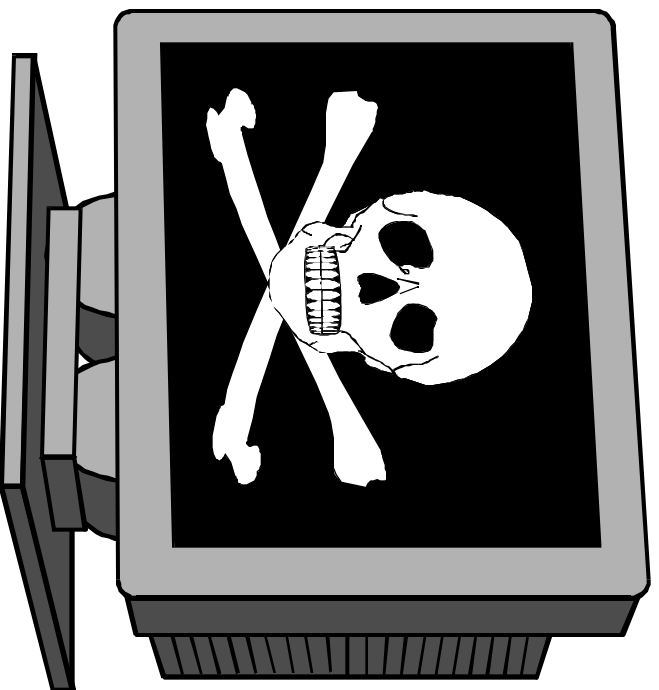


ACCESS DENIED



A Computer Hacking Card Game for 3 to 6 Players

Introduction

Access Denied is a computer hacking card game for 3 to 6 players. Each player controls and defends one sector of the Net while attempting to gain Root access to 2 additional sectors.

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Equipment

Sectors

There are 6 sectors:

1. Banking
2. Government
3. Micronopoly
4. NewsMedia
5. TeleComm
6. Universities

Each sector has 3 access levels: User, Oper, and Root. The Root level lists the bonus for that sector. See the **Sector Bonus** section on page 9 for a complete description of each bonus.

Access Markers

You will need to provide your own access markers. You will need 36 markers in 6 different colors. The flat, glass beads available at most game stores work well, as do M&Ms. Or, you may print and mount the 36 counters found on the last page of this PDF.

Checklists

A page of uncut checklists is provided. You may copy this page and use the checklists to keep track of what you know about each sector's password.

Cards

There are 63 cards. Each card has a title, an action, and a code. There are 6 different codes: A, B, C, D, E, and F. There are more F cards than E cards, more E cards than D cards, and so on.

Some cards have a symbol in the upper left and/or right hand corner. These are explained in the **Play a Card Action** rules on page 4.

Title
Action
CODE

Getting Started

Access Markers

Each player should take 6 access markers of the same color.

Sectors

Assign Sectors: Shuffle the sectors and deal 1 faceup to each player. You are the controller of the sector you are dealt. Each player controls 1 and only 1 sector throughout the game.

You are responsible for setting up your sector's password and granting or denying access to your sector.

Access Levels: A sector has 3 access levels: User, Oper, and Root. You start with Root access to the sector you control. To note that you are the controller, place 1 of your access markers in the title area on your sector. There are no other access markers on your sector at the start of the game.

Uncontrolled Sectors: Set undealt sectors faceup and to one side. They *will* be used during the game. However, uncontrolled sectors do not have passwords. Also, Root access to an uncontrolled sector does not count toward winning the game.

Deal Cards

Shuffle the cards and deal 6 to each player. Place the remaining cards facedown in the center of the table.

Set Password

You must set the password for the sector you control. Use the codes from 3 of the cards you were dealt to secretly define your sector's password.

No Repeated Codes: The password you choose must not have repeated codes; A/B/C is a valid password, but A/B/B is not. The order is not important; A/B/C is the same as A/C/B or C/B/A.

Not Enough Cards: If you cannot make a valid password from the 6 cards you were dealt, draw additional cards, 1 at a time, until you can.

