



HACK TRICK

A game by Jozsef Dorsonczky



COMPONENTS

3 map tiles, 18 code cards, 20 virus markers, 6 Bitcoin markers.

OBJECTIVE

You are a hacker completing missions for money and reputation. Your mission is to infect with your virus markers all three servers of a main axis (3-5-7, 1-5-9, 8-5-2, 4-5-6), or all three Northern, Eastern, Southern or Western servers (8-1-6, 6-7-2, 4-9-2, 8-3-4), or destroy one with a triple attack (three markers on the same server).



Ex.: Three on the main axis



All three Western



Three on the same server

SET UP

- Form the map (game board) and give each player a set of 10 virus markers.
- The dealer shuffles the code cards, deals a hand of 4 cards to his opponent and 3 to himself and flips 2 next to the board – **these two cards are removed from this game.** The remaining cards will form the draw deck.
- The player with 4 cards places a card face up (below the board), starting a **row**.
- Both players announce the sum of their hands and the game begins.

Starting layout

Both players have a hand of 3 cards and 10 markers, the drawing deck is next to the board (above), the 2 removed cards next to it and below the board the card that starts the row.

Removed Cards



Spying Icon

Note: both announce the sum of their hand.

GAMEPLAY

Starting with the dealer, players alternately choose one of the following two actions: **PLAY A CARD (A)** or **DRAW A CARD (B)**.

A) PLAYING A CARD


Place a card to the end of the row (slightly overlapping the last), then sum the last two cards in the row and place one of your virus markers on that server (infecting it).

The played card must be different than the last card in the row – you cannot continue a 0 with a 0, a 1 with a 1, a 2 with a 2 and so on.

- If there are already one or two opposing markers on the server that you are infecting, capture the opposing markers and place them next to the board, in your spy zone. Capturing is a tactical element, which helps you get useful information about your opponent (*see later*).
- If on that server there is already one of your markers, you leave it there, increasing the number of your markers on that server (with 3 markers on the same server you win the game).



Red plays a 2 and infects server nr. 3 (sum of the last two cards, 1+2=3), immediately captures his opponent's markers and places them in his spying zone.



Your action doesn't end after placing a virus marker. You can choose to pay one of your **own markers** (place it on the two removed cards, it is also removed from the game) and announce *Hack* or *Firewall* to influence your opponent's next turn. You can also choose to say *Pass*, sparing your marker and ending your turn immediately.

- **Hack:** Force your opponent to play a card – he can't draw in the next turn.
- **Firewall:** Protects you from your opponent's "Hack" for the next turn. He can draw, he can play a card, but he cannot force you to play a card in your next turn. Hack and Firewall have an effect only in the opponent's next turn.

Example: Red plays a 2 and infects server nr.3 (previous image), then announces Hack. Yellow must play a card even if he has only one card in his hand and will remain without cards. If Yellow would have finished his previous turn with Firewall, Red could not have forced him to play.

B) DRAWING A CARD

If you have less than 4 cards in your hand and you are not forced to play a card (by Hack), you can draw a card (this way strengthening your hand). **Only one exception:** you are forced to play a card, but you only have the same cards as the last one in the row. Because you cannot play that, you show your hand and draw a card.

If the draw deck runs out, the dealer keeps the last card of the row on the table and shuffles the rest forming a new draw deck. **Attention,** the 2 cards removed at the beginning of the game are still out.



EXTRA ACTION: SPYING

With each captured marker you obtain a **spying action**.

More capturing means more spying actions. This is an extra action and you decide in which of your turns you will use it (until then you keep them in your spy zone):

- At the beginning of your turn (**before choosing an action**), you can pay a captured marker (place it on the two removed cards, it is also removed from the game) and ask the sum of your opponent's hand. Your opponent must announce the sum of his hand.

END OF THE GAME

The player who infects all three servers of a main axis, or all three Northern, Eastern, Southern or Western servers, or places three markers on the same server, wins the game. The game also ends if one of the players runs out of markers before having a winning combination. The player who ran out of markers loses immediately.



MATCH PLAY

A match game consists of multiple games, until someone reaches **3 points** (Bitcoins). For the first game select one to be the dealer, afterwards the winner of the previous game becomes the dealer. Each game starts with an empty board (players take back their markers) and repeat the set-up from step 2. The winner receives 1 point (Bitcoin).

THE BIG VIRUS MARKER

One of the 10 virus markers is bigger than the rest. This is used the same way as the other markers – it can be placed, it can be captured, used for spying. The only difference is at scoring: if it was part of the „winning three” and it wasn't placed last, the player receives an extra point (as a success fee).



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