CORP.NET LOCK-DOWN

Version 1.1

The cyberpunk themed game about hacking that fits in your pocket

A game of hacking a combat for cyber samurais and net surfers

Index

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Intro

"They had been asking for this!" Xor said with a straight face as he jacked himself into the terminal. "Corp net are going to get what they deserve."

Mirage stood a bit to the side keeping watch. "Yea, whatever" she mumbled, not paying attention. Politics wasn't hers, she preferred the money that these jobs paid.

Xor was already riding the wave. His body in suspended animation sitting limp in front of the terminal. His mind working in excessive overdrive. His implant processing and filtering billions of fragments of data in nanoseconds - welcome to the age of ultimate information overload. Mirage knew exactly what Xor was experiencing. That rush could make you an addict, but the feedback when hitting a virtual wall was a brutal awakening that had already made vegetables out of talented hackers. Oh to hell with it, every job has its hurdles.

Suddenly Xor started convulsing. Before she had even heard the alarm go off Mirage had already dragged Xor into cover. Her gun aimed at the corner where both doors met. Her Servos whining to life enhancing her muscles a hundred fold. She could hear the footsteps outside clacking on the aluminium floor. She tried counting but it was way too many. Next to her Xor slowly came to moaning silently - one hand gappling for his gun, the other trying to analyse the blood dripping from his grilled jack at the back of his head.

"This is the 3rd time, how often will you retry?" Mirage gave Xor a quick look to ensure he was 'basically functional' and not too badly damaged. It looked like he would survive this one as well. Xor looked like he would not survive a wind, but in reality his body was decked out enough to probably survive a nuclear strike. A military grade jack could handle such a blowback and more with ease. He would be fine.

"I will try as often as it takes!" Xor spoke as the door flung open, security people flooded the room and the shooting started…

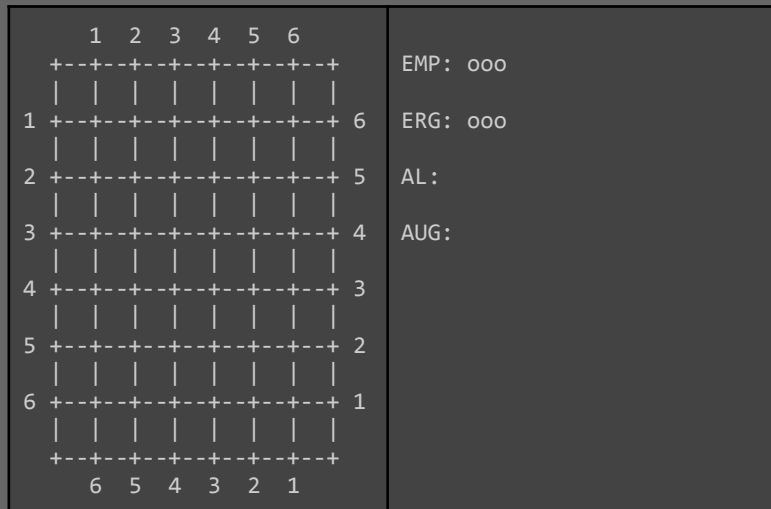**Welcome to the world of CORP.NET LOCK-DOWN!**

Building the Corp Net Tower

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Take a sheet of paper and draw a box 7x7. Then number all intersections as shown in IMG01. Now we draw A small hud next to it as seen in IMG01:

