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Introduction

Welcome to ***Lev-AI-thans*** (pronounced *Lev* – ***Ay-Eye****-thans*), a game of virtual hacking!

Players, referred to as Controllers, operate as a Lone-Wolf, or in Teams, in order to expose E'Vilebigco's dastardly wicked ways by stealing their Corporate Secrets! in the way is the mega-super amazing Security Program; Megasuper Hacker Smasher. Can you and/or your team take down the Megasuper Hacker Smasher and acquire the Corporate Secrets, or will your attempts be quelled as your Bzzts are smashed into oblivion?

Description

The game is split into Rounds and then Phases per Round. The Corporate Secrets are hijacked with a Bzzt, or Bzzts, if there is more than one active at a time, and Controllers may have as many Bzzts in play as they can afford to Run during Upkeep (see Upkeep Phase). Each Controller uses a deck consisting of 30 cards: 12 Bzzts, 12 Programming, and 6 Glitches.

The object of the game is to shutdown the Security Program in order to obtain the Corporate Secrets. The first Controller or Team to do so is the winner.

Start

Everyone rolls 1D6 to determine which Controller will go first. Play continues in clockwise order.*

During the first Round each Controller will draw 5 cards from their Controller Deck. After that everyone draws 1 card per Round. Controllers may only have 2 cards at the end of their Turn. Any extra cards are discarded to the bottom of the Controller Deck.

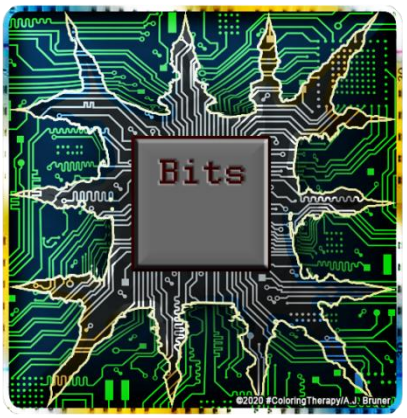
Every Controller begins with 0 Bits.

The Security Program begins with 128 Bits, or 16 Bytes. (Note: There are 8 Bits in 1 Byte. Any Bits over 64 are referred to as Bytes in terms of Defense.)

* (If Playing with Teams, each Teammate has a chance to play a Programming Card during another teammate's Initialize/Run phase. see Round and Phases below.)

Rounds

1 Round = 7 Phases, or 8 Phases (see Phase 8 for more details)



1. Generation Phase - Roll 2D6 to determine Bits generated. Controllers only have space for 64 Bits. Anything over 64 is ignored and discarded. Then Draw 1 card. If drawing a card means the Controller is holding 3 cards, one must be discarded to the bottom of that Controller's Deck.

2. Upkeep Phase - Subtract each active Bzzt's Run Bits from that Controller's total Bits. Also subtract the Run Bits for any active Programming Cards.*

(*If a Controller is unable to pay the Bit cost for any Bzzt or Programming Card during Upkeep, they are deleted, and discard to the bottom of that Controller's deck.)

3. Initialize/Run Phase - Using their total Bits remaining after Upkeep, that Controller may Initialize a new Bzzt, and then move their Token the number of segments of the die roll.

4. Programming Phase - The Controller may use remaining Bits to activate a Programming Card. The next Controller in order has a chance to play a Programming Card, with any Teammates going first.

(Programming Cards also require Bits to Run during Upkeep.)

5. Discard Phase

6. Hack/Defense Phase

Security Patches begin with 8/8, and when eliminated by a Bzzt, that Bzzt receives +2/2 Hack/Defense afterwards. This can stack up to 64 Hack/Defense.

a. Controller Bzzt vs Security Patch

Controllers sharing a segment with a Security Patch have the advantage and a Hack begins. The Controller subtracts the Hack Bits of one Bzzt that is currently active, (using only one at a time, unless a Programming Card or Glitch alters this), from the Security Patch's total Defense Bits. If the Security Patch has less than or equal to the Bzzt 's Hack Bits, it is deleted (remove the Token from the board).

(cont'd)

Rounds continued…

b. Security Patch vs Controller Bzzt

If the Security Patch is not deleted, subtract those Hack Bits from the Bzzt's Defense Bits that attempted to Hack. If the Bzzt's Defense Bits are less than or equal to the Security Patch's Hack, the Bzzt is deleted if they are inside the Circuit Board (and the card returns to the bottom of that Controller's deck). If the Controller is inside the Server Farm, they are pushed back to the Circuit Board, onto the circle marked Server Farm.*

*(if this causes a collision, the Controller occupying that position must move one segment outwards from the circle.)

