

SUPER HACK OVERRIDE

Far in the distant future, in the year 2000, the Supreme Super Hacker has been long evading the government and leaving a trail of cyber destruction in his wake. Now the time has come to find a protégé Super Hacker to carry on this legacy. Build your hacker **cred** by **executing** your best **hacks** or hacks played against you to prove that you are the worthiest hacker of them all! The first hacker to have the **winning cred** in **public** hacks will win the game. But watch out – other hackers can steal your cred by **proxy swapping** their hacks with yours, and the government will jail you before the game ends if you hack too many government systems!

GAME SUMMARY – TL;DR

First, you must choose an awesome hacker handle. Use this name to build your cred amongst the public and the community to become the next Supreme Super Hacker! A card containing a list of suggested names is provided but feel free to make up your own rad name! The game consists of 25 **hacks** (cards) worth 0 to 10 **cred** (points) as shown on the top of the card. Hacks are always either **private**, in a hacker's hand so only they can see them, or **public**, on the table for all to see. Once a hack is public, it stays public unless it is **flipped**. Players take turns **executing** hacks. You execute (play) a hack by **flipping** one of your private hacks to be public **or** any opponents' public hacks to be private. *That's right: you can play opponent's public hacks!*

Only your public hacks count towards **your cred**. If any hacker has public hacks with a sum of cred equal to or greater than the **winning cred** at the end of any hacker's turn, that hacker wins. Your cred may change each turn as hacks are **proxy swapped**!

You can also win by being the only hacker not locked up in **Hacker Jail**. Hacks worth seven cred or more are considered to be **government hacks**. If any player exceeds the maximum public government hacks at the end of any players turn, they lose and go to **Hacker Jail before they win**.

SETUP THE GAME

The number of hackers (players) in the game determines the number of hacks used to play the game. Five players: use all the hacks. Six, four, or three players: set the *Diskette* card aside. Two Players: set the *Diskette* card aside, then shuffle the deck and set four random hacks aside without revealing them. Shuffle and deal all the remaining hacks. The game is played with only these hacks – no new hacks are drawn! All players start with their hacks **private**. Each player then chooses their Super Hacker Handle. This name is how they will be known amongst the public.

WHO GOES FIRST?

In a five player game, the hacker holding the *Diskette* card always goes first. If there is no *Diskette* card, the hacker who won the last game goes first. If this is your first game, then the starting player is determined by the youngest hacker. Play continues clockwise.

Number of Players	Remove from the Deck	Winning Cred	Government hacks to be jailed
6	<i>Diskette</i>	25	3
5	None	25	3
4	<i>Diskette</i>	30	3
3	<i>Diskette</i>	32	3
2	<i>Diskette</i> and 4 random hacks	40	4

TAKE YOUR TURN

STEP 1 – EXECUTE A HACK

Flip one of your opponent's **public** hacks to be **private**, returning it to their hand.

OR

Flip one of your **private** hacks in your hand **public**, face-up on the table.

STEP 2 – RESOLVE EFFECTS

Read the executed hack out loud and resolve its effects. If you chose to execute an opponent's hack, the effects resolve as if *YOU* played the card yourself. Refer to **Super Hacker 101** on the back of this page for specific help with each hack's effect.

STEP 3 – CHECK HACKER CRED TO LOSE/WIN

If any hacker has the maximum number of government hacks public, they must immediately go to **Hacker Jail**, even if the hacker has enough cred to win. If there is only one player not in Hacker Jail, that player **is the winner**.

The hacker whose public cred value is equal to or more than the winning cred wins the game. If there is more than one, the hacker with the highest cred wins. The winning cred depends on the number of hackers starting the game as shown in the table above and does not change if hackers are thrown into Hacker Jail.


HACKER JAIL

Any player with the maximum number of government hacks public at the end of any hacker's turn loses, is **eliminated from the game**, and may not execute any more hacks. There is no escaping Hacker Jail. Jailed hackers reveal and place all of their private hacks public in front of them. These hacks are considered the same as if they were public in front of a hacker who is not in jail, but are **NOT shielded** by any hacker protection and **remain public** on the table, even if executed by other hackers. Hackers in Hacker Jail do not participate in Monorail or NOAA Weather Control hacks, but their hacks can be played by opponents and proxy swapped.

GENERAL EFFECTS



Hacker Protection

Having a public hack with the  symbol **protects** you from **all effects (including Proxy Swaps)** of any hack with the **specific cred value** noted within the symbol. If the protection hack is moved in front of another player while public, the protection moves with the card.



Proxy Swap

Executing a hack with this symbol grants you any **ONE** of the following as a bonus effect after resolving the primary effect: (*Reminder: Only you can see your private hacks.*)

- Target one hacker's public hack and pass it to another hacker, then choose at random one of that hacker's private hacks and place it into the first hacker's hand. That hack remains private.
OR
- Swap one of a hacker's private hacks for a private hack in any other hacker's hand. Both remain private.
OR
- Swap one hacker's public hack with a public hack in front of another hacker. Both remain public.

No effects are resolved by proxy swapping. Any of the above hackers can be you. Any hack proxy swapped to a hacker in Hacker Jail is immediately revealed as public and placed in front of that hacker.

TABLETOP OPTIONAL

This game has been designed to be played anywhere, from standing in line to sitting at a table. You can choose to play the game by holding your public hacks in your hand face-out or play them face-up on a table in front of you. It's up to you how you play!



