The Hackers Guild

Designed by Raymond Northcott

2 – 4 Players | 60 – 90 Minutes | Ages 14+

INTRODUCTION

Do you have what it takes to accomplish the impossible?

The year is 2120 and the world's population is still trying to overcome the devastation of the worldwide market crash of 2117. Numerous studies have revealed that government corruption and lack of unity among international leaders were leading causes of the crash. As a result, a group of world leaders are now pushing for a single, worldwide government. Monolith Global Inc., an expert in cybernetics, has suggested that the government be run by robots, claiming that "It's not possible for a robot to become corrupt. As a result, they will always make the best decisions for the fate of mankind."

However, a small number of people see this for what it really is — an attempt to enslave mankind. Known as the Hackers Guild, these ragtag freedom fighters are branded as criminals and are living as fugitives from the law.

All reasonable attempts to convince the powers-that-be that they are making a huge mistake have failed. The only option remaining appears to be the destruction of the program from the inside out. However, hacking the company's network is said to be impossible. Despite this, more and more of the common people are joining in the cause. Time is running out for the guild as they strive to perform the impossible by hacking Monolith Global Inc., destroying their robots, and saving humanity from slavery.

The fate of humanity is in your hands — don't let us down.

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- 1 game board
- 6 hacker mats
- 1 Guild Supply Stores mat
- 1 Network Administrator mat
- 1 Continent Bonuses mat
- 30 Event cards
- 27 Target cards
    - 9 Level 1 Targets
    - 9 Level 2 Targets
    - 9 Level 3 Targets
- 25 Hacking Tools cards
- 10 Digital Asset cards
- 4 The Hackers Guild Icon Guide cards
- 48 Firewall Defence cards
- 8 Hack Modifier cards
- 32 custom six-sided dice
    - 8 green dice
    - 8 yellow dice

    - 8 red dice
    - 8 blue dice
- 1 Insider Payoff Die
- 24 Server tokens
    - 6 Hacker tokens
    - 6 Malware tokens
    - 6 Public Awareness tokens
    - 6 Credit tokens
- 24 credit tokens
    - 100 credits (10 tokens)
    - 250 credits (7 tokens)
    - 500 credits (7 tokens)
- 1 Hacker Hideout token
- 5 choose die result (CDR) tokens
- 5 reroll tokens
- 9 Wild Dice tokens
- 20 Native Hacking Symbol tokens
    - Native Hacker (5 tokens)
    - Native Malware (5 tokens)
    - Native Wild Public Awareness (5 tokens)
    - Native Credit (5 tokens)
- 8 Additional Dice Tokens
    - 4 Green Blue dice
    - 4 Red Yellow dice
- 1 red Hacker meeple
- 1 black Network Administrator meeple
- 1 black tracker cube
- 1 rulebook

SETUP

1. Place the game board in the center of the playing area.

2. Each hacker selects a character, collects the corresponding hacker mat, and collects their starting dice as specified on the hacker mat. The Fortune Teller also takes a choose die result token , the Gambler takes a reroll token , and the Charismatic Leader takes a wild die token . For your first handful of games, it is suggested that you choose either the Gambler or the Fortune Teller, the Computer Geek or the Travelling Salesman, the Charismatic Leader, and the Trust Fund Baby.

3. Give each hacker a The Hackers Guild Icon Guide card to place in front of them.

4. Place credit tokens equaling 500 credits somewhere easily accessible by all of the players to form the guild's starting pot of common funds. Put the rest of the credit tokens next to the board to form the bank.

5. Choose which level of difficulty you are going to play at (see *Appendix A – Adjusting the Difficulty* on page 25) and place the Network Administrator, Continent Bonuses, and Guild Supply Stores mats next to the game board with the side for the chosen difficulty face up.

6. Place the black tracking cube on level 0 of the Hacker's Trace track on the Network Administrator's player mat.

7. Place the Insider Payoff die with the '1' face up on the top left hand corner of the Network Administrator's player mat.

8. Shuffle the Event, Hacking Tool, and Firewall Defence decks and place them face down on the table, leaving space next to each for a discard pile.

9. Flip over the top four Hacking Tool cards, placing them side by side next to the draw pile to form the Hacking Tool market.

10. Separate the Target cards into the 3 difficulties, creating a pile for each and shuffling them once you are done. Place a pile of level 1 (green) Targets equal to the number of players, a pile of level 2 (yellow back) Targets equal to the number of players + 1, and a pile of all of the level 3 (red back) Targets face down next to the game board, ensuring to leave enough space next to each pile for a discard pile. Place any unused Target cards back into the box.

11. Shuffle the Digital Asset cards, and place one face down on each of the 6 matching spaces on the game board, putting the remaining Digital Asset cards back into the box.

12. Place the Server Tokens green server side up in the game lid to form a pool of server tokens. Mix the tokens up and place one token green side up on the six starting cities:

    - Winnipeg, Canada
    - Rio de Janeiro, Brazil
    - Helsinki, Finland
    - Moscow, Russia
    - Antananarivo, Madagascar

- Sydney, Australia

The starting cities can be easily identified by the green city dots on the board. Place one token red side up on each of the remaining 18 cities on the board.

13. Reveal the top Event card and replace the server token in that city with the Hacker Hideout token, and then place this Event card back into the box. For a more strategic placement of the Guild's hideout, flip over an additional green server and replace one of the green servers with the hideout token.

14. Continue to reveal Event cards one at a time, flipping the server token at the specified city to the green side, until you have 10 green servers on the board. Ignore any Maintaining Status Quo, Monolith Global Installs a Honeypot, any cards that would give the Hackers full control of a continent, and any cards for the 6 starting cities.

15. Once the correct number of green servers has been revealed, shuffle the revealed Event cards back into the Events deck draw pile.

16. Collect the remaining dice and tokens, and separate them into piles next to the game board that are all within easy reach of all players.

OBJECTIVE

The Hackers Guild is a fully cooperative game during which the players take on the role of members of the Hackers Guild. Their objective is to destroy Monolith Global before they can install their machines into the new world-wide government, preventing them from successfully enslaving mankind. This will be accomplished by successfully completing a hack on Monolith Global headquarters located in Boston before the Network Administrator is able to track down the hacker's hideout and have the hackers arrested.

Opposing the hackers is the Network Administrator AI, whose only objective is to find the hacker's hideout and send the authorities to arrest them. This is accomplished by moving the black tracking cube to level 8 on the Hacker's Trace scale, located on the Network Administrator's player mat.

GAMEPLAY

Each round of the game has four phases:

1. Resolve a New Event
2. Purchase Supplies from the Guild's Supply Stores
3. Complete a Hack Attempt
4. Cleanup

PHASE 1 - RESOLVE A NEW EVENT (Skip during first round of play)

Throughout the duration of the game, the hackers are going to try and keep as many cities as they can free from the influence of the corporation. Each round starts with drawing and resolving the top card of the Events deck, which will most likely result in the corporation infiltrating another of the world's cities. This is shown by flipping the server token located at the specified city so that the red side is face up.

