HACKER

A DESIGN DOCUMENT BY
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PREMISE

Hacker casts players as hackers in a 90's centric themed board-game modeled after the era's hacking movies with a strong emphasis on optimization. Players will have to use a lot of strategy and planning to be able to make money and reach the solvent amount of 70 000$. Players have a large array of Programs, Connections, Contracts and Hacks at their disposal to make money in the most optimized way. The game is mostly competitive and offers multiple play styles.

TARGET AUDIENCE

The primary target audience of Hacker is the hardcore “Achiever”; players that are looking to get the highest score as fast as possible.

They are followed closely by Killers, as many Contracts in the game allow attacks on other hackers to try and slow them down.

New board game players may find that the rules are easy to follow, but the innate strategizing skills required to properly optimize the money making may be too big to capture them on the long run.

GAME EXPÉRIENCE

Players will be required to be concentrated to succeed and be comfortable with the notion of planning ahead. Getting the highest score is the main source of excitement and is present each round when the player finds out how much money he/she made in one round. Getting attacked can be stressful considering in can get the player behind the others. All this should provide the players with the following experience:

-EXCITEMENT OF COMPETITION

-STRESS OF FINDING THE OPTIMIZED WAY TO MAKE MONEY

-EXCITEMENT OF MAKING LARGE AMOUNTS OF MONEY IN SHORT PERIODS

-STRESS OF BEING ATTACKED

PILLAR

OPTIMIZATION is the main pillar.

Every action a player takes in the game revolves around ***optimization***.

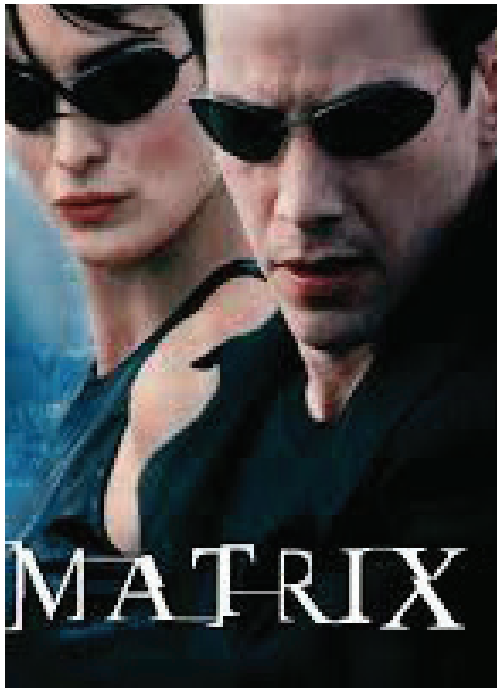
THEME

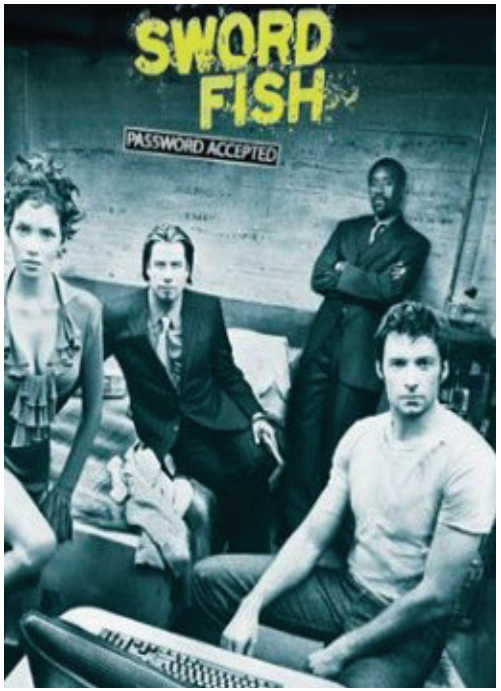
Hacker is set around retro 90's "C" hacking movies but the lore contains fantasy and 2000's. All the cards are named to reflect actions, events, programing lingo and types of people that in one way or another connected to the lore of the hacker of the 90's. Some names are references to other eras such as the 00's and 80's which allow a few hints at a broader view of the hacker mythos.

The card designs are all reminiscent of computers from the era with colors and shapes that represent actual computers, discs and disc drives as well as the colors usually associated with the 90's, the neon pallet.


