CYTRESS

SEAN LEE

CYTRESS is a gritty, action-packed engine-building game set in a dystopian future.

You are the leader of a band of cyberpunk rebels, surviving in the sprawling undercity of CYTRESS. Above you floats the seemingly inaccessible citadel of STRATOS, home of the ruling elites. You hatch a plan to send your crews up its waste tubes into Stratos to take control in a full-scale rebellion.

To win the game, control giant waste tube sites across Cytress to give your crews access to Stratos.

First spread your rebel crews across Cytress to find crucial resources, spy on rivals, and gather intel for the four powerful factions that rule the undercity.

Then expand your cybernetically enhanced lifepaths to gather the resources needed to fuel your rebellion. Use these resources to pay off sympathetic Stratolites in the citadel above and gain valuable information about the location of the next waste tube drop. These tubes are your ticket to the top, giving your crews access to the 3 levels of Stratos. There they will lie in wait to take power, syphoning resources down to your growing rebellion.

But beware—other rebel gangs vie for control of Stratos and the crucial waste tube access routes.

When the last tube drops, the city will erupt in open rebellion. A struggle for the greatest amount of PRESTIGE sourced from control of Stratos, the waste tubes on Cytress, and bounties between the factions will determine the final victor.

5 double-sided Rebel boards

4 Faction District boards

1 Cytress District board

5 Resource Tracker boards

1 Solo AI Tracker board and 16 AI Action cards

72 Faction Intel cards (18 per Faction)

8 Enforcer Bounty cards

12 Stratolite cards

5 Rebel Leader standees

1 First Player marker

15 Transport standees (3 per player colour)

60 Crew tokens (12 per player colour)

20 Resource Tracker tokens
(5 per resource type)
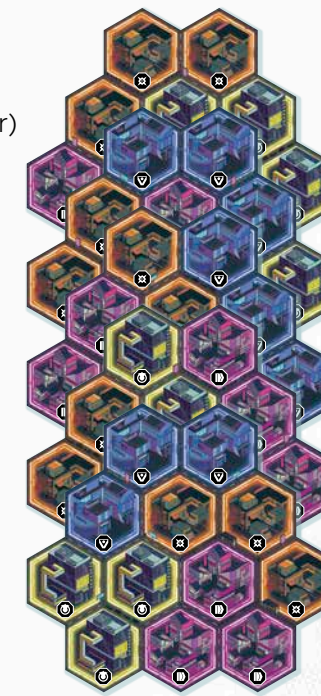

50 Tube sections

1. SLOT THE VERTICAL PARTS TOGETHER.

2. FIT THE 3 STRATOS LEVELS ONTO THE TOWER, STARTING WITH THE LARGEST LEVEL AND ENDING WITH THE SMALLEST.

3. THE FLOATING CITY IS COMPLETE!

5 Map Tiles

1 In the middle of the table, place 1 randomly selected **mini-map tile** per player in the pattern shown. This is known as the **mini-map**.

1-3 PLAYERS

4 PLAYERS

5 PLAYERS

2 Place the 4 **faction intel boards** around the mini-map, with either the 1-3 player side or 4+ player side face-up, depending on the number of people playing.

3 Divide the **faction district cards** into their 4 decks, based on the back of the card. Shuffle each deck and place it face-down on its matching faction district board (e.g., yellow deck on yellow board etc), revealing the top 3 cards and placing them face-up in the adjacent slots.

4 Construct the **Stratos floating city** model (see previous page) and place it above the mini-map.

5 Place the **Cytress district board** below Stratos, sliding it into the front leg. Randomly select which side to place face-up.

6 Sort the **enforcer bounty cards** based on the number of players, returning any not matching the player count to the box.

Stack the cards face-up on their matching spaces below the Cytress district board, 4+ player cards at the bottom if playing with 4 or more players.
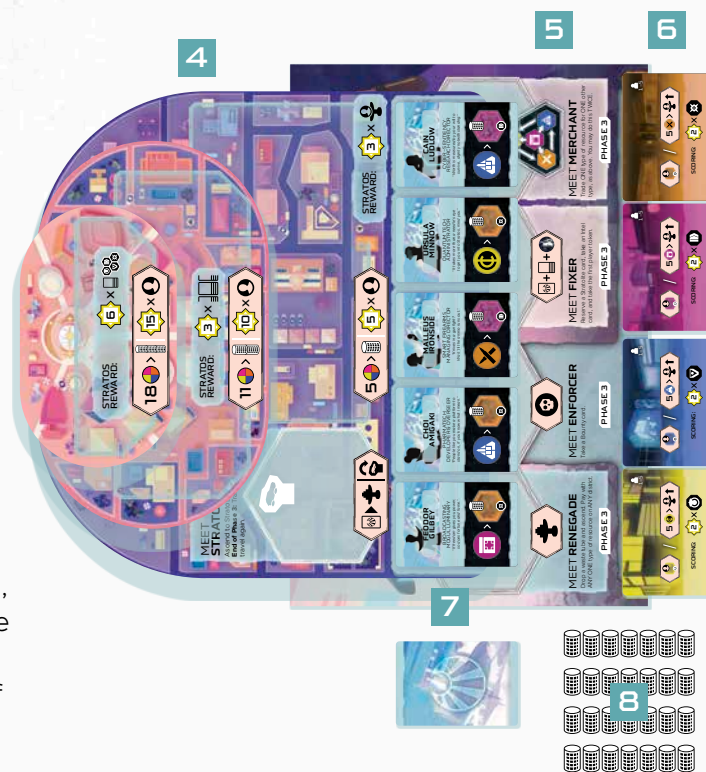
7 Shuffle the **Stratolite cards** and place them in a face-down deck to the left of the Cytress district board. Then draw and place 5 of them faceup onto Stratos.

8 Place 7 **tube sections** per player near Stratos. Place the remaining tube sections out of reach: these may be used at the end of the game.
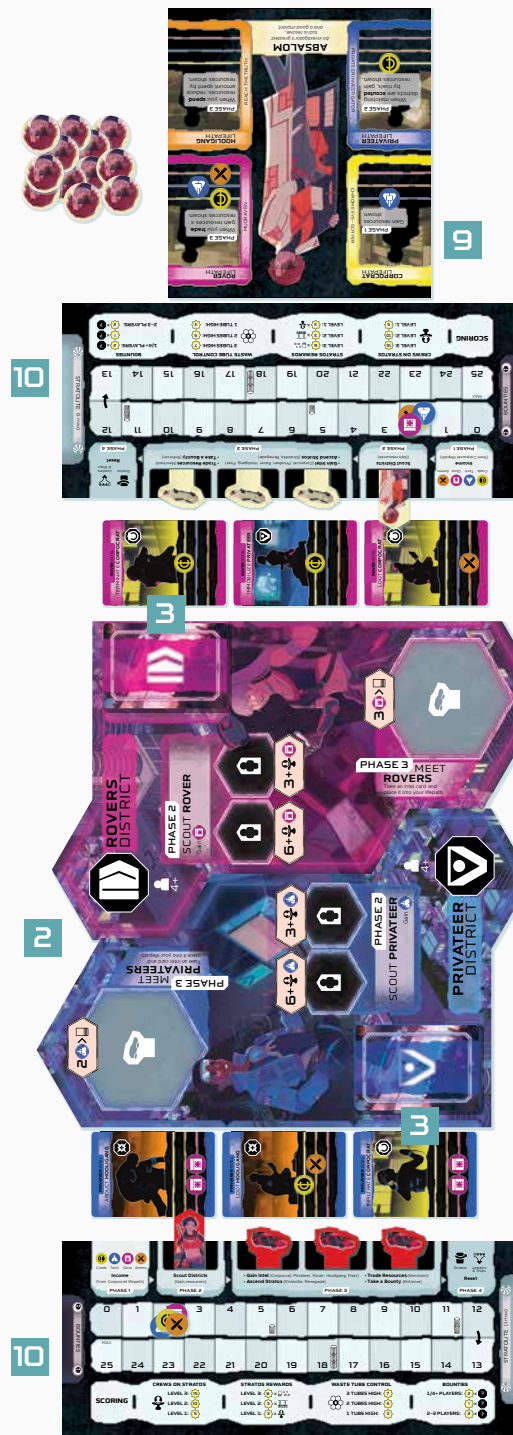
9 Randomly deal each player a **rebel board**. They may choose which side to use and place face-up.

Give each player the **rebel leader standee**, 3 **transport standees**, and 12 **crew tokens** that match their rebel board.
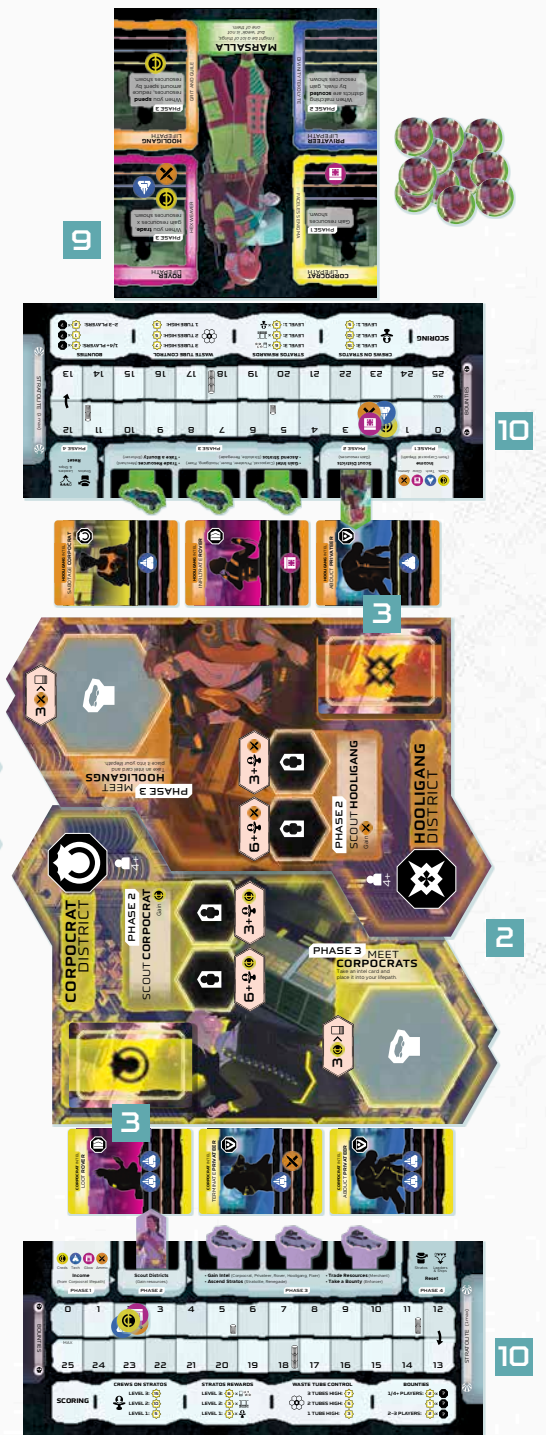
10 Give each player a **resource tracker board** and **resource tracker token** for each of the 4 resource types. Place all 4 of your resource tokens on the value 2 space, and your leader and transport standees in their matching spaces on the tracker board.

