Welcome to

This is a critical infrastructure and cybersecurity simulation card game designed for multiplayer play by 5, 10, 15, or 20 players across a local network.
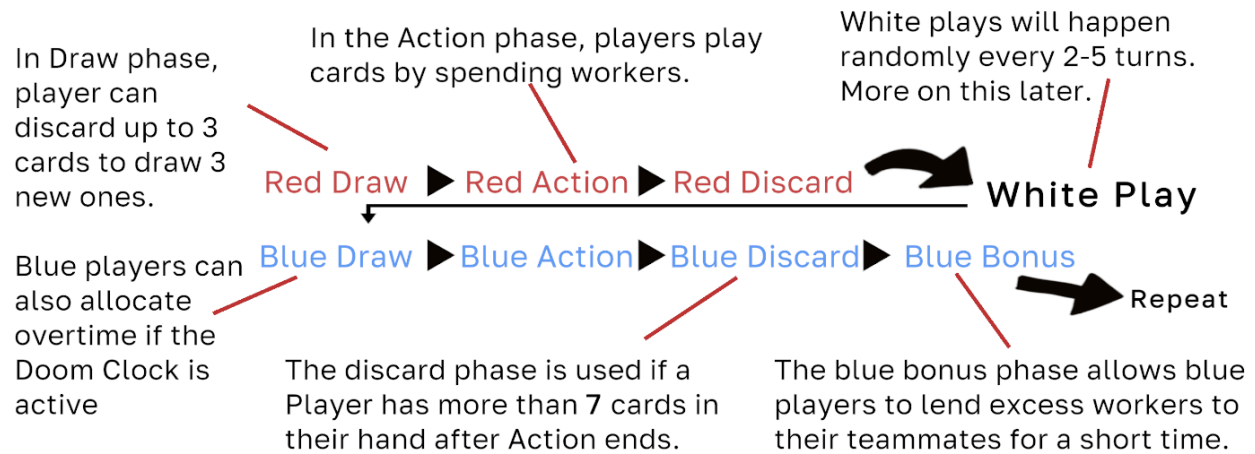
Players are split into two teams:

Blue Team
4 blue players per red player. Blue players are each assigned a Sector to defend. Blue's goal is to keep their sectors alive while reducing the weeks left in the game.
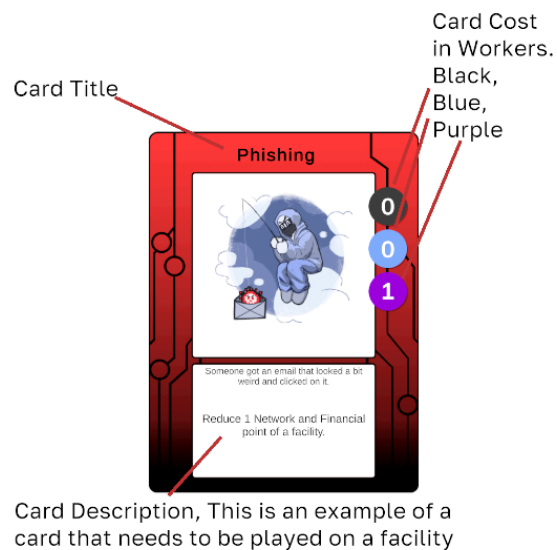
Red Team
Red players can play cards in any Sector. Their goal is to bring down Sectors and Facilities belonging to blue players.

The game progresses through phases allowing each team to perform actions as follows:

In Draw phase, player can discard up to 3 cards to draw 3 new ones.

In the Action phase, players play cards by spending workers.

White plays will happen randomly every 2-5 turns. More on this later.

Red Draw ▶ Red Action ▶ Red Discard ➡ White Play

Blue Draw ▶ Blue Action ▶ Blue Discard ▶ Blue Bonus ➡ Repeat

Blue players can also allocate overtime if the Doom Clock is active

The discard phase is used if a Player has more than **7** cards in their hand after Action ends.

The blue bonus phase allows blue players to lend excess workers to their teammates for a short time.

Action Phase

Players can play cards by spending the appropriate number of workers. They do this by dragging the card into the playing field. Some cards can only be played on facilities or a sector. Other cards have more prerequisites to being played.
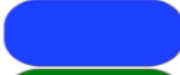
Card Cost in Workers. Black, Blue, Purple

Card Title

Phishing

0
0
1

Someone got an email that looked a bit weird and clicked on it.

Reduce 1 Network and Financial point of a facility.

Card Description, This is an example of a card that needs to be played on a facility

Game board

Game board

Labels around the game board:

- Current Phase — Red's Play
- Play History
- Next/Previous Sector Button
- Overtime
- Player's Workers — 1/1, 2/2, 2/2, 1/2
- Card Play Area
- Sector Owner — Player
- Menu Button
- Game Duration — Weeks Left 30
- End Phase — END TURN
- Deck count — 91
- Player's Name — Host
- Player's Hand