- EMP: This is used to get out of sticky situations
- ERG: Energy. This is used to improve rolls or it can be converted to EMPs or improve the output of hacked terminals. Some augmentations require Energy as well
- AL: Alarm level. This will fill up as you play the game. There war ways to reduce it
- AUG: Augments: these are enhancements operatives can have to improve their chances

```
      1  2  3  4  5  6
    +--+--+--+--+--+--+--+        EMP: ooo
    |  |  |  |  |  |  |  |
  1 +--+--+--+--+--+--+--+ 6      ERG: ooo
    |  |  |  |  |  |  |  |
  2 +--+--+--+--+--+--+--+ 5      AL:
    |  |  |  |  |  |  |  |
  3 +--+--+--+--+--+--+--+ 4      AUG:
    |  |  |  |  |  |  |  |
  4 +--+--+--+--+--+--+--+ 3
    |  |  |  |  |  |  |  |
  5 +--+--+--+--+--+--+--+ 2
    |  |  |  |  |  |  |  |
  6 +--+--+--+--+--+--+--+ 1
    |  |  |  |  |  |  |  |
    +--+--+--+--+--+--+--+
      6  5  4  3  2  1
```
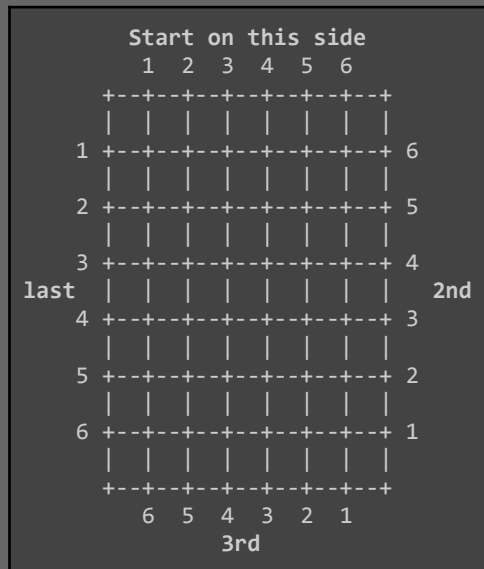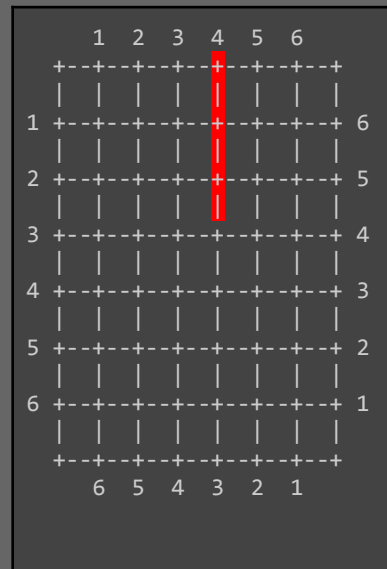
IMG01: Basic Setup

Now we need to place the walls into the floor. We do this by adding a wall from each side moving clockwise around the square twice as you can see in IMG02. For each side we roll a D6 twice: the first roll defines where the wall starts, the 2nd where it ends.

Example (see IMG03):
1. You roll a 4. So you start at the top wall at 4
2. You roll a 3. So you draw the line down 3 squares

IMG02: Wall Setting Order

IMG03: Add the First Wall

Once 2 walls have been set from each side the result could look as seen in IMG04:
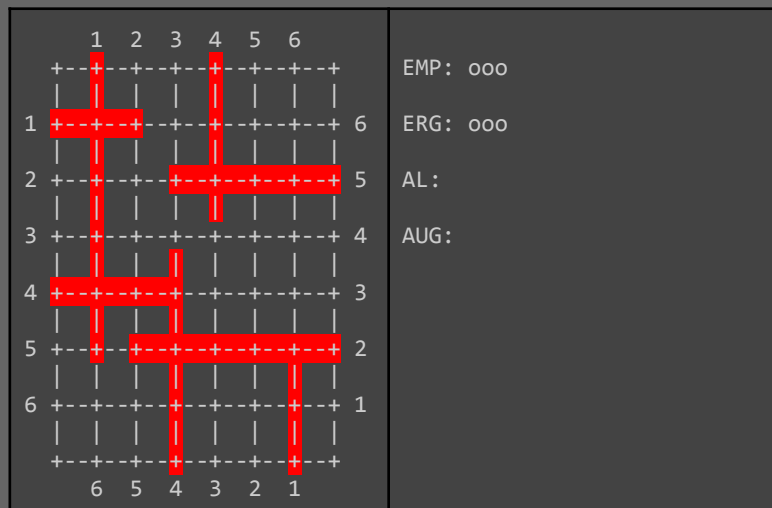
IMG04: Basic Setup

