CMYK AGENT PROTOCOL

OBJECTIVE

Eliminate all opposing agents OR fulfill a secret mission before your opponents. Each player controls one agent

with a color identity. Use weapons, tools, and glitch cards to sabotage others while collecting Static

Points (energy)

to activate gear.

SETUP

- Each player selects one Agent Card.

- Shuffle all other cards into a central draw deck.

- Deal 5 cards to each player.

- Each player starts with 0 Static Points (lightning bolt cards).

CARD TYPES

1. Agent Cards - Defines your color. Only you can use gear or Static of that color. Agents have 3 HP.

2. Static Energy Cards - In 8 colors (CMYK + RGBW). Store up to 3 Static Points at once.

3. Weapon/Tool Cards - Use Static to activate. Some deal damage, others apply effects. Some color-locked.

4. Glitch Event Cards - Free to play. Add chaos, swap hands, cancel turns, etc.

5. Mission Cards (optional) - Give alternate win conditions.

TURN STRUCTURE

1. Draw 1 card.

2. Play up to 2 cards:

   - One Static card into storage (max 3 total).

   - One Weapon/Tool card if you have enough Static.

   - One Glitch Event (optional).

3. Discard down to 5 cards.

COMBAT

- Weapons deal 1-2 damage (as specified).

- Each agent has 3 HP.

- At 0 HP, your agent glitches out (eliminated).

- Last standing agent/team wins, or first to complete mission.

WIN CONDITIONS

- Solo: Eliminate all other agents.

- Team: Eliminate both enemy agents.

- Mission Mode: Complete your Mission Card.

SAMPLE CARDS

- Cyan CRT Bomb - 2 Static, 2 damage.

- Magenta Jammer - 1 Static, cancel opponent's next play.

- Glitch Event: Reverse Polarity - Swap hands with opponent.

DECK LIST

- 8 Agent Cards

- 32 Static Energy Cards (4 per color)

- 24 Weapon/Tool Cards

- 8 Glitch Event Cards

- 4 Mission Cards (optional)

Total: ~76 Cards