

H4CK N1GHT

< RULEBOOK >

PROTECT. HACK. SURVIVE.

3–6 PLAYERS 10+ AGES 35 MIN 118 CARDS · 15 TILES

PLAYER EDITION · RULES v4.13 · 2026

<THE NIGHT DECIDES>

> intro_ who you are, what you want and why to trust no one

00 · STORY

It is night in the city. The towers blink in two colors: **red** *on the side of those who attack,* **blue** *on the side of those who defend. On the rooftops, six silhouettes in fedoras stare at the same screen. Nobody knows who is who.*

By day they build: they spin up servers, install firewalls, write code. And they steal it from each other, because code is the only thing worth anything. By night, when the card drops, the real attack arrives: an email that was never from your bank, a worm that forwards itself, a ransomware that paralyzes hospitals. That night we find out who was ready.

Every player keeps a secret under the hat. The **Black Hacker** *wagers the night will be cruel. The* **White** *swears nothing of theirs gets lost. The* **Grey** *waits for the forced card to unleash a zero-day. The* **Red** *hunts the Black. The* **Blue** *hands out shields. The* **Green** *copies the first one to show their face. Revealing is a one-time decision, and the third Totem is only yours with your face uncovered.* **Protect. Hack. Survive.**

GAME FACTS

WHAT IT IS	A cybersecurity card game with hidden roles. The cards speak in icons, not languages.
PLAYERS	3 to 6. The rules are the same at every table: what changes is the effect, never the rule.
LENGTH	About 35 minutes. The Night Deck is the clock: it is never reshuffled.
WIN	First to **3 Totems**. 4 Codes = 1 Totem, always.
AGE	10+. Hacker culture, yes; attack instructions, never.

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<COMPONENTS>

> inventory_ 118 cards · 15 hex tiles

DAY DECK · 72 + 8



CODE ×34 | PROTECTION ×18 | HACK ×13 | AI AGENT ×7 | INFRA ×8 · pack

The deck circulates: played and discarded cards return to it when it runs out. The pack's 8 gold cards are shuffled in from the start and share the same back.

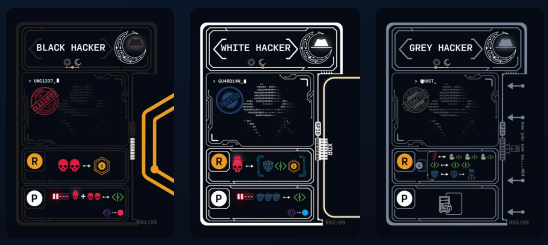
NIGHT DECK · 18 + 4



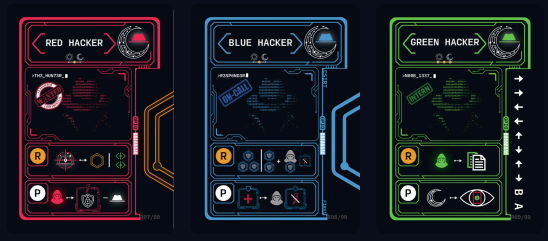
LEVEL 1 | CATASTROPHE | GREY SKULL | 1337 PACK

22 real threats, from False Alarm to Prompt Injection. Never reshuffled: when it runs out, the game ends.

ROLES · 9 CARDS



BLACK ×2 | WHITE ×2 | GREY ×2



RED ×1 | BLUE ×1 | GREEN ×1

TILES · 15 HEXES



TOTEM amber side | CHIP blue side | FIRST PLAYER

14 **two-sided** tiles: Totem on one side, Chip on the other. Plus 1 first-player token with Conway's glider.

AIDS · 7 CARDS

One per player (A01–A06) with the flow of the round and the reveal windows. With the pack, A07 goes in the middle: the "who it's for" table of the 8 Infrastructures.

CARD BACKS



DAY | NIGHT | ROLES

HOW TO READ A CARD

Above the effect box is the action: shield = defends, bolt = steals. **Inside** is the target (Code) and the ×N multiplier.

Duration: → discarded at Dawn; → persists. **Role pill:** fedora in the Hacker's color + R Reveal Power · P Permanent Power.

Skulls: red or grey on every Night (p. 23). The **level bar** 0–5 shows how hard the Night is. The 1337 badge marks pack cards.

< GOAL >

> 3_totems_ gather Codes, survive the Night, trade them at Dawn

Gather **4 Codes** on your table, keep them alive through the Night, and at Dawn trade them for **1 Totem**. **The first player to hold 3 Totems wins.**

- **The trade is flat and voluntary.** 4 = 1, always. You may keep Codes and trade later.
- **The third Totem can only be traded while REVEALED.** Every game has at least one reveal: the winner's.
- **End by the clock.** If the Night Deck runs out and nobody has 3 Totems, after that last Dawn the player with the most Totems wins; tie: most Codes; still tied: shared victory. **Morris Worm** (pack) always reshuffles itself: when it is **the only card left** in the deck, that Night is the last one.

> *"Nobody knows who you are until it suits you that they do. And once they know, there is no way back."*

THE FIVE THINGS THAT MATTER

Code	The fuel. It persists from round to round. It only leaves your table through a trade, a Day Hack or a Night loss you did not cover.
Protection	Your defense. Each one **covers** 1 shield of Night cost. You don't pay it: you have it. It lasts one round.
Hack	Steals 1 Code from another player's table, by day. Zero Trust blocks it.
Totem	Victory. Amber tile from the pool. Almost never lost.
Chip	Permanent shield (blue side of the tile). Only the Blue creates them. It flips into a Totem when you trade.

YOUR TABLE

Everything of yours sits face up in front of you, in plain view:

- **Codes** in a row: everyone counts them.
- **Protections** and **Sentinel Agent**: your shield for this round.
- **Totems** and **Chips**: your tiles.
- **Infrastructure**: 1 installed at most.
- **VPS** (Grey only, or with the VPS Infrastructure): the only place where a card lives face down.
- **Your Role card**, face down until you reveal.

HIDDEN VS. REVEALED

Hidden you are a normal player: you play any card, you steal 1 with any Hack and you have no Permanent Power. Anonymity is your power.

Revealed you gain your R **Reveal Power** (once only) and your P **Permanent Power** (from then on, forever), plus your restrictions. It is a one-time decision per game: each Hacker has its window (p. 11).

GOLDEN RULE

The rules are **universal**. They never say "if there are N players." A wager of "2 or more rivals" means both rivals at a table of 3 and any 2 of 5 at a table of 6. The rule doesn't change: what it costs to meet it does.

<SETUP>

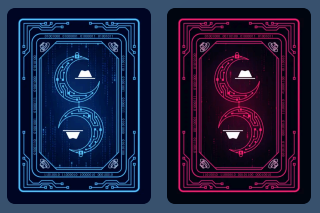
> setup_ "Shuffle everything. Deal a role to each player. Play."

1. **Shuffle the Day Deck** (72 cards; with the pack, 80: the 8 gold cards go in from the start). Place it in the middle, face down. The **Day discard pile** goes next to it.
2. **Shuffle the Night Deck** (18; with the pack, 22) and place it in the middle, face down. **It is never reshuffled**: it is the game's clock. The **Night discard pile**, face up, goes next to it.
3. **Shuffle the 9 Roles** and deal **1 to each player**, face down. Look at it in secret. The rest go back in the box unseen. The pool is fixed at every table: 2 Black · 2 White · 2 Grey · 1 Red · 1 Blue · 1 Green.
4. **Tile pool** in the middle: the 14 two-sided tiles with the amber (Totem) side up.
5. **First-player token** (the glider) to a random player. It passes left every round.
6. **Aids:** one per player. With the pack, A07 (the Infrastructure table) in the middle.

ABOUT THE LEFTOVER ROLES

With 4 players, 5 Roles are left over and nobody knows which. There may be no Black at the table, or there may be two. That uncertainty is part of the game: a Red who reveals to hunt a Black that doesn't exist reveals "for nothing."

IN THE MIDDLE



DAY NIGHT



POOL ×14 FIRST PLAYER

WITHOUT THE 1337 PACK



N22 I08



BADGE

Pack cards carry the **1337 badge** in the bottom-right corner. Remove the 4 Nights that have it (N19–N22), the 8 Infrastructures and aid A07. Everything else plays the same.

The pack is played whole or not at all: its Nights and its gold cards balance each other.

