

the <BREACH/>



RULEBOOK



LUDUS MAGNUS
STUDIO



*Planet Earth... at the start of the 22nd century: the **Achab Corporation** influences and dominates the globe using exceptional technologies, obtained via access to **Gene.sys**, a secret database of unknown origin, containing a goldmine of information and knowledge. However, the Corporation is not the only entity that wants to obtain these secrets: the **Breachers** are expert hackers, capable of connecting to **Gene.sys** to steal information and increase the power and prestige of their faction. **A.R.M.** (the Achab Remote Mind) security system, a sophisticated artificial intelligence developed by Achab engineers, proactively detects and fights against each intrusion attempt on **Gene.sys**. But recently, it seems that stronger forces have found ways of penetrating the A.R.M. security system... Are you part of that force?*

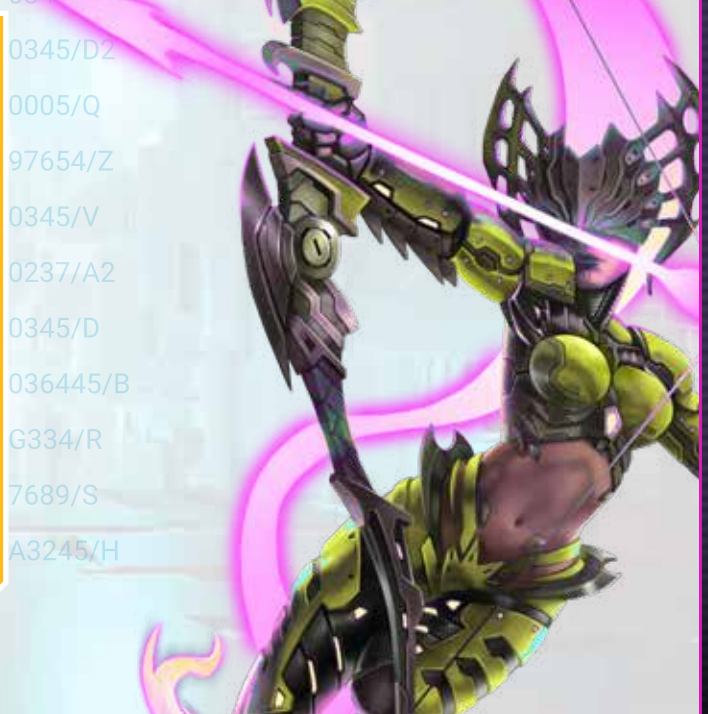
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THE GAME

THE BREACH is a competitive game where players connect to the Achab Corporation Database to steal secret information stored within.

The players are Breachers, i.e. digital rebels, acting for personal interests or under the banner of a Faction. Within the Database, they are represented by Avatars, digital projections created for a single purpose: to penetrate the defenses of the Firewall and steal more information than their competitors! The main goal of the game is to **steal** the Information tokens hidden within the Nodes of the Database.

The first player to complete their personal Objective wins the game and goes on to everlasting glory!



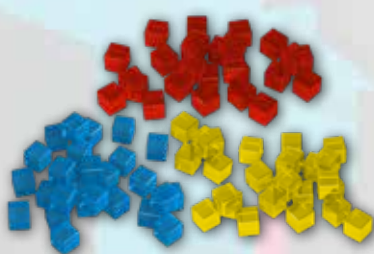
:/COMPONENTS



4 Player Interfaces



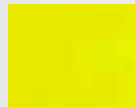
1 Firewall Board



60 Code Cubes



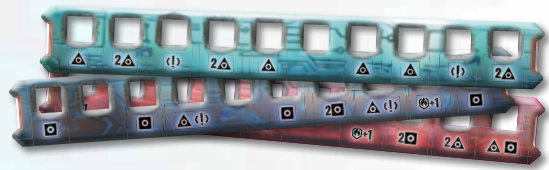
24 Upgrade Cubes



3 Deploy I.C.E. Cubes



1 Password Token



3 I.C.E. Deployment Tracks



10 Full Information Tokens



32 Partial Information Tokens



53 Virus Tokens



1 Infection Die



1 Firewall Power Die



16 Reward Tokens



20 Research Tokens



4 Screen Tokens



4 Gate Tokens



12 Rooms



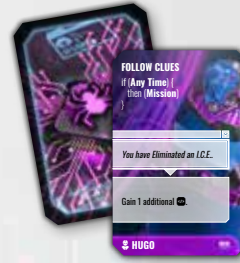
1 Room Ω



4 Avatar Sheets



4 Breacher Cards



40 Malware Cards



12 Objective Cards



1 Guardian Description Card



11 Guardian Activation Cards



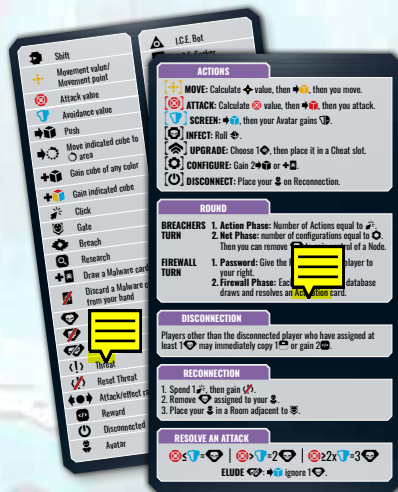
4 Seeker and Bot Description Cards



32 Seeker and Bot Activation Cards



1 Guardian Sheet



4 Reference Cards



6 Reward Cards



10 Breach Cards

[COMPONENTS]

[SETUP]

[GAME FLOW]

[ACTION PHASE]

[NET PHASE]

[FIREWALL]

[ATTACK]

[CHEAT]

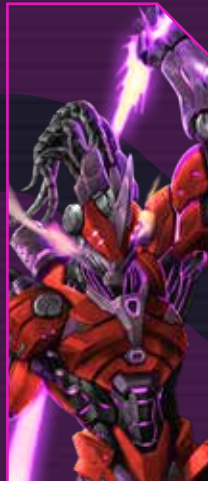
[DATABASE]

[GLOSSARY]

:/.../MINIATURES



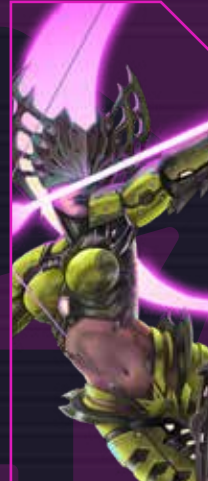
HUGO



STURM



VITRUVIAN



MILA





XAN4TH.RAR



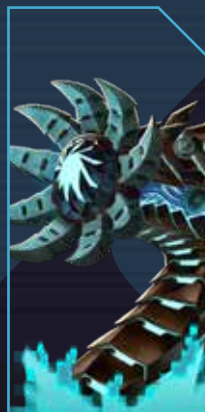
KYNODONTAS



ECHO



TENTACLE



WORM



:/SETUP

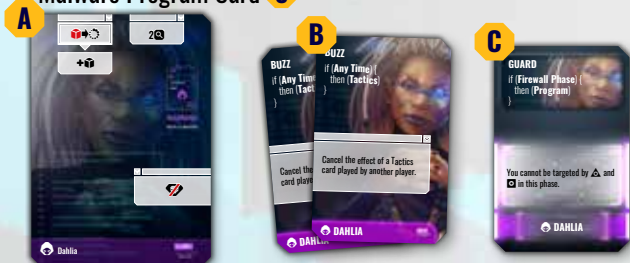


Before **start the Setup**, determine by mutual agreement the player who **has the Password token**, or assign it to the player who most recently cheated in a video game.

