CYBERDOOM TOWER

👥 1-2	🕐 ~15	🧍 12+

It is the year 2104, the machines dominate the planet Earth trying to wipe out the human race. You have been chosen to stop them.

Collect the passcodes to unlock the door at the top of the Cyberdoom Tower and defeat the AI who controls the machines to save the world!

COMPONENTS
4 White Dice (12mm)
4 Red Dice (12mm)
2 Yellow Dice (12mm)
2 Green Dice (12mm)
1 Green Cube (8mm)
2 Meeples (16mm)
27 Tokens
7 Cards (88x125mm)
13 Cards (50x75mm)

SETUP
Shuffle the Floor Cards and place 4 of them randomly one on top of each other to build the Cyberdoom Tower .

Shuffle the Sentinel Cards and place each one of them on the right side of each Floor matching the bottom 4 rows of the Floor Cards with the ones of the sentinels like shown in the image.

Place your meeple in the Elevator of the bottom Floor. The column with blue and yellow stripes on the left of the tower is the elevator shaft and the squares with the two blue arrows are the elevator stops of each floor.

Place the Round Counter (**green cube**) on the top-right of the top Floor Card of the tower.

Place a Key token on each Floor on a sector with a Key symbol.

Take randomly one of the AI Cards and place it face up on top of the tower.

Place the Player Sheet in front of you with the Energy die (**yellow**), the Luck die (**red**) and the Action Point die (**green**) on the square corresponding squares, all three showing the

number 3. These dice will help you to keep track of your Energy, Luck and Action Point.
Place the 3 Ability tokens on the player card, covering the last 3 Abilities.
Shuffle the Equipment cards and place them face down where you can reach them.
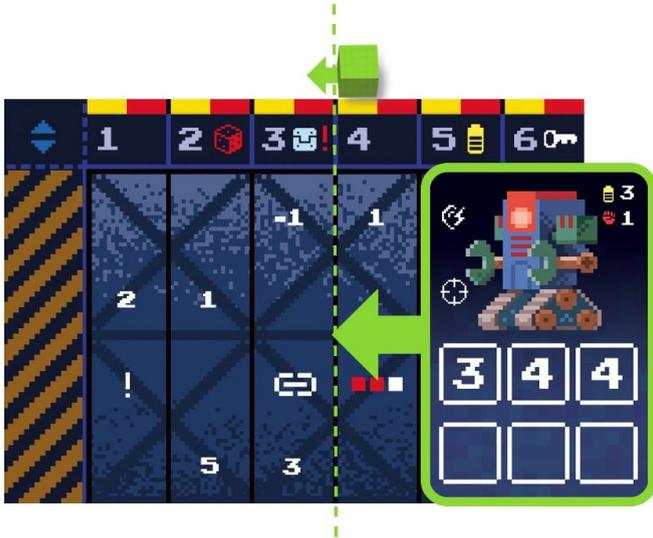
Take 4 White dice and 2 Red dice.
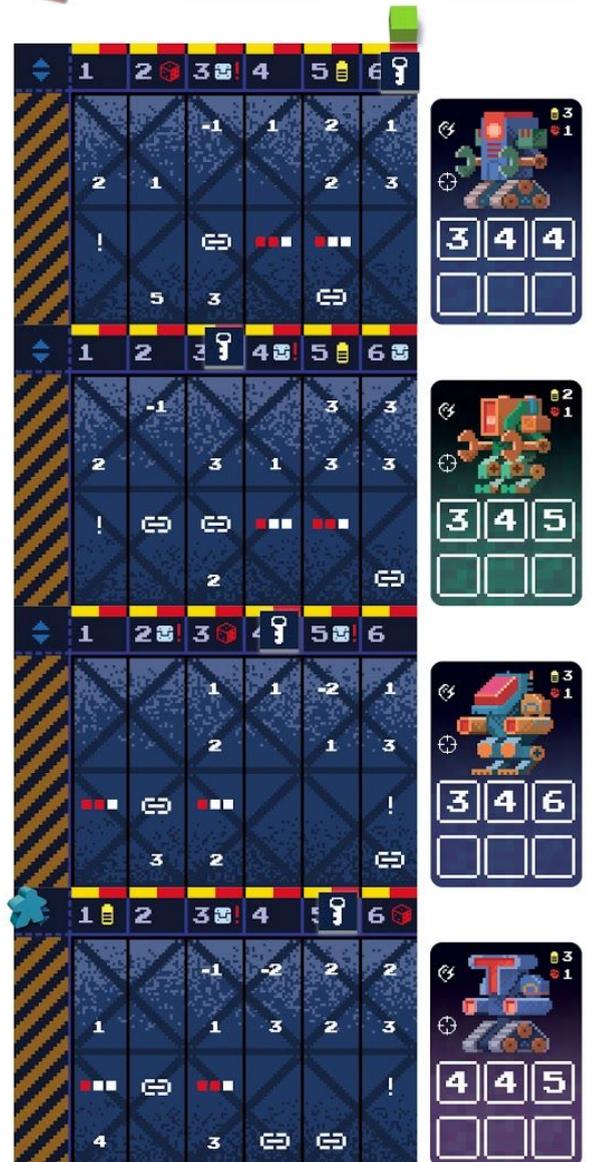
GAMEPLAY