Keep Password Cards: After you have finished creating a valid password, place the 3 password cards facedown underneath your sector and keep the remaining cards in your hand. You must never play your password cards or use them in an access attempt. You must keep these cards throughout the game.

It's a Secret: You must not *voluntarily* tell or show someone any of your password codes. And you must *never* tell anyone what someone else's codes are.

Initial Access

At the beginning of the game, you have access to only 1 sector; you have Root access to the sector you control. You do not have access to any other sector at this time.

Turn Sequence

Choose who will go first by any agreeable means. Beginning with the first player and proceeding to his or her left, each player takes 1 turn. Play continues around the table until someone wins the game. The winner is the first person to gain Root access to 3 sectors.

Each turn is broken down into the following steps:

1. Free Access Attempt
2. Take Actions
3. Discard Cards
4. Draw Cards

Free Access Attempt Step

You may attempt to improve your access to 1 sector. See the **Improve Access** section on page 6 for instructions. You may use your actions to make additional access attempts during your Take Actions step.

Take Actions Step

You may take 1 action for each sector to which you have Root access at the *beginning* of your Take Actions Step. You do not get an additional action if you gain Root access to a sector during this step. Previously played cards may allow you to take additional actions.

There are 3 types of actions:

1. Access Attempt
2. Play a Card
3. Trade a Card

You are not required to take all of the actions you are entitled to; you may pass any or all of your actions.

Access Attempt Action

You may use actions to make additional access attempts. It takes 1 action for each additional attempt to improve access to 1 sector. See the **Improve Access** section on page 6 for instructions.

You may use actions to improve your access to the same sector several times during a single turn. For example, you may gain User access to Banking during your Free Access Attempt step, then use 1 of your actions to attempt to improve your access to Banking from User to Oper.

Play a Card Action

It takes 1 action to play a card. When you play a card, read its title and action aloud and take the action stated on the card. If your action forces another player or players to discard cards, he or she must discard first. Then, unless your card states otherwise, place your card faceup on the discard pile.

♣ Some cards have a ♣ preceding their title. Unless stated otherwise on the card, you may play a ♣ at any time, even during another player's turn. Unlike other cards, playing a ♣ *does not* use up any of your actions.

🔑 Some cards **require** you to have a minimum access level in a certain sector. Some cards also require you to have a certain code in your sector's password. You may not play a unless you meet the card's requirements.

➡ Some cards are **upgrades**. When you play an upgrade card, place it faceup in front of you. This card gives you a benefit that lasts as long as you have the card. The benefit goes into effect immediately. Upgrade cards that are faceup *do not* count against your hand limit.

🔑 Some cards are played against a sector and take effect only when certain conditions are met. Play one of these cards faceup next to the sector against which you want to play it. Remove the card when the conditions stated on the card are met.

⚡ Some cards have a negative affect on you if you hold one at the beginning of your turn. Even if no one else knows you have the card, you must follow its instructions. You may use an action to give a ⚡ to another player, or you may use the card in an access attempt or discard it normally.

Trade a Card Action

It takes 1 action to trade 1 card with 1 other player. The player with whom you trade may give you 1 or more cards in exchange for 1 of your cards. You may give another player a card without receiving a card in exchange.

Trade is strictly voluntary; both players must agree to the trade. Both players must negotiate in good faith; you must give your trading partner the card you said you would give him or her.

Hand Limit

The maximum number of cards you can hold is equal to the number of sectors you have User, Oper, or Root access to. For example, if you have Root access to Universities and User access to TeleComm, your hand limit is 2 cards. The 3 cards in your sector's password do not count against your hand limit.

Your hand limit applies *only* during your Discard Cards step and your Draw Cards step. You may exceed your hand limit at any other time during the game.

Your hand limit may be modified by your sector bonus and by previously played cards.

Discard Cards Step

You must discard any cards in excess of your hand limit, and you may discard more cards if you wish. For example, if your hand limit is 2, and you hold 3 cards, you must discard 1 card, but you may discard 2 or all 3 cards.

Place discards faceup in a pile next to the card deck. Except for the top card on the discard pile, players may not examine discarded cards.

