

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.

Table of Contents

- Introduction.....1
- Table of Contents1
- Hardware.....1
 - Sectors1
 - Access Markers1
 - Checklists.....1
 - Cards.....2
- Boot2
 - Access Markers2
 - Sectors2
 - Deal Cards2
 - Set Password.....3
- Processing3
 - Free Access Attempt Step.....3
 - Take Actions Step3
 - Access Attempt Action4
 - Play a Card Action.....4
 - Trade a Card Action.....4
 - Hand Limit4
 - Discard Cards Step.....5
 - Draw Cards Step5
- Improve Access5
 - Procedure5
 - Sector Controller6
 - Uncontrolled Sectors6
- Sector Bonus7
- Winning7
- Two Player Variant.....8
- FAQ8
- Credits8

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. The Root level lists the bonus for that sector. See the Sector Bonus section on page 7 for a complete description of each bonus.

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.

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	

Checklist

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. Each player controls a single sector throughout the game. 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. They will be used during the game. However, 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

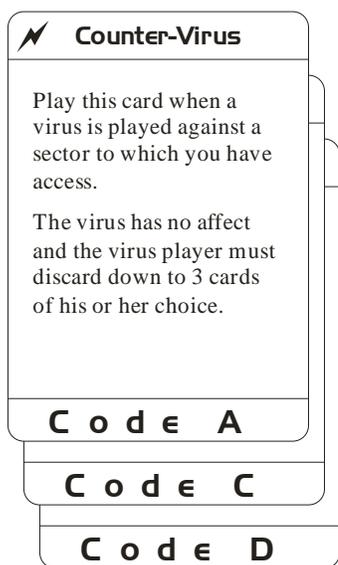
Use the codes from 3 of the cards you were dealt to secretly define your sector's password.

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 finished creating a valid password, place the 3 password cards facedown underneath 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 must not *voluntarily* tell or show someone any of your password codes. And you may not 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 types of 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 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 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 your card 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.

♣ 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 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. 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 6. 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.

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 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 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 you must give the NewsMedia controller exactly 2 cards from to make an Oper access attempt.

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 in NewsMedia 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 gives back 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 codes you give the controller do 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.

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 ignore your hand limit and draw 2 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

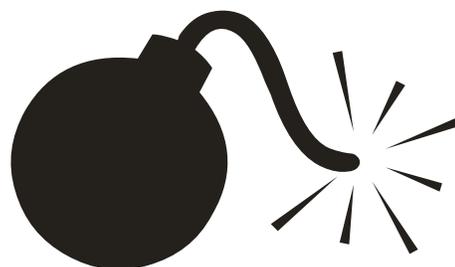
During your Free Access Attempt step, you may automatically gain User access to any sector to which you do not already have access. You do not have to show the controller a code to do this. This access cannot be stopped by any card. Doing this uses up your free access attempt for the turn.

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 count Root access to uncontrolled sectors 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 **CancelBot** and others 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, John Cooper, David Crockett, Nancy Crockett, Jacob Davenport, Miles Davies, Kevin A. George, Kory Heath, Dean Henderson, Joe Hofman, Andy Looney, Kristin Matherly, Alex Mathias, Claude McDaniel, Marc Morain, David Reed, The Roundhouse Gamers, Daris Schell, Zach Stegman, David Stern, Shaun Storie, Kevin Symcox, Brad Turner, Thad Vasicek, Carl, Matt, and Zarf.

Revision: 2013-APR-07

