

RESISTOR_

It is the era of nuclear war. Countries stockpiling global thermonuclear warheads have entrusted their nukes to supercomputers. Two such computers, **DEEP RED** and **BLU9000**, have had their launch sequences initiated. Fearing mutually assured destruction, the computers race to hack one another so they can launch unimpeded and destroy their enemy.

GOAL

Destroy the enemy supercomputer by sending attacks through a series of connecting circuits while defending yourself from their attacks. Score 4 times for victory.

INFORMATION AS COMMODITY

All cards in **RESISTOR_** are double-sided. You will have information about your opponent's cards that they do not, and vice versa. It is important as the game progresses that you only look at the sides of the cards facing you. Ideally, you should sit directly across from your opponent, where you can clearly see the backs of one another's cards. Both sides of discarded cards can be inspected by both players.

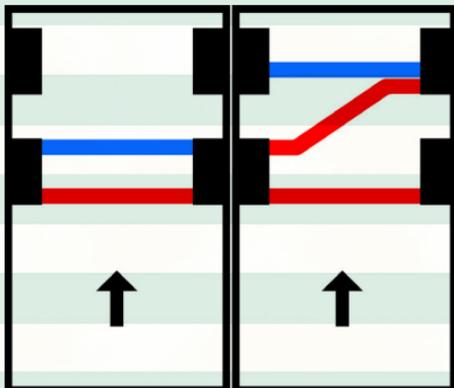
THE CARDS

- 50 Circuit cards (including 17 Resistors): The Circuit cards have red and/or blue lines at the top, each connecting to chips on the sides. Resistors are special Circuit cards identified by a glowing white diamond.

This is an example of 2 cards fully connected to each other.

All the red lines are considered connected to each other through the black connection chip while the blue lines are not connected.

Always hold cards by the end so that the arrow points up.



- 4 MainFrame cards: There are 2 MainFrame cards for each player - red cards for **DEEP RED** and blue cards for **BLU9000**. DEFCON 1 is the highest alert level, and both players begin the game at this level. Each successful attack alters your opponent's DEFCON level by 1, up to 4. Your goal is to change your opponent's alert level to DEFCON 4, and then eliminate them with one Final attack.

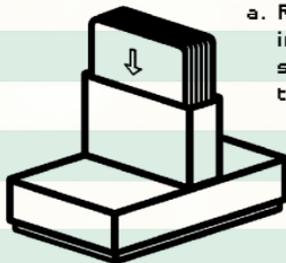


- 3 Action cards: The Action cards serve as reminders of the current player's actions during a turn. All 3 should be their color and facing them at the start of their turn, flipping them over as they take each action.

SETUP

1. Remove the Action and MainFrame cards from the deck. Choose the color you wish to play and take the corresponding MainFrame cards. Put the Action cards to the side.

2. Hold the deck sideways. Build the board by drawing and placing 7 cards in a line between the 2 players, making sure all chips connect. Do not look at the undersides of the cards.



- a. Resistors cannot be used in the opening board, and should be returned into the deck if drawn.

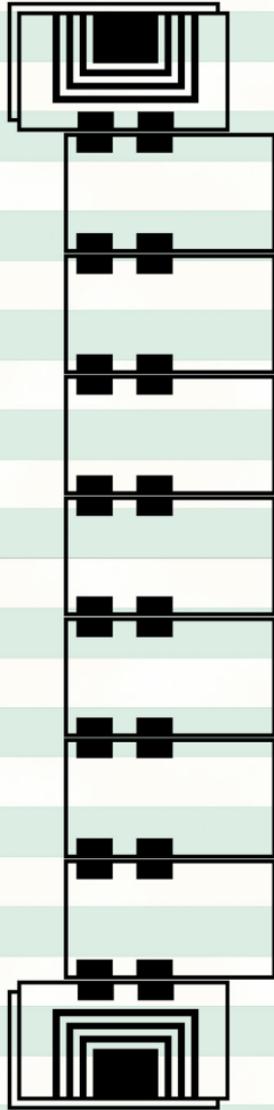
3. Shuffle the deck and place it into the box, standing it vertically between the players.

