

# CYBERDOOM TOWER



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)
- 2 Red Dice (12mm)
- 2 Green Cube (8mm)
- 2 Meeples (different colour)

Optional:

- 4 Red Cubes (8mm) [Luck markers]
- 4 Yellow Cubes (8mm) [Energy markers]
- 7 Blue Cubes (8mm) [Crate markers]
- 5 White Cubes (8mm) [Keys markers]

## 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.

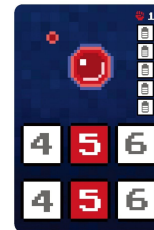
Place your meeple in the Elevator of the bottom Floor. The vertical blue stripe on the left of the tower is the elevator shaft and the squares between the blue arrows are the elevator stops of each floor.

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

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 Action Point (AP) marker (**green cube**) on the third square of the AP counter. This will help you to keep track of the AP used during your turn.

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**
- **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, slide the AP marker as many squares to the left as AP spent.

At the end of your turn, put the AP marker back to the initial position (third square on the right).

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.

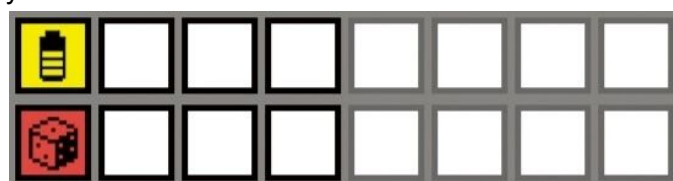
You can break your Movement with other actions if you have enough AP to spend.

**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, highlight the correspondent box on your player sheet to indicate you can use it from now on.



You start the game with 3 Energy and 3 Luck.

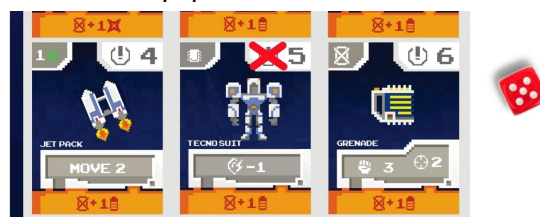
## LOOT

When you end your Movement on a Crate and you decide to loot it, 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 gain an item.

Roll 1 die and mark the item that has the same number you rolled, you can now use this item (details on the equipment at the end of the rules).



If you roll a number of an item you already have, mark the next item with the closest number you rolled. If there are two items equally close to it, you choose which one to gain.

(**Example:** you rolled 5 and you already have the Tecno Suit. You can choose between the Jetpack and the Grenade).

You can loot a Crate only once (scross off the symbol on the card or use a marker to keep track).

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, fill 1 box of any 1 of your Abilities (see Abilities) and 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 crossing them 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 all the boxes under its symbol are filled.

You can reuse an unlocked Ability by spending Luck points. Cross 1 Luck box for each reused unlocked Ability.



If you are not able to place all 6 dice on the Sentinel (or AI) Card, fill 1 box of any 1 of your Abilities.

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. Cross as many Energy boxes on the Sentinel's card as the damage done.



**Example:** You attack the Sentinel with the plasma rifle. After placing the dice, cross 2 Energy boxes on the Sentinel card.

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

## DEFEAT A SENTINEL

If you cross all the Energy boxes of a Sentinel, you defeat it, and gain 1 Energy by highlighting a new Energy box on your player sheet (it now shows you can use it) and you can also fill 1 box of any 1 of your Abilities.

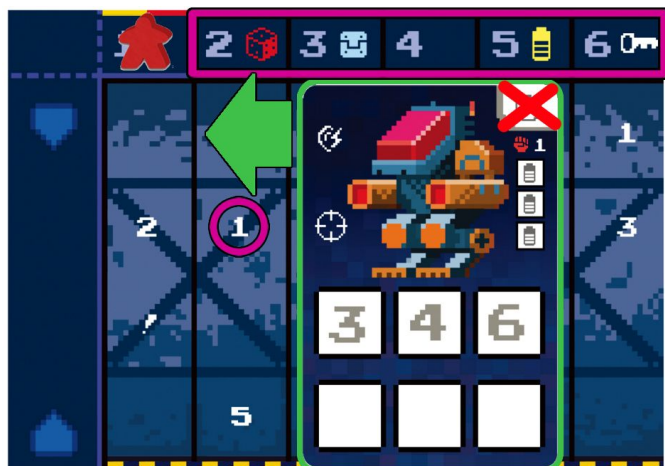
Flip the Sentinel card face down to show you defeated it.

