[Winning the game]

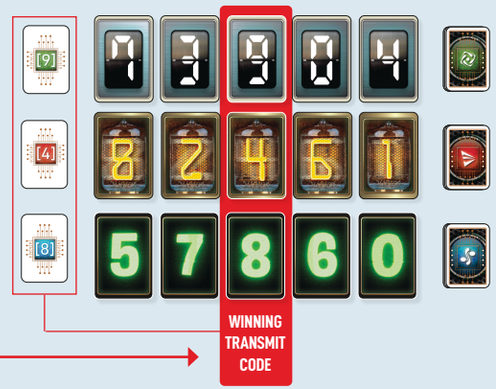
Each time a code is cracked the data chip within the vault is taken by whoever opens it.
The master data key is unlocked by combining three different data chips.
The reverse side of each data chip contains a number – part of the **Transmit code**.

Once a player has retrieved all three different data chips, they need to then align a vertical column in the centre of the board, with the matching numbers from the reverse side of their data chips, one number per row, matching the correct colour for the row, to transmit the master key code.

Once transmitted the player wins the game.

Example *– Player one obtains three different coloured data chips. They flip them over (secretly) to reveal: Green 9, Red 4, Blue 8.*

To complete the game, they continue play as normal, but try to align the sequence 9-4-8 from top to bottom (matching the colour sequence on the right: G-R-B), in the middle row. Once they have aligned the numbers as required, they have transmitted their data & won the game.

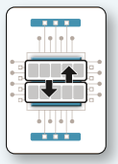


[HACK CARD ACTIONS]

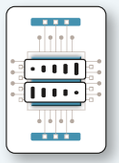
LOCK: LOCK any number in place, it cannot be flipped, but CAN be moved. An OPEN card is required to unlock a locked number.

Place a tapped Lock card over the combination card to show that is had been locked.

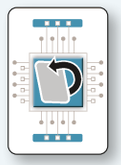
OPEN: Remove a LOCK card from any row. Multiple OPEN cards can be used together.



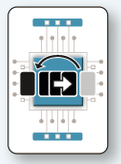
HACK: Swap the locations of any two ROWS. Locked numbers CAN be moved with the entire row.



SORT: SORT a row into numerical order, ascending, or descending, without flipping. LOCK cards can be sorted, but not flipped..



FLIP: FLIP all unlocked numbers in a SINGLE row. Can be played in conjunction with an OPEN card.



PUSH: Push ONE row left or right, as far as required. Numbers pushed out of line are added to the opposite side. LOCKED numbers travel but stay locked.

A GAME OF CODE BREAKING & DECEPTION

by Justin-Lee Morrison

You are a professional hacker & thief and have taken on an open contract to infiltrate several high security locations to retrieve valuable data chips containing information on rival assets for a nefarious corporation 'Paladin International'.

Other hackers, like yourself, have also taken on the same contract, and are after the same target data, possibly at the same time! The risk is high, but so is the reward...

Over the course of your mission, you will have to break into 3 different vaults, retrieving data chips. As each code is cracked, the security level increases on the next suspected target, but the reward value also increases.

Will you risk & race for the higher value vault first, or play the 'long game' and go for lower value job, which will increase as the plot unfolds?

[CONTENTS]

15 double sided Combination cards (3 sets of 5)
20 Key code cards. 12 Data chip cards. (4 of each Red, Blue & Green.)
30 Hack cards. (5 of each: LOCK, OPEN, HACK, SORT, FLIP & PUSH.)

Game Designed by: **Justin-Lee Morrison** Graphic design: **Leo Boyd & Justin Morrison**
Prototype design: **Ian Bell**

Playtesters (alphabetically): Andrew Brown, Jeff Dodds, Simon Duffy, Chris Fawcett, Neil 'Fuji' Francey, Joseph Kelly, Rory Kelly, Robert 'Bob' Liddle, Mark Lyttle, Paul Morrison, Deborah Morrison, Erin Morrison, Stuart McFarland, Roger McIlvenna, Andrew McNally, David Reid, Ross Thompson.