ROUNDS & COUNTDOWN

At the end of each round, move the Round Counter 1 space to the left (see Floor Card on page 5).
If you don't collect the 3 keys before the end of the 12th round, you lose.
Every time the Round Counter moves to a new Sector, slide all the Sentinels that are 2 Sectors behind by 1 space to the left.

PLAYER TURN

During each round you will always start with the player(s) turn.

On your turn you can do these 3 actions in any order by spending Action Points:

- **Move**
- **Loot (free action)**
- **Attack**

ACTION POINTS (AP)

In your turn, you must use the AP on your Player Sheet to Move or Attack.
Every time you make an action, reduce the number shown on the AP die as much as the AP spent.
At the end of your turn, put the AP die back to 3.
You cannot spend more than 3 AP during your turn.

MOVE

In your turn, you can spend a number of AP equal to the number of sectors you want to move your meeple (**Example**: moving your meeple 2 sectors cost you 2 AP).

Moving your meeple up or down with the elevator costs you 1 AP independently of how many floors you move it.

You can break your Movement with other actions if you have enough AP to spend.
Example: you can move 1 space (1AP), then **loot** (free action) , then move again 1 space (1 AP) and then **attack** (1 AP).

You can spend 1 Energy to move 1 extra sector.

At the end of a Movement you have to roll 1 die to **Hide**, unless you want to **Loot** (if you move 2 or more sectors with 1 action it is still considered 1 movement).

If you end your movement on a sector with an **Energy** (yellow) or **Luck** (red) symbol, increase the correspondent die on your player card by 1.

Remember: you start the game with 3 Energy and 3 Luck.

LOOT

When you end your Movement on a Crate and you decide to loot it as free action, you have to roll to Hide, but the Sentinel gains +1 **Anti-Stealth**.

Independently if you succeed or fail your roll, you loot the crate and draw 1 Equipment card.
You can loot a Crate only once.
After looting a crate, place a X token on it.

See how you can use your equipment at the end of the rules.

HIDE

To hide yourself against the Sentinels you have to roll 1 die and obtain a number equal or higher than the sum of the number on the sector your meeple is in and the Sentinel's Anti-Stealth.

If you fail the test to Hide, move 1 Ability token from the first Ability on the left to the next Ability on the right (see Abilities). Your turn ends. You cannot make any other action and it is now the **Sentinel Turn** (see Sentinel Turn on page 4).

You can spend Luck points (by decreasing the number shown on the Luck die on your players sheet) to modify the result of the roll.

Note: The equipment Tecno Suit gives you a bonus to hide (-1 Anti-Stealth).

ATTACK

To Attack a Sentinel you must spend 1 AP.
You can Attack a Sentinel if you are in **range** (weapons have different range values).
RANGE = Distance in sectors.

You can Attack only once per turn and you can use only 1 weapon (base weapon, Laser Cannon, Plasma Rifle or Grenade).
You must choose the weapon before rolling the dice.
To attack a Sentinel roll 4 White dice and 2 Red dice.

Place the dice on the Sentinel's Hit Boxes by following the rules below. You damage the Sentinel (or the AI) if you can place all 6 dice on the card.

SYMBOLS ON SENTINEL AND AI CARDS

WHITE BOX WITH A NUMBER IN IT
You have to place a die of any color with a number equal or higher than the one in the box.
RED BOX WITH A NUMBER IN IT
You must place a Red die with a number equal or higher than the one in the box.
EMPTY WHITE BOX
You can place a die with any number and color.

SYMBOLS ON FLOOR CARDS

These symbols influence the equivalent row of the Sentinel (Hit Boxes).
CHAIN
You have to place dice in this row, showing the same number. You still have to satisfy the rules of those Hit Boxes, if any.
EXCLAMATION MARK
You have to place dice showing the same number on the Hit Boxes.
RED BOX

You must place Red dice on the indicated Hit Boxes.
NUMBER
All empty Hit Boxes now have that number (see the rule WHITE BOX WITH A NUMBER IN IT).