:/.../ 1. BREACHER CHOICE

Starting with the player with the Password token, and then clockwise, each player chooses a Breacher and takes the following related material:

- 1 Breacher Card **A**
- 2 Malware Cards **B**
- 1 Malware Program Card **C**



BREACHER CARD

The Breacher card shows the following elements:

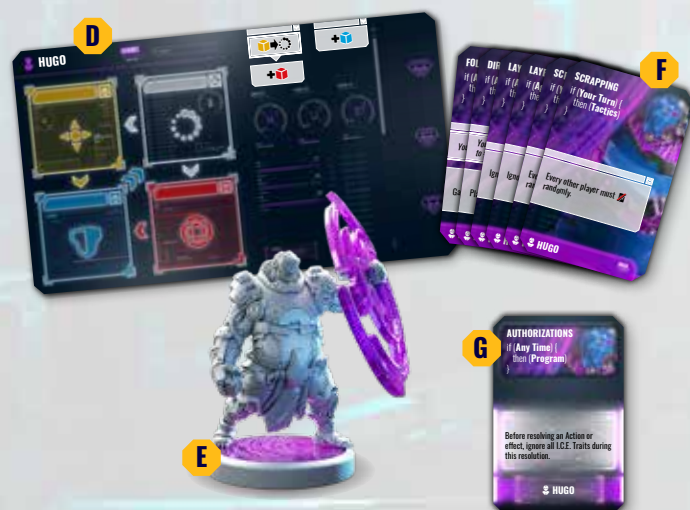
- A** Breacher Portrait
- B** Breacher Name
- C** Upgrade Bonuses (see page 20 - Upgrade Action - for further clarifications)
- D** Breacher Cheats (see page 28 for further clarifications)



:/.../ 2. AVATAR CHOICE

In reverse order of choosing the Breacher, each player chooses an Avatar and takes the related material:

- Avatar Sheet **D**
- Avatar Model **E**
- 6 Malware Cards **F**
- 1 Malware Program Card **G**



AVATAR CARD

The Avatar Sheet determines the characteristics of your virtual alter ego:

FRONT

- A** Avatar Name
- B** Movement Box
- C** Cache Box
- D** Evasion Box
- E** Attack Box
- F** Upgrade Bonuses

BACK

- G** Starting Equipment



[COMPONENTS]

[SETUP]

[GAME FLOW]

[ACTION PHASE]

[NET PHASE]

[FIREWALL]



[ATTACK]

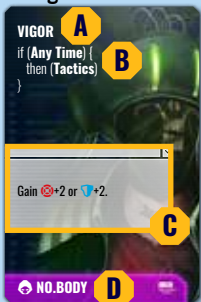
[CHEAT]

[DATABASE]

[GLOSSARY]


MALWARE CARDS


Malware cards represent strings of computer code or other advanced hacking tools. Each  has a set of 10 Malware cards, 7 given by the Avatar and 3 given by the Breacher. Two of these cards (one from the Avatar and  from the Breacher) are Program cards.




Malware cards show this information:

- A** Card name
- B** The time when the card can be played
- C** Card effect
- D** The name of the Breacher or Avatar assigned to the Malware card

The top of the Malware Card indicates the type and time of the game  which it can be played:

- **Your Turn:** the card can be played during the Action Phase of your . It is possible to play the card before, during, or after the execution of an Action.
- **Any Time:** the card can also be played outside of one's turn or during the Firewall Phase.
- **Action [X]:** the card can be played while a player is resolving the indicated Action. If the indicated Action is Attack, some cards specify that the Attack action must be performed "Against you".
- **Firewall Phase:** The card can be played during the Firewall Phase.
- **Net Phase:** The card can be played during your Net Phase.

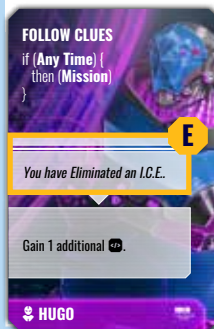
Malware cards are divided into the following  types:

TACTIC



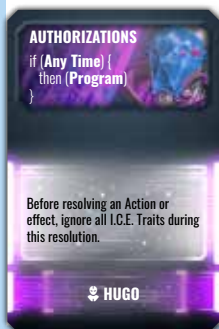
These cards are played at the indicated time, the effect is applied, then they are discarded face up.

MISSION



At the heart of these cards **E** is a specific condition. The card can be played when the condition is met during this turn. Then the effect shown below is applied and the card is discarded face up.

PROGRAM



Each player has two Program cards, inserted into the interface at the beginning of the game. The Program cards can be activated by using a Cheat (see page 28). After a Program has been used, the card must be turned over, so as to show the effect of the other available Program.

RACIAL LIMIT: A player cannot use a Malware card with the same name more than once in the same .

Malware cards are discarded face up to form a discard pile next to the Malware deck. If a player needs to draw a Malware card, but has no more cards available, shuffle the discard pile to form a new deck.





:/.../ 3. INTERFACE SETUP

All players prepare their Interface by following these steps in order:

1. Each player chooses their Interface **A**, that will match the player color material. Each Interface reflects the nature of your character.
2. Each player takes the material of the interface color listed here:
 - 6x white Upgrade cubes **B**.
 - 1x colored base **C** in the player color.
 - 8x Virus tokens **D** in the player color. Place them near the Interface.
3. Each player applies their colored base to the back of their Avatar.
4. Place your Avatar model on your Reconnection space **E**.
5. Place 6 Upgrade cubes in the slots in the upper part of the Interface **F**.
6. Using the appropriate sleeve, insert the 2 Malware Program cards, 1 of the Breacher and 1 of the Avatar, face to back. Then place the assembled cards in the Program slot of the Interface **G**, choosing which of the two cards will be active at the start of the game.
7. Shuffle the 6 Avatar Malware Cards with the 2 Breacher Malware Cards to form a single deck and place it face down next to your Interface.
8. Select the colored Code cubes and draw the Malware cards that are indicated in the Starting Equipment on the back of the Avatar Card. A black Cube indicates a Code cube of any color of the player's choice.
9. Insert the Avatar into your Interface **I**.
10. Place the Code cubes in the square matching their color **J**.
11. Insert the card of your Breacher in the slot **K**.
12. Each player receives a face-down Objective card **L**. Each player may look at their Objective.


PLAYER INTERFACE

- **Upgrade cube Slots F**.
- **Interface Upgrade bonuses N**, common to all players.
- **Cheat cube Slots O**.
- **Interface Cheats P**, common to all players.
- **Threat Indicator Q**: shows the Threat that an Avatar can endure before receiving a Virus from the Firewall.
- **Virus Slots R**: shows how many Viruses can be assigned to an Avatar before they are Disconnected.
- **Hard Disk S**: this is where the Information tokens collected by the player are allocated.
- **Clicks and Configurations T**: indicates how many Clicks and how many Configurations are available in the player's Turn.
- **Reconnection Space E**: the model of the Avatar is placed here when it is Disconnected.
- **Malware Program Slot G**: the 2 assembled Malware Program Cards must be inserted in this space.



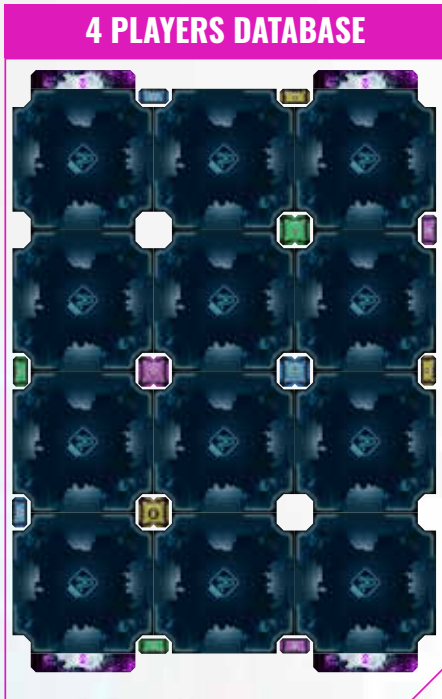
:/.../4. DATABASE SETUP



To prepare the Database, follow **steps:**

1. Select and place the Room tiles as indicated in the **Diagrams**.
2. Select and place the Information tokens as indicated in the **Diagrams**.
3. Place the Gate  tokens in the four corners of the Database as shown in the Diagrams.

The Database is the playing field where the game takes place. It consists of a series of virtual Rooms the Breachers must explore in search of Information to steal.

The rules for creating different **cases** and increasing the variability of your games are described in **appendix** of this manual on page 35.



Take all the tiles, remove two Tower Rooms (TW-1  and TW-2 ) , shuffle the remaining ones, pick 9 tiles, and place them randomly as shown in the **Diagram**.







Take all the tiles, shuffle them, and place them randomly as shown in the **Diagram**.



