CONTROL-ALT HACK



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BAG OF TRICKS

Magic Lessons

Sleight of hand, distractions, bluffs, fakesmagic has a lot to teach about using misdirection to con people.

BAG OF TRICKS

Dumpster Diving

You don't mind getting dirty. You're happy to dig through a company's garbage to look for un-shredded specs, documentation, and inter-office memos. This time the client's guards are vigilant. Rent a garbage truck, then go through your haul off-site.

BAG OF TRICKS

More Monitors

Once per turn, Social Engineer Keep this card

It's a lot easier to code when you have a nice monitor...or two...or three.

during a Mission. ware Hacking rolls for the utomatic successes

card after use.

Control-Alt-Hack[™] is a tabletop card game about white hat hacking, based on game mechanics by gaming powerhouse Steve Jackson Games, the maker of Munchkin and GURPS.

Age: 14+ years Players: 3-6 Game Time: Approximately 1 hour

> You and your fellow players work for Hackers, Inc.: a small, elite computer security company of ethical (a.k.a., white hat) hackers who perform security audits and provide consultation services. Their motto? "You Pay Us to Hack You."

Your job is centered around Missions - tasks that require you to apply your hacker skills (and a bit of luck) in order to succeed. Use your Social Engineering and Network Ninja skills to break the Pacific Northwest's power grid, or apply a bit of Hardware Hacking and Software Wizardry to convert your robotic vacuum cleaner into an interactive pet toy...no two jobs are the same. So pick up the dice, and get hacking!



Failure: -1 Hacker Cred

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