Now we locate every closed room and add doors. We start again at the top and move along all the walls connected to the respective side. Doors are placed just before the wall we follow and another wall intersect. A room can have as many doors as possible but at least 1. Should walls from 2 sides meet, then the complete wall is traversed from both sides. The result should look as can be seen in IMG05.

```
      1  2  3  4  5  6
    +--+--+--+--+--+--+        EMP: ooo
    |  |  |  |  |  |  |
  1 +--+--+--+--+--+--+ 6      ERG: ooo
    |     |  |  |  |  |
  2 +--+--+--+--+--+--+ 5      AL:
    |     |  |  |  |  |
  3 +--+--+--+--+--+--+ 4      AUG:
    |     |  |  |  |  |
  4 +--+--+--+--+--+--+ 3
    |     |  |  |  |  |
  5 +--+--+--+--+--+--+ 2
    |  |  |  |  |  |  |
  6 +--+--+--+--+--+--+ 1
    |  |  |  |  |  |  |
    +--+--+--+--+--+--+
      6  5  4  3  2  1
```
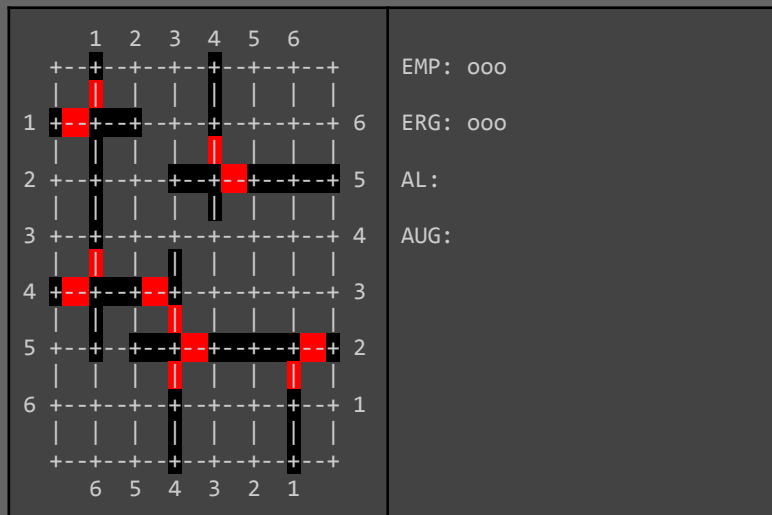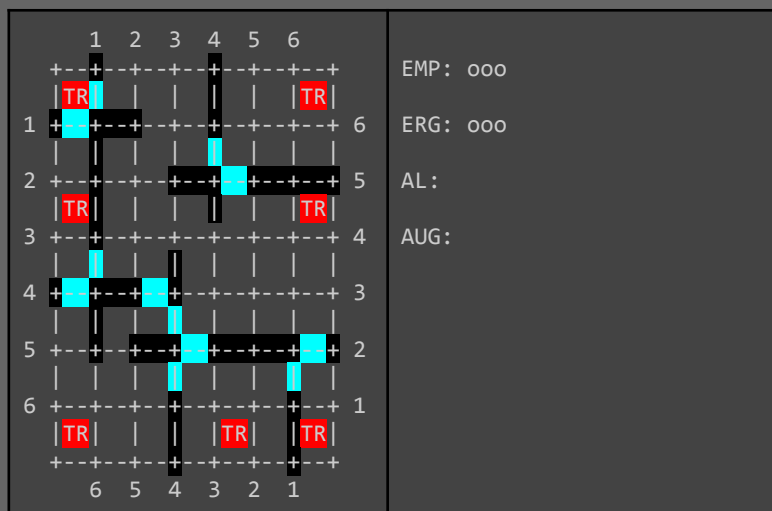
IMG05: Adding Doors Before Each Intersection

The basic layout of the floor is now completed. Now we need to add target terminals (TR). We place one in each sectioned room as far away from any door as possible. If there are multiple choices, then roll a dice and let even/odd decide. If there are more than 2 options, then the player is free to choose - hey, it's your game, make sure you have fun :). There needs to be one terminal per room. It should in the end look as seen in IMG06.

```
      1  2  3  4  5  6
    +--+--+--+--+--+--+        EMP: ooo
    |TR|  |  |  |  |TR|
  1 +--+--+--+--+--+--+ 6      ERG: ooo
    |     |  |  |  |  |
  2 +--+--+--+--+--+--+ 5      AL:
    |TR|  |  |  |  |TR|
  3 +--+--+--+--+--+--+ 4      AUG:
    |     |  |  |  |  |
  4 +--+--+--+--+--+--+ 3
    |     |  |  |  |  |
  5 +--+--+--+--+--+--+ 2
    |  |  |  |  |  |  |
  6 +--+--+--+--+--+--+ 1
    |TR|  |  |TR|  |TR|
    +--+--+--+--+--+--+
      6  5  4  3  2  1
```

IMG06: Adding Terminals in Each Room

As you can see, the whole game requires nothing but a sheet of paper, a pen, a marker for the operative's position and a dice.