Example A

Sherif, Yolanda, John, and Sarah are starting the 2nd round of their game of The Hackers Guild. At the start of the round, the game board state is shown in Figure 1. Drawing the top card of the Events deck reveals the Monolith Global Sponsors German National Fooseball Team event which causes Berlin to flip over to the red side, as shown in Figure 2.

Figure 1 – Round 2 starting board state

Figure 2 – Board state after resolving event

If the red side of the server token for the specified city is already face up, then the next closest green server token is flipped. If two servers are equally close, then the players choose which server to flip.

Example B

The following round Sherif, Yolanda, John, and Sarah start with the board state shown in Figure 3. They then flip over the Monolith Global Recruits SpyNet Security event card which identifies Cairo as the city to be infiltrated. Since the server in Cairo is already red, the nearest green server needs to be flipped. Because Rome and Karachi are both one hop away, the hackers choose the server to be flipped and decide to flip over the server token in Rome, resulting in the board state shown in Figure 4.

Figure 3 – Round 3 starting board state

Figure 4 – Board state after resolving event

If the green server that is flipped is the final green server on a continent, an additional red server token is immediately placed on each server token on the continent. The Hacker's Trace track will increase by one for each continent in this state during the cleanup phase.

PHASE 2 – PURCHASE SUPPLIES FROM THE GUILD'S SUPPLY STORES

In order to help complete the attempted hacks, each player has the option to make one purchase from the Guild's Supply Stores. There are a number of different options available to the hackers:

- Reroll Token for 100 credits
- Choose Die Result (CDR) Token for 250 credits
- Level 1 Hacking Tool for 250 credits
- Level 2 Hacking Tool for 500 credits
- 5th Die for 1500 credits
- 6th Die for 2500 credits
- Payoff Guild Insider for 250x credits

REROLL TOKEN

Reroll tokens are one time use tokens that allow the hacker to reroll any dice that were just rolled. Players may only purchase one token at a time, but may end up with multiple tokens due to player powers or Target event text.

CHOOSE DIE RESULT (CDR) TOKEN

CDR tokens are one time use tokens that allow the hacker to change one die result to any other result. Players may only purchase one token at a time, but may end up with multiple tokens due to player powers or Target event text.

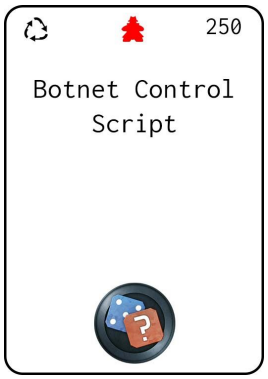
HACKING TOOLS

During the game, the hackers can purchase hacking tools from the face up hacking tool pool that are designed to make completing their hacks easier. These hacking tools can be used at any time during an active hack attempt. After purchasing a tool, the pool is replenished by drawing the top card from the Hacking Tools deck.

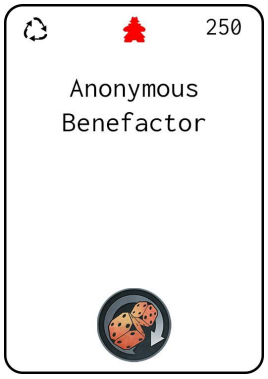
There are two types of hacking tools: level 1 tools that cost 250 credits, only apply to the owner of the tool, and are exhausted after use, and level 2 tools that cost 500 credits, will apply to all hackers, and are discarded after use.

Level 1 Tools

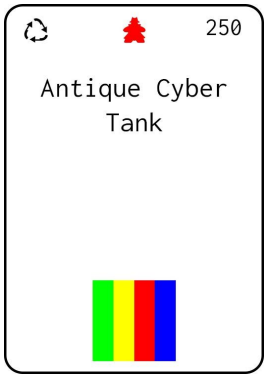
The Level 1 tools fall into three categories:



choose die result - tools that allow their owner to exhaust the tool in exchange for changing one die result from the current roll to any other result.



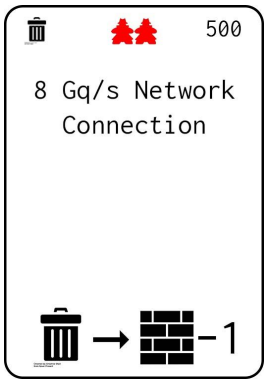
reroll dice - tools that allow their owner to exhaust the tool in exchange for re-rolling any number of dice from the current roll.



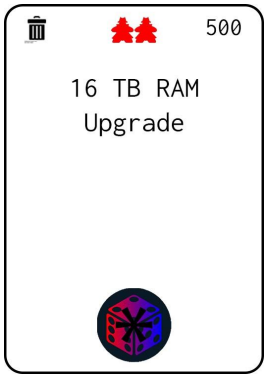
save dice – tools that allow their owner to save a die result from the current roll for use in a later roll of the current hack attempt, or in a future hack attempt by placing the die on the tool's card. Once the saved die is used in a hack, the tool becomes exhausted. In addition, dice saved in this manner can be reclaimed and re-rolled at any time, but once claimed the tool becomes exhausted.

Level 2 Tools

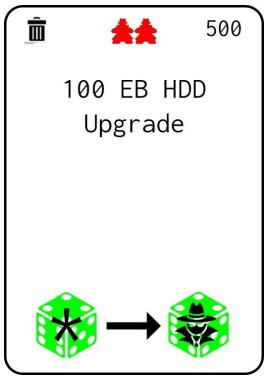
The level 2 tools fall into four categories:



firewall reduction – tools that allow the owner to discard the tool in exchange for removing one of the cards from one of the tracks prior to starting a hack attempt. These tools cannot be used during the final hack on Monolith Global's data centre.



wild die token – discard the tool in exchange for giving each player a wild die solely for their use.



native result selection – each colour of die focuses on one of the four hacking symbols. These symbols are known as their native result. These tools allow the owner to discard the tool in exchange for all hackers being able to change one die of the specified colour from a non-native result to a native result.

Wild hacking symbol token – allows the owner to discard the tool in exchange for providing all hackers with one of the specified tokens. These tokens can be used in lieu of dice results when completing hacking attempts. In order for the token to be played there must be a legal play for its use, the hacker must have already placed a die this roll, or the hacker must discard a die after playing the token. There is no penalty for discarding a die in this manner. The token may be kept until it is used.

5TH AND 6TH DICE

All hackers start the game with a pool of four dice available for performing hack attempts. These purchase options allow all hackers to add either a 5th die (1500 credits) or a 6th die (2500 credits) to their available dice pools. Each hacker will choose the colour of their new die, and will add an additional die token in the corresponding colour to their hacker's mat as a reminder of this addition.

PAYOFF GUILD INSIDER

At the end of each round, the tracking cube on the Hackers Trace scale moves up a level, bringing the Network Administrator AI one step closer to tracking down the hackers. The final purchase option allows the hackers to take advantage of their network of insiders within Monolith Global Inc by paying one of them to sabotage the Network Administrator's efforts in tracking down the hackers this turn, preventing the Hackers Trace track from increasing the level at the end of the current turn. The catch is that each time one of the insiders is payed off, the cost for the next time increases. To help track this, the value of the Insider Payoff die needs to be increased after each time this option is used. The cost of this option is 250x credits where x is the number of insiders paid off as indicated by the value of the Insider Payoff die.