11 The player who most recently watched a cyberpunk film is the first player. Give them the **first player marker**. You are now ready to begin!

CORE CONCEPTS

HOW TO WIN

To win a game of CYTRESS, you must gain the most PRESTIGE when the final rebellion erupts at the end of the game.

Ascending your crews up to the higher levels of Stratos, and gaining majority control of one or more of its 3 levels, gains you significant prestige as you take control.

Gaining majority control of the waste tube hexes on the Cytress mini map also earns you substantial prestige, as they afford ongoing access to Stratos during the rebellion.

You can gain extra prestige from the factions of Cytress by gaining bounty cards that match the intel cards you build into your lifepath during the game.

PHASES

Cytress is played over approximately 5 rounds, each with 4 phases.

1. INCOME (simultaneous): Earn resources indicated on your CORPOCRAT LIFEPATHS.

2. SCOUT DISTRICTS (in turn order): Scout districts with your REBEL LEADERS to gain resources from that district.

3. TRAVEL (in turn order): One by one, send your 3 TRANSPORTS to perform missions that earn you FACTION INTEL CARDS, and place one of your crews in an empty matching faction hex on the Cytress mini-map. Or meet other shady characters of Cytress.

**4. RESET** (simultaneous): Update the STRATOLITES, and gather your rebel leader and 3 transports.

LIFEPATHS & FACTIONS OVERVIEW

Your double-sided rebel board shows 4 specific resource gathering abilities, your LIFEPATHS, used to gain resources from the 4 key factions you meet as you send your rebel leader and transports across Cytress in Phases 2 and 3.

Each faction controls a different aspect of day-to-day life in the Cytress undercity. They each offer 1 type of **resource** to your rebel leaders as they spread their rebellious influence by **scouting** in Phase 2.

In Phase 3 your crews **travel** to gather intel for missions against a rival faction of a particular faction you meet, spending resources to buy FACTION INTEL CARDS that you add on to one of your rebel leader's 4 unique lifepaths. These improve your ability to gain resources in 4 different ways, giving you the tools to foment a successful rebellion.
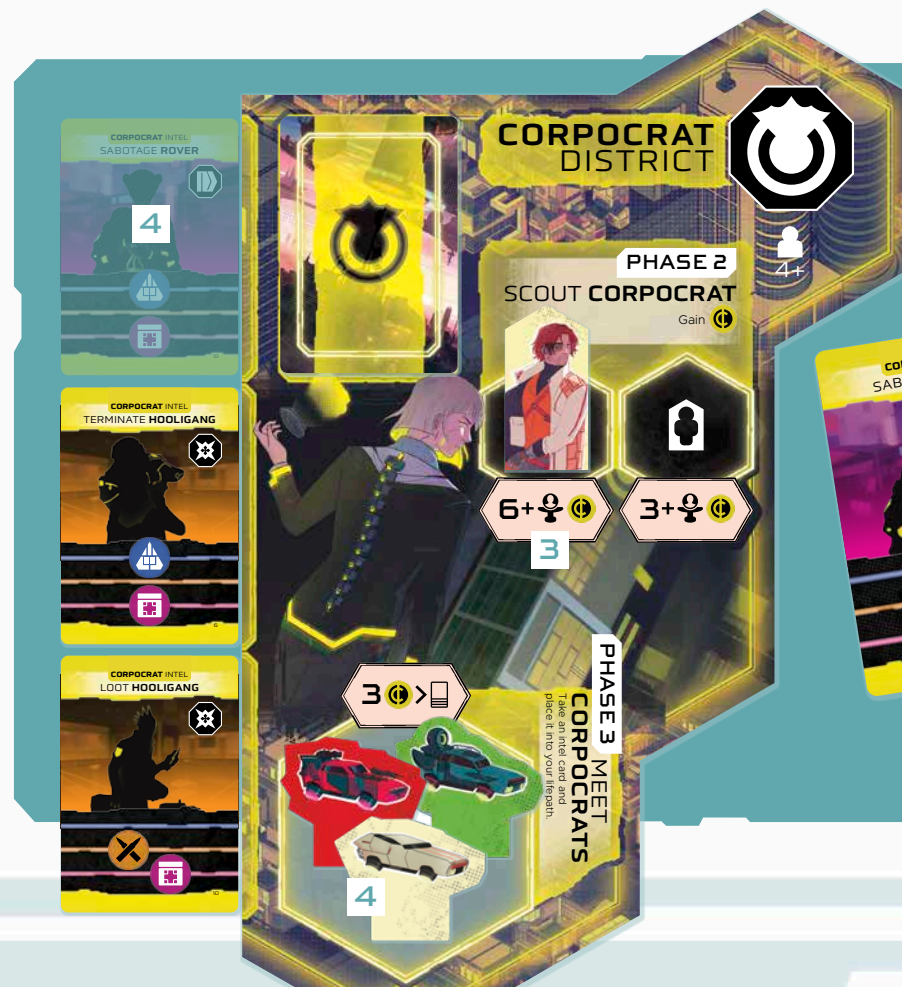
CORPOCRATS dominate production and procurement of supplies, increasing the resources you earn in Phase 1: Gain Resources.

ROVERS increase the trade ratios of certain resources for you when you choose to meet the merchant in Phase 3: Travel.

PRIVATEERS can be reputable advocates, earning you resources if other players scout in those districts in Phase 2: Scout Districts.

HOOLIGANGS are masters of graft and corruption and reduce the resource cost of your actions in Phase 3: Travel.

1 All rebels begin with 2 resource icons spread out across their lifepaths. Absalom begins with 1 TECH in his Corpocrat lifepath, and 1 CREDIT in his Privateer lifepath.

2 To gauge your ability in a lifepath, simply count the number of resource icons along that line. Absalom has 1 TECH and 1 GLOW from the intel card on his Corpocrat lifepath, in addition to his 1 starting Corpocrat TECH, bringing his total income in phase 1 up to 2 TECH and 1 GLOW.

3 In phase 2, Absalom's rebel leader scouts the Corpocrat district and gains 6 CREDS.

4 In phase 3, Absalom moves 1 of his transports to meet the corpocrats. He pays 3 CREDS to gain a corpocrat intel which he adds to his corpocrat lifepath.

5 Each rebel has 1 CREDIT, TECH and AMMO resource icon in the Rover lifepath so they all start with a 1:1 ratio when trading. Absalom now has 2 CREDS, 1 TECH and 1 AMMO which means he trades for credits at a better rate than other resources (see page 17).

6 Each faction intel card also has a symbol indicating the faction the intel is **targeting**. Absalom has 2 intel against the Privateer, 1 intel against the Corpocrat, 1 against the Rover and 2 against the Hooligang. This may affect their scoring from Bounties or Stratos level 3 majority scoring.

CORPOCRAT FACTION DISTRICT BOARD AND INTEL CARDS
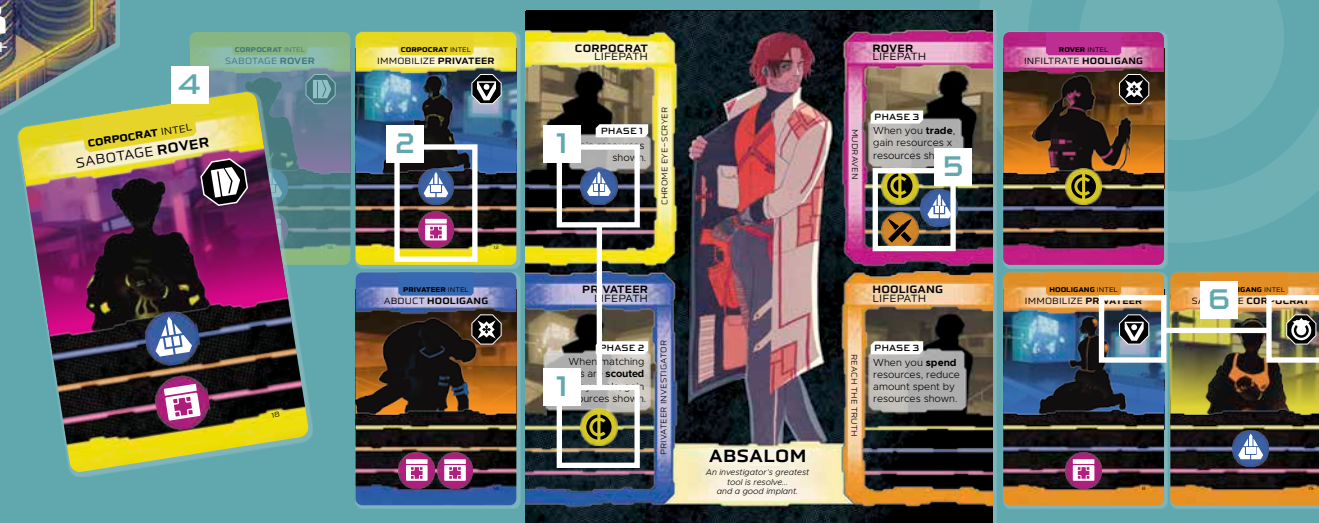
ABSOLOM REBEL BOARD WITH LIFEPATHS

RESOURCES

There are 4 different types of resources gained through the 4 factions on Cytress:

CREDS **TECH** **AMMO** **GLOW**

Track your stocks of these resources on your RESOURCE TRACKER BOARD. You start the game with 2 of each resource, and gain more throughout the game, to a maximum of 25.

You gain resources by:

1. Earning income from your Corpocrat lifepath in Phase 1.

2. Scouting the 4 factions of Cytress with your rebel leader (and from your Privateer lifepath as others do the same during Phase 2).