JOHNNY MNEMONIC
MEET THE ULTIMATE HARD DRIVE


HACKERS
THEIR CRIME IS CURIOSITY


MATRIX


SWORD FISH
PASSWORD ACCEPTED

GAMEPLAY MECHANICS AND RELATED SKILLS

The player has to use strategy to plan ahead and make sure to have an edge over the other players. Each round, players have to choose the appropriate position on the actions/draw board to gain the number of actions and card drawing according to their needs.

Then players must choose which actions to take during their turn, which means the need to properly manage this resource as there are only a few options available the need to be optimal in that choice is paramount.

OBJECTIVE

The objective of Hacker is to have the highest amount of money once the target of 70 000$ has been reached by one player. This means that the player that reaches 70 000$ may not be the player that wins the game as sometimes there will be players able to play their turn after the target has been reached. The winner is indeed the player with the highest amount of money.

STRATEGY

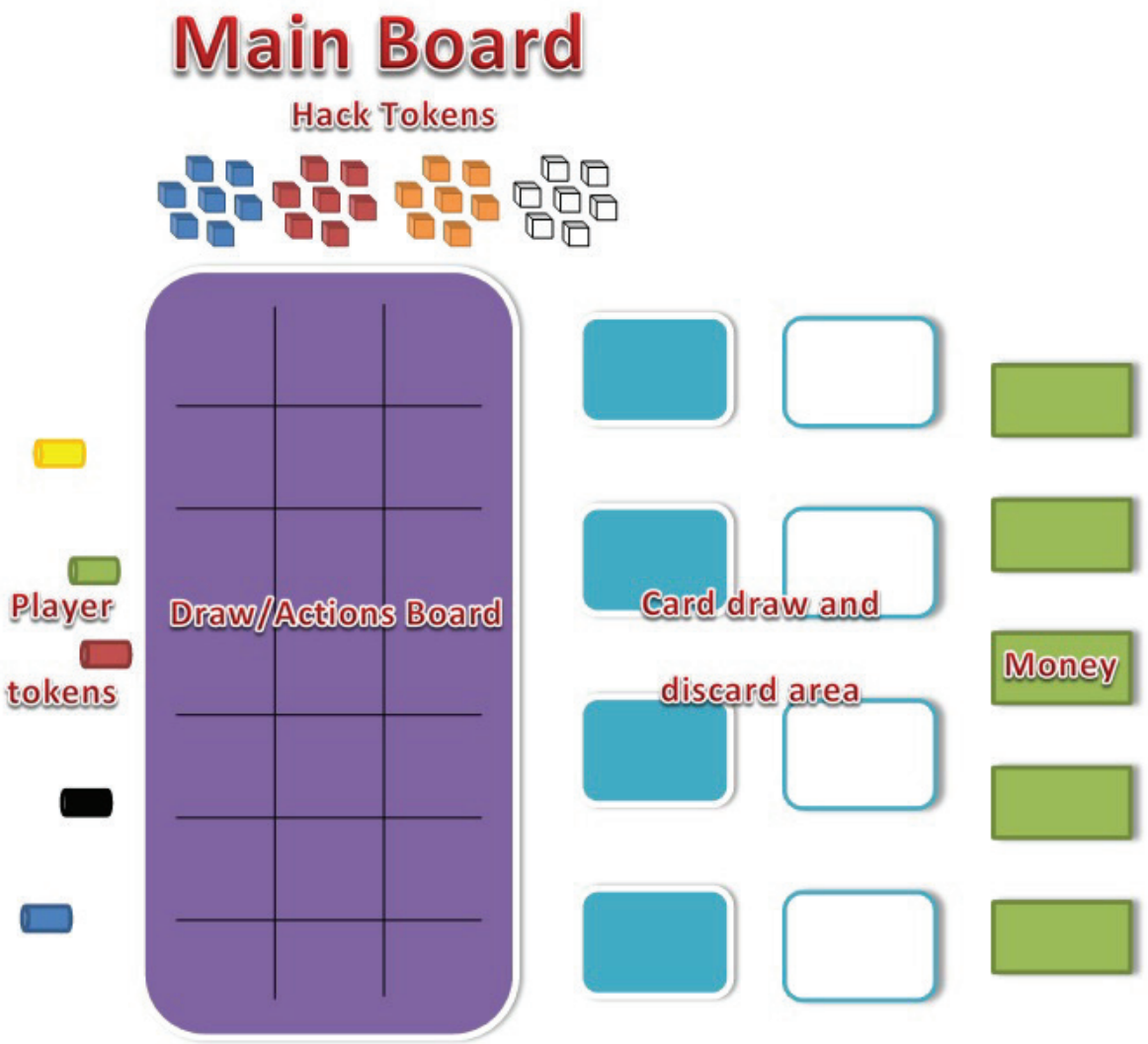
Analyzing limited information and then taking decision before the action (example: chess).

