

# THE GRID

The year is 1999 and you have just woken up. Reality as you know it is a lie - you were just part of THE GRID, a simulated world created by GRIDBOTS who, for some reason, have decided that human bodies make excellent batteries.

Now you're awake, it's time to take control. Manipulate THE GRID, work with other HAXXOR REVOLUTIONARIES, take down the G-MEN, and free humanity by finding THE CHOSEN.

## HOW TO PLAY

You are a HAXXOR REVOLUTIONARY, who will stop at nothing to take down THE GRID.

Whenever you try something risky, roll 2d6. A 7+ is a SUCCESS. If you use SKILLS, roll 3d6 and pick any 2 results.

You were either born IN-GRID, or OFF-GRID

### IN-GRID

If you were born IN-GRID, you can travel between THE GRID and REALITY by using a modified dentist's chair and some uncomfortable plugs.

In reality, you're weak with no special skills, but in THE GRID you're powerful. You can fight G-MEN and perform super-human feats.

Make up any 3 SKILLS for yourself (KUNG-FU, DODGE BULLETS etc) that you know inside THE GRID.

Next, choose a slick name, then pick an IN-GRID look and an OFF-GRID look.

If you were born IN-GRID, you automatically own a pair of pince-nez.

#### IN-GRID LOOK

- SUIT  TRENCHCOAT  LONG-SLEEVED TEE  TANK-TOP  ROBE  FETISH

#### OFF-GRID LOOK

- HOODIE  VEST  SWEATS  DENIM  DRESSING GOWN  WAFFLE TOP



### OFF-GRID

If you were born OFF-GRID, you've never been connected and you lack the slots and dongles that allow you to access THE GRID.

You manage the GRID-hopping modified dentist's chair and help your friends when they're in THE GRID using your HAXXOR skills. You also fly THE SHIP - your home OFF-GRID - and deal with the GRIDBOTS that try to attack and kill you.

Pick 2 HAXXING SKILLS & 2 WORLD SKILLS:

HAXXING SKILLS	WORLD SKILLS
<input type="checkbox"/> SUPPLY DROP <input type="checkbox"/> ESCAPE ROUTE	<input type="checkbox"/> MUSCLE <input type="checkbox"/> WEAPONS
<input type="checkbox"/> DISTRACTION <input type="checkbox"/> VEHICLE	<input type="checkbox"/> IMPROVISATION <input type="checkbox"/> ENGINEERING
<input type="checkbox"/> ENTRY POINT <input type="checkbox"/> TARGET LOCK	<input type="checkbox"/> PILOT ACE <input type="checkbox"/> NAVIGATION

Next, choose an industrial name, then pick an OFF-GRID look:

- HOODIE  VEST  SWEATS  DENIM  DRESSING GOWN  WAFFLE TOP



## STRESS

You begin with 10 STRESS. When things go wrong, you may lose STRESS. If you are reduced to 0 STRESS, you DIE. Remember, if you die in THE GRID, you die in reality.

Whenever you roll a DOUBLE, if you are IN-GRID or OFF-GRID, regain all lost STRESS.

## HAXXING THE GRID

When you are OFF-GRID, you can influence what happens in THE GRID.

When you use your HAXXING SKILLS and roll, choose what you create in THE GRID and where it appears. On a SUCCESS your HAXX works as planned. Otherwise, the GM will tell you what is different.

## LEAVING THE GRID

When you're in THE GRID and want to leave, you need to DIAL UP.

When you DIAL UP, contact an OFF-GRID character and ask them to HAXX THE GRID to create a LANDLINE CONNECTION for you to leave from.

Once the location of the LANDLINE CONNECTION is established, you must find it and answer the call.

## WARPING THE GRID

Whenever you are inside THE GRID and roll a double, even if the result would total less than 7, you succeed in your action and WARP THE GRID. Pick one:

- HYPERSPEED  BEND TIME  TWIST OBJECT  JUGGERNAUT STRENGTH
- MIGHTY LEAP  DESTROY SOMEONE  STOP BULLETS

## CONTACT

You can communicate between IN-GRID and OFF-GRID by using a CELLULAR PHONE - a solid block with buttons that can double as a weapon in a push.

Each character IN-GRID has a CELLULAR PHONE, which can call or be called from THE SHIP.



## RUNNING A GAME - FOR GMS

Whenever a player rolls below 7, make a REACTION. Your REACTION can occur in IN-GRID or OFF-GRID, no matter where the initial roll was made.

Your REACTION should either inflict STRESS or complicate the situation in a way that prolongs a challenge, makes the situation more dangerous or difficult, or creates an unforeseen setback. A REACTION should never simply be a failure to achieve something.

## G MEN

G-MEN are manifestations of THE GRID. They can warp it at will, travelling through people and intercepting CELLULAR PHONE signals. They will stop at nothing to prevent the HAXXOR REVOLUTIONARIES from completing their GOALS.

When a player WARPS THE GRID, roll a d6. On a 1, the G-MEN can change something in THE GRID to make things more dangerous for the REVOLUTIONARIES.



## GOALS

Ask your HAXXOR REVOLUTIONARIES which goal they would like to achieve this session:

- CIVIL DISOBEDIENCE  SOW DISSENT  RECRUIT ALLIES  START RIOTS
- SIEZE THE MEANS OF PRODUCTION  BREAK CHAINS & FACES
- FIND THE CHOSEN  ATTACK & DETHRONE GOD  DELETE THE GRID