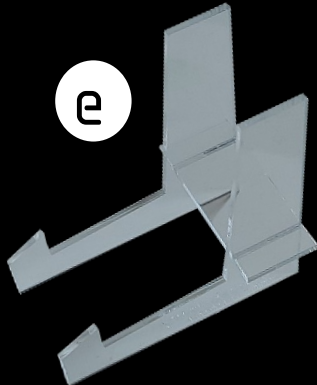
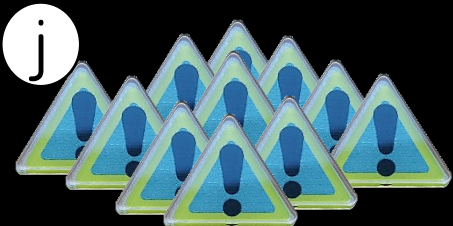
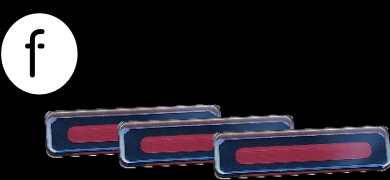
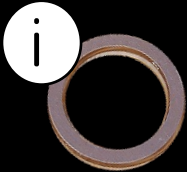
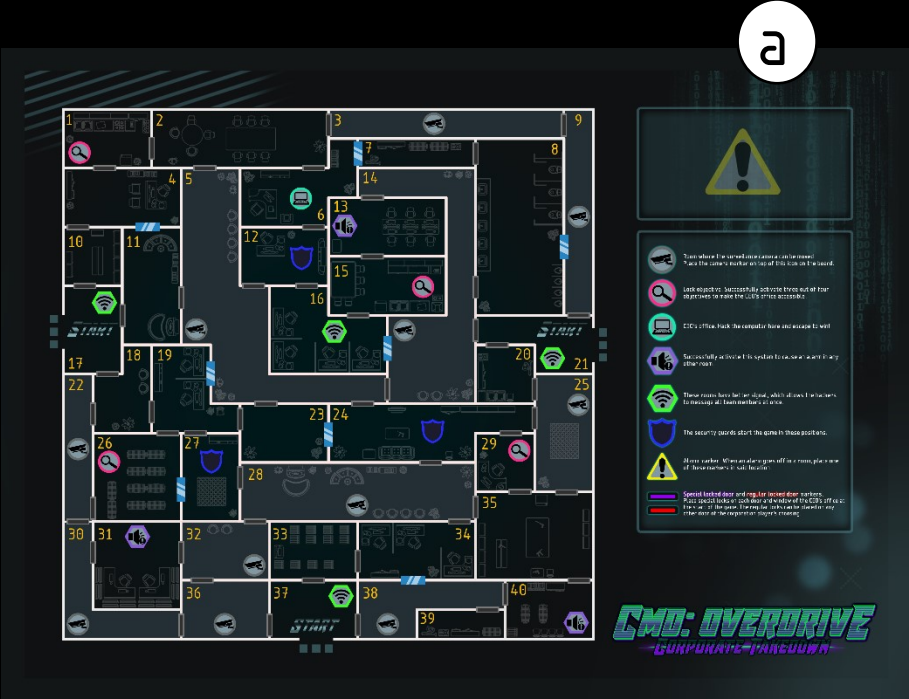
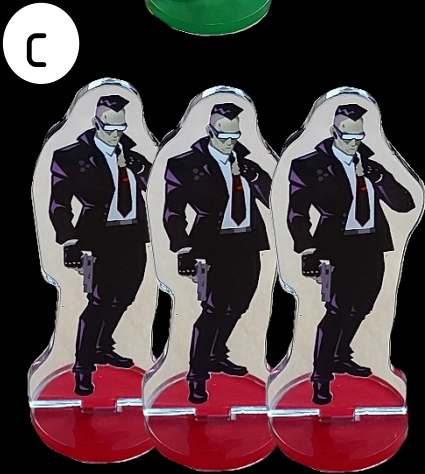


