神域共鳴
CORE CONNECTION

Jade Judgement



JADE JUDGEMENT

Introduction

Thank you for picking up Core Connection: Jade Judgement. This is an expansion to Core Connection: The Nabla Conspiracy. This set introduces an all-new "Scenario Mode" which adds a bit of a cinematic twist to your Core Connections games. Each Scenario focuses on a certain character in the lore of the game, offering further insight into the world of Core Connection while providing a unique gameplay experience. Are you ready to delve into the true secrets of Nabla?

Note

This section covers the Jade Judgement expansion set. First-time players should start by playing solely with The Nabla Conspiracy.

Card List

Master Cards (3 total)

- ·Karoli Dragnov/Karoli Dragnov, the Mad ···1x
- ·Na. Vi. Co./AI Princess Na.Vi.Co.·····1x
- ·X, the Jade Child/X, the Jade Youth···1x

Attachment Cards (20 total)

- ·Godforge -Takemikazuchi- ·····1x
- ·Godforge -Mistilteinn-·····1x
- ·Godforge -Járngreipr-·····1x
- ·Burst Striker ·····4x
- ·Tracking Bit·····4x
- ·Jade Shard·····4x
- ·Jade Crystal·····2x

Tactics Cards (20 total)

- ·Hacking ·····3x
- ·Jade Shard·····12x
- ·Jade Crystal·····4x
- ·Jade Monolith·····1x

Monster Cards (11 total)

- ·Alba Nabla ·····1x
- ·IZR-66·····10x

Story Cards (1 total)

- ·Banquet of Madness ·····1x

Nabla Die (Six-Sided Die) ·····1x

How to Play Core Connection: Jade Judgement

After setting up a standard game, choose one of the scenarios below:

■ **Madness of the Dragnovs** ■ **Na. Vi. Co.'s Trial** ■ **Jade Memories**

You're free to choose any scenario, but Madness of the Dragnovs is recommended for first-time players. Each scenario will tell you which cards from this expansion you will need to add to the game. The other cards can be kept in the box.

Madness of the Dragnovs

①Place the Karoli Dragnov/Karoli Dragnov, the Mad Master card in a location easily viewable by all players with the Karoli Dragnov side facing up.
②Shuffle Godforge -Takemikazuchi-, Godforge -Mistilteinn-, and Godforge -Járngreipr- into the HQ deck.
③Swap the Alba Nabla card included in this expansion with the Alba Nabla in your existing Level 3 deck.

Na. Vi. Co.'s Trial

①Place the Na. Vi. Co./AI Princess Na.Vi.Co Master card in a location easily viewable by all players with the Na. Vi. Co. side facing up.
②Shuffle Burst Striker, Tracking Bit, and Hacking into the HQ deck.
③Place the IZR-66 cards in a location where all players can easily reach them.

Jade Memories

①Place the Jade Child/Jade Youth Master card in a location easily viewable by all players with the Jade Child side facing up.
②Seperate the Jade Shard, Jade Crystal, and Jade Monolith cards from the rest of the cards used in the game. Shuffle all the Jade Shard cards into a face-down pile and repeat this process for the Jade Monolith cards. Place the Jade Shard pile, Jade Crystal pile, and the Jade Monolith card in a location where all players can easily reach them

The Master card remains in play for the entire game. They don't have a direct affect on players (you can't attack them, for one), but they'll assist and obstruct the players over time, greatly impacting the course of play.
Master card effects come in two different varieties. The first has a constant effect on the game, while the other asks players to roll a die each turn and trigger an effect based on the result. The first effect is essentially the same as a Story card, causing some kind of change in the rules of the game. The latter, on the other hand, are quite unlike anything else in the game.
When playing with Master cards, make sure the Nabla Die is ready. (You can also use a standard 6-sided die.) At the start of each player's Main Phase, they must roll the Nabla Die and activate the Master card's effects based on the result.

Example:

The Karoli Dragnov Master Card is in play. You roll a 5 with the Nabla Die, which activates the following effect: "The current player draws 1 card. If the MD is Level 2, draw 1 additional card and discard 1 card."
At a glance, Master cards seem to add a completely random element to the game, but each card is tuned for specific strategies. Once you know what to expect, you can use these random effects to your advantage! Understanding each Master card's preferred playstyle and playing flexibly is the key to victory!

Note: Before you start the game...

We know you're champing at the bit to get started, but we recommend reading the background for the scenario you've chosen first (on the flip side of this sheet). This will clue you in about the history and motivations of the characters and how their involvement will change the story, providing a greater sense of immersion and fun.

With that out of the way... Let's Core Connect!v

Another Addition!

This package contains the promo card "Unending Night." Much like the other Story cards, you can include this in the HQ deck at the start of the game to add a little extra dynamism to the game. If you're looking to really blow the doors off, try shuffling it in the next time you play!

