

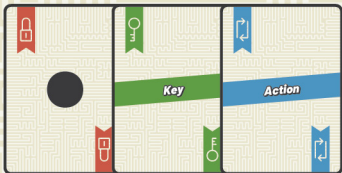


Interference!

The disruptive hacking game

Components

The box contains 4 double-sided lock cards, 16 key cards and 68 action cards, as well as this manual.



Prologue

It was supposed to be a simple, run-of-the-mill routine check of the missile control system. At least that's what you thought when you logged on to the main frame to initiate the test procedure.

This being a Monday morning, you are sleep-deprived from playing too many video games during the weekend and you have yet to get your first cup of revitalizing beverage.

Having done this test hundreds of times before, you start typing at your computer. Execute missile launch subroutine.

Prologue

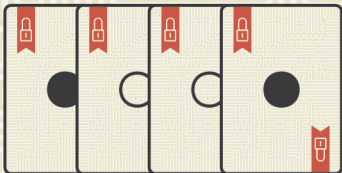
Before you get a chance to realize what you've done, the main frame locks you out of the system. The alarm sound goes off and red lights start flashing.

On your phone you see a text message warning saying "BALLISTIC MISSILE THREAT INBOUND TO HAWAII. SEEK IMMEDIATE SHELTER. THIS IS NOT A DRILL."

It's hacking time!

Setup

Separate the four lock cards from the rest of the cards and arrange the lock cards in a horizontal line at the center of the table. The line shall begin and end with filled circles and must not contain filled circles in the middle. Flip any cards violating these rules upside down.



Setup

The two players are to be seated on opposite sides of the table.

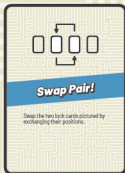
Separate the key cards from the action cards and shuffle the two decks thoroughly. Hand out one key card and three action cards to each player. The cards should be kept secret from the opposite player.

Place the remaining key and action cards, face down, in separate stacks at the side of the table.

Game Objective

Each player's objective is to manipulate the four lock cards at the center of the table so that the lock cards match the key of as many key cards as possible.

The four lock cards can only be manipulated by following the instructions of the different action cards.



Game Steps

The player whose visual appearance most resembles a circuit board starts the game and becomes the active player.

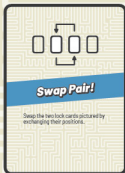
The active player begins their turn by drawing a new key card if they hold no uncompleted key card. This will never happen during the very first turn but may happen in subsequent turns.

They continue by playing an action card of their choice from their hand. The instructions on the back of the card provide details on the effects of playing the action card.

Game Steps

The active player may choose to play an action card in a way that doesn't change the pattern of the lock cards, but they may not skip playing an action card.

When the effects of the action card have been applied to the lock cards, the action card is discarded from the game.



Game Steps

If the current arrangement of the four lock cards as seen from the position of the active player matches the key on the active player's key card, the active player completes their key card!

If the current arrangement of the four lock cards as seen from the position of the opposite player matches the key on the opposite player's key card, the opposite player completes their key card!

A player completing their key card may not immediately draw another key card.

Game Steps

The active player ends their turn by drawing a new action card. If there are no action cards left, the active player ends their turn without drawing an action card.

The game ends either when all key cards have been completed or when all action cards have been played.

Each completed key card gives one point and the player with the most points wins the game!

Credits

Game Designer
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