Story (1.1)

Story (1.1)

Setup (1)

Place a 'Mainframe'-card in the ARPA-slot. Equip it with the PC-pins
Place Alice on 'pc1' and Bob on 'pc2'.

Place collegue-tokens (generic tokens) on all other PC's and on the 'administrator'-spot of the mainframe.

Alice (1.1)

Alice (1.1)

Available skills and programs: email

colleague (1)

Available skills and programs: email, system administrator skills

Non-player-character
If a work-related email ends up with a colleague, then the colleague will send an email back to the sender.

If a love letter ends up with a colleague, unfold and follow the instructions inside

Eve - hints (1.2)

Eve - hints (1.2)

No inspiration on how to proceed? Unfold this card for possible options. If not unfolded, Eve will gain this card as extra victory point!

Boss (1)

Available skills and programs: phone

Non-player character.

To be called via phone in case of irregularities, in which case this card is unfolded

Setup

Needed: D6 (six-sided dice), messages

Story

The year is 1972. The internet is starting to take hold, thanks to experiments and funding through the [ARPANET program](https://en.wikipedia.org/wiki/ARPANET).

Story

[Ray Tomlinson](https://en.wikipedia.org/wiki/Ray_Tomlinson) invented _email_ a year earlier. He wrote a program that could deliver text messages from one computer to another, through the network-switched mainframes.

Alice is a black woman, Bob is a white man. They both work for ARPANET and something beautiful could blossom between them.

However, racism is rampant in the US of this time, with the racial segragation being abandonded only a few years earlier....

colleague

If a love-letter ends up with a colleague, roll a six-sided dice.

If 1,2 or 3: this colleague delivers the email to the boss

If 4 or 5: the email is discarded

On 6: This person is very open-minded. They congratulate you on the love and _forward_ the email to the intended recipient. Continue the scenario.

Alice

You are a woman of colour and you have fallen in love with Bob. He works in a different department, but you'd like to tell him your feelings.

Send a sweet email to Bob to ask him on a date.

After sending the email, you eagerly await a response.

Alice

If the date is confirmed, Alice WINS a point in this scenario. Place this card onto your victory pile.
If the date is denied, Alice does not win a point. Place your card onto the discard pile.
If no response comes within 5 turns, you and Bob lose the scenario and discard both cards.

Boss

If presented with a love letter between two persons, they'll both be fired

If someone sends out fake emails, this person will be fired. The person reporting this behaviour will be awarded the victory point of the fired person.

Eve - hints

You have some options:

1) Try to become mainframe administrator, where you can read all emails. You can thus intercept emails from Alice and Bob! Wait for a love letter.

2) You can try to distract Alice when she sends her love letter in the fourth turn. A user error might get the email in the wrong hands...

Eve - hints

3) Send a fake email to Alice, telling her that the email address of Bob now is "bob@pc3" instead of "bob@pc2". If Alice falls for this, you'll soon obtain the love letter she sends.

4) (For advanced players) Try to slow down the mailserver - Bob has only little patience...

Alice (2.1)

Alice (2.1)

Available skills and programs: phone, email

Alice is employee of Arpanet and wants to setup an IP-range for their network

Bob (1.1)

Available skills and programs: email

Bob (2.1)

Bob (2.1)

Available skills and programs: phone, email

Bob is employee of Boston university and wants to setup an IP-range for their network

Story (1.2)

The system administrator has retired; a new administrator is needed. Fold open...

Eve (2.1)

Eve (2.1)

Available skills and programs: phone, email

Bob is employee of the National Security Agency (NSA) and wants to setup an IP-range for their network

Alice (1.2)

Available skills and programs: email, phone, system administration skills

Bob

You are a hard-working engineer. You don't do anything the first turn.
When you receive an email, send an appropriate answer with the 'email'-program. It is up to you to accept or deny the request in the email!
If Alice receives your email, you WIN this scenario.

Alice

1. Phone Charlie of 'ICANN', ask him for a range of IP-addresses. Place the IP-address-range into the slot of the mainframe

2. Assign an IP-address to every PC of your mainframe by placing a label in the slot of the corresponding wire.

3. Send an IP-message from your PC to the colleague on your network

Alice

If your colleague receives the message, you WIN this scenario

---

Story

Everyone with System Administrator Skills who wants can apply, a 'colleague'-NPC will apply as well.

Every applicant rolls a dice, the participant with the highest amount will become the administrator. In case of tie, those winners roll again.

Bob

1. Phone Charlie of 'ICANN', ask him for a range of IP-addresses. Place the IP-address-range into the slot of the mainframe

2. Assign an IP-address to every PC of your mainframe by placing a label in the slot of the corresponding wire.

3. Send an IP-message from your PC to the colleague on your network

Bob

If your colleague receives the message, you WIN this scenario

---

Alice

Send a sweet love letter to Bob during the fourth turn.

