



DICEWARE

TABLETOP HACKING GAME

DESIGNED BY CAMERON LIAM ISAACS
ODDLYSHAPEDARTS.ART.BLOG

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SOLO TABLETOP HACKING GAME

By Cameron Liam Isaacs / Oddly Shaped Arts

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INTRODUCTION

You are a hacker trying to crack a new security software package known as DICEWARE - an unbreakable cybersecurity system. Use your puzzle solving and tactical smarts to prove that the system can be hacked.

COMPONENTS

1 Workstation

5 Pinner Dice (not included in Print & Play edition)

5 Firewall Dice (not included in Print & Play edition)

25 Battery Cards

6 Cyphers

6 Character Cards

COMPONENTS EXPLAINED

Workstation:

The Workstation is your game board - it has four sections: Cypher port, Firewall port, Battery Deck port and 5 Node ports with slots for the Firewall dice underneath the Firewall port and slots for the Pinner dice above each of the 5 Node ports. There are 6 Workstation designs to choose from.

Pinner Dice:

Pinner dice are used together with the Battery Deck to score points - they are rolled randomly at the start of every phase and can be manipulated throughout the game to increase your score.

Firewall Dice:

Firewall dice are also used together with the Battery Deck to score points for your opponent, DICEWARE - they are matched with the Pinner dice at the start of every phase and can be manipulated throughout the game to defend against DICEWARE.

Battery Deck:

The Battery Deck consists of 25 cards - 4 suits numbered 1 to 6 and 1 wildcard, which are matched to Pinner dice and Firewall dice using the Cypher card (see below) / 'Glitches' on the Battery cards are actions that are resolved when a Pinner is pinned to the card's Node port.

Cypher Cards:

The Cyphers are charts used to decrypt DICEWARES codes - on one side is the Battery card value and on the other is the Pinner/Firewall dice value (for example if you are using Cypher 1 and you have a Battery card with a value of 5 it can be matched to a dice with a value of 2, etc.).

Character Cards:

Different characters have different Actions that can be played on each turn - some have extra capabilities for one type of action and less for others. You, the player, do not play as the Characters – they are allies that are called in at each turn from a randomly shuffled deck. Once the Character card deck is depleted you must discard 1 Battery card to the Firewall Port.

SETUP

1. First, place a Workstation on a flat surface
2. Choose a Cypher to set the difficulty level and place it on the Cypher port of the Workstation
3. Shuffle the Battery Cards deck and place it on the Battery port of the Workstation
4. Roll the Firewall Dice and place them on the slots underneath the Firewall port
5. Match the Pinner Dice to the Firewall Dice and place them on the slots above the Node ports

HOW TO PLAY

Basics:

The aim of the game is to score more points than DICEWARE within 3 phases

Pinner dice need to be pinned to Node ports to score points / Pinner dice are pinned by matching Battery cards to Pinner dice, as set out on the Cypher card

Discarding matches to the Firewall port needs to be avoided to stop DICEWARE from scoring points

The game is split into 3 phases: Each phase is the same / Scores are recorded after each phase

Phase ends when:

- All 5 Firewall dice are triggered, or
- All 5 Pinner dice are pinned to ports, or
- Battery Deck is depleted, or
- No Action can be played

Game ends when:

- All 3 phases are complete: scores are added up for each phase: if Pinners score is higher than the Firewall score you win, if DICEWARE is higher you lose, or
- Battery is depleted: scores DO NOT count, game ends as a FAIL

Gameplay:

1. To begin, draw a Character Card* to see your available actions for this turn

2. Play an Action (1 per turn)

Actions explained:

- Draw 2 from the Battery: Play 1 on a Node port, discard the other onto the Firewall port
- Pin a match (a)
- Change a Pinner or Firewall dice + or - 1 (b)
- Move a Battery card to a new Node port (c)

(a) In order to Pin matches, the Battery card must correspond to the Pinner dice on the Cypher card / Glitches on Battery cards are triggered when it's port is pinned.