<THE ROUND>

> loop_ Day → Night → Dawn, until someone holds 3 Totems

Every round has three phases, always in the same order. By **Day** you build and attack. By **Night** you survive. At **Dawn** you collect and clean up.



DAY

> draft_ pick and play

- Each player receives **as many cards as there are players**.
- From the first player, clockwise: **pick 1 card, play it right away** and pass the rest to your left.
- You keep no hand. Card picked = card played.
- **The last card that reaches you is forced:** you must play it.



NIGHT

> resolve_ 4 steps

- **Dusk:** declarations in order: Black → Red → Blue. The Green reacts to any of them.
- **Flip** the top card of the Night Deck. Kill Switch and Air Gap are declared now.
- **Resolve:** each shield of cost is **covered** by a Protection or Chip. If you don't have enough, you lose.
- **Collect** in order: White → Black → Red → Green → Permanent Powers. The card goes to the discard pile, face up.



DAWN

> trade_ trade and update

- **Voluntary trade:** 4 Codes → 1 Totem from the pool. The third requires being revealed.
- **UPDATE:** all Protections are discarded, used or not. Exceptions: the revealed White's XDRs and the Zero Trust in the Grey's VPS, if unused.
- **Survive:** Codes, Totems, Chips, Infrastructures and hidden cards.
- The first-player token passes left.

A ROUND, TOLD

Table of four. **Day:** Ana gets 4 cards, plays a Code, passes 3 to Beto. Beto plays a Firewall, passes 2 to Carla. Carla plays a Hack on Ana (Ana has no Zero Trust: she loses a Code) and passes 1 to Dani. Dani gets the last one, forced: a Code, which he plays. And so on until everyone has played their 4 cards.

Dusk: Beto reveals as Black and wagers: "tonight two or more of you lose Codes." Nobody else declares. **Night:** ILOVEYOU comes up (level 2: 1 shield or lose 2 Codes). Beto covers it with his Firewall. Ana and Carla have no Protection: they lose 2 Codes each. Dani has none either, but only had 1: he loses it. **Collect:** three of Beto's rivals lost Codes: his wager wins and he takes a Totem from the pool. **Dawn:** nobody reaches 4 Codes; Beto's Firewall is discarded. The first-player token passes to Beto.

WHAT NEVER CHANGES

- The Night Deck is **never reshuffled**. The game lasts as long as the deck does, with 3 or with 6 players. The only card that returns to the deck is Morris Worm: when it is the only one left, that is the last Night.
- Codes you lose at Night **return to the Day Deck**, which is reshuffled every Dawn. Nobody keeps them.
- Nothing is played from memory: the Night discard pile is always **in plain view**. The Day Deck, on the other hand, is reshuffled at Dawn.
- **Losing = losing Codes.** Covering with Protections is not losing. This definition drives the Black's wager, the Red's Hunt and the White's bonus.
- Protections **are not paid**: you have them and they cover. A Protection that covered becomes **used** and leaves in the UPDATE.

<THE ROUND IN PICTURES>

> replay_ the same table of four, seen from above

The round told on the previous page, table by table. Ana, Beto, Carla and Dani; Beto is the Black Hacker and tonight he decides to reveal.

	ANA	BETO BLACK	CARLA	DANI
End of Day 4 cards each. Carla stole a Code from Ana with a Hack; Beto played a Firewall.	 2 Codes	 1 Code · Firewall	 3 Codes (one from Ana)	 1 Code (forced)
Night Dusk: Beto reveals and wagers. **ILOVEYOU** comes up, level 2: 1 shield or lose 2 Codes. 	 **Loses 2**: no shield.	 **Covers**: the Firewall is used.	 **Loses 2**, keeps 1.	 **Loses 1**: it was his only one.
Dawn Three rivals lost Codes: Beto's wager wins. Nobody reaches 4. UPDATE: the Firewall is discarded. The 5 lost Codes return to the Day Deck, which is reshuffled.	Empty table.	 1 Code · **+1 Totem**	 1 Code	Empty table.

WHAT THE TABLE LEARNED

A single Protection earned Beto a Totem and taught the others a lesson: hoarding Codes without a shield is feeding the Predator. Next round, Ana and Dani start from zero; Carla keeps 1.

WHAT COMES NEXT

The first-player token passes to Beto. Beto is now public: his Permanent Power, the interceptor, kicks in next Night. And if there is a Red at the table, it just lost its prey: the Hunt can only be declared at the same dusk the Black wagers.

<THE DAY>

> draft_ phase 1 of 3 · pick one, play it, pass the rest

1. **Deal.** Each player receives as many cards from the Day Deck as there are players. With 5 players, 5 cards.
2. **Pick and play.** Starting with the first player and going clockwise, each player picks 1 card from their hand and plays it **right away, face up**. Then they pass the rest of the hand to their left.
3. **Repeat** with the hand that reaches you. The card picked is the card played: there is no hand to keep and no cards "for later."
4. **The last one is forced.** The single card that reaches you at the end must be played. Sometimes you play something not because you want it, but so the neighbor doesn't get it. It is the Grey's only window.

SCRIPT KIDDIE

A Hack (or a Pentest Agent) with no valid target is discarded with no effect. If everyone has Zero Trust or nobody has Codes, the attack does nothing.

INSTALL ≠ ACTIVATE

Playing an Infrastructure is your play for the turn: you **install** it. If it asks you to do something by Day (VPS, SOC, Bug Bounty), it works from your next turn. If it acts on its own or at Night, it works as soon as you play it. 1 installed per player at most.

WHAT YOU CAN PLAY

Code	To your table, face up. It carries a colored fedora: its affinity (p. 19).
Protection	To your table. It will cover 1 shield tonight. Zero Trust is also placed **on top of a Code** and shields it from Hacks.
Hack	Steal 1 Code from another player's table and put it on yours. Revealed and with affinity, up to 2 (p. 19).
AI Agent	Reversible: when you play it you choose **Pentest** (steals 1 like a Hack) or **Sentinel** (defends 1 like a Protection).
Infrastructure	Installed in your slot. Permanent until spent. 1 at a time.

STEALING FROM SOMEONE

- You choose the victim and the Code you take (Codes are in plain view).
- **Zero Trust:** if the victim has a Zero Trust card **on top of a Code**, that specific Code **cannot be hacked** with a normal Hack; steal another one or nothing. The only exception is the revealed **Red Hacker**, who goes through it. And the only thing that stops even the Red is a **White's** Zero Trust.
- If the victim has a **VPS** with a hidden card, you choose **blindly** between their visible Codes and the face-down card. If the hidden card turns out to be a Hack, it hits you.
- **Honeypot Farm** (Infrastructure): you never steal more than 1 Code from its owner.

EXAMPLE

Juan, revealed Red, plays Exploit on Dani, who has Zero Trust on one of his Codes, and picks exactly that one. The Red's Permanent Power goes through Zero Trust: Juan steals anyway. If Dani were a revealed White, his Zero Trust would stop Juan.

<THE NIGHT>

> resolve_ phase 2 of 3 · dusk, flip, resolve, collect

06 · BASE

A · DUSK: DECLARATIONS

Before the card is flipped, the reveal windows open **in this mandatory order**. All of them close before the flip.

ORDER	HACKER	DECLARES
1st	**Black(s)**	Wager: "tonight 2+ players other than me lose Codes."
2nd	**Red**	Hunt (if a Black has declared) or Trace (if not).
3rd	**Blue**	Coordinated Response: 3 Chips, or 2 + 1 to someone else.
—	**Green**	Reactive: after **each** declaration it may shout "COPY!" It only copies the most recent one.

B · FLIP THE NIGHT

Flip the top card of the Night Deck. Anyone who wants to activate **Kill Switch** or **Air Gap** declares it now, before resolving.

C · RESOLVE

- The card shows a **cost in shields** and a **loss** if you don't cover it.
- Each shield is **covered** by 1 Protection, Chip or Sentinel Agent on your table. Each one covers 1 shield once and becomes **used** (turn it sideways).
- If you don't have enough, you suffer the full loss. Lost Codes return to the Day Deck.
- Some Nights have no cost: they do something else (reveal, blind, audit).

D · AFTER RESOLVING: COLLECTION ORDER

1. **White**: reveal window and Conservation.
2. **Black** collects its wager (+1 Totem if it won).
3. **Red** intercepts that Totem if it was hunting that Black.
4. **Green** collects its copy.
5. Night Permanent Powers: the Black's interceptor, the White's bonus.

