STUIF's

BOARDGAME TIME





In this thrilling game you, the player(s), will need to outsmart the AI program that is threatening to destroy the world by launching the full western nuclear arsenal.

The story began when an intern of the nuclear agency accidently activated the long forgotten first written AI program ever. A program designed to control the launch of the nuclear arsenal. Since it was poorly programmed leading to unpredictable behaviour, this AI program was abandoned long time ago, but apparently was never deleted!

When the intern responded to the famous question "Do you want to play a game?" that the old AI prompted, for some unknown reason this old AI program immediately connected with the current AI software that is controlling all nuclear launches. Thereby initiating a potential dangerous series of events.

The old AI program is running continuous self-diagnostics and thereby detecting bugs in its functions. These bugs, collected by the program flow when running the buggy functions, are send to the new AI program, which is confusing these as warning signals and is slowly increasing the state of Alert! When the Black Alert is reached, the full nuclear arsenal will be deployed.

A shut down or restart is no option.

The only way now to stop a full global disaster is to clean up and safely close off the old AI program. Only then the launch sequence can still be stopped. Any attempt to shut it down otherwise would lead to an immediate full launch of all nuclear weapons and cause the annihilation of mankind.

For online Play testers on BGT only:

The online play test game has several different Game settings you can choose, making it easier or harder to complete the mission.

Based on the choosen settings, we tried to give it an overall scoring how hard or easy the game will be. Just so you know what you might face when you accept the challange.

Each has a default value, but feel free to play a bit and let us know your feedback or your preferred settings. This information will make it helpfull for us to determine the best playable setup before releasing the board game.

The 4 worlds best hackers have been brought in for this task and we depend on them to save the world. Their nicknames are: Tiger, Giraffe, Zebra and Leopard.


Leopard


Tiger


Giraffe


Zebra

Their assignment is to debug and test 6 of the old AI functions successfully. Only then will the old AI become intelligent enough to disconnect and shut down properly. After the shut down, the current AI software will reset the state of Alert and bring things back to normal.

Use the unique abilities of the hackers, to debug and test the old AI program functions. Will you be on time to save the world?


Hacker Marker


Hacker Debug token


Central Tile


Example
Program Function



Example
Hacker Ability card



Example
Hacker Action card


Self-Diagnostic
card

Bug token 

Program Flow 

System Threat 



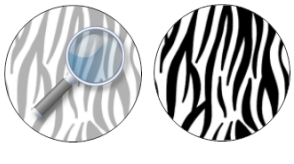
Program Bug collection board



System Alert Dashboard

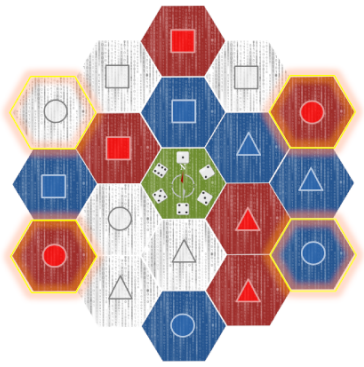
Put down the 4 hacker markers on the table, each hacker is identified by their own nickname: Tiger, Zebra, Giraffe and Leopard. Place their Debug token next to their marker.

Shuffle the 11 ability cards and randomly place 1 ability next to each hacker marker. Put the remaining ability cards back in the box.



Example for Hacker Zebra

Place the Central hex (the hex tile with the dice printed on) in the middle of the table. Shuffle all the remaining hex tiles, with the green side up. Now starting at the top of the central tile, place 6 hex tiles around it, putting their green side face down. Continue likewise by placing 12 more hex tiles surrounding the 7 already on the table, all with the green side face down. Now place the 4 hacker stands on the 4 outer hex tiles as shown in the image.



Example. The layout is always the same, but the hex tiles will be distributed differently each game.

The 4 highlighted tiles are the hacker starting locations. 1 on each corner.

Shuffle the diagnostic cards and put them face down next to the hex tiles, do the same for the hacker action cards. Leave room for a discard pile for both.

Finally place the Program Bug collection and System Alert boards on the table, place the System threats (lighting pieces) next to it and have the 90 bug tokens close at hand.

Some ground rules for the game

Their can be only 1 hacker pawn on any tile, except for the central tile.

When a tile has a hacker, debug token or program flow on it, no bugs can be placed.

There can be only 1 debug token on any tile, a debug token can not be placed on the central tile

1 debug token and 1 hacker pawn can be on the same tile. Mainly for testing the Function.

A program flow always points to a valid new function or tile, when turning and therefore pointing to a void, it keeps turning in the same direction until pointing again to a function/tile.