(b) Change the Pinner dice to higher your score and match to the Battery cards you have left in the Battery Deck / Change the Firewall Dice to avoid triggering the Firewall with any future discards

(c) Any previously placed Battery card can be moved to a new slot / Moving to a new slot that already has a Battery card triggers a discard and can score points for the Firewall

* Note: once the Character Card deck has been depleted, you must discard 1 from the Battery deck and reshuffle the Characters to continue

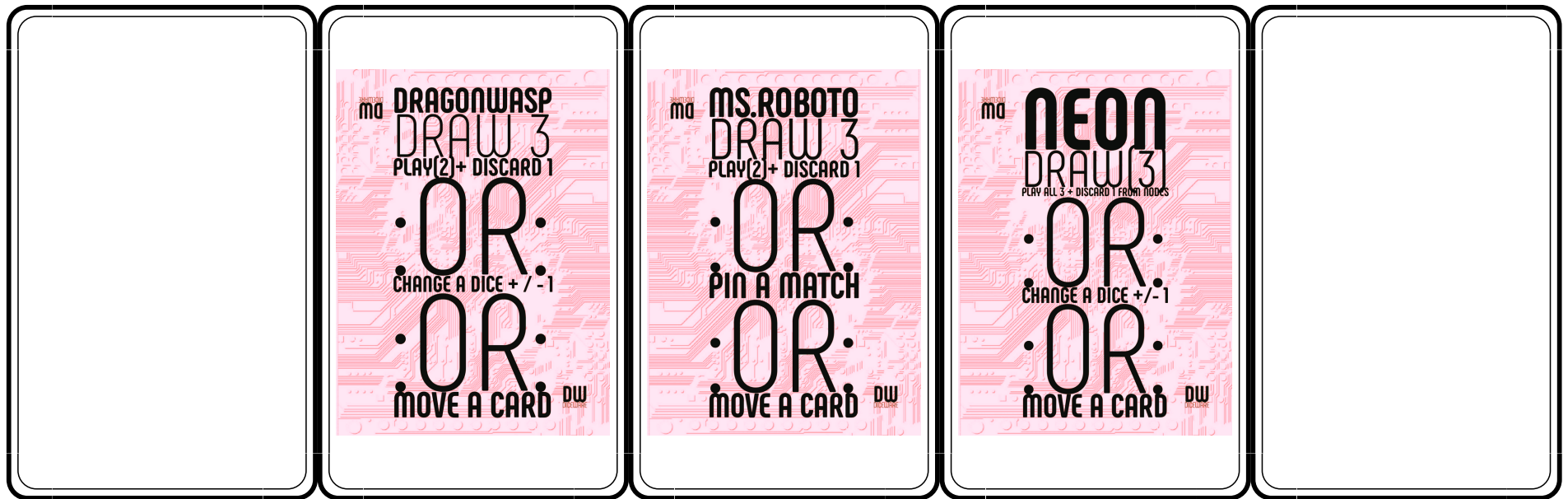
3. Continue taking turns and co-ordinate your Actions in order to maximise your chance of scoring as many points as possible

4. At the end of a phase, record the score by adding up all the values on the Pinner and Firewall dice / Reset the DICE ONLY for the next phase – all cards on the board remain as they have been played