PHASE 3 – COMPLETE A HACK ATTEMPT

The main action of your turn is going to be attempting a hack. There are three possible outcomes to any hack attempt: successfully completing the hack attempt, abandoning the hack attempt, or failing the hack attempt. Each hack has four main steps:

1. Choose a city and target to hack
2. Add Firewall cards to hacking grid
3. Populate your dice pool
4. Resolving the attempt by rolling your dice

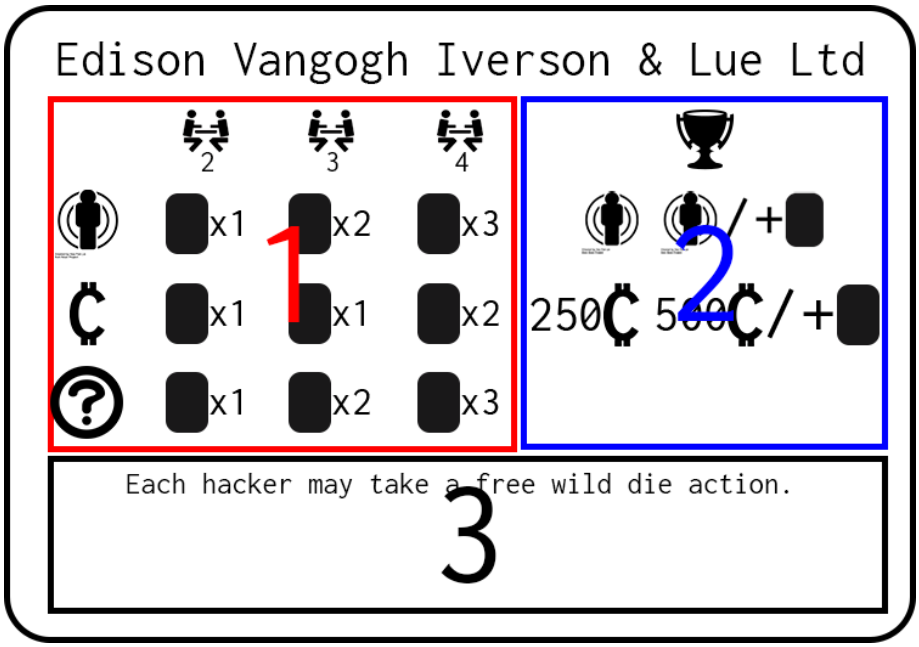
STEP 1 – CHOOSE A CITY AND TARGET TO HACK

The first step to your hack attempt will be choosing which city and target your will hack. You can choose any of the cities, including Boston, that have a red server icon on it. The hackers will then draw the top card off of the desired difficulty`s Targets deck.

STEP 2 - ADD FIREWALL CARDS TO HACKING GRID

At the bottom of the game board is a 6 x 3 grid called the hacking grid where the server firewall cards are placed during your hack attempt. The top row is known as the Hacker Presence Track and will always give you additional hacker presence as a reward for a successful hack. The middle row is known as the Credits Track and will always give you additional credits as a reward for a successful hack. The last row is known as the Cover Your Tracks Track, and is used to determine how well you covered up the evidence of your hack attempt.

The target card will tell you how to populate the grid, based on the difficulty of the target and the number of players, and the reward(s) collected for a successful hack. Here is how to read the target card:



1. Grid showing how to populate the hacking grid. You will find matching icons next the rows on the board. In this example for a two player game you would place one card in each row of the hacking grid.

2. This is the rewards section of the Target card. The first set of information is the reward for a successful hack of the specified track, and the second set is the reward for each additional card added to the row and successfully hacked.

3. Target specific event that changes the hack attempt in some fashion.

While populating the hacking grid, each track is filled with Firewall cards left to right, with the rows being filled top to bottom. Each Firewall card will have either one or two icons on it, and some of them will have a coloured background. The icons with a coloured background must be matched using a die of the indicated colour.

STEP 3 - POPULATE YOUR DICE POOL

Now that the hackers know which icons need to be rolled to complete your hack attempt, they can use their Wild Die tokens to adjust which dice they will be rolling for this hack attempt. Each Wild Die token is discarded to be able to temporarily exchange one of the hackers starting dice with another die of any colour. Dice exchanges are limited to the number of dice included in the game. Dice that are exchanged in this fashion will revert to their original colour after the hack attempt has been fully resolved.

STEP 4 – RESOLVING THE HACK BY ROLLING THE DICE

To actually complete the hack, the hackers will be rolling their dice and trying to match die results with the icons on the Firewall cards. There are four possible icons on the firewall cards. They are:

Malware

Credit

Public Awareness

Hacker

Each die will have 3 faces of one of the results and one face of each of the other 3. Each colour of dice will focus on a different symbol, and are known as the native die for that symbol. The native dice for each symbol are blue for malware, red for credit, yellow for public awareness, and green for hacker.

All hackers will be rolling simultaneously, and the hackers will be working together to complete the hack. You will use the following steps to complete your hack attempt:

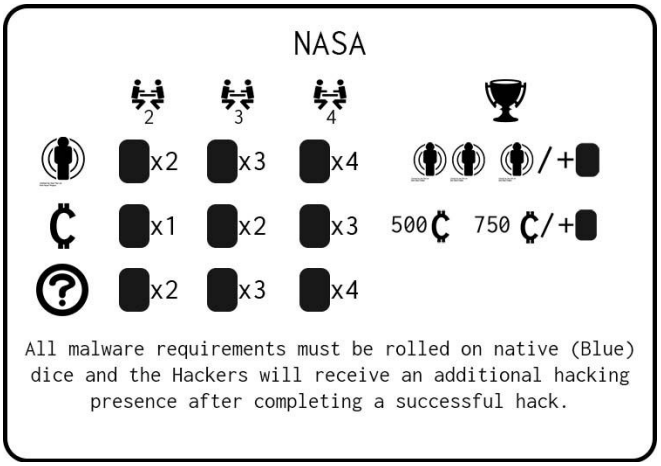
1. Place the Hacker and Network Administrator tokens next to the destination server and determine the shortest path between the hacker’s hideout and destination city. If there are two paths of equal length, the hackers will choose the path the Network Administrator will take.
2. Each player will roll all of the dice in their dice pool.
3. Once they have rolled, each player must commit one, and only one, die to completing the firewall cards by matching one of their die results to one of the icons on the firewall cards in any of the three tracks. Firewall cards must be completed from left to right, but the icons on the cards themselves can be matched in any order.
4. Generally, the hackers can ignore dice colour while matching icons on the Firewall cards. There are three possible exceptions to this rule:
    a. Each server will have an icon on its token that must be matched using a result on its native die.
    b. Some of the icons on the Firewall cards will have a coloured background. These icons will need to be matched using a result on its native die as well.
    c. Some of the target specific events will specify icons that need to be matched using a result on its native die.
5. If a player is unable to commit a die to completing the hack, they will need to discard one of their dice and the Network Administrator will move to the next closest green server towards the hacker's hideout. If a city has two or more green servers, then the Network Administrator will stop at each green server in that location. The discarded die is unavailable for the rest of the hack attempt, but will become available again after you have resolved the hack attempt.
6. If the Network Administrator ever reaches the hacker's hideout, the Hacker's Trace scale on the Network Administrator's player card will move up one level. The Network Administrator

token will then move back to the destination server, and the hackers will need to pay the penalty listed under the new level, if they are able to.