5. FIREWALL SETUP



Follow these steps to prepare the **Firewall**:

1. Choose an I.C.E. model for each category (Bot , Seeker  and Guardian .
2. Place the 3 Deployment Tracks in their respective slots on the Firewall Board, with the chosen side facing up **A**. Each Firewall Track has 2 side, Normal and Hard.  with white led is Normal,  with red led is Hard mode. You can use all 3 tracks in same difficulty, or mix them as you wish.
3. Place the models of the chosen I.C.E. for this game next to the Database. Place the other models back in the game box.
4. Place a blue Deploy I.C.E. cube on the I.C.E. icon of each I.C.E. Track **A1**, **A2**, **A3**.
5. Place the Firewall's Strength die on value 1 in the slot **A4**.
6. Prepare the Activation card deck by selecting cards according to the number of players as described in the box on the right.
7. Shuffle the I.C.E. Activation cards (in the example above the Bot and Seeker cards). This will form the Activation Deck which is then placed next to the Firewall Board **B4**.
8. Place the Guardian Sheet on side 1/2 near the Firewall board **D**.
9. Select the Guardian Activation cards according to the number of players (see box). Shuffle them and place them face down on the Guardian Sheet **B5**.
10. Place the I.C.E. Description cards (of the chosen Bot and Seeker) on the board **B1**, **B2**. The Guardian Description card **B3** is placed on top of the Guardian Activation cards with the side showing the symbol face-up.
11. Shuffle and reveal 4 Reward cards in the appropriate spaces **E**, returning the rest to the game box.
12. Form a supply of Reward tokens and face down Research tokens **F**.
13. Shuffle the Breach cards to form a deck with the side showing  face-up **G**.

ACTIVATION CARD SETUP



Each Activation card shows 6 circular LEDs in the upper right section, just below the name.

The LEDs are shown as turned on or off. If a LED is on it means that card must be used in a game with the number of players corresponding to the position of that LED. For example, in the shown image, the card can be used for 3, 4 and 6 players.

THE GAME STARTS WITH THE PLAYER HOLDING THE PASSWORD!

:/GAME FLOW

:/.../GAME ROUND

Starting from the player who has the Password, each player takes their turn resolving the two phases in order.



BREACHERS TURN

ACTION PHASE

The Action Phase (see page 16) is the heart of the game where the player chooses the Actions performed by their Avatar. **1**

NET PHASE

In the Net Phase (see page 21), the player has the opportunity to configure their Avatar to prepare for the next Turn and take control of the Nodes. **2**



REPEATED FOR EACH PLAYER

FIREWALL TURN

PASSWORD PHASE

The player who owns the Password passes it to the player on their left. **1**

FIREWALL PHASE

Starting with the player with the Password, each player draws and resolves an Activation card (see page 22). Only players who have their Avatar connected in the Database draw an Activation card. **2**
If the Activation cards run out, the **discards** must be reshuffled to form a new deck.

FIRST TURN - ENTERING THE DATABASE



When taking their first turn, the player must connect to the database for the first time. To do this, you need to place your Avatar in a Room adjacent to a Gate of your choice. If this Room is still Blacked out, then it must be revealed. At this point, the player can perform their Action Phase. "Entering the Database for the first time is a Free Action and it doesn't cost any Click.



END GAME

If a player reaches their Objective during their turn, the game ends **immediately**.



:/.../GAME OBJECTIVE

 Objective card determines the Information  layer must have on their Hard Disk to win the game.

Two Partial Information () tokens of the same type are equivalent to one Full Information () token.

The most direct way to obtain Information is to infect the Rooms, trace the Nodes and take the Information contained in them.

As the game progresses, the Information is taken  the players and may no longer be present in the Database. But every Breacher knows that there are other ways to achieve their goal:

- Copy Information (see page 27).
- Obtain a Reward Card (see page 27).

:/.../VICTORY

When a player has completed  Objective, they must immediately reveal it.

The game ends immediately and that player wins the game!



:/ACTION PHASE

The player has at their disposal a number of Clicks ✨* indicated in the **Interface**, at the beginning of the game each player has 2. For each Click, it is possible to perform one of the following Actions:

- [↔] Move [☉] Infect [🔌] Disconnect
- [🎯] Attack [⬆️] Upgrade
- [🛡️] Screen [⚙️] Configure

It is possible to perform the same Action several times. It is not mandatory to use all the Clicks available.



:/.../SKILLS

Skills are identified by symbols; actions associated with skills are represented by the same symbol but inside square brackets.

- Attack Skill [🎯], determines the effectiveness of the Attack Action [🎯].
- Movement Skill [↔] determines the effectiveness of the Move Action [↔].
- Evasion Skill [🛡️] determines **the resistance to attacks** suffered and allows the Screen Action [🛡️].

The value of a skill is indicated by the number of Code cubes present within its box, both those of the same color and those of a different color. Each time a player takes an action, this player must move a cube of the corresponding color to the next box following the connecting arrows. If the box of the performed action has multiple arrows pointing to different skill boxes, the player can choose the direction. The values of these skills change immediately the moment a player moves a cube from one box to another. Cubes of a different color than the box they are in cannot be moved to perform the corresponding action.

The sum of the cubes in a single box indicates the value of that skill: +2 for each cube of the corresponding color and +1 for each cube of a different color.

The cubes in the cache 🌀 have no value and are not used in any Action (they are waiting to be utilized).

:/.../[↔] MOVE

When performing a Move Action, the player performs the following steps:

1. Calculate the Movement value [↔], this number represents your Movement Points [↔].
2. Move one Cube [📦] from the yellow box to the next indicated by the arrow. If no yellow cubes were in the yellow box, the player cannot move.
3. Use the Movement Points obtained.

EXAMPLE: SKILL VALUES

The Skill values of this Avatar are:

[🎯] = 5

[↔] = 4

[🛡️] = 3

Cubes in the 🌀 have no Value.



The total of Movement Points gained can be spent on any combination of the following effects:

- Reveal a **Locked out** Room
- Move the Avatar
- Activate Room effects



[COMPONENTS]
[SETUP]
[GAME FLOW]
[ACTION PHASE]
[NET PHASE]
[FIREWALL]
[ATTACK]
[CHEAT]
[DATABASE]
[GLOSSARY]

REVEALING ROOMS

At the start of the game, the Database is unexplored and the rooms that form it are turned with their back side up. Rooms in this state are called Blacked out Rooms.

When an Avatar is in a Revealed Room, that player can reveal adjacent Blacked out Rooms. To do this the player completes the following steps in order:

1. The player spends the Movement Points shown in the open link of their Room on the side in common with the Room they want to reveal (usually 0 or 1).
2. Reveal and place the new Room by choosing any orientation.
3. Place a number of Research tokens equal to the number indicated **A** in the Research spaces, if any.
4. **Now the Player can Choose to enter the newly revealed Room if they have sufficient Movement Points remaining. If the player does so they must spend the Movement Points corresponding to the number shown in the open link of the newly revealed Room.**



It may happen that an Avatar is moved into a Blacked out Room outside of its Turn by other game effects. These Rooms are not revealed at that time. If a player starts their Turn in a Blacked out Room then they reveal and orient it at the start of their Action Phase, without spending any Movement Points.

MOVE THE AVATAR

An Avatar can move between two **connected** and Revealed Rooms by spending a number of Movement Points equal to the sum of the icons on their **connections**.

ACTIVATE ROOMS

Some Rooms show an effect that, if desired, may only be activated by spending the indicated amount **B** of Movement Points. Search effects can only be activated as long as the Room Research token is available.



OF ITERATIONS: a player cannot use the effect of the same Room more than once per Turn. They are allowed to use two different rooms which have the same effect.

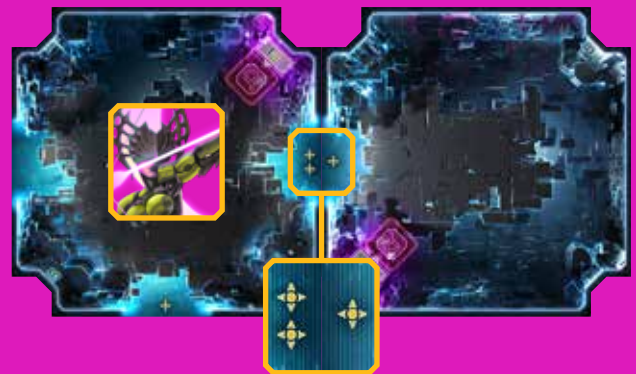


EXAMPLE REVEAL A ROOM

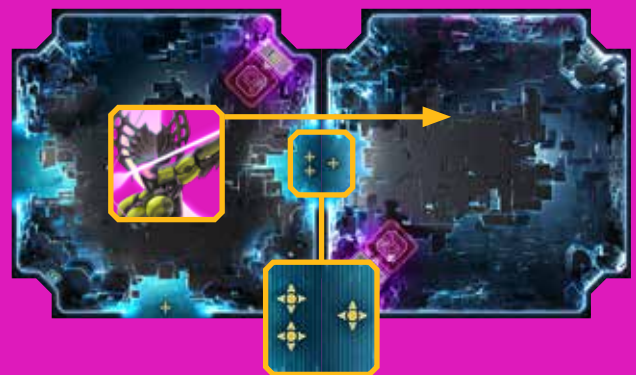
1. To reveal the adjacent room, you need to spend 2 Movement Points. The player chooses the orientation of the newly revealed room.