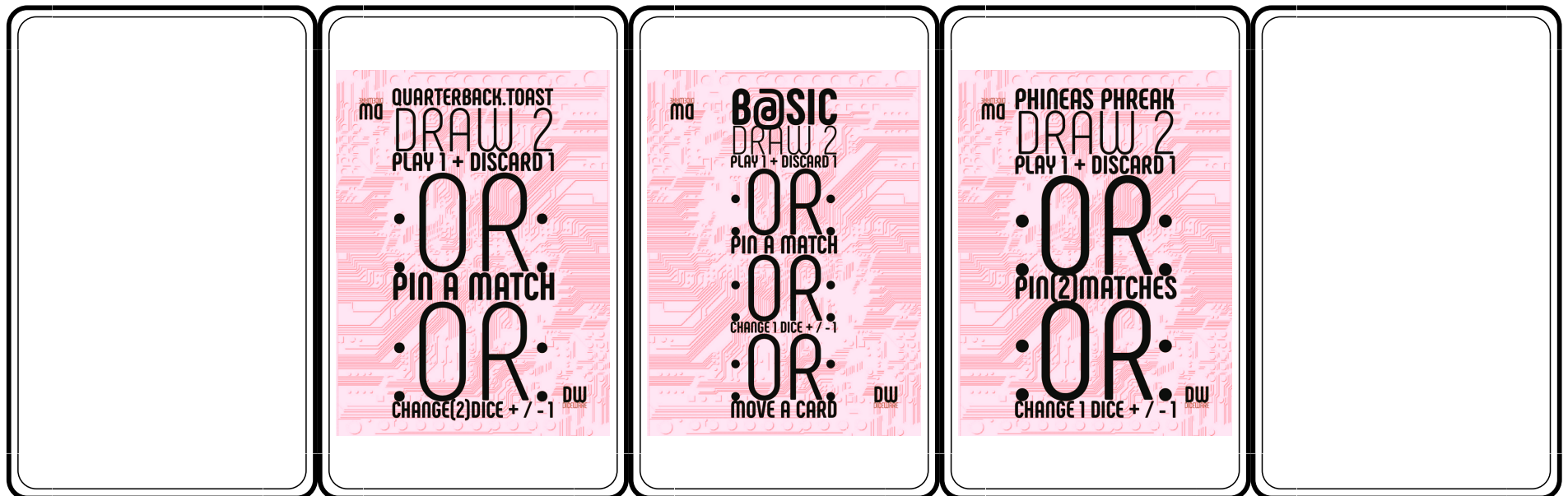
5. After 3 phases, add up all scores from each phase

HINTS AND TIPS

- Spend time in between turns analysing your current game and co-ordinate your next Actions
- Spend time in between phases figuring out what score you need in the next phase to maximise your chances of winning
- Remember that the game is not played as a best of 3, if you are losing after 2 phases you could still win the game during the third phase
- Don't forget that you could still lose the game if you are 2 up after 2 phases, so don't be complacent