7. The players will continue to roll their dice, matching icons or discarding dice, until they have successfully completed the hack, abandoned the hack, or have run out of dice. A hack is considered successful once the final icon in either the Hacking Presence or Credit tracks has a die matched to it, and all hackers have resolved the current roll.
8. If the hackers complete one of the tracks with dice remaining, they have the option of either completing the other track, or they can add additional firewall cards, to a maximum of six, to the completed track. If they add additional cards, all additional cards need to be completed for the hack to be considered successful.
9. In order for the hackers to have successfully covered their tracks, they must have completed all the firewall cards in the Cover Your Tracks track.
10. If the hackers didn't successfully cover their tracks, the Network Administrator token will be moved one green server closer to the hacker's hideout for each icon not covered following the same rules as for the discarded dice.
11. If successful, the hackers will collect 250 credits in addition to any rewards outlined on the Target card.
12. The hackers will then use any collected hacker presence points to flip red servers over to their green sides, or to add additional server tokens to already green servers. The target of the hack will take one point per server token, and will be the first token(s) flipped. Any other points can be used to flip over the, or reduce the number of, server tokens in any of the cities on the target's continent, or any of the cities that are connected to the target server by adjacency lines. If there are no more legal red servers to flip, you can spend any remaining points adding additional green server tokens to an already green server.
13. If after spending all of your hacker presence points the hackers have complete control of a continent, they are able to reveal the Digital Asset next to the continent and receive a bonus as outlined on the Continent Bonuses mat. The effects of the revealed Digital Asset remain in effect for the remainder of the game.
14. Once the hack has been resolved, all of the Firewall cards that were used are placed in the Firewall discard pile. The Target card is also placed in its discard pile, and all of the hacker’s dice pools are returned to their starting state.

Example C

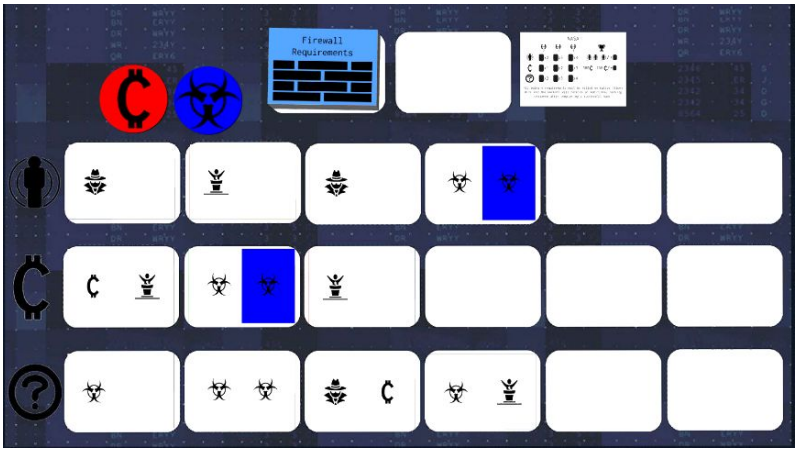
Looking over the current state of the gameboard, Sherif and the other hackers decide to attempt a level 2 hack on Delhi to try and flip over the servers at Delhi and Shanghai, which will completely liberate Asia. Flipping over the top card of the Level 2 (Yellow) Targets deck reveals Nasa as the target of this hack.



Reviewing the target card, the hackers take note of the hacker grid setup (four cards in the top row, 3 in the middle row, and 4 in the bottom row), as well as the event text that indicates that all malware requirements need to be rolled on native (Blue) dice, as well as that the hackers will receive an additional hacker’s presence after a successful hack. The hackers also note that the native server token indicates that all credit

requirements need to be rolled on native (Red) dice.

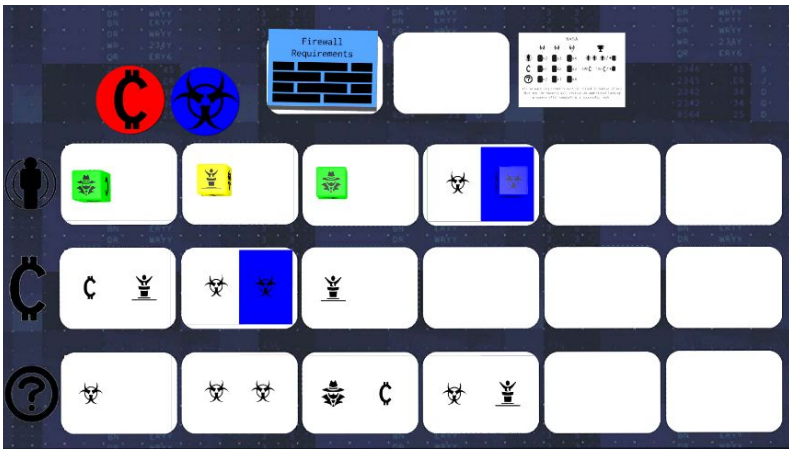
Sherif starts by populating the hacking grid, then places a red credit symbol token and a blue malware symbol token next to the board to remind the hackers which requirements need to be rolled on their native dice.



Now that the hacking grid has been set up, the hackers will start their hack attempt by rolling their dice, resulting in the following results:

Shariff – Red Credit, Red Credit, Green Malware, Blue Malware
Yolanda – Green Hacker, Blue Hacker, Red Credit, Yellow Malware
John – Blue Credit, Blue Malware, Green Malware, Yellow Public Awareness
Sarah – Green Hacker, Blue Malware, Red Malware, Yellow Malware

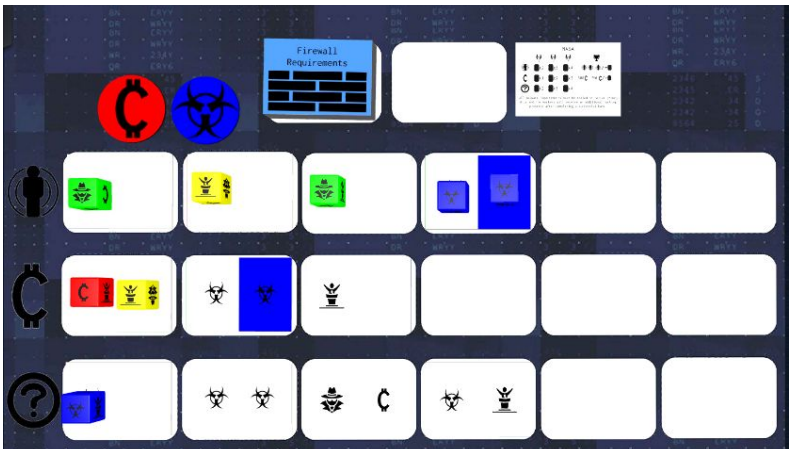
Yolanda starts off by placing her green hacker on the first hacker icon in the top row. John then plays his Yellow Public Awareness die on the top row, followed by Sarah playing her Green Hacker also on the top row. Shariff finishes up this roll by placing his blue Malware die on the blue malware square on the final card of the top row.