Draw Cards Step

You may draw the number of cards equal to the number of sectors you have Oper or Root access to. However, you must not exceed your hand limit. For example, if you have Root access to Banking, Oper access to Micronopoly, and User access to Universities, and you do not hold any cards, you may draw 2 cards. However, if you already hold 2 cards, you may draw only 1 more because your hand limit is 3 cards.

If there are no more facedown cards to draw from, shuffle the discard pile, place the cards facedown in the center of the table, and begin drawing from these.

The number of cards you may draw each turn may be modified by sector bonuses and previously played cards.



Improve Access

You can attempt to make 3 different types of access improvements:

1. Gain User access to a sector to which you do not have access
2. Gain Oper access in a sector where you already have User access
3. Gain Root access in a sector where you already have Oper access

Restrictions: You cannot attempt to gain Oper access to a sector unless you already have User access to that sector. Likewise, you cannot attempt to gain Root access to a sector unless you already have Oper access to that Sector.

Give Cards to Controller: To attempt to improve your access to a sector, give the sector controller 1 or more cards. The controller will return any cards with codes that match codes in the sector's password and keep any cards with codes that do not match codes in the sector's password.

The number of cards you *must* give the controller depends on the access level you are attempting to gain:

Access Level	Number of Cards
User	1
Oper	2
Root	3

For example, if you have User access to NewsMedia, and you want to attempt to gain Oper access, you *must* give the NewsMedia controller exactly 2 cards from your hand.

Access Granted: If *all* the cards you give the controller have codes that match those in the sector's password, the controller will give all of your cards back and grant you improved access to the sector. For example, you attempt to improve your access to NewsMedia to the Oper Level by giving the NewsMedia controller cards with codes A and B. If NewsMedia's password is A/B/C, the access attempt is successful, the controller gives back all of your cards, and the controller moves your access marker from User to Oper on the NewsMedia sector.

Access Denied: The access attempt fails if 1 or more of the codes you give the controller does not match those in the sector's password. The sector's controller will return cards that match and keep the cards that do not. For example, if you give cards with codes C and D to NewsMedia's controller, and NewsMedia's password is A/B/C, the controller will return your C card and keep your D card. Your access level in NewsMedia will remain unchanged.

Sector Controller

When another player attempts to improve access to the sector you control, he or she will hand you 1, 2, or 3 cards depending on the access level he or she is trying to reach. At this point you must:

1. *Keep* any cards with codes that *do not match* codes in your sector's password
2. *Return* any cards with codes that *do match* codes in your sector's password
3. Advance the player's access marker only if *all* of the codes he or she gave you match codes in your sector's password

You *must* keep any cards with codes that do not match codes in your sector's password, even if this would cause you to exceed your hand limit. The only time you have to worry about your hand limit is during your Discard Cards step and your Draw Cards step.

User Access Attempt Procedure

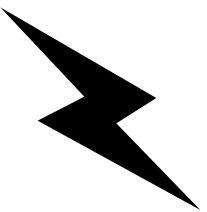
Hand the sector controller 1 card. If the card's code matches any of the sector's password codes, the controller must return your card and place 1 of your access markers in the User area of the sector. For example, if the sector's password is A/B/C, and you show the controller B, the controller will return your card and place 1 of your access markers in the Oper area of the sector.

If the code does not match any of the sector's codes, the controller keeps your card and tells you "Access Denied."

Oper Access Attempt Procedure

Hand the sector controller 2 cards. If both codes match those in the sector's password codes, the controller must return both cards and move your access marker from the User to the Oper area of the sector. For example, if the sector's password is A/B/C, and you show the controller A and C, the controller will return both cards and move your access marker from the User to the Oper area of the sector.

If either or both of your codes do not match those in the sector's password, the controller must keep the card or cards that do not match and tell you "Access Denied."



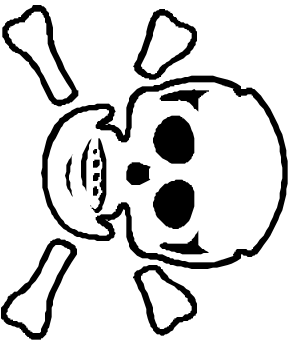
Root Access Attempt

Procedure

Hand the sector controller 3 cards. If all the codes match the sector's password codes, the controller must return all of your cards and move your access marker from the Oper to the Root area of the sector. For example, if the Sector's code is A/B/C, and you show the controller A, B, and C, the controller will return your cards and move your access marker from the Oper to the Root area of the sector.

