

Hackers

Technical brief v3

Five rooms, sixteen timed actions, 46 minutes of play. This sample contains three of the 38 pages of the full design document: the set dressing, the action timeline and the equipment list.

SAMPLE · NOT FOR PRODUCTION

Full document: plot and briefing · set dressing by room · action timeline · puzzle-by-puzzle walkthrough with solutions · fail states and resets · equipment & electronics list · screen texts and audio lines · game-master notes and hint ladder · reset checklist.

Ready-made script · €500 · delivered within 48 hours after payment · one venue per city.

Room Factory · john@roomfactory.example · roomfactory.example

Hackers — Technical brief v3

Section 2 · Set dressing, room by room · style: high-tech minimalism — white and grey, metal and plastic; people work here, they don't live here

Room 1 · Switch room

A small electrical room. A locked cabinet with a lightning symbol and warning signs — it must hum. Several very thick cables come into it across the ceiling: they run from the energy source through the whole game, most of them leave towards the offices. Light: one dimmed ceiling section. The door has an outline but no handle. Players 'arrive through the ventilation': the walls are clad in square panels, the entrance is a door carrying a modified panel — once it closes, its seam matches the panel seams and the door is gone.

Room 2 · Control hall

The main workspace: several desks for the scientists and the power engineers. The first thing players see is the panoramic window into the reactor room — we show the goal at once, the wow-effect and the motivation in one wall. Above the window, a screen with reactor readings. Every desk: monitor, wireless keyboard and mouse, cables hidden, all PCs off, desks fixed to the floor. Cameras with three LED states. A framed group photo of the inventors. Every door labelled with text and a pictogram: Power control · Server room. Security control · Reactor · Exit. Code locks glow blue / red / green. Left of the exit: the security panel — five sockets with camera cables and four buttons with the door pictograms. The corridor door has no lock or handle; the wall is styled as slabs, two of which open during the game.

Room 3 · Server room

Three human-height racks with blinking lights and a quiet, audible hum, dozens of cables of different colours and diameters, a terminal monitor on each rack (out of reach). The admin's place: swivel chair, keyboard, wall-mounted monitor, webcam above it. In the desk, a drawer without a lock — only a treble-clef pictogram. A whiteboard for the sequence in action 08.

Room 4 · Corridor

Absolutely white — if the seams between walls, ceiling and floor can be hidden, even better. Round holes in the walls at the start and at the end. Lasers cross the corridor so that it cannot be passed without touching one. Players don't see them.

Room 5 · Reactor

A white room; in the centre, on a pedestal, the energy source glowing bright blue. Three LED tracks on the pedestal are visible from the control hall through the window.

Interfaces. Every on-screen interface is black-and-green (a nod to The Matrix and System Shock) and carries a language toggle; every message players receive exists in two languages. All texts, screens and audio lines are listed in §8.

Hackers — Technical brief v3

Section 4 · Action timeline · 5 rooms · 2–5 players · 46 min of pure play (60-min slot with briefing and reset)

#	ACTION	ROOM	MECHANIC / TRIGGER	FAIL STATE	MIN	CUM.
00	Entry — players arrive through the ventilation panel	Switch room	Operator briefing; entrance door merges with wall panels once closed	—	—	
01	Leave the switch room	Switch room	6 lamps / 18 toggles on the cabinet panel — divisibility rule; door powered via marked cable duct	Door stays locked until only green lamps are lit	3	3
02	Bypass the CCTV	Control hall	Camera jammer (one camera at a time); two players cooperate, second hides under desks twice	Motion detected → red alarm light, all doors blocked, team returns to switch room	5	8
03	Disable the CCTV	Control hall	Re-plug 5 camera cables into the fake security panel while each camera is jammed	Unplugging a live camera triggers the alarm	3	11
04	Decrypt the server-room lock	Control hall → Server room	Decryptor device + door-hold button on the security panel; 5 s progress bar	Without the held button: “Unknown error. Lock blocked”	3	14
05	Hack the administrator's computer	Server room	Face recognition via webcam — the group photo from the control hall	“Access denied — face not recognised”	4	18
06	Open the administrator's desk drawer	Server room	Audio lock: play the right track from the Music menu (band merch on the photo)	—	3	21
07	Find the virus flash drive	Control hall	One green stick among 10–20 white/grey ones (black-green UI convention)	—	2	23
08	Steal the documentation	Server room	Server #3 (green USB port): hacking mini-game, security bar 100 % → 0 %, 7-step sequence	Wrong server: “Potentially dangerous device blocked”	5	28
09	Trigger the reactor maintenance shutdown	Server room	Reactor menu unlocks one action; palm panel and key box open at the corridor door	—	1	29
10	Lift the administrator's fingerprints	Server room	Print scanner (~30 prints in range) + glove; match with Access rights profiles	Wrong prints → “Access Denied” at the panel	4	33
11	Enter the corridor	Control hall	Glove on the palm panel + door-hold button	—	1	34
12	Cross the laser corridor	Corridor	Aerosol reveals beams; key at the entry slot disables half of them (non-latching — one player holds)	Beam touched → door and far key slot blocked until zone is clear (volume + pressure sensors)	5	39
13	Open the reactor door	Corridor → Reactor	Both keys turned simultaneously latch and kill the lasers; admin key card + hold button	—	1	40
14	Redistribute the power flows	Reactor / workstation	Mini-game: 3 reactor inputs, 10 building outputs (4 mandatory), rotating splitters; LED tracks on the pedestal go dark	Mandatory output cut → error, move refused	5	45
15	Shut down the reactor	Switch room	Breaker unlocked earlier; lights dim, two of three servers power down	—	1	46
16	Exit — lift the reactor	Reactor → Exit	Removing the device from the pedestal releases the exit door with a loud click	—	—	
Total play time (actions 01–15)					46	46