Hack Overview

Hacker Cred Value

RED CARDS:
Government Hacks

Card Symbols:



Government Hack



Proxy Swap



Protection



Interrupt Opponent

Super Hacker 101:

1. Socket Puppet Hack

The Socket Puppet is the ultimate in hacker decoy technology. It is only useful when executed from your hand during any opponent's turn. It cannot be executed when public. When executed, flip the Socket Puppet to be public. It then takes the place of the card that your opponent tried to take from you with a **proxy swap**. If executed by you on your turn, it has no effect.

2. Screen Door Hack

The Screen Door is the best defense a hacker can write against back doors. When executed, you are protected from all your opponent's **proxy swaps** until your next turn no matter what happens to this hack card. Before your turn ends, you perform a **proxy swap**!

3. Computer Goggles Hack

Target one hacker, and choose any hack that they can legally execute, be it a random hack private in their hand or any of their opponent's public hacks. Indicate the choice by turning the chosen hack upside down. The targeted hacker must execute the chosen hack on their next turn unless the hack is **affected** by any other hack before then. Before your turn ends you must perform a **proxy swap**! If multiple Computer Goggles are used against the same hacker, only the last hack chosen should be executed.

4. Stolen Goods Hack

When executed, flip this card public and proxy swap the Stolen Goods hack with one opponent's public hack. The targeted hack is placed public in front of the hacker who played Stolen Goods and the Stolen Goods hack is placed in front of the hacker whose goods were stolen! Do not resolve the effect of the stolen hack. The Stolen Goods hack cannot be executed while it is public.

5. Firewall Hack – Protection from 3 cred hacks

Hack into another hacker's system to mess with their plans – just for the LOLs! When executed, you choose any one of your hacks or choose two hacks owned by opponents (this can be the same opponent or two different opponents) and flip them – if the hacks are public, they become private and if they are private, they become public. None of the flipped hacks' effects activate. You cannot look at opponent's private hacks before choosing them – randomness!

6. Trace Spoof Hack – Protection from 2 cred hacks

Hack into other hacks to spoof their traces for the ultimate unbeatable swap. Choose one of your opponent's public hacks and swap it with a second opponent's public hack. This effect cannot be prevented by any protection including the Screen Door hack. In a two-player game, swap any of your opponent's public hacks with the Trace Spoof Hack for an unbeatable swap. The Trace Spoof has no effect if there are no legal targets.

7. NOAA Weather Control Center Hack – GOVERNMENT HACK

Hack into the Weather Control Center to issue a Tornado Warning! When executed, each hacker who is not in jail chooses one of their private or public hacks. If the NOAA Weather Control Center hack executed is your own, you may choose this hack yourself. Public and private hacks are combined. Do not reveal any private hacks. Close your eyes for honor, shuffle the hacks, and deal one to each hacker. Public hacks remain public and private hacks go into the hacker's hand without revealing them to any other hackers. None of the hacks hit by the tornado are activated.

8. Monorail Control Hack – GOVERNMENT HACK

Hack into either the West Side or East Side Monorail Control Grid and cause havoc! When executed, every hacker apart from those in jail chooses one of their private or public hacks. When everyone has chosen a hack, all hackers pass their chosen hack to the hacker on their left or right. Private hacks remain in the new hacker's hand and public hacks are placed in front of the new hacker. If the Monorail hack you executed is your own, you may choose this hack to pass to the next hacker.

9. Spy Satellite Hack – GOVERNMENT HACK

Hack into a Spy Satellite to secretly survey on your opponents. When executed, this hack allows you to view any two private hacks of your choosing in any one opponent's hand. It may not be very useful – but it's worth a lot of cred!

10. The Mainframe Hack – GOVERNMENT HACK

The Mainframe is the ultimate hacker prize. They say it's unhackable; you can prove them wrong when you execute this hack. This hack is all for the cred, as it has no other effect.

0. Diskette Hack

The diskette is used in a five player game so that all hackers have an equal number of hacks. The Diskette does nothing but determine that you are the coolest hacker! This means that you can take the first turn. Execute this hack and then execute another hack for the first turn. The Diskette cannot be flipped, but can be proxy swapped.

Glossary

Affected: Any time a hack is flipped, swapped, or moved in any way by the effect of another hack it is considered to be affected.

Cred: The sum of all hacker cred (points) shown in public hacks in front of you.

Execute: The act of playing a hack.

Private: Any hack in any hacker's hand is private. A hacker's opponents can never see their private hacks unless an effect specifically states otherwise.

Public: A hack that has been executed from your hand is now public. These hacks are revealed for all to see. Your public hacks count towards your cred, protections, and total number of government hacks. A hacker's opponents can execute public hacks to flip them back into the owner's hand. Any hack on the table in front of any hacker is considered public.

Flip: Take a hacker's public hack and place it back into their hand or take a private hack from a player's hand and put it in front of them to make it public.

Government Hack: This is any hack with a value equal to or greater than seven. If you have too many of these cards in your hand, you'll be sent to Hacker Jail.

Hack: The cards.

OPTIONAL RULES

Diskette Love: Instead of removing the Diskette, set aside a card without looking at it. Then use the Diskette to determine the starting player, if it's still in the game. This way of play has less points available to each hacker and is slightly more difficult, but is a lot of fun!

Zero Cool: Hackers must play one of their own private hacks at least every other turn, if it is possible. This could mean less playing of opponent's hacks, but that could be for the best! It's all about impressing the Supreme Super Hacker when you use this rule.