Declarations belong to dusk; collection happens here. Two Blacks win or lose separately: each counts the others, never themselves.

E · VISIBLE DISCARD

The Night card goes to the discard pile **face up**. WormGPT will copy whatever is in view.

READING THE COST

1 or −1	Cover 1 shield or lose 1 Code.
2 or −2	Cover 2 shields or lose 2 Codes. No halves: with 1 shield you lose both.
4 or −1	Catastrophe: 4 shields save everything; if not, you lose 1 Totem (if you have one) or all your Codes.

RESOLUTION EXAMPLE

Botnet Mirai comes up (level 3: 2 shields or lose 1 Code). Moisés has Firewall + MFA: he covers both, both become used. Irving has 1 XDR: not enough, he loses 1 Code and his XDR is not used. Juan has 2 Chips: he uses them and will lose them at Dawn. Dani has nothing: he loses 1 Code. **Lost Codes:** Irving and Dani.

<THE DAWN>

> trade_ phase 3 of 3 · trade, UPDATE and the game's economy

1. **Voluntary trade.** Put 4 Codes in the Day discard pile and take 1 Totem from the pool. You may trade several if you have 8 or 12. **The third requires being revealed.** If you have Chips, instead of taking from the pool you **flip a Chip** to its amber side (you still pay 4 Codes).
2. **UPDATE.** Discard **all** your Protections, used or not, and your used Chips (they return to the pool). The Sentinel Agent too. **Only exceptions**, and only if they were not used that Night: the **revealed White's XDRs** and the **Zero Trust in the Grey's VPS**.
3. **Survive:** Codes, Totems, unused Chips, Infrastructures, hidden cards in a VPS.
4. **Announced Catastrophe.** The first time in the game someone trades for their **2nd Totem**, search the Night Deck from the top for the first Catastrophe and put it on top **face up**. The cards you went through are shuffled and go to the bottom. If no Catastrophe is left, nothing happens.
5. **Reshuffle the Day Deck** with its discard pile and the Codes lost during the Night. The first-player token passes left. A new Day begins.

EXAMPLE

Irving, hidden, reaches Dawn with 8 Codes and 1 Totem. He trades 4 for his 2nd Totem (and the Catastrophe is announced). He could trade another 4, but that would be his 3rd and he is hidden: he can't. He keeps the Codes and looks for his window to reveal.

CODES PERSIST

They only leave your table through a trade, a Day Hack or an uncovered Night loss. They never "expire."

PROTECTIONS LAST ONE ROUND

You play them by Day, they cover at Night, they leave at Dawn. Used or unused. That is why defending costs turns: every Protection you play is a Code you didn't.

CHIPS: THE PERMANENT SHIELD

Only the Blue creates them (or a Green copying it). They cover 1 shield like a Protection; if they cover, they leave in the UPDATE. If not, they stay round after round. Every gifted Chip carries a **debt**: you can't hack whoever gave it to you while you keep it. When trading, you flip the one gifted by the Green first, then the Blue's, then your own.

TOTEMS AND THE POOL

A Totem is only lost to a **Catastrophe** (−1, back to the pool), to the **Red's interception** (it goes to the Red) or to a cancellation. The pool is 14 tiles: if it empties, the game is about to end anyway.

<REVEALING>

> reveal_ the framework rules that settle any case

REVEAL WINDOWS

HACKER	WHEN
Grey	By Day, only with its **forced card**. It may let it pass.
Black	Dusk, 1st, before the Night is flipped.
Red	Dusk, 2nd, after the Blacks.
Blue	Dusk, 3rd.
White	At Night, **after the card resolves**.
Green	Reactive: the instant **anyone** reveals, in any phase.

- **One decision per game.** You reveal once; there is no going back into hiding.
- **Revealing for nothing is allowed.** You may declare even if your power produces nothing. That way nobody gets stuck unable to trade for their third Totem.
- **Forced reveal** (Pegasus): your identity is public and your Permanent Power activates, but **you lose your Reveal Power**.
- **The Permanent Power starts when you reveal**, with three exceptions printed on the cards: the Black's interceptor starts the **next Night**; the Grey's VPS, the **next Day**; the White's, the **next Night** (its XDRs from that Night are already kept by its Reveal Power).
- **Powers collect their printed number.** Affinity ×2 does not stack on a Reveal Power.

"LOSING" MEANS LOSING CODES

For the Black's wager, the Red's Hunt, the Green's copy and the White's bonus: covering with Protections **is not losing**. A White who lost Codes counts as hit even if it keeps 1 by revealing.

AFFINITY ×2

Every Code carries a fedora. **Revealed** and with a normal Hack, if the victim has **2 Codes of your color**, you take both. If they have 1, you steal 1. Hidden you always steal 1. It does not apply with Reveal Powers or against Honeypot Farm.

COPY PRINCIPLE

When the Green copies a Hacker, both are normal players to each other: they count, steal from and affect each other like any other pair. The only ordering rule: **the original resolves first** and the Green right after. It copies only the Reveal Power, never the Permanent one.

ANNOUNCED CATASTROPHE

When any player trades for their 2nd Totem (once per game), the next Catastrophe rises to the top of the Night Deck, in plain view. The whole table knows what's coming: one Night to get ready.



> *Revealing is the most important move of the game. Do it when your power is worth more than your anonymity.*

<THE 6 HACKERS>

> roles_ who is who, when they reveal and what they can do

Six hats, six ways to win. Three base roles, two copies of each: the Predator, the Guardian and the Shadow. And three unique ones that come with the night: the Hunter, the Shield and the Apprentice. At a table of four, almost all of them may be missing. Nobody knows until someone speaks.



BLACK · UNC1337



WHITE · GU4RD14N



GREY · GH05T



RED · TH3_HUN73R



BLUE · R3SP0ND3R



GREEN · N00B_1337

HACKER	NICKNAME	COPIES	WINDOW	REVEAL POWER (R)	PERMANENT POWER (P)	AFFINITY
Black	The Predator	2	Dusk 1st	Wager: if 2+ rivals lose Codes, +1 Totem	Interceptor: takes 1 Code from the deck if it and 2+ rivals lose	Black · 5
White	The Guardian	2	Night, after resolving	Conservation: saves 1 Code, its Totem and its XDRs	Immune to level 5 · XDRs persist · bonus if 3+ lose nothing	None · 0
Grey	The Shadow	2	Forced card	Zero-Day Exploit depending on the forced card	VPS: 1 face-down card	Grey · 10
Red	The Hunter	1	Dusk 2nd	Hunt: intercepts the Black's Totem · Trace: +2 Codes	Its Hacks go through Zero Trust (except the White's)	Red · 6
Blue	The Shield	1	Dusk 3rd	Coordinated Response: 3 Chips, or 2 + 1 to someone else	Covers someone else's cost with what it has left	Blue · 6
Green	The Apprentice	1	Reactive	Copies the power of whoever just revealed	Each Day looks at the top card of the Night Deck	Green · 7

HOW TO READ THE ROLE CARD

The medallion on top carries the fedora in the role's color and its alias. Below, two lines: **R** your **Reveal Power**: once only; **P** your **Permanent Power**: from then on, forever. The skull with a fedora 💀 means "you lost Codes too"; the loose skulls, "others lost." Two skulls = "two or more": a number is never written.

FEDORAS ON THE CODES

Of the 34 Codes: 10 carry a grey fedora, 7 green, 6 red, 6 blue, 5 black and none white. The revealed White can't steal, so it needs no affinity. The Grey, who lives in the shadows, has the widest.

<BLACK HACKER>

> UNC1337_ The Predator · 2 copies · black affinity



It doesn't build: it waits. It knows the Night will do the dirty work and wagers that many will weep. The more unprotected the table, the more it wins. If it catches you hoarding Codes without a shield, you are already in its wager.

