man ./Run

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1 Introduction

./Run is a coöperative game for four players, who play as a group of skilled thieves working to break into Mugtome, a massive social media corporation that has questionable practices when it comes to users' personal information. To do this, they must discretely hack the many layers of security that guard the company's headquarters, while moving quickly and not making too many mistakes, lest they let the security department become aware of their activities. Pulling this off requires skill in both the planning and execution of each part of the heist.

2 Materials

1 game board
1 alertness tracker
4 player pawns (in different colors)[1]
4 computers with internet access (not provided)
4 hacking tokens (1 in each pawn color)
5 terminal lockout tokens
30 running cards (6 each of clockwise, counterclockwise, cd, echo, and touch)

The board consists of three rings of spaces, called the outer, middle, and inner rings, as well as the goal space at the center. It also contains three layers of secure paths, which are located between adjacent rings, and between the inner ring and the goal.

3 The goal

The players win if one of them gets to the goal at the center of the board. They lose if the alertness tracker reaches 9 or terminals become locked out in a configuration that makes it impossible for anyone to make it to the center.

4 Setup

Have each player choose a pawn and places it in any space on the outer ring such that no two players start on the same space. Place the alertness tracker at 0 on the alertness track. Shuffle the running cards and place them in a spot where they can be reached by everyone. Choose a game ID and have each player log into runrungame.herokuapp.com and enter the same ID. Place the hacking and lockout tokens in piles next to the board.

[1] In the current iteration, these look like small robots that were taken from another board game. If there is symbolism here, it wasn't intentional.

5 The Turn

Gameplay proceeds in a series of turns, which continue until the players either win or lose. Each turn consists of three phases: planning, stress, and resolution. The phases proceed as follows:

5.1 Planning

During this phase the players may discuss their strategy for the turn and decide who is doing what. Players can choose to hack, run, or hold (although the latter is generally bad). To hack, a player must be on a space with a terminal, and only one player can hack each terminal. Players choosing to hack must also choose the path they are hacking (which must be in an adjacent layer and of the same color as their terminal) and place their hacking token on it. Any player may choose to run, but all the runners share the same deck, so having more runners will make it more difficult for them to choose a good route.

The developers recommend you listen to Jamiroquai - Virtual Insanity during this phase, but that's not mandatory.

5.2 Stress

During this phase, all players who aren't holding will attempt to perform their chosen tasks in 30 seconds. Before that time starts, all hackers should go to the website and select the color and ring of their terminal. All hackers should start their tasks at the same time, and the runners should start drawing running cards during that time as well. This should cause all the hacking timers to be synchronized, and they can also act as the timer for the runners. If no one is hacking, set a 30-second timer for the runners.

While the timer is running, each hacker should attempt to complete the task on their screen. At the same time, the runners repeat the following process: draw a card from the running deck, decide whether to keep it, and then either put it face-up in a discard pile or face down in front of you. If you already have cards in front of you, you can only put a new card directly to their left or right, not in between them. Running cards will resolve from left to right, so the order is important. Once cards are in front of you, you cannot move or discard them, or look at any of their faces. Each runner may continue drawing until they have three cards in front of them, the deck runs out, or they run out of time. A runner must have three cards in front of them to be able to move.

When the timer goes off, players move on to resolution.

5.3 Resolution

First, resolve the hacking attempts. Each hacker should have "success" or "failure" in large letters on their screen.

Failed hacking attempts cause Mugtome to be alerted that something might be wrong. For each failed hacking attempt, move the alertness meter up by 2 and place a lockout token on the terminal. Additionally, remove the hacker's hacking token from the board to indicate that the path was not successfully hacked.

The remaining hacking tokens on the board should correspond to successful hacking attempts. The paths they are on are considered open for the turn. The paths to the center space each have two colors. These paths must be hacked from two terminals simultaneously to open up.

Next, each runner flips over their run cards and resolves them from left to right. For each clockwise card, they move one space clockwise. For each counterclockwise card, they move one space counterclockwise. For each cd card, they move along a path going inward if an open path is available. For each touch card, they do nothing. An echo card counts as a copy of the card before it. If the first card is an echo card, it counts as a touch card.

If a runner attempts to run inward when no open path is available, that card does nothing, but they continue to resolve any other cards they have. For example, let's say a player has the sequence counterclockwise-cd-clockwise, with the intent of moving counterclockwise, taking a path inward, and then moving clockwise

from the path's destination. If the path is not successfully hacked, their second card does nothing, so they move counterclockwise and then clockwise, ending up in their original space.

After movement, if a player made it to the center, the players win. If that happens, click on the "I reached the center" button on the website to receive your reward. Otherwise, move the alertness marker up by 1 because spending time in the facility makes the corporation suspicious. Then shuffle the running deck and move to the next turn.

6 Hacking Tasks

Mugtome's security is distributed across four separate networks, represented by the four terminal/path colors. Each network controls a different type of security system.

The red network can be used to control paths that are protected by a password. It's also connected to the internet, and some of the Mugtome employees who set the passwords have a habit of leaving their personal Mugtome accounts logged in. Red paths can be hacked by visiting Mugtome and reading the posts made by one of these accounts and guessing what password the account-holder might have chosen.

The blue network controls doors that are guarded by numerical passcodes. However, some company executives decided that constantly typing these codes was taking too long, so they asked IT to implement a voice-activation system that allows them to speak the code instead of typing it. IT knew this was insecure, but they did it anyway to avoid getting fired. However, they did manage to convince their bosses that to make the innermost layer more secure, they should require verbal codes to be spoken in Basque, which is unrelated to any other language. Incidentally, this network also has access to the company's audio surveillance recordings. Blue paths can be hacked by listening to a recording and typing in the passcode that can be heard in the background.

The green network controls doors that are secured by DNA scanners. However, an issue with the scanners makes it so the information they read can be edited before the system authenticates it. Green paths can be hacked by editing the string of DNA read from the hacker to match the DNA of an authorized individual.

The orange network is the result of a failed experiment in network integration that has yet to be completely dismantled. Orange paths can be hacked with a random hacking task of a type used to hack one of the other colors.

7 Questions

If you have any clarification questions about the rules of *./Run*, you can contact Squid Tamar-Mattis at squidtm@uchicago.edu. If you would like to report bugs in the hacking tasks, contact Michael Sitver at sitver@uchicago.edu.