If any of your codes do not match those in the sector's password, the controller must keep the card or cards that do not match and tell you "Access Denied."

Once you have Root access to 3 controlled sectors, the game ends, and you are the winner. See the **Winning** section on page 10.



Uncontrolled Sectors

If there are fewer than 6 players, some sectors will not have a controller. You may improve your access to an uncontrolled sector by announcing your intention to do so and discarding a certain number of cards. The number of cards you must discard depends on the access level you will achieve:

Access Level	Discard Cards
User	2
Oper	3
Root	4

For example, if you want to gain User access to Banking and its uncontrolled, discard 2 cards from your hand and place 1 of your access markers in the User area on the Banking sector.

Restrictions: You cannot gain Oper access to a sector unless you already have User access to that sector. Likewise, you cannot gain Root access to a sector unless you already have Oper access to that sector. So if you want to gain Root access to an uncontrolled sector, you must use 3 access attempts and discard a total of 9 cards.

Winning: Root access to a uncontrolled sectors does *not* count toward winning the game. You must have root access to 3 *controlled* sectors to win. See the **Winning** section on page 10.

Sector Bonus

If you are the *only* player with Root access to a sector, you gain a bonus specific to that sector. The moment another player gains Root access to the same sector, the bonus is lost, and neither player receives the bonus. The sector bonuses are:

Banking

You may draw 1 additional card each turn during your Draw Cards step. However, Banking does not allow you to exceed your hand limit.

Government

At the beginning of your turn, you may draw the last card that was placed faceup on the discard pile. You may exceed your hand limit when you draw this card.

Micronopoly

Your hand limit is increased by 2 cards.

NewsMedia

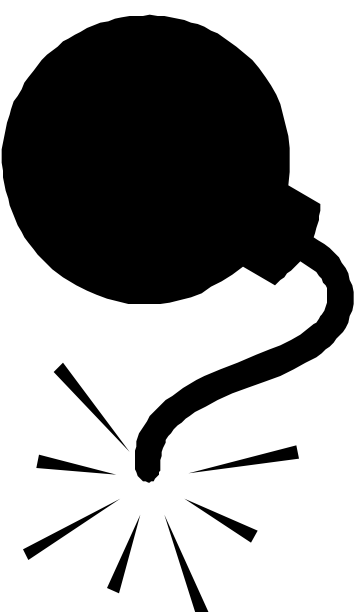
You may skip your turn and draw your hand up to 6 cards. You may exceed your hand limit, but you cannot have more than 6 cards. When you do this, your turn ends immediately; you do not get a free access attempt, and you do not get to take any actions.

TeleComm

You are immune to cards that would cause you to lose actions.

Universities

During your Free Access Attempt step, you may automatically gain User access to any sector to which you do not already have access. You do not have to show the controller a code to do this. This access cannot be stopped by any card. Doing this uses up your free access attempt for the turn.



Winning

You win the game the moment you gain Root access to 3 controlled sectors. Remember, you start with Root access to the sector you control, so you need to gain Root access to only 2 more sectors.

Uncontrolled Sectors: The additional sectors to which you gain Root access *must* be controlled by another player for the purpose of winning the game. You can gain Root access to uncontrolled sectors, but they do not count toward winning.

Additional Sectors: For a more challenging game, you may want to play until someone gains Root access to 4, 5, or all 6 sectors. If you choose to play for more sectors than there are players, count Root access to uncontrolled sectors toward winning the game.

Time Limit: Another alternative is to play to a time limit. When the time limit is reached, the player with Root access to the most sectors wins. Use the number of Oper accesses to break ties. If there is still a tie, use the number of User accesses.

Alternate Conditions: A majority of players must agree on an alternative winning condition *before* the game starts. Otherwise, the first player to gain Root access to 3 controlled sectors wins.

