Introduction

Access Denied is a retro 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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Hardware

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. You receive a bonus when you gain Root access to a sector. See the Sector Bonus section on page 7.

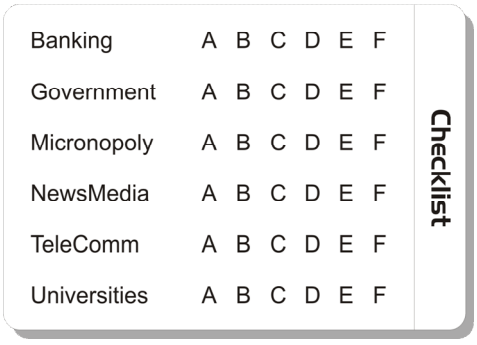
Access Markers

You will need 36 markers in 6 different colors. Bingo chips and M&Ms work well. Or, you can print and mount the markers found on the last page of this PDF.

Access Markers

Checklists

Make copies of the checklists page and cut out a checklist for each player. You will use your checklist to keep track of what you know about each sector's password.



Checklist

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Cards

There are 63 cards. Each one 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.

Card Areas

Boot

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

Access Levels: You start with Root access to the sector you control. To show that you are the controller place 1 of your access markers in the title area on your sector.

Uncontrolled Sectors: Set undealt sectors faceup to one side. Uncontrolled sectors do not have passwords and 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

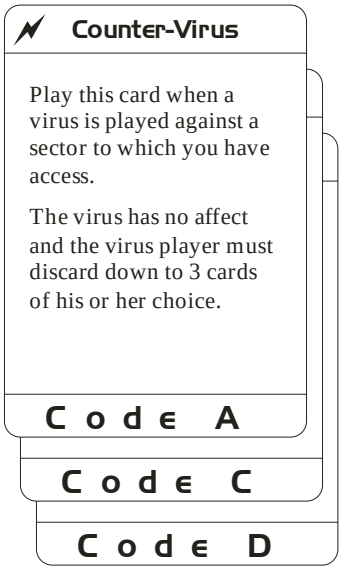
Use the codes from 3 of the cards you were dealt to secretly define your sector's password.

No Repeated Codes: The password you choose must not have repeated codes; A/B/C is valid, 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: When you finish creating a valid password, place the 3 password cards facedown beneath your sector and keep the remaining cards in your hand. You cannot play your password cards or use them in an access attempt. You must keep these cards throughout the game.

Classified: You may not *voluntarily* tell or show someone any of your password codes. Nor may you tell anyone what someone else's codes are.



Valid Password

Processing

Choose who will go first by any agreeable means. Beginning with the first player and proceeding to his or her left, each player takes his or her turn. Play continues around the table until someone wins the game. The winner is the first person to gain Root access to 3 *controlled* 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 5 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. However, some cards allow you to take additional actions.

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

There are 3 possible actions:

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

Access Attempt Action

You may use 1 action to make an access attempt. See the Improve Access section on page 5 for instructions.

Multiple Attempts: You may use actions to improve 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 access to Banking from User to Oper.

Play a Card Action

You may use 1 action to play 1 card. Read its title and action aloud and follow the instructions 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 it faceup on the discard pile.

Cards: Unless stated otherwise, you may play a card at any time, even during another player's turn. Playing a card *does not* use up any of your actions.

Some cards require you to have a minimum access level to a certain sector. Some cards also require you to have a certain code in your sector's password. You may not play a card unless you meet its 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. Faceup upgrades *do not* count against your hand limit.

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

Cards: If you *begin* your turn holding one or more cards, you must announce this and show the s to the other players. During your turn, you may use an action to give a to another player. Or you may use the card normally in an access attempt, discard it, or just keep it.

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 0, 1 or more cards in exchange for 1 of your cards.

For example, you may announce that you would like a "C" code card and are willing to trade an "D" or an "E" code card for it.

Trade is strictly voluntary; both players must agree to the trade. 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 6. The 3 cards in your sector's password and faceup upgrades 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.

Discard Cards Step

You must discard any cards in excess of your hand limit and you may discard more if you wish. For example, if your hand limit is 6 and you hold 7 cards you must discard at least 1 but may discard more.

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 0, 1, or 2 cards as long as you do not exceed your hand limit.

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.

Improve Access

There are 3 different types of access attempts:

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 have User access to that sector. Likewise, you cannot attempt to gain Root access to a sector unless you have Oper access to that sector.

Procedure

Give Cards to Controller: To attempt to improve your access to a sector, give the sector controller 1 or more of your cards. The controller will return any cards whose codes match the sector's password and keep any cards whose codes do not match 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, you must give the NewsMedia controller exactly 2 cards to make an Oper access attempt.

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

Access Denied: The access attempt fails if 1 or more of the cards you give the controller do not match the sector's password. The sector's controller will return the cards that match and keep the cards that do not. For example, if you give C and D cards 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 remains 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* cards that *do not match* your sector's password
2. *Return* cards that *match* your sector's password
3. Advance the player's access marker only if *all* of the cards match your sector's password

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

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 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 the uncontrolled Banking sector, 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 7.

