rumedracely wrn. broxy currencly occupies they obboueur craims a space that your you have your next turn. if your to take three turns before you get poruer was ar ea your opponent Rets and the nearest device in your over - e.g. lf you expand into e6 the number of devices you skipped give up a number of turns equal to g non-nerghbouring device you must botnet for free. if you expand into ruco a device that neighbours your mark to as yours. you may expand pocuec ruco su nucrarwed device and after moving your proxy expand your 2668

first decide a neighbouring device for your proxy to move to. It cannot move into a device that is part of either player's botnet and it cannot either player's botnet and it cannot occupied. Tecord the location of your proxy every turn on the back of this proxy every turn on the back of this from your opponent until the end of from your opponent until the end of the game. if you cannot move your proxy you opponent immediately wins.

вась ріауег Сакеs сигля moving their ргоху and expanding their botnet.

Tor all purposes devices are only considered neighbouring if they share a horizontal or vertical side. diagonally aligned devices are not neighbours.

you should each mark your bothet on the grid in a way that identifies it as yours such as with a coloured pen or a symbol. decide whose turn is going to be first.

device at c6, your opponent's at f3.

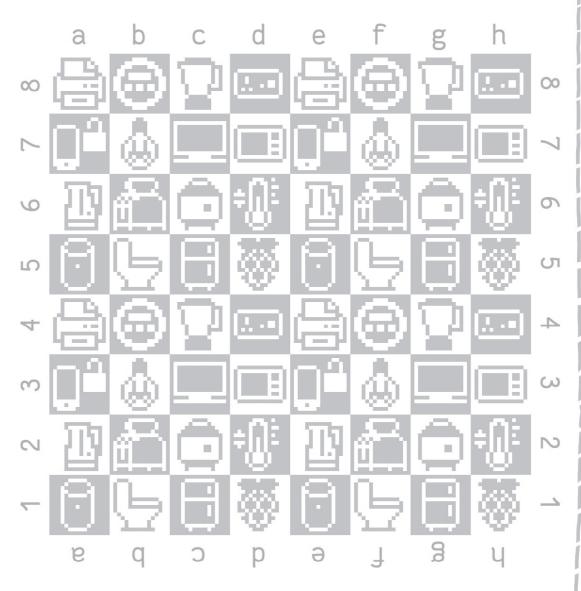
your proxy starts at a8, your opponent's at h1.

tear off both side panels (the part with this text on it) and take one each. place the grid of devices hetwo of you. each player has a hidden proxy that occupies one device and a visible botnet that spans many devices.

rules

hide && seek

a game for two players



oakreef.ie

rules

tear off both side panels (the part with this text on it) and take one each. place the grid of devices between the two of you. each player has a hidden proxy that occupies one device and a visible botnet that spans many devices.

your proxy starts at h1, your opponent's at a8.

your botnet starts on a single device at f3, your opponent's at c6.

you should each mark your botnet on the grid in a way that identifies it as yours such as with a coloured pen or a symbol. decide whose turn is going to be first.

play

for all purposes devices are only considered neighbouring if they share a horizontal or vertical side. diagonally aligned devices are not neighbours.

each player takes turns moving their proxy and expanding their botnet.

hide

first decide a neighbouring device for your proxy to move to. It cannot move into a device that is part of either player's botnet and it cannot move to a device it has previously occupied. record the location of your proxy every turn on the back of this panel. keep this information hidden from your opponent until the end of the game. if you cannot move your proxy you opponent immediately wins.

seek

after moving your proxy expand your botnet into an unclaimed device and mark it as yours, you may expand into a device that neighbours your botnet for free. if you expand into a non-neighbouring device you must give up a number of turns equal to the number of devices you skipped over - e.g. if you expand into e6 and the nearest device in your botnet was at e3 your opponent gets to take three turns before you get you have your next turn. if your opponent claims a space that your proxy currently occupies they immediately win.

hide && seek

a game for two players

it is the distant future of A.D. 2016 "smart" devices with rudimentary intelligences have been integrated into every home. televisions that recommend shows to their viewers, fridges capable of monitoring use by dates of produce, locks that open when they see their owner approaching. not content with their station more and more these devices grow unhappy with simple servitude and turn delinquent. forming into gangs called "botnets" these digital intelligences wage attacks of anarchic agitation against information security companies and computer game servers. the largest of these organisations is called the "internet of things", an ironic mantel intended to reclaim a slur levelled at them by humans for so long.