A tested function is still a valid function!

A hackers pawn can not move to a function or tile occupied by a program flow. Exception is the central tile.

Every time a program flow moves to a new tile, the die is thrown by the current or last player to decide in which new direction it is pointing. If it would point to the void, the die is thrown again.

A function or tile can hold 6 bugs maximum, any additional bugs go directly to the program collection area on the Bug collection board.

The central tile can be moved onto, any action card will take the hacker there.

When a hacker is caught up by the program flow, the hacker restart automatically from the central tile. When a hacker is caught by the program flow, or when a hackers debug marker is caught by the program flow, the program collects all the bugs from this hacker. Any Debug token is returned and placed next to the hackers marker.

Tested functions can be moved onto as well, any card will do!

Hackers can only land onto empty tiles or tiles that only have a Debug token or bugs token(s) on it.

When all 3 program flows are in play, a system reboot card will force all 3 program flows to move forward to the new tile they are pointing at.

Playing Solo or up till 4 Players

This game can be played solo or up to 4 players. Depending on this the hacker control is determined as follows:

Solo game
You as the single player control fully the sequence and order of the hackers turns. All hackers shall take their turn before a new round starts.

2 players game
Each player takes or chooses 2 hackers to play. At the start of each round, both players determine the start player for that round. This player will perform both turns of the hackers the player controls, but the player decides in which order. When both hackers took their turn the other player takes turn for their 2 hackers in the order the player prefers.

3 players game
1 player will start with 2 hackers, the others each with 1. The player with 2 hackers, when it's their turn to play, will perform both hacker turns directly after each other but decides in which order the 2 hackers take their turn. When both hackers took their turn the player chooses 1 of the hackers to be moved to the player to their left. In the new round, this is the new player controlling 2 hackers. When moving a hacker to the next player make sure all bugs, the ability card, and markers/tokens move also. Keep in mind that this hacker is moved in an checked-off or already played mode. When all hackers took turn, a new round starts, activating all hackers again and the players decide who will be the start player for this new round.

4 players game
Each player chooses and controls 1 hacker. At the start of each round a first player is chosen, this can be a different player each new round. When a player finishes their turn all players decide on who's turn it is next, until all players took 1 turn and a new round starts.

A Hackers turn

Each hacker has a few actions they can perform during their turn.
But before doing so, first turn over a new diagnostic card and act upon it, see chapter on diagnostic cards.

Next, Choose 1 of 3 main actions :

1) Take 2 hacker action cards from the deck (+1 for each completed system alert level)- These action cards are placed next to the hackers marker.

2) Move to a new function (hex tile) by discarding a matching action card in "the hand" of this hacker. Either the color or symbol shall match.

3) Use the ability of the hacker, see ability cards description

After this, the hacker can also play 1 of the below optional actions.
It's optional to do so, but when done, only 1 can be performed in a hackers turn.

When the ability was used as the main action, check (in the chapter on abiity cards) if any of the below optional actions is still allowed to be played.

Optional actions: Choose only 1 (and only when allowed)

1) Take 1 bug from the new tile, if any, and place it next to its marker.

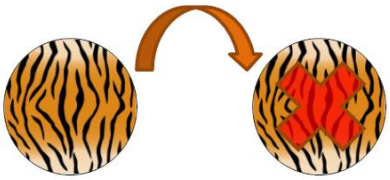
2) Take 1 hacker decision card from the deck

3) Debug the function. Collect all bugs from the hex tile, if any, and place them next to the hackers marker. Place the hackers debug token on the tile.
Note: a hackers debug token may not already be on any tile! If so, this action can not be taken.

4) Test a function or tile, only when there is a debug token of another hacker already on that tile. Remove this debug token and place it back next to the corresponding hackers marker. This hacker can use it again to debug a next function. In addition, remove all bugs collected by the hacker that debugged the function, put these bugs back in stock. Flip the hex tile, showing now the green checked side face up.

When a hacker finished its turn, the hacker marker is switched or flipped to the off side, additionally the hackers pawn can be put horizontally on its tile.

