

CYBERDOOM TOWER

A game designed by Zemilio and Marco Salogni for 1-2 players, ages 12+

It is the year 2104, the machines, controlled by a superior AI, 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! There are only a few survivors forced to live in the underground, hiding. With limited supplies of water and food, extinction is just a step away. The last hope lies in a handful of men and women. A group of genetically modified chosen soldiers. You, son of Hiroshi Mifune, the creator of the machines, will enter the Cyberdoom Tower. Collect the keys to reach the top floor of the tower and destroy the AI. Put an end to this nightmare and save humanity.

COMPONENTS

4 White Dice	2 Player Cards	5 Key Tokens
4 Red (Luck) Dice	5 Tower Cards	6 Ability Tokens
2 Yellow (Energy) Dice	6 Equipment Cards	4 Activation Tokens
2 Green (Action) Dice	5 Sentinel Cards	10 X Token
1 Round Counter Cube	1 AI Card (front/back)	5 Damage Tokens
2 Meeples	1 Rulebook	

OVERVIEW

Cyberdoom Tower is a cooperative game that takes place over several rounds.

Each round is divided in turns and is considered completed when all the players and Sentinels have taken their own turn.

Each round, in the two-player game, players can choose who will start the round first, based on the strategy they want to apply.

You have 12 rounds to collect 3 keys (4 with two players) and go to the top of the tower and defeat the AI.

SETUP

A Shuffle the Tower Cards and place 4 (1 player) or 5 (2 Players) of them randomly one on top of each other to build the Cyberdoom Tower.

Put back in the box the remaining Tower Card, if any.

B Shuffle the Sentinel Cards and place each one of them on the right side of each Tower Card matching the symbols on both cards.

Put back in the box the remaining Sentinel Card, if any.

C Place your meeple in the Elevator of the bottom Tower Card.

(The squares with the two blue arrows are the elevator stops of each floor).

D Place the Round Counter on the top-right of the top Tower Card.

E Place a Key token on each sector of the Tower Cards with a Key symbol.

F Choose randomly one side of the AI Card and place it on top of the tower.

G Place the Player Card in front of you with the Energy die (yellow), the Luck die (red) and the Action Point die (green) on the corresponding squares, all three showing the number 3.

(These dice will help you to keep track of your Energy, Luck and Action Points).

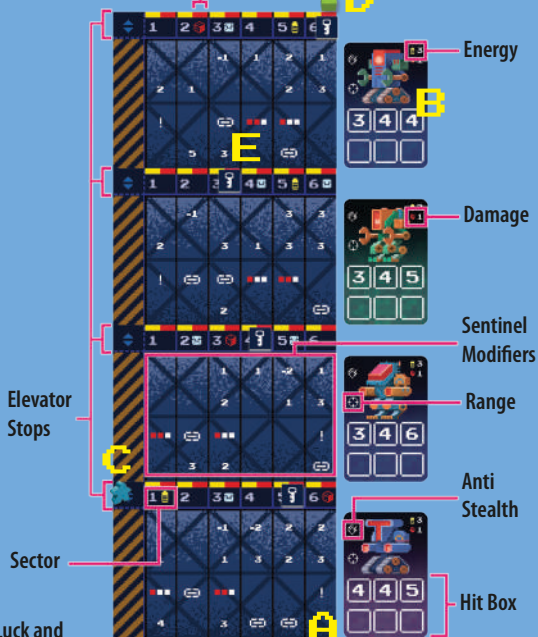
H Place the Ability tokens on the Player Card covering the last 3 abilities.

I Shuffle the Equipment Cards and place them face down where you can reach them.

J Take the 4 White dice and the 2 Red dice and place them where you can reach them.



Round



Elevator Stops

Sector

Energy, Luck and Action points

Base Weapon



Abilities

GAMEPLAY

Collect the keys to unlock the access to the top of the Cyberdoom Tower to fight the AI. If you don't collect the 3 keys before the end of the 12th round, you lose!

Player Turn

On your turn you can do different actions: **Move** and **Attack** by spending **Action Points** or **Loot** as a free action.

Action Points (AP)

In your turn, you must use the AP on your Player Card 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.**

(Note: You cannot spend more than 3 AP during your turn).

Movement

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 (Tower Cards) you move it.

You can break your Movement with other actions if you have enough AP to do it.

Example: you move 1 space (1AP), then loot (free action), then move again 1 space (1 AP) and then attack (1 AP).

(Note: You can spend 1 Energy (Yellow Die) 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 end your movement on a sector with Energy (🟡) or Luck (🎲), increase the correspondent die on your Player Card by 1.

(Note: if you move 2 or more sectors with 1 action it is still considered 1 movement).

