

# Hack on hackers

## Rule booklet

### Overview

Hello! This is a game about computer security. You will play as a hacker. Your quest is to defend your own computer and defeat other players by attacking their computers.

2-4 players are recommended to play this game. Each player start with 5 credits and a personal computer. The winning condition of this game is to collect 20 credits. If a player has 0 credit left, he/she is out. The last player stand also wins.

### Game components

#### 1. Cards

There are 4 kinds of cards in total: offensive, defensive, service and random events.

Offense cards can be played to attack other players; Defense cards are deployed in advance to prevent some kind of attacks;

Service cards can help earning credits;

Random event cards have random effects.

#### 2. Credits

Players can earn credits by attacking each other or deploying service cards. Some of the random event cards also give credits.

#### 3. Personal computers

Each player has a personal computer with 2 slots: one for service cards and one for defensive cards.

Players: 2 — 4

Winning goal:  
Achieve 20 credits  
OR

Defeat all enemies

Contents:

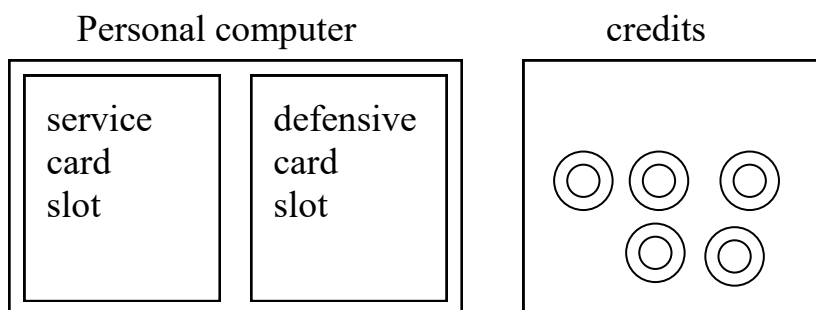
- Personal computer field
- Credits
- Playable cards

Type of cards:

- Offense
- Defense
- Service
- Random events

Players can put a card in a corresponding slot to activate its effect. Service cards are placed face up. Defensive cards are played face down until they are used. Players can also replace a deployed card with a new one.

Each one start with:  
 1 personal computer  
 with 2 slots  
 3 cards  
 5 credits



Play clockwise

## Preparation

In each turn:

1. Earn 1 draw 1  
OR  
draw 2
2. Earn from service
3. Play all random events
4. Play 1 offense  
OR  
2 others

Each player takes a personal computer field card and places it in front of him/her. One player shuffles the cards and put them in the middle of the table. Make sure the example card are removed from this card deck.

Now each player takes 5 credits and draws 3 cards in hand. Pick one player (random or volunteer) to be the first one to play. Then play progresses clockwise.

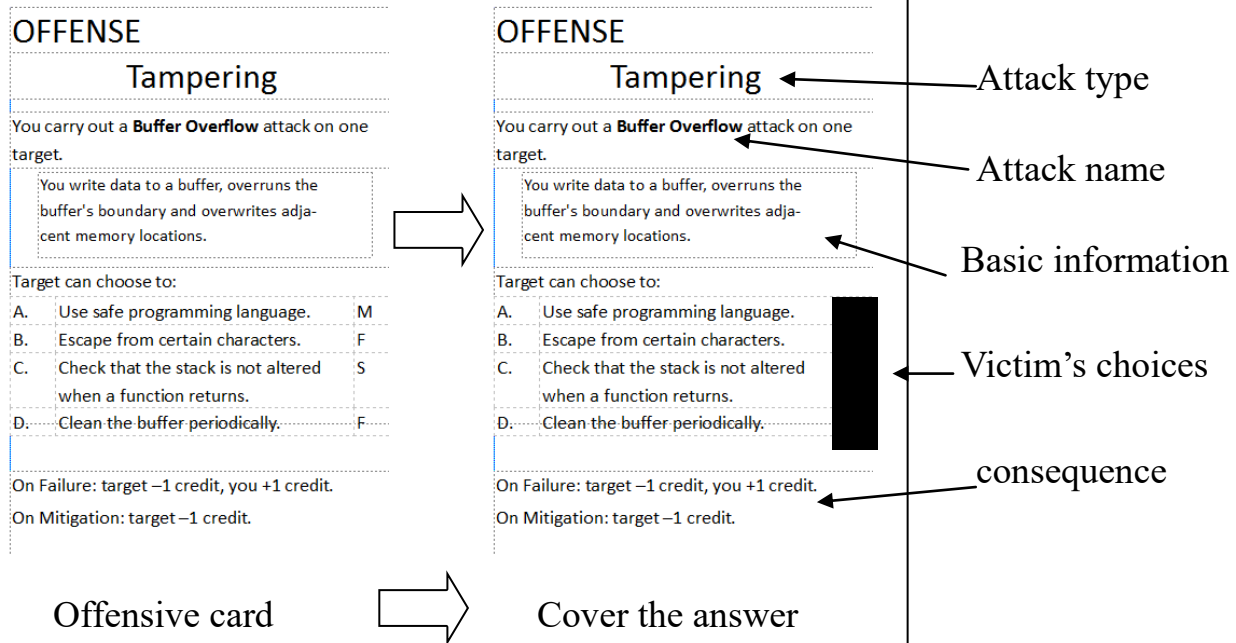
## During play

On a player's turn, he/she is the active player and does the following in sequence:

1. Earn 1 credit and draw 1 card  
OR  
Draw 2 cards
2. Earn extra credits with deployed service cards (if exist)
3. Must play all the random event cards in hand. He/she can pick the order
4. Play 1 offensive card to attack another player  
OR  
Deploy 2 service/defensive cards in his/her slot  
OR  
pass

## How to play offense cards

To attack, a player plays an offensive card against his/her target. Make sure to cover the answer before showing the offensive card to others.



When attacked, the victim CAN do the following in sequence:

1. Reveal and activate a relevant defensive card
2. Pick an option on the offensive card, the goal is to achieve the 'S'

If the victim did nothing in 20 sec, it is regarded as an auto failure.

After the victim makes his/her choice, the attacker can reveal the answer and claim the consequence of this attack.

S is a success, nothing happens.

M is a mitigation and F is a failure. The consequences of M and F are shown on the offensive card.

## How to play defense/service cards

To make use of defense/service cards, you need to placed them at the corresponding slots of your personal computer in advance.

Defense cards are placed face down at first. After deployed, defense cards can be revealed whenever you are attacked to counter the offense cards.

Service cards are placed face up and start to grant credits to you in the next turn.

You can replace a deployed defense/service card by deploying new card into the slot. The replaced card goes to the discard pile.

### **How to play random event cards**

You must play all the random event cards in hand immediately once you have drawn it. If you have more than 1 random event card, you can choose the order to play them all.

Some of the random event cards' effect will last for 1 turn, you can put it in the middle. At the beginning of your next turn, this card is consumed and should be put into the discard pile.

## **Variation**

The game ends when 1 player has 20 credits in hand or all the others have 0 credits left. Modify the winning condition to change the game time.

Players are also encouraged to create new offensive cards before playing. A template card shows a format for offensive cards. To generate such an offense card, you will need to fulfill the attack type, name, description and at most 4 options for the defender. There is no limitation for options - they can even be 4 success or 4 failure as long as they match the real cyber security world.