2. After revealing and placing it, the player can choose to enter by paying the remaining 1 Movement Point. Alternatively, the player could spend the Movement Points still available in other ways or end the current Action. **Note that had the player placed the orientation of the revealed room 90 degrees counterclockwise, the additional movement cost would only have been 1 additional Movement Point.** They could also have rotated the Room 90 degrees clockwise to make movement across this Connection impossible (not Linked).




3. From now on, moving an Avatar between these two Rooms costs 3 Movement Points.



:/.../[🎯] ATTACK



Through an attack, an Avatar or an I.C.E. can release Viruses to another model. Attacks can usually be resolved towards a single enemy model, i.e. another Avatar or an I.C.E., which must be in the same  as the attacker.

When a player performs an Attack Action, this player performs the following steps:

1. Calculate the value of 🎯.
2. Move one Cube  from the red box to the one indicated by the arrow. If no red cubes are in the red box, an Attack may not be made.
3. Resolve the Attack (see page 26)





EXAMPLE ACTION: ATTACK

The player declares the Attack Action 🎯 (with Attack Value 🎯=3), then this player must move a cube  from the red box to that indicated by the direction of the arrows. The player will not be able to perform the Action 🎯 a second time because this player does not possess  to move from the red box. In future turns, this player can only declare an Attack Action after they move a red cube from the Cache into the red box.

:/.../[🛡️] SCREEN


This action allows the Avatar to prevent any dangers. The Action takes place following these steps:

1. Move one cube  from the blue box, to the one indicated by the arrow. If no blue cubes are in the blue box, the player cannot Screen.
2. Assign a Screened Token  to their Avatar.

A Screened Avatar gains the following benefits:

- Can ignore a Virus whenever this Avatar is attacked, and can still Evade (see page 26) if it wishes.
- Ignore effects that increase their Threat .
- Ignore all Traits listed on the I.C.E. Description Cards (see page 22).

An Avatar remains Screened until:

- The Avatar completely resolves an Attack Action 🎯.
- The Avatar completely resolves a Move Action .



:/.../[🔧] CONFIGURE

This Action allows you to rearrange your Avatar during the current Turn.

For each Configure Action, the player chooses one of the following:

- Perform 2 Pushes ➡📦.
- Draw a Malware Card 📄 from their Deck.

PUSH

For each Push ➡📦 the player chooses any Code cube on their Avatar and moves it from one box to the next by following the direction of the arrows. It is possible to apply more Pushes to the same cube to move it several times.



:/.../[🦠] INFECT

This Action allows players to Infect a Room with their Virus. This is the main way to acquire the Information in the Database.

When performing this Action, the player must roll the Infection Die 🎲 and apply the result. Each die face can have one or more icons. If a die result has more than one icon, the effect of each icon can be resolved in any order chosen by the player.

- **Virus** 🦠: the infection is successful, the player places one of their Virus tokens in the Room where their Avatar is located.
- **Track Advancement** ➡/📦/📦/📦: Advance the cube one space to the right on the corresponding I.C.E. track. If the cube was on the I.C.E. symbol, insert it in the first space to the right of the corresponding I.C.E. symbol.
- **Threat** <!>: increase the Malware Threat Level by 1 (up to a level of 3).
- **Actions** [🔧]/[📄]: the player performs an Action chosen for free between Upgrade and Configure.

A Room can contain Virus tokens from multiple players, but a player may never place more than one of their Virus tokens in the same Room.

ANTI-VIRUS

Some I.C.E. have the Anti-Virus Trait, that is, it is not possible to perform the Infect Action in the Room where they are located. Players can only infect this Room if they are Screened, or they must Defeat all I.C.E. with this trait present in the Room, or all I.C.E. have been moved away from this Room.

TOKEN LIMIT

The number of Virus tokens available to each player is limited. If a player needs to use a Virus and has no tokens available, then they can choose to remove their own Virus elsewhere. The Virus can be removed from a Room or from another Avatar or I.C.E. (Guardian) to which it was assigned. A Virus may never be removed if it was placed on an Information Node.

INFECTION DIE

This special die is used whenever a player wants to attempt to Infect a Room. If a player consumes one of their Virus tokens to Infect a Room, they roll the Infection Die and apply the result in the reading order:



Virus - This symbol 🦠 indicates that your Avatar Infected the Room. Place a Virus token of your color in the Room you are in (or you were in in case you were Disconnected first). This token must always be placed, even if the Avatar is Disconnected for the same die roll.



I.C.E. (various) - the ICE cube deployment, of the indicated category, advances a space on the Deployment Track, triggering any effects immediately.



Threat - Increases the Threat on your Interface by 1. This Threat can turn into a Firewall Virus and may disconnect the Avatar.




Upgrade/Configure - This is the only side of the die that does not allow you to Infect a Room, but instead grants you a free Upgrade, OR a free Configure action.



:/.../[🏠] UPGRADE

Breachers can make a variety of hardware and software changes to their Interface board to increase their Avatar's performance during the game. Each Interface has 6 Upgrade cubes. When performing an Upgrade Action, you must choose any cube from the top area **A1** and place it in the lower part of the Interface of your choice in one of the four Cheat slots **A2**. A Cheat slot can only accommodate one Upgrade Cube.

Performing an Upgrade provides the Avatar with an Upgrade bonus **B**, which must be resolved immediately.

Some Breachers or Avatar Upgrades include an additional cost as shown **C**. The player **immediately** move a Code cube of the indicated color from any box to the Cache . If this cost cannot be paid, then the Upgrade cannot be carried out.

Each Interface has 2 Upgrade bonuses printed directly on it and is common to all players.

- **Draw Malware Cards:** the player draws 2 Malware cards from their deck.
- **Get Code Cube:** The player takes a new Code cube of the indicated color and places it in the box of the corresponding color.

A black cube symbol indicates a Code cube in a color of the player's choice. Take a new Code cube of the chosen color and place it in the box of the corresponding color.

The remaining Upgrade bonuses are defined by the choice of the Breacher and the Avatar and are printed on their cards.



:/.../[🔌] DISCONNECT

If the situation in the Database is too hot, the player may choose to voluntarily Disconnect their **Avatar**, then place their Avatar in the Reconnection space of their Interface. A Disconnected Avatar cannot be targeted by game effects.

FREE ACTIONS


All players can get free Actions through cards or other effects. See Free in the Glossary.



:/NET PHASE

:/.../NET PHASE

This phase closes a player's turn and allows you to perform these two operations in sequence:

Configuration: The player has at their disposal the number of Configurations  indicated in the "Clicks and Configurations" section of their interface.

For each Configuration, the effect of the Configure Action is carried out (see page 19).

Steal Information: The player may declare that they are Stealing Information. This means that the player's Viruses have infected a significant part of the Database and can be exploited to take control and possibly steal Information.

:/.../STEAL AN INFORMATION TOKEN

Information can be stolen if each Room that surrounds it contains its own virus.

Therefore, 2 Viruses are needed for Partial Information tokens and 4 Viruses are needed for Full Information tokens.

A player who steals Information follows these steps in order:



1. The player removes all their Viruses surrounding the chosen Information token.
2. The player removes the Information token and places it on their Hard Disk (a player can discard Information already on their Hard Disk to make room in the Hard Disk Memory).
3. The player places one of their Viruses on the Information Node to Track it.

It is possible that a Node is being tracked by several players. In this case, those after the first who steals it will not have an Information token to steal.

Some effects refer to Nodes tracked by players.



CLICKS AND CONFIGURATION VALUE

To determine the current value of Clicks  and Configurations , the player must read the leftmost space reached by an Information token, or the leftmost space at the start of the game. If the player obtains Information during the Action Phase, the new number of Clicks and Configurations is applied immediately.

In the example, the purple Information token provides this player with 3 Clicks and 2 Configurations.



EXAMPLE - STEAL INFORMATION

The **RED** player in their Net Phase can Trace the Central Node and Steal the Green Full Information token; alternatively, this player can choose one of the External Nodes.

The **GREEN** player, on the other hand, can only obtain control of the External Node containing the Yellow Partial Information token.

The **YELLOW** player cannot take control of any Nodes at this time.



:/FIREWALL

The Database is protected by a powerful Firewall that has the task of stopping the raids of the Breachers. The intensification of its activity is represented by the I.C.E.




:/.../THE I.C.E.

