# NUMBER OF PLAYERS

Cards are distributed according to the number of players :

- **6 to 9 players:** Include at least: 1 Hacker, 1 Competitor, 1 Developer, 1 HR, 1 Influenceur. Complete with interns and the Graphic and Web designer.
  + Election of the manager

- **10 to 13 players:** Add a second Hacker. All essential roles must be represented. Add interns to complete.

- **14 to 18 players:** Add a third Hacker. Complete with Interns for balance.

Adapt the distribution to balance powers and interactions according to the number of players.
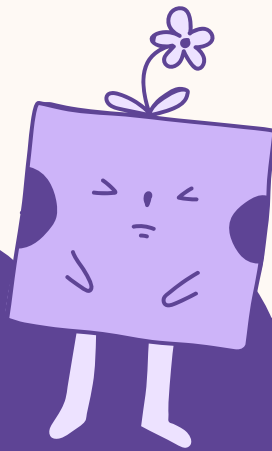
HACK3D!
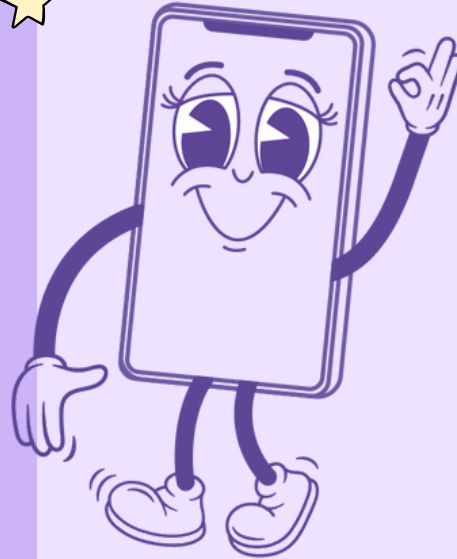
GAME CONTENT

- 1 Game instructions
- 3 Hackers
- 9 interns
- 1 Competitor
- 1 Manager
- 1 HR
- 1 Influenceur
- 1 Developer
- 1 Graphic designer
- 1 Web designer

GAME RULES

In a communications agency, you have to **prevent hackers and your direct competitor from hacking into your system**.

Hacked consists of two phases. The first phase is a **meeting period**, where the game master chooses an event at random and announces it to all the players. The event will take place if the majority of players vote for the correct answer (by raising their hands) to the questions put to them. If the answer is wrong (always by a majority), the event does not take place.

The manager is then elected, followed by a debate and discussion lasting 1 minute 30 seconds. After this first meeting, **the night phase begins: all the players close their eyes,** and the game master calls on each player, one by one, to use their power. Once the night is over, a new meeting begins, with the game master announcing the redundancies that have taken place during the night, and then a new event is drawn at random. A debate ensues and the meeting ends with a vote by all the players and the dismissal of the chosen player.

The game master will need this **QR code to guide the game** : Once in the application, you can click on 'Start a new game' and begin. You'll find the necessary rounds of the game, followed by events that you can generate yourself to influence each round.

During the game, **the application generates various events that affect the game** and the survival of the agency.

You all have a role to play in saving the agency! Don't let the hackers and your competitor take control.
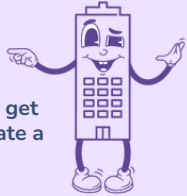
FOR THE GAME MASTER

THE ROLES

INTERN :

Interns win with employees, they have no specific power, their goal is only to find the hackers and the competitor.

COMPETITOR :

Competitor win on their own, so he has to get rid of everyone else. To do this, he designate a person to be fired at each meeting.
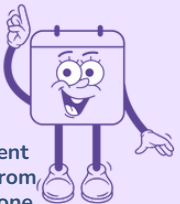
HACKERS :

the hackers win together and have to get all the employees and the competitor fired.

HR :

The HR wins with the employees. In each meeting, he has two powers: HR can prevent the employee designated by the hackers from being laid off, and they can designate anyone of their choice to be laid off starting from the second night.

MANAGER :

In addition to his current role, a player will be elected by the others to be the manager (he will receive an additional card for this role). Once elected, his vote will count double. When the manager is fired, a new vote is held to designate the new manager.

DEVELOPER :

The developper wins with the employees, at each meeting he protects the work of one person (who must be different each time; it's not the same person twice) and this person will be immune from being fired by the hackers and the competitor.
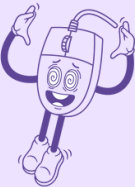
GRAPHIC AND WEB DESIGNER :

The webdesigner and graphic designer win with the employees, they're linked, if one is laid off, the other will be too.
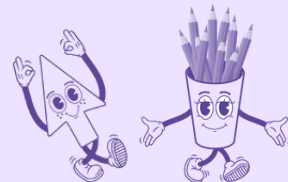
INFLUENCER :

The influencer wins with employees, at meetings he nominates a person who will end up with a vote on him at the debriefing.