Sector Bonus

If you have Root access to a sector you gain a bonus specific to that sector. The sector bonuses are:

Banking

You may always draw 3 cards during your Draw Cards step. However, you must then discard down to 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 6 cards; ignore your hand limit.

TeleComm

Once during your Take Actions step, you may discard 2 cards from your hand to take 1 additional action.

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: 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, Root access to uncontrolled sectors counts toward winning the game.

Two Player Variant

by Andrew Tullsen

Boot: Each player takes 9 cards and 2 random sectors. Place your marker on Root access on each of your sectors. The 2 remaining sectors are uncontrolled. Now assign passwords to each of your sectors. If you can't create a legal password for both, then draw cards as described on page 3.

Winning: You win the game the moment you gain Root access to 5 sectors. Root access to uncontrolled sectors counts toward this goal.

Game Play: At this point, you just play by the rules. Don't split your cards between sectors, just act as though you gained Root access to both. Obviously you still must manage the passwords and control access separately to each of your sectors.

FAQ

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 Raid, 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 some cards to emphasize that its looking for a key icon and "requires" section.

Credits

Designer: Greg Turner

Two Player Variant: Andrew Tullsen

Protospiel South: Special thanks to the organizers and attendees of Protospiel South 2012 for playtesting and encouragement. Thanks!

Playtesters: Josh Allen, Roger Allen, Lisa Berry, Carl, John Cooper, David Crockett, Nancy Crockett, Jacob Davenport, Miles Davies, Kevin A. George, Kory Heath, Dean Henderson, Joe Hofman, Andy Looney, Michael Lunsford, Kristin Matherly, Alex Mathias, Matt, Claude McDaniel, Marc Morain, John Parham, David Reed, The Roundhouse Gamers, Daris Schell, Zach Stegman, David Stern, Shaun Storie, Kevin Symcox, Brad Turner, Meg Turner, Thad Vasicek, Zarf.

Revision: 2014-MAY-26

BBS

Upgrade: You may draw 1 additional card each turn. However, BBS 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 down to 3 cards of his or her choice.

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 access.

That 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

Usenet

Give another player as many cards as you like. That player must give you the same number of cards out of their *original* hand up to their entire hand. Choose cards randomly.

Code A

Guru

Increase your access level in any 1 sector from User to Oper. You are not required to show the sector controller any codes.

Guru cannot be stopped by any card.

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

Dad's Office Computer

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. 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 immediately discard down to 3 cards of their choice.

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 1 card of your choice and return the rest.

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 immediately discard down to 3 cards of their choice. Then discard Logic Bomb.

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

2nd Phone Line

Upgrade: You may play 1 card each turn without using an action. Leave 2nd Phone Line 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 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

Market Rumors

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 cards he or she gives the controller and the cards 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 controller must return *all* cards used in the attempt.

Code C

FBI Raid

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 immediately discard down to 3 cards of their choice.

Requires: Root access to Micronopoly.

Code C

S.O.L.

Play against someone who has only User access to TeleComm. That player loses the benefit of any upgrade until he or she gains Oper access to TeleComm.

Requires: Oper or Root access to TeleComm.

Code C

War Dialer

Upgrade: You may use your Free Access Attempt to automatically gain User access to any sector to which you do not already have access.

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

Code D

LISTSERV

Gain 2 additional actions this turn only.

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 another player to look at his or her hand 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. However, he or she still gets a Free Access Attempt.

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 2 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 lose all Root and Upgrade bonuses on their next turn.

Requires: Oper or Root access to Micronopoly.

Code D

Trojan

If you *begin* your turn holding this card you lose your Free Access Attempt step for the turn. You must announce this to the other players.

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 down to 3 cards of their choice.

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 1 upgrade of his or her choice. 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 except Retro-Virus. 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

Digital Divide

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 access. That player's action is canceled before it takes effect.

Code E

FreeWare

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 discard down to 3 cards, of his or her choice, and give you the discarded 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. Then each player may draw cards up to their hand limit.

Finally, the spammed player must discard cards, *at random*, down to his or her hand limit.

Code E

Flame War

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

Requires: Access to Universities.

Code E

Red Tape

Play this card against any other player. That player may not draw any cards during the Draw Cards step of his or her next turn.

Requires: Access to Government.

Code E

Bug

If you *begin* your turn holding this card you lose the benefit of all of your Root Bonuses and Upgrades for the turn. You must announce this to the other players.

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

Code E

Overdraft

Play this card against any other player. That player must immediately discard down to 3 cards of their choice.

Requires: Access to Banking.

Code E

Over-Clock

Upgrade: Take 1 additional action each turn. Discard Overclock if you use your extra action to make an access attempt and fail.

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. However, he or she still gets a Free Access Attempt.

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. However, he or she still gets a Free Access Attempt.

Code F

Worm

If you *begin* your turn holding this card you may not draw any cards during your Draw Cards step. You must announce this to the other players.

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

Popular Homepage

Automatically gain User access to NewsMedia.