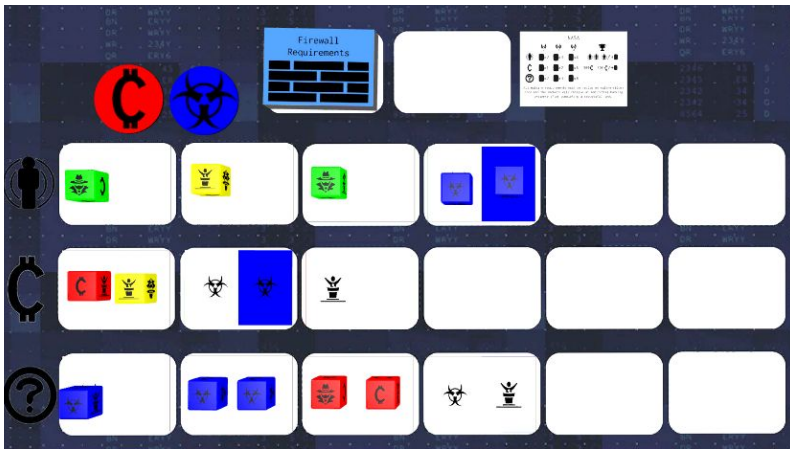
Now that all hackers have placed a die, the hackers are ready to roll their remaining dice, resulting in these results:

Sherif – Red Credit, Red Malware, Green Credit
Yolanda – Blue Malware, Red Hacker, Yellow Malware
John – Blue Malware, Blue Public Awareness, Green Credit
Sarah – Blue Credit, Red Credit, Yellow Public Awareness

Yolanda starts things off again by completing the top row play placing her blue malware die on the last open space on the top row, followed by John playing his blue malware die on the bottom row to start covering their tracks. Sarah plays her yellow public awareness die and Sherif



plays his red credit die, completing the first card of the middle row.
With no green servers between the hacker's hideout and Karachi, the hackers decide to continue on despite having completed the hack by filling up the Hacker Presence row. They roll their remaining dice, and end up with the following results:



Sherif – Red and Green Credits
Yolanda – Red Hacker and Yellow Public Awareness
John – Blue Malware and Green Public Awareness
Sarah – Blue Malware and Red Credit

With malware icons being the only icons current open for play, John and Sarah play their blue malware dice to complete the second card in the Cover Your Tracks track. Sherif and Yolanda then take care of the third card by playing their red hacker and red credit dice.

The hackers are now all down to their last dice, and unfortunately they don't have any blue dice left, so they won't be able to complete the Cover Your Tracks track. They decide to stop the hack here, as the Network Administrator will only move two times for the two uncovered icons if they stop, or a minimum of four times (one for the exposed malware symbol and 3 for the unused dice as only one person will be able to play) if they roll. With no green servers between Tokyo and Karachi, the Network Administrator is going to trace back to the hacker's hideout twice. As a result, the Network Administrator will move the pawn on the Hackers Trace track on their player's mat up by two levels. The Hackers will also lose 500 credits as penalty for moving up the two levels.

Now that the hackers have successfully completed their hack attempt on Karachi, they need to collect their rewards. The hackers will receive 250 credits for completing the hack in addition to the rewards outlined on the Target card. Referring again to the target card, the hackers are entitled to two hacking presence for completely covering the requirements on the Hacking Presence

tracks. The hackers are also entitled to a third hacking presence as indicated in the target event text.

Starting with Karachi, the hackers use their hacking presence to flip over the servers at Karachi and Shanghai, as well as adding an additional green server token to Shanghai to further protect their hideout. The resulting game board state is shown below.

The hackers will also receive a bonus for having completely liberated Asia, including the corresponding Digital Asset, 900 credits, and a wild die.

ABANDONING A HACK ATTEMPT

Prior to performing the first roll of the hack attempt, the hackers have the opportunity to abandon the current hack attempt. Once the decision to abandon the hack attempt has been made, the hackers will attempt to complete the Cover Your Tracks track by rolling their dice and matching symbols following these rules:

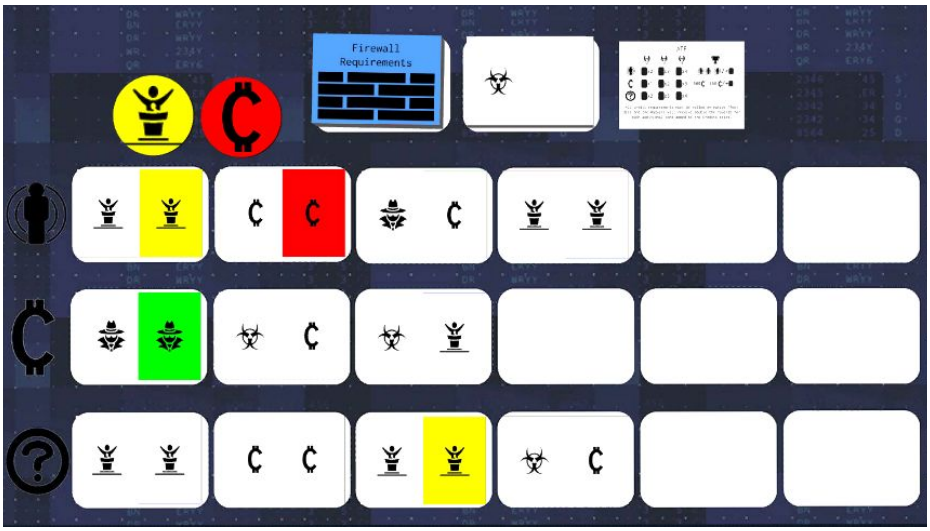
1. Hackers will only be matching symbols on the Cover Your Tracks track.
2. Any hacker unable to match a die result with a symbol on the Cover Your Tracks track will discard a die as normal, but the Network Administrator doesn`t attempt to trace the hackers at this point.

3. If the hackers run out of dice prior to matching all symbols on the Cover Your Tracks track, the Network Administrator will then trace the hackers as normal.
4. No rewards are collected for abandoning a hack attempt.

Example D

On the third turn of their game, the hackers decide to attempt a level 2 hack on Madrid. Drawing the top card on the Level 2 Targets deck reveals the ATF which will add native credit results to the server requirement of native public speaker results.

Populating the hacking grid reveals the cards shown below.



With only three yellow dice and four red dice to cover the native requirements, the hackers decide to abandon this hack attempt and roll to complete the bottom row.

The first roll ended up with the following results:

Sherif – Red Credit, Red Credit, Green Hacker, Blue Malware
Yolanda – Red Credit, Green Public Awareness, Yellow Public Awareness, Blue Malware
John – Blue Malware, Blue Malware, Yellow Public Awareness, Green Hacker
Sarah – Yellow Public Awareness, Blue Malware, Green Hacker, Red Credit

John and Sarah start off by playing their yellow public awareness dice, followed by a red credit each from Sherif and Yolanda.

