

Sector Down Rulebook

1. Introduction

1.1. Welcome to Sector Down

Sector Down is a digital card game designed to educate players about cybersecurity by simulating real-world cyber attacks.

1.2. Game Overview

This is a team-based game designed for 5, 10, 15, or 20 players, with 1 Red player for each 4 Blue players. The gameplay revolves around attacking or defending sectors of infrastructure, with players working together to achieve their team's objectives.

2. Objective of the Game

2.1. Blue Team Objective

Defend your facilities while reducing the remaining time left in the game to capture the Red player.

2.2. Red Team Objective

Bring down facilities and sectors through cyber attacks and trigger the **Doom Clock** by bringing key sectors offline.

3. Components

3.1. Cards Overview

3.2.1. Blue Cards

Blue cards focus on restoring resistance points, laying traps for Red players, and reducing the remaining time left in the game.

3.2.2. Red Cards

Red Team cards are used to attack enemy facilities, install backdoors, and reduce facility resistance points.

3.2.3. White Cards

White cards trigger random effects that impact entire sectors or the whole game. They are played at random intervals between 2 and 5 turns.

- Each time a White Card is played, there is a 50% chance of being positive or negative.
- No more than 2 consecutive positive or negative White Cards can be played.

3.2. Meeples

Meeples represent the people working at each sector, each with a different specialization:

- **Blue:** Network specialists.
- **Purple:** Physical specialists.
- **Black:** Financial specialists.
- **Colorless (Red Team):** Can be used in place of any meeple type.

Players begin with 2 meeples of each type. Red players also receive a single colorless meeple.

4. Key Terms and Definitions

4.1. Infrastructure

The basic physical and organizational structures needed for the operation of a society or enterprise.

4.2. Sectors

Subsections of the overall infrastructure required for normal operations in America. Key sectors include:

- **Chemical**
- **Commercial Facilities**
- **Communications**
- **Critical Manufacturing**
- **Dams**
- **Defense Industrial Base**
- **Emergency Services**
- **Energy**
- **Financial Services**
- **Agriculture**
- **Government Facilities**
- **Healthcare**
- **Information Technology**

- **Nuclear**
- **Transportation System**
- **Water and Wastewater**

Core Sectors

Core sectors are vital. If one goes down, the players receive the **Doom Clock** effect. The game cannot start without at least one core sector.

- **Energy**
- **Communication**
- **Water**
- **Information Technology**

4.3. Facilities

A facility is one node in the chain that makes up a sector. If any facility goes down, the entire sector collapses. A facility is considered "down" if any of its resistance points are reduced to zero.

4.4. Resistance Points

Facilities have three resistance point types:

- **4.4.1. Network Resistance**
- **4.4.2. Physical Resistance**
- **4.4.3. Financial Resistance**

If any resistance point type reaches zero, the facility is considered down.

4.5. Sector Products

All facilities depend on connected sector products to function. If a facility loses access to all sector products, the facility—and the sector—goes down.

4.6. Effects

Card effects may apply statuses such as **Fortify**, **Backdoor**, or **Keylogging**. Each effect alters a facility's state based on card descriptions.

4.7. Doom Clock

The **Doom Clock** is the Red Team's primary tool for ending the game.

- **Activation Conditions:**

- A core sector going down.
- Half of all sectors being down at any time.

To deactivate the **Doom Clock**, Blue players must restore core sectors or bring more than half of all sectors back online within three turns.

4.8. Unmanned Connections

In games with fewer players, sectors without a human player are simulated.

- **Red Turn:** 5% chance of downing a non-human sector.
- **Blue Turn:** 50% chance of restoring a non-human sector, doubled for core sectors.
- Red players can spread **Backdoors** to unmanned sectors, increasing the down chance by 50% while active.

5. Setup Instructions

5.1. Player Count and Team Composition

- 1 Red player for every 4 Blue players.
- 1 Core sector per 4 Blue players.

5.2. Distributing Components

- Assign sectors to each Blue player.
- Distribute the decks according to team colors.