The I.C.E. are Firewall controlled defense programs. They are considered enemies of all players, and are represented in the Database by their models. The Description cards of the I.C.E. are placed on the Firewall Board and display the unique Traits of each I.C.E.

Traits can affect the Room that the model is in, or affect a specific time in the game.

The Activation cards provide behavior Subroutines that allow players to manage the activation of the I.C.E.

These are the I.C.E. categories in detail:

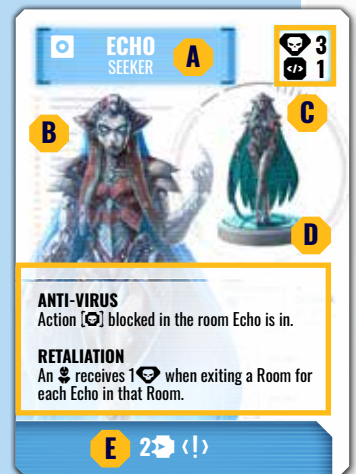
- **Bot** : These are driven by low-efficacy algorithms. These I.C.E. can become dangerous if underestimated or present in large numbers in the database.
- **Seeker** : These I.C.E. are more sophisticated and aggressive. Their purpose is to Disconnect Avatars and limit infections.
- **Guardian** : These I.C.E. are more advanced and are equipped with impenetrable defense algorithms. The Guardian is usually represented by a single model and only enters play late in the game.



I.C.E. DESCRIPTION CARD

Below are the elements shown by an I.C.E. Description card:

- A** Name and Category of the I.C.E.
- B** Illustration of the I.C.E. Model
- C** Maximum Number of Viruses and Rewards
- D** Traits
- E** Rapid Subroutine (see page 23)



I.C.E. ACTIVATION CARD

Activation cards contain the following information:

- A** Activation Card name.
- B** Name of the I.C.E. to activate and number of players for the card.
- C** Image of I.C.E.
- D** Subroutines.
- E** Advancement on Deployment Tracks.



:/.../RESOLVE I.C.E. ACTIVATION CARDS

The player must activate the I.C.E. of the indicated category following these steps:

- Execute the Subroutines following these rules:
 - Subroutines are performed by the activated model, in order from top to bottom.
 - The player who draws the card chooses which I.C.E. model of the indicated category (if more than one) to activate, where to move it and the target of its Subroutines.
 - Each Subroutine is optional.
 - The Shifting Subroutine allows to move the model to an adjacent Connected Room. I.C.E.s can enter a Blacked out Room without revealing it.
 - When an I.C.E. crosses a Breach (see page 29), the Breach card is flipped and/or removed.
 - Subroutines that interact with Avatars must be resolved towards a single target in the same Room as the I.C.E. model.




- Advance the Deployment track (if present):
 - Move the right I.C.E. deploy cubes for each indicated I.C.E. Track, a number of time equal to the value.

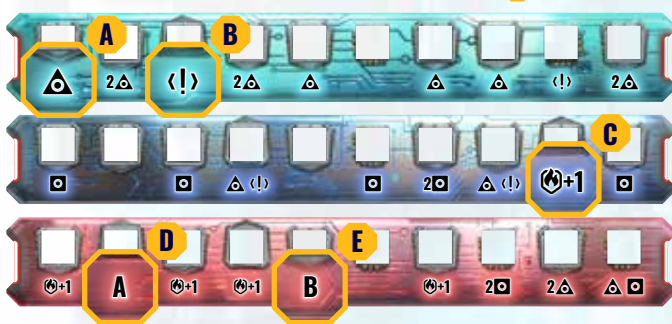





:/.../DEPLOYMENT AND I.C.E. TRACKS

The I.C.E. Tracks control the deployment of the I.C.E. in play and inflict various negative effects on players during the game.

When a cube on these tracks is moved, the effects indicated in the box just reached must be resolved. The most common effects are:

- I.C.E. Icon (Bot , Seeker  and Guardian ): Deploy a model of the indicated category by the icon **A**. If there is a number before the icon, deploy that number of models.
- (!): the player who moved the cube increases their Threat by 1 **B**.
- +1 increase the value of the Firewall's Strength die by +1 and the I.C.E. increase the values of their Skills **C**.
- A**: Follow the instructions on the Guardian Description Card. Usually, it must be turned upside down and placed on the Firewall Board **D**.
- B**: Follow the instructions on the Guardian Card **E**.





If the cube of the Tracks of  or  was moved beyond the space furthest to the right, then it is returned to the first square on the left. If the track of  reaches the end and can no longer advance, further advancements are resolved without effect.


The I.C.E. are deployed according to the progress of these tracks. Place model(s) in the revealed or Blacked out Room of the player who moved the cube on the track.

RAPID SUBROUTINE

When asked to Deploy an I.C.E., and there are no other models available in this category, the player must instead run the Quick Subroutine shown at the bottom of the Description card. This is an extra activation that is performed by a model of that category chosen by the player who must resolve the Deployment.

FIREWALL STRENGTH

On the Firewall Dashboard, the visible face of the die indicates the Firewall Strength. This value may increase when the Firewall Force indicator advances, reaching an . When this happens,  on the die so that the face with the next number after the current one is visible.

Even the I.C.E. have Skill values like Avatars.  I.C.E. Attack Values and Evasion are equal to the Strength of the Firewall, Activation cards, or other game effects that can modify this value.



:/.../THREAT

Various game effects such as Infect Rooms or I.C.E. increase the Threat of Avatars <!>. When an Avatar receives their first Threat, the Avatar takes a Virus token from the Firewall and places it in the Threat 1 space.

When the Avatar receives the second Threat increase the Avatar must slide the token to space 2. When the Avatar receives the third Threat increase, that Avatar clears their Threat and receives a Virus from the Firewall.



RESET THE THREAT

If a game effect allows you to reset the Threat, simply remove the token indicating the threat of the Avatar, if present.


:/.../THE GUARDIAN

At the start of the game, the Guardian Description card is on the Guardian Sheet with the face showing the symbol  upward.


When the Guardian enters the game, the instructions on its Description card will instruct you to turn the card over and place it on the Firewall Board. At this point, you will see side 1 of the Guardian Sheet containing special rules.

When this happens, the Guardian must be Deployed in the Active player's Room. Then the I.C.E. Activation deck must be reshuffled with its discard pile, adding Guardian Activation cards and thereby creating a new Activation deck.

A Guardian can never be Defeated, but players can still attach Viruses to it via Attacks or other effects. Assigned Viruses are placed on the Guardian Card, which contains additional game effects.

Guardian Activation cards work similarly  but may contain additional rules specific to each Guardian. During the Guardian's Phase A, it works like any other I.C.E., so the player can choose not to run the Guardian Subroutines.

Instead, during its Phase B, ALL the Subroutines are MANDATORY and must be executed by the player.

The behavior of a Guardian in the end of the game is aimed at removing the Gates to permanently block the access of Avatars to the Database. Side 2 of the Guardian Description Sheet shows how each Guardian achieves this goal. There may be  on the Description Sheet that require players to resolve Subroutines in a certain way.

If the last Gate is removed, the game ends immediately. The raid was rejected and all players were defeated by the Firewall. In this case, no player wins the game.

Players must try to win before this happens, trying to beat the Firewall and the competing Breachers on time!



ROOM Ω

Room Ω is the entry point for the I.C.E. Guardian that is placed later in the game. This Room tile is not initially placed and remains to the side of the Database during setup. Shuffle the selected Rooms, then place them face down (known as Blacked out) as shown in the figures. Place the Information tokens in the indicated Nodes (spaces). A Blacked out Room is hidden from players until it is explored and revealed.



[COMPONENTS]

[SETUP]

[GAME FLOW]

[ACTION PHASE]

[NET PHASE]

[FIREWALL]

[ATTACK]

[CHEAT]

[DATABASE]

[GLOSSARY]



:/ATTACK








During the resolution of an Attack, the attacking player must choose whether to use one or more Malware cards and/or Research tokens. If the player chooses not to play anything, they will no longer be able to play any cards and/or tokens in this Attack.

If the target is an Avatar, the controlling player can choose to play one or more Malware cards and/or Research tokens. If the target does, then the attacking player has a new opportunity to play Malware cards and/or Research tokens and the target can respond as well and so on as long as both players continue to play Malware cards and/or tokens. This process ends after both players have chosen not to play additional cards or tokens consecutively.

When both the attacker and the target have finished playing Malware cards and/or Research tokens, then the attack is resolved.


:/.../ASSIGN VIRUSES

To determine how many Viruses are assigned, compare the attacking model's Attack value  with the target's Evasion value .