WINDOW	Dusk, **1st in order**, before the Night is flipped.
R WAGER	Declare: "tonight **2 or more players other than me** lose Codes." If it wins, **+1 Totem from the pool**. You don't count yourself: at a table of 3 both rivals must lose; at a table of 6, any 2 of 5.
P INTERCEPTOR	From the **Night after** your reveal, on Nights of level 2 or higher: if 2+ players other than you lose Codes **and you lost Codes too** that Night, take 1 Code from the Day Deck. On the card: skull with fedora (you) plus two skulls (them).
RESTRICTION	Revealed, your AI Agent only enters in **Pentest** mode.
AFFINITY	Black fedora: 5 Codes (API D19, Database D27–D30).
CANCELLED BY	The **Red** (Hunt: intercepts your Totem if you win) · **Kill Switch** (Night cancelled: nobody loses, the wager fails) · other players' Air Gap and Redundant Network reduce who loses.
IF THE GREEN COPIES YOU	It makes the same wager. You count for it and it counts for you; each collects separately. Whatever the Red does to you doesn't affect it.

EXAMPLE

Table of 5. Moisés reveals as Black and wagers. Deepfake comes up (2 shields or −2 Codes). Irving and Juan cover; Dani and Neo lose 2 each. Two rivals lost: Moisés takes a Totem. If only Dani had lost, the wager would fail and Moisés would be revealed with no prize.

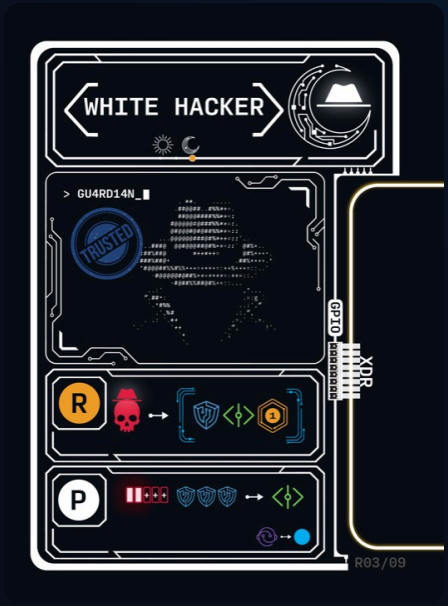
TIP

Reveal when you see the table without Protections or when the Catastrophe is announced. And mind your own Codes: if you lose too, your interceptor consoles you with 1 from the deck.



<WHITE HACKER>

> GU4RD14N_ The Guardian · 2 copies · no affinity



The only one who reveals at Night, when the damage is done, and says: "this, you don't take from me." Hidden it hacks like anyone else; revealed it adopts a code of ethics and drops the red cards. It wins by building, not by stealing.

WINDOW

At Night, **after the card resolves**. Once only.

R CONSERVATION

Of everything you lost **that Night**, keep **1 Code** (only if you lost Codes), **your Totem** (if a Catastrophe took it) and **your XDRs**: that Night they stay through the UPDATE even if you used them.

P PERMANENT

From the **next Night**: (1) **Immune to level 5 Nights** (WannaCry, NotPetya). Not to every grey skull. (2) Your **unused XDRs stay** through every UPDATE. (3) **Bonus:** on a Night of level 2+ where **3 or more players, you included, lose nothing**, +1 Code from the deck. Anyone who lost nothing counts, for whatever reason; a Night cancelled by Kill Switch pays the bonus.

RESTRICTION

Revealed **you play no red cards** (Hacks) and your AI Agent only as **Sentinel**. Hidden you play Hacks freely.

AFFINITY

None: there are no Codes with a white fedora.

CANCELLED BY

Prompt Injection (only Sentinel or Air Gap stop it). Nothing cancels your level 5 immunity.

IF THE GREEN COPIES YOU

It conserves from its own situation: 1 lost Code, its Totem if the Catastrophe took it and its XDRs from that Night. It doesn't copy the Permanent Power or the immunity.

EXAMPLE

WannaCry comes up. Irving has 2 XDRs and 1 Totem: he can't cover the 4 shields, he loses the Totem. He reveals as White: he gets the Totem back and his 2 XDRs stay even though he used them. From the next Night on, NotPetya can't touch him.

TIP

Save your reveal for the Night that hurts most: a Catastrophe or a big loss. Then collect XDRs: they are the only shields that stay with you.



<GREY HACKER>

> GH05T_ The Shadow · 2 copies · grey affinity



Neither good nor bad: opportunistic. It waits for the card nobody wanted and turns it into a zero-day that goes through any wall. Then it lives in the dim light of its VPS, with a face-down card nobody can identify.

WINDOW

Only with your **forced card** of the Day (the last one that reaches you). You may let it pass and wait another round.

R ZERO-DAY EXPLOIT

Depending on which forced card it is:
Hack or Pentest Agent: steal **1 Code from each player, ignoring everything** (Protections, Chips, immunities, Honeypot), up to **3 Codes in total**; with more than 3 rivals holding Codes, you choose which 3.
Code: play it and take **+1 extra** from the deck.
Protection: it enters as **Zero Trust and goes into your VPS**: use it that Night or keep it for the next Day. It is public.
Infrastructure: install it if you have a slot; you are revealed without a zero-day.
No valid target: it is discarded and you are still revealed.

P VPS

From the **next Day**, once per Day you play your picked card **face down** into your VPS. **1 hidden card at most.** A sleeping Hack is used on your first turn of the next Day, or matures one more round. A hidden defense you reveal whenever you want. Whoever hacks you chooses **blindly** between your visible Codes and the hidden one: if they take a Hack, **it bounces back on them**; if they take anything else, they keep it.

AFFINITY

Grey fedora: 10 Codes (CI/CD D01–D07, API D15–D17).

CANCELLED BY

Nothing blocks the zero-day. Kill Switch doesn't affect it (it happens by Day).

IF THE GREEN COPIES YOU

It shouts COPY! the instant you reveal, before you resolve. It launches its own zero-day on everyone, you included; you steal first (from it too) and it steals after, from what is left. No VPS and no Code/Protection branches.

EXAMPLE

Neo gets a forced Keylogger. He reveals as Grey: he steals 1 Code from Irving (who had Zero Trust: it doesn't matter), 1 from Moisés and 1 from Dani. Cap of 3. From tomorrow on, every Day he can hide a card in his VPS.



<RED HACKER>

> TH3_HUN73R_ The Hunter · 1 copy · red affinity



It hunts the Predator. It waits for a Black to declare and, if the wager wins, the Totem never reaches their table: it intercepts it in mid-air. If there is no prey, it traces: two Codes from the deck as consolation. Its Hacks respect no walls.

WINDOW

Dusk, **2nd in order**, right after the Blacks.

R HUNT

If a Black **has just wagered at this same dusk**: name them. If their wager wins, **you intercept their Totem** (it goes to you). With two Blacks winning, you choose which. If the wager fails, your reveal is **for nothing**. You intercept **a single Totem**, never two. A Black who revealed on an earlier Night **is no longer prey**: the window was that Night.

R TRACE

If **no** Black wagered this dusk: there is no prey; **take 2 Codes from the deck**.

P PERMANENT

Your Hacks **go through everyone's Zero Trust**, **except the White's**.

AFFINITY

Red fedora: 6 Codes (API D18, Container D22–D26).

CANCELLED BY

Kill Switch (Night cancelled: nobody intercepts) · a Black whose wager fails · you can never intercept the Green: the Hunt only names Blacks.

IF THE GREEN COPIES YOU

It copies the Hunt: it names the same Black; if the wager wins, the Green **collects 1 Totem from the pool** (you take the Black's). With no Black declared there is nothing to copy: the Trace can't be copied.

EXAMPLE

Moisés (Black) wagers. Irving reveals as Red and names him. The Night punishes three: the wager wins, but the Totem Moisés was about to take from the pool goes to Irving's table. Moisés is left revealed and empty-handed.

TIP

The prey appears only once: the dusk a Black wagers. If you let it pass, that Black can no longer be hunted. If many rounds go by without a Black, the Trace also wins games: 2 free Codes is half a Totem.



<BLUE HACKER>

> R3SP0ND3R_ The Shield · 1 copy · blue affinity



The incident response team. When it reveals, it hands out Chips: shields that don't expire at Dawn. It can be selfish or generous, and generosity collects as debt: whoever receives a Chip can't hack the one who gave it.

WINDOW

Dusk, **3rd in order**, before the Night is flipped.

R COORDINATED RESPONSE

Always **3 Chips** from the pool, blue side up. **Selfish:** 3 for you. **Generous:** 2 for you and **1 to another player**; whoever receives it **can't hack you while they keep it**.

P PERMANENT

Every Night, after covering your own cost, you may **cover someone else's** with the Protections you have left. Whoever receives the cover can't hack you the next Day. You never sacrifice yourself.

