



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 up to his or her entire hand.

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 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 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 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 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 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 € €

Flame War

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 draw any cards during the Draw Cards step of his or her next turn.

Requires: Access to Government.

Code € €



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

Code € €

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 € €



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 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**

Banking

Root

**Draw Cards Step: draw 2 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 Step¹
 Access Attempt Action
 Play a Card Action
 Trade a Card Action
Discard Cards Step²
Draw Cards Step^{2&3}

Limits

¹Number of actions = 1

²Hand limit = 6

³Number 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

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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

Checklist	Banking	A	B	C	D	E	F
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	Universities	A	B	C	D	E	F

Fold

Banking	A	B	C	D	E	F	Checklist
Government	A	B	C	D	E	F	
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NewsMedia	A	B	C	D	E	F	
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Cut

Access Markers