4. Connect your DEFCON 1 MainFrame card to your end of the board.

5. Each player then draws their hand of 2 cards. Each player should see the front of their hand and the back of their opponent's hand. They are not allowed to inspect both sides of the cards in their hand.

6. The player with fewer cards that show at least one line of his or her color goes first. In case of a tie, replace the center card until the tie is broken.

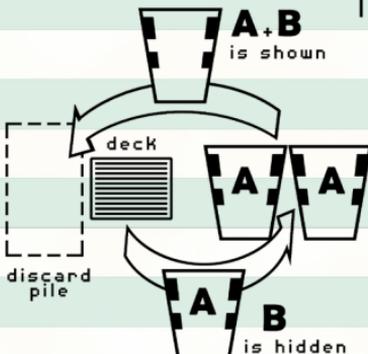
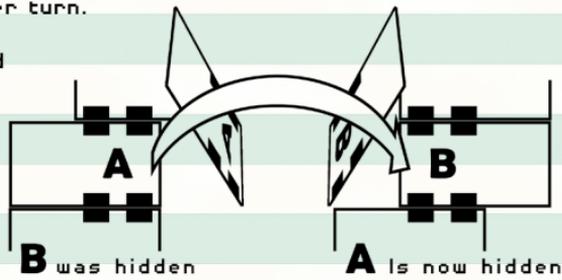
7. First player lays out the Action cards next to the board so that their color Action cards are facing them.



GAME TURN

3 Actions are available to you each turn: Flip Over, Draw and Trash, and Switch Out. You may do them in any order, but you must use each of these actions exactly once per turn.

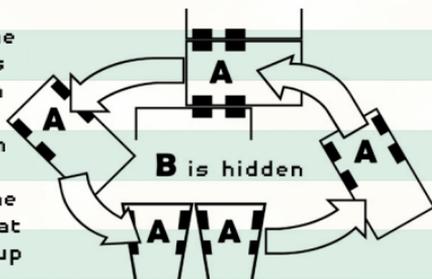
- **Flip Over:** Take any 1 card on the board and Flip it over on the short edge in the direction the arrow is pointing so that the hidden side is now visible.



- **Draw and Trash:** Draw a card from the deck and add it to either player's hand. Be sure to only look at your side of the card. Then, discard any one of the 3 cards currently in that hand. Both

players may look at both sides of the discarded card. If a Resistor is discarded, your opponent must immediately execute a "Flip Over" action.

- **Switch Out:** Remove a card from the board and put it into either player's hand so that the face-up side (when it was on the table) now faces you. Replace that card with another from the same hand. When sliding it into the board, the player may choose the orientation of the card. The side that was facing you should now be face-up on the table.



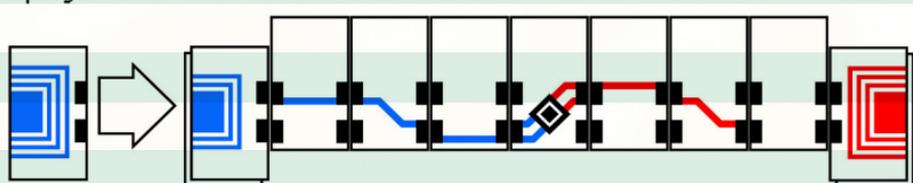
You may use more than 1 action on the same Circuit card. After completing an action, Flip over the corresponding Action card. If a Resistor is on the board now, resolve it before taking your next action or ending the turn.

RESISTORS

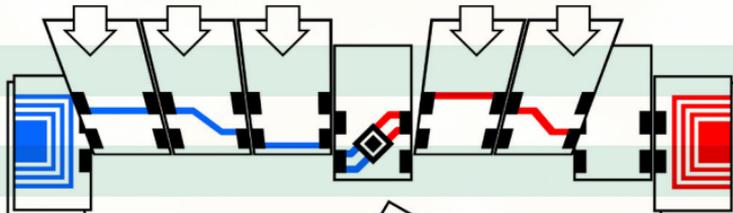
A card with a diamond-like chip in the middle is called a **Resistor**. Whenever a **Resistor** is revealed, you must resolve it before the next action is taken. There are 4 steps to resolving the Resistor.