-  is less than or equal to  = the Attacker assigns 1 Virus to the target.
-  is greater than  = the Attacker assigns 2 Viruses to the target.
-  is equal to or greater than double  = the Attacker assigns 3 Viruses to the target.
-  is 0 = the Attacker assigns 3 Viruses to the target.




VIRUS TO AVATAR

Viruses assigned to an Avatar are placed in the spaces of the Interface identified by the Virus symbol.



When an Avatar receives their third Virus , this Avatar is Disconnected; immediately place its model in the Interface Reconnection area.

AVATAR EVADE



An Avatar who is attacked has the opportunity once per attack to perform an Evade maneuver .

If the Avatar does so it must move a cube  from the blue box to ignore a Virus  that would be assigned. Only Avatars can Evade. Unless otherwise specified, an Avatar that receives Viruses outside the resolution of an Attacking Action  cannot Evade.

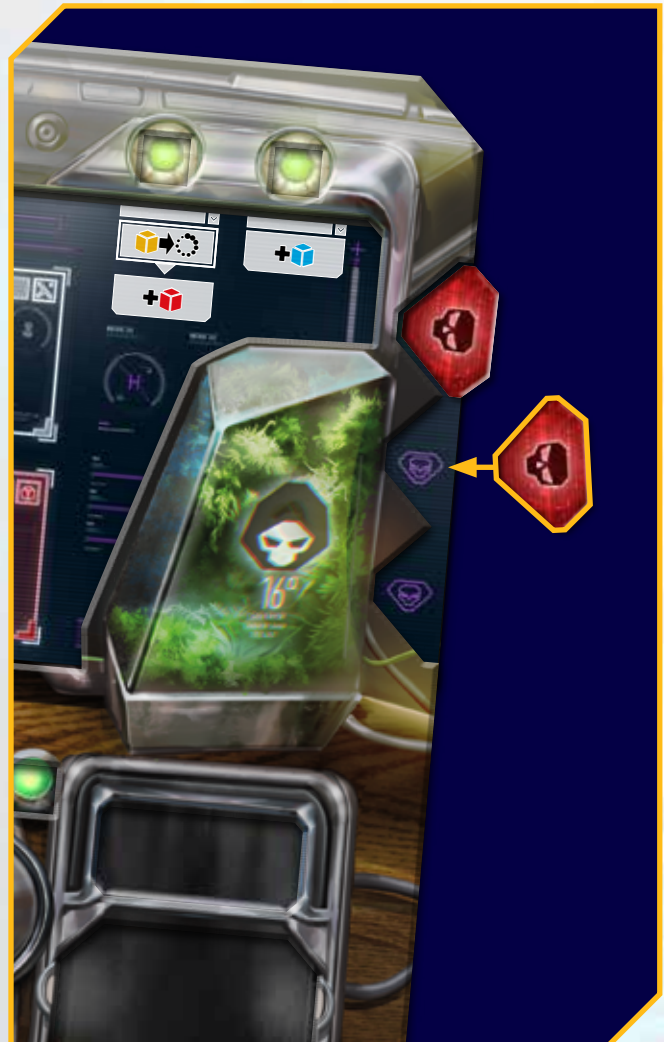
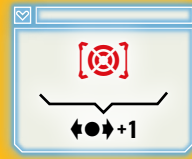
VIRUS TO I.C.E.

Virus tokens assigned to  and Seekers are placed next to the model. The I.C.E. Bot and  must be Defeated by the end of the current Turn; otherwise, the assigned Viruses are discarded and returned to the player's supply.

RANGE

Attacks can normally only be made on models in the same Room, but some game effects increase range by allowing Attacks to nearby Rooms. For example, an effect that provides +1 allows you to choose a target that is in the room adjacent to that of the attacker. You must only consider Attacks that trace through Rooms that are ected starting from the one in which the model carrying out the Attack is located or that resolves an effect with Range.

It is not possible to establish range through closed . Avatars cannot count Range through Blacked out Rooms.



:/.../DEFEAT AN I.C.E.

An I.C.E. which has Viruses equal to their maximum amount **A** are **Defeated**. This value is indicated on the I.C.E. Description card. After a player has Defeated an I.C.E., they gain the indicated Reward **B**.

The Defeated Bot and Seeker Models are removed from the Database and returned to the Reserve, ready to return to the game.

I.C.E. REWARDS

An Avatar that Defeats an I.C.E. gains the Reward tokens **</>** indicated on the Description card.



:/.../DISCONNECT AN AVATAR

When an Avatar is Disconnected, whether it has chosen to perform the Disconnect Action or if it is Defeated, offers the opportunity for other Breachers to access their Hard Disk. Immediately after an Avatar has been Disconnected, all other players

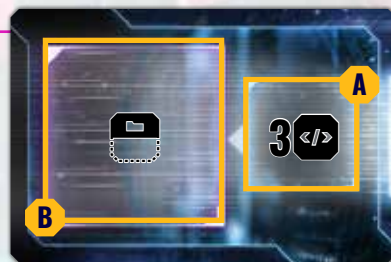
who have assigned at least one Virus to it can choose one of the following options:

- Copy one Information (see below)
- Obtain 2 Reward Tokens **</>**

:/.../REWARD CARDS

Each Reward card shows a cost **A** and a reward **B**. The player, during their turn, may spend Reward tokens **</>** to acquire one or more Reward cards and immediately obtain the indicated reward.

An acquired Reward card remains in the player's play area and is no longer available to other players.



:/.../COPY INFORMATION

A Disconnected Avatar is vulnerable and the opponents who have infected this Avatar have the opportunity to access its Hard Disk. When copying Information, the player must choose a type of Information (either Full or Partial) on the Hard Disk of the Disconnected

Avatar. This player **immediately** takes a Partial Information token of the chosen type from the Reserve and places it in their Hard Disk. The Disconnected player does not lose their Information; it is only copied.

:/.../RECONNECTION

A Disconnected Avatar remains in the Reconnection space until it has a Click available to reconnect. If it is Disconnected during its Turn, it must take the next Click to reconnect. If it has no Clicks remaining or if it is Disconnected outside its Turn, it will be forced to reconnect as the first Action of its next Turn.

An Avatar Reconnecting follows these steps:

1. Remove all Virus tokens assigned to your Avatar.
2. Set the Threat level to zero.
3. Place your Avatar model in a Room adjacent to a Gate (if the Room is still Blacked out, then it must be revealed).

An Avatar that is in Reconnection is considered to be out of the Database.

:/CHEAT

The lower part of the interface shows the Cheats available to the player. A Cheat is available if there is an Upgrade cube in the corresponding slot.

The two Cheats in the central part **A** are printed on the interface so they are the same for all players. The Cheat on the left side **B** is associated with the chosen Breacher and its effect is shown on the Breacher card.

The Cheat on the right side **C** has the effect described by the currently visible Malware Program card.

Whenever a Cheat is used to activate the effect of a Malware Program card, turn the sleeve containing the two Program cards (see page 9). Using a Cheat is not an Action and can be done at any time during the Player's Turn or when specified by the Program card. It is possible to use a Cheat during an Action in progress, for example, while performing a Movement Action **[M]**.

When using a Cheat, the player must discard the Upgrade cube present in the corresponding slot. Discarded cubes used to activate a Cheat will not be regained in any way for the rest of the game. Thus, a player will never be able to activate more than 6 Cheats in one game. Your Avatar is not required to be connected to the Database to use a Cheat.

REACTIONS LIMIT: A player cannot use the same Cheat more than once in the same Turn.

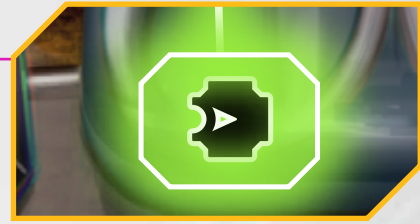
FREE CHEATS

The players may get free Cheats via cards or other effects. See Free in the Glossary.



:/.../SHIFT

This Cheat allows you to move your Avatar from your current Room to an adjacent **Connected** Room without needing to spend Movement Points.



:/.../OPEN A BREACH

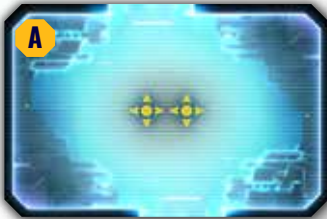


The Breaches are characteristic elements of the virtual environment. Opening a Breach means shaping the database space and creating a passage between two rooms.

The Breach card is placed **between** two adjacent rooms, even if not **connected**.

