

# Welcome to

# SECTOR DOWN

This is a critical infrastructure and cybersecurity simulation card game designed for multiplayer play by 5, 10, 15, or 20 players across a local network.

Players are split into two teams:

## **Blue Team**

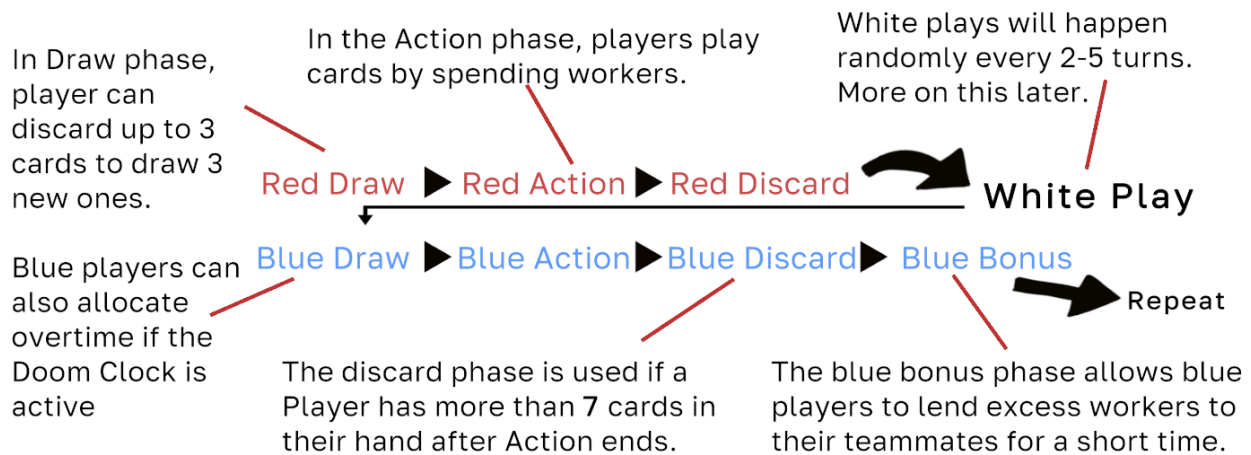
4 blue players per red player. Blue players are each assigned a Sector to defend. Blue's goal is to keep their sectors alive while reducing the weeks left in the game.

## **Red Team**

Red players can play cards in any Sector. Their goal is to bring down Sectors and Facilities belonging to blue players.

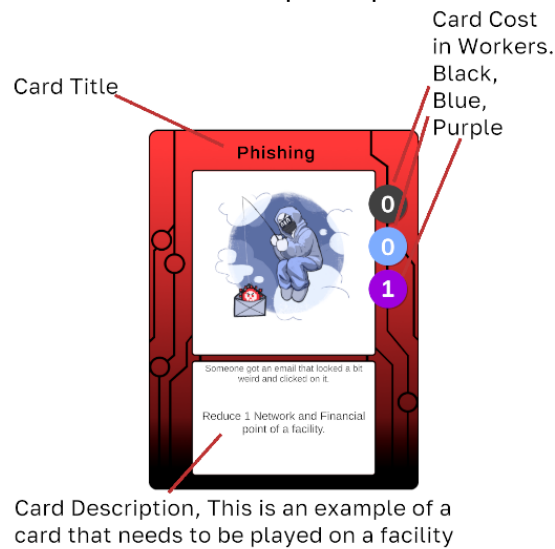
The game progresses through phases allowing each team to perform actions as follows:

