

##### To generate the prison:  
 ##### (1) Roll a (d8) to identify the Room Shape.  
 ##### (2) Describe the variables of the Room to the USERS  
 ##### (3) For the Room Shape, use the Encounter Roll dice  
 ##### (3a) If the Encounter asks you to roll dice, do so  
 ##### (4) Roll for next Room Shape (d8) . Exit prison on a 1

Encounter Roll	Encounter
#	
1	Roll a d2: Party is attacked by a (0) = Corrupt AI that can distort reality and summon malicious VIRUSES. (1) Malevolent HACKER that can paralyze individual USERS.
2	Small Puzzle Room with 6 LOGIC GATES on each wall. Roll a d6. This is the exit door. USERS get a valuable piece of source code (eliminates an entity in the prison / for sale) upon exit. The opposite side of the die is also an exit, but no reward. All other doors transport the party to the other side of the door. Example: Door 6 leads to Door 2.
3	Roll a d2: (0) Malware infects one of the USERS, spawning a clone of them. The other USERS have a hard time distinguishing between the two. (1) Botnet swarm attacks the USERS.
4	Users find a corrupted app. It offers them a source code fragment to tunnel to its namespace and d4: (1) = Break an endless loop (2) = stop a memory leak (3) = clear out the RAM (4) = fight off a DDOS attack.
5	Entering the room, USERS find BUGS scattered like neon wisps about the room. Glowing slit in front of USERS. Roll d4: (1) fragments coalesce, explode immediately, damaging all party members. (2) attack with low intensity, but impede USERS progress (3) BUGS coalesce into the door to that would have led the party to the next room. Now this door leads to the previous room, and the BUGS reset to previous state as party re-enters. (4) BUGS do nothing unless attacked.
6	Treasure Room. d6 (1) = USERS free up extra memory (2) = obtain more processing units (3) = gain data about the prison (4) = befriend an AVATAR (5) = obtain an attack VIRUS (6) = learn a hash key to vital info about an enemy.
7	Timer Puzzle: 30s HOLOGRAPH appears in front of the USERS (real time) and ticks down. Single button in the center of the room. If clock reaches 0, door opens to next room (no penalty). If the USERS press the button, roll d6: (1,2) = Time on clock halves (3,4) = 15 seconds added (5,6) = WORMS attack. On exiting the room, USERS can obtain WORM code (distracts enemies).
8	Rare Treasure Room. d8 (1,2) = Cache cleared for all users (3,4) = Support Bot (5,6) = Piece of source code per user (7,8) = Malicious attack: worm to command per user.



Room Roll	Room	d8
#	Shape	Encounter Roll
1	node	(exit)
2	tunnel	d2
3 or 4	tri-hedron, tetrahedron	d4
5 or 6	pentahedron, hexahedron	d6
7 or 8	heptahedron, octahedron	d8

Room (d8) = 4  
 Encounter (d4) = 2

Room (d8) = 6  
 Encounter (d6) = 1  
 Additional (d2) = 1

Room (d8) = 6  
 Encounter (d6) = 5  
 Additional (d4) = 4

Room (d8) = 8  
 Encounter (d8) = 8  
 Additional (d8) = 8

Room (d8) = 3  
 Encounter (d4) = 2

Room (d8) = 8  
 Encounter (d4) = 3  
 Additional (d2) = 0

Room (d8) = 2  
 Encounter (d2) = 1  
 Additional (d2) = 0

Room (d8) = 6  
 Encounter (d6) = 6  
 Additional (d6) = 5

Room (d8) = 4  
 Encounter (d4) = 4  
 Additional (d4) = 4

Room (d8) = 3  
 Encounter (d4) = 1  
 Additional (d2) = 0

Room (d8) = 1  
 exit()

Example Prison

