# NUMBER OF PLAYERS

Adaptez le nombre de cartes en fonction des participants :

- 6 à 9 joueurs : Choisissez 1 Hacker, 1 Concurrent, 1 RH, et 1 Manager. Complétez avec des Stagiaires et d'autres rôles pour équilibrer.
- 10 à 12 joueurs : Ajoutez un deuxième Hacker et incluez des rôles comme le Développeur, l'Influenceur, ou le Community Manager.
- 13 à 18 joueurs : Intégrez davantage de rôles spécialisés (Graphiste et Webdesigner, par exemple) pour enrichir le jeu.

Personnages à inclure :
- Assurez-vous d'avoir au moins un Hacker et un Concurrent pour la dynamique du jeu.
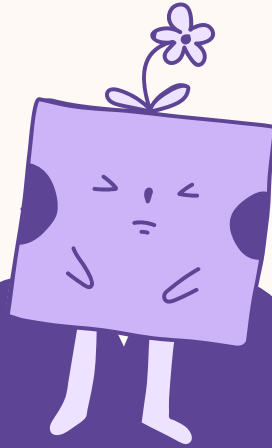- Les rôles clés (RH, Manager, Développeur) doivent être bien représentés.

HACK3D!
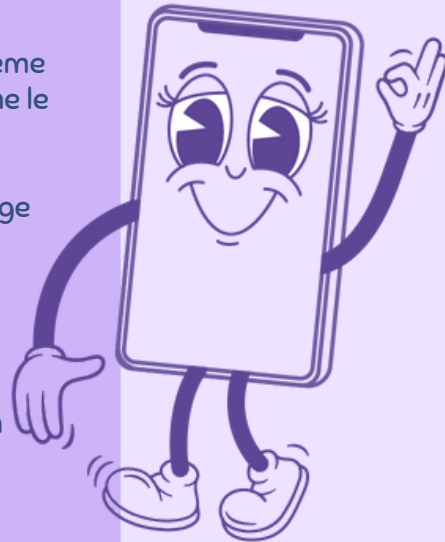
GAME CONTENT

the box contains cards for each character and game instructions

GAME RULES

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

Hacked is made up of two periods, the first of which is a meeting period where each role to be called is called to carry out its actions associated with its roles, it's during this meeting that the hackers designate a person to be fired as well as the competitor. Following this meeting, a debriefing takes place where the game master announces what needs to be announced, and then comes the drawing of the event, which is randomized thanks to the QR code. Following this, a debate takes place between the players to identify the hackers and competitors, and a vote is held to decide who will be kicked out of the agency.

The game master will need this qr code to guide the game:
Once on the app, you can click on "Start a new game" and begin the game. You'll find the game turns that are essential for each game, followed by events that you can generate yourself to have an impact on each turn.

Over the course of the game, the application generates various events that have an impact on 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.
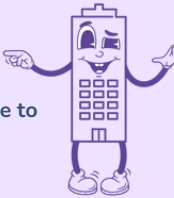
FOR THE GAME MASTER

THE ROLES

INTERN :

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

HACKERS :

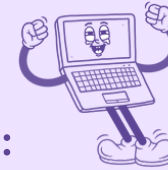the hackers win together and have to get all the employees and the competitor fired.

COMPETITOR :

Competitors win on their own, so they have to get rid of everyone else. To do this, they designate a person to be fired at each meeting.
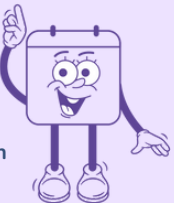
HR :

The HR wins with the employees, at each meeting they have two powers: the HR can prevent the employee designed by the hackers from being fired, and he can designate the person of choice to be fired.

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.
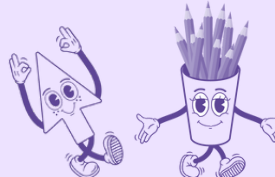
INFLUENCER :

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