

HACKTICS® Quick Start Guide



Aim of the Game

Life's opportunities await you in **HACKTICS** town. Your goal is to make mountains of money, live happily, champion the community and embrace the environment. So, go forth and earn points by building up your assets, collecting Tokens and achieving **HACKTICS** to win the game!

1 SETTING UP

A



SET UP FAST -
3 MINUTES TO WATCH
THE **SET UP VIDEO** HERE

WWW.HACKTICSBOARDGAME.COM/PAGES/HOW-TO-PLAY

B

Mountains of Money

- Place the **money** in the stand provided.
- Place the **magnetic cards** in the second stand in their groupings: bank deposits, businesses, business loans, credit cards, houses, insurance, rentals, and stocks.
- Decide who will be the banker—they will manage the bank money and magnetic cards.



C

Collecting Tokens

- There are three groups of Tokens:

LIVE HAPPY



Stack five **Happy Tokens** on Nevaque Airport and four on White Sands Beach.



Stack three **Baby Happy Tokens** on Bubbles Maternity Suite.

CHAMPION COMMUNITY



Stack four **Community Tokens** on the Community Garden and four on the Community Centre.



Stack four **Pet Community Tokens** on the Pet Rescue Centre.

EMBRACE THE ENVIRONMENT



Stack five **Environmental Tokens** on Hills Reserve.



These seven **Transport Environmental Tokens** go on the Eco Transport Hub in their groupings.

D



D

Round Tracker

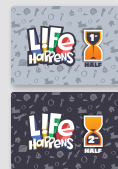
- Place the **Round marker** on Round 1 on game board Round Tracker.



E

Life Happens Cards

- Shuffle then place **six Life Happens 2nd half cards** onto the indicated rectangle on the game board. Shuffle then add **six Life Happens 1st half cards** on top. You should have 12 cards in total, one for each Round.
- One of these cards is to be picked up each Round and applies to all players.



F

Investment Portfolio

- Each player receives an **Investment Portfolio** to track their income each Round.
- The back cover has detailed analysis on each of the assets that generate money.



G

1st Player Marker

- Each player rolls two dice. The player with the highest number gets the **1st Player Marker** and will be the **starting player**.



H

Sold Signs

- Each player chooses a set of six **sold signs** that are either black, gold, silver or bronze. These are used to place on a destination when a business, or piece of real estate is purchased.



2 CHOOSE YOUR PLAY MODE

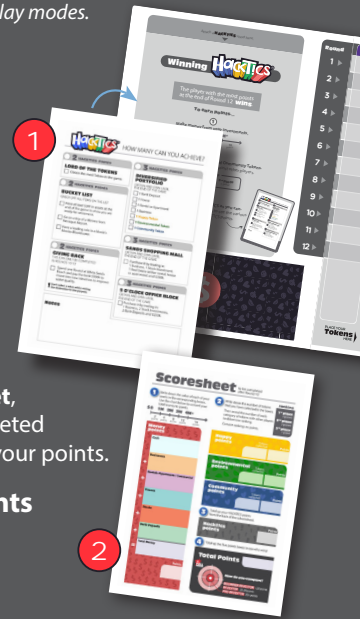
The Quick Fire Mode has mission cards and the Full Mode has scoresheets. This is the only difference between the two play modes.

QUICK FIRE MODE approx. **45m** Ideal for first time players



- 1 Each player randomly picks one mission card.
 - 2 Once a player completes their mission, then the other players take turns to complete the Round. The game is then finished.
 - 3 The winner is decided by whoever has completed their mission and has the most cash in hand.
- ! All business loans must be repaid.

FULL MODE approx. **2h**

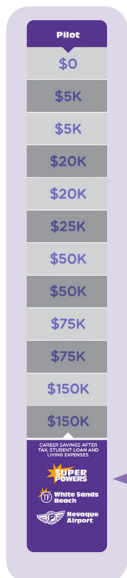


- 1 Attach a **HACT!CS** sheet onto your investment portfolio.
- 2 On the reverse of this **HACT!CS** sheet, is the scoresheet which is to be completed at the end of Round 12 to determine your points.

The player with the most points at the end of Round 12 wins!

- TO EARN POINTS**
- A Make money from your investments
\$0 1M 2M 3M 4M+
 2 points 4 points 8 points 12 points 16 points
- B Collect **Happy, Environmental and Community Tokens**. Then count your total number of Tokens and rank them against the other players.
- C Complete as many **HACT!CS** as you can. Check out the **HACT!CS** sheet to see the various ways of achieving **HACT!CS** points.