RULEBOOK



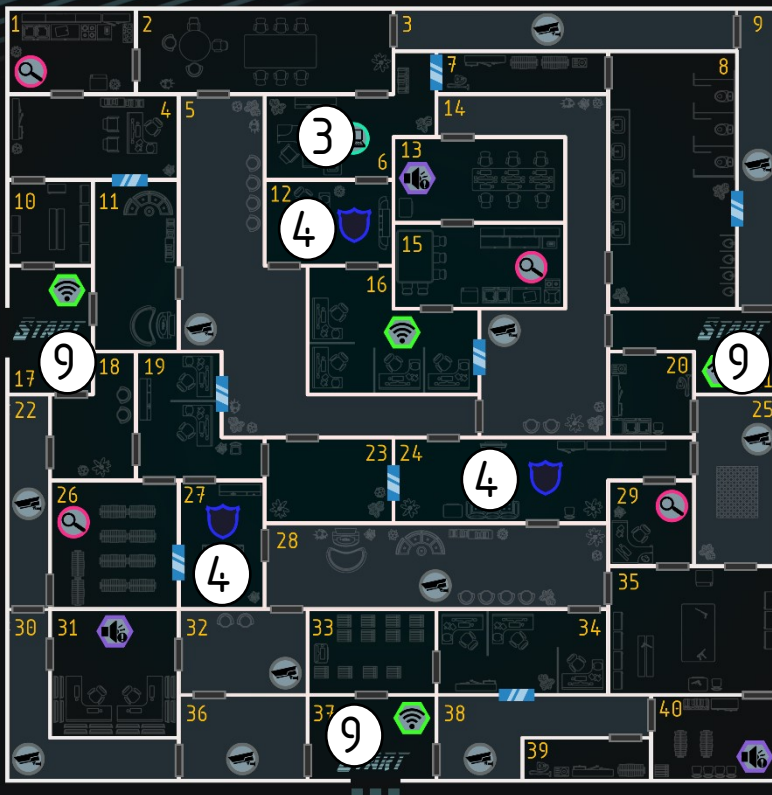
COMPONENTS

- Gameboard (a)
- Player pieces
 - 5 Hacker pieces (b)
 - 3 Security guard pieces (c)
- 5 Player covers (d)
- 5 Phone stands (e)
- 3 Locked door markers (f)
- 3 Special locked door markers (g)
- 1 Camera marker (h)
- 4 Capture rings (i)
- 20 Alarm markers (j)