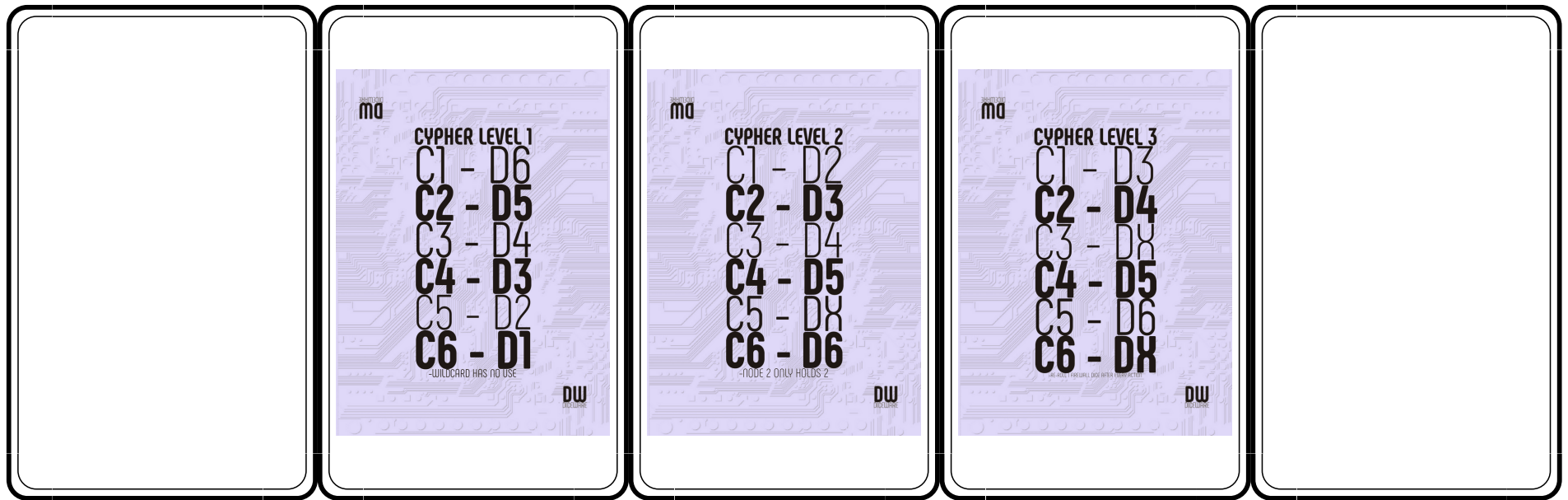
CHARACTER CARDS



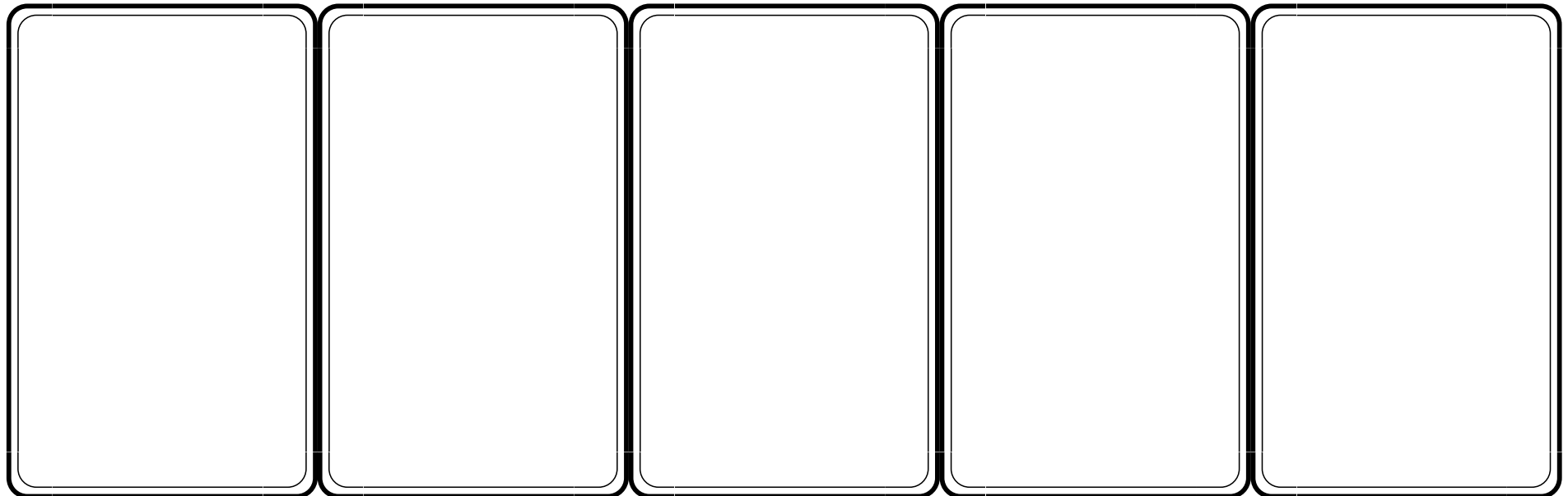


CHARACTER CARDS



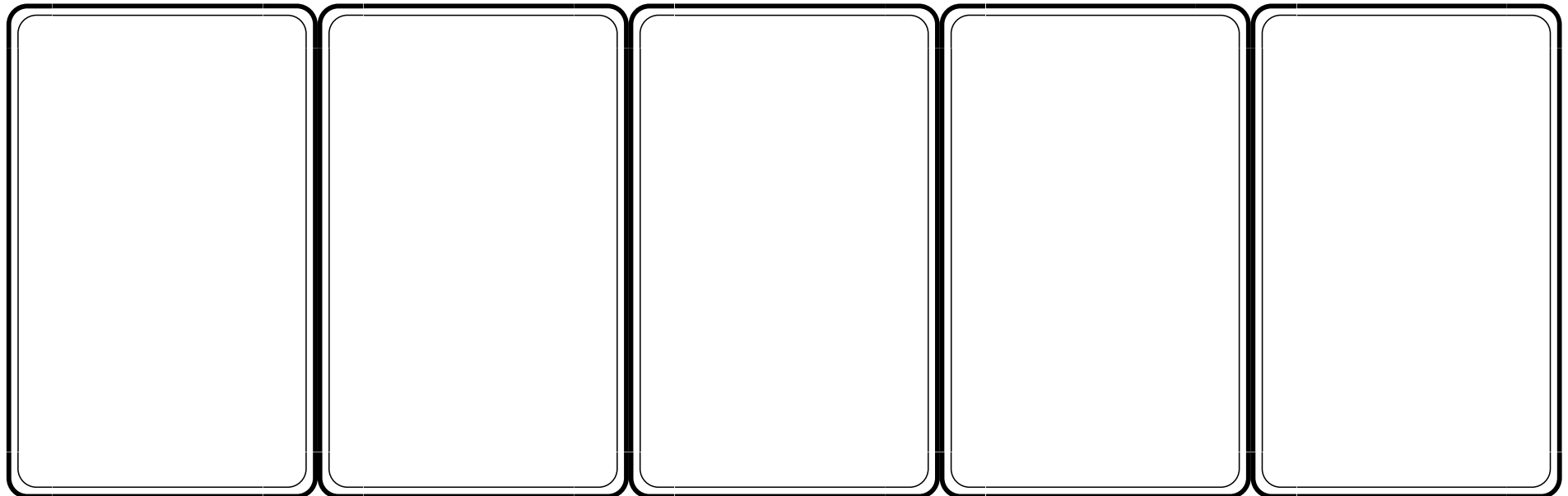