Rolls for Security Patch vs Controller Hacking

1 = Automatic Deletion (remove the Bzzt and discard to the bottom of the Controller's Deck.)

2, 3, 4, 5 = Miss, nothing happens.

6 = Bzzt suspended for one Round. The Controller cannot: *Move*, *Initialize*, *Run*, or *Hack* until the next Round. They can: *Generate* new Bits at the start of the next Round, and pay *Run* Bits during *Upkeep*.

c. Controller Bzzt vs Security Program.

If the Controller or their Teammate(s) is/are inside the Yellow section of the Server Farm, the Controller uses any one of their Bzzt 's Hack Bits and subtracts that from the Security Program's total Bytes. If the Security Program has total Bytes less than the Hack Bits, that Controller, or team, wins the game. (Reminder: 8 Bits = 1 Byte)

d. Security Program vs Controller Bzzt

If at any time any Controller that is inside the Yellow section of the Server Farm, is deleted by a Security Patch, that Controller is moved back to an "S" position on the Circuit Board.*

* (if this happens a second time, skip to Reboot Phase.)

If this happens three times, that Controller, and their Bzzts, are removed from the game.

(cont'd)

7. Defrag/Upgrade Phase (a.k.a. Round end)-

a. Defrag

1. For every Bzzt deleted during the Round, remove one Security Patch, so that the remaining Security Patches are equal to the total Controllers playing, regardless if they have been eliminated or not.

b. Upgrade

1. Controllers may Upgrade only one Bzzt by adding a Programming Card to an available Expansion Slot. (if that Bzzt is deleted, any Expansion Slots are discarded to the bottom of the deck along with that Controller.)

c. Security Program Upgrade

1. If a Controller is in the Server Farm.

a. Add 1 Security Patch on the first tier of the Yellow sector of the Server Farm.

ELSE

2. If at least 1 Controller is on the Circuit Board.

a. Add 1 Security Patch on the Server Farm circle. If a Controller occupies that position, move the Controller 1 segment away and skip their next turn.

(Reminder: Security Patches begin with 8/8, Hack/Defense)

d. Advance each Security Patch 1 segment closer to the Controller that is nearest to that position. Should this put the Security Patch within 1 segment of a Controller, the Security Patch may attempt a Hack. (see Hack/Defense, subsection b.)

e. Every Round a Security Patch is on the board, subtract 1/1 from Hack/Defense, until there is only 1/1 remaining, excluding the first round they are created.

8. Reboot Phase - Special

Refresh all Bytes for the Security Program.

This only happens if the Security Program has pushed any Controller back to the Circuit Board a second time.

This can happen multiple times if more than one Controller is pushed back more than 2 times.

Movement

Controllers move Clockwise around each board, and can move down or up one color layer, but only after going around that color layer one time.

A segment is defined as the line between two points and not inside the colored square. Controllers may only move in a straight line, which includes the diagonal Megabyte and Gigabyte Pathways, and they move in one segment lengths based on the 1D6 roll. However, they can only move as quickly as their Speed indicators on their Bzzt's display.

Example:

If any Bzzt has a Fast Mover that is Red, then that Controller can move twice as far on any Red segments.

If their Slow Mover is Yellow, they can only move half as quickly on Yellow segments.

This also means that Blue is not shown, which indicates the Bzzts move at a Speed of 1 segment per count.

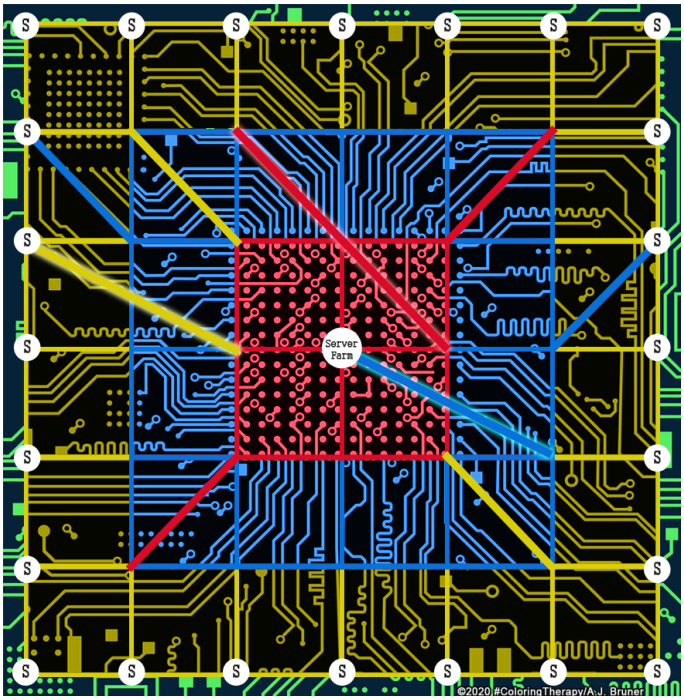


Figure 1 Circuit Board

If any Controller has moved onto the second color layer on the Circuit Board or in the Server Farm, the Security Program will detect a foreign program and send a Security Patch. Add 1 Security Patch (Token) for every Bzzt in play all across the board and increase by 1 after each Round.