Card Errata

Requires Root Access

Some cards, like **Mocking Bird**, state that they can be played only on someone who plays a card that “requires Root access.” This means the card being played must require *only* Root access. **Mocking Bird** cannot be played on a card that requires Oper or Root access. There are only 3 cards that require only Root access: **FBI, FDIC**, and **Major Release**.

Requires Sector Access

Some cards, like **CancelBot**, state that they can be played only on someone who plays a card that “requires access to a sector to which you have Oper or Root access.” This means the card being played must have a key icon and a separate requires section. The word “requires” is italicized on **CancelBot** and others to emphasize that its looking for a key icon and requires section.

Credits

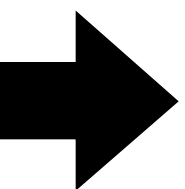
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 **Popular War** 

Upgrade: You may draw 1 additional card each turn. However, Popular War does not allow you to exceed your hand limit.

Requires: Access to NewsMedia. Your sector's password must contain code A.

Code A

 **Counter-Virus**

Play this card when a virus is played against a sector to which you have access.

The virus has no affect and the virus player must discard all of his or her cards.

Code A

Dumpster Diving

Play against a sector you *do not* have access to.

The sector controller must show you 1 of the sector's password codes, chosen at random.

Code A

 **S.A.T.A.N. Virus**

Play faceup in front of any sector to which you have Oper access.

The sector loses its Root bonus until S.A.T.A.N. is removed by Samurai.

Code A

Samurai

Remove 1  card from any sector.

Code A

Scramble Password

Discard the cards that define your password. Then use 3 cards from your hand to define a new password.

Keep any upgrade you played earlier, even if it requires a code that is no longer in your password.

Code A

Guru

Increase your access level in any 1 sector from User to Oper or from Oper to Root. You do not have to show the sector controller any codes.

Guru may be stopped by cards that prohibit access attempts.

Code A

Delete Account

Remove 1 access marker from the User or Oper area of any sector to which you have Root access.

Return the marker to its owner.

Code A

 **High \$ System** 

Upgrade: Your hand limit is increased by 2 cards for the rest of the game. Leave this card faceup in front of you.

Requires: Access to Banking. Your sector's password must contain code B.

Code B

Bank Error in Your Favor 

You may immediately draw 3 new cards and take 1 additional action. You may ignore your hand limit until your next turn.

Requires: Oper or Root access to Banking.

Code B

Revoke Login

Remove 1 access marker from the User area of any sector to which you have Oper or Root access.

Return the marker to its owner.

Code B

 **Anti-Virus**

Play this card when a virus is played to ignore the effect of that virus.

If you play this card when Multi-Virus is played, you are protected, but the other players are not.

Code B

Multi-Virus

Play against any sector to which you have access. All *other* players with access to that sector must discard all of their cards immediately.

Discard Multi-Virus after playing.

Code B

 **Packet Sniffer**

Play faceup in front of any sector to which you have access. The next player who plays a card that *requires* access to this sector must show you 1 password code, chosen at random. Then discard Packet Sniffer.

Code B

 **Firewall**

Play when someone attempts to improve access to the sector you control. Keep all the cards that player handed you and deny improved access to your sector, even if the player handed you the correct codes.

Code B

 **Logic Bomb**

Play faceup in front of any sector to which you have access. The next player who plays a card that *requires* access to this sector must discard all of his or her cards.

Discard Logic Bomb after the other player has discarded.

Code B

OlfactoPEG 

Every player must give you 1 card, chosen at random. You may ignore your hand limit until your next turn.

Requires: Oper or Root access to Universities.

Code B

 **DSL** 

Upgrade: Take 1 additional action each turn for the rest of the game. Leave this card faceup in front of you.

Requires: Access to TeleComm. Your sector's password must contain code C.

Code C



Backdoor

Play this card along with another card to ignore the access requirements stated on the other card.

However, you may *not* play this card along with an Upgrade.

Code C



CopyBot

Play at any time to take the top card from the discard pile.

However, you may not play CopyBot to get back a card you just played.