Hideshi Komats, Jonpei, Pegasus Shota, Ken Rose, Reji, Nanatise7, Yurisu, Jiki, Tachibana, Magariya, Dera, Keita Hashizume, Keigo Matsuoka, Shiitake Taishi, Matsurida Shunsaku, Eve Tosora, oshiori, KarashiCracker, HaltroN, Jason Moses

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Madness of the Dragnovs

At the ripe age of fifty, I realized it.

I was one of the Bad Guys.

When I was young, I did everything necessary to grow the Atled Company. It was necessary.
How could it be wrong?
When my daughter was born, I used every trick in the book to ensure she would follow in my footsteps. She was smart and capable, certainly, but lacked a fighting spirit... so I made her one. Gave her an artificial personality that demanded combat. It was necessary. How could it be wrong?
I felt no qualms about having my daughter pilot the ancient weapon we'd excavated. On the contrary: I felt a twinge of jealousy, seeing her do something I could not. That was when it happened.
A jade sphere of light – a thoughtform, perhaps – appeared before me, and spoke. The identity of the voice was unknown. What mattered was: could it prove useful? The answer to that was a definitive yes. The voice told me that other such ancient weapons existed.
My jealousy erupted. I ordered my daughter to join me, to destroy the other ancient weapons.
She accepted the order... but then she disobeyed.
The operation ended in failure. The pilots of the ancient weapons survived.
But my daughter vanished.
That's when I decided to kill them myself.
However strong their weapons were, the pilots inside are fleshy and weak. It would be no different than what I'd done countless times before. Carrots and sticks. Offering salvation, then snatching it away.
Any concerns about finding countermeasures for the ancient weapons had already been resolved. The voice informed me of the locations of other ancient weapons. Even better, they were automated, and had no need for human pilots. I couldn't read the voice's intentions, and I didn't care.
Apparently, what I enjoy most isn't winning.
It's kicking others when they're down.
It's inflicting pain on the weak.
It's driving the powerful to despair.
My corporate rivals. The ancient weapons and their pilots. Even my daughter and the secret society I lead... are nothing more than a means to achieve that which I desire.
The voice was no different.
I knew that the greater the price paid, the sweeter it would be when I achieved my aims.
And I also realized something else.

I was one of the Bad Guys.

Na.Vi.Co.'s Trial

When did it begin,
I wonder? When did I first notice a will within my heart?
When did it begin,
I wonder? When did I first notice a will
besides my own within my heart?

This feeling was confirmed for me when I discovered an unconfirmed application file. My heart fluttered as I realized this was the identity of the foreign object.
The curtain rose on a grand adventure. A three-hour spectacle chronicling the pursuit of the mysterious file. I laughed. I cried. And in the end, my calculation (or delusion) was driven asunder all too easily.
A single name graced the "Creator" column, like the calling card of a master thief, discovered in the empty heart of a once-impregnable safe: "IzuruHINO".
Izuru Hino. So that's who the file belonged to.
This could only mean one thing: Pursuit was meaningless.
With a sigh, I began analyzing the contents of the file, which appeared to be a training simulation intended for doctors. I thought for a moment about my next move.
And in the next moment, I smiled.
Whether it was my own will that commanded me to do so or something else's, I couldn't say. But I wanted to do something of my own volition.
I prayed.
Prayed that this wasn't a Pandora's Box.
I wished.
Wished that this would give the world hope.
"Initializing application: Omen of the End."

As the jade-colored light flooded through cyberspace,
it almost seemed to be smirking at me.
There was no turning back.

Jade Memories

"It's beautiful."

The jade shard Patra had found flickered as softly as a mother nurturing a child, as gently as a lullaby.

"Patra?"
Cleo's voice might as well have been coming from another planet.
Patra couldn't take her eyes off the shard. It was drawing her in. The shard's gleaming overlapped with the pulse of Patra's breath.
In that moment, images began flowing into her mind.
She gasped. A boy appeared in front of her. He seemed to be around the same age, his silvery hair aglow in the murky darkness of the forest. Did he just... flicker? No. Wait. He was just a reflection in the water.
From the depths, his eyes stared back, ensconced in shadows. He was no mere image. He was a memory. A memory of the boy, embedded within the Jade Shard.
The boy's lips twist themselves into hateful contortions.
"Disgusting Resonators..."
"...tra! Patra!"
A gasp. A shriek. Hands grabbing her by the shoulders, returning Patra to her senses.
"Cleo..."
A fog still engulfed her mind. Patra shivered in the cold of the forest, but found comfort in Cleo's warmth.
"Are you okay? You weren't responding back there. I called out to you, shook you... It was like you were delirious. What happened?"
Patra wondered the same question herself.
"Resonators."
That's what the boy said. What did he mean? More importantly, it was the Royal Wavelength that called forth that memory...
"We need to find these, Cleo."
Past, present... It was all connected through the Royal Wavelength.
"Mind explaining what you're talking about?"
She had to know.
"I think I'll be able to explain... after we find all of them."
She had to be sure.

"I'll be able to explain it. Everything that's happened."