Starting

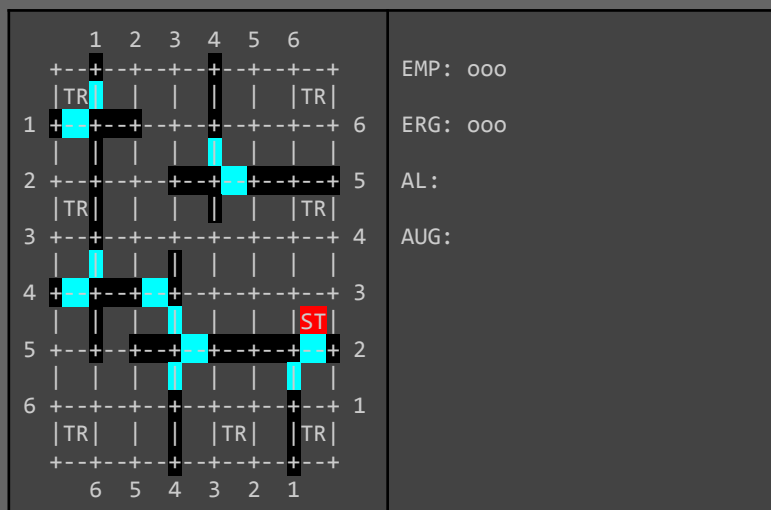+--+

The starting position is determined by dice roll:

1. Roll for even or odd to decide whether you start top and bottom (even) or left and right (odd).
2. Roll for even or odd again to decide which side. Top and right is even, bottom and left is odd.
3. Now choose the tile on the side that is furthest away from a terminal first. If that leaves more than one option then you chose the one that is furthest away from any door

Example:

1. We rolled a 3, so it is left or right and not top or bottom
2. We rolled a 4, so it is right and not left
3. We look for terminals and see that we have a definitive tile to start from
4. Starting position is determined as seen in IMG07.

```
          1   2   3   4   5   6
         +--+--+--+--+--+--+--+
         |TR|  |  |  |  |TR|        EMP: ooo
      1  +--+--+--+--+--+--+  6
         |  |  |  |  |  |  |        ERG: ooo
      2  +--+--+--+--+--+--+  5
         |TR|  |  |  |  |TR|        AL:
      3  +--+--+--+--+--+--+  4
         |  |  |  |  |  |  |        AUG:
      4  +--+--+--+--+--+--+  3
         |  |  |  |  |ST|
      5  +--+--+--+--+--+--+  2
         |  |  |  |  |  |  |
      6  +--+--+--+--+--+--+  1
         |TR|  |  |TR|  |TR|
         +--+--+--+--+--+--+
          6   5   4   3   2   1
```

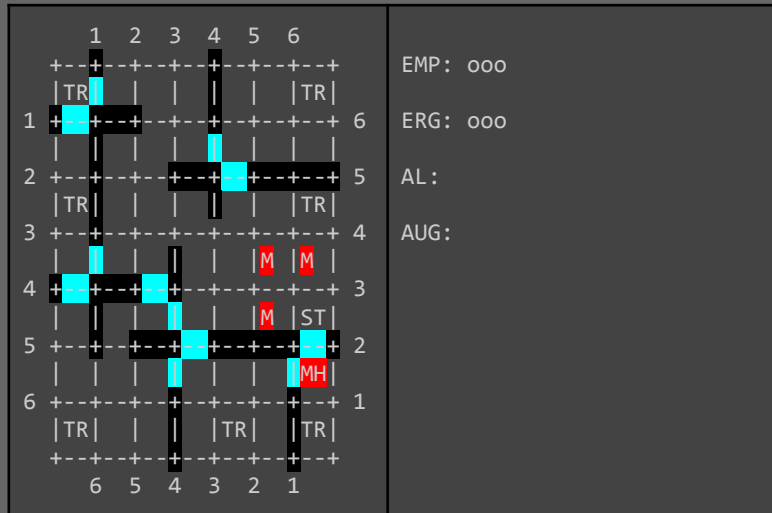*IMG07: Starting Position Example*

Moving

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The operative can move to any adjacent square. He cannot move through walls and to move through doors he first has to hack them. As depicted in IMG08 the operative is able to move to all places marked with an "M". He cannot move through walls and to move through the door he needs to hack it and then roll again to move into the new room "MH" (Move Hack). Doors close again automatically, so the operative needs to hack them every time he wants to get past them.

```
      1  2  3  4  5  6
    +--+--+--+--+-+--+--+
    |TR|  |  |  |  |TR|          EMP: ooo
  1 +--+--+--+--+--+--+ 6
    |  |  |  |  |  |  |          ERG: ooo
  2 +--+--+--+--+--+--+ 5
    |TR|  |  |  |  |TR|          AL:
  3 +--+--+--+--+--+--+ 4
    |  |  |  |M |M |  |          AUG:
  4 +--+--+--+--+--+--+ 3
    |  |  |  |M |ST|  |
  5 +--+--+--+--+--+--+ 2
    |  |  |  |  |MH|  |
  6 +--+--+--+--+--+--+ 1
    |TR|  |  |TR| |TR|  |
    +--+--+--+--+--+--+
      6  5  4  3  2  1
```

