Hopeful Games Print & Play Policy Version 1.3

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How to Print & Play NEON HOPE

There are three variants to assemble the print & play demo of NEON HOPE:

A) **[Folded]:** This method is optimized for at home printing on regular paper (e.g. 80g/m). The idea is that you print one-sided, as on the sheet each component's back and front are laid out next to each other. You then cut out both sides together, and fold them in the middle – to create a double sided component. For cards we recommend sleeving them together with a spare card (e.g. Magic common) from another game in between. For the Tokens we recommend that you glue them together, and later cut them into their appropriate shape with scissors (or using a token puncher).

B) **[Intercalated]:** This method is optimized for printing on thick paper (e.g. 300g/m). The idea is that you print them double-sided. And components are laid out, so the uneven pages are the front side, and the even pages are the back side. After printing you can cut out the cards with a cutting machine or scissors. The tokens don't have any cutting borders in this variant, and are optimized for cutting out with a token puncher.

C) **JPGs with 3mm bleed:** These files are optimized for use with end-consumer printing services (like MeinSpiel.de or MakePlayingCards.com). They also enable other methods of printing that you prefer. For example printing your tokens on stickers.

Additional game components needed:

- 1x Tracker/Dial, as Surveillance Dial (can be substituted by 2x D10).
- 8x small acrylic cubes, as Hacking Cubes (8mm, like those from Pandemic Legacy).
- Optional: 4x Standees (for the character standees).

Contents: The NEON HOPE print & play demo contains all cards and tokens that are necessary to play the first Episode of the NEON HOPE Base Game with four players.

Rulebook for NEON HOPE can be found here: https://neonhopegame.com/rules/

Necessary files can be downloaded here: https://neonhopegame.com/print-play-demo/

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