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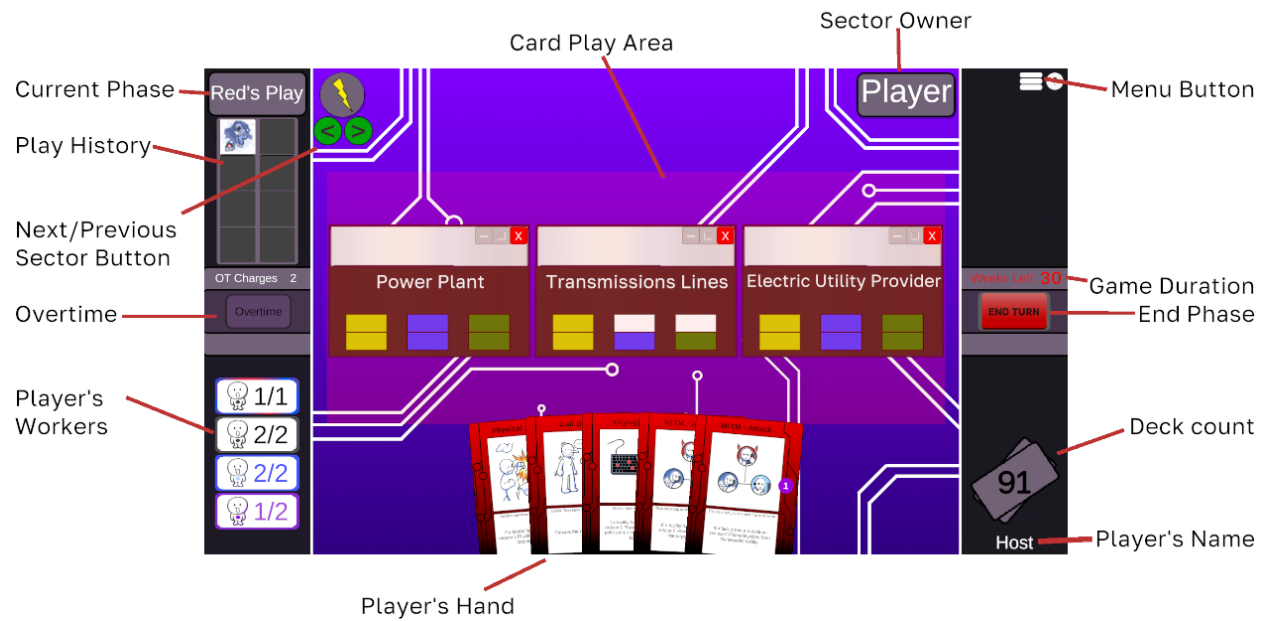


## Action Phase

Players can play cards by spending the appropriate number of workers. They do this by dragging the card into the playing field. Some cards can only be played on facilities or a sector. Other cards have more prerequisites to being played.



## Game board






## Sectors and Facilities

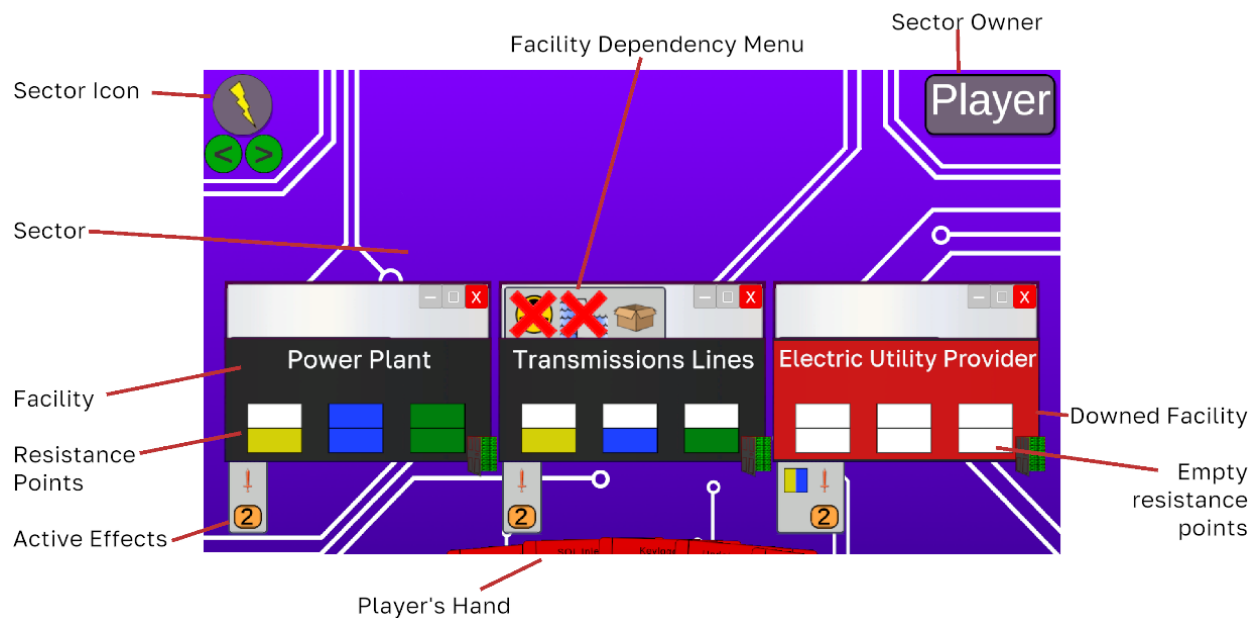
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These are core to the game's function. Each blue player has a sector and each sector has 3 facilities.

