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 Inca., 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
- 30 Event cards
- 21 Hacking Tools cards
- 15 Hack Modifier cards
- 20 Bonus Rewards cards
- 10 Digital Asset cards
- 48 Firewall Defence cards
- 32 custom six-sided dice
    - 8 green dice
    - 8 yellow dice
    - 8 red dice
    - 8 blue dice
- 48 Server tokens
    - 12 Hacker tokens 
    - 12 Malware tokens 
    - 12 Public Awareness tokens 
    - 12 Credit tokens 
- 24 credit tokens
    - 100 credits (10 tokens) 
    - 200 credits (7 tokens) 
    - 500 credits (7 tokens) 
- 1 Hacker Hideout token 
- 1 Dice Exchange Token 
- 8 choose die result (CDR) tokens 
- 8 re-roll 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) 

- 16 Additional Dice Tokens
  - 4 Blue dice 
  - 4 Green dice 
  - 4 Red dice 
  - 4 Yellow dice 
- 9 Digital Nuke tokens 
- 1 red Hacker pawn
- 2 black tracker pawns
- 1 rulebook

SET-UP

1. Place the game board in the centre 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 (CDR) token  , the Gambler takes a re-roll token  , the Trust Fund Baby takes a wild die token  , and the Charismatic Leader takes the dice exchange 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. Place credit tokens equalling 600 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.

4. Choose which level of difficulty you are going to play at (see Appendix A – Adjusting the Difficulty on page 19) and place the Network Administrator and Guild Supply Stores mats next to the game board with the side for the chosen difficulty face up.

5. Place a black tracking pawn on level 0 of the Hacker's Trace and Threat tracks which are located on the Network Administrator's player mat.

6. Shuffle the Event, Hacking Tools, Bonus Rewards, Hacker Modifiers, and Firewall Requirement decks and place them face down on the table, leaving space next to each for a discard pile.

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

8. 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.

9. 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 each of 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.

10. 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.

11. Continue to reveal Event cards one at a time, flipping the server token at the specified city to the green side, until you have 8 green servers on the board. Ignore any Maintaining Status Quo, Monolith Global Installs a Honey pot, any cards that would give the Hackers full control of a continent, and any cards for the 6 starting cities.

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

13. 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.

14. To help reduce the amount of alpha gaming that might occur, each player is going to take a turn being the alpha hacker, and having final say in all decisions. The person who last used a desktop or laptop computer will be the first alpha hacker.

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 cripple Monolith Global before they can install their machines into the new world-wide government, preventing them from successfully enslaving humanity. This will be accomplished by successfully completing the final 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 pawn onto the prisoner space of the Hacker's Trace scale, located on the Network Administrator's player mat.

GAME PLAY

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. Clean-up

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 (see Example A).

If the red side of the server token for the specified city is already face up, then a second token is added to the city, strengthening the corporations position in that city.

If the specified city is part of a continent that has been previously liberated by the hackers, the Event card is simply discarded and nothing else happens.

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 clean-up phase.

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 Announces Additional Off Site Backup Location event which causes Shanghai to flip over to the red side, as shown in Figure 2.

Figure 1 - Before event resolution

Figure 2 - After event resolution

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 or more purchases from the Guild's Supply Stores. There are a number of different options available to the hackers:

- Re-roll Token for 100 credits
- Choose Die Result (CDR) Token for 200 credits
- Level 1 Hacking Tool for 300 credits
- Level 2 Hacking Tool for 600 credits
- 5th Die for 1500 credits
- 6th Die for 2500 credits
- Pay off Guild Insider to reduce the Hacker's Arrest track for 300 credits/level

RE-ROLL TOKEN

Re-roll tokens are one time use tokens that allow the hacker to re-roll any dice that were just rolled. Players may purchase as many tokens as they have funds for.

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 purchase as many tokens as they have funds for.

HACKING TOOLS

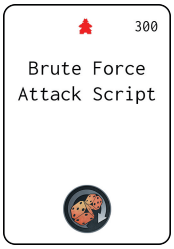
During the game, the hackers can purchase hacking tools from the face up hacking tool pool that are designed to make completing their hacks easier. These hacking tools can be used at any time during an active hack attempt. After purchasing a tool, the pool is replenished by shifting the cards to fill the gap, and then drawing the top card from the Hacking Tools deck to place in the first slot next to the draw deck (see example C).