## SENTINEL TURN

If this is the first time the Sentinel activates, **cross** the **activation box** on the top right 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). Cross that amount of Energy on your player sheet.



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).

Write the number of the floor where you get the key on one of the 3 Key Boxes on your player sheets to keep track of where you got the key and how many of them you collected (**Example:** You got the keys in floors 1 and 3 like shown in the image below).



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 you are both of you 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), Action Points (green) and the Keys tracker.

## BASE WEAPON

Below the main statistics there is the base weapon:

**RANGE:** 2  
**DAMAGE:** 1

## ABILITIES



## 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.

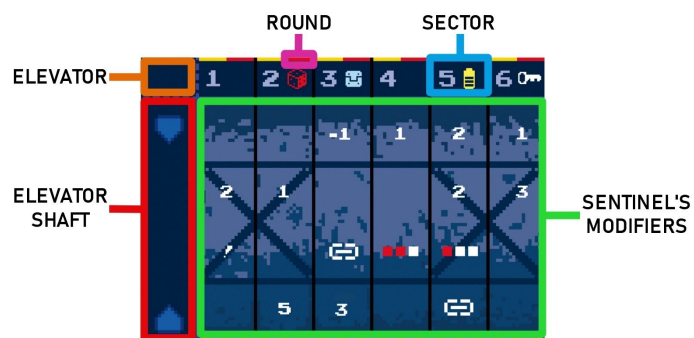
**RANGE:** 2

**DAMAGE:** 3

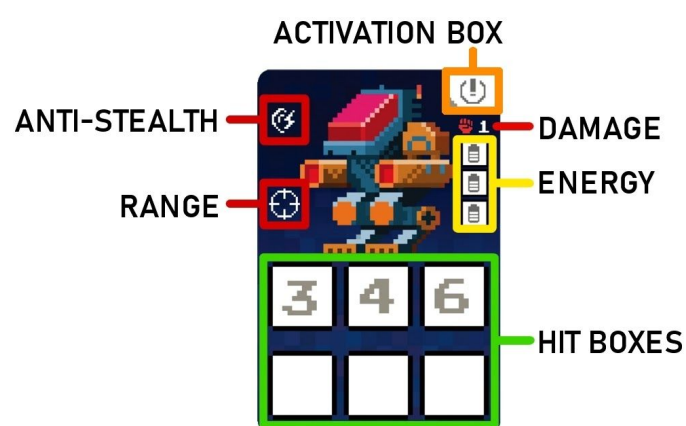
**Any time during the game** you can cross off one of your items to gain 1 Energy (as shown on the orange bar under each item). You can't use that item any more.

**Note:** the Gun Sight gives you 1 "Hit" instead.

## FLOOR CARD

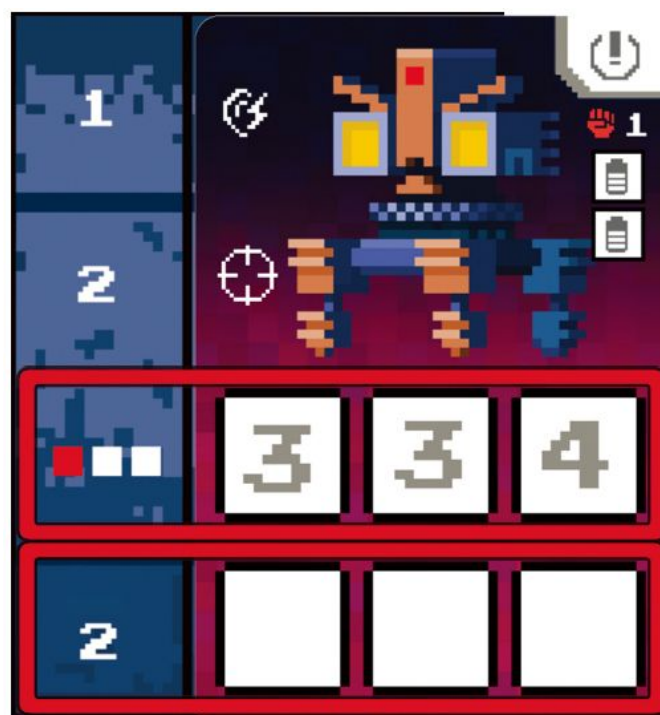


## SENTINEL CARD



## SENTINEL'S MODIFIERS

Sentinel's modifiers influence the equivalent Hit Boxes row (see page 3).