Each facility has resistance points of 3 different types:

Physical:   
Network:   
Financial: 

If any of the facility's resistance point types hits 0, the facility is considered down. This will cause the sector the facility is part of, to also go down. If any core sector or half of all sectors are down then the Doom Clock will begin. The Doom Clock lasts for 3 turns and reduces by 1 each round. If the Doom Clock timer hits 0 the game ends with a red victory.



## Facility Dependencies

Facilities rely on 3 sector dependencies. If a facility loses access to all of its connected sectors, it will be considered down.

### **Doom Clock**

The Doom Clock begins if half of all sectors or any core sector are down. The Doom Clock lasts for 3 turns. You can tell the Doom Clock is active by a color change on the game board.

3 Weeks: 

2 Weeks: 

1 Week (Final week): 

The Doom Clock progresses after the Blue Bonus phase. If the core sector or over half of all sectors are brought back online. The Doom Clock will reset. If the Doom Clock ends. The game ends with a Red team victory

### **Worker Sharing**

Blue players can share leftover workers with their teammates during the Blue Bonus phase.

You can share up to 2 workers at a time. After 2 turns, the shared workers will be returned to you.

### **Overtime**

Blue players can initiate Overtime if the Doom Clock is active.

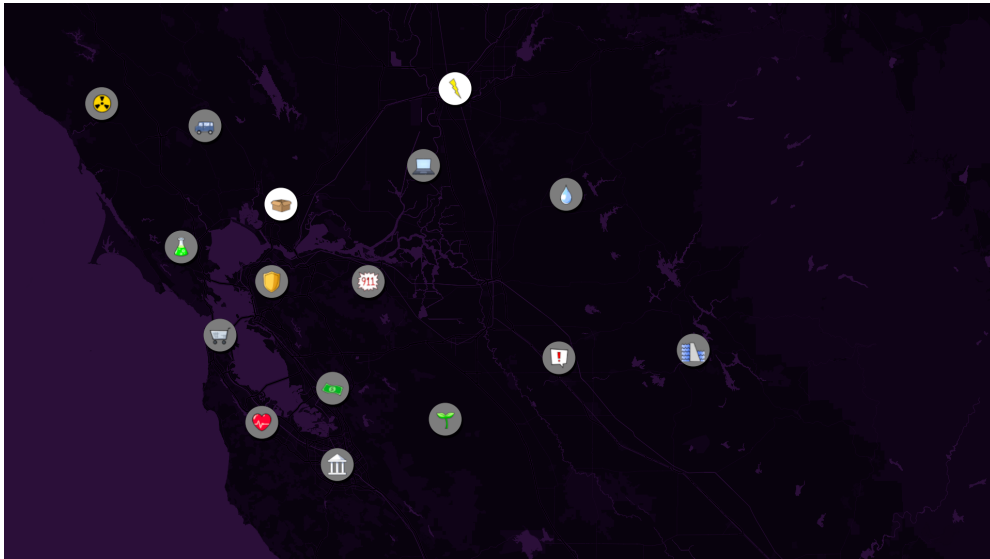
Overtime gives the player double workers for 2 turns.

After Overtime ends, the player's workers experience Exhaustion which gives the player half workers for 2 turns.

Players have 2 charges of Overtime to begin with.

### **Map**

By pressing the TAB key, you can bring up a menu to easily switch between active sectors.



### Game Ending

The game will end in any of the following scenarios:

1. The Doom Clock ends, resulting in a Red victory
2. The Weeks Remaining hits, 0, resulting in a Blue victory.
3. All Red players run out of cards in their deck, resulting in a Blue victory.