- If the player lands on a **Upgrade** space, they play a card and increase its value by 1 or 2.

+1 / **-1**
+2 / **-2**
» Increase value of card being played

- If the player lands on an **Event Card** space, draw an event card and perform the instructions listed on the card. Do not play a card from your hand unless stated otherwise.

» Draw 1

- If the player lands on a **Play Card** space, they play a card from their hand for the current site.

» Play a Card

- If the player lands on a **Disable** space, they immediately end their turn.

» End Your Turn

- If the player lands on a **Lucky Shot** space, the player to their right selects a random card from the first player's hand to affect the current site.
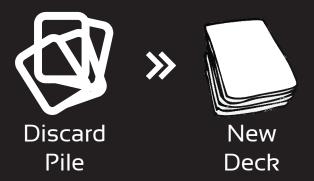
» Right-side player picks a random card

- If the player lands on a **Play 2 Cards** space, they play 2 cards on the current site instead of 1.

» Play 2 Cards

- If the player lands on their own team's player square, play a card.
- If the player lands on the opposing team's square, the player must hide their digital footprint by ending their turn.

- If a scale reaches +15 security points, that site is now **secure** and no cards or points can affect it for the rest of the game. If the secure site is rolled on the site dice, roll the site dice again.
- If a scale reaches -15 security points, that site is now **offline** and no cards or points can affect it for the rest of the game. If the offline site is rolled on the site dice, roll the site dice again.

- If only 1 site remains, the site dice does not need to be rolled.

- If a player has no cards left to draw, they will reshuffle their discard pile to create another deck and draw from it.

Discard Pile » New Deck

Winning the Game_

- The first team to reach 3 secure or 3 offline sites wins the game.