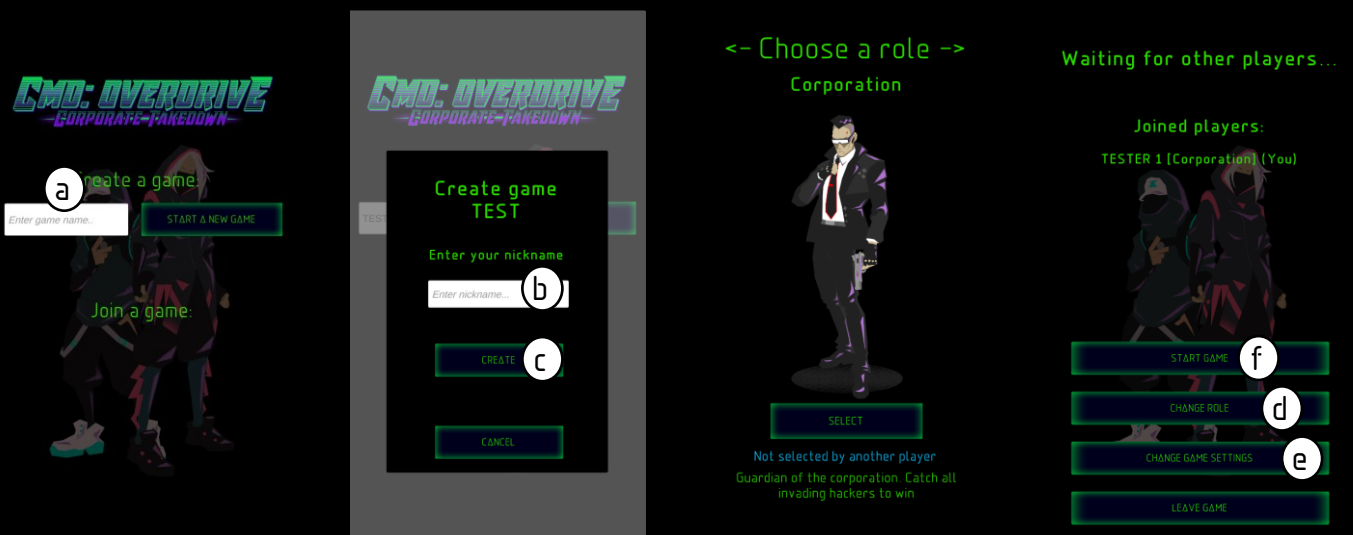
GAME SETUP

1. Lay the game board on the table where everyone can reach it
2. Place all of the alarm markers on the designated space on the board
3. Place the special locked door markers on both doors and the window leading to the CEO's office
4. The Corporation player places two security guard pieces (one security guard piece if playing with only 3 players) freely between the three available rooms marked on the board
5. Set all other pieces aside for now
6. Download and open the CMD: Overdrive app on each players' device (find the QR-code on the back of this rulebook to download the app)
7. One player hosts the game and others join the game (see page 3)
8. Every player chooses a character to play, and the host starts the game
9. Players choose their starting locations on the board
10. Start the game by playing the first turn



CMD: OVERDRIVE
—CORPORATE TAKEDOWN—

HOW TO HOST THE GAME



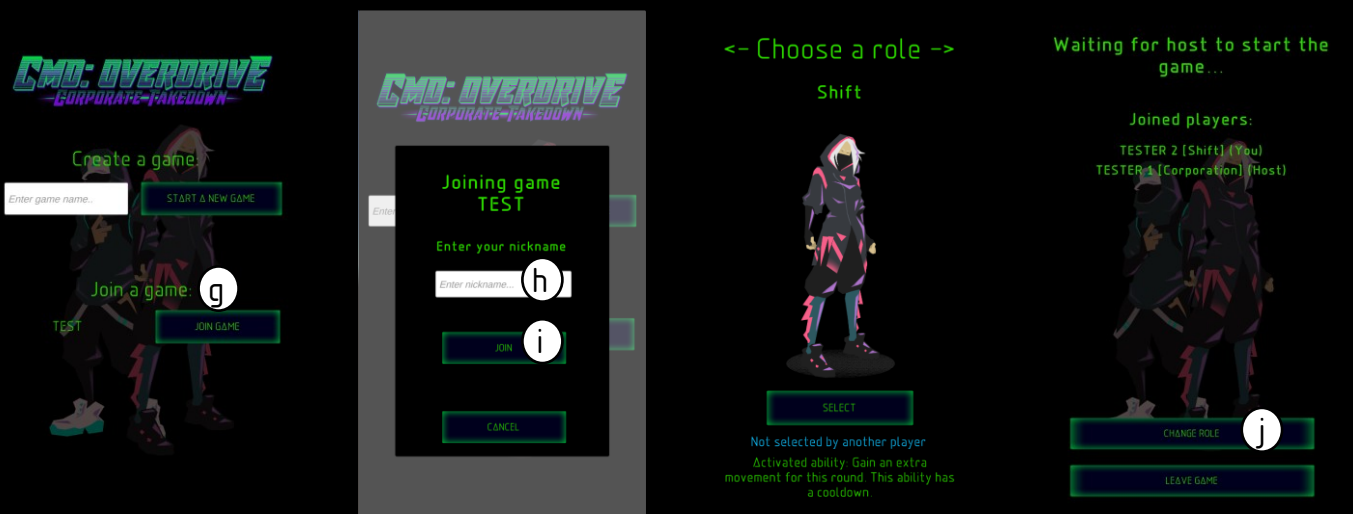
1. Open the app
2. Enter a name for your game on the text box (a)
3. Select "START NEW GAME"

