Program or Hardware installed at the target Server this turn to its owner's hand.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: ROOT ACCESS

4 RAM

root@files:~$ sudo execute --now



[stdout]
Until end of turn, your Programs and Executions at the target Server may target protected Programs and Hardware as though they were unprotected.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PACKET FLOOD

5 RAM

root@files:~$ sudo execute --now



[stdout]
Avatars based at the target Server cannot move or retreat until the start of their controller's next turn.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: EMERGENCY SHUTDOWN

6 RAM

root@files:~$ sudo execute --now



[stdout]
End any combat at the target Server immediately. All Avatars there remain and become Disabled until end of turn.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PROCESS CLONE

7 RAM

root@files:~$ sudo execute --now



[stdout]
Choose one Program installed on the target Server you control. Treat it as though a second copy were installed there until end of turn.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: DEFRAGMENT

4 RAM

root@files:~$ sudo execute --now



[stdout]
Re-enable one Disabled Program on the target Server, or one Disabled Hardware on an Avatar there.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: REMOTE ACCESS

6 RAM

root@files:~$ sudo execute --now



[stdout]
Activate one Program installed on a Server adjacent to the target Server as though it were installed on the target Server, until end of turn.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PURGE

4 RAM

root@files:~$ sudo execute --now



[stdout]
Remove all Virus/Infection counters and hostile persistent effects from every Avatar you control at the target Server.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: HARD RESET

6 RAM

root@files:~$ sudo execute --now



[stdout]
Uninstall any number of Programs from the target Server you control. For each card returned to your hand this way, recover 1 RAM.

TARGET: SERVER

FILES-TCG · EXECUTION

TURN SEQUENCE

SYS

turn@files: run --phases 1..7

1. Draw Card
2. Place Avatars
3. Play Cards from Hand
4. Attack
5. Resolve Attack, Movement & Server Placement
6. Play Additional Cards from Hand
7. Pass Turn

↺ REPEAT EACH TURN

FILES-TCG · TURN ORDER