If the Rooms were already **connected**, then the Breach card simply modifies the cost of Movement Points to move from one Room to another, while if the Rooms were not **connected**, they now are.

When a player opens a Breach, this player may place the Breach card **between** any two rooms in the database.



When a player opens a Breach, this player takes the top Breach card of the deck and places it between two rooms with the bright side up **A**.



After any Avatar crosses the Breach for the first time, flip the card over to the dark side **B**.

After an Avatar crosses the Breach that is already on the dark side, remove the card from the Database.

Some Breaches may show other effects:

- **Requisite:** the player must have at least one Information of the type indicated in order to cross this Breach **C**.
- **Dissolution:** If a Breach card displays this icon when flipped to its dark side, it must be immediately removed from the Database **D**.



I.C.E.s do not flip or consider the effects of Breaches when crossing them.

REVEALING ROOMS VIA A BREACH

An Avatar could reveal a room through a Breach. To do this, the Avatar must spend **the shown** on the Breach card. After revealing the room, the Avatar can enter the new Room without spending any **Additional Movement** Points and by turning over the Breach card as usual.



:/DATABASE

The database is made up of tiles representing the virtual rooms where players move their avatars. The tiles placed side by side form empty spaces on the game table at the corners of the tiles. These spaces are called Nodes. The Information Tokens are stored inside these Nodes.

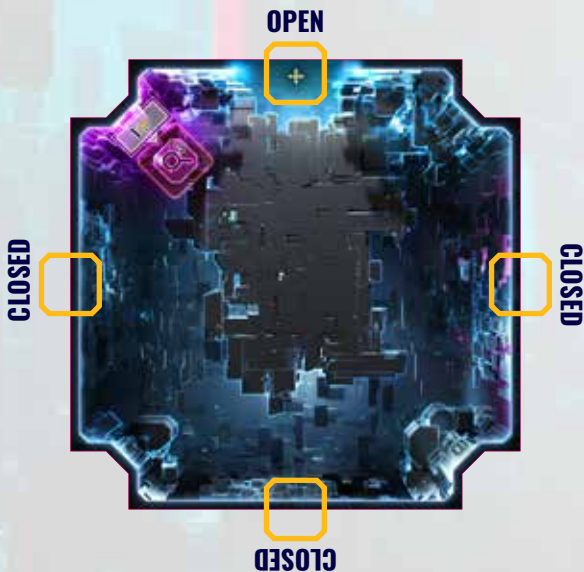
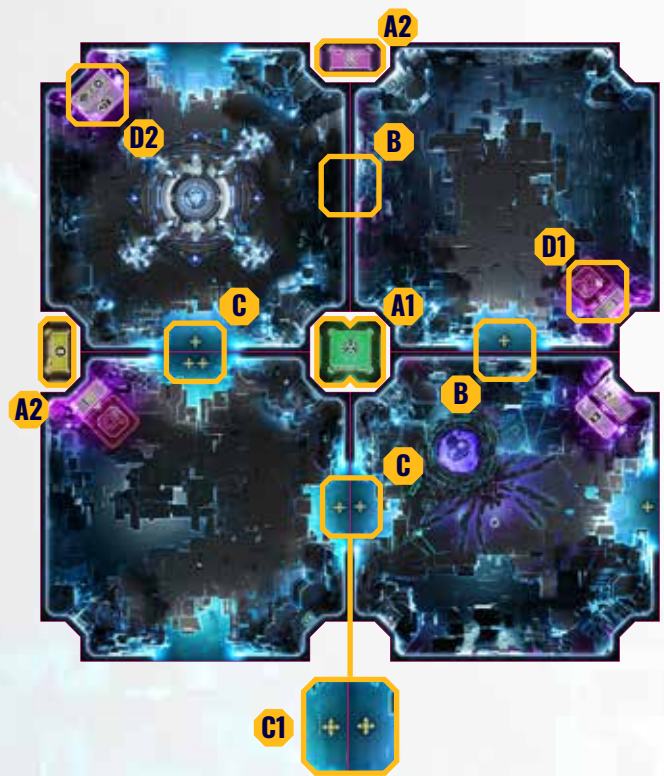
Central Nodes **A1** host a Full Information token, while External Nodes **A2** host a Partial Information token.

Each Room shows the following elements:

- Room effect **D1** to activate, or alternatively, it may show passive effects **D2**.
- Connections, open **C** or closed **B**. Both sides of a revealed Connection must show movement symbol(s) to be Open.
- Open Connections show how many Movement Points it takes to cross them **C1**.

ROOM EFFECT

Some Rooms have an effect that can be activated by spending Movement Points. Other Rooms instead provide a passive effect that affects the player performing a particular action (see Room Effects on page 31).



CONNECTIONS

Each outer edge of a Room represents a link which can be:

- **Open:** The edge of the Room is open and shows the number of Movement Points needed to cross it. This link allows you to move into an adjacent Room
- **Closed:** the edge of the room is closed and there are no Movement Point icons, it is not possible to move your Avatar or other Models to another Room through this Connection

Two rooms that both share an **Open** link are called **Linked**.

NOTE: Two rooms sharing an open link and a closed link are not linked.

Blacked out Rooms are initially considered to have all four links open until they are revealed and oriented. It is possible, once the Blacked out Room is revealed, that you will have insufficient Movement Points remaining to enter it.

Below are  descriptions of some game elements.

:/.../ROOM EFFECTS






CLUSTER - [IN_1] and [IN_2]



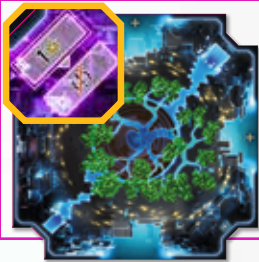
Once per Turn an Avatar can spend 2  to draw 1 Malware card.

TERMINAL - [CY_1] and [CY_2]



Passive   per Turn while in this Room, an Avatar gets a free push  if they perform a Configure  or Upgrade  Action.

GARDEN - [GR_1] and [GR_2]



Once per Turn an Avatar can spend 1  to reset their Threat to 0.

TOWER - [TW_1] and [TW_2]



Passive   per Turn while in this Room a model gains   +1 if they perform an Attack Action .






RESEARCH - [V_1], [V_2], [V_3], [V_4]



Once per Turn an Avatar can spend 1  to  a Research token.



:/.../RESEARCH TOKENS




Research tokens represent bonuses that players can benefit from after exploring a Room.

-  **Boost:** get a bonus to the value of the indicated Skill.
-  **Re-Roll:** after rolling the Infection Die, the player may discard this token to reroll the die and apply the new result, which must be used.
-  **Detachment:** the player can move a Gate token. It must be placed adjacent to a Room on the outer edge.
-  **Malware:** draw 1 Malware card.
-  **Push:** execute 1 Push.

RESEARCH TOKENS

When a Room with a Search space is revealed, place the indicated number of Research tokens in that space. Research tokens represent bonuses that players can benefit from after exploring a Room.

Normally, it is sufficient to declare that you are using it to get the benefit . Research tokens can be used at any time during your .

Using a Research token that provides bonuses to Skill values does not allow you to perform the corresponding Action. For example, a  +2 bonus does not allow you to perform the Action , but only when the player can successfully perform the Action  can that player take advantage of this bonus.

Evasion Bonus: this is the only Research token that must be played outside of your Turn, when your Avatar is the target of an Attack.

There is no limit to the number of Research tokens a player can own. When a Research token is used it must be returned to the box.

If the supply of Research tokens is empty, reshuffle all the tokens from those already used (placed in the box) to form a new supply. In this way, all Research tokens are used before they are reshuffled.

:/GLOSSARY

Below are some useful keywords and definitions accompanied by their icons.

/A

ATTACK [🎯] - An Avatar can perform this Action to assign Viruses to an enemy model. The effectiveness varies based on the value of the Attack skill.

AVATAR 🧑 - Virtual representation of the player in the Database.

ACTIONS - Below is the list of Actions:

- | | | |
|-------------|----------------|----------------|
| [🏠] Move | [📈] Upgrade | [🦠] Infect |
| [🎯] Attack | [⚙️] Configure | [🔌] Disconnect |
| [🖥️] Screen | | |

/B

BOT 🤖 - The category of I.C.E. is less advanced and effective.

BREACHER 🧑 - The player's alter ego in the game. It is depicted in the Breacher cards.

BREACH 🗝️ - Players can open Breaches by placing the relevant [🗝️] between two Rooms. A Breach always makes two adjacent rooms connected.

BOX SKILL - Identify the area in the Avatar Card where the Skill cubes are moved.

