

HIDDEN MANDATE

PLAYER MAT / PRINT TWO COPIES

Vaults stay fixed. Guards may move or be replaced. Keep concealed cards in identical opaque sleeves.

GRAIN

VAULT / FACE DOWN

HIDDEN VAULT

Core or Decoy

BREACH

GUARD / FACE DOWN

HIDDEN GUARD

Operative / Trap / Bomb

WAYS

VAULT / FACE DOWN

HIDDEN VAULT

Core or Decoy

BREACH

GUARD / FACE DOWN

HIDDEN GUARD

Operative / Trap / Bomb

POWER

VAULT / FACE DOWN

HIDDEN VAULT

Core or Decoy

BREACH

GUARD / FACE DOWN

HIDDEN GUARD

Operative / Trap / Bomb

YOUR SIDE

CHAMBER / HEAD

HEAD

Face up - stays here

DRAW DECK

DECK

Face down - draw 1 each turn

SHARED ARCHIVE GOES BESIDE THE SYSTEMS

DISCARD

Face up - resolved cards

ROUND / 20

- 1

2

3

4

5

6

7

8

9

10
- 11

12

13

14

15

16

17

18

19

20

