

HACKER

How to play

Each player plays the part of a gifted computer nerd, who uses his skills to siphon bank accounts across the world and get rich quick.

One hiccup: you're not alone! The money that you manage to gather is kept on your numerous bank accounts, vulnerable to the attacks of other hackers at least as good as you are.

Will you be wily enough to save yourself from enemy viruses and stealthy enough to keep yours hidden?

Number of Players: 3 to 7
Average Game Time: ~20 minutes
Age: From 9 years and up

In this box

The Hacker box set is made up of 55 playing cards and 42 bank notes.

The 42 notes are worth 1, 2 or 3.

Each player is dealt the following cards of his chosen color (red, blue, green, yellow, brown, pink and violet, which is only used with 7 players):

- 4 Virus cards (for 5 or 6 players) or 3 Virus cards (for 3, 4 or 7 players)
- 1 Hacker card
- 3 Bank Account cards

The Aim of the Game

The player with the most money at the end of the 4th turn wins.

Setup

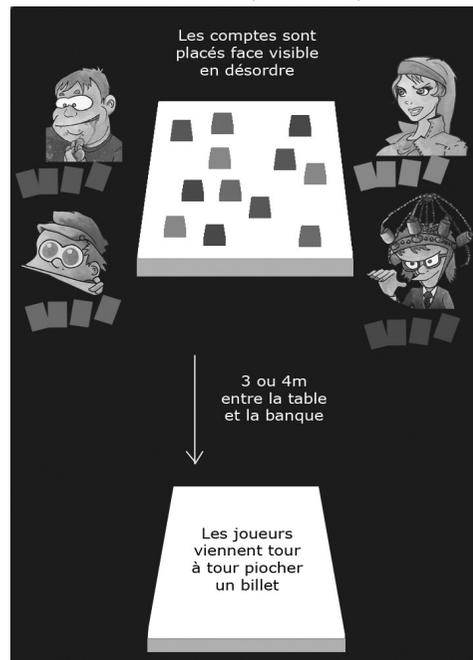
- Each player is dealt a hand of cards of a same color made up of 4 Viruses, (3 if there are 3, 4 or 7 players), 1 Hacker, 3 Bank Accounts. Any unused cards are returned to the box.

- Each player places in front of him his Hacker card.

- Shuffle the Bank Account cards and then lay them out face-up on the table in random order. Only restrictions: They must be accessible to all and not be covered by another Bank Account card.

- Shuffle the Notes, and deal two to each player who must immediately divide them up amongst their Bank Accounts (see Crediting an Account).

- Any remaining notes are placed in a stack on the Bank (See Bank).



The Bank

Every turn, players hack the Bank. The Bank is not on the playing table: depending on where you are playing, the Bank can be another table; a chair; a desk; the floor... The Bank must be visible to every player, and the notes are placed on it. The Bank is generally 3 or 4 meters away – the further the table, the more intense the game will be.

Crediting an Account

When a player receives one or more notes, he cannot keep them, he must credit one of his accounts. The bills are placed under one or more of his Bank Account cards (which may or may not be under viral attack). Once under a Bank Account card, the bills can be inspected only by the Account's owner.

A Turn of Play

On the first turn, the player to go first is picked at random.

On every subsequent turn, the player left of the player to have started on the previous turn goes first.

A turn of play breaks down into two phases:

- **Hacking and Infection**

- **Protection**

Hacking

Clockwise from the first player, each player in turn heads over to hack the Bank. While a player is hacking the Bank, other players must remain at the table.

Once at the bank, a hacker helps himself to the first note from the stack and then returns to his seat.

A player is well within his right to head to the Bank walking backwards, it's actually recommended. The other players are not allowed to hide the table from him. Once he has returned, another player may go hack the Bank.

Infection

During the whole of the hacking phase, players can infect enemy accounts with the viruses they have in hand. To do that, a hacker must place his virus face down on an opponent's Bank Account. The aim is to place one's viruses without the others noticing. A player can hack another player gone to hack the bank or a player around the table who isn't paying attention. There is no limit to the number of viruses infecting a single account (they can have been put there by multiple players). Once a virus has been placed, it cannot be moved or returned to its owner's hand.

Protection

As of the point when the final player has returned to the table, you can no longer infect any Bank Accounts. Any remaining viruses cannot be used.

The protection phase is always played clockwise from the first player.

If none of that player's Bank Accounts have been attacked, he has no need to defend himself and the play moves on to the next player. Otherwise, he chooses the order in which his accounts under attack are protected. Your computer is equipped with anti-viral software that has a chance to rid you of an attacking virus. For each virus on your account, you must designate a player. If the virus belongs to the designated player, you have foiled the attack and the virus is discarded.

If on the other hand, you are mistaken, the virus' owner can steal a bill at random from your account. If there are no bills available, remaining viruses are discarded and will be returned to their owners at the end of the turn. Players who've managed to plunder an account will then have to immediately credit their own accounts before the play can proceed. The turn is over when all players have protected themselves. All discarded viruses are returned to their owners' hand and the next turn can begin.

Winning the Game

The game ends at the end of the fourth turn: players collect the notes they've accumulated in their respective accounts. A player's score is equal to the sum of his winnings. The richest player wins.

Optional Rules

Hacking Blind (Brute Force Hacking)

For the fourth and final turn, flip all the Bank Account cards so that they are face down whilst leaving them in place. It will then be a lot harder to remember whose account is whose.

Do not let your Bank Accounts out of your sight: if you lose a note under the wrong account, too bad!

Crypto!

Some notes allow the protection of the Bank Account they're in according to their value:

- 1-Notes: Every one of these notes allows the player to provide the appropriate account with one point of encryption (Notes with a closed padlock).
- 2-Notes: No modifiers.
- 3-Notes: Each note of this type cancels one point of encryption (note with an open padlock).

During the protection phase, for each encryption point on the account, a virus is discarded from that account starting from the top of the pile. Any remaining viruses are treated normally.

F.A.Q.

Can I place two viruses at the same time on the same Bank Account?

No, but it is possible to:

- Place viruses one after the other (placing one at a time) on the same account.
- Place two viruses at the same time on two different accounts (with one virus in each hand).

What do I do if I've credited the wrong account?

Tough luck! it's part of the game and happens quite frequently, especially with the « Hacking Blind » variant.

I attacked my own account, what do I do?

Not to worry, it has no effect – you've only passed on the opportunity to attack an opponent's account with that virus.

Is there a way to keep other players from telling how many of my viruses were revealed during protection?

Of course: the easiest way would be to hide your revealed Virus cards under your Hacker card.

Notes de la traduction:

- La traduction à été faite en gardant les mêmes termes au long du texte: « Billet » devient « Note »
« Compte » devient « Bank Account »

- « Brouillage Magnétique » a été remplacé avec « Piratage a l'aveuglette ». Si c'est insatisfaisant, la traduction littérale est « Magnetic Scrambling ».

Les sous-titres de l'illustration (de haut en bas):

- « Spread the account cards at random facing up »
- « 3 or 4 meters between the play and the Bank »
- « Players take turns taking a note from the stack »

Mise en page répliquée approximativement pour donner une idée du travail d'ajustement nécessaire due au changement de la longueur du texte.

Traduction: Gavin Calder.