KRACKERS: THE CARD GAME

Premise

You are a competitive hacker. Your goal is to crack every system on the internet. There is another hacker in the way of your ultimate goal and you must first take him out. Build up your computer as fast as you can with new hardware and software; deploy faster internet, and firewalls. Strike when your opponent is week and you are strong, keeping yourself protected. Hack their computer until it crashes and burns.

General Icons

Action Points: This is how many action points an action card costs to use. On hardware and servers this adds to your action points total allowing you to play more actions.

Hack Potential: This is how powerful your hack potential is, this will help you bypass your opponent's security.

Defense Potential: This is how secure your computer is in warding off attacks.

Hardware level: This is the hardware level, the higher the level the better the hardware or software. On hardware this is a spec, and on software it's a minimum requirement.

Cost: This is how much it will cost to obtain new hardware or software. Usually a dollar value except with free software the cost is action points.

Card Types

Action

There are 8 different action cards players will start with in their deck.

Hardware

CPU: This is the processor for your computer.

RAM: This is the memory for your computer.

Internet: This is your connection to the outside world.

Firewall: This will protect your network from other hackers.

Software

OS: This is the operating system for your computer or server.

Antivirus: This can help protect your computer from hacking.

Hack Tools: This software can make your hacks more effective.

Starting the Game

Each player starts with their Base Computer card on the table, and shuffles their 7 action cards. Then players will shuffle the cards in the Internet stack as best as possible. Place the stack off to the side and reveal 12 cards from the top and place them together in the middle of the table, these will be the Web Spread cards. Any cards that are scrapped will be put in the Scrapped pile. Players get $200 from the bank, draw 5 cards from their deck and determine who will play first.

Player's Turn

Turns will go in 3 phases:

- Beginning Phase – During the Beginning Phase, players will reset their action points to the max that their computer and supporting hardware provide.
- Main Phase – This is when the actions happen.
- End Phase – During the end phase players may choose to discard any number of cards from their hand, and then draw cards up to a hand of 5. If that player runs out of cards, they will shuffle their discard pile to a new deck and continue drawing.

Playing Action Cards

Each player will start the game with 7 unique action cards in their starting deck. Each action card takes a certain number of action points to play. Some have an X in the cost that will denote a variable that is stated on the card text. Players may play as many action cards as they have action points to spend. Action cards that are played are sent to the player's discard pile.

Automatic Actions

There are 4 actions a player can make that don't require cards, however they will still cost action points. Players can Scrap, Install, Sell or Recycle cards from their hand. Scrap and Install each cost 5 action points and Sell and Recycle each cost 10 action points. To scrap hardware or software means you're putting the card from your hand into the scrapped pile, and then draw from your deck. You make no money from scrapping hardware this way. Installing hardware or software are separate actions for each card played. To sell is to scrap a hardware card from your hand to make 50% of its total value rounded down to the next $50. To recycle is to discard a card and draw a new one.

Hardware and Software

During the game, players will obtain new hardware and software to add to their setup. The cards that are face up in the Web spread are available to obtain using action cards. Some software is free; however players will have to pay the action points next to the cost on the card as X. Anything that's not free players would have enough money in their bank to pay for the purchase. Any card obtained this way will go to that player's discard pile and then the top card is revealed from the Internet stack. Once that player draws their hardware or software cards from their deck they can deploy them to their computer. The hardware level on both CPU and RAM cards must be equal to or above the hardware level of the OS card to install the new OS. Hack tools and anti-virus software require an OS of same or greater level to install. If a player is replacing a hardware or software card with a new one, the old one gets moved to that player's discard pile. Players may only have one of each type of hardware or software installed at a time. When players have hardware and software installed in their computer they can gain hack potential and defense potential. Hardware will also give players a higher starting action point total each turn, allowing players to perform more actions.

Internet and Firewalls

Players will have the ability to obtain firewalls and faster internet connections. Firewalls can only be deployed if your Internet card is of equal or greater hardware level. Firewalls will boost your defense potential; your internet connection gives you more action points and can boost your hack potential.

Winning the Game

Players will be able to try and hack each other as long as they have enough action points to play the "Hack Network" action. If the hacking player's Hack Potential is higher than the target player's Defense Potential, the targeted player will receive Hack Points equal to the difference. Once a player has 20 Hack Points, their computer crashes and they're out of the game. The last player standing wins.

Action Cards

Here is the list of action cards that each player will have. Players should only have 1 of each of these.

Name	AP Cost	Text	Rule
Make Money Online	10+X	Online schemes make you $200 plus $50 for every 5AP spent for X.	Players can spend any amount for X that they have in action points.
Hack Network	25	Hack another player equal to your total hack potential.	Your hack potential must be greater than your opponent's defense potential.
Buy Stuff Online	15	Buy something from the Web and put it in your discard pile.	Can buy hardware and software with a dollar value.
Pirate Software	10+X	Take a non-free software card from the Web and put it in your discard pile, X is 1/10th the $ cost.	Usually OS or Anti-Virus, drop the last 0 and that's the AP cost.
Download Free Software	5+X	Take a free software card from the Web and put it in your discard pile, X is the AP cost.	The AP cost is on the software card, either an OS or a Hack Tool.
Clean Viruses	20	Remove Hack Points equal to the DR of your antivirus.	Must have an Anti-Virus to remove Hack Points from your computer.
Gooble Search	25	Scrap up to 3 Web cards; put the top cards from the Internet stack into the Web Spread.	Can be any 2 cards from the Web and they are replaced up to 8.