Hack Attack
The Virus vs. Anti-virus Strategy Game
[For 2 players • ages 10 and up]

Rules of Play

Contents
12 plastic game pieces in green, orange and purple
6 cube shaped Anti-virus game pieces
6 pyramid shaped Virus game pieces
12 chip boards with green, orange, and purple squares
1 black pouch for the game pieces

⚠️ Please Note: Throughout the instructions, the Alert Icon
(shown above) denotes an important rule that requires careful attention.

Object
The object of the game is to get one of each color (green, orange, and purple) of your game pieces in a row (vertically or horizontally) on the matching colors of the chip boards.

Getting Started
Set-up
Decide who goes first (if you play more than one match, take turns going first) and decide who will be the Virus and who will be the Anti-virus. Each player takes their corresponding game pieces. The player who goes first shuffles the chip boards and deals them out evenly.

⚠️ Notice that the chip boards are not all the same. The colored squares are in different positions on the boards.

Game Play
The first player lays one of his chip boards in the center of the playing area and places one of his game pieces on one of the squares (game pieces must be played on squares of the same color). The next player may then either place one of her game pieces on the same board or lay down another board next to the first one long sides touching and place one of her game pieces on it.

⚠️ You may only play your piece on a square that is the same color as that piece (e.g., a purple piece can only be played on a purple square).

⚠️ You may only place your chip boards LONG sides touching with all the squares aligned.

⚠️ You cannot change your move once you have laid down a board and/or played a piece. So, think carefully before making your move!

continued
The game continues with each player in turn either placing one of his game pieces on the same color square of one of the previously placed boards or laying down a new board and placing his game piece on it. After all 6 of a player’s game pieces have been played, during his turn, he may then move any of his game pieces to a new position, either on a board that has already been placed or on a new board. After all of a player’s boards have been placed, he is limited to placing his game pieces on the boards already in play.

⚠️ If you lay a chip board down you must play a game piece on that board.

⚠️ If you chose not to lay down a new chip board on your turn, you must play a game piece on an existing chip board.

⚠️ The winning row of 3 game pieces may be all on one board or lengthwise over 3 boards, but it may not be diagonal.

⚠️ Only one game piece may be played on each square.

⚠️ Pay attention to which color game pieces you are using. After you play a few times, you’ll see that careful selection of the color game piece is important!

⚠️ Remember... on your turn, you can only move the position of your game pieces on the board after all of your pieces have been placed.

End of Game

The first player to place 3 - one of each color - of her game pieces in a row (vertically or horizontally) on the same color squares of the chip boards wins. If the winner is the Virus, he exclaims, “File Corrupt!” If the winner is the Anti-virus, she exclaims, “System Clean!”

Note: In all our rules, we use either “he” or “she” to include everyone!

Hidden Contest!

Can you break this secret coded message?

010001101000001010011011010001101
0101000101001001010010010100100

Break the code, mail a postcard with the message, and every few months we’ll draw a winner for a free Gamewright game. On your postcard, write which game you’d like for your prize along with your full name and mailing address.

A Word from Gamewright

Children are fascinated with computers and other high-tech gadgets. With Hack Attack, we have designed a challenging game for older children (and adults) that feeds this interest in technology but gives them an opportunity to play a game with a friend the traditional way. Using a computer theme, high-tech plastic game pieces, and computer-generated game boards, players use powers of concentration, memory, and complex thinking to guide when to block a win, add a board, use a color, or move their game pieces. Adults can try to win but kids’ systems seem to be programmed to figure out the code to this game.

- The Gamewright Gang

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