



OBJECT

Raise your opponents' risk and hack them before they hack you! The last player remaining with at least one unhacked device wins the game.

OVERVIEW

Each player gets three Device Tokens (pictured below). Players stack cards below each Device Token to raise or lower that device's risk level. There are four levels of risk. When a device's risk is at level 4 it may be hacked. The top card of each stack represents the current risk level for that device.

When a player has three hacked devices, that player cannot win the game. However, they remain in the game and continue to attack other players until there is a winner.

COMPONENTS

The **Device Tokens** represent three devices to hack. Each player gets one laptop, one phone and one tablet.

The deck contains four types of cards.

Use **Level Cards** to raise or lower the risk on any unhacked device. The Level 1 Card is also used to initiate the first attack against each device.

Use a **Hacked Card** to hack an opponent's device when its risk is at level 4. A hacked device is out of play for the rest of the game.

Use a **Security Patch Card** to reset an unhacked device's risk to level 1. This card may be played on any card except the Hacked Card.

HackBot Cards use special attacks to raise an opponent's device risk. These cards have level numbers like the Level Cards. HackBot Cards may not be used on your own devices. See **The HackBots** section for details specific to each card.

VIDEO QUICK START

Visit how.blueninjastudios.com or scan the QR code to watch our **How To Play** video.

SET UP

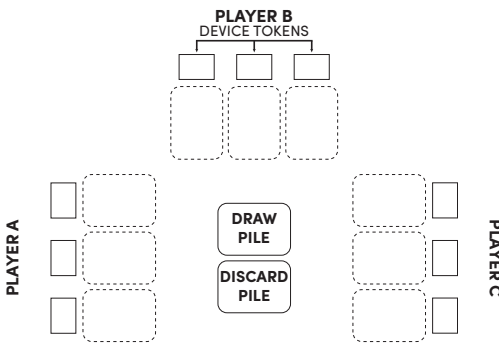
Lay out three Device Tokens in front of each player in a row—one laptop, one phone and one tablet. Place the extra Device Tokens back in the box.

Based on the number of players, remove Hacked Cards (pictured below) from the deck and place the removed cards back in the box.



- ★ 2-Players: Remove 6 Hacked Cards
- ★ 3-Players: Remove 3 Hacked Cards
- ★ 4- and 5-Players: Do not remove any Hacked Cards

SAMPLE PLAYING AREA (FOR 3 PLAYERS)



GAME PLAY

The player sitting to the left of the dealer goes first.

On your turn, draw one card from the Draw Pile or Discard Pile. Play one card from your hand to Attack, Defend or Discard. Your goal is to raise your opponent's risk level while keeping yours low. Find the balance between defending your devices and attacking your opponents.

ATTACK!

There are four ways to attack an opponent's device.

- ★ Play a Level 1 Card or Meta's Brute Force Card to initiate an attack against an opponent's device.



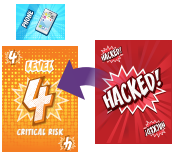
- ★ Play a Level Card to raise an opponent's device risk by **one level**.



- ★ Play a HackBot Card to use a special attack and raise an opponent's device risk by **one level**.



- ★ Play the Hacked Card to hack a device at level 4. A hacked device is out of play for the rest of the game.



DEFEND!

There are two ways to defend one of your devices.

- ★ Play a Level Card to lower the risk by **one level** on one of your devices.



- ★ Play the Security Patch Card to reset an unhacked device to level 1.



DISCARD!

If you cannot or do not want to play a card, place one card from your hand face up on the Discard Pile.

At the end of your turn, you will have four cards in your hand. Play continues clockwise.

NOTE: If the Draw Pile runs out of cards, reclaim the cards from the Discard Pile and the cards below every device (even hacked devices) leaving the top card from each pile in place. Shuffle the reclaimed cards **thoroughly** to create a new Draw Pile.

ENDING THE GAME

The last player remaining with at least one unhacked device wins the game!

THE HACKBOTS

There are five HackBots, each with their own special attack. All HackBot Cards have level numbers and may only be used to raise an opponent’s device risk. You may not use HackBot Cards on your own devices.