The hackers then reroll their remaining dice, ending up with these results:

Sherif – Red Hacker, Green Credit, Blue Malware
Yolanda – Green Hacker, Yellow Public Awareness, Blue Malware
John – Blue Credit, Blue Public Awareness, Green Credit
Sarah – Blue Malware, Green Hacker, Red Credit

Yolanda plays her yellow public awareness die on the spot with the yellow background, allowing John to take advantage of his player ability which allows him to ignore the server native die requirement and play his blue public awareness die on the other icon on the third card. Sherif then covers the malware with his blue malware die and Sarah finishes up the track with her red credit die.

USING HACKING TOOLS DURING HACK ATTEMPT

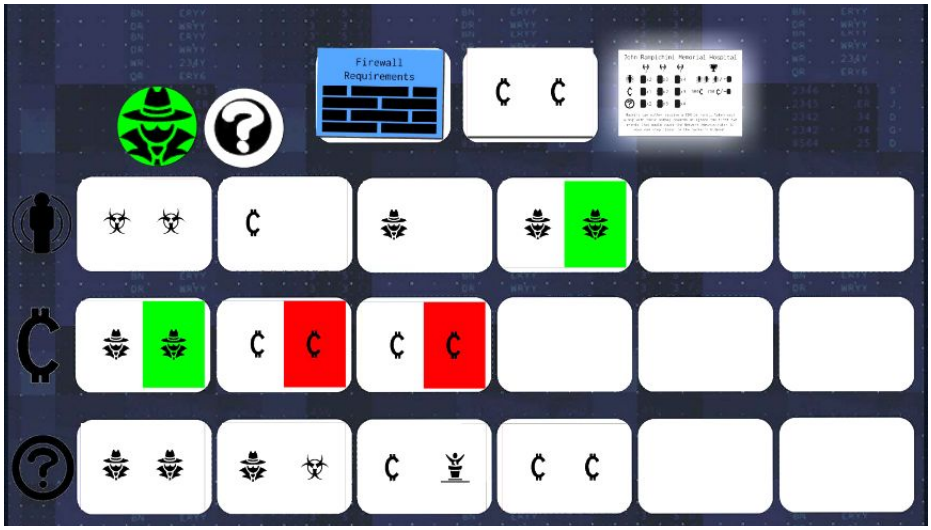
Most previously purchased hacking tools, including ones just purchased this round, can be used at any time during a hack attempt. The exception to this are the level 2 tools that allow the hackers

to reduce the number of cards included in the hacking grid, which need to be played prior to starting the hack attempt.

In order for the hacker to receive the benefits of the tool, they must either exhaust (level 1) or discard (level 2) the tool card.

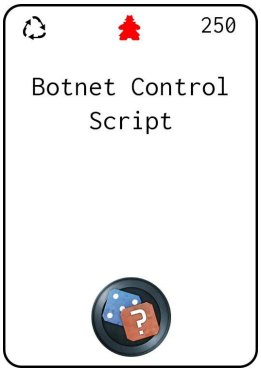
Example E

On a subsequent hack attempt, the hackers take on a Level 2 hack of Johannesburg. The target for this hack attempt is the John Rampichini Memorial Hospital, and the hacking grid sets up as shown below.



After the first roll, the hackers have the following dice to work with:

Sherif – Red Credit, Red Credit, Green Hacker, Blue Public Awareness
Yolanda – Red Credit, Green Public Awareness, Yellow Public Awareness, Blue Malware
John – Blue Credit, Blue Credit, Yellow Public Awareness, Green Public Awareness
Sarah – Yellow Public Awareness, Blue Hacker, Green Hacker, Red Credit



Looking at the available plays, John notices that he doesn't have a valid play. He does however have access to a Botnet Control Script, which, after being exhausted, allows him to change one of his blue credit results to a blue malware result, enabling him to play a die this roll.

USING WILD DICE DURING THE HACK ATTEMPT

Hackers may use any of their available wild dice at anytime during a hack attempt prior to rolling their remaining dice. Each token is discarded to exchange one of the hackers existing dice, for a die of any other colour. Dice exchanges are limited to the number of dice included in the game, and only remain in effect for the remainder of the hack attempt.

Example F

After resolving the first roll of their hack on Johannesburg, Sarah elects to use one of their available wild dice to swap out her yellow die for a green die before she rolls her leftover dice. This will give her a better chance to roll the green hacker results that will be needed to complete the hack.

USING NATIVE HACKING SYMBOL TOKENS DURING THE HACK ATTEMPT

Hackers use their native hacking symbol tokens while resolving their current dice roll. The tokens can either be used to match a legal symbol after first matching one with one of their dice, or in place of their die if they are unable to match a symbol using their dice. In the later case, a die is still discarded, but the Network Administrator does not move to the next green server.

ATTEMPTING THE FINAL HACK ON MONOLITH GLOBAL INC HEADQUARTERS

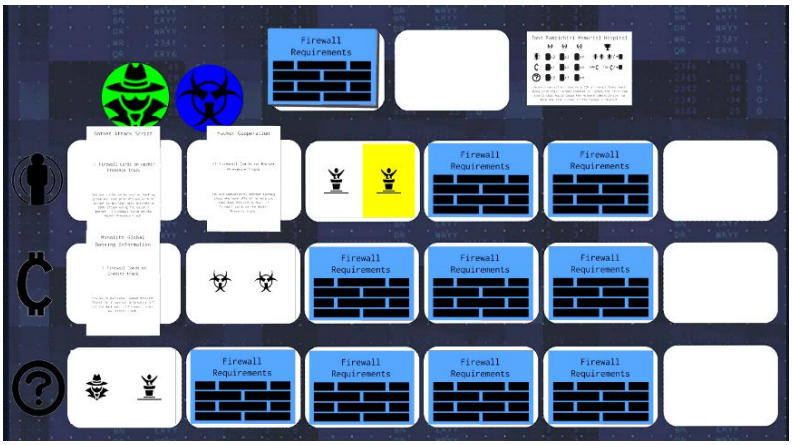
Instead of performing a hack attempt on one of the cities on the map, the hackers can attempt to complete the final hack on Monolith Global Headquarters. The players may attempt the final hack at any time, but will be more likely to succeed after having collected some of the Digital Assets. In addition, the hackers must attempt the final hack on Monolith Global Headquarters the round after the Hacker Trace level reaches level 8.

The final hack on Monolith Global Headquarters follows the same process as a normal hack attempt with the following differences:

1. Each track on the hacking grid starts with one firewall card more than the number of players and are then reduced based on the revealed digital assets.
2. Only the first firewall card on each track is placed face up. The remaining cards are revealed one at a time as the previous card in the track is completed.
3. Hacker (green) and malware (blue) results must be rolled on native dice. These are considered server restrictions so the Computer Geek`s ability applies to both results.
4. All three tracks need to be completed in order for the hack to be considered successful
5. Hackers may not use hacking tools that reduce the number of cards included in the hacking grid.
6. For tracing purposes, the Network Administrator starts in Boston and will follow the shortest path between Boston and the hacker's hideout.
7. Hackers fail the hack, losing the game, if they run out of dice before completing all three tracks or if the Network Administrator completes a trace from Boston back to the Guild's hideout.