MANAGEMENT

Optimizing the use of limited resources (example: Agricola).

GAME SETUP

The Draw/Actions board is placed in the middle of the players, each players places their colored tokens next to the board ready to be placed on it. The Hack tokens are placed next to the board and separated per color. Under the board, each deck of cards (Contracts, Connections, Programs and Hacks) are placed with an area for their discard pile. And next to them are the piles of money, separated per value, used for the games scoring.



PLAYER AREA

Each player also has a play area, where they can place 5 cards, Programs and Connections, that can be tapped to indicate when activated as well as Hack cubes placed on the cards indicating the appropriate Hack used. Players also have a disable token used on their cards to indicate when a Program or Connection was disabled by another player, they can keep their money in a pile and of course they have their hands of cards.

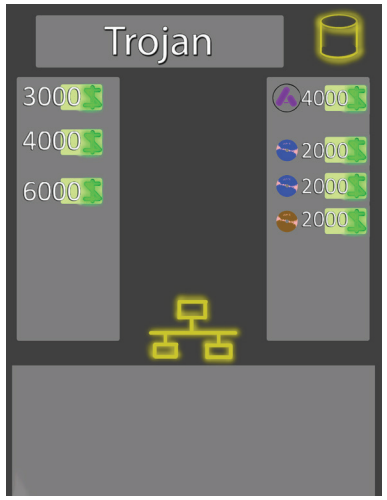
PROGRAMS

Programs represent the main tools of hackers to gain easy money. On one hand some must be used constantly while other must be left alone and sold for the information they contain.

Bit Farm: are usually Programs that are more valuable when activated each turn as they do not gain sale value.

Trojan:can be activated for money each turn, but often will be more valuable left alone as they gain sale value when not activated.

PROGRAMS

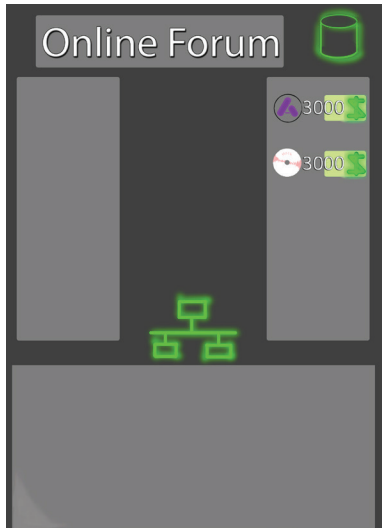


CONNECTIONS

Connections represent peoples or events that hackers have as resources to use to modify their use of Programs or Contracts; they will often also reward money as well.

Investor: Gives points for the types of programs you use.
Handler: Activates programs for you.
Reseller: Sells your programs for more profit.
Tweeker: they makes program activations more valuable.
Face: boosts the value of using Social Media Attack.
Private Event: rewards an extra Action when activated.
Promoter: makes private event and event takeover more valuable.
New Hacker: requires an extra action to place but rewards a large amounts of money.
Old Skool: makes New Hacker, DDOS attack and .guv Attack more valuable.
Online Forum: rewards money when activated, can be hacked sometimes.
Moderator: boosts value of Online Forums and Identity Theft.
Enabler: 1 allows bigger hand size, 3 allow drawing when activated.
Contractor: rewards an extra Action that can only be used with Contracts.

CONNECTIONS



CONTRACTS

Contracts represent requests from clients or groups or are personal actions that hackers take on a one time basis. Often these actions are attacks against other hackers to try and slow them down.

Social Media Attack: Payed attack on a social platform or disable another hacker's connection .
Identity Theft: Payed to steal someone's online identity or steal another hacker's cards.
DDOS attack: Payed to attack websites or disable another hacker's program.
Event Takeover: Highjack a large event and steal the proceeds.
.guv Infiltration: Payed to infiltrate a government website and steal information.
Software Update: Payed to use fake software updates to enter personal computers.
Hype: Cause an online hype to upgrade the sale value of programs.
Jolt: Drink a case of Jolt soda to get more Actions.
Credit Fraud: Payed to erase credit information or steal money from another hacker.
Virus: Remove a hack from another hacker's program.