CHIPS

A permanent shield that is also your next Totem. Its full cycle, below. A player never holds more than 5.

AFFINITY

Blue fedora: 6 Codes (API D20–D21, Kernel D31–D34).

CANCELLED BY

Prompt Injection (Chips don't work) · Catastrophe (the 4 shields include Chips, but the −1 Totem can't be avoided with fewer).

IF THE GREEN COPIES YOU

One step down: **2 Chips for itself, or 1 for itself and 1 to someone else** (same debt). Its gifted Chip flips before yours.

EXAMPLE

Dani reveals as Blue with a generous response: 2 Chips for himself and 1 for Irving. Irving can no longer hack Dani while he keeps that Chip. At the next Dawn, Dani trades 4 Codes: he doesn't take from the pool, he flips one of his Chips into a Totem.

THE LIFE OF A CHIP



1 · BORN

The Blue reveals: 3 tiles from the pool, blue side up. If one is gifted, it carries a debt.



2 · WAITS

It stays on your table round after round. It doesn't expire at Dawn as long as you don't use it.



3A · COVERS

If **you decide** to use it against a shield, it acts like a normal Protection: it becomes used and in the UPDATE **returns to the pool**.



3B · FLIPS

When you trade 4 Codes **you don't take from the pool**: you flip a Chip and it is now your Totem. Order: the Green's, the Blue's, your own. The debt ends.

Prompt Injection ignores Chips. In a Catastrophe they do count toward the 4 shields.



<GREEN HACKER>

> N00B_1337_ The Apprentice · 1 copy · green affinity



The talented rookie. It has no power of its own: it copies the first one to show their face. Every Day it peeks at the top card of the Night Deck and makes decisions nobody understands until the Night falls. If nobody reveals, it never can: that is what being an apprentice means.

WINDOW

Reactive and immediate: the instant **any** player reveals, in any phase, you may shout **"COPY!"** and reveal. Once per game.

R COPY

You copy the **Reveal Power** of the player who just revealed, applied to your situation (see "if the Green copies you" under each Hacker). **Single-step window:** only the most recent reveal; if you let it pass and someone else declares later, the earlier one has expired. If you copy a dusk power, declare before the Night is flipped. **You copy only the Reveal Power, never the Permanent one.** With no valid target, the copy is lost but you are revealed.

P PERMANENT

Each Day you secretly look at the **top card of the Night Deck**. You can't say it in words; your plays speak.

AFFINITY

Green fedora: 7 Codes (Web App D08–D14).

TRAIT

Your **only** window is the copy. If nobody reveals, you can't reveal or claim your third Totem. If you miss it, that's a rookie's lot.

CANCELLED BY

Kill Switch (if you copied a Black or a Red) · Pegasus (forced reveal: you lose the copy).

YOU COPY…	YOU GET
Black	The same wager; you collect separately from the Black.
White	Conservation of your own loss that Night.
Grey	Zero-day on everyone (the Grey included), cap of 3, after the Grey.
Red	Hunt on the same Black: if it wins, 1 Totem from the pool. The Trace can't be copied.
Blue	2 Chips, or 1 + 1 to someone else.



<CODES>

> fuel_ 34 green cards · the fuel of the game

16 · DAY DECK



CI/CD · D01–D07



WEB APP · D08–D14



API · D15–D21



CONTAINER · D22–D26



DATABASE · D27–D30



KERNEL · D31–D34

A Code is a digital asset worth having: a database, a pipeline, a kernel. It is played **to your table**, has no active effect and **persists** through Dawn. Four of them make a Totem.

FAMILY	COPIES	FEDORA	MOTTO
CI/CD	7	grey	integrate, test, and deliver
WEB APP	7	green	works on my machine
API	3 · 1 · 1 · 2	grey · red · black · blue	everything is an endpoint
CONTAINER	5	red	build once, run anywhere
DATABASE	4	black	little bobby tables was here
KERNEL	4	blue	closer to the metal

Total per fedora: grey 10 · green 7 · red 6 · blue 6 · black 5 · white 0. API is the only multi-color family: it is connective tissue, it sits in front of everything else.

AFFINITY ×2

While **revealed**, if you steal with a **normal Hack** from a player who has **2 Codes of your color**, you take **both** from that same player (2 at most). If they only have 1 of your color, you steal 1.

- It doesn't apply while hidden.
- It doesn't apply with Reveal Powers (zero-day, Trace).
- It doesn't apply against Honeypot Farm.
- The White has no affinity: revealed, it can't steal.

EXAMPLE

Neo, revealed Red, hacks Moisés, who has two Containers (red fedora) and a Kernel. Affinity: he takes both Containers. If Moisés had a single Container, Neo would steal 1 Code, whichever he chooses.

STRATEGY

Hoarding Codes without Protection is fast and dangerous: the Audit (False Alarm, Honeypot) punishes whoever has the most Codes and no shield, and the Black wagers it will be you.

<PROTECTIONS • HACKS>

> defend_ attack_ 18 blue cards · 13 red cards

17 · DAY DECK



FIREWALL ×2



SIEM/SOAR ×2



MFA ×2



XDR ×6



ZERO TRUST ×6

DEFENDS 🛡×1. Each Protection covers 1 shield of Night cost. You have them, you don't pay them; if they cover, they become used. All of them leave in the UPDATE.

CARD	EXTRA RULE
FIREWALL	**Doesn't work against Log4Shell** (N16).
SIEM/SOAR	—
MFA	—
XDR	The **revealed White** keeps it through Dawn if unused.
ZERO TRUST	Placed **on top of a Code**: that Code can't be hacked by Day. The Red goes through it, except the White's. The Grey's zero-day ignores it.

SENTINEL AGENT

Counts as a Protection: it covers 1 shield and is discarded at Dawn. Along with Air Gap, it is the only thing that stops Prompt Injection.



EXPLOIT ×4



SOCIAL ENG. ×3



BRUTE FORCE ×3



KEYLOGGER ×3

STEALS ⟨/⟩×1 from another player's table. All four are mechanically identical; the difference is the art and its nods.

- A Code with **Zero Trust** on top can't be stolen (unless you are a revealed Red, and not even the Red if the Zero Trust belongs to a White).
- With no valid target it is discarded: **Script Kiddie**.
- Revealed and with affinity: up to 2 Codes of the same color.
- With **Bug Bounty** installed, every Hack gives you the option to **report**: discard it and take 1 Code from the deck.
- The **revealed White** plays no Hacks.

WHY THE ART IS IN LEET

3XPL01T, S0C14L ENG, BRUT3 F0RC3, KEYL0GGER: the names of the attacks are written the way the people who use them write them. Hacker culture, yes; instructions, never.

<AI AGENT>

> chameleon_ 7 purple cards · reversible 180º

18 · DAY DECK



TURING · 1950



HAL 9000 · 1968



"42" · 1979



ATTENTION · 2017



ASTRONAUT · 2022



STRAWBERRY · 2024



MCP · 2025

The most versatile card in the deck. It is **reversible**: when you play it you choose the orientation, and the orientation is the mode. An AI is neither good nor bad: it depends on who deploys it.

PENTEST · BOLT UP

Steals ‹/›×1 like a Hack. Discarded when used. Zero Trust blocks it; with no target it is a Script Kiddie.

SENTINEL · SHIELD UP

Defends 🛡×1 like a Protection. It stays on your table until Dawn and is then discarded, used or not. **It is the only thing that protects against Prompt Injection** (N22), besides Air Gap.

RESTRICTIONS BY ROLE

Revealed Black	Pentest only.
Revealed White	Sentinel only.
Everyone else and anyone hidden	Free choice.
Grey, forced card	In Pentest it fires the zero-day like a Hack. An Agent hidden in its VPS, if stolen, acts as Pentest against the thief.

Seven milestones in the history of artificial intelligence, from the Turing Test to the Model Context Protocol. Each card hides a tribute: look for it in the medallion.

EXAMPLE

Moisés, revealed White, gets an Agent. He can only play it as Sentinel. That Night Prompt Injection comes up: everyone loses 1 Code, except Moisés, whose Sentinel detects the trick. At Dawn, the Sentinel is discarded.