(see Defrag/Upgrade subsection c)

(cont'd)

The diagonal Megabyte Pathways can only be used if a Controller has one Bzzt with a matching color in the Fast Mover.

The three glowing Gigabyte Pathways can only be used by Controllers with at least one Upgraded Bzzt that also has a matching Fast Mover color.

Once a Controller reaches the center layer on the Circuit Board, they are transmitted into the Server Farm and are moved to the "S" circle on the RED color layer, unless moving there would cause a Bzzt collision. (Bzzts cannot share the same segment, so one Bzzt must move away, or both Controllers skip their movement for the Round.

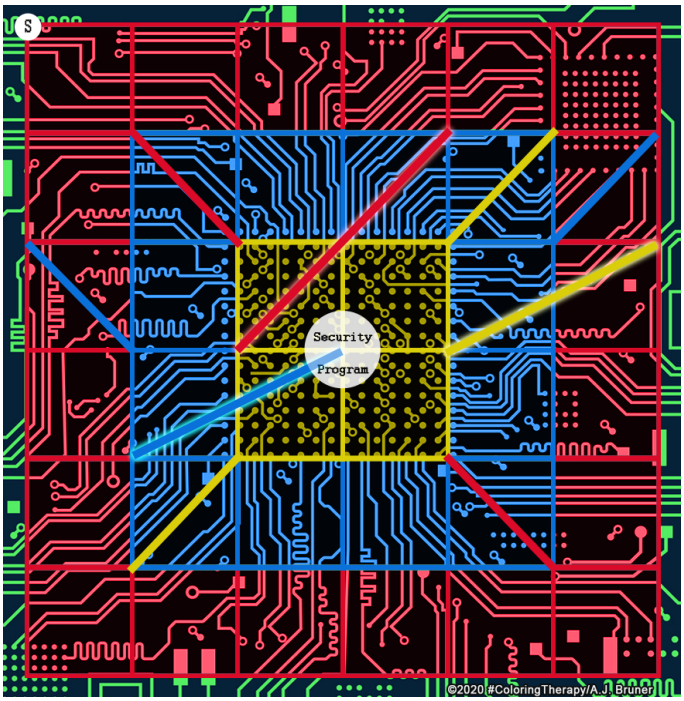


Figure 2 Server Farm

Hacking

The Hack that occurs during Hack/Defense is very basic, but there are much more powerful Hacks used against the Security Program. These can only be used once per location, and are refreshed when the Controller moves into a new location. In other words, one time on the Circuit Board, and one time in the Server Farm.* Controller selects which Hack to use.

(*If a Controller is pushed back to the Circuit Board, all Hacks are refreshed.)

Hacks are combined with active Programming Cards in Expansion Slots for all Controllers.

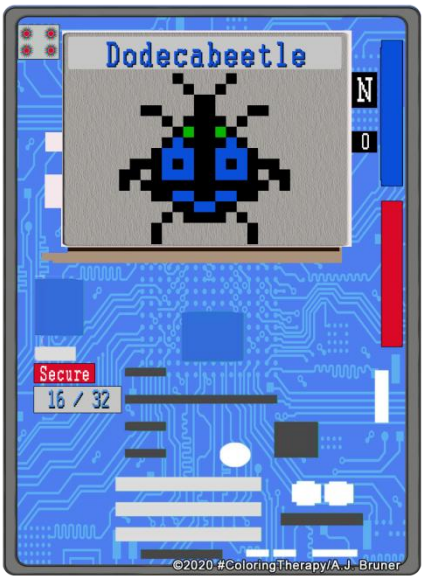


Figure 2 Bzzt - Dodecabeetle

Hack Types -

1. DDoS, or Distributed Denial of Service - Postpones the release of one Security Patch per round.

2. Phishing - Prevents all Security Patches from moving for one Round.

3. Brute Force - Roll 1D6.

a. If the number is greater than 4, remove Security Patches from the board equal to the Hack value.

OR

a. Subtract the Hack value from the Security Program's Total Bits*.