Keys

If you end your Movement on a sector with a Key you may take it immediately as a free action and then roll to **Hide**. **If you don't fail the roll to Hide you can go back to the Elevator as a free action.** Place the Key on your Player Card.

When you collect 3 Keys (4 Keys with 2 Players) you can go to fight the AI on the top of the tower. Once you reach the last elevator stop, place your meeple beside the AI Card as a free action.

Hide

To Hide against the Sentinels you must roll 1 die. If you roll a number **equal** or **higher** than the sum of the number on the sector your meeple is on and the Sentinel's Anti-Stealth you can continue with your turn (*if you have enough AP to do so*).



If you fail the test to Hide your turn ends. **You cannot take any other action** and it is now the Sentinel Turn.

The adrenaline makes you learn new unknown abilities: move the token on top of the first Ability on the left that has at least one token on it and place it on the next Ability on the right. If the tokens are only on the last ability, simply remove them from the game.

(Note: You can spend Luck Points to modify the roll to Hide and to add +1 to the result of the roll).

Loot

When you end your Movement on a Crate, you can **Loot** it (*free action*). Draw 1 **Equipment** card and roll to **Hide**. The Sentinel **gains** +1 Anti-Stealth.



You can **Loot** a crate only once. After looting a crate, place a X token on it.

Attack

To Attack a Sentinel you must spend 1 AP and be in **range**. Weapons have different range values and they are measured in **sectors**.

You can Attack only once per turn and you can use **only** 1 weapon, which you must choose **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.

White Box with a Number You can place a die of any color with a number equal or higher than the one in the box.

Red Box with a Number You must place a Red die with a number equal or higher than the one in the box.

Empty Box You can place a die with any number and color.





Fighting the AI

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.

Symbols on Tower Cards

These symbols determine the stats of the Sentinel:

Chain  All dice in this row must show the **same** number. You still have to satisfy the rules of the Sentinel's Hit Boxes, if any.

Exclamation Mark  All dice in this row must **match** the numbers 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 (*follow the rule of White Box with a Number*).



Abilities

When attacking a Sentinel (or AI), you **can** modify the result of your dice by using the **unlocked** Abilities on your player card.

You can use unlocked Abilities **only** once per turn, for free. An Ability is unlocked if there are **no** tokens on it.


You can reuse an unlocked Ability in the same turn by spending **Luck points** (*red die*).
Decrease by 1 the die for each time you reuse an unlocked Ability

Abilities Description

Modify ± 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 180° showing the face opposite of the one rolled.

Hit  Choose the number you need on 1 die.

If you are **not able** to place all 6 dice on the Sentinel (or AI) Card or if you defeat a Sentinel, move the token on top of the first Ability on the left that has at least one token on it and place it on 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 (or AI) card as the damage done.

Example: If you hit the Sentinel with the plasma rifle, place 2 Damage tokens on the Sentinel card.

If you place as many Damage tokens as the Energy of a Sentinel, you **defeat it**, and **gain 1 Energy**.

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

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

Sentinel Turn

If it 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** sides of the Sentinel's cards.

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. **Decrease** the Energy die by that amount.

If your Energy reaches 0 you lose the game!

If the Sentinel Card **covers** the Sector 1, the floor **can't** be explored any more and if your meeple is in it you lose the game.

(Note: after a Sentinel attacks you, you will automatically fail any other tests to Hide in that floor).

Countdown

At the **end** of each round, move the **Round Counter** 1 space to the left.

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.

If you **don't** collect all 3 keys (4 keys with 2 players) and reach the AI before the end of Round 12, you lose the game!



WINNING CONDITION

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

EQUIPMENT

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

Base Weapon

This weapon is on the Player Card. You can use this weapon to attack.

TO USE: no activation cost.

RANGE: 2

DAMAGE: 1

Gunsight

You can use the ability Hit on any 1 rolled die when you attack.

TO USE: 1 Luck Point.

Note: if you discard the Gun Sight, you can use the ability Hit on any 1 rolled die when you attack.

Laser Cannon

You can use this weapon to attack.

TO USE: 1 Energy Point.

RANGE: 4

DAMAGE: 1

Plasma Rifle

You can use this weapon to attack.

TO USE: 1 Energy Point.

RANGE: 2

DAMAGE: 2

Jetpack

Once per turn, you can move 2 sectors by spending 1 AP.

TO USE: 1 Action Point (AP), once per turn.

Tecno Suit

The Sentinel gains -1 Anti-Stealth when you roll to Hide.

TO USE: Free to use, once per turn.

Antimatter Grenade

You can use this weapon to attack.

TO USE: You can use it only once during the game for free.

RANGE: 2

DAMAGE: 3



Any time during the game you can discard an equipment card to gain 1 Energy Point.



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