

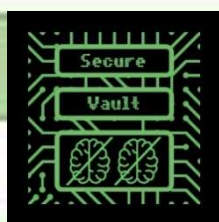
Simuhackrum Operators Manual

The Simuhackrum is a one-player hacking game where you must find the Secure Vault server and successfully jack out, while balancing the Noise your activities had generated, your Credits, how much of your Brain survived, all while racing a countdown Timer to the Corporation enacting its schemes.

The Simuhackrum was also designed to complement the hacking mechanic in tabletop roleplaying games (TTRPGs), as they are often games of solitaire against the Game Master (GM) that excludes the rest of the party. This game allows the Hacker to make a run against a network concurrently with their table!

Simuhackrum Components

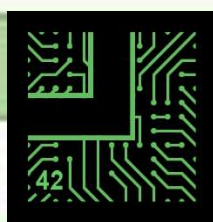
80 tiles, 8 marker discs, Hacker token, draw bag, instruction manual, playing board



Server (5)



Access Point (1)



Network (46)



Virus/Software (28)

Simuhackrum Setup (Single Player)

Place markers on the Hacker Stats as follows:

Timer: 7 (Standard = 7, Easy = 9, Hard = 5)

Credit: 1 Noise: 0

Tbps: 2 Brain: 5

Memory Slot: (Green squares, start with no software)

Shuffle and randomly place five Server tiles face down across the top row of the 5x6 playing field.

Place the Access Point tile at the center spot along the bottom row.

Set aside the Virus/Software tiles.

Shuffle the Network tiles for a random draw.

Hacker may spend the starting Credit for upgrades.

Your character is now ready to make runs against the Corporation, cut losses or realize profits by jacking out, and avoiding ICE (Intrusion Countermeasure Electronics), all while trying to avoid Brain death or making so much Noise the Corporation sends a mobile acquisitions team to ... buy you out.



Order of Operations

RUNNING Phase

- 100 Draw number of Network Tiles up to Tbps rating, minus any effects. Maintain tile draw order.
- 110 Sentient ICE programs move up to their Speed along legal paths towards the Hacker.
- 120 Hacker may choose available Reaction from Memory Slot software.
- 125 Hacker suffers damage if intersecting an Active ICE program.
- 130 If the Hacker's Noise is 4, reduce Brain by 1. (The Corporation sends a power surge)
- 140 If the Hacker's Brain value goes to zero, the Hacker is brain fried and loses.
- 150 Place the next drawn Network Tile on the board, aligning at least one pathway with an existing tile.
- 152 If there is no legal spot, discard the tile.
- 154 Pathways that do not line up are considered dead ends.
- 160 The Hacker may place a token for any effects on the newly laid tile to track their Active status.
- // Noise = Hacker gains Noise when entering this tile. 
 - // Credit = Valuable Data is present here. 
 - // Logic Gate = Barrier that gives Noise if passed through. 
 - // ICE = Draw a random stationary ICE program 
 - // Sentient ICE = Draw a random pursuing ICE program. 
- 165 These environmental effects remain active throughout the Run.
- // Exit = The Hacker may JACK OUT here with no penalty. 
 - // Diode = This hallway allows one way travel in the arrow's direction. 
- 170 Hacker has the option to move one tile along connected pathways.
- // Servers are always accessible from a pathway leading to them.
- 180 Once the Hacker moves, ENCOUNTER any Active effects on a tile, once per Run.
- // Hacker may first choose an available Reaction from a Memory Slot.
 - // Noise symbol = Hacker increases Noise value by 1.
 - // Credit = Hacker may discard the next Tile to DOWNLOAD and increase Credit by 1.
 - // Logic Gate = Barrier that increases Noise by 2 if not Backdoored (see Memory Inserts)
 - // ICE = Suffer effects of the defensive program.
- 190 Hacker decides whether to JACK OUT.
- // If "JACK OUT = True", then
 - // If on an EXIT  tile, End Run and GoTo REFRESH phase.
 - // If not on an EXIT, reduce Brain by 1. End Run and GoTo REFRESH phase.
- 200 If there are drawn Network tiles left to place, GoTo 110. Else, GoTo 100.