3. Spying on rival crews as you place your crews adjacent to them in Phase 3.

4. Trading resources through the Trader in Phase 3.
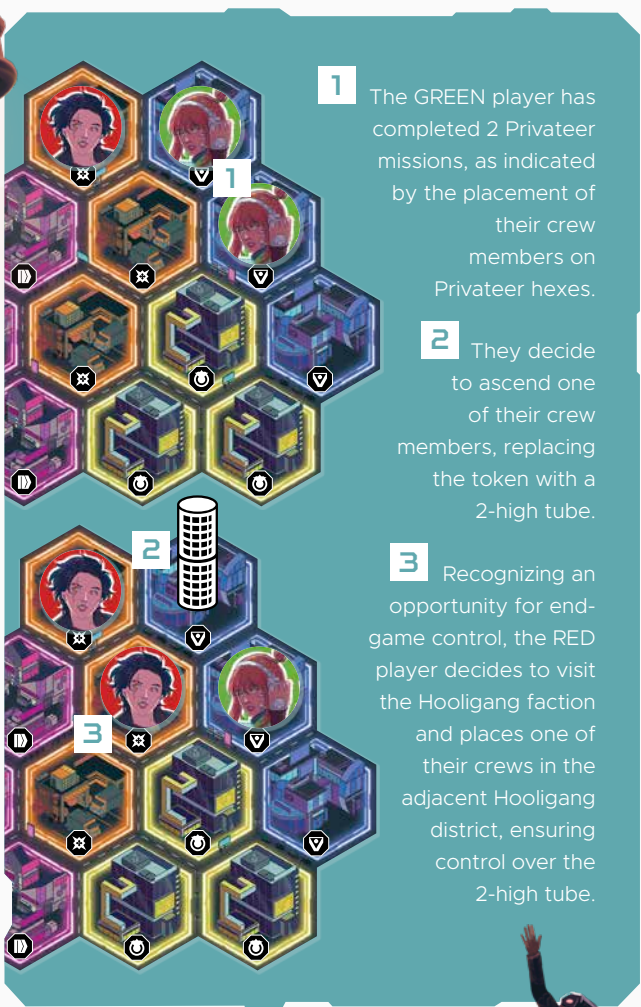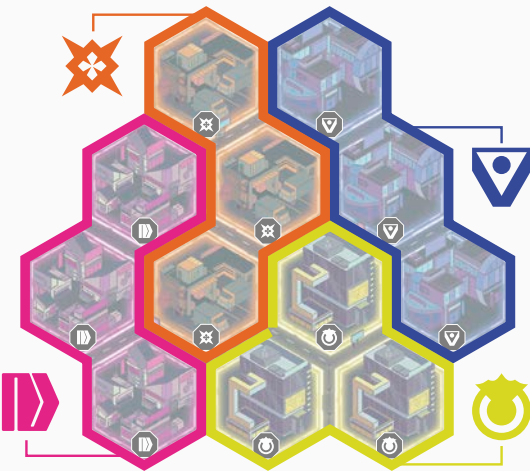
You spend resources to:

1. Take faction intel cards that expand your lifepaths.

2. Bribe Stratolites to drop waste tubes down to Cytress hexes through which you can ascend your crews to Stratos.

3. Move your crews further up Stratos when you gain bounties.

4. Trade for other resources.

CYTRESS MINIMAP

The 4 factions control various hexes across the Cytress mini-map. And you need to muscle in on these territories to both get your crews up to Stratos, and control key areas of Cytress as the end game rebellion breaks out.

During phase 3 you will spread your crews across Cytress by buying Faction intel cards to add onto your lifepaths, and then placing one of your crews in mini-map hexes that match the faction you bought intel cards from.

Later you will ascend your crews from some of those hexes, up waste tubes onto one of the 3 levels of Stratos. The crews that remain below will compete to outnumber rival crews around the waste tubes on Cytress once the rebellion is underway and end game scoring happens.

1 The GREEN player has completed 2 Privateer missions, as indicated by the placement of their crew members on Privateer hexes.

2 They decide to ascend one of their crew members, replacing the token with a 2-high tube.

3 Recognizing an opportunity for end-game control, the RED player decides to visit the Hooligang faction and places one of their crews in the adjacent Hooligang district, ensuring control over the 2-high tube.
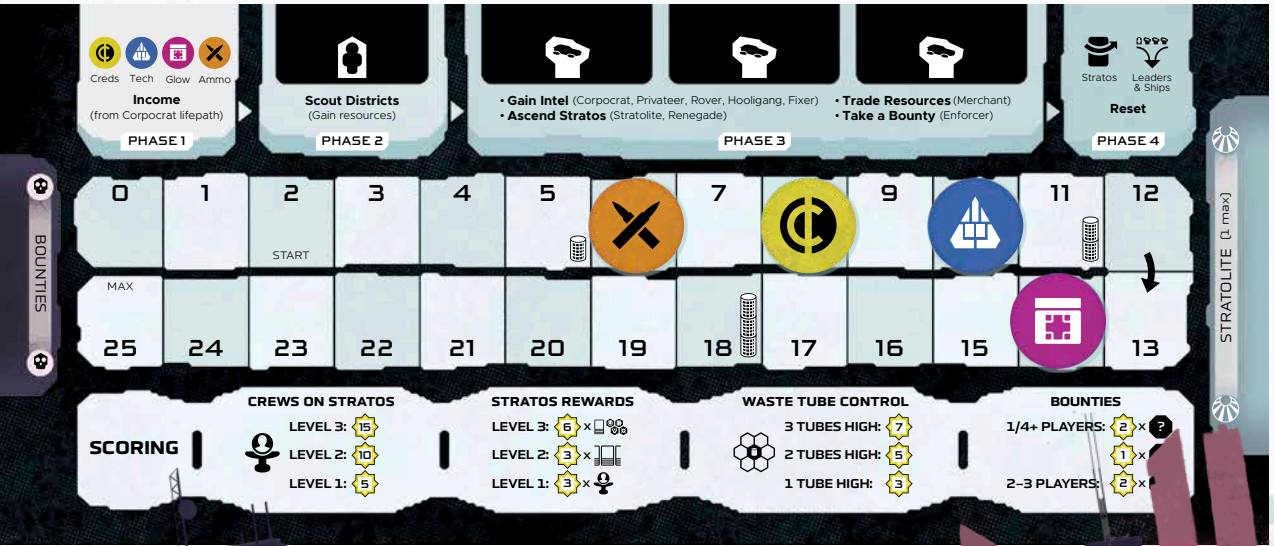
STRATOS

Your ultimate goal is to score PRESTIGE during the rebellion at the end of the game by ascending your crews up waste tubes to the 3 levels of Stratos.

Ascending crews up waste tubes requires players to have crews on Cytress, then taking the Meet Stratolites or Renegade action in the Travel phase to ascend them to Stratos.

During end-game scoring, each of Stratos' 3 levels earns players PRESTIGE for the crews they have placed on those levels in 2 different ways *(see page 22 for details):*

1. Crews on Stratos earn increasingly higher PRESTIGE based on the level they are on,

2. Rebels whose crews have majority or equal majority control of each of the 3 levels score extra PRESTIGE in 3 different ways.

Income (from Corpocrat lifepath) — **PHASE 1**
Scout Districts (Gain resources) — **PHASE 2**
• **Gain Intel** (Corpocrat, Privateer, Rover, Hooligang, Fixer)
• **Ascend Stratos** (Stratolite, Renegade)
• **Trade Resources** (Merchant)
• **Take a Bounty** (Enforcer) — **PHASE 3**
Reset — **PHASE 4**

BOUNTIES

0	1	2	3	4	5	6	7	8	9	11	12
START											
25	24	23	22	21	20	19	18	17	16	15	13

MAX

STRATOLITE (1 max)

SCORING

CREWS ON STRATOS	STRATOS REWARDS	WASTE TUBE CONTROL	BOUNTIES
LEVEL 3: 15	LEVEL 3: 6 ×	3 TUBES HIGH: 7	1/4+ PLAYERS: 2 × 2
LEVEL 2: 10	LEVEL 2: 4 ×	2 TUBES HIGH: 5	1
LEVEL 1: 5	LEVEL 1: 3 ×	1 TUBE HIGH: 3	2-3 PLAYERS: 2 ×

HOW TO PLAY

PHASE 1: INCOME

> *Rebels must fund their expansion, first out across Cytress, and later up into Stratos. The first way to gain resources is by earning income.*

Simultaneously, all players gain ALL resources shown in their **CORPOCRAT** LIFEPATHS (their top left / yellow lifepath) as income. Count the number of resources you earn of each type, and increase your resource tracker for that type by that amount.

This round, the BLUE player earns 1 AMMO and 3 TECH in the Income phase. They slide their AMMO and TECH resource track markers up 1 and 3 spaces respectively.

PHASE 2: SCOUT DISTRICTS

> *Rebel leaders also scout across the 4 factions of Cytress to gather resources through favours. Can you earn more passive income as they do?*

In clockwise turn order, starting from the first player, send your REBEL LEADER to scout one of the 4 FACTION DISTRICTS to gain resources from that faction.

Each faction district has 2 possible scouting spots. When you visit a faction, place your rebel leader on either of the empty scouting spots, then gain the number of resources shown on the space you select, **+1 matching resource per crew you currently have placed on Stratos.**

You may not visit a scouting spot containing another rebel leader.

Whenever you gain resources by scouting, each *other* player then also gains resources of that type equal to the number of that resource icon in their own Privateer lifepaths.

You do not gain additional resources from Privateer lifepaths when you scout.

2-3 PLAYERS

In a 2-3 player game, each player moves their rebel leader TWICE.

Once all players have scouted once, continue again from the first player, moving your rebel leader to a different empty scouting spot (ie, one in a different faction district) and gaining those resources. All other players still gain resources (if any) from their Privateer lifepath for each scouting action performed in this way.

In a 2 player game, only the scouting spot that provides 3 resources is accessible in each District, as noted by the player count on the spaces.

The YELLOW player scouts the Rovers faction to gain 6 GLOW.

As a result of another player scouting the Rovers faction, the GREEN player immediately gains 2 GLOW, 1 for each of the 2 GLOW icons in their Privateer lifepath. They do not earn any AMMO from their Privateer path, as only Rovers were scouted for GLOW.