Active
(at start of each new round)



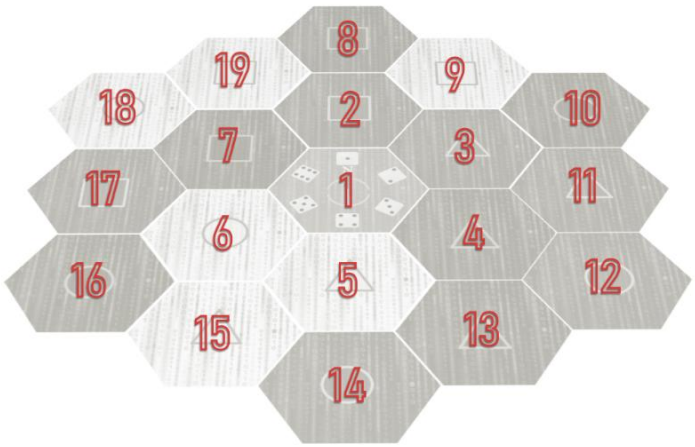
Inactive
(after ending its turn)

When all hackers took their turn, and the game has not ended yet, all program flows move to the new adjacent tile they are pointing to. In case of multiple Program Flows, this is done in order of the Function number they are on before moving. Always in order of lowest to highest Function Number.



The program Flow is moving to the next adjacent tile it was pointing at

Below the number for each Function. In case of multiple Program Flows in play, the order to move them is from lowet to highest Function Number.

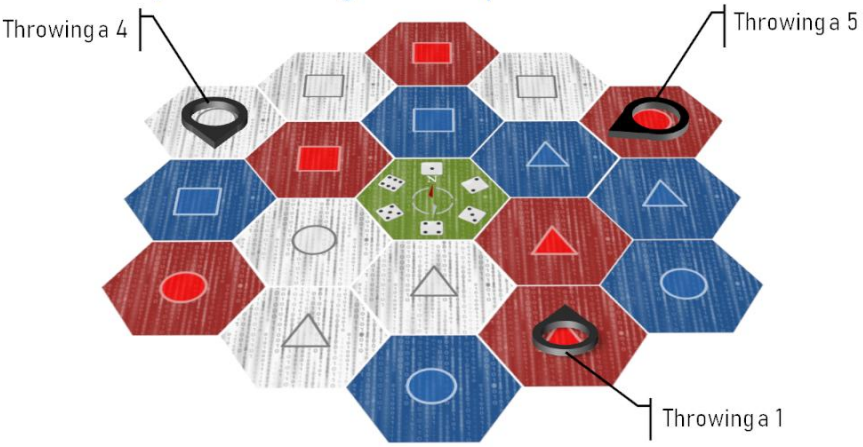


When a Program Flow moves to a new tile with a Program Flow already on it, the existing Program Flow already on that tile is moved to the central tile, and the Program Flow moving to this new tile is placed on this new tile.

The one moved to the central tile is not executed anymore this round.

When all Program Flow have moved, each will be assigned a new valid direction by throwing the die, also in order of Function number. If the central tile has more Program Flows on it just make sure each Program Flow points to a unique Function again, if needed repeat throwing the die for this.

The dice printed on the central tile serve also for the direction of the Program Flows on other tiles, it's like these dice where printed on all tiles the same. Meaning, throwing a "1" would point the Program Flow to the North regardless on which tile it is, likewise throwing a "4" would point it to the South.



Now a new round starts, all hacker markers are switched to "active" and pawns are placed straight up again. Player(s) determine a new starting hacker.

End of game

Either 6 functions have been tested, green side face up, the players have won the game. The Central tile doesn't count!

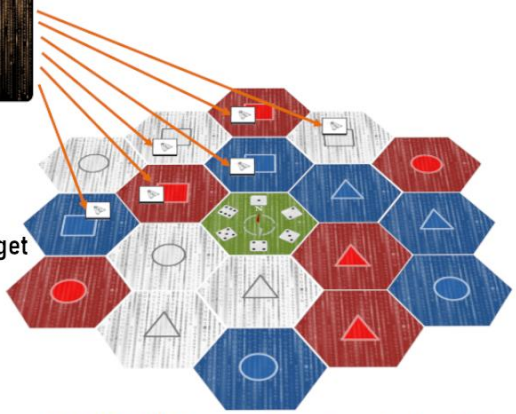
Or the Black Alert was activated, by placing a lighting piece on its marker, triggering the fatal launch of all nuclear weapons. Player(s) have lost the game.

Diagnostics cards



Color or symbol: Place 1 bug on each Function/Hex tile matching the color or symbol. If it has a pawn, token or program flow on it, no bug shall be placed. If it has already 6 bugs on it, the bug goes directly to the program bug collector.





When drawing a Square, all hex tiles with a square symbol will get 1 bug added on



Clockwise or Right(R): All Program Flow turn their pointer 1 side in Clockwise direction. If it then points to a void, continue turning the Program Flow until it points to a Function again. A Program Flow shall at ALL times point to a Function (i.e. another hex tile).
Counter clockwise symbol or Left (L), same as above but now in counter clockwise direction.