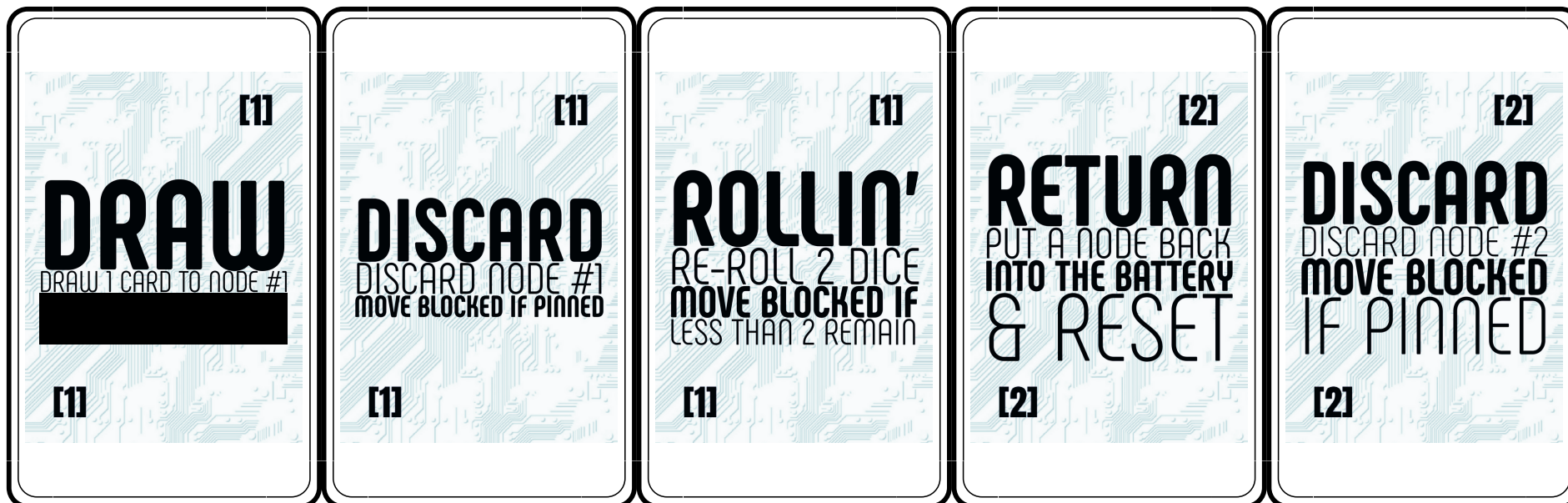
CYPHER CARDS





CYPHER CARDS





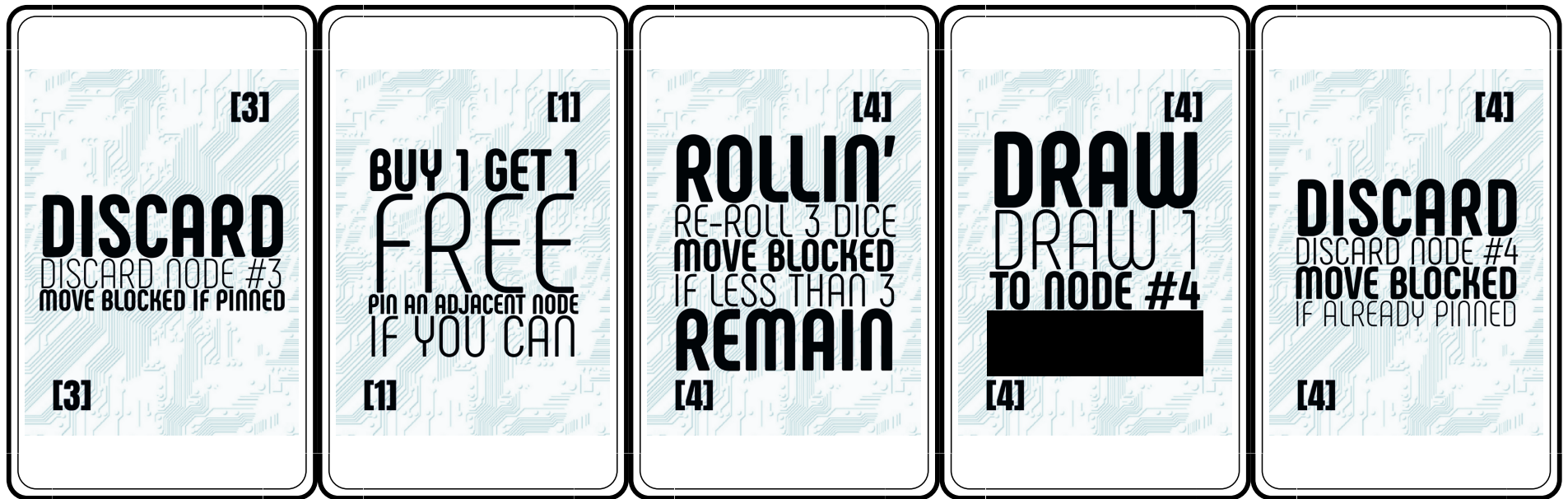
BATTERY CARDS





BATTERY CARDS





