

# MISSILES & MICROCHIPS

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3-6 players, 30 min

**A Microdeck game about Rogue Supercomputers bluffing their way to world domination!**

In this game 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 (ATTACK, BLOCK, CHARGE)
- 50 Energy Tokens
- 1 Starting player token



## 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 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.

After each player has set up, determine the starting player by shuffling a side deck of 1 TARGET card per player and drawing one. The start player receives the starting player token.



## 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 their hand. They place both of them face down in front of them.

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

### 2. AIM

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

### 3. CHANGE

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

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

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

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

### 4. ACTION

All players simultaneously reveal their ACTION cards.

Starting with the start player and going clockwise each player resolves their selected action.

### 5. CLEAN UP

At the end of a round all players retrieve both cards back to hand.

If any player has no energy tokens left he just died and is out of the game, all players then discard the relevant TARGET card.

If any player has 10 or more energy he just won the game.

Pass the starting player token to the player on your left (clockwise).

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

## DUELS

Duels are the state of the game 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 may 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.

## RESOLVING ACTIONS

### ATTACK

Does 1E DMG to the targeted player.

Disabled any charges done by the targets player.

**Mutually Assured Destruction** - Does 1E DMG, But also receives 1E DMG if mirrored\*

### BLOCK

Blocks all incoming DMG from attacks

Does 1E DMG to each attacker

**Firewall** - Does 2E 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\*



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

## END GAME

The game may end in 3 different ways. They all can happen only at the end of a round.

### Energy Win

One or more players end a round with more than 10 Energy tokens, they have just won the game together.

### Last Computer Standing

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

### Scorched Earth

All the players died on the same round leaving no victor - you all lost.

- THE ONLY WINNING MOVE IS NOT TO PLAY -

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