6. Game Mechanics

6.1. Turn Structure

6.1.1. Round Overview

A round consists of all phases and returns to the initial Red Draw Phase. The turn counter is reduced after the Blue Discard Phase, except for the final turn.

6.1.2. Turn Sequence

Draw Red → Action Red → Discard Red → Draw Blue → Action Blue → Bonus Blue → Discard Blue

6.2. Phases Detailed

6.2.1. Draw Phase

- Draw cards to a maximum of 5.
- Discard up to 3 cards and draw replacements.
- Allocate Overtime if charges are available.

6.2.2. Action Phase

- Play cards using meeples.
- Resolve card actions in order of play.

6.2.3. Bonus Phase (Blue Team)

- Share unspent meeples with teammates (up to 2 per player, for 2 turns).

6.3. Meeple Management

6.3.2. Overtime and Exhaustion

- Activate Overtime during the Draw Phase.
- Overtime lasts 2 turns, providing double meeples.
- After Overtime, players face 2 turns of Exhaustion, halving meeple count.

6.3.3. Meeple Sharing

- Blue players can share up to 2 meeples per turn.

6.4. Facility Resistance Points

6.4.1. Reducing Resistance Points

Many Red cards and some White cards reduce resistance points. If a facility's resistance reaches zero, the facility—and its sector—goes down.

6.4.2. Restoring Resistance Points

Blue players can restore and fortify facilities. Maximum resistance points range from 1 to 3, depending on the facility type.

6.4.3. Protection Effects

Some cards protect a facility's resistance points. Facilities can have one effect for each type of resistance point, up to three total.

9. Ending the Game

9.1. Game End Conditions

9.1.1. Blue Team Victory

- Turn counter reaches zero.
- All Red Team players run out of cards.

9.1.2. Red Team Victory

- All sectors are down.
- **Doom Clock** expires.
- All Blue Team players run out of cards.

9.2. Post-Game Scoring

9.2.1. Team Scoring

Calculate points based on victory conditions and performance.

9.2.2. Individual Scoring

Display individual achievements and contributions to the team's success.

10. Scoring System

Team Scoring

Blue Team (Defenders)

- **Victory Bonus:** 100 points if the Blue Team wins.
- **Operational Core Sectors:** 20 points for each operational core sector.
- **Operational Sectors:** 10 points for each operational non-core sector.
- **Doom Clock Prevention:** 15 points for each successful reset.

Red Team (Attackers)

- **Victory Bonus:** 100 points if the Red Team wins.
- **Downed Core Sectors:** 20 points for each downed core sector.
- **Downed Sectors:** 10 points for each downed non-core sector.
- **Doom Clock Activation:** 15 points for each trigger.

Individual Scoring

Blue Team Players

- **Facility Defense:**
 - 5 points for each of your facilities that never went down.

- 5 points for each core facility you help prevent from going down.
- **Restoration Efforts:**
 - 3 points for each facility you restore.
 - 1 point for each resistance point you restore.
- **Meeple Management:**
 - 1 point for each meeple spent.
 - 2 points for sharing meeples with teammates.
- **Strategic Actions:**
 - 2 points for each 'Fortified' effect you apply.
 - 3 points for each 'Backdoor' you remove.
 - 2 points for each successful defense card played.

Red Team Players

- **Facility Sabotage:**
 - 5 points for each facility you bring down.
 - 7 points for each core facility you bring down.
- **Disruption Efforts:**
 - 1 point for each resistance point you reduce.
 - 3 points for each 'Backdoor' you successfully install.
- **Meeple Utilization:**
 - 1 point for each meeple spent.
 - 2 points for each colorless meeple used.
- **Strategic Actions:**
 - 2 points for each persistent effect placed.
 - 2 points for overcoming 'Fortified' effects.
 - 5 points for contributing to a Doom Clock trigger.

12. Clarifications and FAQs (TODO)

13. Strategy Tips (TODO)

14. Glossary (TODO)

15. Credits and Acknowledgements (TODO)

16. Appendices

16.1. Card Reference (TODO)

16.2. Facilities and Sectors (*TODO*)

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