4. Enter your nickname (b) and select "CREATE" (c)

5. Select a role you want to play as. You can change the selection by swiping

6. Wait for the other players to join. You can also change your role (d) and change game settings (e)
7. Select "START GAME" (f)

HOW TO JOIN THE GAME



1. Open the app
2. Look for the game the host created and select "JOIN GAME" (g)

3. Enter your nickname (h) and select "JOIN" (i)

4. Select a role you want to play as. You can change the selection by swiping

6. Wait for the host to start the game. You can also change your role (j) before the game starts

AIM OF THE GAME

CMD: Overdrive is an asymmetrical game for 3-5 players. 2-4 players play as hackers infiltrating an office complex trying to get into the CEO's office and insert a virus into the system. 1 player plays as the corporation's security officer who tries to catch the hackers using security guards and various security systems. The hackers win if they manage to hack the CEO's computer and escape while the corporation wins when they catch all the hackers.

The game utilizes an app that you have to use to play the game. All of the public information is displayed on the physical game board while secret information is shown in the app.

NOTE! The app needs a stable internet connection to communicate with other players!

Both sides have some hidden information. Hackers' position on the board are hidden for the Corporation player and their pieces are put on the game board only when they are either seen by a security guard or a camera OR if they are captured. Hackers can also message each other hiddenly. On the other hand, some of the security systems that the Corporation uses are hidden from the hackers.

The game is played in rounds where all the hackers take their turns first and then the corporation takes a turn. This is repeated until one of two things happen, triggering the end of the game:

1. The hackers have successfully hacked the CEO's computer and all non-captured hackers have escaped
OR
2. All of the hackers have been captured

In the first instance all escaped hackers have won the game while all of the captured hackers and the corporation have lost the game. In the second situation all of the hackers have lost the game and the corporation has won the game.

After the CEO's computer has been hacked the hackers can use one movement in any of the three starting rooms to escape the building. When they do, they can spectate the game while waiting it to end

There are multiple different gamemodes that you can play with, but these rules will show you how to play the Standard gamemode, which is recommended for beginners. You can see other gamemodes on page 13.

PLAYER TURNS

CMD: Overdrive is played over many rounds. In each round every player plays one turn, starting from the hackers with the corporation always playing the last turn of the round.

HACKER TURN

During a hackers turn you can do the following actions in any order.

- 1. Move to an adjacent room
- 2. Take a room action if able OR move to an adjacent room

1. Move to an adjacent room

You can move to an adjacent room through open doors, windows and locked doors. You do this by choosing "MOVE" (a) on your app and choosing the room you want to move to.

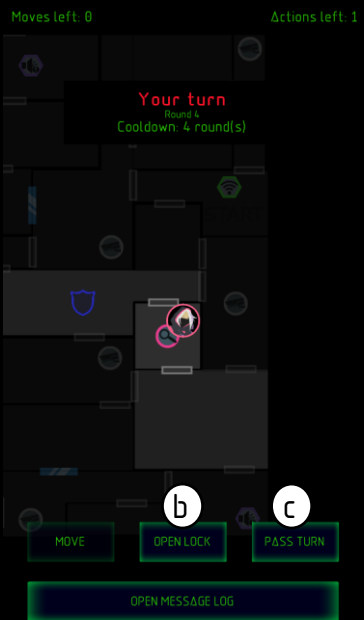
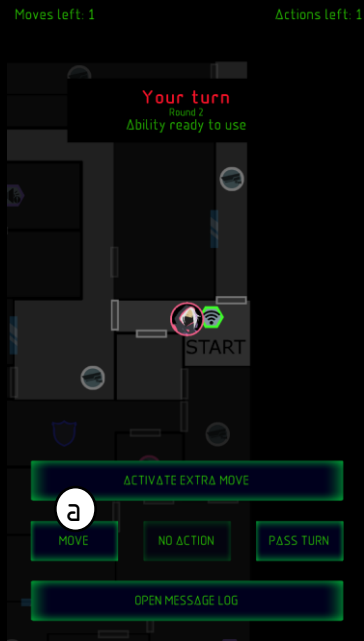
If you try to move through a window or a locked door you might cause an alarm. If this happens your move is canceled, and an alarm marker is placed in the room you are in. If you don't cause an alarm, you move forward normally and continue your turn.

