HACKIT!

RULES OF THE GAME
(Version 1.4)

Information is power.
HACKIT! is a card and dice game in which you are a hacker. Your job is to explore information systems to steal data. Your weapons are programs that allow you to face the defenses set up in the system.

Required Materiel
HACKIT! is a free *Print & Play game*. To play it you only need the rules you are reading right now and the following material:
- ✓ Eight 6-sided dice (D6)
- ✓ A standard deck of cards (Poker type)
- ✓ The game area printed on two A4 sheets

Game overview
The data you are trying to steal are the cards of certain values: Aces, Jacks, Queens and Kings. They are protected by the other cards in the deck, with values from 2 to 10, called Firewalls.

During a game you will use resources (dice) to perform actions and use programs called Scripts to pass Firewalls.
Two dice allow you to track the evolution of your Hack level and System Alert level.

If you manage to steal four different types of data, you win the game. But if you lose all your resources or if System Alert exceeds the maximum level, your mission is a failure.

Hacker
You are defined by your HACK LEVEL, represented by a die. You start the game on level 1. Some actions and effects during the game change this level, but it can never be higher than 6.

If your Hack Level falls below 1, it means that the System has burned your brain. You lose the game immediately!
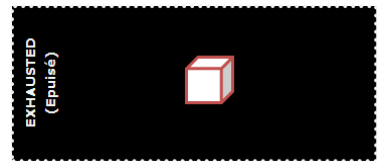
The Hack Level also determines the number of cards you can scan and the number of Scripts you can use during a hacking.
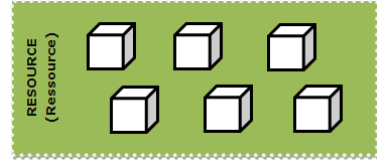
RESSOURCES are represented by six dice. They allow you to perform Actions and also serve as tools (Scripts) used against System defenses.
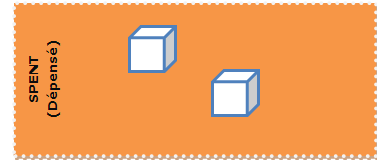
When a Resource is used it is **spent** (placed in this area), becoming unusable until the beginning of the next turn.

You can also **exhaust** a Resource. It is moved to the "Exhausted" area and remains unusable until you perform a specific action ("Stock") to recover it.

If all your Resources are exhausted at the beginning of a turn, you lose the game!

A Resource can be used to perform an ACTION or generate a SCRIPT.

Used as an ACTION, a Resource can simply be **spent**. A D6 is moved from the "Resource" field to "Spent" to achieve the effect.

Each you can do the following five actions by using Resources.

- Update: Activate 1 Resource to increase Hack Level by +1, if successful.

- Reset: Activate 1 Resource to decrease System Alert by -1, if successful.

- Stock: Spend 1 Resource and discard 1 Stolen Data to move 1 Resource from "Exhausted" to "Resource" area.

- Scan: Spend 1 Resource to unveil cards on System Deck.

- Check: Spend 1 Resource to move 1 discarded Firewall to your Keys area.

Some actions require you to **activate** a Resource. In this case, the D6 must be rolled. The result is compared to the required level depending on the action performed, to decide its success or failure (see *Game Turn*). The D6 is then placed in the "Spent" zone, regardless of the outcome of the action.

A Resource can be used to create SCRIPTS. A Script is a program that you use against a Firewall. Without Script you are at the mercy of the firewall defense routines.
When you hack, the first step is to generate one or more Scripts from the available Resources.

You can use one Script per Hack Level for each hacking attempt, up to a maximum of five normal Scripts and one Special. The number of Scripts available depends of course on the number of Resources available (unspent and unused).

To generate a Script, you must roll a D6 and then store it with the result in a numbered Script location.

SCRIPTS

| | | Script 3 | Script 4 | Script 5 | Special |
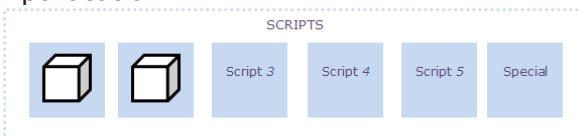
E.g.: At Hack Level 2 you can use a maximum of two Scripts, even if three Resources are available.

There are two types of Scripts.

| Script 1 | Script 2 | Script 3 | Script 4 | Script 5 |

The normal is used to break a routine. Its D6 score represents its Strength. Depending on the Firewall encountered, Script Force must be less than, equal to or greater than the Power of the routine. To activate a generated Script, you move it from its location directly on the Firewall card.

