



RULES & REFERENCE

YONATAN BERGMAN'S

MISSILES & MICROCHIPS

**A microgame about rogue supercomputers
bluffing their way to world domination!**

For 3-6 players • 30 min

PLEASE NOTE - THIS IS A PROTOTYPE

You can find the latest rules for the prototype at
🌐 www.yonbergman.com/missiles_and_microchips

Also please send me any feedback about the game at
✉ missiles@yonbergman.com

In Missiles & Microchips you play a rogue supercomputer trying to take over the world, the only problem is that you're not the only supercomputer to come online.

To take over the world, you will need to battle the other supercomputers and either be the first to amass the most power or be the last one standing.

COMPONENTS

- 36 TARGET cards, 6 of each computer
- 18 ACTION cards, 6 sets of 3 actions
- 50 Energy (E) tokens
- 1 Starting player token
- 6 Missile tokens
- 6 Player reference cards



OBJECTIVES

Be the first player to reach 10 Energy (E) or the last player standing at the end of a round.

GETTING STARTED

Each player starts by selecting one of the supercomputers to play.

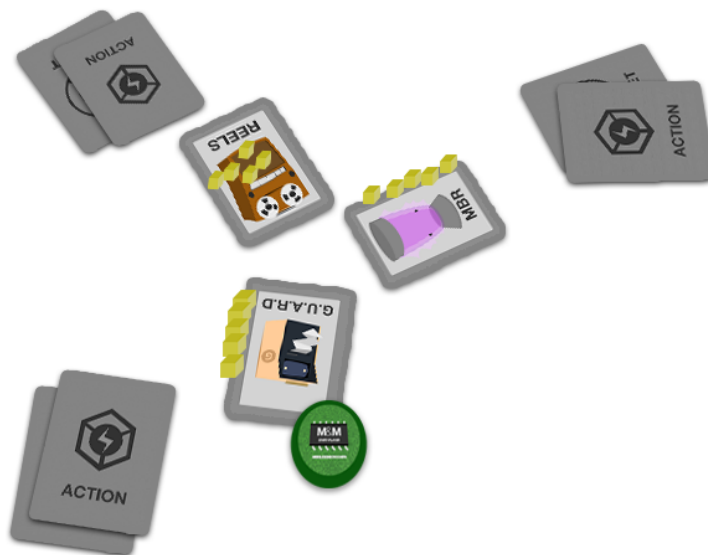
- Take one TARGET card representing your selected computer.
- Give out one additional TARGET card of your selected computer to each other player.

Each player should now have one TARGET card for each computer in play.

- Lay down the TARGET card representing your selected computer in front of you.
- Take 3 ACTION cards, one of each type (ATTACK, BLOCK, CHARGE)
- Take 5 Energy tokens to indicate your starting energy.
- Each player should also take one reference card, white side facing up.

SELECTING THE START PLAYER

The starting player token is then given to the first person to own a computer.



ROUND SUMMARY

Each round is divided into 5 separate phases, most of which are played simultaneously.

1. CHOOSE

Each player chooses 1 TARGET card and 1 ACTION card from his or her hand.

Both cards are placed face down in front of each player.

Once all the players have selected cards, continue on to the next phase.

2. AIM

All the players simultaneously flip over and reveal their TARGET card - you now know who everyone chose to target this turn.

3. CHANGE

Beginning from the start player and going clockwise, each player must either pass or change their action.

Passing - If you wish to keep your selected action, actively indicate and say that you're passing.

You may choose to replace the action you selected in the Choose phase with one of your other action cards, however doing so costs you 1E which you must pay immediately.

Once all players either pass or change once, continue on to the next phase.

4. ACTION

All players simultaneously reveal their ACTION cards.

Beginning with the start player and going clockwise, each player resolves his or her selected action.



RESOLVING ACTIONS

ATTACK

- Does 1E of damage (DMG) to the targeted player
- Disables any charge done by the targeted player
- **M.A.D.** - Does 1E of DMG, but also receives 1E of DMG if mirrored*

BLOCK

- Blocks all incoming DMG from attacks
- If no other player attacked you - Lose 1E
- Does 1E of DMG to each attacker
- **Firewall** - Does 2E of DMG to attacker if he's your target

CHARGE

- Gain 1E
- **Chain** - Gains 2E if target is also charging
- **Feedback** - Gain NO energy if mirrored*



* Mirroring occurs when two players choose the same action and are targeting each other.

5. CLEAN UP

At the end of a round, all players reclaim both their TARGET and ACTION cards back to hand. If any player has no energy tokens left, he has been destroyed and is out of the game.