The GREEN player would gain 2 GLOW again if another player decided to scout the Rovers as well this round.

In this case however, the GREEN player decides to scout the Rovers themselves, placing their rebel leader on the second Rover scouting spot to gain 3 GLOW.

They also gain a bonus 2 GLOW, one for each of the 2 rebel crews they have on Stratos already. However, they do not trigger their own Privateer lifepath, as it can only be triggered by rival rebel leaders' scout actions.

PHASE 3A: TRAVEL

Players are now ready to send their 3 transports out across Cytress and Stratos to further their goals.

Starting with the first player and continuing clockwise, move one of your transports from your resource tracker board to one of the 9 LANDING PADS across Cytress and Stratos to take the corresponding action. Players can:

a. Meet one of the 4 FACTIONS to buy intel against their rival factions, and then place a crew to gain control of a mini-map hex matching that faction intel colour.

b. Meet STRATOLITES or the RENEGADE to arrange waste tube drops where you have crews ready to ascend.

c. Travel to the undercity of Cytress to meet the FIXER, the ENFORCERS or the MERCHANT.

Beyond your limit of 3 transports, **there is no limit to how many of you or your rivals' transports can visit a particular landing pad**, but you must be able to complete the action in full at the landing pad you select.

Players take turns moving one of their transports until they have each moved all 3 of their transports from their resource tracker board, at which point the Travel phase ends.

Hooligang lifepath discounts

Throughout the Travel phase, your Hooligang lifepaths may reduce the cost of Meeting Factions and Meeting a Stratolite or the Renegade.

You receive a discount matching the number of specific icons shown in your Hooligang lifepath when paying any cost with that resource. You must always be able to pay the reduced cost (the action cost minus Hooligang support) to take the action.

The GREEN player moves one of their transports to Meet the Corpocrats. It normally costs 3 CRED to take intel here, but their Hooligang lifepath gives them a discount of 2 CRED so they only need to pay 1 CRED.

MEET A FACTION

Meeting with the 4 factions of Cytress is critical to building your lifepaths to gain more resources, and gaining control of key areas of Cytress as the game progresses.

To meet a faction, complete these steps:

1 **Move TRANSPORT:** Move one of your transports to the landing pad of one of the 4 faction boards and pay the faction INTEL COST shown at the top of the landing pad.

2 **Take INTEL:** Choose an intel card from the faction board you visited and move it onto the end of the matching lifepath on your rebel board. Refill the empty intel slot with a new card from the matching faction deck if possible.

3 **Place CREW:** Using your fresh intel, send a crew to undertake a mission on Cytress and gain control of a hex. Place one of your unused crew tokens on an empty hex on the mini-map matching the colour of the faction intel card you gathered *(e.g., completing a Privateer Intel allows you to place a crew on any unoccupied blue hex).*

4 **SPY on a rival:** When you place a crew token adjacent to one or more rival crew tokens, you may choose 1 of those rivals to spy on.

Gain 1 resource of a type matching the colour of each adjacent hex on the mini-map occupied by that rival's crews.

TIP: Choose where you place your crews carefully, to either occupy a spot you might ascend a waste tube from later, or to try to gain control of an adjacent waste tube for end game scoring.

1 In this example the RED player sends a transport to meet with the Privateers.

2 They pay 2 TECH to gain a Privateer intel card as their reward, placing it at the end of their Privateer lifepath, and refill the card slot they took from with a new card.

4 When they do so they may either spy on the neighbouring GREEN player, gaining 2 TECH, or 2 GLOW and 1 CRED by spying on the 3 neighbouring YELLOW crews.

3 Then they place 1 of their crew tokens onto a matching blue Privateer hex on the Cytress minimap.

When meeting a faction, the colour and type of the intel card you gain, its cost, and the hex you then occupy on the Cytress mini-map should all match.

MEET A STRATOLITE OR THE RENEGADE

As the game proceeds, rebels need to ascend their crews from the Cytress mini-map up to Stratos. They do this by climbing the waste tubes dropped on Cytress from above, up to one of the 3 levels of Stratos. But first you need to meet with corruptible Stratolites to arrange the location of waste tube drops onto a hex on Cytress where you have placed a crew. Once ascended to Stratos your crews lie in wait, ready to score prestige at the end of the game.

Players may send a transport to either:
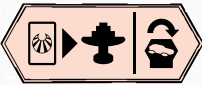
1. Meet a STRATOLITE, or
2. Meet the RENEGADE.

Both options arrange a waste tube drop onto a hex somewhere on Cytress, so your crew there can ascend to one of the 3 levels of Stratos. However, each option works in slightly different ways.

Meet a Stratolite

Move your transport to the STRATOLITES landing pad on level 1 of Stratos. Then choose one of the 5 STRATOLITE CARDS from Stratos, or a Stratolite card in your reserve *(see Meet the Fixer, page 16)*. Each shows both a resource type, and a hex type.

Each Stratolite can arrange waste tube drops to a certain hex type only, and you will have to pay for it with the specific resource type shown, equal to the amount required for the level of Stratos you want it dropped from *(see page 15)*.

The advantage of meeting a Stratolite is that each transport that you have on Stratos during the Extra Travel phase will **gain an extra travel action in phase 3B**.

Meet the Renegade

Move your transport to the RENEGADE landing pad on the Cytress district board.

The advantage of meeting the Renegade is that you will be able to pay for a waste tube drop using **any 1 type** of resource, and then drop it on **any hex** where you have a crew *(see page 15)*.

Placing waste tubes and ascending crew to Stratos

When you meet with a Stratolite or the Renegade, you pay 5, 11 or 18 resources to drop a waste tube 1, 2 or 3 sections high onto Cytress to ascend your crew to one of the three levels of Stratos.
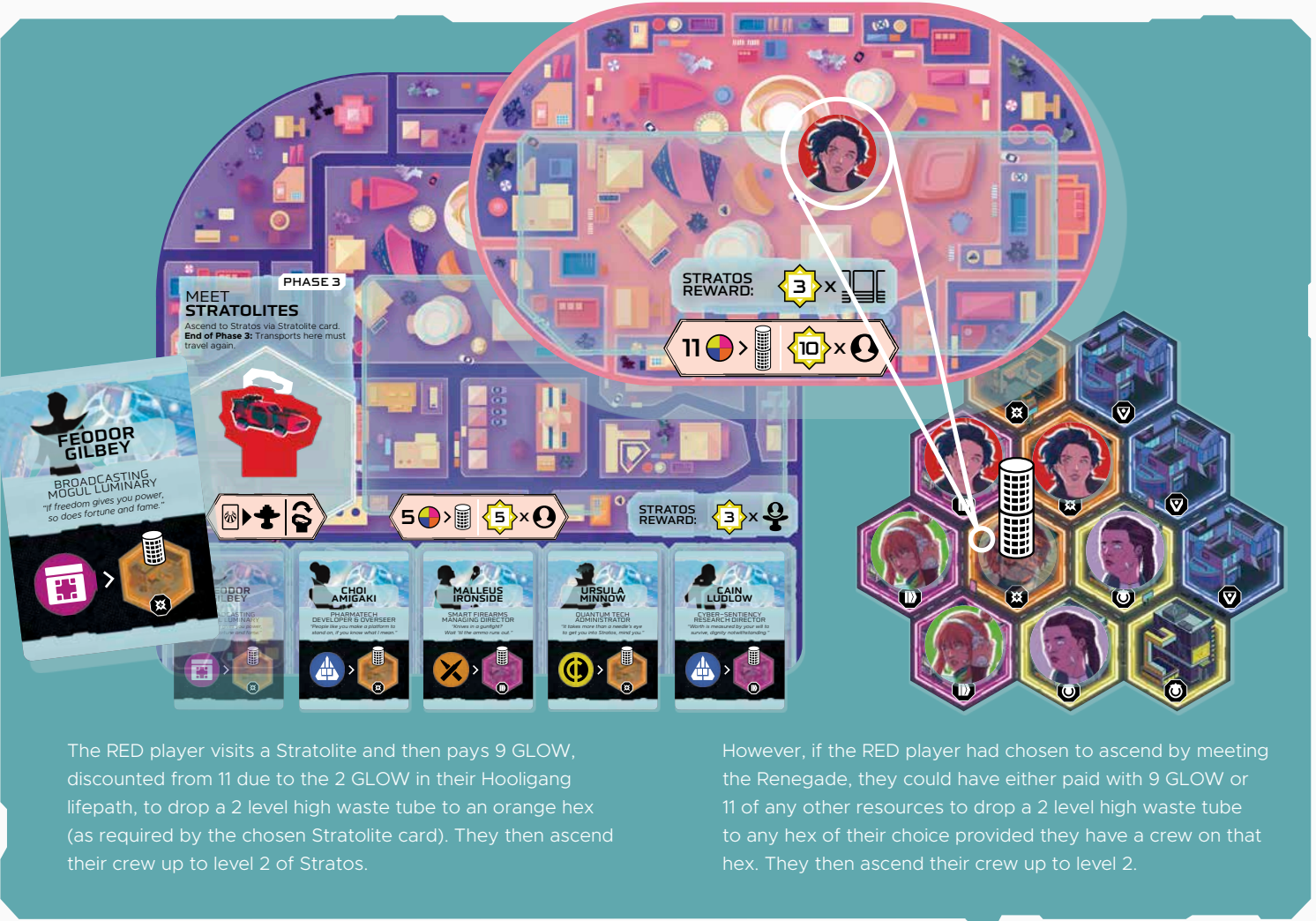
The higher your crew ascends, the more expensive the waste tube is, but the more PRESTIGE you earn at the end of the game.

To drop a waste tube and ascend your crew:

1. Pay the number of resources required for the waste tube height (see table below).

   Pay with the specified resource or any 1 type of resource, depending whether you met a Stratolite or the Renegade, either way modified by your Hooligang discount.

The RED player visits a Stratolite and then pays 9 GLOW, discounted from 11 due to the 2 GLOW in their Hooligang lifepath, to drop a 2 level high waste tube to an orange hex (as required by the chosen Stratolite card). They then ascend their crew up to level 2 of Stratos.

However, if the RED player had chosen to ascend by meeting the Renegade, they could have either paid with 9 GLOW or 11 of any other resources to drop a 2 level high waste tube to any hex of their choice provided they have a crew on that hex. They then ascend their crew up to level 2.

