

OVERVIEW

The same day security vulnerabilities are discovered, hackers try to exploit them before any fixes or patches can be developed. This is called... A Zero Day attack.

Player's will be hacking large corporations in order to obtain trade secrets, credentials, passwords and credit/debit card numbers. They will have to effectively disable or bypass developer patches and countermeasures. The most successful hacker will be the one with the most assets at the end of the game.

COMPONENTS

- 24 Tool cards
 - Breakers, Decrypters, Bypassers and Scanners
- 8 Asset bonus cards
- 21 Asset Tokens
- 12 Countermeasures
 - Passwords, Encryptions and Firewalls
- 4 Corporation cards
- 20 Red cubes
- 20 Black cubes

GAME SETUP

Each player has a personal starting deck containing 12 Tools:

- 3 Bypassers, 3 Decrypters, 3 Breakers and 3 Scanners.

Each player receives 20 cubes in their color.

Place the Asset bonus cards to the side of the table and deal 3 cards face up.

Shuffle the countermeasures, and place the deck in the center of the table and flip 3 cards face up in a line. If all 3 cards are of the same type(color), continue flipping over cards until a second type is drawn.

Place the 4 Corporation cards (5,7,7,7) face up to the side in reach of both players.

Shuffle the Asset tokens and place 1 face-up token on each countermeasure. Place 1 face-up token on the Target 5 corporation. Place 1 face-up and 1 face-down token on each target 7 corporation. Set the remaining stack of Asset tokens face-down to the side.

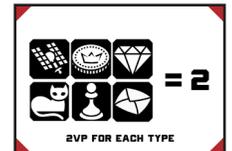
Each Player shuffles his personal deck and draws 4 cards.

Choose a first player.



Countermeasures

Corporations



Bonus Cards

GAMEPLAY

At anytime, if your personal deck is empty and you need to draw a card, reshuffle your discard pile to replenish your deck.

1. You may play cards from your hand during your turn, one at a time. You may play as many cards as you like as long as they are the same type(color).
2. If you have 3 or fewer cards in your hand, draw 2 cards.
3. Your turn is over and play passes to your opponent.

Turn Breakdown

1. Play cards
2. Draw cards
3. End turn

Countermeasures

There are 3 types of countermeasures, Passwords, Encryptions and Firewalls. In order to place your cubes on a countermeasure, you must play the correct tool for the job.

Example- Storm plays 2 Breakers and places 2 of her cubes on the Password countermeasure.

- Breakers attack Passwords(Orange)
- Decrypters attack Encryptions(Blue)
- Bypassers attack Firewalls(Pink)
- Scanners can move any 1 cube (**even your opponents**) and allow you to draw a card.
- Each tool card played, allows you to place 1 cube on **any** matching countermeasure.

Once the total number of cubes between both players has reached the target number, the player with the **most** cubes, wins the countermeasure and the Asset token.

Countermeasures are not scored until all of the current players cards have been played for the turn. This is in case of an Overflow (*See the Corporation section for more details on Overflows*).

Scoring Countermeasures

Once a countermeasure has reached its target number:

1. If the losing player has at least 1 cube on the completed card, they may take one Asset bonus card from the display and refill the display with a new card from the Asset bonus deck.
2. The winning player places the countermeasure in their score pile along with any Asset tokens.
3. Each player returns all of their cubes back into their supply.
4. Flip over a new countermeasure and place a new Asset token face-up on the newly drawn card.

Do not draw new countermeasures unless there are fewer than 3 or all countermeasures are of the same type.

If all of the countermeasures in play are of the same type, you must continue flipping over new cards, until there is a second type available.

If there are not enough countermeasure cards remaining to fill the display, play continues until 3 corporations are completed. Any countermeasures not represented in the display are considered to be “Windows of Vulnerability”.



Scanners

Each Scanner played, allows you to move **any** 1 cube, from one countermeasure to another, OR move **any** cube from one corporation to another. You may never move cubes from a countermeasure to a corporation or vice versa.

Each Scanner played also allows you to draw a card. Newly drawn cards cannot be played on this turn. i.e Scanners

Example- Griffin plays 2 Scanners and moves his cube from the Password to the Encryption countermeasure. He then moves one of Storms cubes from the Firewall to the same Encryption countermeasure. This completes the card, and with the majority, Griffin wins the Encryption countermeasure. Storm loss, but had atleast 1 cube on the Encryptpion, and takes one Asset bonus card from the display and then draws a new card to replace it.

Griffin places the Encryption card in his score pile and flips over a replacement countermeasure.