This card cannot be stopped by any card.

Code F

Access Denied

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Access Denied

Banking

Root

Draw Cards Step: draw 3 cards then discard down to your hand limit

Oper

User

Government

Root

Beginning of your turn: draw the top card from the discards

Oper

User

Micronopoly

Root

Hand limit increased by 2 cards

Oper

User

NewsMedia

Root

Skip your turn and draw 6 cards

Oper

User

TeleComm

Root

Take Actions Step: discard 2 cards to gain 1 additional action

Oper

User

Universities

Root

Free Access Attempt Step: gain automatic User access

Oper

User

Turn Sequence

Free Access Attempt Step
Take Actions Step [1]
- Access Attempt Action
- Play a Card Action
- Trade a Card Action

Discard Cards Step[2]
Draw Cards Step[2&3]

Limits

[1] Number of actions = 1

[2] Hand limit = 6

[3] Number of cards drawn = 0-2

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

Turn Sequence

Free Access Attempt Step
Take Actions Step [1]
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- Trade a Card Action

Discard Cards Step[2]
Draw Cards Step[2&3]

Limits

[1] Number of actions = 1

[2] Hand limit = 6

[3] Number of cards drawn = 0-2

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Draw Cards Step[2&3]

Limits

[1] Number of actions = 1

[2] Hand limit = 6

[3] Number of cards drawn = 0-2

Cut

Checklist

Banking	A B C D E F
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

Fold

Checklist

Banking	A B C D E F
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

Cut

Checklist

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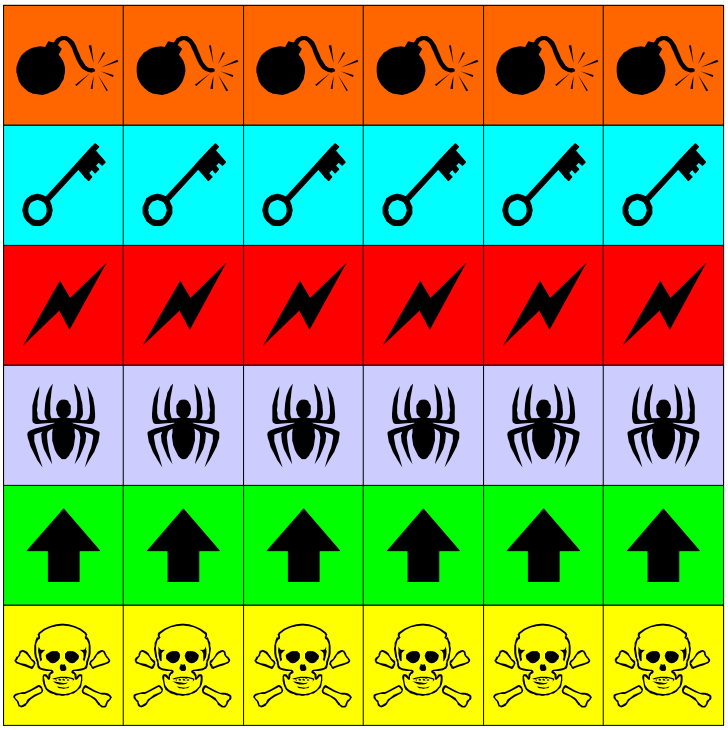
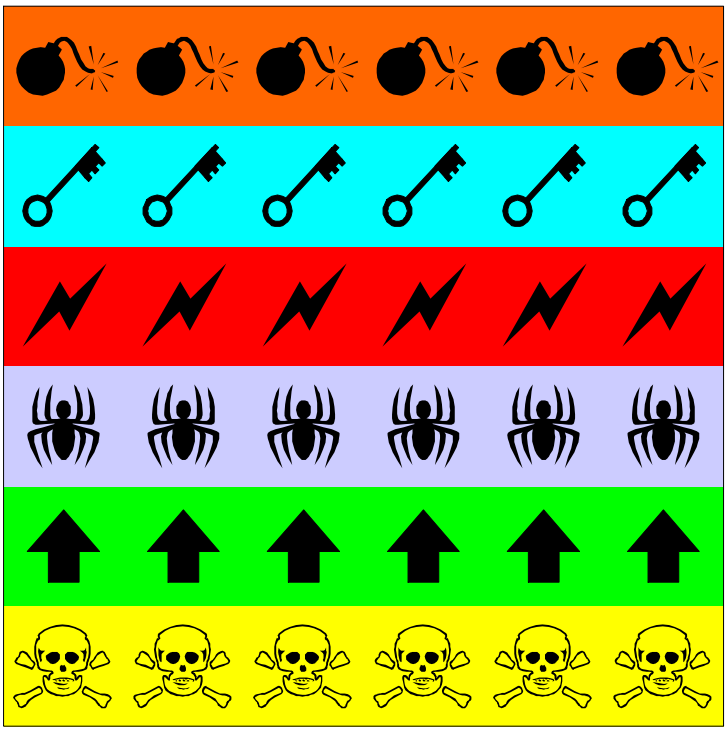
Cut

Front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