

## SYSTEM BREACH // LOGIC\_V1.5

**Operational Status:** ENCRYPTED & LOCKED

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### I. NETWORK ARCHITECTURE

The board is an 11-layer network. Row names are symmetrical, around the **Kernel**. Each competitor begins operations in the **Root** on their side of the network.

### II. CORE PROTOCOLS

- **Transfer Protocol:** Move to a matching node (based on your D6 roll) that is 1 row forward, 1 row backward, diagonal, or sideways within your current row.
- **Signal Collision:** Landing on a node occupied by an opponent resets them to their starting **Root Directory (Row 0)**.
- **Tunneling Protocol:** If you occupy an **edge node** and perform a **Self-Roll** (rolling the number of the space you currently occupy) you may jump **two** rows forward or backward to the matching digit.

### III. DEFENSIVE ENCRYPTION (Firewalls)

- **Activation:** Triggered by a **Self-Roll** (rolling the number of the space you currently occupy).
- **Fortification (Hardware Limit):** Each Hacker has a maximum of **2 Firewall tokens**.
  - If both tokens are already deployed, any additional qualifying Self-Rolls allow the Hacker to **relocate** an existing token to a new node on their half of the network.
- **Placement:** Firewalls must be placed on any valid node within **your own half of the network** (between the Kernel and your Root). Either player may place a firewall within the Kernel.
- **Impassable Node:** Once a Firewall is placed, no player may land on that node. It blocks all **Transfer Protocols** and **Tunneling Protocols**.

### IV. TERMINATION CONDITIONS

- **Checksum Match (Victory):** To achieve a final breach, you must occupy the opponent's **Gateway** and perform a **Self-Roll** to handshake with the opponent's **Root**.
- **Quarantine (Loss):** If a player is trapped by Firewalls and cannot execute a move for **two consecutive turns**, their connection is purged and they lose the game.

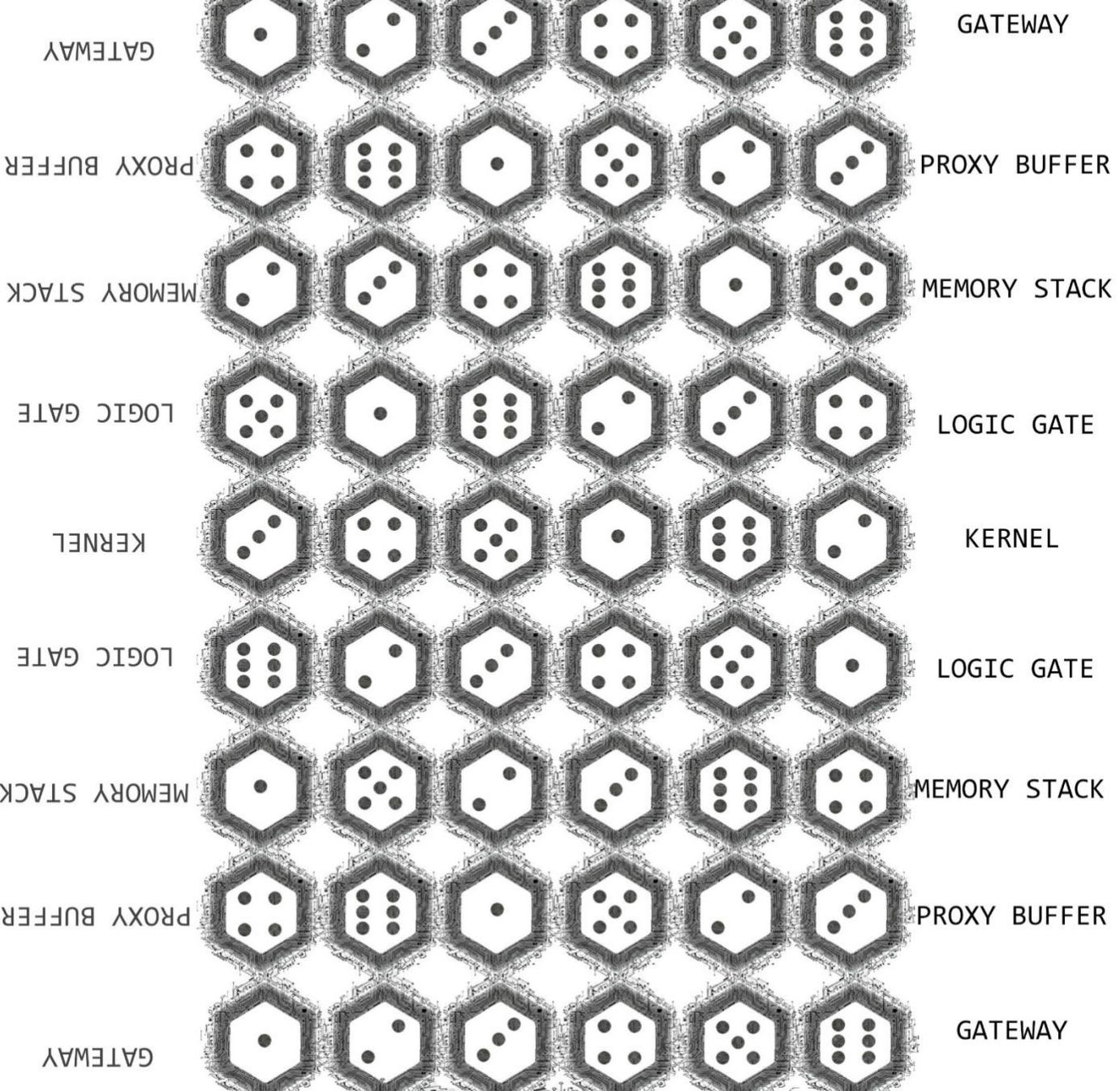
### V. RESTART

- **Backdoor Entry (Legacy Rule):** If playing a series, the winner of the previous round may place one **Firewall** on their half of the network before the next game initializes.

Cut these out:



ROOT



ROOT