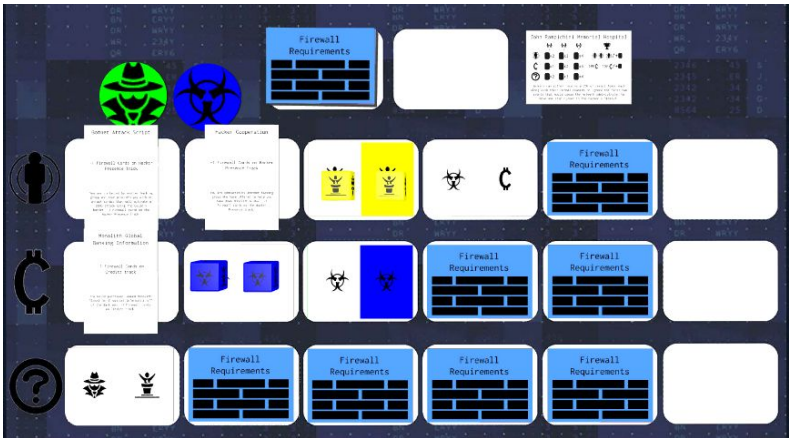
Example G

During the final round of the game, Sherif, Yolanda, John, and Sarah are finally prepared for the final hack. Along with 5 dice each, they've revealed three Digital Assets, they have two wild die tokens, and John has the Guild Recruitment tool card. They start the hack attempt by populating the hacking grid with five cards per track, making sure to adjust for their revealed Digital Assets. This results in the following starting grid:



The hackers start the hack by rolling all of their dice, ending up with these results:

Sherif – Red Credit, Red Public Awareness, Green Credit, Yellow Hacker, Blue Malware
Yolanda – Red Credit, Blue Malware, Green Hacker, Yellow Public Awareness, Green Malware
John – Blue Malware, Blue Public Awareness, Green Hacker, Red Credit, Yellow Public Awareness
Sarah – Yellow Malware, Red Hacker, Green Hacker, Blue Public Awareness, Yellow Public Awareness

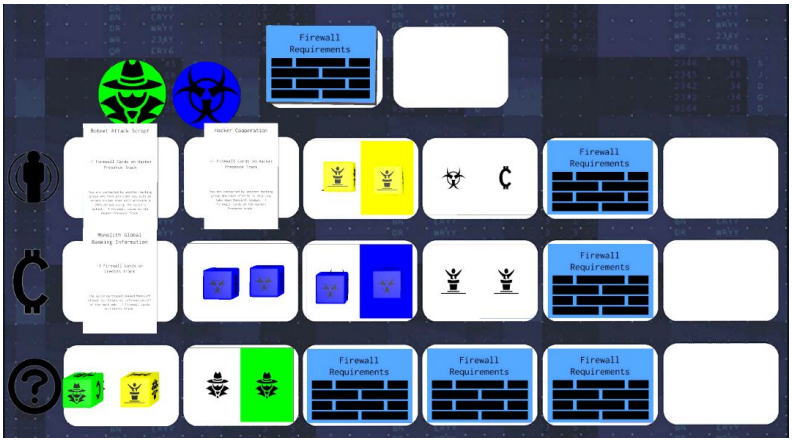


Sherif and Yolanda start off by playing their blue malware dice on the first card in the Credits track, revealing the next card. John and Sarah follow this up with each of them playing their yellow public awareness dice on the first card of the Hacking Presence track, revealing the next card.

The hackers will continue their attempt by rolling their remaining dice, ending up with these results to work with:

Sherif – Red Credit, Red Malware, Green Hacker, Yellow Public Awareness
Yolanda – Red Malware, Green Malware, Yellow Hacker, Green Malware
John – Blue Credit, Blue Malware, Green Malware, Red Credit
Sarah – Blue Malware, Yellow Public Awareness, Red Malware, Green Credit

John and Sarah then continue by each playing their blue malware die on the Credits track, revealing the third card. While Sherif has a few different options available, Yolanda doesn't have any so he is going to wait for her to use her player ability as the Gambler and re-roll her dice. After the re-roll, Yolanda now has these results to work with: Red Credit, Green Hacker, Yellow Public Awareness, Green Public Awareness. She plays here green hacker die on the first card of the Cover Your Tracks track, and is followed by Sherif playing his yellow public awareness on the same card to complete it and reveal the next card.



The hack continues with the hackers rolling their remaining dice, with them ending up with these results:
Sherif - Red Public Awareness, Red Credit, Green Hacker
Yolanda - Red Malware, Yellow Credit, Green Public Awareness
John - Blue Malware, Green Public Awareness, Red Credit
Sarah - Yellow Public Awareness, Red Public Awareness, Green Hacker

Prior to anyone placing dice, John decides to discard his Guild Recruitment tool, providing each hacker with a native public awareness token for their use. He then plays his blue malware die on the top row, and places his native public awareness token on the first public awareness requirement in on the Credits track.

Sherif follows John's play by playing his green hacker on the second hacker requirement on the Cover Your Tracks track and also places his native public awareness token on the Credits track, revealing the final card of that track.

Sarah also has a green hacker available, so she places it on the hacker requirements on the Cover Your Tracks track, revealing the next card and a public awareness requirement. She plays her native public awareness token to cover that requirement, and reveals the next card.

Yolanda finishes this roll by playing her yellow credit on the Hacking Presence track, revealing the final card of that track.

The hackers continue their hack attempt with another roll, ending up with these results to work with:

Sherif – Red Credit, Red Credit
Yolanda – Red Credit, Green Credit
John – Green Hacker, Red Public Awareness
Sarah – Yellow Hacker, Red Malware

Sherif and Yolanda play their red credits on the credit requirements on the Cover Your Tracks track, revealing the last card on that row. John then completes the Hacking Presence track by playing his green hacker. Sarah doesn't have any plays with the results she rolled, but she uses her player ability as the Fortune Teller to set her red die to a credit result and completes the Cover Your Tracks track.

Looking at what requirements are left and what dice they have available, Sherif and John decide To use the two wild die tokens that are available and swap out their red dice for a blue die each. The hackers then roll their dice, and come up with these results:

Sherif – Blue Credit
Yolanda – Green Malware
John – Blue Malware
Sarah – Yellow Public Awareness

John and Sarah complete the final hack by playing their dice on the last card in the Credits row, successfully winning the game for the hackers.

PHASE 4 – CLEANUP

During this final phase of each round, the following steps are taken:

1. All exhausted tools are refreshed and made available for use again in the next round.
2. The tools available in the Hacking Tools pool are refreshed by discarding the tool card furthest from the draw deck, sliding the other three down, and drawing back up to four cards.
3. The tracking cube on the Hacker's Trace track increases automatically by one level. The cube will further increase by one level for each continent still completely in the corporation's possession. The players must pay the penalty listed under each new level if possible.

END OF GAME

Play continues until either the Hackers or the Network Administrator AI completes their objective, with the winner being the team to achieve their objective first.

The Hackers are trying to complete a successful hack attempt against Monolith Global Inc headquarters in Boston, USA.

The Network Administrator AI is trying to track down the hacker’s hideout and send in the authorities to arrest the hackers by increasing the Hacker Trace track on the Network Administrator player mat past level 8.