Pixel’s special attack is **Virus**. She raises and temporarily locks an opponent’s device risk at level 3 for the **device pictured on the card**. Players may increase the risk to level 4 or reset the device using a Security Patch Card. The lock is released once it is no longer the top card.



Meta’s special attack is **Brute Force**. He instantly raises an opponent’s device risk to level 4 for the **device pictured on the card**. You do not need to play this card in numerical order. You may also use Meta to initiate the first attack against an opponent’s device in place of a Level 1 Card.



Link’s special attack is **Phishing**. He raises an opponent’s device risk and allows you to blindly take one card from their hand and replace it with one of your own.



Hex’s special attack is **Data Wipe**. He raises an opponent’s device risk and forces them to discard their entire hand and draw four new cards from the Draw Pile. The player may discard their hand in any order they choose.



Meme’s special attack is **Spyware**. She raises an opponent’s device risk and allows you to privately view the cards in their hand.

FREQUENTLY ASKED QUESTIONS

- Q.

Do the HackBot Cards need to be played in numerical order?
- A.

Yes. Use the HackBot Cards to raise an opponent’s device risk one level in numerical order. The only exception is Meta’s Brute Force Card. See **The HackBots** section for more details.
- Q.

Can I play a HackBot Card on top of another HackBot Card?
- A.

Yes. As long as you are raising the device’s risk in line with game rules, it is okay to play a HackBot Card on top of another HackBot Card.
- Q.

Can I lower an opponent’s device risk with a Level Card or Security Patch Card?
- A.

Sure! If lowering an opponent’s device risk plays into your strategy, then go for it!
- Q.

Can I lower an opponent’s device risk with a HackBot Card?
- A.

No. You may only use HackBot Cards to raise an opponent’s device risk.
- Q.

Can I raise my own device’s risk?
- A.

Sure! If raising your device’s risk plays into your strategy, then go for it! The only exception is you may not play a HackBot Card on your own device.
- Q.

Can I play a card that keeps the risk on a device the same?
- A.

No. Your action must raise or lower the device’s risk.
- Q.

Can I hack my own device with a Hacked Card?
- A.

No. Only your opponents can hack your devices.
- Q.

All my devices are hacked, now what?
- A.

When all your devices have been hacked you cannot win the game, but you continue to play and attack the remaining players until there is a winner.
- Q.

Can I lower or reset a hacked device’s risk?
- A.

No. A hacked device is out of play for the rest of the game.

ELIMINATION VARIANT

Standard rules call for players to remain in the game after all three of their devices are hacked. You may choose to play an elimination variant where players are removed from the game. All players should agree to this rule at the start of a new game.

In this variant, players are eliminated from the game when all three of their devices are hacked. Eliminated players place all cards from their hand on the Discard Pile and leave their hacked devices in place until the end of the game.

Play continues until all but one player is eliminated. The last player remaining with at least one unhacked device wins the game.

Thank You!

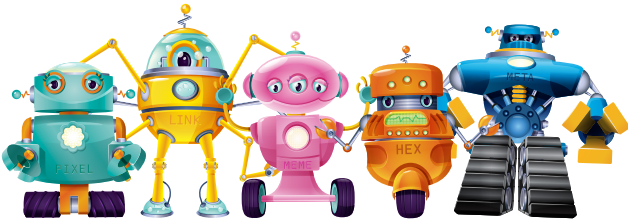
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HAVE A FUN PIC PLAYING OUR GAME?

Tag posted photos with #HackBots and @BlueNinjaStudios, and we might select your photo to spotlight!



CONTENTS
108 CARDS (68 LEVEL CARDS—17 EACH LEVEL, 15 HACKED CARDS, 4 SECURITY PATCH CARDS, 3 PHISHING CARDS, 3 SPYWARE CARDS, 3 DATA WIPE CARDS, 6 VIRUS CARDS AND 6 BRUTE FORCE CARDS), 15 DEVICE TOKENS (5 LAPTOP TOKENS, 5 TABLET TOKENS AND 5 PHONE TOKENS) AND INSTRUCTIONS