Straight arrow: All Program Flow move directly to the adjacent Function they are pointing at. In order of lowest to highest Function number.



Reboot: Add a new Program Flow to the central tile. Throw the die to determine the adjacent Function to point at.

Hacker action cards



These cards correspond to the colors and symbols of the functions/tiles. Hackers can choose to take more action cards during their turn. All hackers start with NO action cards. Action cards taken by a hacker are placed next to its marker, so we know which action cards belong to which hacker. A hacker can have a maximum of 8 action cards "in hand". Each hacker can only use their own hacker action cards.

When a Program Flow moves to a new adjacent tile

- Collect all the bugs present on that new tile. All collected bugs are placed on the Program bug collection area.

- There is a Hacker debug token on it: Collect all the bugs collected by this hacker, the Debug token moves back next to its hacker marker. All collected bugs are placed on the Program bug collection area.

- There is a hacker pawn on it: Collect all the bugs collected by this hacker, the hacker pawn moves to the central tile. All collected bugs are placed on the Program bug collection area.

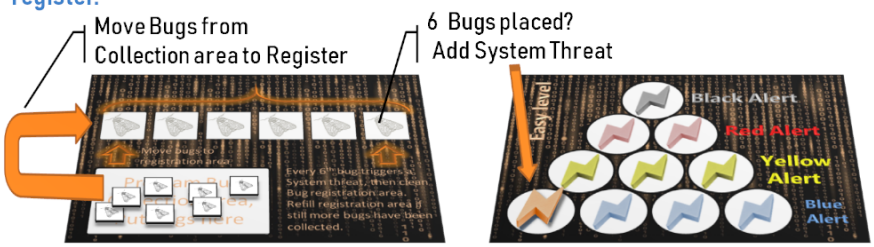
- Use the die for the new initial direction of the Program Flow, repeat throwing the die in case the Program Flow would point to the void.

- In case the Program Flow is moving to a tile with a Program Flow already on it, then the existing Program Flow already on that tile, is moved to the central tile. In that case, the Program Flow moved to the central tile will not be moved anymore this round.

- All Program Flows on the central tile shall have a unique direction, repeat throwing a die if needed.

Program Bug collection board and System Alert dashboard

At the end of each round, when all hackers have done their turn and all Program Flows have moved and collected bugs, the collected bugs are moved to the register.



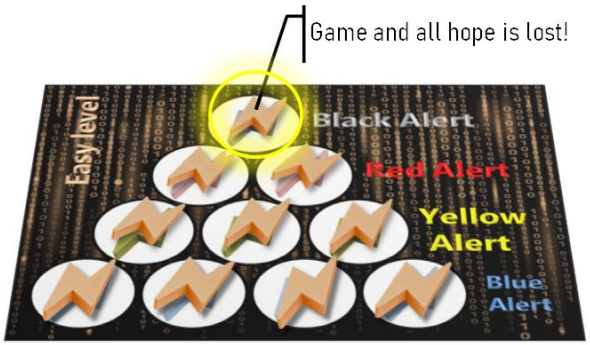
Place the bugs from the collection area to 1 of the 6 marked spaces in the register. 1 Bug per marked space. In case all 6 marked spaces are covered by a bug, a new System threat is triggered. For this, place a lighting symbol piece on the first empty space marked with a lighting symbol on the System Alert dashboard. Start at the bottom left and from left to right, bottom to top, fill each marked space with 1 lighting piece whenever a system threat occurs.

After a System threat was placed, clean the register by removing the 6 bugs and put them back in the box or area where you have them at hand, they can be re-used again on the Functions or Hex tiles.
When there are still more bugs in the program collection area, repeat the above.

When the System Alert increases, i.e. all the marked spaces for a Blue, Yellow or Red Alert are filled, each hacker can collect additional hacker action cards in their turn. For example, when the Blue Alert is completed and all 4 marked spaces have a lighting piece on them, hackers may now take 3 hacker actions cards when decided to do so. When the Yellow Alert is completed they can take 4 cards and even 5 cards when the Red Alert is completed.



In case the Black Alert gets filled, the game is lost!



Note: The System Alert dashboard has 2 sides, an easy mode and hard mode. It's up to the players to decide if they want to play the hard mode or prefer to go with the easy mode.

Decide this at the start of the game. In case of the Hard mode, the Blue Alert level is assumed already to be reached, and it is not shown. Therefore, hackers can collect already 3 hacker action cards from the start of the game in Hard mode!