You can enable multiple Scripts and add their Strength to break a routine, but you cannot break multiple routines with a single Script enabled.

Special

The Special Script is limited to one copy. Its D6 score represents its Energy.
You can spend 1 point of energy to add or remove 1 Force point to an enabled Script. You can also spend 1 point of energy to prevent 1 point of damage (the damage you suffer decreases your Hack Level).

Warning!
As soon as a Script has a Force or Energy of less than 1 or more than 6, it is immediately discarded. A discarded Script is placed in the "Spent" zone.

Stolen Data

(Données volées)
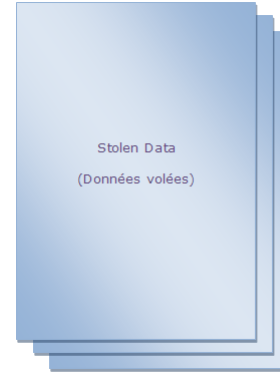
Keys are obtained from discarded Firewalls (*Check* action) or breaking a Firewall's routine (see *Game Turn*).

Keys are stored in the "Keys" area. They are used during hacking when approaching a Data. To steal Data you must destroy a Key with the same Sign (see "Hacking - Detailed Sequence").

When you steal a Data, it is moved from the System deck to the "**Stolen Data**" area.
Stolen data is kept until the end of the game, except if an effect makes you discard or destroy a Stolen Data.

As soon as you have four different types (Ace, Jack, Queen and King) in this area, you have won the game.
On the contrary, if a type of Data is no longer available because all four cards have been destroyed (removed from the game), the game is lost immediately.

System

Your opponent is the System, the virtual space where the data you steal is hosted.

The System consists of four elements: the System Alert level, Data, Firewalls and Keys.

SYSTEM ALERT
Level representing the state of vigilance of the System, represented by a die. At Level 1 at the beginning of the game, it increases or decreases during the game. It cannot be less than 1.

If the System Alert Level exceeds 6, you immediately lose the game!
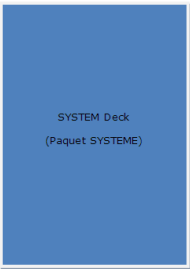
SYSTEM DECK
Data, Firewalls and Keys are represented by the 52 cards in the System deck. This deck is shuffled at the beginning of the game and you reveal its cards during the game.
If the deck is empty when you must draw a card, you immediately lose the game!

The DATA are represented by the Ace, Jack, Queen and King cards, for a total of sixteen. Your objective is to steal the hosted Data from the System by trying to hack into it.
The Value of the Data card (Ace, Jack, Queen or King) determines its type.
If you steal one data of each type, you immediately win the game!
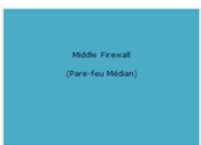
To steal Data you must have a Hack Level equal to or greater than System Alert Level.
In addition, you must use a Key to unlock the access. This is detailed in the hacking sequence.
If these two conditions are not met, the hacking fails even if you have approached the Data.
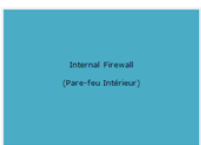
FIREWALLS are protection programs, represented by the cards of value 2 to 10, for a total of 36 cards.

They are placed on three slots (External then Middle then Internal) to protect the Data revealed on the System deck.

Each slot contains only one Firewall.

Each Firewall contains a defense routine designed to inflict a harmful effect on you (stop hacking, damage, resources manipulation, etc.).
When you hack you encounter each Firewall present in front of the Unveiled Data, from the outside to the inside.

If you break a routine using your Scripts, Firewall is discarded. If you cannot or do not want to break the routine, you immediately suffer its effect (see page 4 for a detailed description of the effects of the routines).
A Firewall is defined by its category (card sign: Heart, Spade, etc.) and its Power (card value, from 2 to 10).
The combination of category and power defines the firewall routine (see detail on page 4).
E.g.: a Spade of Nine is a "Tracker" category and has a Power of 9. Its routine is "Wipe".

The Power of a Firewall identifies its Class, modifying Script Force required to break routine:

- Power 4 or less: "Inferior" class.
  Break routine with a total Force Level strictly inferior to its Power.

  2/3/4

  E.g.: A routine of Power 2 must be broken by a Script of Force 1.