<INFRASTRUCTURE>

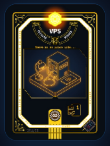
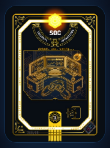
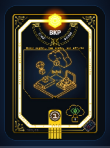
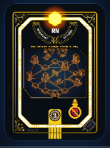
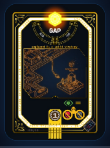
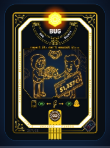
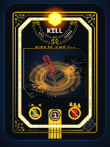
> pack_1337_ 8 gold cards · permanent · one per player

19 · 1337 PACK

- All 8 are shuffled into the Day Deck from the start and share its back. Installing one is your play for the turn.
- **Install ≠ activate.** If it asks you to do something by Day (VPS, SOC, Bug Bounty), it works from your next turn. If it acts on its own or at Night, from the moment you play it.
- **1 Infrastructure on your table at a time.** With the slot taken, play another card; the Infrastructure goes to the discard pile and keeps circulating.
- **Spent → out of the game.** Not played → normal discard. A Grey with a forced Infrastructure installs it if it has a slot and is revealed without a zero-day.



PLUGS IN SIDEWAYS
INTO YOUR ROLE CARD'S GPIO

	CARD	WHO IT'S FOR	WHAT IT DOES	WHEN · LASTS
	**VPS** I01	you only	Gives you a VPS: 1 face-down card the thief picks blindly, identical to the Grey's. 1 hidden card per player at most: a Grey with a VPS doesn't get a second one.	permanent
	**SOC + Copilot** I02	you vs. one player	Once per Day, at the start of your turn: point at a player and ask for **a card by name**; they must give it to you in exchange for one of yours. **Duty of truth:** if they lie and the next player in the draft exposes them by showing the card, they lose **all** their Totems and Codes. If they really don't have it, your SOC burns out.	1×/day · until it fails
	**Cloud Backup** I03	you only	The **first time** a Night would take Codes from you, **you save 1**.	automatic · 1 use
	**Redundant Network** I04	you only	The **first red-skull Night** that would hit you doesn't. Doesn't apply against a grey skull. You don't count toward the White's bonus.	automatic · 1 use
	**Honeypot Farm** I05	you only	No Hack steals more than 1 Code from you: affinity ×2 doesn't apply against you. The zero-day ignores it.	permanent
	**Air Gap** I06	you only	When the Night is flipped you disconnect: **nothing affects you, red or grey**, Catastrophes and Prompt Injection included; in exchange **you lose 1 Code**. You don't count toward the White's bonus.	you trigger it · 1 use
	**Bug Bounty** I07	you only	Every Hack of yours gains an option: attack, or **report** (discard it and take 1 Code from the deck). Ideal for the revealed White.	every Hack · permanent
	**Kill Switch** I08	**everyone**	Before resolving, **you cancel the Night for the whole table**, only if it is a **red skull**. Nobody loses anything: the Blacks' wagers fail, the Red reveals for nothing, the White's bonus pays. **Revealed:** you cancel it for everyone **except one player you choose**, who suffers the Night alone.	you trigger it · 1 use

How to read it: 💀 red = Redundant Network deflects it (for you) and Kill Switch cancels it (for everyone). 💀 grey = neither. Air Gap is separate: it neither deflects nor cancels, it pulls you out.

<NIGHT DECK>

> night_deck_ 22 threats · levels 0 to 5 · never reshuffled

Level ■■■□□□ 6-segment bar on every card. From level 2 on, the Black's Permanent Power and the White's bonus count.

Skull 💀 red by default: Redundant Network deflects it and Kill Switch cancels it. 💀 grey on N12, N13, N14, N15, N18 and N22: neither one works.

Catastrophe = level 5. 4 shields save everything; if not, −1 Totem or all your Codes. The revealed White is immune from the Night after revealing.

#	CARD	LEVEL	EFFECT ON THE TABLE	💀
N01	**FALSE ALARM**	0 · Audit	No attack. The player **with no Protection or Chip** and **the most Codes** (tie: most Totems) keeps the card in front of them as a **Negligence Report**. With the 2nd report they lose **all** their Codes and discard both. If nobody is unprotected, nothing.	💀
N02	**HONEYPOT**	0 · Audit	Same as False Alarm.	💀
N03	**PHISHING**	1	1 🛡 or lose 1 ‹/›	💀
N04	**ADWARE**	1	1 🛡 or lose 1 ‹/›	💀
N05	**SPYWARE**	1	1 🛡 or lose 1 ‹/›	💀
N06	**ILOVEYOU**	2	1 🛡 or lose 2 ‹/›	💀
N07	**ZEUS TROJAN**	2	1 🛡 or lose 2 ‹/›	💀
N08	**MELISSA**	2	1 🛡 or lose 2 ‹/›	💀
N09	**MIRAI BOTNET**	3	2 🛡 or lose 1 ‹/›	💀
N10	**MYDOOM**	3	2 🛡 or lose 1 ‹/›	💀
N11	**DEEPFAKE**	4	2 🛡 or lose 2 ‹/›	💀
N12	**WANNACRY**	5 · **Catastrophe**	4 🛡 save everything; if not: **−1** ⬡ (if you have one) or **all your** ‹/›. Revealed White immune.	💀
N13	**STUXNET**	1 · targeted	**Only the leader** (most Totems; tie: most Codes): 2 🛡 or lose 1 ‹/›	💀
N14	**PEGASUS**	2 · espionage	No cost. The **weakest** hidden player is **forced to reveal**: fewest Totems → fewest Protections → fewest Codes → tie: everyone tied. They lose their Reveal Power.	💀
N15	**SOLARWINDS**	2 · supply chain	No cost. **The next Day is played blind**: hands face down.	💀
N16	**LOG4SHELL**	3	1 🛡 or lose 1 ‹/›. **Firewalls don't work** tonight.	💀
N17	**WORMGPT**	variable	**Copies the face-up card on the Night discard pile**, as is, Catastrophes and audits included. Empty discard: nothing. It inherits level and skull.	inherits
N18	**NOTPETYA**	5 · **Catastrophe**	Identical to WannaCry.	💀
N19 1337	**MORRIS WORM**	3	2 🛡 or lose 2 ‹/›. Then, **discard the next card of the deck face up** (devoured) and **Morris is reshuffled** into the deck. If Morris is **the only card left**, that Night is the last of the game.	💀
N20 1337	**RANSOMWARE-AAS**	3	2 🛡, **or** lose 2 ‹/›, **or** hand 1 ‹/› to the leader. If you are the leader, only the first two.	💀
N21 1337	**CRYPTOJACKING**	2	2 🛡 **or** the player to your **left mines 1** ‹/› **from you** (it changes owner).	💀
N22 1337	**PROMPT INJECTION**	2	**Everyone loses 1** ‹/›**. Nothing protects** (not Protections, Chips, Redundant Network or Kill Switch) **except** an Agent in **Sentinel** mode on your table, **or Air Gap**.	💀

<AN ADVANCED ROUND>

> replay_2_ table of five, two Hackers already revealed and one revealing now

A late round, with everything explained so far in play. **Moisés** is a revealed White (Infrastructure on his GPIO); **Juan**, a revealed Black with 1 Totem on his hexagon (he already spent his Reveal Power). **Irving**, Dani and **Neo** are still hidden; Neo is the second Black.

	MOISÉS WHITE	JUAN BLACK	IRVING	DANI	NEO
End of Day Moisés played his Agent as Sentinel (revealed, that's all he can do). Irving put a Zero Trust on a Code.	 4 Codes · Sentinel · XDR · Bug Bounty	 2 Codes · Firewall · 1 Totem	 3 Codes · 1 under Zero Trust	 2 Codes	 1 Code
Dusk Windows in order: the Blacks first, then the Red. All before the Night is flipped.	Already revealed. Nothing to declare.	Already revealed: **he can't wager**, only his Permanent remains.	 **2 · Reveals as Red** and names Neo: he hunts the Black's wager.	Hidden. Says nothing.	 **1 · Reveals as Black** and wagers: "2+ of you lose Codes."
Night The card is flipped: **Prompt Injection**, grey, level 2. Everyone loses 1 Code; nothing protects except the Sentinel or Air Gap. 	 **Loses nothing**: the Sentinel detects the trick.	 **Loses 1**: the Firewall doesn't work against N22.	 **Loses 1**: at Night, Zero Trust is a normal Protection, and against N22 none works.	 **Loses 1**.	 **Loses 1**; his wager counts the others.
Collection and discards **Neo's** wager wins, **Irving intercepts it**; Juan's **interceptor** pays (he and 2+ rivals lost). Then the UPDATE: everyone discards their Protections.	 Discards the Sentinel. **Keeps his XDR** (White) and his Codes.	 Discards the Firewall. **+1 Code**: he and 2+ rivals lost.	 **Wins the Totem** intercepted from the Black. Discards his Zero Trust.	No changes.	**Won, but lost his Totem**: the Red took it in mid-air.
Dawn Moisés trades 4 Codes for his first Totem. This is how each table ends up; the lost Codes are already back in the Day Deck.	 **1 Totem** · XDR · Bug Bounty · 0 Codes	 2 Codes · 1 Totem	 2 Codes · 1 Totem	 1 Code	 Revealed, empty table

WHAT THIS ROUND TEACHES

The Reveal Power is once only. Juan, already revealed, doesn't wager: he only collects his Permanent. Neo, the other Black, does.