Code C



Mocking Bird



Play this card when someone plays a card that *requires* Root access to any sector. The action is blocked, and the player must show you 1 of his or her password codes, chosen at random.

Requires: Access to TeleComm.

Code C



Good Day at the Market



Play during your Draw Cards step to ignore your hand limit and draw 6 cards.

Requires: Oper or Root Access to NewsMedia.

Code C



Wiretap



Play *before* someone attempts to improve access to any sector. That player must show you the codes he or she gives the controller and the codes that are returned.

Requires: Oper or Root access to Government.

Code C



Route Trace

Play when someone attempts to improve access to a sector to which you have Oper or Root access. The access attempt fails, and the player ends his or her turn. The controller must return *all* cards used in the attempt.

Code C

FBI



Take 1 upgrade card that is faceup in front of another player and place it in your *hand*.

Requires: Root access to Government.

Code C

Major Release



All *other* players who have access to Micronopoly must discard all of their cards immediately.

Requires: Root access to Micronopoly.

Code C

S.O.L.



Play against someone who has only User access to TeleComm. That player may not take more than 1 action per turn until he or she gains Oper access to TeleComm.

Requires: Oper or Root access to TeleComm.

Code C



War Dialer



Upgrade: You may make 1 additional free access attempt each turn for the rest of the game. Leave this card faceup in front of you.

Requires: Access to University. Your sector's password must contain code D.

Code D



Press Pass



Play when you are required to lose 1 or more actions.

You do not lose any actions.

Requires: Oper or Root access to NewsMedia.

Code D



Easy Credit



Play during your Draw Cards step to ignore your hand limit and draw 3 additional cards.

Requires: Access to Banking.

Code D

The NSA is Watching You



Play against someone to look at the cards he or she is holding and take 1 card of your choice. You may not look at or take password codes.

Requires: Oper or Root access to Government.

Code D

Line Spike



Play against someone who has only User access to TeleComm. That player may not take any actions on his or her next turn.

Requires: Oper or Root access to TeleComm.

Code D

Beta Site



Play against someone who has only User access to Micronopoly. That player's hand limit is reduced by 1 until he or she gains Oper access to Micronopoly.

Requires: Oper or Root access to Micronopoly.

Code D

Software Patch



All *other* players with access to Micronopoly must immediately discard 3 cards, chosen at random.

Requires: Oper or Root access to Micronopoly.

Code D



Trojan Horse

If you *begin* your turn holding this card, you may not make *any* access attempts during your turn.

You may use 1 action to give this card to another player.

Code D

Bank Run



All players with access to Banking must immediately discard 3 cards, chosen at random.

Requires: Oper or Root access to NewsMedia.

Code D



Retro-Virus

Play faceup in front of any sector to which you have access. The next player who succeeds in improving access to this sector must discard all of his or her cards *after* the attempt is completed. Then discard Retro-Virus.

Code D



Backup

Play this card when you are required to lose 1 or more of your cards. You do not lose any cards (except, of course, Backup).

Code D



ICE



Upgrade: You are immune to all viruses; ignore the effect of any virus played. Leave this card faceup in front of you.

Requires: Access to Government. Your sector's password must contain code E.

Code E

Whoops! Disconnect



Play this card against any other player. That player may not attempt to improve access to any sector during his or her next turn.

Requires: Access to TeleComm.

Code E



No eTaxes



You may play this card at any time. *All* players may ignore their hand limits and draw 2 additional cards on their *next* turn.

Requires: Access to NewsMedia.

Code E

Human Services



Take 2 cards, chosen at random, from 1 other player. Without looking at the cards, give 1 to a different player and keep 1 for yourself.

Requires: Oper or Root access to Government.

Code E



CancelBot

Play this card when someone plays a card that *requires* access to a sector to which you have Oper or Root access. That player's action is canceled before it takes effect, and the player's turn ends immediately.

Code E



WinZap



You may play this card at any time. *All* players with access to Micronopoly receive 1 additional action on their *next* turn.

Requires: Access to Micronopoly.

Code E

FDIC



Play against the player who controls the Government sector. That player must give you $\frac{1}{2}$ of his or her cards, rounded up, his or her choice of cards.

