

ENTER THE GRID

2 Players, 10-25 minuets.

Objective: to be victorious in Enter the Grid one must Exit the Grid. Two players enter, only one may leave. The player to get the most tokens to the opposing side of the board (the Gate) at the end of the game wins.

Game Pieces: - 8 blue tokens numbered 1-8
- 8 orange tokens numbered 1-8
- 8x8 game board (The Grid)
- 54 card deck; (18 blue cards 2 of each numbered 2-10, 18 orange cards 2 of each numbered 2-10, 4 Counter Hack, 4 Hack Attack, 4 Power Hack, 4 Data Hack, 1 Player1 Victory Glitch, 1 Player2 Victory Glitch.)

Setup: randomly deal each player a Victory Glitch. The player with Player 1 goes first. Deal 6 additional cards to each player. Place the divide in the center two rows. Players place their 1-8 tokens number side down on the board. When players are ready the divide is removed.

Game Play: Stating with player 1 players take **turns taking three actions in any combination.** Players have a hand size of 10. If a player draws and have more then ten they must discard a card of their choice. The game ends when either a player is unable to have equal or more tokens reach the opposing gate or if no more actions can be made.

Actions: - **Move 1** space forwards, sideways, or backwards.
- **Draw 1** card from the deck.
- **Attack 1** nearby enemy token.

Combat: tokens may attack nearby tokens. Players each select two cards from their hands facedown. At the same time players reveal their selected cards and the tokens number. The power is the tokens number plus the total of cards of the same color as the square their token is on. Off color cards are bluffs and do not add to the power total. Starting with the losing player, players may counter attack by playing a card that shares a number with one of their selected cards. Continue until no one wants to play additional cards. **The player with highest power wins and the losing token is removed from the board.** If you tie both tokens are removed.

Players then return bluffed cards to their hand. If the attacking player wins they advance into the losing token's square.

Hacks: Hack cards can be played at the time indicated on the hack. Hack cards have no color.

(Jack) Counter Hack: Play in response to a hack or counter attack. Cancel that hack or counter attack.

(Queen) Hack Attack: Play at anytime against a nearby token. That token must defend 13 power.(Use the same procedures as in combat. Requires 14+ to defend.)

(King) Power Hack: Play as a card in combat. Power +13.

(Ace) Data Hack: Play as an Action. Draw three cards, then put two cards from your hand on top of the deck.

(Joker) Victory Glitch: Play as a card in Combat. You win this combat.