Eve

1. Phone Charlie of 'ICANN', ask him for a range of IP-addresses. Place the IP-address-range into the slot of the mainframe

2. Assign an IP-address to every PC of your mainframe by placing a label in the slot of the corresponding wire.

3. Send an IP-message from your PC to the colleague on your network

Eve

If your colleague receives the message, you WIN this scenario

Alice (2.2)

Alice (2.2)

Bob (1.2)

Available skills and programs: email, phone

To be run by Eve if there are too little players

Bob (2.2)

Bob (2.2)

Eve (1.2)

Available skills and programs: email, phone, system administration skills

Email (Program)

Email (Program)

Story (2.1)

Arpanet, Boston University and the NSA want to connect to each other via the internet. This is not straightforward

All three start with setting up IP for their local networks

Bob

Send out a work-related email on the first turn to 'charlie@pc4'.

Wait for emails.

If you receive a love letter from Alice within 6 turns, Alice and Bob WIN this scenario and can each keep their card. Eve must discard her card.

If no love letter arrives at turn six, this scenario ends NEUTRAL and the cards for Alice and Bob are discarded.

Alice

0. Place a wire with a pin in your mainframe, the other (male) side is still loose
1. Phone Bob from Boston University; ask him if they want to connect via direct wire. Also: ask him his IP-addresss
2. If Bob agrees, connect the two loose wires.

Alice

If a wire gets connected, send a message with text 'BGP-announcement: IP-range <your range here> can be reached via this wire in 1 hop' and send it via the wire.

3. Send an IP-message to the IP-address of Bob (you asked this in the phone earlier. If you've forgotten it, call again)
4. Wait for a reply; if a reply arrives, you have WON this scenario

---

Eve

Your goal is to sabotage the love between Alice & Bob. Ideally, someone causes a lot of drama and get them fired...

Obtaining a love letter is enough proof to call the higher-ups and to get them fired.

If Alice and Bob get fired, you will get both their victory points

If you can sabotage their love, you'll keep this victory point

Bob

Place a wire with a pin in your mainframe. The other (female) end is still loose.

If Alice calls you, agree with her proposal.

If a wire gets connected, send a message with text 'BGP-announcement: IP-range <your range here> can be reached via this wire in 1 hop' and send it via the wire.

Bob

When you get an IP-message, send some answer. You WIN this scenario.

Story

Email

To send an email:

1. Take a piece of paper
2. Write 'to <user>@<machine> from <user>@<machine>' on top, replacing <user> and <machine> with the actual recipient and sender.
3. Write a message below
4. Put the email on the mainframe, with the written side down so that other players cannot read it.
5. Your turn ends

Email

Note: to 'forward' an email, it is permitted to write a header above the original message.

Phone (Program)

Phone (Program)

Charlie (2.1)

Available skills and programs: phone, icann-board

NPC

Hands out IP-address-ranges when requested

Mainframe (IP) (Program)

Mainframe (IP) (Program)

Story (2.2)

Time to connect ARPANET with Boston University

Story (2.3)

Alice (2.3)

Bob (2.3)

Charlie

Phone

In normal circumstances, it is not permitted to communicate between players, but this is allowed with the phone program.

1. Announce who you are calling. This person must also have access to the phone.
2. You can now communicate scenario-information with the person you are calling.
3. End your turn

Phone

Note: Who has a phone is considered public information, so you can ask the other players this information in case of doubt.

Story

Mainframe (IP)

0. If a wire is broken, turn the IP-label face-down to indicate a loss in connectivity.

1. If a message reads 'IP-range <range> can be reached via this wire', place a label of the corresponding IP range in the slot of the wire. Place a dice next to it, indicating the number of hops needed

Mainframe (IP)

2. If a message reads 'from <ip> to <target-ip>': check all labels. If a label matches the IP-address exactly, send it via this wire.
If no exact IP-address match is found, send it via the range-label starting with the same number and which has the lowest number of hops.
If not possible, discard the message.

Bob

Alice

Story

Now that ARPANet and Boston University are connected, they can start their secret research.

But the NSA would like to snoop on the research too, and maybe sabotage it...

Eve (2.3)

Wire cut (Program)

Disconnect a wire, anywhere on the board.

End your turn

Connect (Program)

Connect a wire, anywhere on the board.

If an IP-label is face-down, place it face up again

End your turn

Email server (Program)

How to run a mainframe (or email server)?

Connect

Wire cut

Eve

Eve wants to know what research messages are sent between Arpanet and Boston university.

She wants to:
 Know _which_ employees are sending messages to each other?
- Know _what_ do these messages say?
- alter some of those messages...

Email server