2. Take a room action if able OR move to an adjacent room

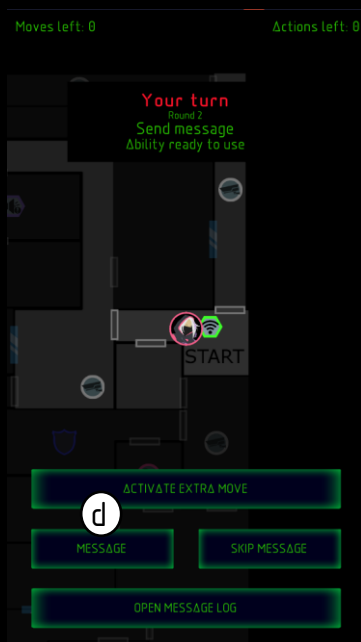
You can take an action if you are in a special room. You do this by choosing the action button (b) on your app while in a special room. Each of the rooms are explained in more detail on page 9, but each action has a risk of failing and causing an alarm. If an alarm is caused your action is canceled and an alarm marker is placed in the room you are in.

You can also use this action to make another move using the same rules as above.

You can also skip either of these actions by choosing "PASS TURN" (c) on your app.



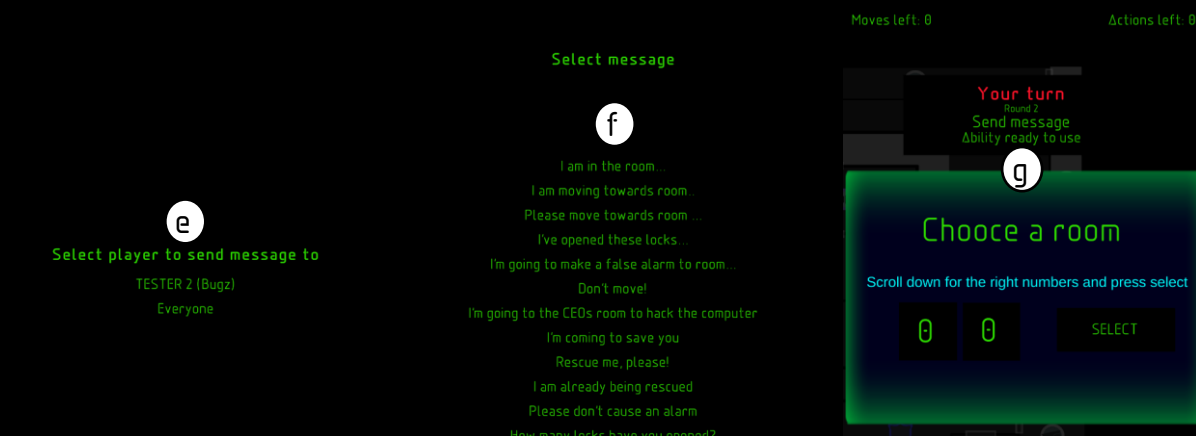
MESSAGES



Once during the round hackers can send a message to another hacker. This can be done at any time, even while it is not your turn.