Special thanks to:
The Wee Gamers & The Bunker Club, Red Knight Toy Group, The Ham Bap Gamers - for the support, the banter, the good times & the coffee.
And not forgetting my family, for putting up with me throughout this process, thank you for your patience, Lorraine & Noah Morrison.

[Object of the game]

Each combination row contains a data chip. To win the game, you must unlock three combinations, retrieving a data chip from each line, and then transmit the data back to your handler.

[Set up]

Take the **Combination cards**, and sort into their matched artwork sets. Lay them out in three horizontal rows onto the modular board, Top, Middle, and Bottom, in the starting sequence **0-2-4-6-8**, as shown below.

Place the Hack cards into a pile, and put in within reach of all players.

Each player then takes a **Key Code** card containing five codes. This card is not to be revealed to the other players.

The **Data Chip** cards should be placed to the right of each row, in a stack, as shown,

[Rules]

The game is turn based, starting with a nominated 'first player', and proceeding clockwise.
On their turn, the player has three phases, DECODE, HACK & REFRESH, which must be played in order.

DECODE PHASE:

The player has 2 actions, either a FLIP, or a SWITCH.
FLIP: A combination card is turned over to its other side.
SWITCH: A combination card is swapped with its adjacent card.

NOTE: A player can perform only TWO actions, it can be one of each FLIP and SWITCH, or two flips, or two switches.

HACK PHASE:

If the player has any Hack cards, they can use them after their decode phase, up to a MAXIMUM of 4. They are to be played with immediate effect upon the current combination(s).

REFRESH PHASE:

At the end of their turn, the player can draw two hack cards from the pile. These **CANNOT** be used on this turn but may be used on the **NEXT** turn. Each player can only hold a **MAXIMUM** of **5 Hack cards** at a time.

NOTE: A player cannot hold more than two of the same Hack cards. If a card is drawn that results in a triplicate being held, then another must be drawn to replace it.

[Unlocking a combination]

If a player unlocks a combination, by matching it to one of the five on their key code card, they must immediately declare it & show the other players the code on their key code card.
This **ENDS YOUR TURN**, and no other actions may be taken, or hack cards used, although you can still draw two new hack cards (up to you limit of five).

The combination row that has been matched is then removed from play.
The Remaining combination(s) are moved up a tier, if possible.
The combination that was removed is then reset to the starting combination of 0-2-4-6-8 and placed into the bottom row.
BONUS UNLOCK: If another player moves cards which reveal one of your combinations (even mid-turn), immediately tell them to STOP. Reveal your matching code. This ends their turn, and you can claim the Data Chip Card associated with that row. The combination card reset then happens as normal, and play passes to the next player.

NOTE: The code that you have just used from your key code card CANNOT be re-used.

[Data chips & ~~The Black Market~~]

During the game, a row that you were trying to unlock may move up the board. This may leave you in a position where your target row will reward you with a data chip that you already possess.
Duplicate data chips, although not required for your mission, are traded in one of two ways, depending upon their value at The Black Market. This can be visited during the turn in which a player unlocks the data chip (The data chip must be exchanged on this turn; it cannot be held).

[BLACK MARKET DATA CHIP EXCHANGE RATE]

Data chip	Value	Data chip	Value
Blue	1 extra move or 1 Hack card.	Green	2 extra moves or 2 Hack cards.
Red	3 extra moves or 3 Hack cards.		

NOTE: Extra cards bought in the Black Market are drawn randomly.
Exchanging data chips can assist you on your mission to unlock other codes, so use them wisely!
Once a data chip has been traded in, return it to its relevant set-up space.'.

[Crashing out]

You begin the game with a **Key Code card** containing five codes. You can win the game with three codes, but undoubtedly, as the combinations move up the board, you may end up in a position where you can unlock a code & retrieve a data chip that you already have.

This chip can be exchanged in The Black Market; however, once you run out of codes you cannot retrieve any more.

Be careful not to exhaust your buffer of two extra codes. Once they are gone you cannot complete your mission, countermeasures activate and begin to track you down for elimination!