IMG08: Movement Possibilities ("M")

Triggering Alarms

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With every step taken you can trigger a potential alarm. Alarms will alert enemies to your position and lead to encounters. With every step a check has to be made if an alarm was triggered. This is done by rolling a D6 when entering a new field. On roll of a 1 or a 2 an alarm was triggered and the operative has to prepare to defend himself.

Hacking also carries the potential for triggering an alarm. As you intrude the corp net it your skill is tested to its absolute limits. See Hacking for more details.

IMG09: Alarm Display

Hacking

Hack the planet! In the interconnected world of Lock-In everything and everyone can be hacked with the right knowhow and equipment. While infiltrating the cop net tower the operative encounters a number of things that he can attempt to hack: doors, terminals and enemies. For hacking first a D6 is rolled to determine the hacking complexity. Complexities are not stable and upon a 2nd try the towers AI might have adapted the system to better counteract potential attempts. But since AIs can be dumb, the system might also have become unintentionally easier to hack. Should the security level be at 1, then it is considered "turned off".

The system difficulty determines how difficult the hack will be:

	D6 Roll					
Defense Level	1	2	3	4	5	6
Hack succeeds at	N/A	2+	2+	3+	4+	5+
Alert trigger	N/A	1	1	1	1,2	1-3

TAB01: Hacking Table

The hacker can spend 1 point of energy to improve his roll by one point. If a terminal is hacked successfully, a hacker can choose to either recharge up to 2 points of energy OR to lower the alert level by 2. He can spend additional energy to further lower the alert level. 1 point of energy will lower the alert by 1 more point.

Combat

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Even though it is a covert mission, fights might be inevitable. The operatives are capable of engaging in combat and holding their own. However, if possible combat should be avoided. It carries no value but grave danger. With every triggered alert the alert level rises. And with rising alert levels more and more dangerous guard systems are activated. Should the operative be overwhelmed, a small EMP will be triggered to deactivate the systems engaging the operative.The Rolls needed per Alert level and the amounts of EMP needed on loss of a fight can be seen in TAB02.

	D6 Roll						
Alert level	1	2	3	4	5	6	7
Operative wins at	Win	2+	2+	3+	4+	5+	N/A
Amount of EMP on loss	N/A	0	1	1	2	3	N/A

TAB02: Battle Table

Should Alert level 7 be reached, then the mission is lost. Should no more EMPs be available when the operative is overwhelmed, then the operative dies and the mission is also lost.
Should an operative run out of EMPs, he can use one point of energy to recharge one EMP. Both can be influenced by successfully hacking terminals.

Augments

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Augments are improvements that the operative can get implanted before starting a mission. He can choose a maximum of 2 implants as more surgery with experimental technology will probably be unhealthy. Augments are added to the AUG list next to the playing field.

