

VIPER GHOST ZERO

INSTRUCTIONS: ALPHA MODE

How to Win

A player wins once they have played all three Objective Cards identified on their Mission Card.

Once declaring victory, the winning player reveals their Mission Card to the other players.

Setup

Separate out all Mission Cards from the deck. Each player receives one random Mission Card. The Mission Card identifies the Objective Cards for the player to win.

Set aside the remaining Mission Cards as they are not used during the game. Shuffle the remaining cards without the Mission Cards. The remaining cards make up the draw pile. Each player starts with six cards other than their Mission Card. The player left of the dealer begins first.

How to Play

During a player's turn they draw two cards from the draw pile and then can play up to two cards during their turn.

Play Objective Cards to complete the mission. Objective Cards are played face up in front of the player while other cards such as Access, Attack, and Defense Cards are played in the center discard pile next to the draw pile.

Play Attack, Access, Security or Stealth Cards to retrieve more Objective Cards and disrupt other players' strategy. A player may play Defense or Neuro-Stim Cards in response to another Player's Attack or Stealth Cards to prevent them from taking their cards.

If the draw pile runs out, the discard pile is shuffled and used as the draw pile. If a player runs out of cards, they draw six cards instead of two, on their next turn.

If a player has more than ten cards in their hand, by the end of their turn, they must remove the additional cards, of their choosing, from their hand to the bottom of the draw pile.

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INSTRUCTIONS: BRAVO MODE

How to Win

A player wins once they have played all three Objective Cards identified on their Mission Card.

Multiple players can win in Bravo Mode. A player loses when they are the last to complete their Mission or are unable to complete their Mission because their Objectives are not available.

Setup

Separate out all Mission Cards from the deck. Each player receives one random Mission Card. The Mission Card identifies the Objectives Cards for the player to win.

Shuffle the remaining cards without the Mission Cards. Each player starts with six cards other than their Mission Card.

After the initial 6 cards are distributed to each player, the Mission Cards not distributed to a player at the start of the game are shuffled into the deck. The remaining cards make up the draw pile. The player left of the dealer begins first.

How to Play

Bravo mode plays the same as Alpha Mode with a few exceptions.

When a player draws a new Mission Card, it replaces their previous Mission Card. Their previous Mission Card is added to the discard pile. If the previous Mission Card had been revealed by a Security Alert Card, the new Mission Card would remain revealed until a Security Disable Card has been played.

When a Player wins in Bravo Mode, the cards still in their hand return to the bottom of the draw pile. Their winning Mission and Objective Cards remain out for others to see but not to be interacted with by the remaining players still playing the game.

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CARD TYPES

Mission Cards

Each player receives a Mission Card at the beginning of the game. The Mission Card instructs the player which Objective Cards they should be trying to attain. Every Mission Card requires the player to retrieve 2 different Objective Cards and an Extraction Card. Each player views their Mission Card and then places it face down.

A player can look at their Mission Card at any time. The player should not reveal their Mission Card to any other player unless a Security Alert Card is played.

In the standard Alpha Mode, Mission Cards not distributed at the beginning of the game are set aside and not used. While in the Bravo Mode, Mission Cards are reshuffled back into the draw pile.

Objective Cards

There are 5 different types of Objective Cards: Hostage, Laptop, Data drive, Bioweapon, and Extraction. When played these cards are laid out in front of each player, face up. Players can play Objective Cards even if they are not listed on their Mission card.

Even if an Objective Card has been played in front of a player, it can be taken by an Attack card. When a player has all 3 Objective Cards listed on their Mission Card played in front of them, they can reveal their Mission Card and claim victory.

Attack Cards

There are four different types of Attack Cards: Knife, Pistol, Rifle, and Grenade. When an Attack Card is played, the attacking player chooses one player to attack and plays the Attack Card face up in the discard pile next to the draw pile.

The number on the Attack Card is to the number of cards the player being attacked must give up. The player being attacked must give cards to the attacker or play a Defense Card to reduce the number of cards they give up. The player being attacked chooses which cards they give up.

Defense Cards

There are 4 different types of Defense Cards: Load Bearing Vest, Flak Vest, Heavy Armor, and Bomb Suit. A player being attacked can play a Defense card to reduce the number of cards they give up.

The number on the defense card refers to the reduction of the number of cards the defending player must give up when being attacked. Only 1 Defense Card can be played per Attack Card. A Defense Card is only played in response to an Attack Card.

Security Cards

There are 2 different types of Security Cards, Security Alert and Security Disabled. Security Cards are played to reveal or conceal other players' Mission cards. A Security Alert Card is played during a player's turn to reveal another player's Mission Card. Each Security Alert Card only reveals a single player's Mission Card.

Unlike Defense Cards, a Security Disabled Card is played during a player's turn. When a Security Disabled Card is played, all revealed Mission Cards are hidden again.

Access Cards

Playing Access Cards allows a player to draw 3 more cards during their turn, in addition to the 2 cards drawn at the beginning of their turn.

Tranquilizer

A Tranquilizer Card is played during a player's turn to take all of another player's Objective Cards that are played out in front of them.

When Objective Cards are taken using a Tranquilizer Card, they go in front of the attacking player, not into their hand. Tranquilizer Cards only affect Objective Cards that have already been played. Tranquilizer Cards can only be defended by playing a Neuro-Stim Card.

Flashbang

A Flashbang Card is played during a player's turn to take one of another player's Objective Cards that is played out in front of them. The attacking player chooses which Objective Cards to take.

When an Objective Card is taken using a Flashbang Card, it goes in front of the attacking player, not into their hand. Flashbang Cards only affect Objective Cards that have already been played. Flashbang Cards can only be defended by playing a Neuro-Stim Card.

Neuro-Stim

A player being attacked can play a Neuro-Stim Card to prevent a Tranquilizer or Flashbang Cards from going into effect. Neuro-Stim Cards are only played in direct response to Tranquilizer and Flashbang Cards. Tranquilizer and Flashbang Cards can only be defended by playing a Neuro-Stim Card.

Counter-Op

When played, Counter-Op Cards allows a player to swap Mission Cards with another player. Counter-Op Cards cannot be defended against. A player's newly acquired Mission Card will remain revealed if their previous Mission Card was revealed.