

Code Crash

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Code Crash is a forum game in which Coders and Hackers compete to disconnect each other's servers. Code Crash is played on a 24x24* grid which presents helpful artifacts to be gained and special tiles that will help you achieve victory. However, you must be wary! Hidden Viruses lurk just out of sight that might impede or kill your progress and give your enemies an advantage.

In order to sign up, you must post in the corresponding thread. It's that easy.

Players will be divided into two teams:

The **coders**, altruistic keyboard-smashing warriors dedicated to protecting and fixing code;
And the **hackers**, basement-dwelling nihilists with no greater desire but to destroy and corrupt..

Each team will have their separate spreadsheet, and a provided titanpad.

Your location on the grid determines what tiles are visible to you. You have a vision range of 4 tiles and this can be improved via certain artifacts. Tiles belonging to your team will always be visible to you, along with the locations of your teammates. However, you will only be able to see enemies if they are within your vision range - even if they are in your territory. When moving on enemy territory, watch out - enemies have +1 vision range in their territory, but cannot see you as long as you avoid their vision range.

To move, you must PM the host, set your movement up on the titanpad, or post in the thread your movement's coordinates, and, if you want to, a path. Reminder that only the last notification will be taken on count, in the following priority: PM, thread post, titanpad. As what I have received in the thread, yes, your movement is still restricted.

Every 5 phases a "server refresh" will occur, and tiles may return to "unowned" status. It can affect any type of tile, even player-set effects may be removed. On the bright side, viruses may be removed.

While you're moving, you may find an enemy in your way. You won't be able to move next phase, rather, both players will decode!

Decoding is the "battle" term here. Certain items will help, but each player must at least use bare decoding. A 1d10 will be rolled and, depending on what the decoding players use, is their chances. Their chances also improve by how many territory their team has(T):

$T/(P/2)$. This is deemed "decode points". The difference between decode points of both players will tell the chances. Whoever wins will capture the tile their enemy stands on, plus send the enemy to a random tile of their ownership.

*P means players(in total).

Each player has 3 AP, or rather, action points. Each phase, they will use these in order to perform actions from a determined set, depending on their faction:

Coders

-Code (1 AP)

Deem a tile your team's. Must be adjacent to current position.

-Implement (2 AP)

If you own a module, you can place a special code on an "I" tile.

-Move (1 AP)

Move up to 3 tiles.

-Antivirus (2 AP)

Requires 2 phases to set up. Hackers who pass nearby(2-tile radius) will be unable to use their items and unable to do anything else than move for 1 phase. Wears out after 2 phases. Invisible to hackers.

-Incognito mode (2 AP)

Once used, it will be active for 2 phases. If a hacker passes nearby(3-tile radius), steal one item from them. Your vision range is nullified, however. 2-phase cooldown after deactivation.

-Debug (2 AP)

Any tile in a radius of 1 will be deprived of property or special effects. Cannot affect Encryption tiles nor Virus tiles.

-If() (2 AP)

Set a certain condition and an effect. If approved, current tile becomes an if tile, and will have the effect set and activated upon condition completion, and will be deleted.

-Else() (2 AP)

On an existent "If()" tile, you can set this tile to have an effect if the condition is not met. However, the effect must be inferior to that of the "If()" effect.

-Create (2 AP)

Sacrifice an item; you can create a module, or add an effect to an adjacent tile(Except binary, encryption or virus) at the cost of 1 extra AP.

-Null(); (1 AP)

Target a nearby tile(4-tile radius): This tile will lose all effects. Cannot affect encryption or virus tiles.

-GPS location (3 AP)

In an ethernet modus: virus, ethernet, and a random enemy's position are revealed for two phases. 2-phase cooldown.

-Server cooldown (3 AP)

Can only be used if adjacent to hacker server. Any hacker vision range outside their territory is of 2. Any allies near(3x3-tile radius) or in an unowned tile can move 1 extra tile. If an item is sacrificed, some tiles hackers are standing on become coder tiles, and have a 1x1 sight radius. 3-phase cooldown.

-Implant (2 AP)

Drop an item you own. If a hacker grabs and uses this item, he/she will be reset completely after two turns unless he/she reaches a bluescreen, firewall, or their server.

Hackers

-Hack (1 AP)

Deem a tile your team's. Must be adjacent to current position.

-Fake (2 AP)

Needs two phases to be performed. If you own a module, the phases required to perform this action is reduced to one. You can place a trap in an "I" tile.

-Implement (2 AP)

If you own a module, you can place a special code on an "I" tile.

-Move (1 AP)

Move up to 3 tiles.

-Hijack (2 AP)

Once used, it will be active for two phases. If you pass a player while this is active, steal one random item from them. However, your vision is nullified until the end of this ability. 3-phase cooldown.

-Bluescreen (3 AP)

Requires 2 phases to perform. Coders who pass nearby(3x3-tile radius) will be unable to use their items and unable to do anything else than move for 1 phase. Wears out after 3 uses. Coders cannot see this tile.