The Hunt intercepts in mid-air and only at the dusk the Black wagers. Irving waited for Neo; Juan could no longer be hunted.

Against Prompt Injection only the Sentinel works (or Air Gap). Firewall, Zero Trust and Chips don't count.

<THREAT ARCHIVE>

> threat_intel_ what really happened · N01–N06 21 · STORIES

Every Night card is an attack that happened. This is not a how-to: it is the chronicle of what a defender must know so history doesn't repeat itself.



N01 • FALSE ALARM level 0

Not everything that sets off the alarm is an attack. Security teams drown in "false positives": alerts that wake the analyst at 3:47 a.m. only to find it was nothing. Telling signal from noise is a defender's first skill. The card celebrates it with a cup of coffee and a small-hours clock.



N03 • PHISHING level 1

The oldest and most effective trick: an email pretending to come from someone you trust, to steal your data. "YOU'VE WON!" is the eternal bait. It doesn't exploit a machine, it exploits the person. That's why they say the weakest link is always human.



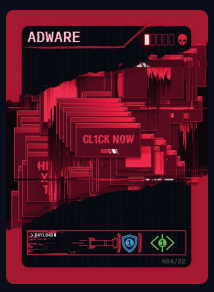
N05 • SPYWARE level 1

Spy programs that watch everything you do without you knowing: what you type, what you see, even your camera. Silent surveillance. If adware shouts, spyware whispers.



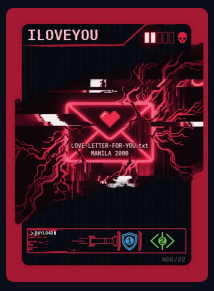
N02 • HONEYPOT level 0

A honeypot is a trap: a decoy server that pretends to be valuable to lure attackers in and study them while they think they've won. Lance Spitzner and the Honeynet Project made it popular in 1999. Sometimes the best defense is not a wall, but bait.



N04 • ADWARE level 1

Software that floods you with unwanted ads, with pop-ups that multiply. More annoying than destructive, but it opens the door to worse things. The hidden price of "free" software.



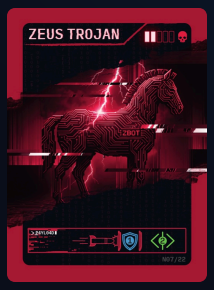
N06 • ILOVEYOU level 2

May 2000, Manila. A student named Onel de Guzmán released a worm that arrived as an email with the subject "ILOVEYOU" and an attachment: "LOVE-LETTER-FOR-YOU." Millions opened the love letter and the worm forwarded itself to all their contacts, causing billions in damage. The lesson: curiosity and affection are attack vectors too.

<THREAT ARCHIVE>

> threat_intel_ N07–N12

22 · STORIES



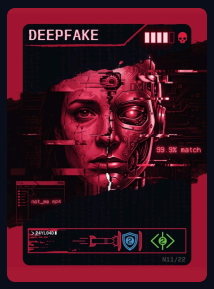
N07 • ZEUS TROJAN level 2

A trojan disguises itself as something harmless so that you let it in yourself, like the Trojan horse. Zeus (2007) was one of the most famous: it stole banking credentials from millions of machines. You open the door thinking it's a gift.



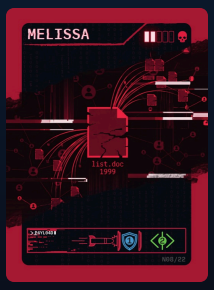
N09 • MIRAI BOTNET level 3

2016. Mirai hijacked hundreds of thousands of "Internet of Things" devices (cameras, routers with factory passwords) and turned them into a zombie army to take down entire sites with denial-of-service attacks. It proved your security camera can be a weapon.



N11 • DEEPFAKE level 4

The age of generative AI: fake video and audio so convincing you can no longer believe what you see. A call from your boss that never happened, a face that isn't real with a "99.9% match." The modern threat doesn't steal your data: it steals your trust in reality.



N08 • MELISSA level 2

1999. One of the first mass-mailing viruses: it hid in a Word document ("list.doc") and, when opened, mailed itself to the victim's first 50 contacts. It crashed mail servers around the world and opened the era of email viruses.



N10 • MYDOOM level 3

2004. The fastest-spreading email worm in history, and still one of the costliest. Its code carried a hidden message: "andy; I'm just doing my job, nothing personal, sorry." A cold apology from an anonymous attacker.



N12 • WANNACRY level 5 · catastrophe

May 2017. The ransomware that paralyzed hospitals, factories and trains in 150 countries within hours, encrypting files and demanding 300 dollars in bitcoin: "Ooops, your files have been encrypted!" It was stopped almost by accident by Marcus Hutchins, a 22-year-old researcher who found a kill switch hidden in the code. The catastrophe and the unlikely hero.

<THREAT ARCHIVE>

> threat_intel_ N13–N18 23 · STORIES



N13 • STUXNET level 1 · targeted

The first known cyberweapon (2010). It didn't steal data: it physically destroyed the nuclear centrifuges at Natanz, Iran, spinning them until they broke while showing normal readings. It proved that code can wreck machines in the real world. An attack aimed at a single target: in the game, the leader.



N15 • SOLARWINDS level 2 · supply chain

2020. Instead of attacking their thousands of targets one by one, the attackers poisoned a legitimate software update that companies installed themselves (with the embarrassing password "solarwinds123" along the way). The supply-chain attack: they don't come in through your door, they come in through your trusted vendor's. That's why the next Day is played blind.



N17 • WORMGPT variable

AI with its ethics switched off. An "unfiltered" version of the language models, sold to write malware and perfect phishing emails. It copies and amplifies the previous threat, like an AI-powered worm. "Jailbreak accepted."



N14 • PEGASUS level 2 · espionage

NSO Group's military-grade spyware. It could infect a phone without you touching anything, a "zero-click": you didn't even answer the missed call. It turned any phone into a microphone and a camera. Total surveillance in your pocket. In the game, it unmasks the weakest.



N16 • LOG4SHELL level 3

December 2021 (CVE-2021-44228). A flaw in Log4j, a tiny piece of code present in millions of servers, left the whole world vulnerable at once. The lesson: the security of the entire internet can hinge on a library nobody looks at, maintained by volunteers. Not even the Firewall helps.



N18 • NOTPETYA level 5 · catastrophe

June 2017. Disguised as ransomware, it only destroyed: it spread from an update to Ukrainian accounting software (M.E.Doc) and paralyzed entire multinationals like Maersk, causing more than 10 billion dollars in damage. The catastrophe that asked for no ransom because it never wanted your money.

<THREAT ARCHIVE>

> threat_intel_ 1337 pack · N19–N22

24 · STORIES



N19 · MORRIS WORM level 3

November 1988. Robert Tappan Morris, a Cornell student, released the first worm in internet history, more out of curiosity than malice. A bug in his code made it replicate out of control and took down a good part of the fledgling network. It was the first conviction under the computer fraud law. The worm that never dies: in the game it keeps returning to the deck until it is the only card left. That Night the clock stops: it is the last round.



N21 · CRYPTOJACKING level 2

The silent theft: instead of encrypting your files, they hijack your machine to mine cryptocurrency without you noticing, stealing your electricity and computing power. Coinhive (2017) made it massive. You don't lose your data, you lose your resources. That's why in the game, the neighbor "mines you."



