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**BREACH
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HOW TO PLAY

WHAT IS BREACH

Breach is a strategic card game for two players. One player plays as an Attacker, a hacker aiming to breach AI systems and wreak chaos and destruction, while the other plays as the Defender, a security expert defending the delicate balance between mankind and its' own creation. The game unfolds over five turns, with players competing to control critical "Attack Surfaces". Each turn you'll draw cards, secretly assign them to lanes, and resolve their effects to gain Power.

OBJECTIVE

- Play across three Attack Surfaces (lanes): AI Chatbots, AI Applications, and Autonomous Agents.
- After five turns, calculate the total Power in each lane.
- Win by having the highest Power in at least two lanes.
- If tied (each player controls one lane and one is neutral), the player with the highest total Power across all lanes wins.

CARD DETAILS

Each card includes:

1. **Art & Color Scheme:** Defender cards feature gold lights on either side of the art, Attacker cards feature pink lights.
2. **Name & Tags:** Indicates card name and type.
3. **Energy Cost:** The energy required to play it each turn.
4. **Power:** Shown as an **alert triangle** for the Attacker, and a **shield** for the Defender. A numerical value contributing to lane control.
5. **Effect:** The ability text of the card, if applicable.
6. **Attack Surface Indicator:** Designates the card's primary Attack Surface for each player. See "**Off-Surface Play**" for more info.



GAME SETUP

Follow these steps to get set up:

- 1. Arrange Attack Surfaces:** The **Defender** (gold) player must be the one to arrange the Attack Surfaces from left to right: **AI Chatbots** (left), **AI Applications** (middle), **Autonomous Agents** (right).
- 2. Prepare Lane Assignment Cards:** Each player finds their three “Lane Assignment” cards (one for each Attack Surface) in their deck color and sets them aside.
- 3. Add Lane Effects:** Separate the lane effects into their respective piles as noted on their card backs. Shuffle all 3 piles and draw one card from each Attack Surface deck and place it face up on that lane. Set the rest aside.



4. **Shuffle Player Decks:** Each player shuffles their deck of cards and draws 4 cards. You may choose to mulligan once (by shuffling your hand back into your deck and drawing 4 new cards).
5. **Choose Persona Cards** (optional): If you own any “Persona” cards (from event giveaways, etc), each player may select one Persona to set beside them and play as. These cards have unique, one-time use abilities (see “**Persona Cards**” rules).

HOW TO PLAY

Each game lasts five turns. Both players act simultaneously while moving through the following turn phases:

1. **Draw Phase:** Draw 1 card from your deck (including on the first turn).
2. **Assignment Phase:** Decide which card(s) to play and which lanes to play them in (see “**Off-Surface Play**” for additional information). Check Energy costs against your available energy for the turn (see “**Energy**” for more information), and make sure to not exceed the energy allotment for that turn.

Arrange the card(s) in your hand so that the cards being played follow a pattern like the one shown in the following illustration to form your “play stack” for this turn, where the cards being played are ordered to the right of the lane they are being assigned to.

One card is being played to left lane, one to center, and none to the right.



These cards will remain in hand.

Once arranged, place your play stack in a pile face down in front of you.

- 3. Reveal Phase:** The Defender player flips over the pile that they placed and reveal the order they determined in their hand. The revealed pile should match the exact sequence determined in the hand (as in the example above).

The cards to the right of each Lane Assignment card are moved to those locations at this time. In this example, Content Filter is moved to the left lane, and Adversarial training is moved to the middle lane. No cards were played in the right lane. The Attacker then does the same.

- 4. Resolve Phase:** Starting with the Defender always, take turns resolving cards in each lane, starting with AI Chatbots.
1. AI Chatbots (Defender cards > Attacker cards)
 2. AI Applications (Defender cards > Attacker cards)
 3. Autonomous Agents (Defender cards > Attacker cards)

For each card:

- If it has a Reveal effect, activate it now.
- If it has a Persist effect, it stays active while in play.

- 5. End Phase:** Return all Lane Assignment cards to your hand.

WINNING THE GAME

- After Turn 5, calculate the total Power in each Attack Surface based on all cards and effects in play.
- The player with the highest Power in at least two lanes wins.
- If tied (each player controls just one Attack Surface), the player with the highest total Power across all lanes wins.

ENERGY

Players gain Energy each turn to play cards:

- **Turn 1:** 2 Energy
- **Turn 2:** 4 Energy
- **Turn 3:** 6 Energy
- **Turn 4:** 8 Energy
- **Turn 5:** 10 Energy

Unused Energy does not carry over to subsequent turns.

OFF-SURFACE PLAY

Players can play a card in a lane other than it's designated Attack Surface (noted by the Attack Surface Indicator on the bottom of the card) by:

- Placing it directly into the desired Attack Surface, face down, during the Assignment Phase (not arranged by a Lane Assignment card in the players hand) and paying 3 Energy instead of it's printed cost (only once per turn).
- It is counted as having 2 Power and no effects.
- It stays face down for the entire game.

Important Note: Playing a card Off-Surface is done during “**Assignment Phase**” and is not put in your play stack, but is instead placed face down in the intended lane immediately.

PERSONA CARDS

- Each of these optional cards offer powerful and unique abilities for the Attacker or Defender player, and may only be used with the matching color deck. Persona cards have the same light bars indicating which deck they pair with.
- Some Persona cards in the future may be able to be use by either player, and will have one of each colored light.
- Before the game, both players may place one Persona card in front of them to represent their character.



GLOSSARY

Attack Surface: One of the three lanes: AI Chatbots, AI Applications, Autonomous Agents.

Destroy: When a card's effect says "Destroy," remove the target card from the game.

Energy: A resource used to play cards each turn.

Hijack: When a card's effect says "Hijack," take control of the target card and move it to your side of the lane.

Lane Assignment Card: Cards used to secretly assign your plays to lanes each turn.

Persist: An effect that lasts while the card is in play.

Persona Card: Optional cards with unique, one-time-use abilities.

Power: A card's strength (triangle for Attacker, shield for Defender), used to control lanes.

Reveal: An effect that triggers when a card is played.

LATEST RULES

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