

01



HACK THE SEQUENCE // SYSTEM CLEAR

A cyberpunk strategy card game for 2-6 players

2-6

20 MIN

59

CARDS

WIREBURNTHEGAME.COM

02

THE MISSION

OBJECTIVE

Be the **FIRST** to empty your hand and shout "SYSTEM CLEAR!"

You don't win instantly — you must survive the Final Firewall until play returns to you untouched.



WIREBURNTHEGAME.COM

03

HARDWARE

THE DECK

59 cards total:

30 Colour — Teal, Purple, Orange (1-10)

14 Grey wilds (2-9, no 5)

6 Modifiers — 3x [+1] 3x [-1]

9 Wilds — 3x VOLT 3x STASIS 3x NULL

TEAL

PURPLE

ORANGE

GREY



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PREPARE

SETUP

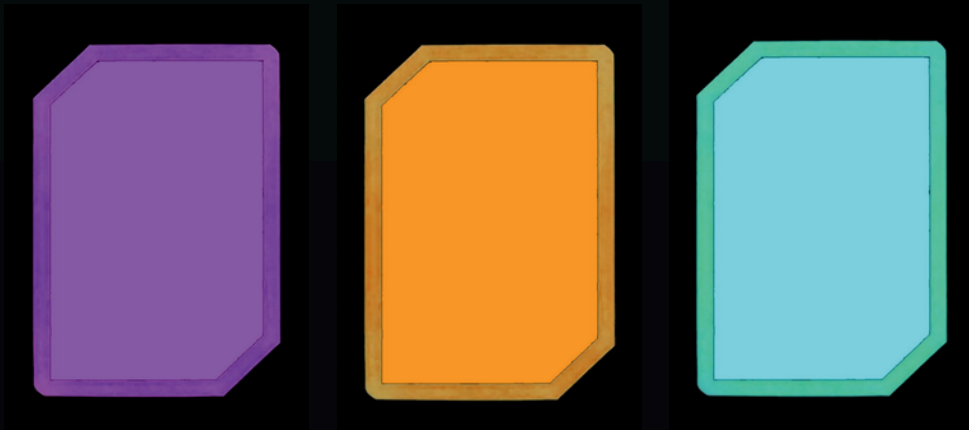
Deal 9 cards to each player.

Remaining cards form the Draw Pile.

Place 3 Dock markers in the centre.

All Docks start EMPTY.

Youngest player takes the first turn.



05

GAMEPLAY

YOUR TURN

Chain AS MANY valid cards as you like across any active Docks.

Open only ONE new empty Dock per turn (matching colour card or NULL).

One at a Time mode: ONE card per turn.



06

CORE LOGIC

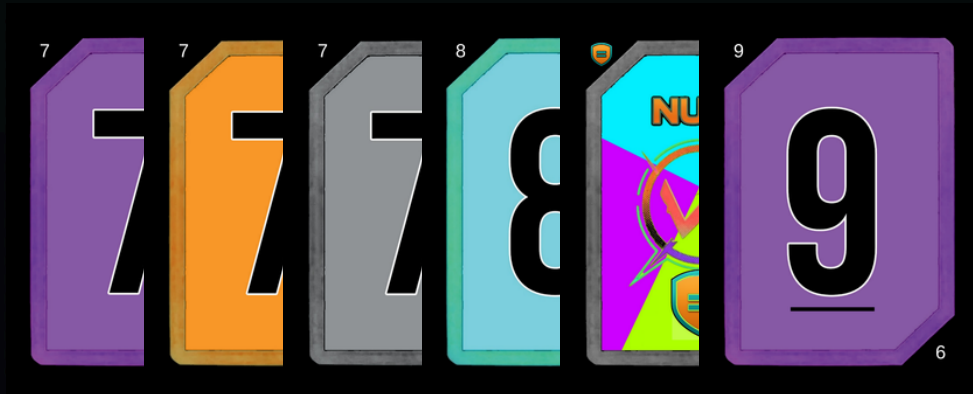
PLAYING CARDS

STEP: play +/-1 — same colour or Grey.

HIJACK: same number, any colour —
switches the stack colour.

GREY: step OR echo, any colour.

NULL / VOLT / GREY on top = open dock.



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NEUTRALS

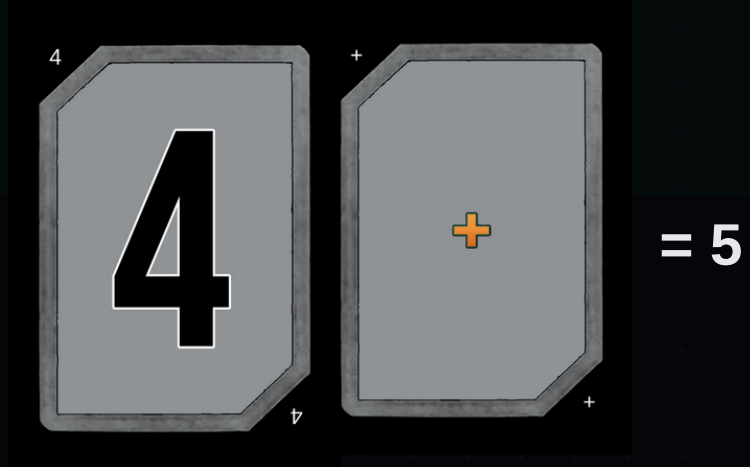
GREY & MODIFIERS

Modifiers [+] / [-] attach ONLY to Grey
(or a NULL sitting on top).

Value CLAMPS 1-10 — never past it.

e.g. Grey 9 + three [+] stays at 10.

WASH: [+] and [-] cancel out.



08

UNIVERSAL WILD

NULL

Opens a dock to ANY colour.

Pass-through: the next card follows the value beneath it. On a colour card, the stack behaves as GREY.

SHIELD: play out of turn to deflect an attack to the next operative.



09

DAMAGE

ATTACK CARDS

All attack cards deal +1 damage.

TRIPWIRE (10) / DEFUSE (1): clear stack,
hard-stop, turn ends.

VOLT (1/2/9/10): locks dock, clears at
end of turn. STASIS (4/5/6): sets 5, stays.



10

ENDGAME

FINAL FIREWALL

At 0 cards you enter the Firewall.
All damage redirects to you.
Survive until play returns —
untouched = YOU WIN.

NULL CLAUSE: draw a NULL in your
penalty and the breach backfires:
INSTANT WIN.