Send a message by selecting "MESSAGE" (d) from the app. After this you have to select a player to send the message to (e). After this you can select which kind of message you would like to send (f).

Depending on the message you would like to send you might have to enter a room number. You can do this after you have selected the message type and scrolling down on the dials to choose the correct room number (g).



CAPTURING AND RELEASING HACKERS

When guard is in a same room with a hacker, the hacker is immediately captured. Put a capture ring on the hacker piece and place the piece on the game board. While captured, hackers can only make one movement in a turn and cannot use room actions. They also can't move if they are in a same room with a guard. The hacker is also always seen on the board while captured.

If there is a hacker in the same room with a captured hacker, they can release them by selecting "RELEASE CAPTURED TEAMMATES" on their app. If there are multiple captured hackers in the same room, all of them are released.

NOTE! Do not remove the hacker piece from the board until they make their first move after being released.

CORPORATION TURN

After all of the hackers have done their turns the corporation takes a turn. At the start of your turn, you get a notification (a) where to move the camera marker. The camera moves randomly between eligible rooms (marked on a lighter grey on the board and with a camera icon) and reveal any hackers in that room. Remember to move the camera marker on the board to the new room. After this, the corporation player can do the following actions in any order.

1. Move security guards twice
2. Activate a security system

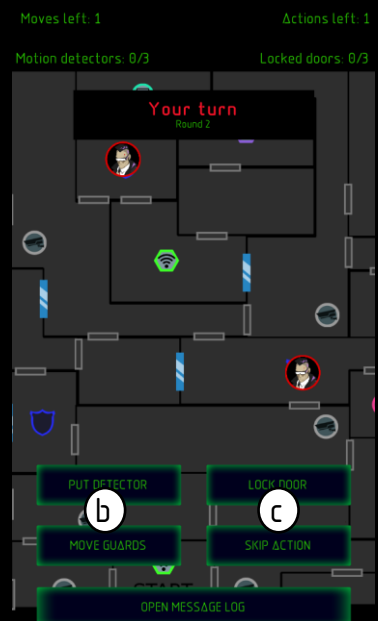
You can also skip the second action by choosing "SKIP ACTION" (c) on your app. Guards MUST move every turn.

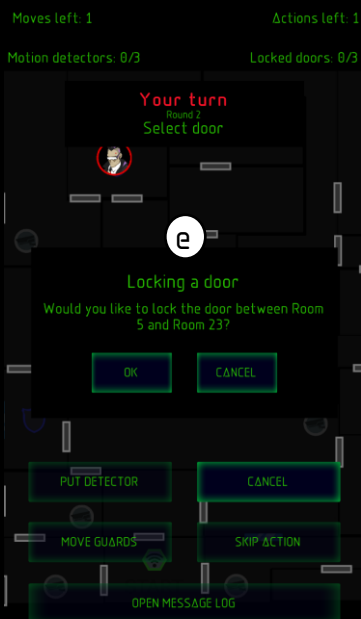
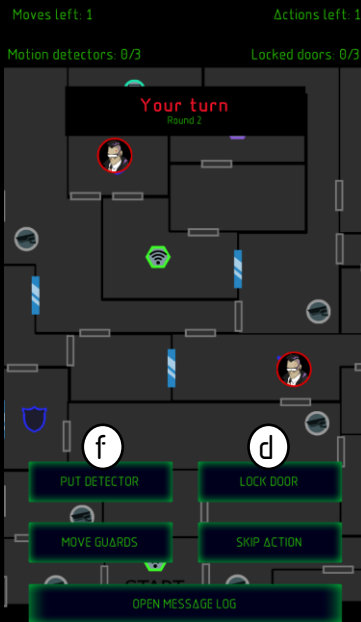
1. Move security guards twice

You can move your security guards to an adjacent eligible room. Security guards can move through open and locked doors freely but can't move through windows. You do this by choosing "MOVE GUARDS" (b) on your app and choosing the rooms that you want to move the security guards. Remember to move the pieces on the board correspondingly. You do this twice each turn.