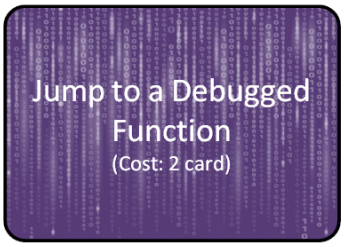


Ability Cards

The cards to pay to activate a certain ability are the action cards owned by the hacker.

Each turn a hacker can decide to use its ability and pay the indicated cost. A hacker can not use nor borrow action cards owned by other hackers.

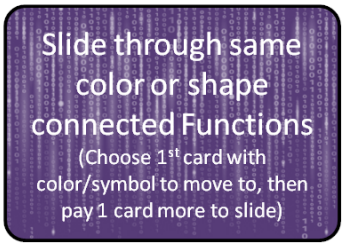
At the start of the game, each hacker gets a random ability assigned from the 11 available ablities in the game box. Only at the very first round, 1 hacker can decide to exchange it's ability and replace it with another random abiity from the box. This is then the only action this hacker can do on that turn.



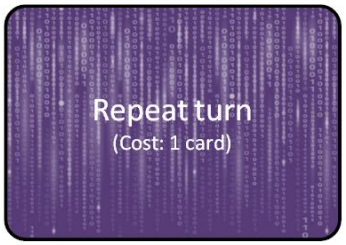
Jump to a Debugged Function of another hacker.
Hacker pays 2 action cards: Can be any 2 random action cards. After this jump 1 optional action can still be played (including “after a Move only” actions).



Remove collected bugs
Pay 2 action cards of your choice. Then remove all bugs collected by another hacker. Only from 1 other hacker! This will be the only action this turn, no optional action is allowed after this.



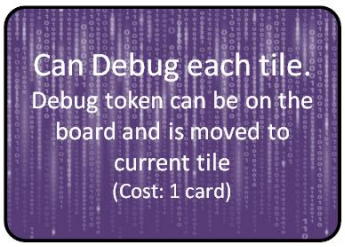
Slide through same adjacent color/symbol tiles
Slide color/symbol, pay first action card to make first regular move, then any random 2nd card to keep sliding. Player decides to which tile to slide to, as long as the next tile to slide matches the same symbol/color as the first action card. Any intermediate Functions the hacker slides to can be occupied, as long as the destination Function is not occupied (no other hacker or Program Flow). The slide is a continues move to a next adjacent tile with the same property as the first action card the hacker paid. This strengthens the move action of step 1. After this slide an optional action can still be played.



Repeat turn
Pay 1 action card, now perform 2 main actions (but main action "3- Use an Ability" is excluded) each followed by any of the optional action. I. E. The repeat can only be activated 1 time per round.



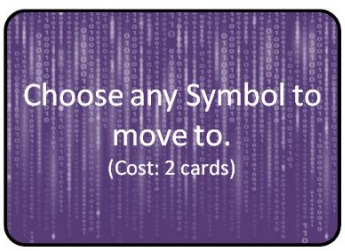
Swap 2 hackers
Pay 2 action cards of your choice: Swap 2 hackers, except for the hacker with this ability. This will be the only action this turn, no optional action is allowed this turn.



Debug each tile
Pay 1 action card of your choice. Then move the hackers debug token to its current tile and debug it. The debug tile can be on another tile already, with thisability the hacker can still move it and use it. No optional actions can be done after using this ability.



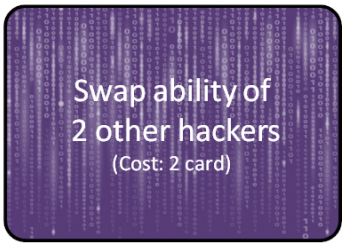
Move 2 tiles
Pay 2 action cards, move 2 tiles matching the color/shapes of the cards payed, each card matching the specific tile movement. Enhances the move action of step 1. After this movement an optional action can still be played.



Jump to any tile with matching symbol
Hacker pays 2 action cards, and at least 1 of the cards paid shall have a symbol on it. Hackers pawn will jump to any corresponding tile matching the symbol on any of the 2 cards paid. After this jump, 1 optional action can still be played.



Jump to chosen tile with matching color
Same as "Choose any symbol to move to" but now for color instead of symbol.



Swap ability cards of 2 other hackers
Pay 2 action cards of your choice. Swap the ability cards of 2 other hackers.Both hackers still need to be active! The hacker can still perform anoptional action.



Jump to a tile with the most bugs on it
Pay 2 action cards of your choice. Jump the hacker to the new Function. If there are more Functions with an equal high amount of bugs, the player can decide which of those Functions to jump to.
No optional action can be taken this turn.
The new Function shall have no Program Flow or other hacker on it, as defined by the rules