- Power 5, 6 or 7 : " Equal" class.
  Break routine with a total Force Level equal to its Power.

  5/6/7

  E.g.: A routine of Power 6 must be broken by a Script of Force 6 or Scripts with combined Forces equal to 6.

- Power 8 or more: "Superior" class.
  Break routine with a total Force Level strictly superior to its Power.

  8/9/10

  E.g.: A routine of Power 9 must be broken by Scripts with combined Forces of 10 or more.

List of Firewalls and Routines effects

Four types of Firewalls:
- VIRUS: Algorithms affecting the functioning of other programs or the target.

- GATE: Programs that stop target's connection by changing state of the System.

- SENTINEL: Applications that directly damage target and its tools.

- TRACER: Analysis codes allowing the identification of target for countermeasures.

Category	Class	Routine	Effect
VIRUS (Hearts) Power 2/3/4	*Inferior*	SHOCK	Take *X* damage (*X* is the number of Firewalls).
VIRUS (Hearts) Power 5/6/7	*Equal*	ENCRYPT	Reroll D6 of unused Scripts, except the Special Script, and place odd results in the "Spent" area.
VIRUS (Hearts) Power 8/9/10	*Superior*	CLONE	Next Firewall is encountered twice (must be broken twice). If there is no next Firewall, stop hacking.
GATE (Diamonds) Power 2/3/4	*Inferior*	NUKE	Reset your Hack Level and System Alert to 1, destroy all your Stolen Data and stop hacking.
GATE (Diamonds) Power 5/6/7	*Equal*	BLINK	Place Unveiled Data under System deck, face down, and stop hacking.
GATE (Diamonds) Power 8/9/10	*Superior*	DEFCON	System Alert +*X* (*X* is the number of Firewalls), place unused Resources in "Exhausted" area and stop hacking.
SENTINEL (Clubs) Power 2/3/4	*Inferior*	BUG	Take 1 damage and flip D6 of unused Scripts (6 becomes 1, 5 becomes 2, 4 becomes 3, etc.).
SENTINEL (Clubs) Power 5/6/7	*Equal*	BLITZ	Take 1 damage, put unveiled Data face down and move all unused Scripts to "Spent" area.
SENTINEL (Clubs) Power 8/9/10	*Superior*	FRAG	Take 1 damage and destroy a Resource of your choice (*this D6 is unusable for the whole game*).
TRACER (Spades) Power 2/3/4	*Inferior*	TAG	Discard 1 Key and move all Resources from "Spent" to "Exhausted" area.
TRACER (Spades) Power 5/6/7	*Equal*	SIPHON	Discard 1 Key and destroy a stolen Data. If you have no stolen Data, stop hacking.
TRACER (Spades) Power 8/9/10	*Superior*	WIPE	Discard 1 Key and 1 card on System deck (*Data is destroyed*). Skip Phase 4 (*Recovery*) for this turn.

FAQ about Routines

Each point of damage reduces your HACK Level by 1 (*Reminder: you lose the game if your Hack Level is under 1*).
Destroying an item means removing it from game, a DATA discarded is always destroyed.

Effect of a routine applies in the order indicated by text. For example, BUG first inflicts damage on you AND THEN flip Scripts. If you are killed by damage, you don't have to continue!
A non-applicable effect of a routine is simply ignored (e.g.: discarding a Key when you do not have one) but the rest of the effect still applies.
Some effects may be useful for you. For example, NUKE resets System Alert to 1, BUG or ENCRYPT modify your Scripts Force.
Effects modifying your Hack Level (SHOCK, NUKE, BUG, BLITZ, FRAG) do not change the number of scripts you use for your <u>current</u> hacking.

ENCRYPT: Even results are still considered as available Scripts.

CLONE: Consider the next Firewall as two separate identical Firewalls, to be passed successively. You can choose not to break one firewall's routine but to break the other. In this case the Firewall will be considered as broken once both versions are encountered.

FRAG: You can choose any Resource in play, whether it is available, spent or exhausted.

WIPE: A discarded Data is immediately destroyed, a Firewall is discarded.

Setting up a game

1) Place the two printed game area sheets in front of you on the table.
2) Shuffle the 52-card deck and place it face down in "System deck" slot.
3) Draw 1 card from the deck until you get a Firewall and place it in the External slot. All other drawn cards are shuffled back in the deck.
4) Put "System Alert" D6 in its place on the playing area, on number 1.
5) Put "Level Hack" D6 in its place on the playing area, on number 1.
6) Place six "Resource" D6 in the "Resources" area.

