

	1	2	3	4	5	6
A						
B						
C						
D						
E						
F						

Firewall Grid

1	2	3	4	5	6

Target Password

Planning Matrix

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Dice Roll:

 1	 2
 3	 4
 5	 6

In HEX CODE, you are a hacker trying to solve the password of the player to your left (your target). Passwords are always six letters long, and must be a common word (rather than a proper noun). Each round, two dice are publicly rolled and each player adds one of the signified shapes to their firewall grid in any orientation, including mirrored. If you cannot fit a shape (or don't want to), you must fill in a single square. When you fill a column or row, name that column or row aloud and circle it on your microchip. You then get to make a guess of your target's password. If any of the letters are correct and in the right place, you are told *one* of them (of your target's choice). If one or more of the letters do not appear in the password *at all*, you are told one of them (of your target's choice); cross this letter off in your planning matrix. If you guess the password correctly, you win!

1	2	3	4	5	6
Microchip					
A	B	C	D	E	F

Before playing, write your password below. Put any six letters *not* in your password into the security layer, and place three numbers/letters (also not in your password) from the firewall grid in your firewall code. If the player to your right announces they completed a row or column that appears in your firewall code, *or* has a guess that shares a letter in the same spot as your security layer, it triggers a Trap (inform the other players that a trap was triggered, and why). You may immediately connect a letter and number on your microchip that are not yet connected. If that letter and number pair are already circled (by completing the corresponding rows and columns in your firewall grid), you immediately learn the matching numbered space of your target's password (e.g., if you connect A and 3 on your microchip, and both are circled, you immediately get to learn the letter in the third space of your target's password). If the pairing you connected is not yet circled, this effect triggers when they are eventually circled.

	1	2	3	4	5	6
YOUR PASSWORD						
SECURITY LAYER						
FIREWALL CODE:						