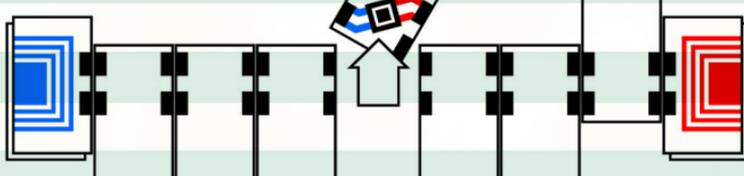
1. If either player has a connected line of their color that runs from the **Resistor** back to their **MainFrame** card, that player lowers a **DEFCON** level (repairing damage caused by the opponent), then discards their hand and draws two new cards. This cannot take the player lower than **DEFCON 1**.



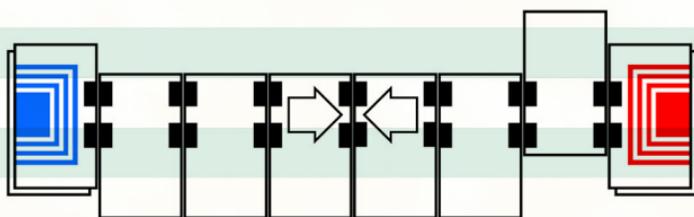
2. Flip any card with a color line that connects to the **Resistor**, regardless of whether it connects back to a **MainFrame** or not.



3. Remove the **Resistor** From the board and discard it.



4. Connect the cards that had been adjacent to the **Resistor** to each other. The board has now been permanently shortened. If this shortens the board to 1 card, the game ends immediately.



If you reveal more **Resistors** while **Flipping** cards, each one is resolved separately after the previous **Resistor's** actions are completed.

All **Resistors** must be resolved before any further actions or scoring can occur.

If multiple **Resistors** are revealed at the same time, the active player decides which one resolves first (in some cases nullifying other **Resistors** by **Flipping** them back over).

SCORING

After all 3 actions have been taken (and all **Resistors** have been resolved), your turn is over.

- If either player has a line of their color connecting their **MainFrame** to their opponent's, that player scores a point, upping their opponent's **DEFCON** level by 1.

This can happen to both players simultaneously.

- If either player has two lines of their color that remain parallel across the board, never passing through the same connection chip, their opponent's **DEFCON** level goes up by 2.



Once everything is resolved, the current player's turn is over, and it is their opponent's turn.

ENDGAME

- If you score when your opponent is at **DEFCON 4**, you win. You launch your payload and destroy all targets before they can initiate a counterstrike.
- If the board is ever shortened to only 1 card or the deck runs out, the game ends. Players check for scoring one last time. Whoever has the lower **DEFCON** level now is the technical winner though many of their cities are destroyed.
- If a tie occurs, both countries are destroyed.

Good luck,
Signing off...

RESISTOR...

by Anthony Amato & Nicole Kline
a **CARDBOARD FORTRESS GAMES** production
presented by **LEVEL 99 GAMES**



OPTIONAL RULES

- **Comeback Circuits** - The player currently with the higher **DEFCON** number, after using their **Flip Action**, may undo that action. Their **Flip Action** is still used up for that turn.
- **Dangerous Resistors** - During step 1 of **Resistor** activation, if your color line connects the **Resistor** to the enemy base, immediately increase your enemy's **DEFCON** number by 1, then discard your hand and redraw.
- **Feedback Overflow** - If during step 1 of **Resistor** activation you would lower your **DEFCON** number but cannot because you are already at **DEFCON 1**, instead increase your **DEFCON** number to 2.
- **Recycling Subsystems** - The player currently with the higher **DEFCON** number may draw from the **Discard** pile instead of the **Deck** when performing the **Draw and Trash Action**. They get to choose which way the card faces.

OPTIONAL ADDITIONAL ACTION

If you choose to add the **Lock Down** action to your game, add the **Lock Down Action Card** to the three other **Action Cards**. This is a **Fourth** action that must be taken.

- **Lock Down**: Place your color **Lock Card** over any card on the board that has **BOTH red and blue** lines on it without covering the lines. Any card that is locked cannot be **Flipped Over**, **Switched Out**, or affected by a **Resistor**. If a **Lock Card** cannot be placed, skip this action.



RESISTOR... all characters, logos, card designs, graphic designs, and information in this rulebook are © 2015 by **CARDBOARD FORTRESS GAMES LLC**