## DESIGNERS

Zemilio & Marco Salogni

## ARTIST

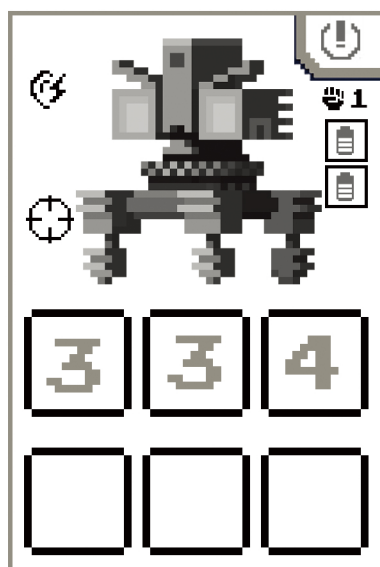
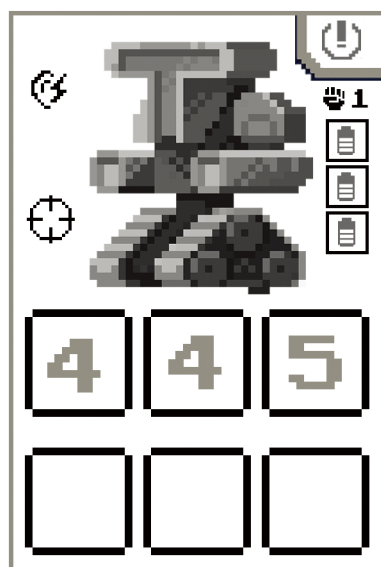
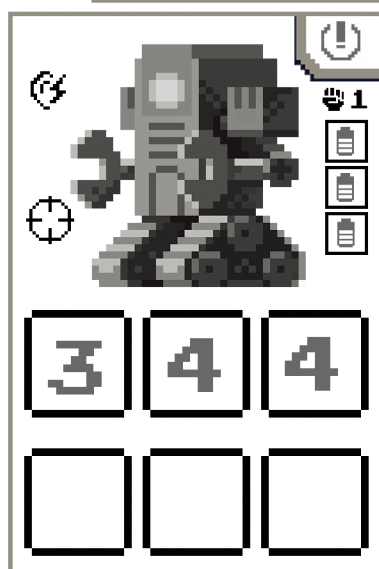
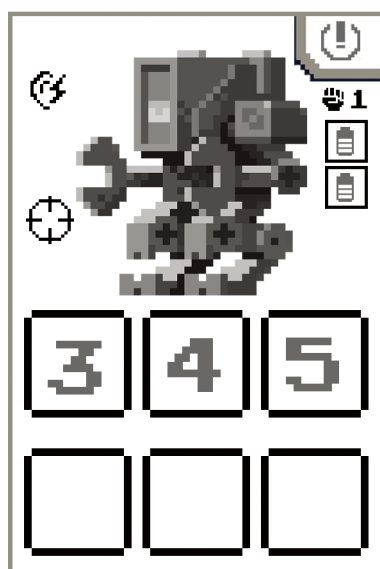
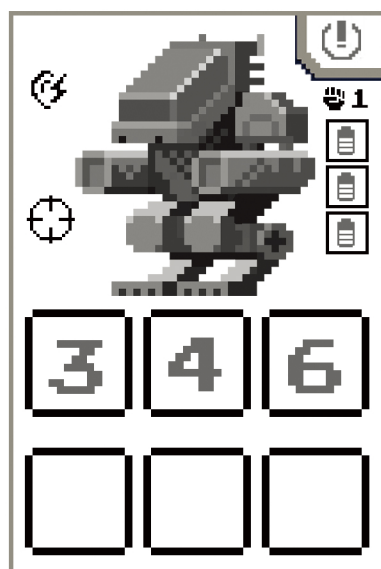
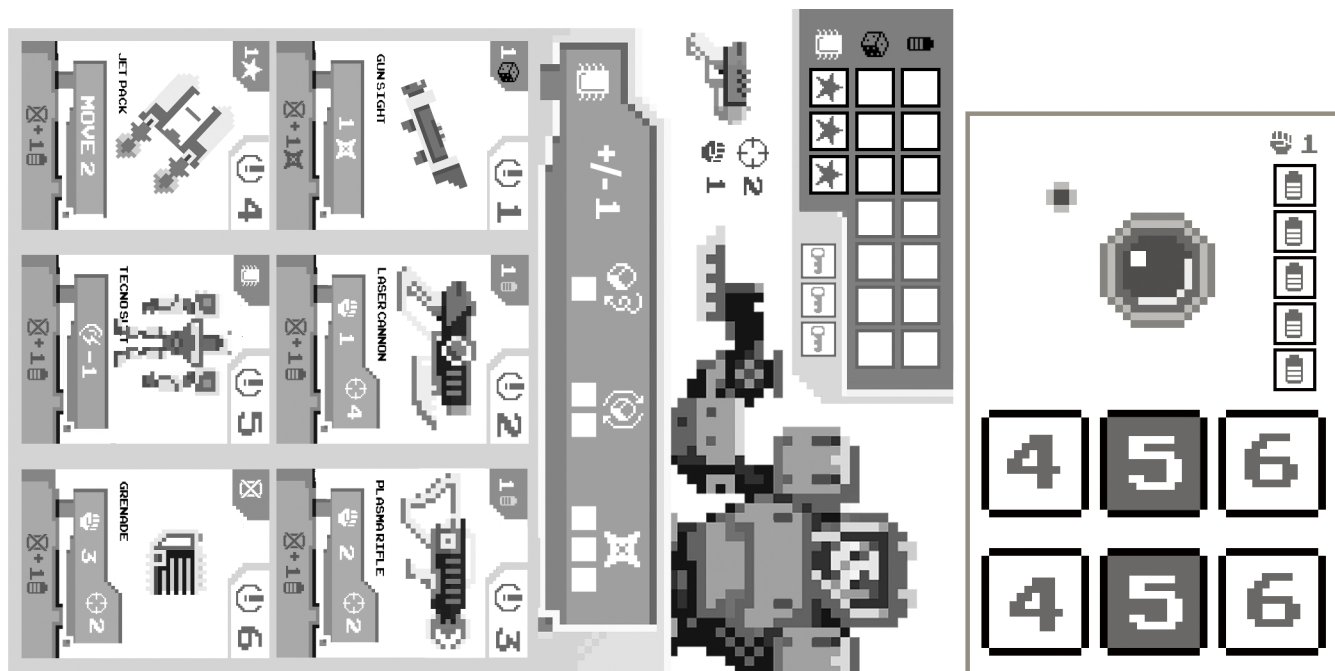
Marco Salogni