CONTRACTS

HACKS

Hacks represent the shortcuts hackers use in coding to make their Programs, Connections and Contracts more valuable.

Bignum: Represented by blue symbols and blocks.
Code Optimization: Represented by red symbols and blocks.
Breakpoint: Represented by brown symbols and blocks.
Logic Trap: Represented by white symbols and blocks.
Universal: The Universal card represent all Hacks..

CONNECTIONS

RULES

RULES

-First player is determined randomly the first time and is indicated with a first player token, then at each round it changes to the next player.

-Before the start of the game, each player draws 3 programs and 3 connections, but must keep only 2 cards.

-Each round, starting with the first player, each player clockwise places their colored token on the draw/action board to choose how many cards to draw and how many actions to play.

-When a player places his token, he immediately draws the amount of cards from any deck and can only look at them once all cards are drawn.

-Once all tokens are placed and all cards are drawn, the turn order becomes that which is on the draw/action board.

RULES

In order of the actions/draw board, players play their cards for the limit of actions they have. The options are:

-Play a Connection
-Activate a Connection
-Play a Program
-Activate a Program
-Sell a Program
-Play a Contract
-Play a Hack on a Connection or Program

-Disabled Programs or Connections are represented with a disabled token.

-The disable effect remains until the end of the player's next turn.

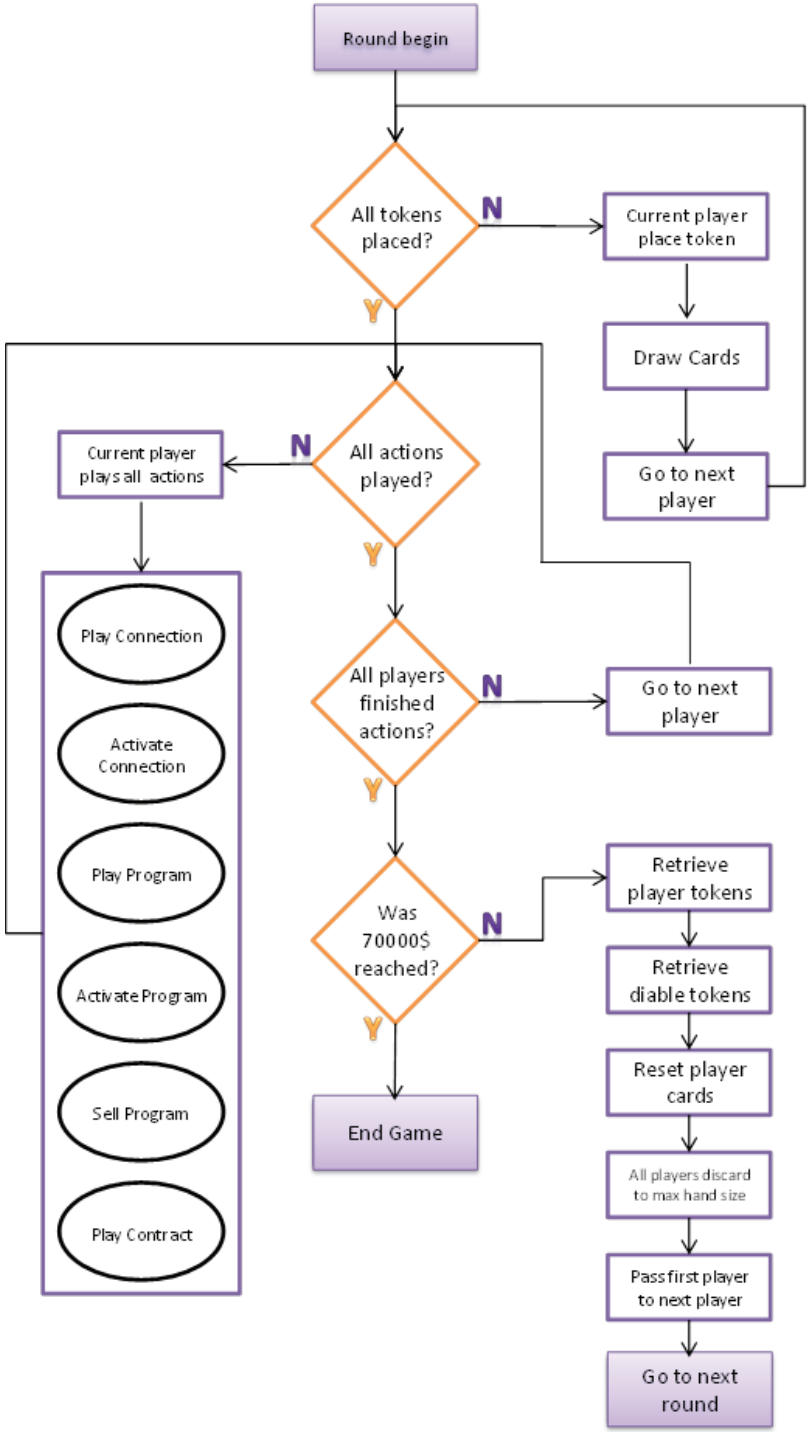
-Once everyone has played, players discard to have only 2 cards in hand, re take their tokens, reset the cards in front of them, pass the first player token to the next player clockwise and a new round starts.