There are two types of hacking tools: level 1 tools that cost 300 credits, generally only apply to the owner of the tool, and are exhausted after use, and level 2 tools that cost 600 credits, will generally apply to all hackers, and are discarded after use.

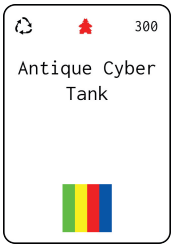
LEVEL 1 TOOLS

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.



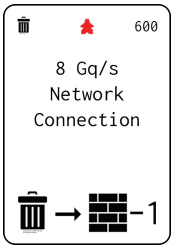
re-roll dice - tools that allow their owner to exhaust the tool in exchange for re-rolling any number of dice from the current roll.



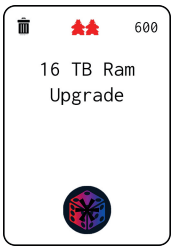
save dice - tools that allow their owner to save a die result from the current roll for use in a later roll of the current hack attempt, or in a future hack attempt by placing the die on the tool's card. Once the saved die is used in a hack, the tool becomes exhausted. In addition, dice saved in this 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 at any time during the hack attempt.



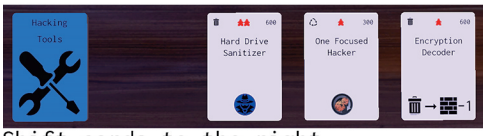
wild die token - discard the tool in exchange for giving each player a wild die solely for their use.

Example B

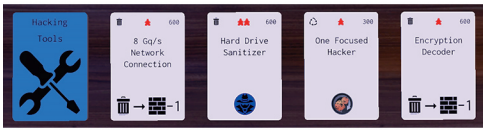
Just after resolving the event in Shanghai, Sherif, Yolanda, John, and Sarah move into the purchase phase. John decides that he would like to purchase the GC1610 16 Core 10 THz CPU so he can have a reroll each round.

Starting Pool

Tool Purchase



Shift cards to the right



Draw back up to four cards

John completes the purchase by paying the 300 credits to the bank, placing the tool card next to his player's mat, shifts the remaining Hacking Tool cards to the right to fill the gap, and then draws a new Hacking Tool to bring the pool back up to four tools.

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. The token may be kept until it is used.

Digital Nuke - discard the tool in exchange for discarding the hack modifier for the current hack attempt. Must be used prior to starting the hack.

Hacking Tool Refresher - discard the tool to allow the owner to be able to reuse exhausted tools during a hack attempt.

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.

PAY OFF GUILD INSIDER

At the end of each round, the tracking cube on the Hacker's 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 Inca by paying one of them to sabotage the Network Administrator's efforts in tracking down the hackers. The cost of this option is 300 credits/level the track is reduced. Any previously paid penalties are not payed again as the hackers move back up the Hacker's Trace track.

PHASE 3 - COMPLETE A HACK ATTEMPT (SEE EXAMPLE C)

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 target, reveal hack modifier and bonus rewards, and then choose the difficulty of the hack
2. Determine hack path and margin of error for the hack
3. Add Firewall cards to hacking grid
4. Resolving the attempt by rolling your dice

STEP 1 - CHOOSE A TARGET, REVEAL HACK MODIFIER AND BONUS REWARDS, AND THEN CHOOSE THE DIFFICULTY OF THE HACK

The first step to your hack attempt will be choosing a target, revealing the hack modifier and bonus rewards, and then choosing the difficulty of the 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 hack modifier and bonus rewards decks, and choose the difficulty of the hack.

Once the destination and difficulty have been selected, the hackers will place the red pawn, representing the hackers, on the server token at the city being hacked.

STEP 2 - DETERMINE MARGIN OF ERROR

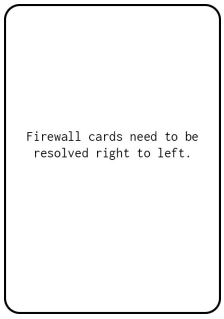
Each hack regardless of whether it was successful or not has the potential of leaving digital evidence behind for the Network Administrator to find and use to track down the hackers. In order to determine whether or not this will happen, the hackers need to calculate the margin of error for their hack attempt. This is done by counting the number of servers in the shortest path from their hideout to the hack target, adding an additional level for each green server in that path. If two paths are equally short, then the hackers can choose which path to use.