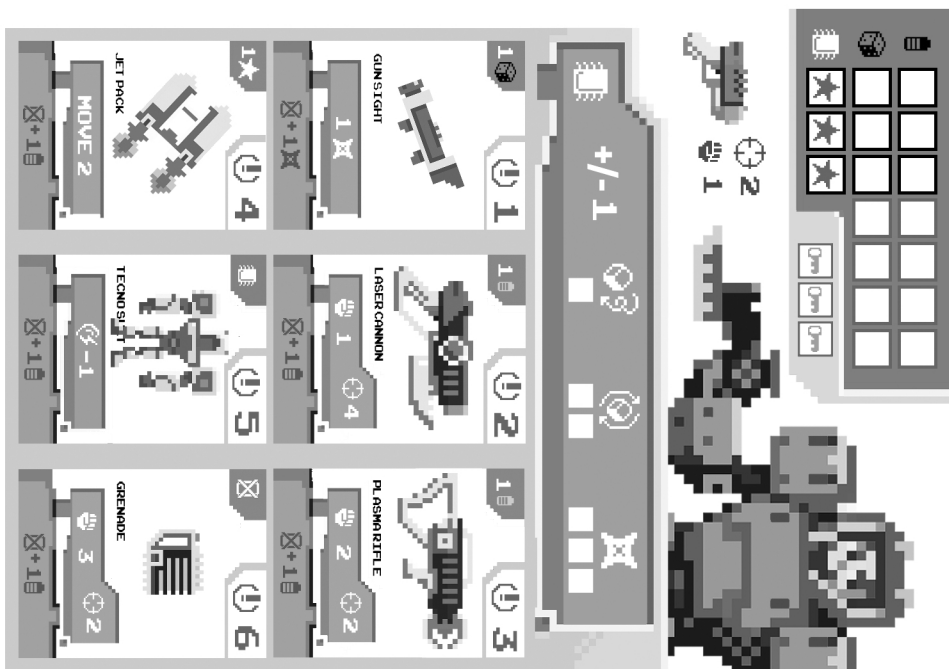


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