-Create (2 AP)

Sacrifice an item with rare rarity or higher; you can create a module.

-Virus (2 AP)

Plant a virus. You need 3 phases to complete this action.

-Format (3 AP)

A target enemy player in a 2-tile radius might be moved somewhere on their territory(70% chance), and few to none of their items will be put in an Encryption modus, hidden somewhere in the map.

-Viral (3 AP)

Install a fake ethernet modus.

If another player uses it, reveal his/her location, what they see, and their items. Steal one random item. 3-phase cooldown.

-Tracking cookie (3 AP)

In an ethernet modus, target one player: you can learn his/her location and items, plus what they see. This will be revealed on your map. Can only be used once every 2 phases.

-Server cannon (3 AP)

When adjacent to hacker's server, 1 random unowned tile will turn into a hacker view tile. If you sacrifice an epic/higher rarity item, install a trap. 3-phase cooldown.

-Implant (2 AP)

Drop an item you own. If a coder grabs and uses this item, he/she will be reset completely after two turns unless he/she reaches an antivirus, firewall, or their server.

-Corrupt (1 AP)

As a fact, you can see any If() and Else() tiles if adjacent. You may remove target If() or Else() tile if adjacent.

AP will be refilled at the start of each phase.

The map will be a 24x24 grid, unless 20 or more players join, in which case will turn into a 30x30 grid; or dynamically grow depending on the player amount.

The symbology of the map:

: Coder tile

Tile belonging to the coders. A hacker can claim this tile, and have certain special effects, or hide on it.

: Hacker tile

Tile belonging to the hackers. A coder can claim this tile, and have certain special effects, or hide on it.

: Unowned tile

These tiles' information will be unknown to both teams. However, nobody owns it, so you might want to recode/damage it.

: Unknown tile

What lurks in this tile is unknown to your team.

These are the three main types of tiles. These letters will be adjacent to special types of tiles, depending on if it is one or not.

C: Coder Server

The hackers' main objective, to capture it and win. This tile is a 2x2 cube. The location of this tile is revealed to both teams, however, it can only be moved under certain conditions:

- Two or more coders are near(2-tile radius)

- At least one of them has a MOVE code
- No hackers are near(4-tile radius)

If all these conditions are met, the server IP address can be changed, or rather, moved.

H: Hacker Server

The coders' main objective, to capture it and win. This tile is a 2x2 cube. The location of this tile is revealed to both teams, however, it can only be moved under certain conditions:

- Two or more hackers are near(2-tile radius)
- At least one of them has a MOVE code
- No coders are near(4-tile radius)

If all these conditions are met, the server IP address can be changed, or rather, moved.

I: Implement tile

Coders can implement a module they might find laying around. Hackers can use these tiles to lay traps, however.

V: Virus tile

Any coder or hacker who finds this tile will lose everything they have, and will be unable to do anything for one phase. These tiles are hidden. If you cross through this tile, you will stop there. May be randomized every phase.

W: Firewall tile

Firewall tiles will block the path of players of a team, depending on who controls it. However, who is owner of this tile will NOT be shown(unless it is your

team's), even if in your vision range. Certain items can move this tile.

E: Encryption tile

Encryption tiles are useful to give items to your teammates. A password must be entered, which you will create, but can be revealed to the opponents via an Encryption Keypass. If this happens, any items in the Encryption Server will be accessible to the opposing team. Requires double Code/Hack to capture. In the case of a Server Refresh taking this tile, your encrypted items will not be lost, however, you must find another Encryption tile in the map to regain access.

B: Binary tile

These special tiles contain a certain module item, which can be implemented for special effects you cannot implement/fake. In some cases, these modules will give you access to an ability that the other team has! They are hidden, and will be randomized every phase. However, they are encrypted and you must get a Binary Code Decryption module from an internet modus before being able to collect Binary Modules.

N: Ethernet modus

Each team has a special ability which they can use with these moduses. You can get Binary Code Decryption from here. Hidden unless player is adjacent.

Use all these tiles wisely.

Note: At the start of each phase, tile existence information will be revealed, e.g.: *There are 10*

Viruses, 3 Unowned Encryption modules, 2 Ethernet moduses, and 5 Binary Modules in the map.

Some abilities mean creation of tiles. These are deemed Team-specific tiles, and will only be seen by one team unless specified.

Coders:

- A: Antivirus
- M: Module active
- F: If() tile
- O: Else() tile
- G: Coder view tile

Hackers:

- S: Bluescreen
- T: Trap active
- F: Fake ethernet modus
- G: Hacker view tile
- M: Module active

Special Events

These are events that will start happening with a minor chance(10%) after Phase 3, and a 40% chance after Phase 5. The event's name and effects will be revealed when it happens.

Items are artifacts you may find in your path. However, they'll vanish after one use, unless stated otherwise.
*Rarity levels, from lowest to highest, are: Common, Rare, Epic, Legendary, Mythical.