2. Place a stack of waste tubes onto a hex:
   a. Where you have a crew,
   b. That matches either the hex on your chosen Stratolite card, or any hex of your choice if you met with the Renegade, and,
   c. Equal to the height you paid for.

3. Ascend the crew from that hex onto the level of Stratos matching that waste tube's height *(e.g., level 2 tubes allow crew to ascend specifically and only to Stratos' second level)*.

4. If you used a Stratolite card, discard it and slide the remaining cards right, then refill the leftmost slot. If the Stratolite deck is empty, reshuffle the discard pile and make a new deck before refilling.

WASTE TUBES, RESOURCES & PRESTIGE

Waste tube height	Crew ascends to level	Resource cost	Stratos PRESTIGE value	Control PRESTIGE value
3	3	18	15	7
2	2	11	10	5
1	1	5	5	3

TIP: Ideally, place tubes where you are likely to maintain or gain control of that tube by the end of the game *(see Waste Tube Control scoring page 23)*. Also carefully consider which level of Stratos you want to ascend to, as control of each level rewards players in different ways *(see Stratos Rewards scoring page 22)*.

Triggering game end

If the allocated tubes run out, place the remaining tubes from the box onto the table. Build remaining tube sections from them as needed until the end of the round. This signals the **final round of the game**. Players continue to play this round as normal, then the game ends and the REBELLION (final scoring) starts.

MEET THE ENFORCERS

Meet the Enforcers to complete bounties against the various factions, earning prestige that increases as you gather more intel against factions at the end of game.

Move a transport to the ENFORCERS landing pad on the Cytress district board. Take one of the available bounty cards, and resolve 1 of its 2 possible immediate benefits:

a. You may **send 1 of your crews** to a Cytress mini-map hex shown on the bounty, where you may **spy on an adjacent rival** as usual.

b. Or you may pay 5 resources, as shown on your bounty, to **move 1 of your crews on Stratos** 1 level higher.

You do not need to take these benefits in order to collect bounties.

Each bounty also provides prestige during GAME END SCORING as follows:

1-5 player count: 2 prestige per matching faction icon on the intel cards.

4+ player count: 2 prestige per matching faction icon on the intel cards OR 1 prestige per matching faction icon on the intel cards.
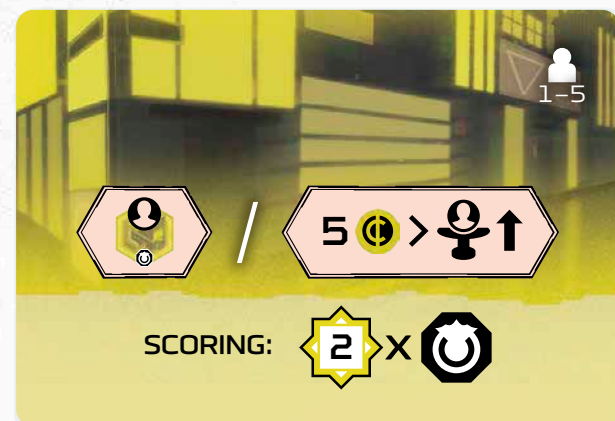
MEET THE FIXER

Meet the Fixer to take intel cards to play them for free later, reserve a Stratolite card, and take control of the first player marker.

Move your transport to the FIXER landing pad on the Cytress district board.

1. Take any **1 available intel card** from any faction board for free, and place it in its associated lifepath next to your rebel board.

   Do not place a crew on the Cytress mini-map when gathering intel in this way.

2. **Reserve 1 Stratolite card** from Stratos and place it to the right of your resource tracker board for you to complete at a later time. You may only have 1 Stratolite reserved at a time. If you take another, you must return your current Stratolite back to the discard pile.

3. **Take the first player marker.** Play continues in the same order but you are now the first player, effective from the beginning of the next phase.

MEET THE MERCHANT

Meet the Merchant to trade resources shown in the market. The trade market directions change from game to game, depending which side of the Cytress Board is randomly selected during setup.

Move your transport to the MERCHANT landing pad on the Cytress district board. You may then make **up to 2 separate trades**.

All trade in AMMO, CREDS or TECH must follow the direction of the trade arrows on the trade market display. So in the trading example described below, you may only trade AMMO for CREDS, not CREDS for AMMO.

GLOW may be traded for AMMO, CREDS, or TECH. You may never gain GLOW through trade.

You start with a minimum 1:1 trade ratio between any 2 resources following the direction of the trade arrows. However, your trade ratio can be improved by expanding your Rover lifepath.

When you trade, swap any number of one resource for resources indicated by its trade arrow, multiplied by your trade ratio for the resource you gain. Your trade ratio is indicated by the number of such resources in your Rover lifepath.

On each of your 2 trades, you can trade as many of one single resource as you like for its connected resource. You can trade GLOW away twice for 2 different resources if you choose to do so. *For example, you might trade away 2 GLOW for CREDS in your first trade, and 5 GLOW for TECH in your second.*

TRADING EXAMPLE 1

The RED player has 1 TECH, 2 CREDS, 3 AMMO and 12 GLOW.

1 For their first trade action, they trade away 4 GLOW to gain 4 CREDS because they still have a 1:1 trade ratio for CREDS.

2 Then for their second trade action, they trade 4 GLOW to gain 8 AMMO due to their 1:2 trade ratio for AMMO.

SCORING: 2 x
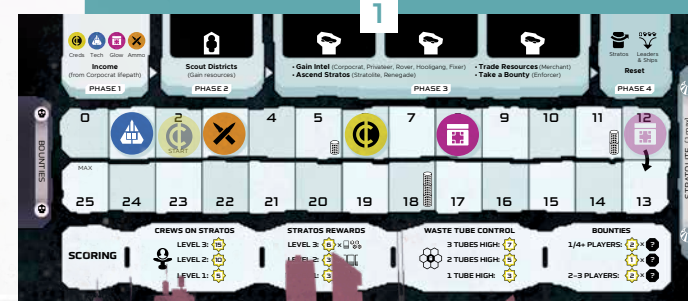
TRADING EXAMPLE 2

The GREEN player has reserved a Stratolite card that requires CRED to build a waste tube. They have 1 CRED resource, and a discount of 1 CRED from their Hooligang lifepath. They want to ascend to level 3, but need 16 more CRED to do so.

They **Meet the Merchant** to trade twice.

First, they trade 6 TECH for 12 AMMO, following the trade market arrow direction in a 1:2 ratio (as indicated by the 2 AMMO icons in their Rover lifepath).

Then, they trade 8 of their newly acquired AMMO for 16 CRED, following the trade market arrow 1:2 ratio, increasing their total CREDS from 1 to 17.

This will be enough to acquire a level 3 tube as they also have 1 CRED discount from their Hooligang lifepath!

FIRST TRADE

6 🔷 > 12 ✖

SECOND TRADE

8 ✖ > 16 Ⓒ

RULES TO REMEMBER

You can gain additional resources by placing your crew next to rival crews and spying on them.

Trade twice, and use the GLOW to trade for any resource.

Your Hooligang discount applies when buying matching faction intel cards, or paying for waste tube drops with matching resources through Stratolites or the Renegade.

The Fixer gives a player a free intel card, but without crew placement.

Players can still acquire cards after running out of crew tokens.

Players may only place waste tubes on a hex containing their own crew.

Discard then add 1 new Stratolite on Stratos during the reset phase.

GAME CREDITS

Game Design: Sean Lee.

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Testers: Chris Antony, Dylan Ford, Matt Gleeson, Stefan Nekvapil, Tony Camilleri, Kirsten Lunde, Michael Joss, Sebastian Welsh, Kenny Sabir, David Knight, Adam May, Cole Feeser, Michael Gaydos, Jeff Daran.

PHASE 3B: EXTRA TRAVEL

All transports must leave Stratos each night as non-Stratolites aren't welcome on Stratos for extended periods. After every player has moved their 3 transports from their resource tracker board, players with transports on Stratos take an extra travel action with each of them in turn order.

In player order, starting with the current first player, each player who has one or more transports on Stratos (because they took the Meet a Stratolite action this round), must take an additional travel action per transport they have on Stratos, one at a time, in turn order.

The only limit here is that **these transports must leave Stratos**. They can use any other travel action except MEET A STRATOLITE.

PHASE 4: RESET

Even rebels must rest.

Discard the rightmost Stratolite from Stratos, slide all remaining Stratolites 1 space to the right, and add a new Stratolite from the top of the deck to the leftmost space.

Lastly, all players return their 3 transports and their rebel leaders to their respective spaces on their resource tracker boards.

The player with the first player marker is the first player for the next round, which begins again at Phase 1.

However, if the game end was triggered by exhausting the final waste tube section in the 3a Travel, or 3b Extra Travel phase, proceed to the game end, REBELLION, for final scoring.

A WORD FROM THE CREATOR

In the winter of 2018, I embarked on a journey to create Cytress – a cyberpunk board game that would capture the gritty essence of futuristic dystopian worlds, akin to the captivating cyberpunk setting. Since its inception, Cytress has evolved and adapted, always staying true to its core concept of immersing players in a thrilling cyberpunk universe. Through years of dedication and refinement, I'm proud to present a gaming experience that transports players into the darkest corners of a tech-infused future.

Throughout Cytress's development, our dedicated community of playtesters has been instrumental in shaping the game.

From a small group of friends to a thriving network of players on Tabletop Simulator, their feedback and enthusiasm have fueled Cytress's growth over the past five years. I am grateful for their invaluable input and the collaborative spirit that has brought Cytress to life.

To all who believed in Cytress and backed us on Kickstarter, thank you for your trust and support. We hope Cytress brings you countless hours of entertainment, adventure, and camaraderie around the game board. May your journey through the world of Cytress be thrilling and unforgettable, and may you always find your way back home.

Sean Lee

Red player

1 Moves a transport to meet the Rover faction on the faction district board.

2 Buys a Rover intel card for 3 GLOW. The player places the card in their Rover lifepath.

3 Places a crew on a Rover hex on the minimap.

4 Gains 1 AMMO and 1 CRED from spying on the neighbouring green rival.

Green player

1 Moves a transport to meet the Hooligang faction on the faction district board.

2 Buys a Hooligang intel card for 3 AMMO. The player places the card in their Hooligang lifepath.

3 Places a crew on a Hooligang hex on the minimap.

4 Gains 1 GLOW by spying on a neighbouring red rival.

Purple player

1 Moves a transport to meet the Privateer faction on the faction district board.

2 Buys a Privateer intel card at a reduced cost of 1 TECH due to their Hooligang lifepath's 1 TECH discount. The player places the card in their blue lifepath.