CREDITS

Game Design: Raymond Northcott
Illustration / Graphic Design: Jonathan McEnroe
Rulebook Editing: Matt Holden
Playtesting: TBD
Special Thanks: TBD

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APPENDIX A - ADJUSTING THE DIFFICULTY

The difficulty of the game can be adjusted according to your skill level and preference. Script Kiddies Mode makes it easier, while Elite Black Hats Mode increases the challenge.

Script Kiddies Mode
To play *The Hackers Guild* as script kiddies, observe the following changes to the rules:

1. Hackers Trace track is increased to 10 levels.
2. Credit cost on Trace Track only costs 100 credits instead of 250.
3. Hackers start with 12 green servers
4. Hackers will receive 500 credits for a successful hack instead of 250
5. Guild insiders cost 100x credits instead of 250x
6. Hackers will start the game with 750 credits instead of 500

Elite Black Hats Mode
To play *The Hackers Guild* as elite black hats, observe the following changes to the rules:

1. Hackers Trace track is decreased to 5 levels.
2. Credit cost on Trace Track costs 500 credits instead of 250.
3. Hackers start with the 8 green servers
4. Hackers will receive 100 credits for a successful hack instead of 250
5. Guild insiders cost 500x credits instead of 250x
6. The hackers will start the game with 250 credits instead of 500

APPENDIX B – THE HACKERS

Players who are members of the Hackers Guild have six options to select from when choosing their characters at the beginning of the game. Each character has a unique special ability, listed below as well as on the corresponding player mat.

Charismatic Leader – The Charismatic Leader starts each hack attempt with one wild die for their personal use.

Trust Fund Baby – The Trust Fund Baby provides hackers with an additional 250 credits after completing a successful hack.

Fortune Teller – Once per hack attempt, the Fortune Teller may choose the result of one die roll prior to locking or discarding dice for the current roll.

Traveling Salesman – When purchasing hacking tools, the Traveling Salesman may purchase the top tool of the draw pile, the top card of the discard pile, or one of the available cards in the hacking tools pool.

Computer Geek – When matching symbols during a hack attempt, the Computer Geek may ignore the native die requirement for the server being hacked. Native dice requirements imposed by Target card events, or by the firewall cards themselves, still need to be matched with results on their native dice.

Gambler – Once per hack attempt, the Gambler may reroll as many dice as he would like prior to locking or discarding dice for the current roll.

APPENDIX C – TEARDOWN & STORAGE

Here are some tips for when you are cleaning up after the game and storing the components:

- Place each deck of cards in its own plastic bag.
- Place all of the dice into their own plastic bag.
- Place all of the cardboard tokens, meeples, and the tracking cube into their own plastic bag.

[insert diagram showing completed storage process]

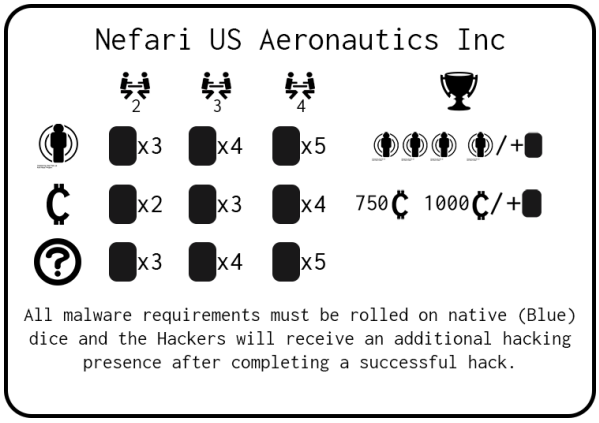
APPENDIX D - THE CARDS

In The Hackers Guild, there are 5 decks of cards. Here is a sample and explanation of each card type.

Events Deck

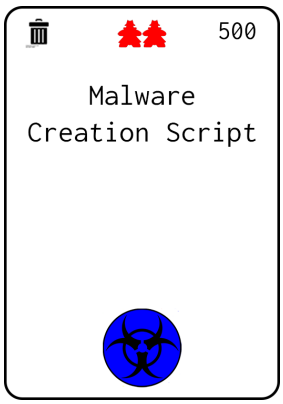
Top middle:	Event title
Middle middle:	Event effect
Bottom middle:	Event flavour text

Targets Deck



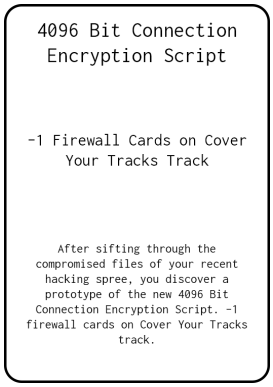
Top middle:	Target title
Middle left:	Hacking grid setup
Middle right:	Rewards for successful hack
Middle bottom:	Target specific event text

Hacking Tools Deck



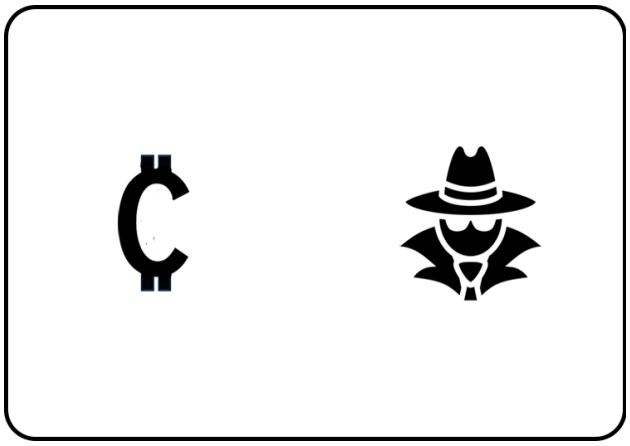
Top left:	Tool activation trigger
Top middle:	Tool effect scope
Top right:	Tool cost
Middle middle:	Tool title
Bottom middle:	Tool effect

Digital Assets Deck

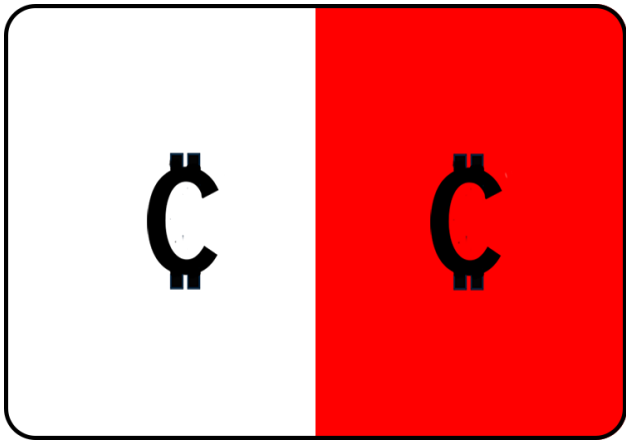


Top middle:	Digital asset title
Middle middle:	Digital asset effect
Middle bottom:	Digital asset flavour text

The Firewall Deck



Left and right icons: Icons to be matched with results from the rolled dice



Left and right icons: Icons to be matched with results from the rolled dice
Right colour: Indication that this result needs to be rolled using native (matching) die