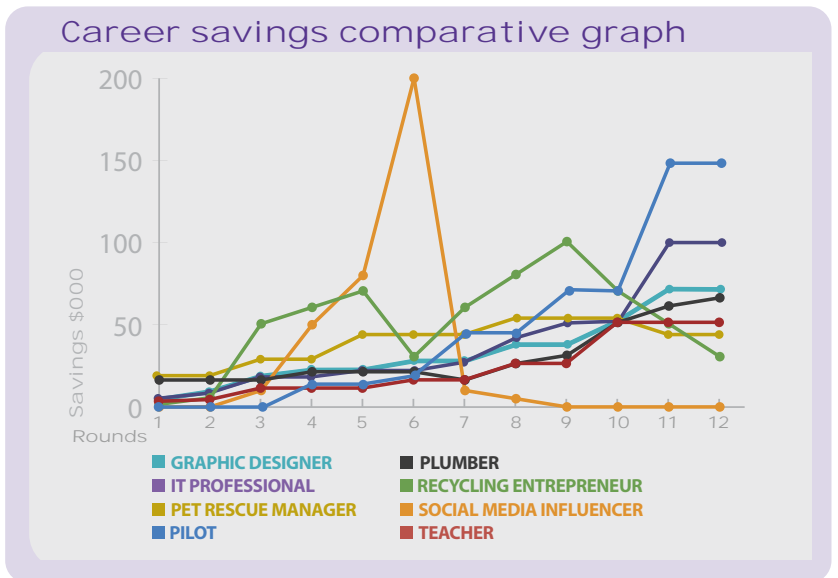
3 CHOOSE YOUR CAREER



- A The starting player selects a career from the eight available career strips with the subsequent players choosing in a clockwise direction.
- Check out the graph to compare how much money each career manages to save every Round. These savings get paid as income.
 - Check out the career **superpowers** on each career strip. These superpowers refer to destinations on the game board where more information is given.

B Place the magnetic career strip inside your **investment portfolio** where it says "career." Ensuring it lines up with the Rounds listed on left hand side.

C Get ready to start. Place the corresponding **career stand** on the game board at **Hasta La Vista High School**.



! **EACH ROUND EQUATES TO 2 YEARS OF LIFE**

4 WATCH THE HOW TO PLAY VIDEO






First time players need to watch the HOW TO PLAY video.

WWW.HACKTICSBOARDGAME.COM/PAGES/HOW-TO-PLAY



START PLAYING

Follow instructions on **Round Tracker**

- A** Ensure the **Round Marker** is on Round 1 on the game board **Round Tracker**.
- B** Ensure the starting player has the **first player marker**. 
- C** All players '**collect income**' which is their career savings as indicated on their career strip for Round 1. *See more information on next page.*
- D** Pick up **one Life Happens card** for the Round. The card applies to all players. 
- E** The starting player has their turn by **rolling two dice** and moving their **career stand** to a destination. 
 - Each player then has their turn in a clockwise direction.
 - At the end of Round 1, follow the instructions on the Round Tracker for the subsequent Rounds.

- ✓ There is no set direction to move around the game board.
- ✓ The dice roll can be greater than or equal to the number of spaces required to get to the destination.
- ✓ Each player can only visit one destination per turn.
- ✓ Enter the destination via the direction of the entry arrow and leave on the next turn via the exit arrow.
- ✗ In this game, you do not land on other players' businesses or real estate.



If you're playing on Quick Fire Mode, your **aim** is to complete your mission and have the most cash. On Full Mode, your **aim** is to get the most points at the end of Round 12.

5 WHERE DO I GO?



WELL, CONSIDER VISITING A SIDE HUSTLE, OR USING BUSINESS LOANS.

A BUSINESS LOAN CAN GIVE YOU THE EXTRA CASH NEEDED TO BUY A BUSINESS. IN EACH ROUND, THE PROFIT THE BUSINESS MAKES WILL USUALLY BE ENOUGH TO COVER THE INTEREST ON THE LOAN.

ECO TRANSPORT HUB IS ALSO A GREAT IDEA EARLY IN THE GAME, AS ALL TOKENS ENABLE THE USE OF THE UNDERGROUND STATIONS WHICH HELP YOU TO MOVE FURTHER. THE ELECTRIC BIKE & CAR ENABLE YOU TO MOVE EXTRA SPACES ON YOUR TURN.

OR MAYBE YOU'LL WANT TO GET INSURANCE EARLY ON, TO PROTECT AGAINST UNEXPECTED EVENTS IN THE LIFE HAPPENS CARDS.




6 INVESTMENT PORTFOLIO

- (A)** The magnetic career strip is placed here.
- (B)** Once you've purchased at a destination, then place the top of the magnetic card in the corresponding Round line. It is important to place the magnetic card correctly on the Round line as this tracks your progress. Magnetic cards with black headers go in the black column, red headers in the red column.

- (C)** The Tokens are placed here.
- (D)** The magnetic insurance card is placed here once purchased.
- (E)** Money goes in the money pocket.
- (F)** In the full mode, the sticky note scoresheet is placed here to see the various ways to achieve HACKT!CS points.



Collecting Income

Each Round, there is a time to 'collect income.' Here is an example for Round 11:

Adding up everything on the black income column (savings, dividends, profits, interest and income)

Subtracting all expenses on the red column (interest and expenses)

The savings amount from your magnetic career strip for the current Round	\$150K
Dividends from stocks	+\$8K
Business profit	+\$150K
Interest from bank deposit	+\$1K
Income from rentals, shopping mall or office block	+\$250K
Credit card interest	-\$4K
House expenses	-\$3K
Business loan interest	-\$4K
Income received for Round 11	\$548K



Use your calculator on your smartphone to help you work out your income.



When you purchase a business, rental, house, apartment, the Sands Shopping Mall or the 5 O'clock Office Block place one of your sold signs onto the destination on the game board.

Selling Assets

Calculating the sales value: Subtract the Round you purchased the asset in from the current Round and find the corresponding value, e.g. if you bought in Round 4 and sell in Round 9 (therefore, $9 - 4 = 5$), then the value is what's listed on the Rounds Held 5-6 column on the magnetic card.

- This is except businesses with their sale price listed and bank deposits with their value listed.
- On your turn, you can sell an investment back to the bank or another player. But businesses must be held for a minimum of two Rounds before they can be sold.
- Give the magnetic card back to the bank and remove your sold sign from the destination if applicable.