-The game ends when someone reaches 70 000$.

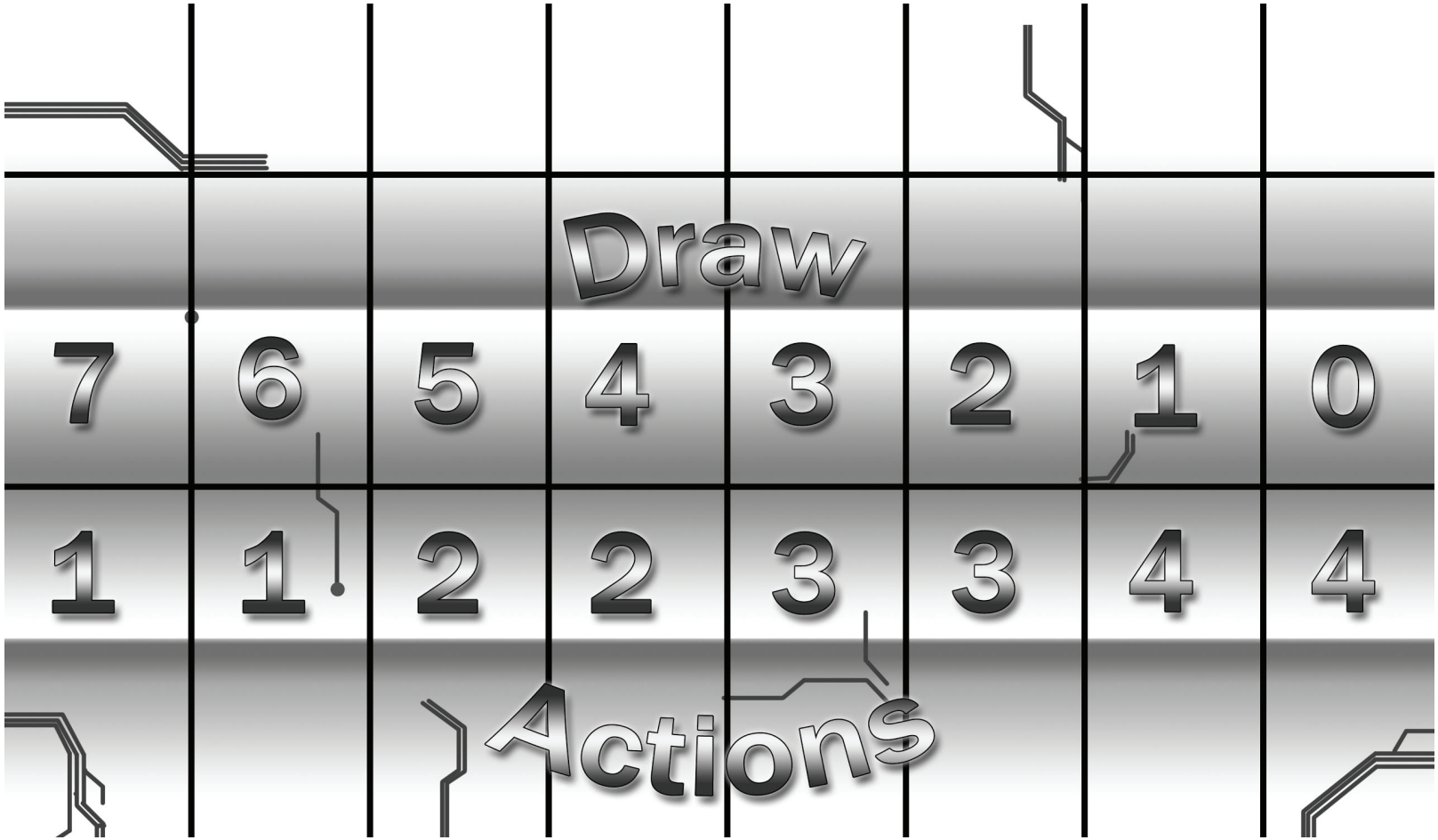
-Players after the player that triggered the end of the game are allowed to play their last turn.

