

# WHITE HAT

## The Hacking Simulator

These are not your Hollywood hackers. Real hacking is done heads down at a computer. Writing code, penetration and quality assurance testing, building applications, and maintaining computer hardware are all important parts of securing a system. *White Hat* aims to simulate the real world of hacking and computer science in a way that anyone can understand without having to know the intricacies of the field.

### GAMEPLAY

*White Hat* is a medium-weight Euro game focused on worker placement and action selection. As teams of hackers at work, players will manage resources and build production engines to gain materials, upgrade their machines, and work toward meeting table-wide hacking goals. Simultaneous play means each round moves quickly, no matter the number of players. End-of-game scoring cards mean no game is ever the same and every player has a unique goal to work toward.

### KEY FEATURES

- Action Selection / Worker Placement
- Simultaneous Play
- Engine Building
- Resource Management
- Hidden Goals

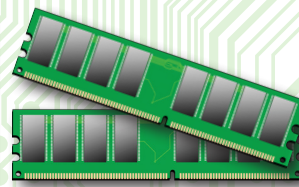
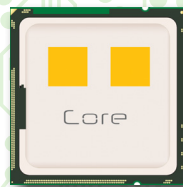
### COMPONENTS

- 6 player boards
- 1 vulnerability board
- 1 application offer board
- 6 player screens
- 84 punchout tokens
- 178 cards
- 52 six-sided dice
- 36 meeples
- 550 cubes
- 1 score sheet

Allows  
between  
2 and 6  
players



90-120  
minutes  
runtime



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