Guards cannot move to a room they came from with the last movement they made. There are the following exceptions to the first situation, where the room you just came from after your last movement IS eligible for a move when:

1. An alarm was caused after your last turn
2. A guard saw a hacker through a window
3. A guard captured a hacker
4. There are no other eligible rooms to move to





2. Activate security system

You can activate a security system in the building to find the hackers and hinder their movements. You have two kinds of systems available: **locked doors** and **motion detectors**. You have a limited amount of both available, three locked doors (in addition to the special ones already on the CEO's office doors) and three motion trackers.

Locked doors can cause an alarm if a hacker tries to go through them. You activate a locked door by selecting "LOCK DOOR" (d) on your app and choosing which door to lock. The app asks for confirmation after this (f). After this place a locked door marker on the board on the corresponding door.

If you already have three locked doors deployed, you must choose which one to open to lock another one. If a hacker successfully opens a locked door that door will stay open permanently. When a security guard moves into a room with a locked door that has been opened, the app notifies you and you can remove the locked door marker from the board.

Motion detectors notify you when a hacker goes through a door that has a motion detector in it. You activate a motion detector by selecting "PUT DETECTOR" (f) on your app and choosing which door you want to activate the motion tracker in. If you already have three motion detector deployed, you must choose which one to remove before deploying another one.

NOTE! This is NOT public information, so you don't put a marker for it on the board and you don't announce it to the other players.

When a hacker goes through a door you have put a motion detector into, you get notified of it on your app (g), but this doesn't cause an alarm. After a motion detector is triggered that specific detector is lost.

SPECIAL ROOMS AND ICONS

There are various special rooms all around the board that can be used by the hackers.

Objective room

There are four of these around the board and they represent the various locks on the CEO's office doors. Hackers have to successfully open three of four of these to be able to open the door to the CEO's office. If you fail in activating the objective an alarm is caused. Place an alarm token in that room.



CEO's office

The main objective for the hackers. After three of the four objectives have been successfully activated you can open the locked doors to get into the CEO's office. When you get inside you must hack the CEO's computer to install the virus. If you fail, you cause an alarm and must place an alarm token on this room. If you are successful, the corporation gains an additional security guard and can place it on the board. Now all you have to do is escape!



False alarm room

There are also three special rooms where hackers can cause false alarms around the board. If you activate this room, you also must choose another room on the board. If the activation is successful, place an alarm token on the chosen room. If the activation is unsuccessful, you have caused an alarm in the room you are in. Place an alarm token there.



Signal room

While you are in this room you can send messages to every hacker. When choosing a recipient for your message you can choose "Everyone" to send that message to every hacker in the game.





Guard icon

These show the rooms where the security guards can start the game from. When the Corporation gains an additional security guard after the CEO's computer has been hacked the additional guard also starts from one of these rooms.



Camera icon

This shows all the rooms where the security camera can move into. They are also lighter in color in comparison to the other rooms.



Window

There are multiple windows thorough the board. The hackers can move through them, but the security guards can't. Security guards can see the hackers through the windows, revealing the hacker. Both the Corporation and the hacker gets a notification if they are seen through a window.



Motion detector

Motion detectors show up in Corporations app to show where they are placed. Hackers do not see these icons.



Locked door

This icon in the app shows if the door is locked. They correspond with the locked door markers on the board



Special locked door

These can be found on the doors and windows of the CEO's room. They cannot be opened before three of the four objectives have been activated by the hackers. After this has been achieved, they can be moved through in the same way as normal windows and locked doors.

HACKER CHARACTERS

All of the hackers have unique skills that give them an edge to reach their goal.

