



# HACK ATTACK

## The Security Awareness Card Game

For 2 - 6 players

### Card Types



**Game Over** cards represent poor security behavior. If you draw one of these cards and cannot play a defuse card, your game is over.



**Defuse cards** represent good security behavior. If you pick up a Game Over card, play a Defuse card to avoid being knocked out.



**Matching cards** contain security awareness tips. If you collect two cards of the same topic, you may play these two cards to steal a card at random from another player's hand.



**Action cards** can be used to benefit or hinder players.



**Switch Direction** changes the direction of play.



**Skip!** ends your turn without you having to draw a card from the deck.



**Stop!** can be played out of turn to stop any Action card that has been played.



**Draw Two Cards** forces the next player to draw two cards and ends your turn without you having to draw a card from the deck.



**See the Future** allows the player to look at the top three cards in the deck. The cards must then be placed back in the order they were picked up.



**Shuffle** initiates an immediate shuffle of cards remaining in the Draw Pile.

## Setup

1. Remove all five (5) Game Over cards and six (6) Defuse cards from the deck.
2. Shuffle the remaining deck, and deal three (3) cards face down to each player. Keep your hand a secret.
3. Deal one (1) Defuse card to each player so that everyone has a hand of four (4) cards total.
4. Subtract one (1) from the total number of players. Place that amount of Game Over cards into the deck. Remove any extra Game Over cards from the game.
5. Place any extra Defuse cards back in the deck.
6. Shuffle the deck, and put it face down on the table. This is the Draw Pile.
7. Pick a player to start the game.

You can also scan the code to the right to view the instructions for this card game at our website.



## Play

1. On your turn:
  - a. You can choose to play Action cards and/or Matching cards. You may play as many valid cards as you'd like. Play a card from your hand by placing it face up on top of the Discard Pile. Follow any instructions on the card.
  - b. You can choose to end your turn right away.
2. End your turn by drawing a card from the top of the Draw Pile into your hand.
3. If you draw a Game Over card:
  - a. Your game is *not* over if you have a Defuse card. Place it face up on the Discard Pile. Then place the Game Over card back in the Draw Pile in any location. Do not look at the cards in the draw pile.
  - b. Your game is over if you do *not* have a Defuse card. Place the Game Over card and the remaining cards in your hand to the side.
4. Play continues around the table until only one player remains.

**Note:** There is no maximum or minimum hand size.