All players then discard the relevant TARGET card.

If any player has **10E** or more, he or she has just won the game.

Pass the starting player token to the player on your left (clockwise) and start another round.

If at the end of a round only 2 players are left standing, they enter duel mode.

DUEL MODE

Duels happen when only 2 players are left due to other players dying.

Duels are similar to regular rounds except that players do not use their TARGET cards, as they can only aim at the other remaining player.

In a duel, both players choose an action, reveal it together and resolve it.

Winning conditions for duels are the same as in a regular game.

Mirroring rules still apply during duel mode.

END GAME

There are three possible outcomes to end the game. All three can only happen at the end of a round.

1. Energy Win

A player ends a round with 10E (or more). Multiple players can win simultaneously under this win condition.

2. Last Computer Standing

The last player in the game, after all the others have been destroyed, has just won the game.

3. Scorched Earth

All the players were destroyed on the same round, leaving no victor. All of you lost.



DEFCON VARIANT

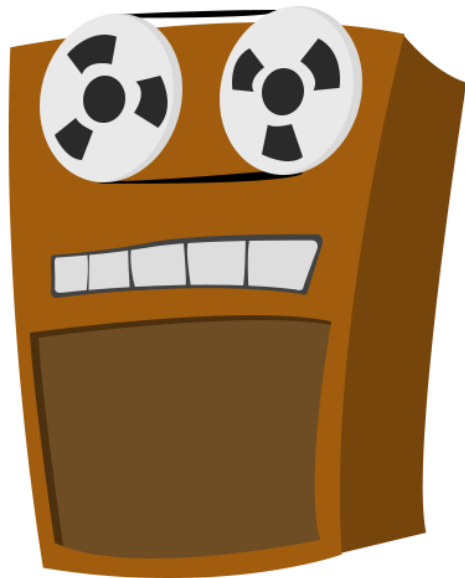
If you want to play a quicker and more violent version of the game, you might want to try the **DEFCON** variant.

At the start of the game, take one **MISSILE** token for each player and put them all in a central pile.

During the game, each time a **M.A.D.** occurs (two players attacking each other), remove one missile token from play.

Once you run out of missile tokens, flip your player reference sheets to the darker side. The effects and costs of each action have now changed to a more ruthless version where you fight for what is left of the world.

```
01000100 01101001 01100100 00100000  
01111001 01101111 01110101 00100000  
01110010 01100101 01100001 01101100  
01101100 01111001 00100000 01110100  
01111001 01110000 01100101 00100000  
01110100 01101000 01101001 01110011  
00100000 01101111 01110101 01110100  
00111111 00100000 00111010 00101001
```



- THE ONLY WINNING MOVE IS NOT TO PLAY -

A GAME BY **YONATAN BERGMAN**
<http://yonbergman.com> • @yonbergman

- REFERENCE SHEET -

GAME SETUP

Each player starts the game with

- 1 TARGET card of his own selected computer
- 1 TARGET card from each other player
- 3 ACTION cards, one of each type
- 5 Energy Tokens

5x 



EXAMPLE TURN

At the start of the **CHOOSE phase**, each player secretly selects a target and action.

GUARD wants to try and get ADA out so he chooses to AIM at her with an ATTACK action.

Meanwhile, ADA wants to recharge because she only has 2E left so she chooses a CHARGE action and targets GUARD to try and pull off a bluff, deceiving him into thinking she blocked.

Reels, guessing that ADA is going to charge, wants to gain a double charge so he targets her and chooses the CHARGE action.

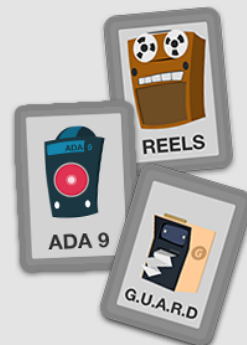


The next phase is the **AIM phase**, where all the players reveal their AIM targets.

Reels is the start player so he goes first during the **CHANGE phase**, deciding to pass. GUARD does the same. ADA on the other hand is afraid that both players will try to attack her so she changes her action to BLOCK (paying the required 1E to do so).



At the start of the **ACTION phase**, all players reveal their action and starting from Reels (the start player), resolve each action. Reels is CHARGING and isn't under attack so he receives 1E. His attempt to gain 2E didn't work because ADA isn't charging. GUARD tries to attack ADA, but she's blocking. Additionally, she's also aiming at GUARD which means that GUARD loses 2E. ADA is guarding so she neither receives nor loses any energy, however, she did defend herself from GUARD's attack.



The round ends with the **CLEANUP phase**, where everyone takes all their cards back and the start player token moves to the next player.

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