	Military Grade Interface (MGI)	Improves hacking ability: all hacking rolls above 1 are increased by one to a maximum of 6 (1 remains 1 but 2 becomes 3, 3 becomes 4… etc).
	Servos (SRV)	Grants superhuman strength: all combat rolls are increased by one to a total of 6.
	Skin reflectors (REF)	Grants invisibility for 1 energy when activated. The operative can hide from the security after a triggered alarm and does not need to fight.
	Enhancing Eye Implant (EEI)	See traps early. Alarms while moving are only triggered on a 1.
	Electronic Hand Implant (EHI)	Improves operatives' EMP capabilities. Add +1 EMP.
	Heart Batteries (HBR)	Enables the operative to store more energy. Add +1 to Energy.
	Foot Shock Absorber (FSA)	Treads lightly. Only every 2nd tile needs to be tested for alarms
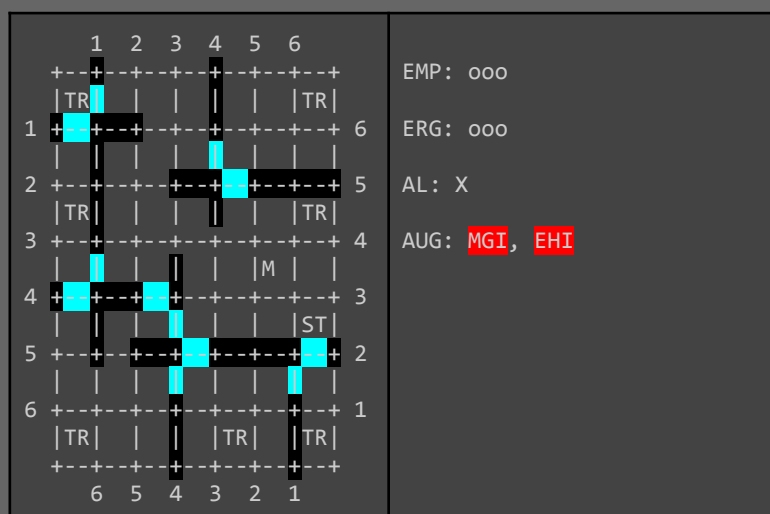
IMG10: Starting Position Example

Winning and Losing

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The infiltration mission is a success once all terminals have been hacked successfully.

Should the alert Level reach 7 or should the operative die, then the mission has failed.

Multiplayer

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One operative can carry out a mission. A team can wage a war. Having friends join in will impact the game in several small ways.

Starting

As a team, all operatives start at the same starting position. How they move from there is fully up to them. There are strategic values in sticking together or splitting up.
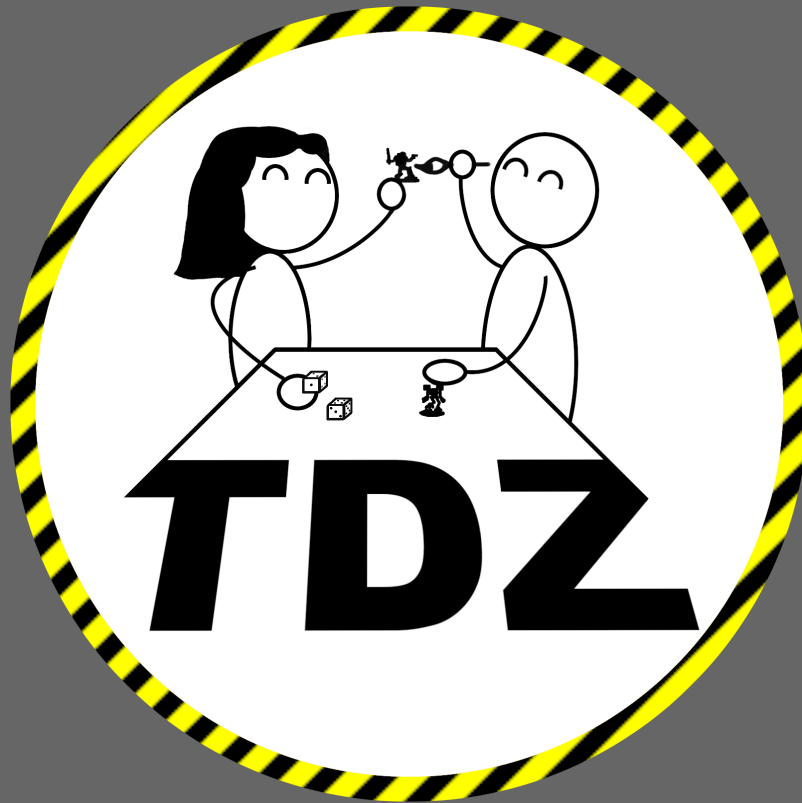
Gameplay Changes

Should an operative trigger an alarm while another one is in the room, the alarm level increases by 2 instead of one. However, the second operative can support the operative in peril and perform a 2nd combat roll. This gives the team a double chance.

Should operatives be in separate rooms, then they cannot support each other, but the alert level also only rises by one. However, if a terminal is hacked, then only the operatives who are in the same room get to recharge their energy by 2.

Some Additional Words

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We made this game because we love cyberpunk and games. The idea was born during the creation of Lungeon, where we experimented with other ways to randomise dungeon building. We found that it looked a lot more like an office than a dungeon, so we decided to create a 2nd game. The alternate mechanics were then added in a massive brainstorming session.

We hope you enjoy this game and if you wish to add to it we would be more than happy to hear your ideas and feedback!

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