

# Byte Run

Byte Run is a racing game, about the hackers running through the code. Each hacker is trying to get a number of points - **Data (10/9/8)** in a (4/3/2) player game. First player is the one who slacked on the internet most recently.

## Setup



Each player takes one of the hacker player boards, one cube and disc of one color, and one die. He puts the cube (Data tracker) on space two on the second row. Each player rolls his die, and puts it on corresponding number on the first row.

Players draw the number of board cards equal to the number of players, and arrange them so there are number of entrances equal to the number of players (example for 3 players below). Each player, starting with the first player place his disc on one of entrances with the line pointing toward the direction you are entering.



## Gameplay

Starting with the first player, players take turns, going clockwise around the table until one of them wins the game. Game ends as soon as one of the players reaches goal data. In his turn a player moves his disc in the direction away from this starting entrance, a number of times equal to the number on the first row on which die is positioned. Each time he makes a movement, he pushes die to the lower number, and takes an action on that space. When the die drops below 1, player's turn ends. That player then either rolls the die and puts it on that number, or turns it to 2, and puts it on space 2. If during turn a disc meets opponent's disc, it can pass it without activating its space, but can't finish turn on that space. If player goes out of the board on the other end from where he entered he gets number of data equal to the number of boards he passed.

When disc lands on a space, a player has 2 options for that space: Do it, or reprogramme it. If he choses the first option, he reads what the space does, and do it. He does not choose targets.

If he chooses reprogramme he has three options:

1. He takes the token of that space, and puts it on any other space. That space is now of tokens kind.
2. He takes the token and plays it to target enemy player.
3. He takes the token for later use. If he uses it in his own turn the use is free, if he uses it on enemy turn, the use costs one movement from next round.

Each type of space can be reprogrammed only once per round.

### Types of spaces:

**P** - Push opponents disc one space in any direction, activating space he lands on him.

**J** - Jump over one space

+ - Get one more movment point      - - Get one less movment point

**D - Get one Data**

**O** - Drop out of the board. You can enter again next turn.

**N** - Put new board on one of the exits so it connects, or replace one board that holds no player discs. Maximum number of boards is number of players plus 2

**<< and >>** - Exchange the dice in that direction around the table. Then each player (including you) places their dice on the spaces of the same number (as a new die).