

VECTOR CYCLES

A rules-light competitive path-drawing game of Hackers vs. AIs



FEATURES

- Dice Drafting
- Path Drawing
- Simple & Chaotic AIs

COMPONENTS

- Dry-Erase Game Board
- Rulebook
- 1st Player Marker
- 5 Dry-Erase Markers
- 8 Dice (D6)
- 22 Cards
- 25 Power Crystal Tokens

GAMEPLAY

- The system core at OmniUS, Inc. contains valuable data, and is protected by powerful, chaotic AIs. Hackers (the players), must avoid each other to penetrate the system core, steal the data, and then escape through an access port.
- Players and AIs draft dice, and then use those dice to draw a path in the system.
- AIs follow simple rules on drafting and drawing their path.
- Power Crystals can be used by the players to tighten their turns, change the drafted dice values, or pass through Paths.
- The player who can draw a line from their starting location, into the central system core (green hexagonal area), and then back to any access port (red star), wins.

UNIQUE SELLING POINTS

- 60°/120° turns and player powers give players a variety of tactical options.
- AI control is fast and simple while still providing an engaging and challenging experience.
- AI behavior changes with dice drafted, creating a chaotic threat.
- Power Crystals are easy to gather early-game, and allow players to make more drastic maneuvers late-game.

MIN AGE



10+

OF PLAYERS



1-4

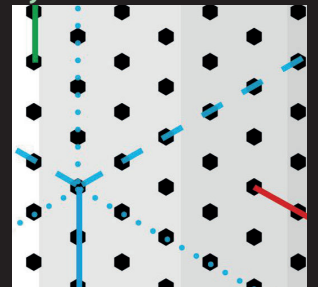
TIME TO PLAY



15
minutes
per player

SAMPLE PLAYER TURN

- On his turn, Andrew (blue) has drafted a 6 and a 3. The total of Andrew's 2 dice is the highest, so he gets to draw his line first.
- Andrew considers his options. Turning left will potentially cut off Brooks (green) and limit their options. Turning right cuts off the red AI, which could gain him a PC if the AI impacts his path. Spending a PC to make a sharp turn left or right, or continuing straight, does not benefit him.
- Andrew decides to turn right. Using the 6 that he drafted, he draws a line 6 dots long.



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