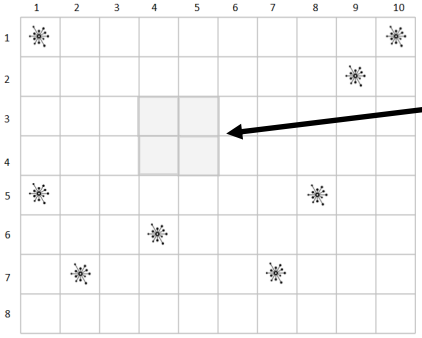
GridHack

Overview and Goal

You are a hacker.

You hack programs to steal data. Hacking takes place on a grid.



This is a grid.

On the grid is this symbol. This is data.

Your goal is to copy the requested amount of data before the program ends.

Your Network And The Grid

To hack a grid, you must first link squares to your network. Draw a dot inside squares to show they are linked to your network. [●]

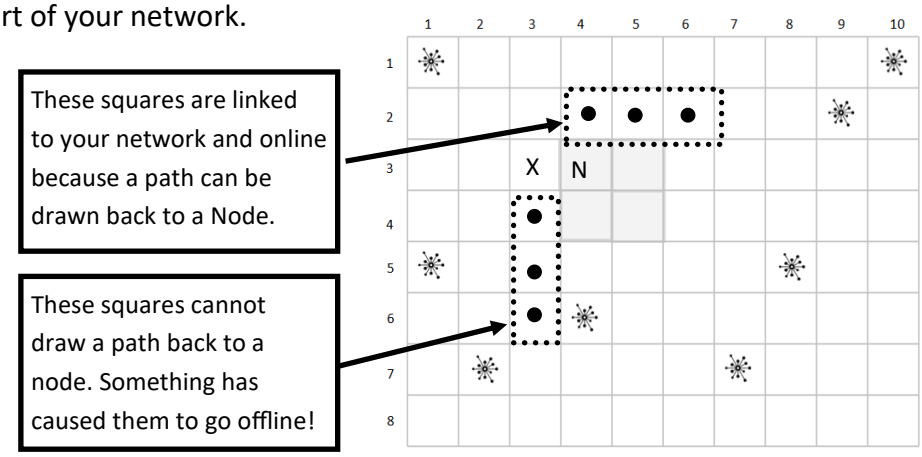
Squares that are linked to your network allow two things:

1. Any adjacent squares (not diagonal) are available to be linked.
2. Bugs (see next page) can be added to linked squares.

To begin linking squares to your network, you need to start with a Node. A Node can be created on any weak point on the grid—these are gray squares— or any linked squares. Draw an "N" inside a square to show you have created a node. [N] Once a Node is created, any adjacent squares may be linked to your network.

Diagonal squares are not considered adjacent.

If linked squares are adjacent to a Node OR they can form an unbroken adjacent path back to a Node, the squares are considered online. If any linked squares cannot do either of the above, they are considered offline. Offline squares are not considered part of your network.



Game Setup and Gameplay

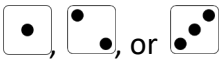
To play Gridhack, you will need different sided dice, a pencil, and to print the grids on the following pages. Choose a grid to play. If this is your first game, it is suggested you start with the "beginner game" grid.

- Begin hacking by creating a Node on a weak point in the grid, and linking two squares to your network.
- Alternate turns between your turn and the Counter Hack Program's turn, starting with your turn.

Hacking—Your Turn

On your turn, you will complete one action.

Roll two six sided dice. The result of each roll will indicate a possible action, as listed below. Choose one action to complete for your turn.

 , or **Link**: Link 2 squares to your network.

 **Copybug**: Place a Copybug in your network. Draw a "C" in an online square to show you have created a Copybug. [C] A copybug immediately copies the data of any adjacent squares. Copied data does not need to be part of your network. Data from a single square can only be copied once.

 **Heaterbug**: Place a Heaterbug in your network. Draw an "H" in an online square to show you have created a Heaterbug. [H] A Heaterbug unfreezes all adjacent squares, and adjacent squares can no longer become frozen. A square with a Heaterbug in it cannot become frozen.

 **Node**: Place a Node in your Network, or on a weak point on the grid. Draw a "N" in the square to show you have created a Node. [N] Link two adjacent squares from this Node to your network.

Doubles: You may take both resulting actions OR take one action of your choice.