(If using to Hack the Security Program directly, add +1 to the number rolled.)

4. Malware - Roll 2D6.

a. Add both numbers to the Hack value and subtract the Total from the Security Program's Total Bits.

(see also ***Swarm*** for additional Hack/Defense info)

Programming Cards

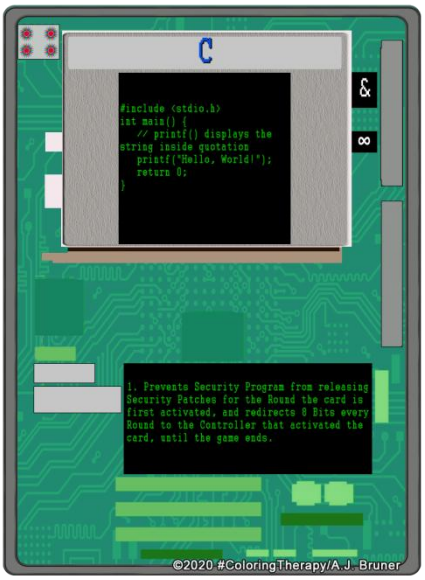


Figure 4 Programming Card - C

COBOL - 2 Rounds.

a. Confuses Security Patches and prevents them from Hacking.

b. Prevents Security Program from releasing Security Patches.

Jacquard Machine - 1 Round

a. Pushes Security Patches 1D6 away from the closest Controller, but not within range of any other Controllers.

b. Controllers or Security Patches occupying 2 end points of the same segment, have combined Hack/Defense values.

FORTRAN - 1 Round

a. Doubles the Hack/Defense values of all Controllers and Security Patches.

Pascal - 2 Rounds

a. Allows all of a Controller's Bzzts to work as a single Bzzt with all values combined.

C - Infinity (or until the game ends)

a. Prevents Security Program from releasing Security Patches for the Round this Hacking Card is first Initialized, and redirects 8 Bits every Round to the Controller that Initialized the Hack, until the game ends.

JavaScript – 1 Round

a. Immediately engage the Security Program in a malware War game, best of 3.
   i. Assign 1D6 to Security Program.
   ii. Assign 1D6 to Controller.
   iii. Roll 3 times. Highest Number wins each time.
      1. If the Security Program wins, Controller sacrifices one Bzzt.
      2. If the Controller wins, remove one Security Patch from the board the Controller is on.

HTML - 1 Round

a. Sends hundreds of tiny webpages to the Security Program and Security Patches, causing chaos and preventing all events for the Round.

Glitch Cards

Calculation Error -

a. Even amount of Security Patches: Half of them move 2 segments.

   Odd amount: the smaller number of them moves 2 segments.

b. Each Controller gains 1 additional Bit per Round.

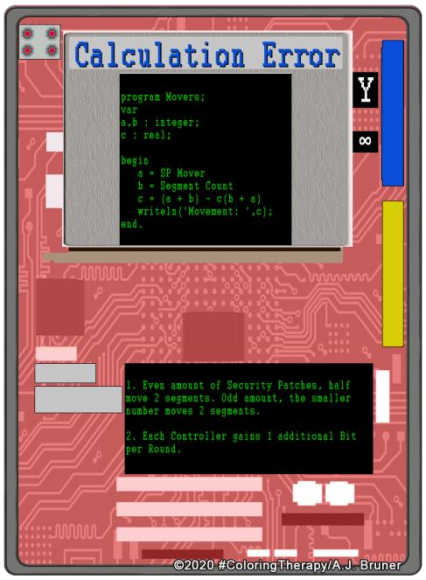


Figure 5 Glitch Card - Syntax Error

Logic Error -

a. Security Program does not detect any Controller(s) inside the Server Farm *every other Round*.
b. No new Security Patches are added to the Server Farm, **if** the Security Program does not detect any Controllers inside.

Syntax Error -

a. Prevents Security Patches from moving *every other Round* the Syntax Error is active.
b. *Every Round* - Where X=# of d6. Roll xD6, count clockwise from this Controller. The Controller equal to the roll must move 1 segment *closer to the closest* Security Patch.

Swarm

Swarming creates an exact copy of the root Bzzt, without the ability to Swarm. If a Bzzt is able to Swarm, there will be a "Y" in the Swarm box, and the number below represents the max extra Bzzts that can be added.

The Swarm ability must be activated, and it can be utilized two times only; one time on each board.

To activate Swarm:

- Roll 1D6: 2,4,6 = Activated

After the Round ends, the Swarm Bzzts are removed from the board.