REFRESH Phase

- 300 Discard any unplaced Network tiles from the draw in 100.
- 310 Players may reshuffle discarded Network tiles back into the pool by decreasing the Timer by 1.
- 320 Discard all tiles on the board except for the Servers and the Access Point.
- 500 Decrease Timer counter by 1.
- 510 Purchase Hacker upgrades as desired (1 Credit each).
- // Increase Brain by 1 (i.e. Hacker seeks medical treatment)
 - // Reduce Noise by 1 (i.e. Hacker buys burner equipment or moves pads)

// Purchase software (i.e. Maximum of three active Memory inserts per Run)
 // Increase 1 Tbps (i.e. Hacker buys a faster interface)
 // Increase 1 Timer (i.e. Hacker buys time via social engineering)
 520 The Hacker may increase Timer counter by 1 per point of Tbps decrease. (i.e. Pawn equipment)
 530 If Timer counter is 0, the Hacker loses.
 540 If Noise is at 4, the corporation sends a Cleaning Team and the Hacker dies.
 545 The Hacker may reduce Noise by 1 per point of Tbps decrease. (i.e. Abandoning equipment)
 550 Refresh any Exhausted software and/or load new software in Memory Slots.
 560 If the Secure Vault was accessed = WIN GAME, Else GoTo Step 100.

Memory Inserts – Cyberdeck Software (Reactions; Exhaust to):

- Backdoor = Breaks through Logic Gates 
- Cloak = Negate the effects of Noise on one tile 
- Dragon = Gain a Credit, then can download a second Credit by sacrificing next Network Tile 
- Efreet = Produce a lasting EXIT on the network grid location between Runs 
- Pathfinder = Draw tiles up to Tbps rating, keeping them in draw order 
- Scanner = Examine one face down Server tile 
- Shield = Block all Brain damage from one effect 
- Slide = Move to an adjacent Network Tile, regardless of legal path 
- Zap = Eliminates one ICE 

ICE Programs (Sentient versions have a Speed):

- Glue = Speed 1, Reduces Tbps by 2 (minimum of 1) for the Run 
- Skunk = Speed 1, Negates effects of Cloak for the Run 
- Scorpion = Speed 2; Brain damage 1 on intersecting Hacker's tile 
- Zombie = Speed 1; Brain damage 2 on intersecting Hacker's tile 

TTRPG Adaptation

Take the example of a group playing Cyberpunk Red, the most recent iteration of a TTRPG with hacking. Translate the “NET Actions” of a Hacker into Tbps.

Before infiltrating the corporate offices, the Hacker loaded up his cyberdeck with various software. At the GM's discretion, it could exceed the three Memory Slots permitted in the solo game. Included in

the box are a number of other Virus/Software Tiles that are unnamed and unused in the solo game, but consistent with various RPGs for your use. Once in the building, the game becomes tactical and takes place on a mat. The party takes defensive positions while the Hacker starts their Run.

The GM may reduce the distance to Server tiles, reduce the number of Servers, or place the Access Point in the center of the map, or pre plan the network, and the Hacker reveals tiles under “fog of war” rules. There could be much more variety in hacking rather than rolling against a table playing the same 6x5 grid each time.

Once corporate security engages the rest of the party, they each take their turn returning fire while the Hacker is playing the Simuhackrum mini game on theirs. The party can also see how close they are to success and make decisions on whether to press their luck, versus seeing the uninspiring, black and white results of a die roll against a table.

Imagine the Hacker exhausting Control software to take over a meatspace turret on their turn, because they encountered a  tile. Or they accumulate so much Noise during the Run that it causes more guards to arrive, or risks the party’s safehouse. Credits used to reduce Noise could be interpreted as security flaws discovered during the Run, or those they purchased prior to the infiltration, that enables the Hacker to throw security off their scent.

Good luck, Hacker.

FAQ

1. Why aren’t there numbers on the Noise or Brain counters?

Take the Noise counter for example. Originally it was numbered 0 to 4, from left to right, but some playtesters thought the marker should begin by covering the most complicated portion first, and reveal more “Noise” as it increased (e.g. the counter moves from right to left). We left them unnumbered so either interpretation is correct.

2. Why aren’t some rows labeled Servers or the Access Point marked on the board?

This permits a Game Master in tabletop RPGs the flexibility to design their own network maps. Maybe they want the player to start in the center of the board, for example.

3. Why aren’t the backs of the tiles labeled for easier sorting?

It’s also for flexibility in tabletop RPG use. Just in case the GM wants to mix in Server tiles with Network tiles in a single draw, having a label on the back may eliminate that option.

4. Why are there so many extra tiles with no purpose? (Tiles 47 to 74)

Those icons are for the TTRPG mini game aspect and represent ICE from some of the popular cyberpunk RPGs in production, but unnamed so they can be utilized across game systems. For example, the Superglue (Tile 47, Cyberpunk Red) can double as Binder (Shadowrun 6th Ed). Likewise, the Kraken (Tile 61, Cyberpunk Red) can double as Crash (Shadowrun 6th Ed).