Timing note. Minutes are design targets for a first-time team of four that never asks for a hint. Actions 02–03 and 12 are the tension peaks; the operator has scripted hints for 08 and 14 (see §9, Game-master notes). Alarm states never end the game — they cost time, which is the intended penalty.

Hackers — Technical brief v3

Section 7 · Equipment & electronics · 25 positions · what to build, buy or program

#	ITEM	ROOM	QTY	TYPE	SPECIFICATION / BEHAVIOUR
1	Electrical cabinet with control panel	Switch room	1	Electromechanical	6 lamps + 18 toggles, audible hum; door lock fed through a marked cable duct
2	Entrance panel door	Switch room	1	Set / lock	door seam coincides with panel seams; one-way, closed by operator
3	Agent's crate: camera jammer	Switch room	1	Prop / IR remote	one button, crossed-camera icon; jams one camera at a time
4	Fake camera security panel	Switch room	1	Prop	exact replica of the wall panel (item 6)
5	Decryptor	Switch room	1	Custom device	screen with progress bar, 'Start' button; 3 % error state, 5 s success state
6	Security panel	Control hall	1	Custom electronics	5 camera sockets + 4 door-hold buttons with pictograms
7	CCTV cameras	Control hall	5	Custom	3-state LED (green / red / off), motion zones per the camera map, alarm mode
8	Alarm mode	Control hall	1	Lighting + display	red wash light, message on the monitors above the window, all doors blocked
9	Coded door locks with status glow	Control hall	2	Lock + RGB	blue locked / red blocked / green open
10	Workstations	Control hall	4–6	Set	desk bolted to the floor, monitor, wireless keyboard/mouse, PCs off
11	Panoramic window + readout screen	Control hall	1	Set / display	view into the reactor room; live reactor readings
12	Group photo of the inventors	Control hall	1	Prop	face-recognition key for the admin PC
13	Flash-drive jar	Control hall	1	Prop	10–20 white/grey sticks + one green virus stick '№3'
14	Server racks	Server room	3	Set + electronics	blinking LEDs, hum, terminal monitors; USB port lit green on #3, blue on #1–2
15	Hacking interface	Server room	1	Software	security bar 100 % → 0 %, 7-step action sequence, hint texts, 'Hack' button
16	Admin workstation	Server room	1	PC + webcam	face-recognition login; menus Access rights / Music / Reactor
17	Audio-locked drawer	Server room	1	Custom	opens on the correct track; contains admin key card + aerosol
18	Fingerprint scanner + glove	Switch room	1 + 1	Custom device	~30 prints in range; glove with conductive fingertips
19	Palm panel + key box	Control hall	1	Electromechanical	revealed by 'maintenance shutdown'; validates glove prints
20	Laser corridor	Corridor	1	Custom	invisible beams, aerosol reveal, key slots at both ends, volume + pressure sensors, door lock
21	Reactor door	Corridor	1	Lock	admin key-card reader + hold button
22	Reactor pedestal + device	Reactor	1	Prop + LED	blue-glowing device, 3 LED tracks driven by the mini-game, release switch → exit
23	Power-flow mini-game	Workstation	1	Software	3 inputs, 10 outputs (4 mandatory), 21 rotating splitters, operator hint mode
24	Main breaker	Switch room	1	Electromechanical	unlocks after item 19; lights dim, racks #1–2 power down
25	Audio + messaging system	All rooms	1	AV	briefing, alarm messages, bilingual UI toggle

Build note. No padlocks anywhere in this script: every lock is electronic and every trigger is logged for the operator screen. Items 5, 15, 18 and 23 are software — the brief includes UI flows and text for each state.