3 Places a crew on a Privateer hex on the minimap.

4 Gains a GLOW while spying on a neighboring green rival.

Yellow player

1 Moves a transport to meet the Corpocrat faction on the faction district board.

2 Buys a Corpocrat intel card at a reduced cost of 2 CRED due to their Hooligang lifepath's 1 CRED discount. The player places the card in their Corpocrat lifepath.

3 Places a crew on a Corpocrat hex on the minimap.

4 Gains a CRED while spying on a neighboring purple rival.

SCORING

Once enough rebel crews have dropped waste tubes through which to ascend from Cytress to Stratos, the rebellion is ready to begin.

At the end of the round where the last of the game's allocated waste tubes were placed onto Cytress, players move to scoring the rebellion. The player with the most PRESTIGE at the end of the game is the winner. If there is a tie, the tied players rule Stratos and Cytress together.

1. CREWS ON STRATOS

Players earn PRESTIGE for each crew token they ascended to Stratos:

Gain **15 PRESTIGE** per crew on **level 3**.

Gain **10 PRESTIGE** per crew on **level 2**.

Gain **5 PRESTIGE** per crew on **level 1**.

2. STRATOS REWARDS

The player with the absolute or tied majority of crew on each of the 3 levels of Stratos earns PRESTIGE as follows:

Level 3: Gain **6 PRESTIGE** per complete set of faction icons (**Corpocrat** ⊙ + **Privateer** ▽ + **Rover** ▷ + **Hooligang** ✕) on the faction intel cards on your 4 lifepaths.

Level 2: Gain **3 PRESTIGE** per intel card in your longest lifepath.

Level 1: Gain **3 PRESTIGE** for each of your crew on Stratos.

3. WASTE TUBES CONTROLLED

Players earn PRESTIGE based on the height of each waste tube they control during the rebellion.

Check who has control over each waste tube placed on the Cytress mini-map. The player with a majority of Crew across all adjacent hexes surrounding a waste tube controls it. If control of a waste tube is tied, no player earns any PRESTIGE for it.

Move each controlled waste tube in front of their controller for ease of scoring.

7 Gain **7 PRESTIGE** per **3 high** tube.

5 Gain **5 PRESTIGE** per **2 high** tube.

3 Gain **3 PRESTIGE** per **1 high** tube.

4. BOUNTIES COLLECTED

2-3 player scoring

2 × **?**

Players only play with Tier 1 bounties. Earn **2 PRESTIGE** per intel card in your lifepaths with faction icons matching factions you have claimed bounties against.

4-5 player scoring

2 × **?**   **1** × **?**

Players play with both Tier 1 and Tier 2 bounties. Earn **1 or 2 PRESTIGE** per intel card in your lifepaths with faction icons matching factions you have claimed bounties against.

SCORING EXAMPLE: Green player

Crews on Stratos = 65 PRESTIGE

Level 3 (15 PRESTIGE per crew): Green has 2 crew = 30 PRESTIGE.

Level 2 (10 PRESTIGE per crew): Green has 3 crew = 30 PRESTIGE.

Level 1 (5 PRESTIGE per crew): Green has 1 crew = 5 PRESTIGE.

Stratos level ruled = 24 PRESTIGE

Level 3: Green has a shared majority so scores scores 12 PRESTIGE; 6 for each of the 2 full sets of different faction icons in their lifepaths (1) & (2).

Level 2: Green has majority so earns 12 PRESTIGE; 3 for each of the 4 cards in their longest lifepath (3).

Level 1: Green does not have a majority of crew tokens on the lowest level of Stratos so scores nothing there.

Bounties collected = 10 PRESTIGE

Green has the Corpocrat bounty so earns 10 PRESTIGE; 2 for each of the 5 Corpocrat icons (⊙) in their lifepaths.
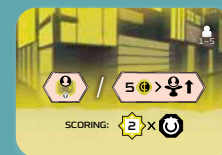
Waste tubes controlled = 12 PRESTIGE

Green has a majority around a **3 high** tube, earning 7 PRESTIGE.

Green has a majority around a **2 high** tube, earning 5 PRESTIGE.

Green does not have a majority around a **1 high** tube as Blue has 2 crew adjacent.

The Green player ends the game with a score of **111 PRESTIGE.**
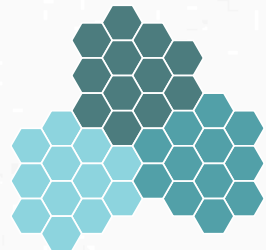
SOLO MODE

Confront a rogue rebel manipulated by a mind-controlling AI, determined to obstruct your journey to Stratos. Can you outsmart this ingenious adversary?

## SETUP

Follow the setup steps on page 4 with modifications to these specific steps:

1 Place 3 randomly selected **minimap tiles** in the middle of the table as follows:

2 Place the 4 **faction district boards** around the minimap. For an easier experience (recommended), use the 4+ player side of the boards. For a more challenging game (experienced), opt for the 2-3 player side of the boards.

3 Place 14 **tube sections** near Stratos. Keep the others in the box.

9 Deal yourself and the AI a **rebel board** each. Choose which side of your rebel board to play with. Then, provide yourself and the AI with the **rebel leader standees** and 12 matching **crew tokens**. Additionally, deal 3 **transports** to yourself; but not to the AI. Return the AI's rebel board to the box.

10 a. Give yourself a **resource tracker board**, and place all 4 of your resource tokens on the space marked with the value 2.

   b. Set up the **AI tracker board**. Then place the 12 **AI action cards** in groups of 3 above their matching **faction space** on the AI action tracker *(see below)*.

   c. Shuffle the remaining 4 AI action cards into an AI action deck and place it face-down next to the AI tracker boar *(see below)*.

11 Return the first player token to the box. The first player token will not be used in solo mode.
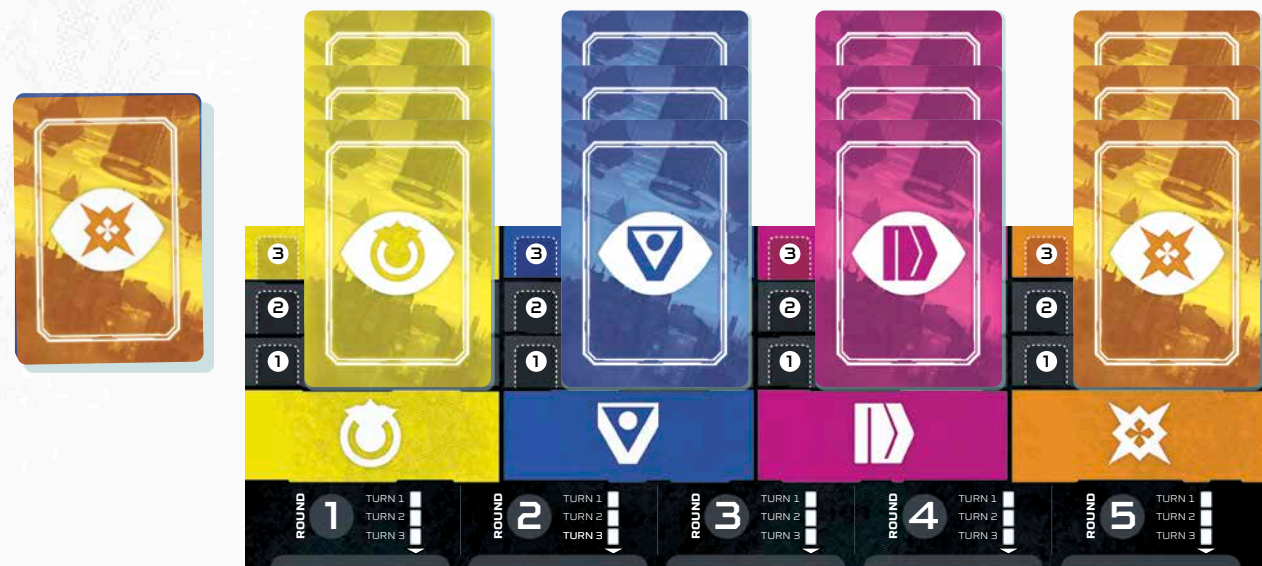
GAMEPLAY

In solo mode, you'll face an AI-controlled rebel leader. The AI's decision-making mirrors that of a regular player during each phase, with specific adjustments outlined below:

1. The AI is **always the first player** in each phase, so taking the Meet the Fixer action does not earn you the first player marker.

2. The AI has 1 leader and 12 crews, but **no transports**.

3. The **AI action deck** consists of 4 AI action cards which guide the AI's actions each turn. In phase 2, the action card drawn from the AI action deck depicts the faction it scouts for the round, hindering your access to that district. In phase 3, 3 action cards are drawn, one in each turn, which determine which AI action is taken from the options on the AI tracker board.

4. The **AI tracker board** serves to track intel taken, waste tubes built, and bounty cards gained by the AI. Intel cards are positioned on the round and turn space to track missions completed, while building a waste tube also requires placing a single tube piece on the turn space to note crew ascending to Stratos. Bounty cards acquired are placed on top of action spaces of the matching faction districts on the AI tracker board.

Phase 1: Income

The AI does not gain any resources (it does not use resources throughout the game). You gain resources as income as usual.

Phase 2: Scout districts

Whichever faction board sides you are using, only 1 (largest value) scout spot may be visited on each faction. The second spot is not available.

Both the AI and you take turns to scout one at a time until you have both scouted **twice** in Phase 2. The AI takes the following step to determine where it **scouts first:**

1. Draw an AI action card from the top of the AI action deck and place the AI rebel leader standee on the matching faction district's scout spot. The AI doesn't gain resources, but this blocks you from scouting that faction on your first scout action.

Then, you may scout an empty faction district.