GAME TURN

Phase 1: ACTIONS
You can perform the following Actions, <u>as many times as you want</u>, spending Resources:

- Update: Activate 1 Resource to increase Hack Level by +1, if successful.
  Success if Update result is higher than current Hack Level.
  E.g.: if Hack Level is 3, success if Update is 4 or more.

- Reset: Activate 1 Resource to decrease System Alert by -1, if successful.
  Success if Reset result is lower than current System Alert.
  E.g.: If System Alert is 4, success if Reset is 3 or less.

- Stock: Spend 1 Resource and discard 1 Key to move 1 Resource from "Exhausted" to "Resource" area.

- Check: Spend 1 Resource to move a discarded Firewall of your choice in the Keys area.

- Scan: If a Data is already unveiled on System Deck, shuffle it back in the deck.
  Spend 1 Resource to unveil *X* cards on System Deck (*X* is your current Hack Level).
  For each card revealed, perform the action indicated according to its type:
    - If it is a **Firewall**, place it face up in the most distant <u>available</u> location of the System Deck (External then Middle then Internal). If all slots are occupied, discard Internal Firewall, shift one position towards Internal remaining Firewalls and then place new the Firewall in External slot.
    - If it is a **Data**, stop Scan immediately even if you have not revealed *X* cards. Unveiled Data card remains face up on the top of the System Deck.

Phase 2: HACKING
This phase is optional. You can perform hacking (see detailed sequence of Hacking). Only one hacking attempt can be done per turn.

Phase 3: SYSTEM UPDATE
If you stole Data during this turn, <u>skip this phase</u>.
Perform following actions in order:
    - Increase System Alert by +1 (*Reminder: If the System Alert Level exceeds 6, you immediately lose the game*).
    - Destroy the first card on System deck (whether it is face down or face up, put it out of play, face up).

Phase 4: RECOVERY
Move all D6 from "Spent" area to "Resource" area.

End of turn.

Hacking: detailed sequence

Once a hack is initiated, you must complete it entirely by following the following steps in order.

Step 1: Scripts Generation
You can generate a number of Scripts less than or equal to your current Hack Level. To generate a Script, use a D6 from the "Resource" area, roll it and put it in a free Script slot.
Note: The Special Script must be generated separately from normal Scripts because you cannot decide on the type of Script after seeing the result of D6 roll.

Step 2: System Approach
You are approaching Firewall located in the most external slot that has not yet been approached during current hacking.
If all Firewalls have been approached or if no Firewalls are present, proceed to step 4.

Step 3: Firewall encounter
Follow points in the order indicated:

a) *Activate*: To use a Script, move it on the Firewall. You can move as many available Scripts as you want, including none. A Script associated with a Firewall is Active.
The Special Script must be used at this time, if you wish, on an activated Script to modify its Force.

b) *Break routine*: Resolve break attempt by comparing total Force of activated Script(s) and Power of Firewall encountered. If routine is broken, go to "c" (success).
If routine is not broken (Inadequate Force or no script used), go to "d" (failure).

c) *Successful break*: This Firewall is taken as a Key. All activated scripts are moved to "Spent" zone.
Go to point "e".

d) *Failed break*: All Activated Scripts return to a Script slot and are again considered unused. You are then affected by the Firewall routine (see table).
If you are damaged, the Special Script must be used at this time, if you wish.
If an effect stops hacking, hacking is a failure and you go to step 5. Otherwise go to point "e".

e) *End of encounter*: If all Firewalls have been approached, go to step 4. Otherwise go to step 2.

Step 4: Data Approach
If a Data is present you must steal it. To do this, two conditions must be met:
- your Hack Level must be greater than or equal to System Alert Level.
- you must destroy a Key with the same Sign as the Data Sign.

If both conditions are met, hacking is considered a success. Move the Data to the "Stolen Data" area.
If no Data is present or if one or more conditions are not met, hacking is considered a failure.

Step 5: end of hacking
If hacking is successful, keep all unused Scripts in their slot and continue turn.
If hacking fails, move all unused Scripts to "Exhausted" area and continue turn.

Glossary

Actions: They can be performed at Phase 1, in any order you choose. Each Action can be done several times per turn.

Activate: To activate a resource as part of an action, roll a D6 and compare result to the required level. To activate a generated script, move it to targeted Firewall.