-The player with the highest score wins.

GAMEFLOW

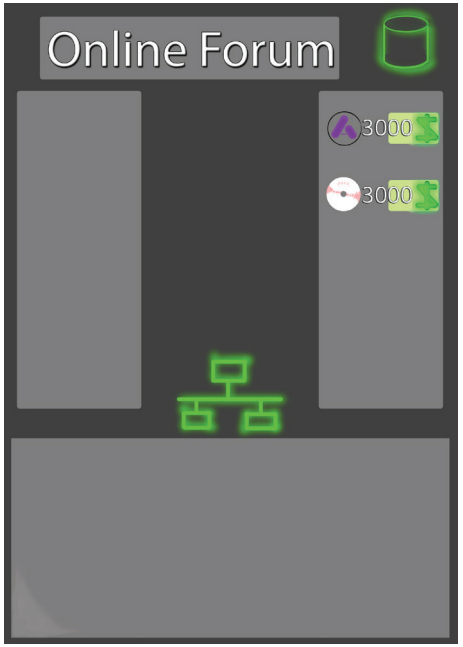

Round begin
All tokens placed?
N
Y
Current player place token
Draw Cards
Go to next player
All actions played?
N
Y
Current player plays all actions
Play Connection
Activate Connection
Play Program
Activate Program
Sell Program
Play Contract
All players finished actions?
N
Y
Go to next player
Was 70000$ reached?
N
Y
End Game
Retrieve player tokens
Retrieve diable tokens
Reset player cards
All players discard to max hand size
Pass first player to next player
Go to next round

THE ACTION/DRAW BOARD: A cardboard board to place player tokens.



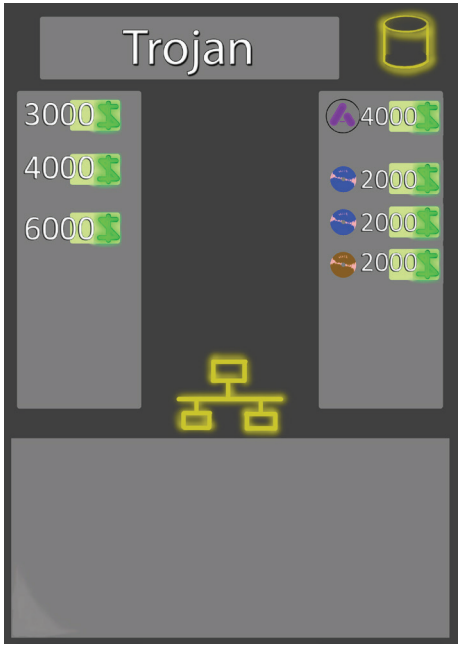
CARDS :4 types of cards: connection contracts hacks and programs. There are “154” cards in total. Here are the 4 types of cards.

CONNECTION CARDS: 48x



CONTRACT CARDS: 60x

PROGRAM CARDS: 24x



HACK CARDS: 22x

WOODEN BLOCKS WITH DIFFERENT COLORS: The blocks are hacks that are going to be used in the programs, connections or contracts. There are “20” brown blocks, “20” blue blocks, “20” red blocks and “20” white blocks.

WOODEN TOKEN for first player.
5 differently coloured wooden tokens, one for each player.
5 disabled cardboard tokens, one for each player.

MONEY $

There is 1 000 000$ in paper money that can be distributed throughout the game seperated as:

50 x 1000$
50 x 2000$
30 x 5000$
20 x 10 000$
10 x 20 000$
6 x 50 000$