Choice: If you do not like either rolled result, you may choose any one action of your choice. However, the Counter Hack Program advances two steps during its next turn.

Counter Hack Turn

Each grid has a Counter Hack Program, used to defend against hackers like you! The Counter Hack Program starts at the "Start" point. After each of your turns it advances one step in the program, often by targeting a square on the Grid with a defensive action.

To determine which square the Counter Hack Program targets, roll a die with the same number of sides as the Y axis of the grid, and another with the same number of sides as the X axis of the grid. The result of both rolls will create coordinates that identify which square is targeted.

Each step of the Counter Hack program will have a symbol. Each symbol for the Counter Hack Program is described below.

O **FREEZE**: Target square, and each adjacent square, are frozen. Draw a circle over each frozen square to show it is frozen. Frozen squares are offline. Frozen squares may become unfrozen if adjacent to a Heaterbug.

X **CORRUPT**: Target square is corrupt. Draw an "X" over each corrupt square to show it is corrupt. Corrupt squares and anything that was in the square are no longer considered part of the game. Squares with data in them cannot become corrupt.

Oc **FREEZE COLUMN**: Roll a die with the same number of sides as the X axis. This action freezes all squares in the resulting column.

/ **WAIT**: The Counter Hack Program does not have an action during the Wait step.

F **FIREWALL**: Target square is part of a Firewall. Firewall squares cannot target squares with bugs, nodes, or data. You cannot add Firewall squares to your network. Draw an "F" over each Firewall square to show it is a Firewall. If a straight line can be drawn between two Firewall squares, those squares are offline and cannot be added to your network.

{ If } { Else } **IF ELSE**: At the end of each program, is an IF ELSE statement. This does not count as a step in the Counter Hack Program. Follow the directions to determine how the program responds to your hacking!

Winning and Losing

Continue hacking the grid, alternating turns between Your Turn, and the Counter Hack Program.

You win the game if you are able to successfully copy the requested amount of data. You can find the amount of requested data to copy in the "Requested Data" box at the top of each grid.

You lose the game if the Counter Hack Program completes its program and shuts down the grid, OR if you have no possible moves.

GridHack Beginner Grid

Requested Data Copy—6 ✳✳✳✳✳✳

Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

5: Heaterbug

6: Node

Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

	1	2	3	4	5	6	7	8	9	10
1	✳									✳
2									✳	
3										
4										
5	✳							✳		
6				✳						
7		✳					✳			
8										

Counter Hack Program—"Beginner"

Start

O → X → X → X → Oc

Draw a tally in the box.

{ If } the box has 5 tally marks, the grid closes—game over!

{ Else } Restart Counter Hack Program

Requested Data Copy—6 ✳✳✳✳✳✳

Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

5: Heaterbug

6: Node

Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

	1	2	3	4	5	6	7	8	9	10
1	✳									✳
2									✳	
3										
4										
5	✳							✳		
6				✳						
7		✳					✳			
8										

Counter Hack Program—"Beginner"

Start

O → X → X → X → Oc

Draw a tally in the box.

{ If } the box has 5 tally marks, the grid closes—game over!

{ Else } Restart Counter Hack Program

Requested Data Copy—6 ✳✳✳✳✳✳

Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

5: Heaterbug

6: Node

Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

	1	2	3	4	5	6	7	8	9	10
1	✳									✳
2									✳	
3										
4										
5	✳							✳		
6				✳						
7		✳					✳			
8										

Counter Hack Program—"Beginner"

Start

O → X → X → X → Oc

Draw a tally in the box.

{ If } the box has 5 tally marks, the grid closes—game over!

