

# 1337 H4X

Luke Maciak

version 0.2

## 1 Description

The game is designed for 3-4 players. The game-play requires collaboration, but also encourages competition. It involves direct player-interaction, bluffing, haggling and double-crossing.

You are a hacker and your goal is to steal secrets from an evil corporation and bring about it's downfall. You can't do it alone though, so you will need to team-up with other hackers. But you are not happy about sharing the profits and glory with anyone else.

## 2 Setup

Shuffle the 6 server cards and place them face down in two rows of 3. The servers in the first row are Front End servers. They can be hacked by anyone at any time. The servers in the second row are Back End servers. They can only be hacked if the Front End server directly below it has been hacked or disabled.

Next, shuffle the ICE cards, and place two on each server face down. Put remaining cards to the side. This is the ICE Deck.

Finally, shuffle the Hacker Cards and deal 5 to each player. That is each player's Hand. The remaining Hacker cards are the Hacker Deck.

If any player was dealt a Police cards they need to discard them and be dealt new cards from the Hacker Deck to replace them. Continue until all players have 5 cards, none of which are Police cards. Re-shuffle any

discarded Police cards back into the Hacker Deck.

The player who went to jail earliest in the last game gets the first turn. The players take turns in a clockwise order. If this is the first game, the player with the oldest computer starts first.

## 3 Cards & Tokens

The game consists of 60 cards in total. They are broken down as follows:

- 36 Hacker Cards
- 6 Server Cards
- 18 ICE Cards

There are also 18 tokens:

- 6 Backtrace Tokens
- 4 Thumbdrive Tokens (worth 3VP)
- 8 Floppy Tokens (worth 1VP)

Tokens are optional and can be replaced with coins, beads or other counters.

### 3.1 Hacker Deck

There are 36 cards which form the Hacker Deck. 22 are Software Cards, 4 are Police Cards, the rest are basic Hacker Cards.

**Software Cards** can be traded, and are played during the hacking phase.

**Police Cards** must be resolved immediately when

drawn from the Hack Deck. Remaining cards can be played at any time during player's turn.

### 3.2 Server Cards

There are 6 of these cards and they contain corporate secrets the hackers are trying to obtain. Four of the cards contain actual corporate secrets that yield Victory Point (VP) tokens. Remaining two are Honeytrap cards which are LEA traps, that will get you raided.

### 3.3 ICE Cards

ICE stands for Intrusion Countermeasure Electronics. These are defenses set up by the Corporation to thwart hackers. They are placed face down on each server at the start of the game. There are 18 of these cards.

## 4 Gameplay

If it is your turn, you are known as the Active Player. The turn consists of 4 phases:

1. Message Board Phase
2. Trading Phase
3. Hacking Phase
4. Discard Phase

### 4.1 Message Board Phase

You can hit secret hacker message boards to learn new tricks. Unfortunately your posts may accidentally reveal details that the Police can use to identify you.

During this phase you may draw up to 3 cards from the top of the Hacker Deck. Draw the cards one at a time, placing each one face-up in front of you, so that other players may see. If you draw a Police card you must stop, resolve it immediately and then end your turn.

If the Hacker Deck is exhausted, re-shuffle all the cards from the Discard Pile into a new Hacker Deck.

**Optional Rule:** If you have exhausted the Hacker

Deck during your turn, you must perform *Patch Tuesday Maintenance* immediately after you end your Discard Phase.

### 4.2 Trading Phase

On your turn, you can trade with other players. Following types of trades are possible:

- Software for Software
- Software for VP
- Software for a Promise
- VP for a Promise

You may trade any number of cards, for any other number of cards or VP as long as both players agree. For example, you can say *"I will trade two exploits for a root-kit"* or *"I will trade 1 VP for a portscan"*. Players are encouraged to haggle over the trades, but once cards and tokens are exchanged the trades are final.

#### 4.2.1 Promises

Non-software cards can't be traded directly. That said, you may offer Software cards or VP in exchange for a Promise to play a certain card for you. For example, you can ask someone to play the ID Theft card on you to drop all your Backtraces. Or you may ask someone to use Dumpster Diving to peek at a Server Card and tell you what it is. If you do so, you give the other player the Software or VP and they promise to play a certain card for you during their next turn.

When a player makes a Promise they do not need to reveal any cards to you. They may bluff, or lie about the cards they have. They may also give you false information (for example lie about what they learned from Dumpster Diving). They may also choose to break their Promise. There is no penalty for lying or breaking a Promise... Except of course, for revenge.

## 4.3 Hacking

Before you initiate hacking, you may play any number of cards such as Port Scan, Dumpster Diving or Social Engineering to reveal or remove ICE or identify servers.

Once you are ready to **initiate a hack**, pick a server and declare you are hacking it. You can pick any Front End server. Back End servers are only accessible if the Front End server directly below them has been hacked and removed from play, or disabled.

Once a player initiates a hack, they are committed and must see it to the end. Any other player who agrees to join in are committed the moment they play their first software card.

### 4.3.1 ICE

When you hack a server you reveal the topmost ICE Card (if it's not revealed yet) and you hack it using Software cards. If successful, you discard it and reveal the next topmost ICE. You continue this until there are no more ICE cards left on the server.

Each ICE card has a printed Hack Code. You must play a number of Software Cards that matches all the symbols in that code. If you play the exact same matching sequence, the ICE is hacked and discarded.