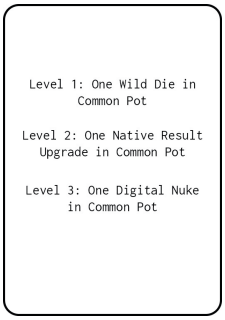
STEP 3 - ADD FIREWALL REQUIREMENT CARDS TO HACKING GRID

At the bottom of the game board is a 6 x 3 grid called the

Example C

For the hacking portion of their second turn, Sherif, Yolanda, John, and Sarah decide to attempt a hack on Johannesburg. Drawing the top cards of the Hacking Modifier and Bonus reveals the following cards.





In an effort to liberate Africa and gain the continent bonus rewards, it is decided that the hackers will attempt a level 2 hack.

Now that the target, modifier, bonus rewards, and difficulty have been determined, the hackers need to determine the margin of error for their hack.

Counting the number of hops between Manila and Johannesburg sets the shortest path to 3. An additional 2 is added due to the two green servers in the path for a total margin of error of 5.

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 Digital Evidence Track, and is used to determine how well you covered up the evidence of your hack attempt.

The number of Firewall Requirement cards to be placed in each row is determined by the chosen hack difficulty, as well as by the number of players, as shown in the following table.

	Level 1	Level 2	Level 3
	P-1	P-1	P-1
	P-1	P-1	P-1
	P-1	P-1	P-1

While populating the hacking grid, each track is filled with Firewall cards from left to right, with the rows being filled from 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.

As the game progresses, the hackers may have accumulated Digital Assets that affect the layout of the hacking grid. Each Digital Asset on the board should be treated as if it takes up a spot on the hacking grid. The only exception to this rule is that each track must have at least one card, even if the Digital Asset(s) in that row would reduce the track to zero.

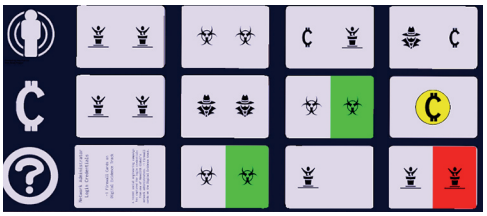
STEP 4 - RESOLVING THE HACK BY ROLLING THE DICE

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:

The next step to the hack attempt is the populating of the hacking grid with Firewall Requirement cards. As this is a four player game, and the hackers are attempting a level two hack, the rows will be filled with 4 cards for the top and bottom rows and 3 cards for the middle row.

Firewall Requirement cards are placed in each row from left to right, and the native credit symbol token is placed nearby as a reminder that Johannesburg's native die restriction is that credits need to be rolled on yellow dice.

The completed setup is shown below.



The hackers then continue their hack attempt by rolling their dice, resulting in the following results:

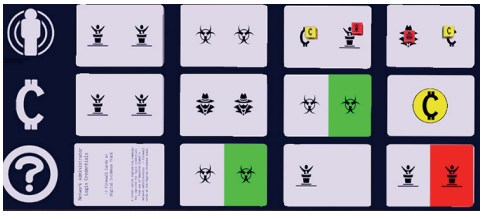
Sherif 

Yolanda 

John 

Sarah 

Remembering that the cards needed to be resolved left to right, Sherif starts off by playing his yellow credit on the top row. Yolanda follows with a red hacker, then a red public awareness from John, and a yellow credit from Sarah, all on the top row.



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 green for malware, yellow for credit, red for public awareness, and blue 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. Each player will roll all of the dice in their dice pool.

2. 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.

3. Generally, the hackers can ignore dice colour while matching icons on the Firewall cards. There are two possible exceptions to this rule:

    1. Each server token will have an icon on it identifying one of the die faces that must be matched with a result on its native die.

    2. 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.

4. If a player is unable to commit a die to completing the hack, they will need to discard one of their dice and place it on one of the discarded dice spaces on their player's mat. The discarded die is unavailable for the rest of the hack attempt, but will become available again after you have resolved the hack attempt.

5. The players will continue to roll their dice, matching icons or discarding dice, until they have successfully completed the hack or have run out of dice. A hack is considered successful once the final icon in either the Hacking Presence or Credit track has a die matched to it.