The AI takes the following steps to determine where it **scouts second:**

1. Draw cards from the top of the AI action deck until you reveal a card where neither the AI or your leader is present, and place the AI rebel leader standee on the new matching faction district's scout spot. The AI doesn't gain resources, but this blocks you from scouting that faction on their second scout action, leaving the AI's first scout spot available.
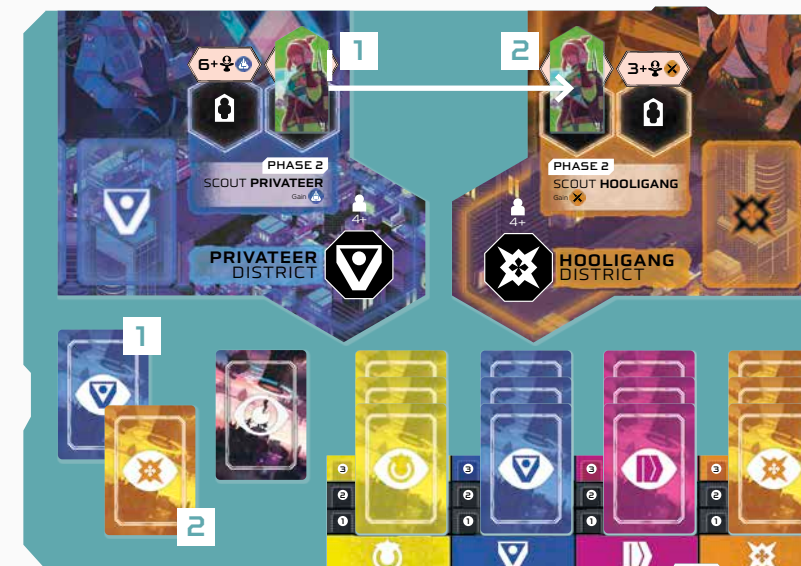
1 During phase 2, the AI draws an AI action card from the top of the AI action deck, revealing the Privateer AI action card as the first card. The AI blocks you from scouting by placing its green leader on the Privateer faction, preventing you from gaining resources there.

2 On the second scout, the AI draws another card from the AI deck, revealing an orange card as the second card. Following this, the AI moves its green leader from the Privateer faction to the Hooligang faction.

2. Place all the revealed AI action cards back into the AI action deck and shuffle it.

Then, you may scout an empty faction district.

If you have a Privateer lifepath in the faction the AI leader visits in any of the steps above, you earn resources equal to the amount shown in the matching Privateer lifepath as usual. The AI doesn't use resources so doesn't collect them in the same way based on your scout moves.

Your leader also collects 1 additional resource per crew you have on Stratos from each faction it scouts from, as usual.

Once you and the AI have both scouted twice, move on to the Travel phase.

Phase 3: Travel

On each of its turns the AI reveals an AI action card to determine which action it takes from one of the 4 action spaces on its AI tracker board. As the game proceeds, this creates a cascading list of action options the AI will try

to take, starting from the bottom of the list of actions revealed, and working up the list of possible actions. Follow this process:

1. Draw an AI action card from the AI action deck.

2. If possible, remove the top most matching AI action card from the upper half section of the AI action board. This reveals an AI action on the AI tracker board from that action space, which the AI will then take. There are two main AI actions the AI can take each turn, and on the third and final reveal, a bonus AI action taken if possible **in addition** to one of the lower AI actions.

   If there are no AI action cards to be removed from the matching faction on the AI tracker board, ignore this step.

3. Return both the AI action card (drawn from the deck), and the AI action card (drawn from the AI tracker board this turn) to the AI action deck, and shuffle it.

You take your turns as normal, alternating with the AI until both you and the AI have taken 3 turns each. Then move on to Phase 3b, as usual.

AI ACTIONS

The first revealed AI action from each of the 4 faction cards groups on the AI tracker board is **take an intel card**.

The next possible AI action is **drop a waste tube**. The AI always attempts to do the topmost revealed action after a card is removed from an action space on the AI tracker board, or does the bottom action if it cannot. So sometimes it will be able to drop a waste tube, but if it cannot it will always take an intel card.

However, on the third and final reveal in any vertical stack of AI action cards, the AI first takes the **complete bounty bonus action** immediately, and then it *also* tries to resolve either the **drop a waste tube action**, or if it cannot, the **take an intel card action**.

1. TAKE AN INTEL CARD

Take an intel card matching the faction drawn from the 3 faction cards on the corresponding faction district. **The card you take must follow these rules in this priority order:**

1. Starting from the topmost intel card, take the first available intel card that helps the AI to work towards the completion of a set of 4 unique faction targets (1 Corpocrat, 1 Privateer, 1 Hooligang and 1 Rover). If tied, then take the topmost intel card.

2. Place the intel card on the first available space below the matching round column on the AI tracker board.

3. Place 1 AI crew on the mini-map following the **AI crew placement checklist**.

4. Refill the intel card slot on the chosen faction district board.

1 During phase 3, the AI draws an AI action card, revealing the blue Privateer.

2 Then, take the topmost faction card from the matching faction district.

3 Starting from the topmost Intel card on the faction board, take the first available Intel card and place it in the first available space below the matching round column on the AI tracker board.

4 Next, place 1 AI crew on the minimap using the AI crew placement checklist.

5 Finally, refill the card slot on the chosen faction district board.
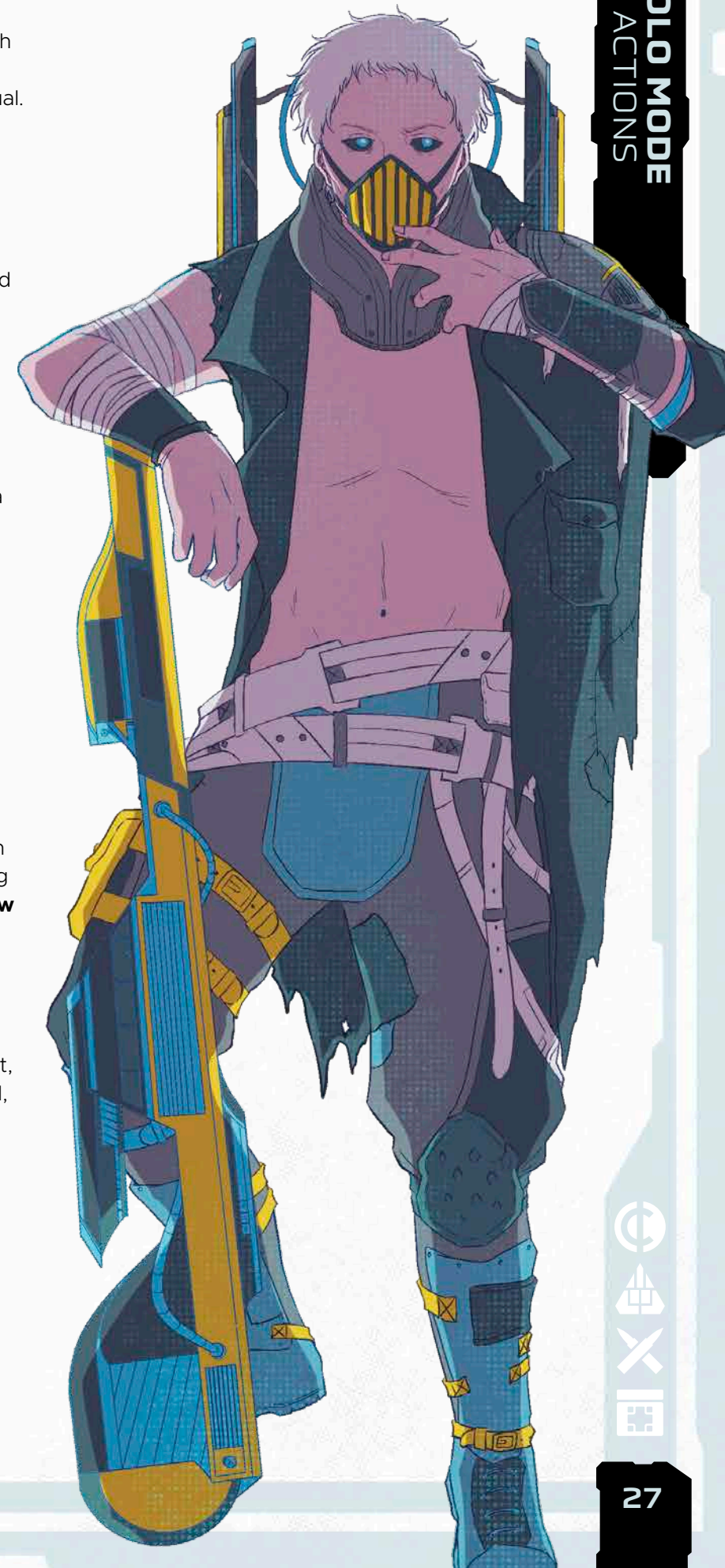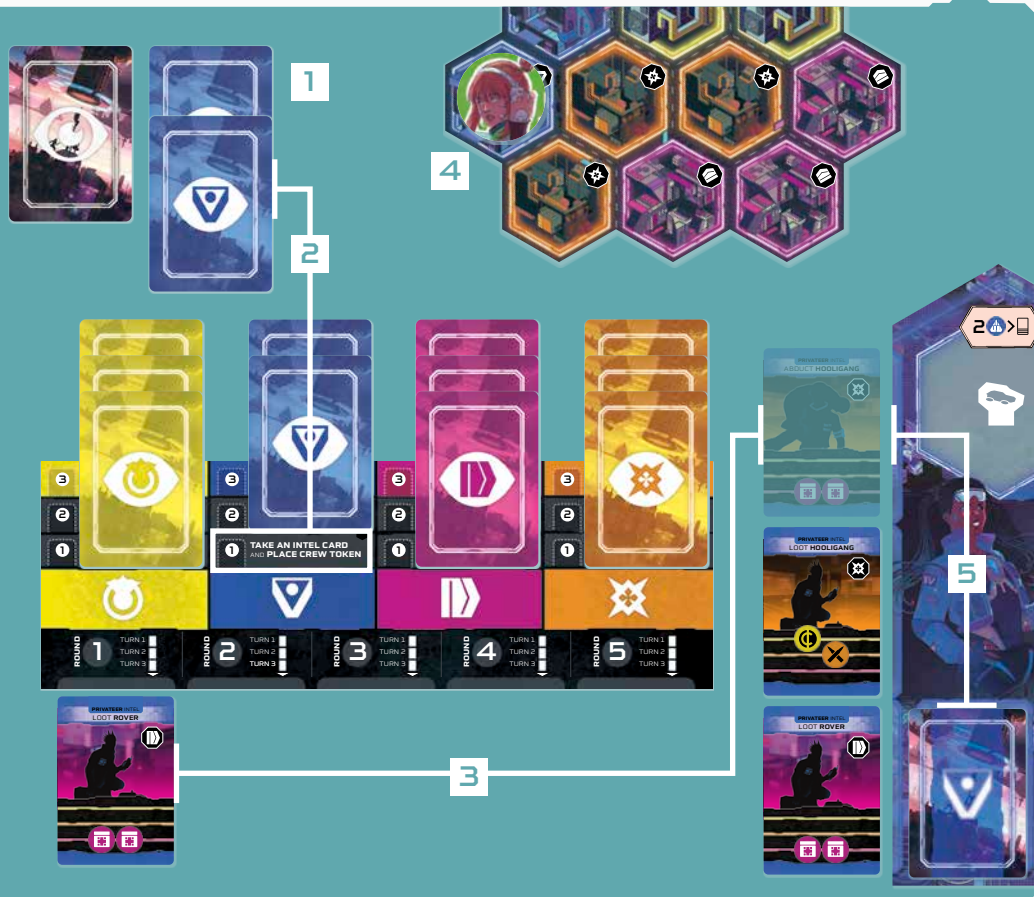
AI crew placement checklist

Place AI crew on the mini-map following these conditions, in this priority order:

If there are tubes on the mini-map, AI crews go rogue and can be placed on ANY hex next to a waste tube which would result in the following, in this priority order:

In its first turn, although the AI could place on the X spot to gain control of the higher tower, it considers rival controls and prioritises the Hooligang district adjacent to two tubes.