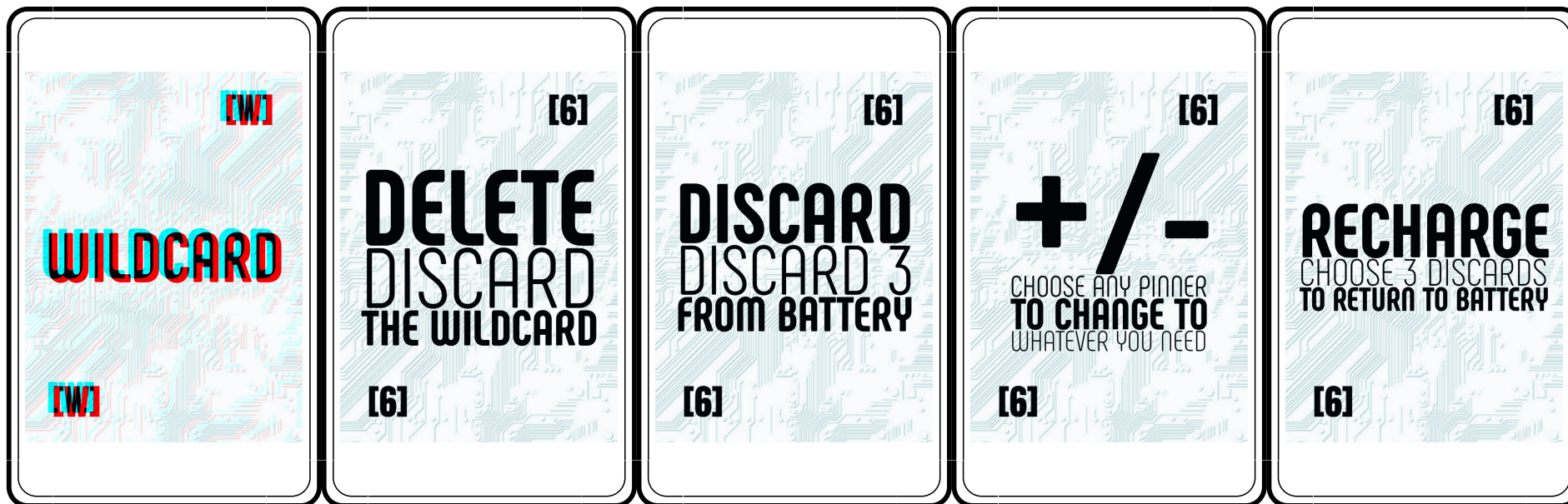
BATTERY CARDS



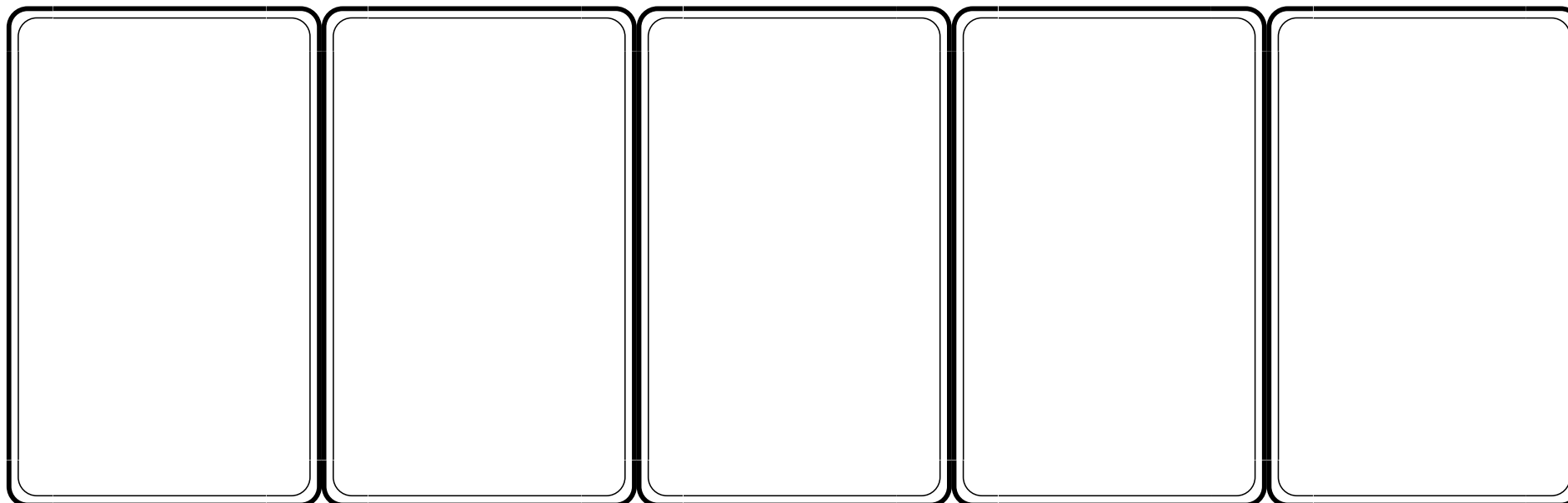


BATTERY CARDS



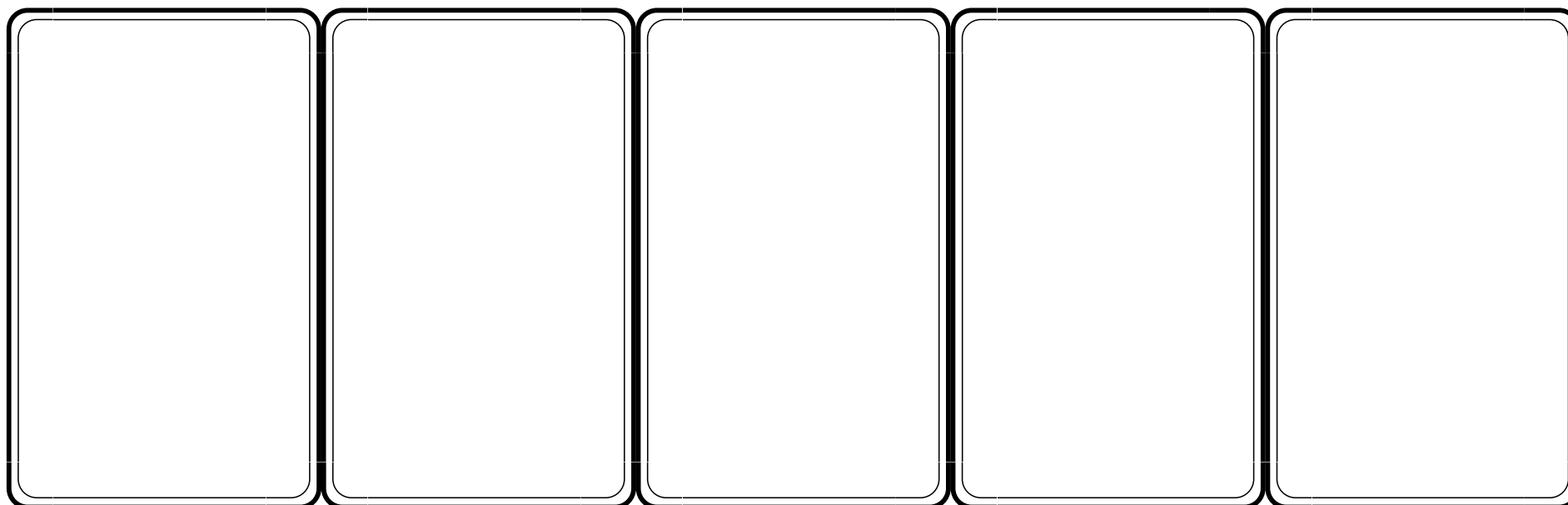


BATTERY CARDS





BATTERY CARDS



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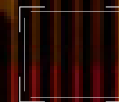
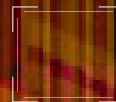
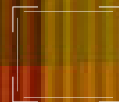
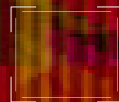
CYPHER

DISCARDS/FIREWALL

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