ABILITIES

When attacking a Sentinel (or AI), you can modify the result of your dice by using the unlocked Abilities on your player sheet.
+/-1
You can add or subtract 1 to the result of 1 die. This ability is unlocked by default.
RE-ROLL
You can re-roll 1 die.
FLIP
You can flip 1 die showing the face opposite of the one rolled.
HIT
Choose the number you need on 1 die.

You can use unlocked Abilities only once per turn, for free. An Ability is unlocked if there are not tokens on it.

You can reuse an unlocked Ability by spending Luck points. Decrease by 1 the die for each time you reuse an unlocked Ability.

If you are not able to place all 6 dice on the Sentinel (or AI) Card, move 1 Ability token from the first Ability on the left to the next Ability on the right

If you place all 6 dice on the Sentinel's (or AI) Card, you deal an amount of damage equal to the one shown on the used weapon. Place as many Damage tokens on the Sentinel's card as the damage done.

Example: You attack the Sentinel with the plasma rifle. After placing the dice, place 2 Damage tokens on the Sentinel card.

After you attack a Sentinel, your turn ends and it is the Sentinel's turn.

DEFEAT A SENTINEL

If you place as many Damage tokens as the Energy of a Sentinel, you defeat it, and gain 1 Energy and you can also move 1 Ability token from the first Ability on the left to the next Ability on the right.

Flip the Sentinel card face down to show you defeated it.

SENTINEL TURN

If this is the first time the Sentinel activates, place an Activation token on top of the card.

Slide the Sentinel Card 1 sector to the left.

The Sentinel attacks you if you are in its **Range** (even if your meeple is in the elevator).

Sentinels' Range considers both directions of the Sentinel's cards (as shown on the image above). Sectors directly above the sentinels card are Range 0.

You receive an amount of damage (energy points) equal to the number shown on the Sentinel card (damage). Decrease the Energy die by that amount of Energy.

If your energy reaches 0 you lose the game.

After a Sentinel attacks you, you will automatically fail any other tests to Hide in that Floor.

If the Sentinel Card covers the first Sector, the Floor can't be explored any more and if your meeple is in it you lose the game.

KEY

If you end your Movement on a sector with a Key and you don't fail the roll to Hide, you may take it and automatically go back to the Elevator (free action).
Take the Key token and place it on your Player card.

When you collect 3 Keys you can go to fight the AI on the roof of the tower.

Once you reach the top floor, place your meeple beside the AI Card (free action).

Fighting the AI follows the same rules of fighting a Sentinel, but the AI won't move from it's position and both of you are always considered in Range from each other.

WINNING CONDITION

To win the game you have to defeat the AI by dealing an amount of damage equal to its Energy points.

PLAYER MODE

1 Player = 4 Floors = 3 Keys to unlock the roof.
2 Player = 5 Floors = 4 Keys to unlock the roof.
With 2 players, simply decide who is going to play the round first.

PLAYER SHEET

MAIN STATISTICS

On the top left there are the main statistics: Energy (yellow), Luck (red) and Action Points (green).

BASE WEAPON

Below the main statistics there is the base weapon:
RANGE: 2
DAMAGE: 1

EQUIPMENT

We saw how you obtain your equipment during the game, here we explain how to use it.

To use your equipment, you have to pay the cost of activation shown on the top-left of the chosen item.

GUNSIGHT (1)

TO USE: Cross 1 Luck box.
EFFECT: Obtain 1 Hit on any 1 rolled die.

LASER CANNON (2)

TO USE: Cross 1 Energy box.
EFFECT: You can use this weapon to attack.
RANGE: 4
DAMAGE: 1

PLASMA RIFLE (3)

TO USE: Cross 1 Energy box.
EFFECT: You can use this weapon to attack.
RANGE: 2
DAMAGE: 2

JETPACK (4)

TO USE: Use 1 Action Point (AP).
EFFECT: You can move 2 sectors. You can also use the Jetpack to increase a movement by 2.
Example: You use 2 AP to move with the Jetpack, so you move 3 sectors.

TECNO SUIT (5)

TO USE: Free to use, once per turn.
EFFECT: The Sentinel gains -1 Anti-Stealth when you roll to Hide.

GRENADE (6)

TO USE: You can use it only once during the game. Cross it off after using it.
EFFECT: You can use this weapon to attack.
RANGE: 2
DAMAGE: 3

Any time during the game you can discard one of your item cards to gain 1 Energy. You can't use that item any more.
Note: the Gun Sight gives you 1 "**Hit**" instead.

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LITTLE ROCKET GAMES

FLOOR CARD

SENTINEL'S MODIFIERS