Corporations

There are only two ways to place cubes on corporations, Vulnerability Windows and Overflows.

Overflow

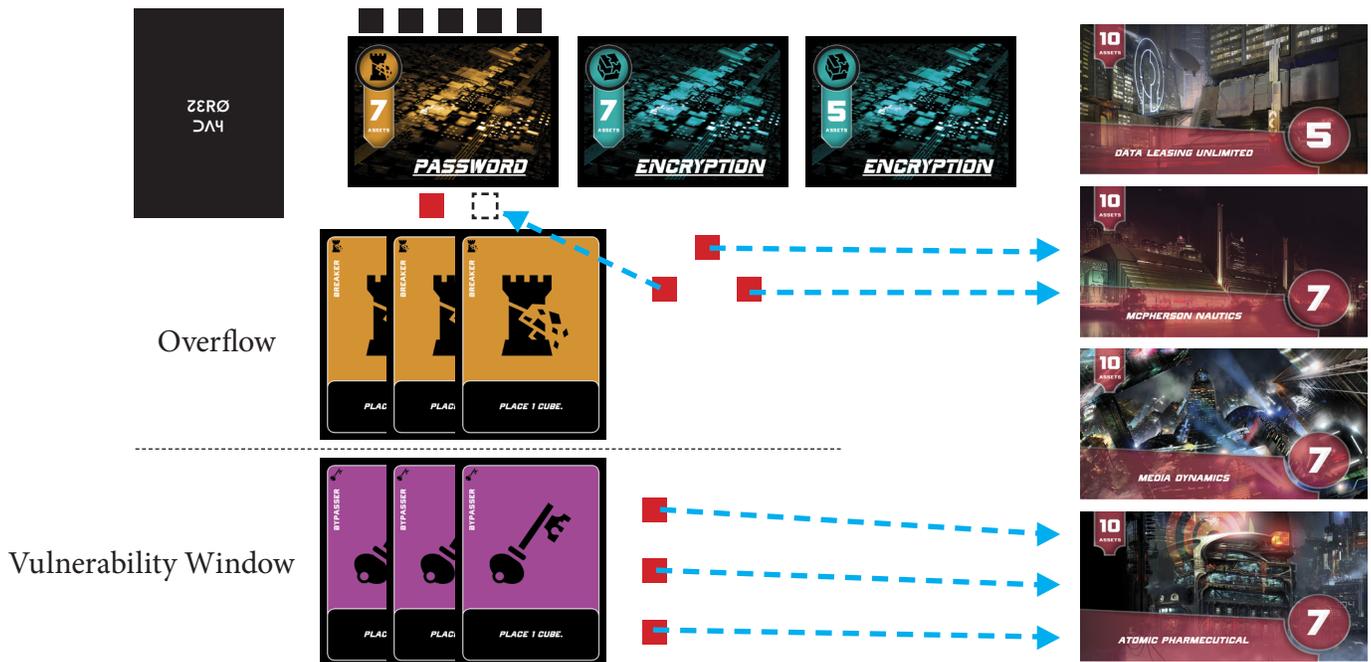
Overflow is achieved by playing more tools than legal spaces available for cubes on countermeasure cards. All cubes that can not be legally placed on any matching countermeasures will Overflow to the corporation cards.

The player may place these "Overflow" cubes on **any** of the corporations in play.

Vulnerability Window

A Vulnerability Window is when there are only 2 countermeasure types in play.

Players may place cubes directly on any corporations when playing tools of the missing countermeasure type.



Scoring Corporations

Corporations have separate target numbers and asset numbers.

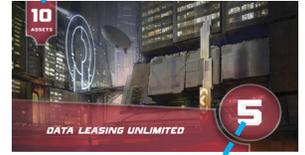
Once the target number has been reached on a corporation card, the player with the most cubes, wins the card.

Corporations are not scored until all of the current players cubes have been placed for the turn.

Once a corporation is complete:

1. The losing player places all of his cubes that were on the corporation into his score pile. Each cube in his score pile is worth 1 asset at the end of the game and are not available to be placed on countermeasures and coporations in future turns. You do not take an Asset bonus card for losing at a corporation.
2. The winning player returns his cubes back into his supply and places the corporation card into his score pile along with any Asset tokens.

Asset number



Target number

END OF THE GAME

The game immediatley ends when 3 corporation cards have been completed.

Players add up all of there assests from

- Countermeasures: 5 or 7
- Corporations: 10
- Cubes in each player's score pile are worth 1 asset each.
- Asset Bonus cards

The player with the most Assets is the winner!

If both players have the same number of assets, the player with the most completed corporations wins.



Target/Asset number