{ Else } Restart Counter Hack Program

GridHack Advanced Grids

Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

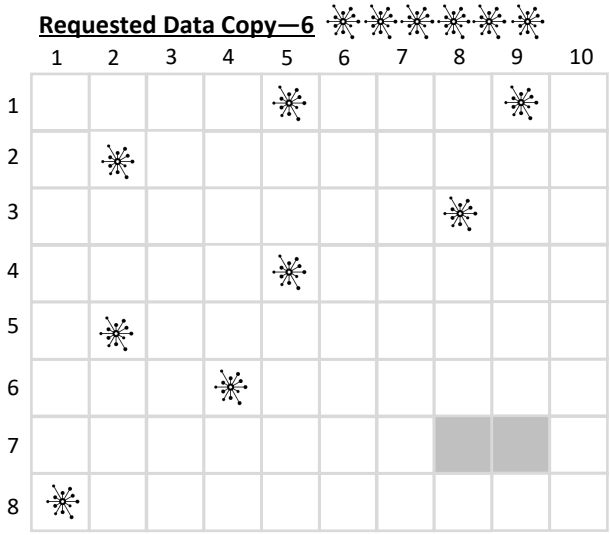
5: Heaterbug

6: Node

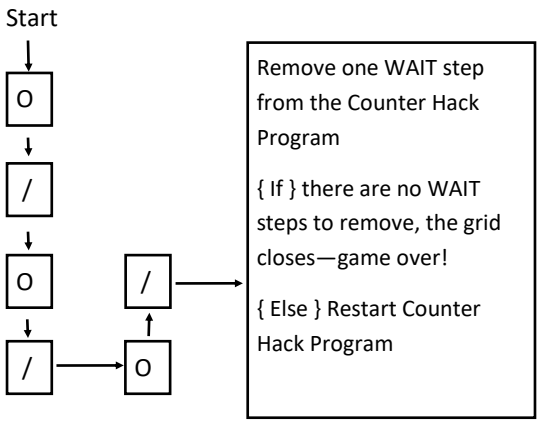
Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

Requested Data Copy—6



Counter Hack Program—"Countdown"



Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

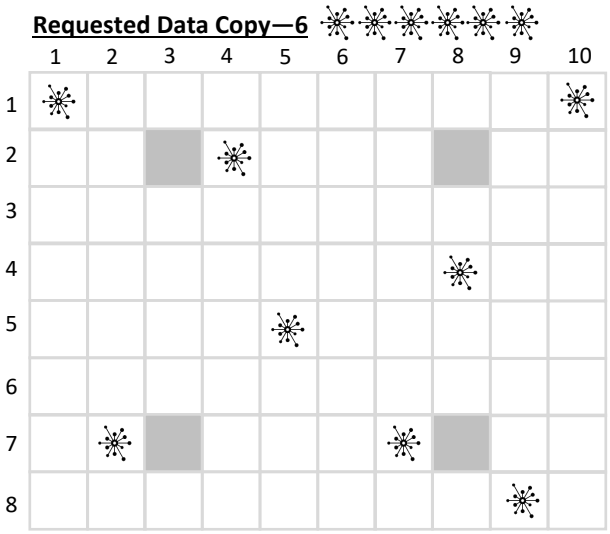
5: Heaterbug

6: Node

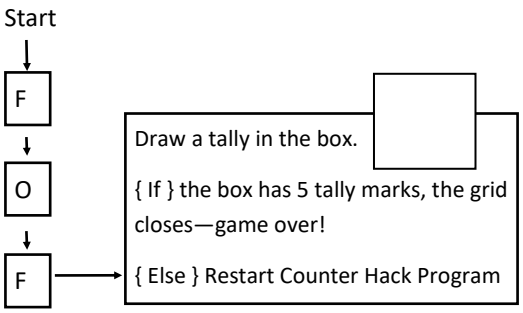
Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

Requested Data Copy—6



Counter Hack Program—"Firewall"



Your Turn

-Roll 2 six sided dice

1-3: Link

4: Copybug

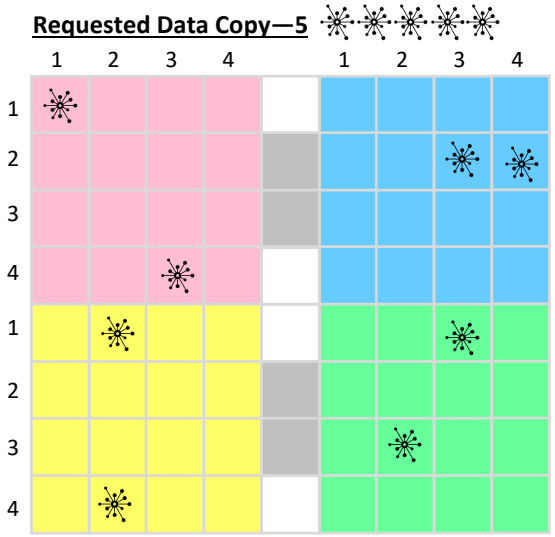
5: Heaterbug

6: Node

Doubles: Use both OR your choice

Choice: Advance Counter Hack Program x2

Requested Data Copy—5



Counter Hack Program—"4 Corners"