EDGE

Activated ability: Drop a hologram of yourself in the room you are in. This ability has a cooldown

Edge is a master when it comes to deception. They employ the use of a hologram of their own design which is so flawless that it can fool anyone. They can deploy a hologram of themselves in the room they are in where it stays until destroyed. The hologram shows as Edge to all other players. Edge can destroy the hologram at any time and when a guard enters a room with the hologram it is destroyed automatically. When the hologram is destroyed a cooldown of 3 turns is triggered after which Edge can deploy another hologram.



BUGZ

Passive ability: You can detect which doors have motion detectors in the room you are in.

Bugz uses their unique self-built goggles that can detect the electromagnetic signature that the corporation uses in their motion detector. As such they can detect when there are motion detectors nearby. When Bugz enters a room with motion detectors in any of the connected doors, they get a notification about it and get shown which doors have detectors in them. They can also message other hackers about the motion detectors they have seen that turn





SHIFT

Activated ability: You can move one extra time this turn. This ability has a cooldown.

Shift uses their athletic ability to avoid security guards and move through the building with exceptional speed. They can activate their ability during their turn to move one extra time. This ability can be used again after 3 rounds (even Shift has to take a breather after a spurt).



CHROMA

Activated ability: Until the end of your next turn security guards and cameras can't see you and can't catch you. This ability has a cooldown.

Chroma is a ghost. They can move through the shadows to become virtually invisible to the naked eye and even to the advanced cameras of the Corporation. Chroma can activate their ability during their turn to become invisible until the end of their next turn. During this time security guards and cameras can't see them and they can't be caught by being in the same room with a guard. This ability can be used again after 5 rounds

GAMEMODES

Different gamemodes allows variation to the game. All game modes are designed for five players but can be played with less. The host can choose between gamemodes in the menu before starting the game

Standard

This is the recommended way to play the game. These rules are on by default and are the way this rulebook is written.

Hackers

One movement per turn.

One action per turn. Actions can be also used for movement

Corporation

Two guards for 4-5 players, one guard for 3 players. Hacking the CEO's computer adds one additional guard to the game.

Two movements per turn.

One action per tur. Actions can't be used for movement.

Slow paced

Slower, more strategic version of the game.

Hackers

One movement per turn.

One action per turn. Actions can't be used for movement

Corporation

Two guards for 4-5 players, one guard for 3 players. Hacking the CEO's computer adds one additional guard to the game.

One movement per turn.

One point to be used for actions. Actions can't be used for movement.

Rapid

Faster, more chaotic version of the game.

Hackers

Two point to be used for movement

One action per tur. Actions can't be used for movement.

Corporation

Two guards for 4-5 players, one guard for 3 players. Hacking the CEO's computer adds one additional guard to the game.

Two movements per turn.

One point to be used for actions. Actions can't be used for movement.

Custom

Create your own rules. This mode allows the host to edit freely some of the settings that are for the game. It is a great way to create a game that is just perfect for you and your group. You can modify all aspects of the game, from amount of actions available to the probabilities of causing alarms.



FAQs

What if close the app / lose connection / my phone loses power?

You can simply reopen the app. You will be automatically reconnected to the game as long as the host is still connected.

How can I escape?

You escape by using one movement on any of the three starting rooms.

Why can't I go into the CEO's office

One or more of the objectives haven't been opened yet. You can't get through the doors and window before three of the objectives have been opened

CREDITS

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All our lovely game testers

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Gradia

INDEX

Hosting the game	3
Bugz	11
Camera	7, 10
Capturing hackers	6
CEO's office	9
Choosing a role	3
Chroma	12
Corporation's turn	7
Edge	11
False alarm	9
Game end	4
Gamemode	13
Guard icon	10
Hacker's turn	5
Joining the game	3
Locked door	8, 10
Messages	6
Motion detector	8, 10
Moving a guard	7
Moving a hacker	5
Objective room	9
Passing a turn	5
Releasing a hacker	6
Roles	3, 11-12
Security system	8
Shift	12
Signal room	9
Special locked door	10
Standard	4, 13
Turn	5
Window	5, 10
Winning	4





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