

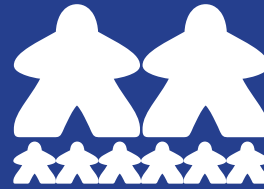
blue_team

These are not your Hollywood hackers. Real hacking is done heads down at a computer, writing code, building applications to aid research, and maintaining computer hardware. **blue_team** does its best to simulate the real world of hacking and computer development in a way that anyone can understand and play, without having to know the intricacies of computer hacking.

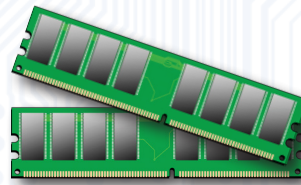
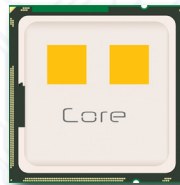
GAMEPLAY

blue_team is an action selection, worker placement, and set collection style game where each player leads a team of hackers trying to find vulnerabilities in major corporations' networks. Players race against each other, as well as the nefarious **sine_nomine**, to collect bug bounties hoping to earn the most exploit points to win the game

Allows
between
2 and 6
players



90-120
minutes
runtime

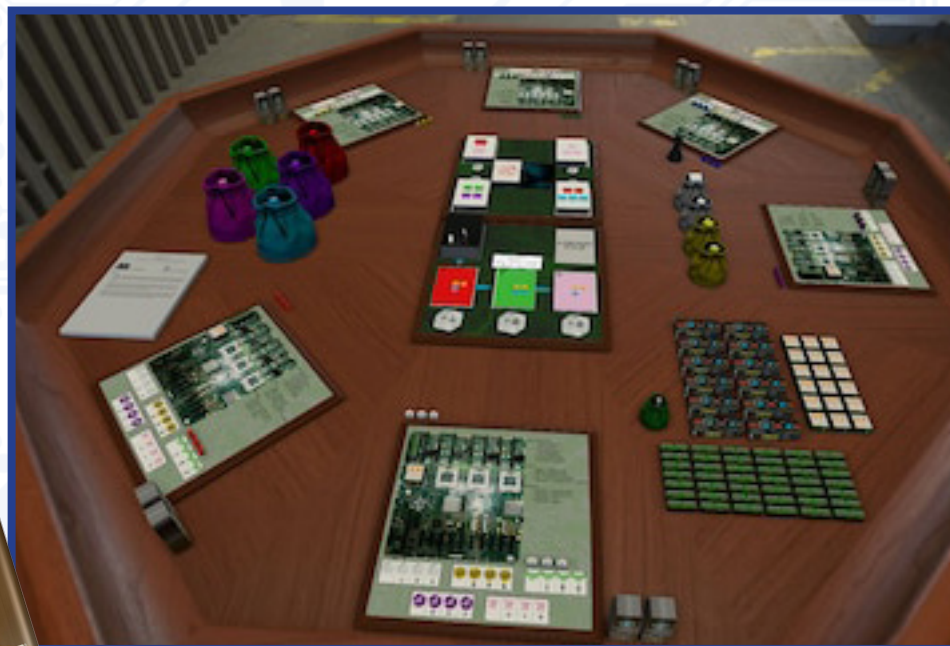


KEY FEATURES

- Action Selection / Worker Placement
- Engine Building
- Resource Management
- Set Collection

COMPONENTS

- 6 player boards
- 1 vulnerability board
- 1 application offer board
- 1 first player marker
- 120 punchout tokens
- 166 cards
- 36 meeples
- 225 cubes



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