6. If the hackers complete one of the tracks with dice remaining, they have the option of completing the other track, or stopping the hack. The hackers can decide to stop the hack after completing a row even if all hackers haven't placed a die for the

The hack attempt continues with all hackers rerolling their remaining dice, resulting in the following results:

Sherif

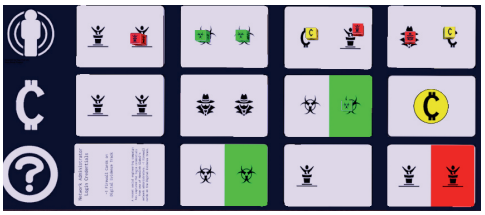
Yolanda

John

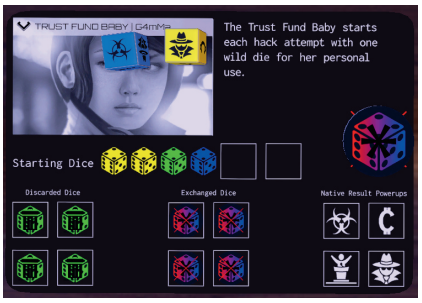
Sarah

Sherif and Sarah both play a green malware on the top row, followed by Yolanda playing her red public awareness, also on the top row. With no legal plays, John decides to take advantage of his player power as the Gambler and rerolls his dice resulting in the following dice:

While not ideal, John plays his green malware on the middle row, starting the Credits track.



Before continuing any further with their hack, Sherif decides to use her hacker abilitiy and take advantage of her wild die to exchange her yellow die for a red one.



He accomplishes this by placing his yellow die on one of the Exchanged Dice spots on his player mat and

current roll.

7. Once the hackers have stopped the hack attempt, they need to determine whether or not they left any digital evidence behind for the network administrator to find. This is done by counting the number of icons left uncovered on the Digital Evidence track, adding the number of discarded dice from all players, and comparing that number to the margin of error that was calculated earlier. The Threat track will increase by one level for each error past the margin of error.

8. If the hack was successful, hackers will collect the base and bonus rewards they are entitled to.

9. Regardless if the hack was successful or not, all of the Firewall cards that were used are placed in the Firewall discard pile. The Hack Modifier and Bonus Rewards cards are also placed in their respective discard piles. All of the hacker's dice pools are then returned to their starting state.

REWARDS FOR A SUCCESSFUL HACK ATTEMPT

For a successful hack attempt, the hackers are entitled to the following base rewards:

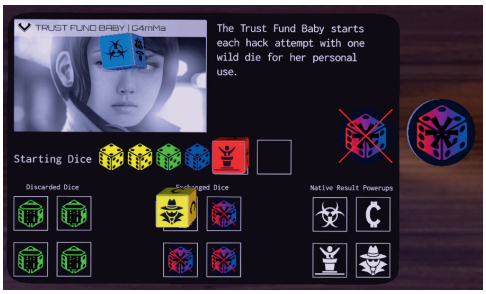
	Level 1	Level 2	Level 3
	1	2	3
	100x(P-1)	200x(P-1)	300x(P-1)

The hackers will also collect the bonus rewards outlined on the Bonus Rewards card for the level of difficulty chosen for the hack.

The hackers will then use any awarded hacker presence points to flip red servers over to their green sides. 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, or reduce the number of, server tokens in any of the cities on the target's continent, any of the cities that are connected to the target server by adjacency lines, or servers along the hacking path.

If after spending all of your hacker presence points the hackers have complete control of a continent, they can reveal the Digital

taking a red die from the supply, removing her wild die token from her hacker's mat.



The hackers then continue their hack attempt by rerolling their dice again, resulting in the following results:

Sherif 

Yolanda 

John 

Sarah 

Sherif takes advantage of his red public awareness by placing it on the last spot of the top row, completing the Hacker Presence track and entitling the hackers to the rewards for a succesful hack.

However, to this point none of the hackers have played on the Digital Evidence track, and if the hackers were to stop, they would be over their margin of error for the hack. John and Yolanda take care of that by playing a red and yellow public awareness on the first card of the digital asset track, reducing the number of uncovered symbols to the margin of error and completing the hacker's hack attempt.

The hackers will then collect their rewards as follows:

- 2 hacking presence

Asset assigned to the continent as well as receive the bonus printed on the board underneath the Digital Asset spot.

The effects of the revealed Digital Asset will come into play starting the hack attempt after it is revealed, and will remain in effect for the remainder of the game. As a visual reminder of its effect, all Digital Asset cards are stored on the hacking grid.