Item	Description	Rarity
Speed Booster	You get 1 extra AP on the next phase.	Common
Super Speed Booster	You get 2 extra AP on the next phase.	Rare
Encryption Keypass	Decrypt the passcode for any encryption tile.	Epic
Module	Install a code/trap on an Implement tile.	Common
Move code	Move your server or a firewall for up to 2 tiles.	Common
Binary Module	Install a special effect on an implement tile.	Legendary
Sight code	Turn target ally tile into a View Tile.	Common

Adblock	If you were to be affected by a virus, nothing happens instead.	Epic
Spyware	Gives an extra decode point.	Common
Distraction website	Target nearby player has a 35% chance to move the wrong way the next time they move.	Rare
Distraction server	Target nearby player has a 50% chance to move the wrong way the next time they move.	Epic
Redscreen of death(RSOD)	Next time you decode, you automatically win.	Mythical
Override	Upon use, target a player; he/she cannot do anything but move.	Legendary
Minesweeper virus	Gives an extra 2 decode points.	Rare
Hyper Spyware	Gives an extra 4 decode points.	Legendary
Mimic code	Can mimic any item seen so far by your team. Cannot be mimicked.	Epic
Copy code	Can mimic any item in the game. Cannot be mimicked.	Mythical
System crash	Opposing players' devices are shut down: they cannot access them for the next 2 phases.	Mythical
Hidden code	For the next 2 phases, you will not be seen by opposing players.	Legendary

Connectivity issue program(CIP)	Opposing players cannot see for the next turn.	Legendary
Bug box	Teleports you to a random tile.	Common
Glitch box	Teleports a nearby enemy(3-tile radius) to a random tile.	Rare
Hyper move code (III)	Move a firewall or your server for up to 2 tiles. Can be used thrice.	Rare
Repair	Repairs a crippled item.	Common
Tile modus	Install an effect on target adjacent tile.	Epic
Relic modus	This item can be sacrificed to enhance any other item.	Epic
Sight-seeing data gun(SSDG)	Cannot be mimicked. Non-upgradable. Cannot be crippled. This item can only be gained by a module. Can be used thrice. Sets a view tile of your team anywhere but in special tiles.	Non-collectible
Bomb code	Cripple a random item of target's inventory, so long as your target is inside your vision radius.	Rare
Binary Code Decryption module(BCDM)	Cannot be mimicked. Non-upgradable. Cannot be crippled. This item can only	Non-collectible

	be gained via an ethernet modus. Use a module in an ethernet modus and you'll get this. With this, you can use binary codes.	
Virtual reality goggles	You can see 1 tile further permanently, so long as this item is in your inventory.	Rare
Vision modus	You can see 2 tiles further permanently, so long as this item is in your inventory.	Epic

Sometimes, items are crippled. You'll have to repair them via the Repair code of the modules, or the repair item. To get items, you just need to pass over them-- not be on the same tile as them.

Explaining modules and traps:

This is pretty useful. It gives special effects and all that. You cannot have more than ONE of each module code/trap. Traps act like counters to codes, however, they are not too powerful. Modules vanish after use, unless stated otherwise.

Module codes:

-Hasten

+1 AP to a single random player of a team. Permanent.

-Upgrade

Choose an item. This item is now more efficient. Marked by a ↑. The modification to the item will be revealed upon upgrading.

-Mimic

Cannot be used until after 2 phases of installment.

Mimics an item with rare or lower rarity.

-Repair

Repair target item.

-SSDG material

Sacrifice 1 item with rare rarity or higher and 1 item with epic rarity or higher, create a sight-seeing data gun.

Module traps:

-Turtle-like

Every 2 phases, -1 AP to a random enemy player.

-Downgrade

A random item from the target enemy is not upgraded anymore. Refunded if no items are upgraded.

-Copycat

Mimic target item on enemy collection to inventory.

-Cripple

Next item the opposing team gets will be damaged, and will need repairs.

-Module infection

Next module your opponents play has no effect.

Binary modules are more powerful and can give a team an ability their opponents have, or enhance their current abilities and item usage. They might also be powered-up module traps and codes! However, you'll need a BCDM.

Using items, or modules, will cost 1AP:

- Item(1AP)

Use any item, or module.

And, to end this, some general rules.

- Communications aside from the topic and the titanpad provided must be notified to the host. It's just for security, I'm not gonna tell the other team what you discuss.
- Aside from Encryption Keypasses, it is PROHIBITED to share an encryption tile password. If this happens, a new password is created and the person who shared the password will be modkilled.
- Patience is vital. I may take some time modifying everything, so don't get all worked up about the time I might take.
- Sharing spreadsheet links or images will result in a game collapse, meaning that the game will instantly end.
- Every phase will be at least 48 hours long.
- Camping will not be tolerated.
- Walls are prohibited; there must be at least one gap for enemies to go through to the Server.
- Inactivity for 2 consecutive phases without prior warning will result in a modkill.
- Every phase viruses, items and certain other things will appear or disappear from the map. Even if you own them, in some cases.
- You must PM me or post in the thread your movement's coordinates, and, if you want to, a path.
- Any rule broken is equal to a modkill or the consequence stated if there is.