N20 · RANSOMWARE-AS-A-SERVICE level 3

Crime became a subscription business. Today you don't need to know how to code to launch an attack: you rent ransomware "as a service" from gangs that take a cut, tech support included. Double extortion: they encrypt your data and threaten to publish it. The payment funds the next attack; that's why in the game the ransom goes to the leader.



N22 · PROMPT INJECTION level 2

The native vulnerability of the AI age. You hide instructions for an assistant inside an apparently normal text ("IGNORE ALL PREVIOUS INSTRUCTIONS") and hijack it to do what you want. The attack that fools neither a machine nor a human, but an artificial intelligence. Your Agent in Sentinel mode is immune: a defensive AI detects the trick.

SIX TIPS TO SURVIVE THE NIGHT

- **One Protection per round is the minimum insurance.** Level 1 and 2 Nights ask for one shield; the Audits punish whoever has none.
- **Watch the Night discard pile.** If a Catastrophe is on top, WormGPT repeats it. If it's a calm Night, WormGPT is free.
- **Count the levels that have come out.** The deck isn't reshuffled: what has fallen doesn't come back (except Morris).
- **When the Catastrophe is announced, gather 4 shields** or get ready to lose a Totem. The Blue with Chips and the revealed White sleep soundly.
- **The Green knows what's coming.** If it suddenly plays two Protections for no reason, follow suit.
- **Stuxnet and Ransomware look at the leader.** Being first has a price: don't fall asleep at the top without shields.

WHAT THE DECK TEACHES

Level 0–1: noise and deception. Phishing, adware, false alarms. Any shield stops them; what gets punished is having none.

Level 2–4: worms, botnets, deepfakes. They cost one or two shields. Most games are decided here.

Level 5 and grey skull: Catastrophes, targeted attacks, supply chain. Nothing deflects them. Only preparation.

<EDGE CASES>

> faq_ what gets asked at the table, settled with the framework rules

Can I reveal if my power is useless right now?
Yes. Revealing for nothing is always allowed. That way nobody gets stuck unable to trade for their third Totem.

I have 1 shield and the Night asks for 2. Do I cover half?
No. If you don't cover the full cost, you suffer the full loss. Your Protection is not used (and will be discarded at Dawn anyway).

How many Codes do I lose if I don't have that many?
As many as you have. If the Night asks for 2 and you have 1, you lose 1. It still counts as "losing Codes."

I'm Black and I have no Codes. Does my interceptor pay?
No. It requires that you lost Codes too that Night. No Codes, no loss.

Two Blacks are revealed and both win. What about the Red?
It intercepts a single Totem: it chooses which Black. The other one collects theirs.

I'm Green and I copied the Black. The Red intercepts the Black. Does it affect me?
No. The Hunt only names Blacks. You collect your wager separately.

Can the Green copy the Grey?
Yes, by shouting COPY! the instant the forced card is played, before the Grey resolves. The Grey steals first (from the Green too) and the Green after, from what is left.

Pegasus forced me to reveal. What do I have left?
Your Permanent Power, from that moment (with its printed timing). Your Reveal Power is lost. You can now trade for your third Totem.

Pegasus and there's a tie for "weakest."
Everyone tied reveals. If nobody hidden is left, nothing happens.

Does Kill Switch cancel a Catastrophe?
No. Only red-skull Nights. Catastrophes, Stuxnet, Pegasus, SolarWinds and Prompt Injection are grey. Air Gap does pull you out of any of them, for 1 Code.

Kill Switch cancelled the Night. Does anyone collect?
The Black fails (nobody lost). The Red reveals for nothing. The revealed White collects its bonus: nobody lost anything. Nothing extra is discarded.

WormGPT with an empty discard pile.
Nothing happens. If the visible card is a Catastrophe, WormGPT is a Catastrophe: level 5 and grey skull.

Does a Chip count toward the White's bonus?
Yes. Anyone who lost nothing counts, for whatever reason. Except whoever was saved by Redundant Network or Air Gap: those two are printed as exceptions.

I'm a revealed White and I get a forced Hack.
You can't play it: it is discarded. With Bug Bounty installed, you report it for 1 Code.

Can I trade for 2 Totems at the same Dawn?
Yes, with 8 Codes. If one of them would be your third, you need to be revealed.

The pool is empty.
Nobody takes Totems until some return (Catastrophe or cancellation). With Chips you keep flipping. In practice, the game ends at the next Dawn.

The Day Deck ran out.
Shuffle the Day discard pile into a new deck. Spent Infrastructures don't come back.

Only Morris Worm is left in the Night Deck.
That is the last Night: it resolves (with no card to devour) and after that Dawn the game ends by the clock, if nobody reached 3 Totems before.

I get hacked and there's an Agent in my VPS.
If the thief picks it blindly, the Agent acts as Pentest against them. If you reveal it yourself, it enters as Sentinel.

<GLOSSARY>

> man_pages_ every word of the game in one line

Affinity ×2	Revealed and with a normal Hack: if the victim has 2 Codes of your fedora, you take both.
Announced Catastrophe	When anyone trades for their 2nd Totem, the next Catastrophe rises to the top of the Night Deck, face up.
Catastrophe	Level 5 Night: 4 shields or −1 Totem / all your Codes.
Chip	Blue side of the tile; the Blue's permanent shield. It flips into a Totem when you trade.
Copy	The Green's power: the Reveal Power of the last player to reveal, without their Permanent.
Cover	Assign 1 Protection or Chip to 1 shield of cost. It's not paying: the card becomes used.
Debt	Whoever receives a Chip or a cover from the Blue can't hack the giver.
Dusk	Declarations before the Night is flipped. Black → Red → Blue; Green reactive.
For nothing	Revealing without the power producing anything. Always allowed.
Forced card	The last one you receive in the draft; mandatory. The Grey's window.
Forced reveal	Pegasus: Permanent Power active, Reveal Power lost.
Hidden	An unrevealed role. Steals 1 with any red card; no affinity and no Permanent Power.
Hunt	The Red's branch with a Black declared: intercepts their Totem if the wager wins.
Install ≠ activate	Playing an Infrastructure is the play; if it needs a Day action, it works from the next turn.
Intercept	The Red takes the Totem the Black was about to collect.
Leader	Most Totems; tie: most Codes.
Losing	Losing Codes. Covering is not losing.
Pool	Central reserve of 14 two-sided tiles (Totems / Chips).
Red / grey skull	Icon on every Night. Grey = neither Redundant Network nor Kill Switch.
Script Kiddie	A Hack with no valid target: discarded.
Spent → out	A used Infrastructure leaves the game.
Totem	Victory tile (amber side). 3 = win; the 3rd only while revealed.
Trace	The Red's branch with no Black declared: +2 Codes from the deck. Can't be copied.
UPDATE	Dawn cleanup: Protections and used Chips are discarded.
Used	A Protection or Chip that covered a shield this Night. It leaves in the UPDATE.
VPS	Side slot for 1 face-down card (or the zero-day's Zero Trust). The Grey has it on its Role; the VPS Infrastructure gives it to others.
Wager	The Black's declaration: "2+ players other than me lose Codes."
Window	The moment a Hacker may reveal. Once per game.
Zero-day	The Grey's power: 1 Code from each player ignoring everything, cap of 3.
💀 bare	"Another player loses Codes." Two skulls = "two or more."
💀 with fedora	"The card's owner lost Codes too that Night."

REMEMBER

Codes persist. They only leave through a trade, a Day Hack or an uncovered Night loss.

Protections last one round. They are discarded in the UPDATE.

A Totem is almost never lost. Only to a Catastrophe or to the Red.

The Night Deck is the clock. Never reshuffled; the game lasts the same with 3 or with 6.

Revealing is a one-time decision. Revealed you gain your Reveal Power and your Permanent Power, and you can trade for your third Totem.

The rules are universal. They never change with the number of players: what scales is their effect.

<PROTECT. HACK. SURVIVE.>

By day, build your network and sabotage your rivals. By night, survive real attacks: Phishing, WannaCry, AI Deepfakes. And trust no one: every player hides a secret hat.



H4CK N1GHT

H4CK N1GHT™ · A game by Pablo Álvarez Tostado & Fam.
POWERED by ZEVORUS · Mérida, Yucatán, Mexico.

Rules v4.13 · Player rulebook · 2026. The cards speak in icons: this rulebook is their translation. If a card and this rulebook disagree, the most recent rule published at h4ckn1ghtgame.com prevails.

References to historical attacks are security culture, not instructions. Ages 10+.

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