/C

CACHE BOX 🗝️ - Identify the box in the Avatar Card that has no corresponding Skills, the cubes in this box have no value.

CHEAT - These are skills that the Breachers can exploit to obtain various types of advantages. To perform a Cheat, it is necessary to have at least one Upgrade cube in the corresponding box and discard it after use.

CLICK ✨ - Represents the number of Actions that Avatars can perform in the Database.

CONFIGURE [⚙️] - An Avatar can perform this Action to perform 2 Pushes, or draw 1 Malware card.

CONFIGURATION ⚙️ - It is resolved during the Net Phase, each Configuration has the same effect as the Configure Action. It allows you to perform 2 Pushes, or draw 1 Malware card.

CONTROL - Players can gain control of a Node. When this happens, the player places a Virus token of their color on it.

CODE CUBE 📄 - Represents the performance of the Avatars. These Cubes are associated with the Skill of the same color: Movement 📄, Attack 📄 and Evasion 📄.

/D

DEPLOYMENT - Indicates when an I.C.E. from the reserve is placed in a Room in the Database.

DESCRIPTION CARD - Each I.C.E. in play has a Description card that indicates:

- Traits
- Number of Viruses to be Defeated
- Number of Rewards when Defeated

DISCONNECTED 🔌 - A playing Avatar that is out of the database.

DISCONNECT [🔌] - An Avatar can perform this Action to voluntarily Disconnect from the Database.

/E

EVASION 🛡️ - An Avatar can perform this maneuver to ignore 1 Virus while it is the target of an Attack.

EDGE - Each Room has 4 Edges. Each Edge has a link that can be closed or open.

/F

FIREWALL STRENGTH 🛡️ - It is represented by the relative Die, the I.C.E.s have Attack [🎯] and Evasion [🛡️] values equal to the Strength of the Firewall.

FREE - Players can get free Actions or Cheats in a variety of ways.

- A free Action does not require you to spend Clicks and can be performed outside your Turn, if required. It is not necessary to move the Code cubes for Actions: Move, Attack or Screen. It is not

- necessary to pay the Upgrade cost for the Upgrade Action.
- A free Cheat does not require you to spend an Upgrade cube, the Cheat used does not need to be available.

FIREWALL POWER DICE - Indicates the current strength of the Firewall.

/G

GATE - Allows Avatars to connect to the Database in a Room adjacent to it.

GUARDIAN - The category of I.C.E. which comes into play late in the game. Its purpose in the final phase of the game is to remove the Gate tokens to interrupt the Breacher raid.

/H

HOOK - The I.C.E. Worms in this box have this Trait. When a model with this ability is deployed, it attaches to an Avatar in the same Room of the player's choice resolving the Deployment. The hooked Worms are placed next to the Avatar model. An Avatar can have up to 3 Worms hooked, the excess Worms attempting to hook are simply deployed in the Room with no other effect.

When an Avatar is Disconnected, all Worms that were attached remain in the Room and are no longer attached to any Avatar.

As long as an Avatar has 3 Worms attached to it, that Avatar cannot become Screened.

/I

I.C.E. - They are the enemies of the Avatars and act under the control of the Firewall. There are three categories of I.C.E.: Bot , Seeker and Guardian .

IGNORE - Some game effects allow you to ignore Viruses or other effects. An ignored effect does not affect the target and does not apply to its model.

INFECT - An Avatar can perform this Action to attempt to place a Virus in their Room. It is necessary to roll the Infection Die to determine the result of the action.

INFORMATION - The Information is stored in the Database Nodes. Two Partial Information tokens of the same type are equivalent to one Full Information token.

I.C.E. DEPLOY TRACK - It serves to manage the deployment of the I.C.E. for each category. The indicator of each Track moves to the left when the following symbols are revealed:

- Increase the Bot Deployment Track by one step
- Increase the Seeker Deployment Track by one step
- Increase the Guardian Deployment Track by one step

INFECTION DICE - It is rolled when the Infect Action is performed. The result of the launch determines the failure or success of the action and the increase in the danger of the Firewall.

/L

LINKED - Two Rooms sharing an open edge are ected; models can move between Linked rooms.

/M

MALWARE (cards) - They are the cards available to players that provide unique abilities. The three types of Malware cards are:

- Tactic
- Mission
- Program

MOVE - An Avatar can perform this Action to gain Movement Points; they can be reveal an adjacent Room, activate Room effects, and move to a ected adjacent Room.

/P

PUSH - An Avatar who resolves this effect can move one of their Code cubes by one square following the arrows.

/R

RANGE - Indicates at what distance Attacks or other effects can be resolved. The count starts from the Room where the player's Avatar is located and proceeds to adjacent ected Rooms.

RESEARCH - These tokens are collected by activating certain Rooms and can be spent to obtain various types of benefits. Research tokens in the player's possession are kept face down.

ROOM - Each tile represents a virtual Database Room.

RECONNECT - A Disconnected Avatar is obliged to reconnect as soon as it has 1 Click available. A Disconnected Avatar model is placed in the Reconnection space of the Player Interface.


REWARD - It is spent on acquiring Reward cards. Obtained by Defeating enemy Avatars and I.C.E.


/S

SCREEN - An Avatar can perform this Action to become Screened.




SCREENED - A Screened Avatar is protected from negative effects including:

- Ignore I.C.E. traits shown on the Description cards
- Ignore 1 Virus for each Attack
- Effects cannot increase this player's Threat.

SHIFT  This effect is used to move a model from its Room into an adjacent **Selected** Room and is the common I.C.E. move. Avatars can perform this effect via Cheats.

SEEKER  - The category of I.C.E. which aims to disconnect Avatars and limit infections.

SKILL - The value of the Skills determines the effectiveness of some Avatar Actions.

- /Move: determines the effectiveness of the Move Action
- /Attack: determines the effectiveness of the Attack Action
- /Evasion: determines the resistance to Attacks and allows the Screen Action

/T

THREAT (<!) - An Avatar who receives their third Threat increase receives 1 Virus from the Firewall, and the Threat Level resets to 0.

TRAIT - These are the abilities or effects that characterize the I.C.E. They are indicated in the I.C.E. card Description.



TOKEN - The following elements are represented by tokens:


- Gate
- Full Information
- Partial Information
- Event
- Research
- Reward
- Screened
- Upgrade Blocked
- Upgrade Available
- Virus

/U





UPGRADE  - An Avatar can perform this Action to increase the effectiveness of their Actions and place Upgrade cubes in the Cheats.

UPGRADE CUBE - At the start of the game they are positioned at the top of the interface and indicate an Upgrade that can still be performed. After the Upgrade, it must be placed in a free slot in the lower part of the Interface. The corresponding Cheat is now available. When a Cheat is performed, remove the Upgrade cube in the corresponding slot, it is discarded for the rest of the game.

/V

VIRUS  - Too many Viruses assigned to a model cause it to Disconnect or to be Defeated. Players infect Database Rooms with their own Viruses to control Nodes and steal Information.

VALUES IN THE GAME

- A numerical value before an icon indicates the number of those elements that must be counted. For example, 2  indicates two Reward tokens.
- An icon without a number , has a value of 1.
- A numerical value after an icon indicates a bonus or enhancement provided to that element. For Example, +2, indicates a Bonus of +2 to the Attack Value.
- A brace () under an Action icon means that the Action must be performed with the indicated property.

:/.../APPENDIX - CUSTOM DATABASE PREPARATION

This rule allows for greater variability than the rapid preparation scheme proposed in Section 2.

SELECTING ROOMS

It is possible to randomly choose the rooms to be used or in an agreement among the players. It is recommended to include the Rooms considering a couple of the same name, however, players are free to experiment with new different configurations if they prefer.

SELECTING INFORMATION TOKENS

Randomly associate the letters **A**, **B**, **C**, and **D** with a type of **Information**: Bio, Science, Bitcoin, and Politics. Take the number of Information tokens (Full and Partial) needed from the supply according to the table below. During this setup, the empty Information tokens indicated in column X are used.

The selected information is turned face down, shuffled, and placed in the Database Nodes. At the end of the placement, reveal all Information tokens and remove empty Information tokens.



PLAYERS		A	B	C	D	X
2		0	1	1	0	2
		2	0	0	2	4
3		1	0	1	1	1
		1	3	1	1	2
4		1	1	1	1	2
		2	2	2	2	2



[COMPONENTS]
[SETUP]
[GAME FLOW]
[ACTION PHASE]
[NET PHASE]
[FIREWALL]
[ATTACK]
[CHEAT]
[DATABASE]
[GLOSSARY]

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THE BREACH
Rulebook v.0.94



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