- a native result token for the common pot
- Digital Asset, 600 credits and digital nuke for liberating Africa

Also after collecting awards, the hackers would have flipped Johannesburg and Cairo to the green side and placed the digital asset in the hacking grid where it belongs.

USING HACKING TOOLS AND HACKER ABILITIES DURING HACK ATTEMPT (SEE EXAMPLE D)

Hacking tools can be played at any time during the hack attempt, and will provide the hackers with some form of assistance in completing the hack.

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

Most hacker abilities can be used during the hack attempt while resolving the current roll. The one exception to this is the Travelling Salesman's ability that is used while choosing the Hacking Modifier for the current hack attempt.

USING WILD DICE DURING THE HACK ATTEMPT (SEE EXAMPLE D)

Hackers may use any of their available wild dice at any time during a hack attempt prior to rolling their remaining dice. Each token is discarded to exchange one of the hacker’s 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.

USING NATIVE HACKING SYMBOL TOKENS DURING THE HACK ATTEMPT (SEE EXAMPLE E)

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 discarded die is not counted when determining if digital evidence was left behind.

ATTEMPTING THE FINAL HACK ON MONOLITH GLOBAL INC HEADQUARTERS (SEE EXAMPLE E)

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 is populated with a number of Firewall Requirement cards equal to the number of players plus the number of cities when red server tokens divided by four (rounded up) .

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 (blue) and malware (green) results must be rolled on native dice.

4. All three tracks need to be completed in order for the hack to be considered successful

5. Hackers fail the hack, losing the game, if they run out of dice before completing all three tracks.

PHASE 4 - CLEAN-UP

During this final phase of each round, the following steps

are taken:

1. All exhausted tools and hacker abilities 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 complete a successful hack attempt against Monolith Global Inca headquarters in Boston, USA, resulting in the hackers winning, or the Network Administrator AI tracks down the hacker's hideout and sends in the authorities to arrest the hackers, resulting in the hackers losing.

APPENDIX A - ADJUSTING THE DIFFICULTY

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

NOVICE BLACK HAT MODE

To play The Hackers Guild as novice black hats , observe the following changes to the rules:

• Hackers Trace track is increased to 10 levels.

• Credit cost on Trace Track only costs 100 credits instead of 250.

• Hackers start with 10 green servers.

• Hackers will receive 500 credits for a successful hack instead of 250.

• Guild insiders cost 100x credits instead of 250x.

• Hackers will start the game with 750 credits instead of 500.

ELITE BLACK HAT MODE

To play The Hackers Guild as elite black hats, observe the following changes to the rules:

• Hackers Trace track is decreased to 5 levels.

• Credit cost on Trace Track costs 500 credits instead of 250.

• Hackers start with the 6 green servers.

• Hackers will receive 100 credits for a successful hack instead of 250.

• Guild insiders cost 500x credits instead of 250x.

• 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.

Travelling Salesman - When purchasing hacking tools, the Travelling 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. To activate his power, he draws the top card off the draw pile, looks at it, then decides whether or not he would like to purchase it. If not, he places the card back on the top of the Hacking Tools draw pile.

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 re-roll as many dice as he would like prior to locking or discarding dice for the current roll.

APPENDIX C - TEAR DOWN AND 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 6 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

HACKING TOOLS DECK

Top left: Tool activation trigger

Top middle: Tool effect scope

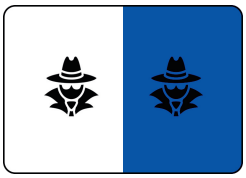
Top right: Tool cost

Middle middle: Tool title

Bottom middle: Tool effect

FIREWALL REQUIREMENTS 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

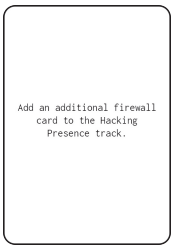
DIGITAL ASSETS DECK

Top middle: Digital asset title

Middle middle: Digital asset effect

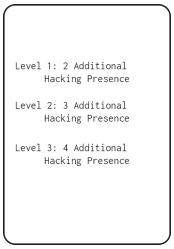
Middle bottom: Digital asset flavour text

HACK MODIFIER DECK



Text: Change to hack attempt enforced by modifier

BONUS REWARDS DECK



Text: Bonus rewards for a successful hack at each of the difficulty levels