By placing a crew there, the rival loses control of both tubes.

Note that due to these rules, the AI disregards the matching district on the minimap and can play in a different district than the one drawn.

In its second turn, the AI would place a crew in the earlier X spot to achieve these goals:

1. Secure control of the tallest tube and;
2. Cause the rival to lose control.

1. The AI gains control of a waste tube. If tied, prioritise the tallest tube. If still tied, you choose.

2. The AI causes a rival to lose control of a waste tube. If tied, prioritise taller tubes. If still tied, you choose.

3. The AI increases its control of a tube it currently has the lowest margin of control over. If tied, prioritise the tallest tube. If still tied, you choose.

Otherwise, crews must be placed on a hex MATCHING the intel or bounty card obtained this turn, and next to, in this priority order:

1. An even number of rival crews and AI crews (if more than one placement option, prioritise placement next to the fewest crews).

2. 1 or more AI crews (if more than one placement option, prioritise placing in a space next to the fewest AI crews).

3. 1 or more rival crews (if more than one placement option, prioritise placing in a space next to the fewest rival crews).

4. If tied in any of the above, or there is no matching hex left, the final decision is at the player's discretion.

If the AI has placed all 12 of its crew, it will move one of its crew from a hex where it is:

a. not vying for control of an adjacent waste tube at all, or

b. currently losing in a bid for control of an adjacent waste tube,

to a new location, following the AI crew placement checklist above. In the rare event that the AI cannot move crew in this way, it passes its turn.

AI crew do not spy when placing crew next to yours.

1 In its final turn, after placing the second crew on the Privateer minimap, the AI draws another Privateer AI action card.

2 It then removes the second Privateer AI action card from the AI tracker board, revealing the **build tube** action.

3 The AI builds a tube, replacing the AI crew on the map.

4 Then, place a tube (from the box) on the AI tracker board, matching the round column.

The tube's height and the Stratos level the AI crew is assigned to are explained in **2. Drop a Waste Tube.**

2. DROP A WASTE TUBE

First, check the AI waste tube placement checklist below to determine if any AI crews meet the criteria required to **drop a waste tube**.

If none of the below checks can be met, proceed to the **take an intel card action**.

If successful in placing a waste tube, record this action on the AI tracker board by placing a single tube piece from the box (not the 14 tubes in supply) at the corresponding turn slot to indicate that the AI has taken a **place a tube action**.

AI waste tube placement checklist

Place a waste tube on ANY hex on the mini-map that contains an AI crew token, following these placement guidelines, in this priority order:

1. Ensure that placing a waste tube and ascending the AI crew to Stratos does not result in giving up control of an existing adjacent waste tube.

2. The AI must at least be neutral in control (even by itself) of the waste tube that is being placed, and if there are multiple suitable locations, prioritise the one with the most adjacent AI crews so it retains control of it. If tied, the final decision is at the player's discretion.

When placing a waste tube, its **height** is determined by these conditions in this priority order:

1. Starting from level 1 and working upwards, place a waste tube high enough to ascend the crew to where it can first establish majority control of a level (e.g., if the AI already has a majority of crew on level 1, and is tied for majority control of level 2, drop a 2 high tube and ascend the AI crew to level 2 to gain a majority there).

2. If the AI already has majority or the solo player has no majority (no sharing of majority with the solo player) on all 3 levels of Stratos, then build a level 3 waste tube and ascend the crew to level 3 of Stratos.

Following the AI tube checklist, ensure that placing the tube doesn't result in giving up control of an existing tube.

In this example, it does not, so the AI maintains control of its own tube (or at least keeps it neutral).

Next, determine the tube's height and the level the crew must go to by starting from the bottom and winning the majority of each level, gradually working up to the top.

In this example, since it can establish a majority there, the waste tube is height 1 and the crew goes to level 1 of Cytress.

STRATOS REWARD: ③ x ⚶
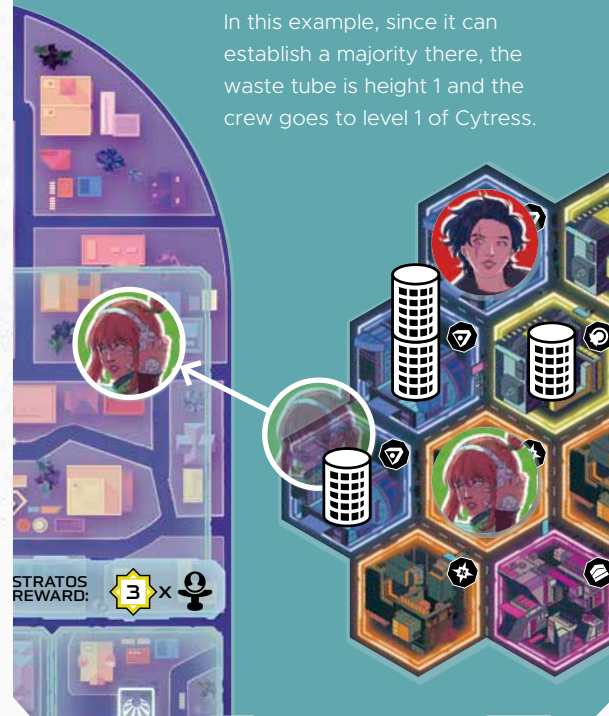
3. COMPLETE BOUNTY

When the 3rd and last AI action card is revealed on a specific action space of the AI tracker board, the bounty card matching the AI action card is automatically completed by the AI if possible. This is a bonus AI action, after which the AI immediately takes a normal AI action.

To complete a bounty, take the topmost matching bounty card from the bounty stack and place it above its empty 'complete bounty' space on the AI tracker board. Each AI faction section can have only ONE bounty card of its matching type, if it already has a bounty of the selected type it skips this step.

Then, **trigger both effects of the bounty card** (i.e., ignore the OR symbol (/) between its 2 abilities) if possible, with changes to the effects as follows:

1. Place an AI crew following the **AI crew placement checklist** above, instead of the hex colour indicated on the bounty card.

2. Starting from level 1 of Stratos, move 1 AI crew up 1 level of Stratos, if doing so doesn't give up majority control of, or cede majority control to the solo player, on the level the crew is moving from.

Then play the turn as normal and proceed to AI player action as you would, i.e., try to **drop a waste tube** first, or if that is not possible, **take an intel card** instead.

3B: EXTRA TRAVEL

The AI does not gain any extra travel actions. You may take any extra travel actions as usual with transports on Stratos.

4: RESET

Return the AI rebel leader standee to its board.

Return your rebel leader and transports to your resources board as usual.

GAME END

A solo game ends at the end of the 5th round.

Score the game as normal, tallying points for crew dispatched to Stratos, waste tubes controlled, and bounties collected. The PRESTIGE awarded for achieving majority on Stratos changes for level 2 of Stratos for the AI as follows:

Level 2: Instead of the longest lifepath, the AI gains 3 PRESTIGE points for each card of the faction it has collected most cards from.

The player with the most points is the winner. If scores are tied, no one wins.

1 The AI begins the first move in the second round by drawing an AI action card from the deck, revealing a Privateer AI action card.

2 This leads to drawing the final card from the blue faction zone. The card reveals the bounty action, allowing the AI to take a Privateer bounty card.

3 The AI immediately performs **both** actions on the bounty card. This is a one-time action.

After completing the bounty actions, resume normal gameplay and proceed to either the AI player action drop tube or the AI action **take intel**.

4 When the AI action is taken, ensure that the intel card or tube is placed in the round marker to indicate the action.

5 Finally, shuffle the two AI action cards back into the AI action deck.

ICON REFERENCE

Faction symbols (boards/minimap/intel cards/bounty cards)

CORPOCRAT FACTION	PRIVATEER FACTION	ROVER FACTION	HOOLIGANG FACTION

Resources

CREDS	TECH	GLOW	AMMO	ANY RESOURCE	EXTRA RESOURCES FROM CREWS ON STRATOS
					6+

Cytress

ASCEND A CREW TO STRATOS	TAKE A BOUNTY CARD	TAKE AN INTEL CARD	STRATOLITE CARD	PER FACTION TARGET ICON	TAKE FIRST PLAYER MARKER

TRANSPORT / LANDING PAD	LEADER / SCOUTING SPOT	SCOUTING SPOT ONLY AVAILABLE WITH 3 PLAYERS	CREW	PLACE CREW ON ANY MINIMAP HEX OF INDICATED FACTION	ASCEND CREW 1 LEVEL

Stratos

1 / 2 / 3 HIGH WASTE TUBES	EXTRA TURN: TRANSPORTS MUST MOVE AGAIN	CREW ON STRATOS	PER CREW	PER CREW ON STRATOS TOWER (ALL LEVELS)

DROP A WASTE TUBE ON A MINIMAP HEX OF INDICATED FACTION	INTEL CARDS IN YOUR LONGEST LIFEPATH	COMPLETE SETS OF FACTION TARGET ICONS ON YOUR INTEL CARDS	PRESTIGE VALUE
			3