If you do not have the right combination of cards, you fail the hack. Your turn is over and you immediately suffer the consequences printed on the ICE card.

### 4.3.2 Collaboration

When you don't have the right combination of Software cards you can ask other players to join you. You can do this any number of times and at any time during the hacking sequence.

When another player joins the hack, they may (but are

not required to) ask to get a share of VP. You may agree, refuse to share the VP, or haggle over the size of their share. If you don't know how many VP the server will yield, you may make a conditional deal (*"If it's worth 6 VP you get this much, otherwise you get that much"*).

When a player agrees to participate they can play any number of Software cards to complete the sequence necessary to beat the ICE. As soon as they play their first card they are committed and may not back out until the hack is complete. If the hack fails, they suffer consequences printed on the ICE just like you do.

If you need to bring in a third or fourth player, you may re-negotiate with everyone who is already committed. They may, but do not have to agree to a different split. If they don't agree you may only offer VP from your share.

### 4.3.3 Sharing Victory Points

Once the hack is completed you reveal the server. If it is not a Honeypot, you **must** share the VP as per your agreement with other players. If you're short on VP, you must pay out of your share.

## 4.4 Discard Phase

Count the cards in your hand. You may keep up to 5 cards and must discard the rest. You may pick which cards to keep, and which to discard.

## 4.5 Patch Tuesday Maintenance

The Corporation is patching their security holes and upgrading their ICE again. If you have exhausted the Hacker Deck during your turn, you must perform Patch Tuesday Maintenance:

Discard all ICE currently on the table. Re-shuffle the ICE Discard Pile into new ICE Deck and then deal two face-down ICE cards onto each server. Do this for all servers that are still in play, even ones that had less, or more than two cards. The corporation is overhauling

their security which may sometimes yield better, and sometimes worse protection.

This mechanic is intended to prevent players from playing a waiting game and hoarding cards.

## 5 Law Enforcement

Police are the natural enemies of the Hackers. Failed hacking attempts will usually result in some interaction with the law enforcement. Here are the rules for resolving these situations:

### 5.1 Backtraces

When you get a Backtrace token, it means the Police are onto you. They have started building a case against you and it is only a matter of time until they identify and arrest you. The tokens remain in play until removed, but do not impede you in any way, unless you get Questioned or Raided.

Backtrace token can be removed by using the **ID Theft** card.

### 5.2 Raid

When raid card is unveiled during the Message Board phase, the player with the most Backtrace tokens gets raided, regardless of whose turn it is.

When raid is a result of ICE or Honeypot server, then only the players who participated in the hack are taken into consideration, and whichever one of them has more Backtrace tokens is raided.

When you get raided, the police busts down your door and searches your house. If you are holding any VP, you are arrested and Go to Jail and are out of the game. If you don't have any VP, you are let off with a warning.

### 5.3 Questioning

You get a visit from a friendly police detective. You may either take one Backtrace token, or you can Snitch.

### 5.4 Snitching

When you Snitching, choose another player. That player receives a Backtrace token. If you have any Backtrace tokens, you may discard one of them.

### 5.5 Alibi

If you hold an Alibi card, you can play it to ignore a Raid or Questioning. If you don't have an Alibi, you may ask another player to step in and provide you with an Alibi. They may ask for something in return (usually VP). They may play the Alibi card out of turn to save you.

You **must** pay the agreed on price when someone provides you with an Alibi.

You may not play Alibi on someone you just Testified against.

### 5.6 Going to Jail

When you go to Jail, all the VP you accumulated is lost and you discard your Hand. You are out of the game.

## 6 End Game

There are four possible end-game scenarios:

**Rounded Up:** All players end up in Jail. No one wins.

**Last Man Standing:** All players but one are in Jail. The last player remaining in game is the winner.

**May the Best Hacker Win:** All 4, non-honeypot corporate servers have been hacked, and more than one player still remains in the game. The player with most VP is the winner.

## A Card List

### Hacker Cards:

- 6x Exploit [E] - *Software*
- 5x Virus [V] - *Software*
- 3x Trojan [T] - *Software*
- 3x Rootkit [R] - *Software*
- 3x Port Scan - *Software. Reveal all ice on target server*
- 1x Party Van - *Police. All players get raided.*
- 3x Surprise Visit - *Police. Active player gets questioned*
- 3x Social Engineering - *Remove top ICE from target server*
- 2x ID Theft - *Target player drops all Backtraces*
- 2x Alibi - *Target player ignores current Raid or Questioning*
- 2x Dumpster Dive - *Peek at target server contents*
- 2x DDOS - *Disable target server till your next turn*
- 1x 0-day - *Counts as [E][E][E]*

### Server Cards:

- 1x Trade Secrets (6 VP)
- 1x Customer Data (3 VP)
- 1x Embarrassing Emails (2 VP)
- 1x Evidence of Crime (1 VP or 4 VP at end of game)
- 2x Honeypot - *All participants get raided*

### ICE Cards:

- 4x Firewall [E][E][E][V]
- 3x Antivirus [E][R] - *All participants discard one software card.*
- 3x Packet Sniffer [E][V][R] - *All participants get Backtraces.*
- 2x Sentry [V][V][T] - *Put new ICE on top, reveal it then resolve it's effect*
- 2x Logger [E][V][V] - *All participants get Backtraces. If revealed via Portscan, Active Player gets a Backtrace.*
- 1x Tripwire [E][V][T][R] - *All participants get raided.*