Category: Determined by the Firewall map sign. Heart = Virus, Diamond = Gate, Club = Sentinel, Spade = Tracer.

Break: Attempt to disable a routine, resulting in destruction of the Firewall in case of success. In case of failure, effects of the routine apply.

Class: Determined by the Power of a Firewall. Inferior Class from 2 to 4, equal from 5 to 7, Superior from 8 to 10. Force required to break a routine is modified according to Class.

Key: Card located in "Keys" area and used to steal an unveiled Data.

D6: Six-sided die representing a Resource or Level.

Discard: Discarded cards are face up and can be viewed at any time.

Damage: Each damage point causes you to lose 1 Hack Level. One point of Energy from the Special Script allows you to prevent 1 damage.

Spent: A Spent Resource is placed in this area until the end of the turn as a result of an action, an effect or use of a script.

Destroyed / Discarded: A destroyed card is placed out of game, face up. A discarded Script goes to "Spent" area, a discarded card goes to the discard area.

Energy: Result of D6 of the Special Script. Energy is used to increase or decrease Force of a Script or to prevent damage.

Sign: Type of card (Heart, Diamond, Club or Spade).

Exhausted: An exhausted Resource is placed in this area and remains there until the end of the game. The "Stock" action allows you to retrieve an exhausted resource.

Force: Measurement of the complexity of a Script. Compared to the Power of a routine during hacking.

Generate (Script): During hacking, the action of rolling a D6 from a Resource and putting it in a slot. The result is the Force or Energy of the Script.

Out of play: Destroyed items or effect of the "Frag" routine making a resource permanently unusable until the end of the game.

System Alert Level: Can be increased or decreased by game actions and effects. System Alert can never be less than 1 and as soon as it is greater than 6 you immediately lose the game.

Hack Level: Can be increased or decreased by actions and game effects. Determines number of cards you can scan and number of Scripts you can generate. Determines if you can steal Data. The Hack Level can never be higher than 6. As soon as it is less than 1 you immediately lose the game.

Firewall: A firewall is identified by its Power and Class (Value) and Category (Sign). Combination of the three elements determines its routine.

Power: Measurement of the efficiency of a routine. Compared to the Force of a Script during hacking.

Resource: Represents the assets at your disposal, in the form of six six-sided dice.

Routine (Firewall): Negative effects that apply during hacking. A non-applicable effect of a routine is ignored (*e. g. discarding a Key when you do not have one*) but the rest of the effect applies.

Script: You cannot generate more Scripts than your current Hack Level, with a maximum of 5 normal and 1 Special. A Script whose Force or Energy is less than 1 or greater than 6 is immediately discarded.

System (Deck): 52 cards containing Data and Firewall/Key (some game effects change Firewalls to Keys). If deck is empty when you must unveil or draw a card, you lose the game.

Value: Number or figure of a card.

Stealing Data: There are four different types of Data: Ace, Jack, Queen and King. You win the game as soon as the "Stolen Data" area contains at least one type of each.

Play area

HACKIT! (up)

System Deck

SYSTEM Deck
(Paquet SYSTEME)

Discard
(Défausse)

Discard

Internal Firewall

Resource Zone

RESOURCE
(Ressource)

Firewalls

Spent Zone

SPENT
(Dépense)

Stolen Data
(Données volées)

Stolen Data & Keys

Exhausted Zone

EXHAUSTED
(Épuisé)

(Pare-feu Extérieur)

System Alert

System Alert
Alerte Système

SCRIPTS

Script 1   Script 2   Script 3   Script 4   Script 5   Special

Hack Level
Niveau Hack

Hack Level

Scripts generated

HACKIT! (v 1.1)

Summary of a Hacking sequence

No Firewalls

Step 1	Step 2	Step 3	Step 4	Step 5
Scripts generation	**System Approach**	**Firewall encounter**	**Data Approach**	**End of Hacking**
Generate a number of Scripts less than or equal to your Hack Level.	Approach Exterior Firewall that has not yet been approached during current hacking.	a) Scripts *Activation*. b) *Routine breaking*. c) *Successful* or d) *Failed*. e) End of encounter.	Steal Data if Hack Level > or = to System Alert & discard 1 Key (same Sign). Otherwise, hacking failed.	Success: Keep unused Scripts or Failure: Unused Scripts are "Exhausted".

Effect stopping hacking (failure)