Swarm Hacking is different than a regular Hack. During a Swarm Hack, the Controller may operate the Swarm as one unit, or each their own unit.

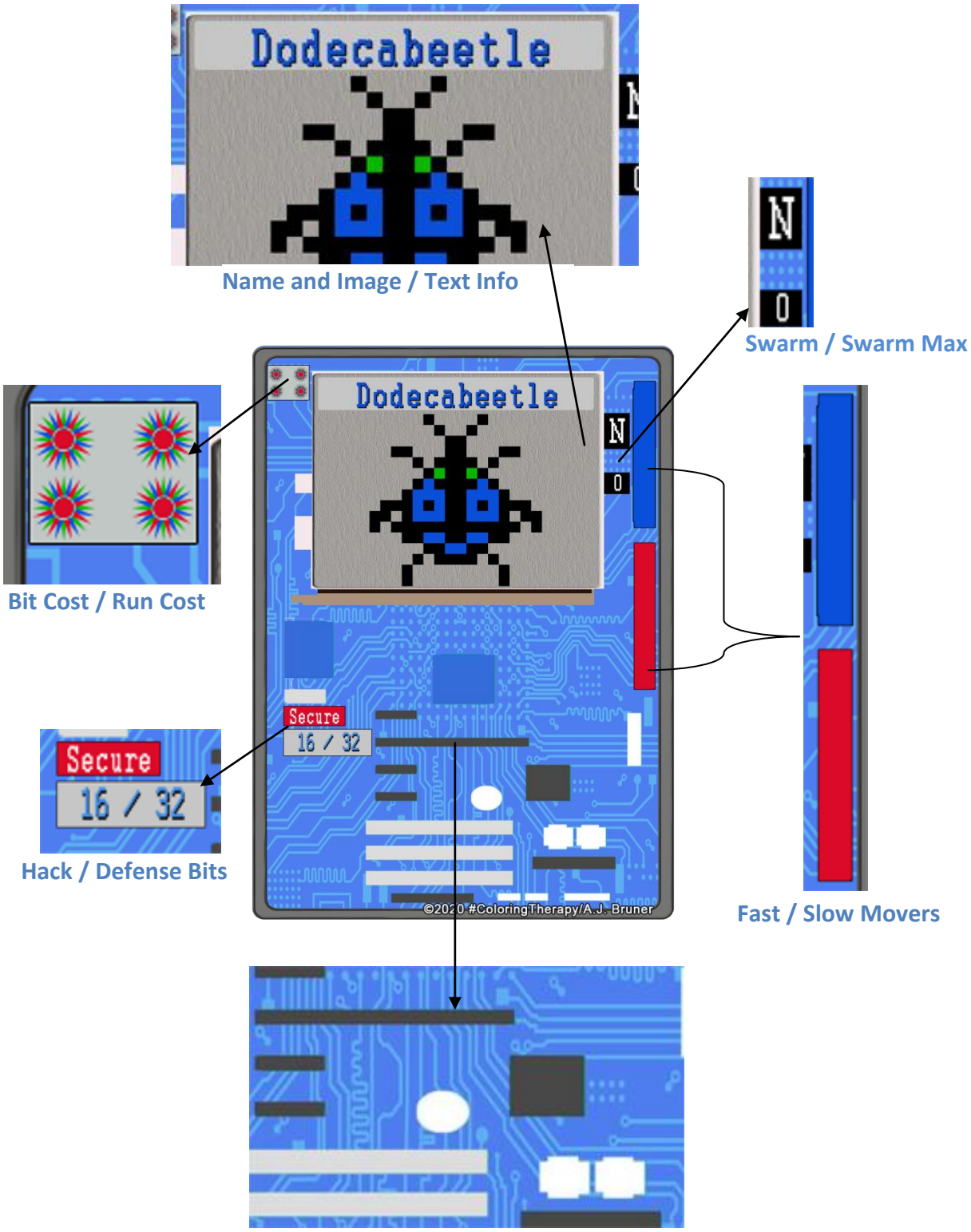
As one unit:

- Add all Hack/Defense values together. However, if the Hack is higher than the Defense of any one Swarm Bzzt, remove 1 Bzzt from the board and then add the values together.

Own unit:

- Each Hack/Defense is separate and any one Bzzt is then Hackable by a Security patch.

Game Over

The game ends when the Security Program is deleted during the Hack and Defense phase, allowing that Team or Lone-Wolf Controller to steal the Corporate Secrets. This is the only time the Security Program can be deleted. (Controllers may use the total Hack Bits in conjunction with any Initialized Hacking Card.)

Appendix A: Card Sections