Card Play Area cards: Power Plant, Transmissions Lines, Electric Utility Provider
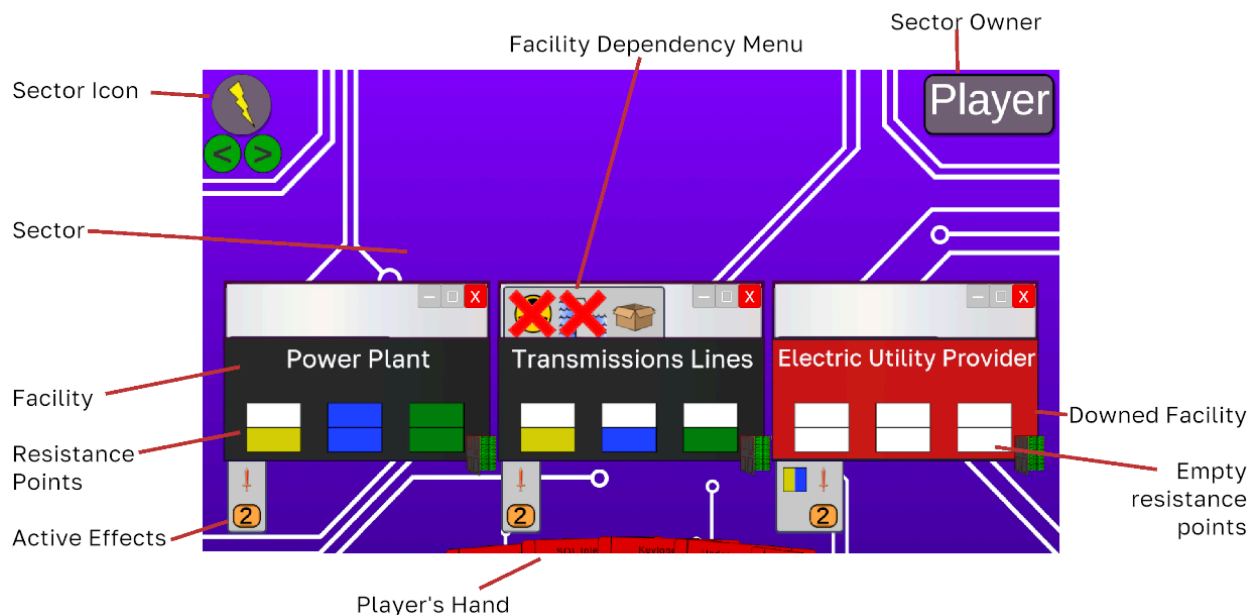
OT Charges 2

Sectors and Facilities

These are core to the game's function. Each blue player has a sector and each sector has 3 facilities.

Each facility has resistance points of 3 different types:

Physical: ⬭
Network: ⬭
Financial: ⬭

If any of the facility's resistance point types hits 0, the facility is considered down. This will cause the sector the facility is part of, to also go down. If any core sector or half of all sectors are down then the Doom Clock will begin. The Doom Clock lasts for 3 turns and reduces by 1 each round. If the Doom Clock timer hits 0 the game ends with a red victory.

Sector Owner

Sector Icon

Facility Dependency Menu

Sector

Facility

Resistance Points

Active Effects

Player's Hand

Downed Facility

Empty resistance points

Facility Dependencies

Facilities rely on 3 sector dependencies. If a facility loses access to all of its connected sectors, it will be considered down.

Doom Clock

The Doom Clock begins if half of all sectors or any core sector are down. The Doom Clock lasts for 3 turns. You can tell the Doom Clock is active by a color change on the game board.

3 Weeks:

2 Weeks:

1 Week (Final week):

The Doom Clock progresses after the Blue Bonus phase. If the core sector or over half of all sectors are brought back online. The Doom Clock will reset. If the Doom Clock ends. The game ends with a Red team victory

Worker Sharing

Blue players can share leftover workers with their teammates during the Blue Bonus phase.

You can share up to 2 workers at a time. After 2 turns, the shared workers will be returned to you.

Overtime

Blue players can initiate Overtime if the Doom Clock is active.

Overtime gives the player double workers for 2 turns.

After Overtime ends, the player's workers experience Exhaustion which gives the player half workers for 2 turns.

Players have 2 charges of Overtime to begin with.

Map

By pressing the TAB key, you can bring up a menu to easily switch between active sectors.
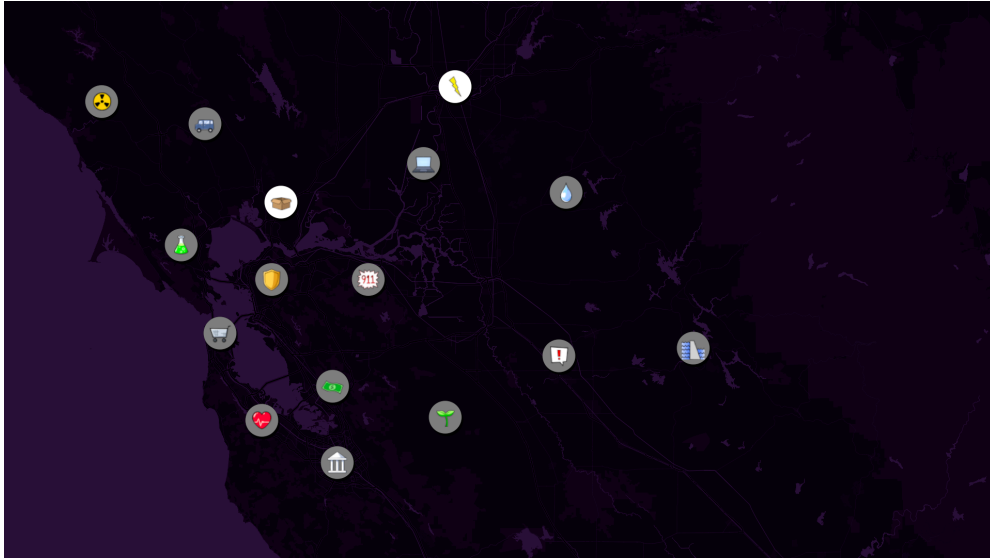
Game Ending

The game will end in any of the following scenarios:

1. The Doom Clock ends, resulting in a Red victory
2. The Weeks Remaining hits, 0, resulting in a Blue victory.
3. All Red players run out of cards in their deck, resulting in a Blue victory.