Requires: Root access to Banking.

Code E

Spam

Choose 1 player to spam. All players may give this player as many cards as they wish.

On his or her next turn, the spammed player loses 1 action for each card he or she received.

Code € €

Net Volley-Ball

All *other* players lose 1 action on their next turn.

Requires: Access to Universities.

Code € €

Red Tape

Play this card against any other player. That player may not attempt to improve access to any sector on his or her next turn.

Requires: Access to Government.

Code € €



Bug

If you *begin* your turn holding this card, you may take only 1 action during your Take Actions step.

You may use your 1 action to give this card to another player.

Code € €

Overdraft

Play this card against any other player. That player must immediately discard 3 cards, chosen at random.

Requires: Access to Banking.

Code € €



Over-Clock

Upgrade: Take 1 additional action each turn for the rest of the game. Leave this card faceup in front of you.

Requires: Access to Micronopoly. Your sector's password must contain code F.

Code € F

Direct Deposit

Play against someone who has only User access to Banking. On his or her next turn, the player may not draw any cards.

Requires: Oper or Root access to Banking.

Code € F

Loan Default

Ignore your hand limit until your next turn.

Requires: Oper or Root access to Universities.

Code € F

Mother's Maiden Name

Automatically gain User access to any sector.

This card cannot be stopped by any card.

Code € F

Fifteen Minutes 

Play against any other player. That player may not take any actions on his or her next turn.

Requires: Access to NewsMedia.

Code F

Burnout

Play this card against the player who has a faceup Over-Clock upgrade. That player must discard Over-Clock and may not take any actions during his or her next turn.

Code F



Worm

If you *begin* your turn holding this card, you may not draw any cards during your Draw Cards step.

You may use 1 action to give this card to another player.

Code F

Warez

Automatically gain User access to Micronopoly.

This card cannot be stopped by any card.

Code F

Free Checking

Automatically gain User access to Banking.

This card cannot be stopped by any card.

Code F

Telecourse

Automatically gain User access to Universities.

This card cannot be stopped by any card.

Code F

Public Library

Automatically gain User access to Government.

This card cannot be stopped by any card.

Code F

Phreaking

Automatically gain User access to TeleComm.

This card cannot be stopped by any card.

Code F

Blog

Automatically gain User access to NewsMedia.

This card cannot be stopped by any card.

Code F

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

**Access
Denied**

Banking

Root

Draw 1 additional card

Oper

User

Government

Root

Draw top discard

Oper

User

Micronopoly

Root

Hand limit increased by 2 cards

Oper

User

NewsMedia

Root

Skip turn and draw 6 cards

Oper

User

TeleComm

Root

Immune to losing actions

Oper

User

Universities

Root

Automatic User access

Oper

User

Turn Sequence

Free Access Attempt Step
Take Actions Step¹
 Access Attempt Action
 Play a Card Action
 Trade a Card Action
Discard Cards Step³
Draw Cards Step^{2&3}

Limits

¹Number of actions =
 Number of Root accesses
²Number of cards drawn =
 Root + Oper accesses
³Hand limit =
 Root + Oper + User access

Improve Access

Access Level	Show Controller
User	1 code
Oper	2 codes
Root	3 codes

Sector Controller

- Keep codes that are *not* in your password.
- Return codes that *are* in your password.
- Grant improved access if *all* codes match.

Uncontrolled Sector

Access Level	Discard Cards
User	2
Oper	3
Root	4

Cut

Checklist	Universities	A	B	C	D	E	F
	TeleComm	A	B	C	D	E	F
	NewsMedia	A	B	C	D	E	F
	Micronopoly	A	B	C	D	E	F
	Government	A	B	C	D	E	F
	Banking	A	B	C	D	E	F

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	Banking	A	B	C	D	E	F

Fold

Banking	A	B	C	D	E	F	Checklist
Government	A	B	C	D	E	F	
Micronopoly	A	B	C	D	E	F	
NewsMedia	A	B	C	D	E	F	
TeleComm	A	B	C	D	E	F	
Universities	A	B	C	D	E	F	

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Cut

