

Online

2-6 players Ages 6 and up
Manufactured by Hasbro

Object - Be the first player to download from the Internet files from the following categories: E-mail: 6 cards, Music: 4 cards, Game: 2 cards, Movie: 2 cards
In order to download the information, you collect the Category cards in front of you on the table in rows (see illustration 1 in the rulebook).

Contents - First, put all the cards face-up on the table so you can look at them. The game contains 112 cards from the following groups:

Access cards - 13 Online, 3 Turbo-Line, 5 Extra Memory, 8 Password OK, 8 Anti-virus

Category cards - 22 E-mail, 14 Music, 8 Movie, 8 Game

Attack cards - 3 Under Construction, 4 Memory Full, 3 Password Error, 3 Virus

Power cards - 6 Hacker, 2 Cyber Patrol, 2 Search

Individual or team play - 2 or 3 players: Here, everyone plays against each other.

4 players: You form 2 teams: Players 1 and 3 against players 2 and 4. Each team plays with shared card rows (see illo. 2).

5 or 6 players: You form 3 teams: Players 1 and 4, players 2 and 5, and players 3 and 6. With 5 players, player 3 plays alone and therefore plays twice per round: first as player 3 and then once again after player 5. You can, of course, choose instead to form 2 teams, one with 3 players.

Preparation - Shuffle all the cards thoroughly. Deal 7 cards to each player. Put the remaining cards in a facedown stack in the middle of the table. This is your draw pile (see illustration 2). The youngest player goes first. Play follows in clockwise order.

Play - Each player has 7 cards in its hand. On your turn, you have the following two options:

A. Exchange as many of the 7 cards in your hand as you wish with new cards from the draw pile, after which your turn ends. Put the exchanged cards face-up in a discard pile next to the draw pile.

OR

B. Draw a card from the draw pile, look at your 8 cards and choose one or more to play.

Your options for card play are:

Online - Provided you do not have an Online card in front of you or your team, you may now do so, starting or adding to a card row. You are now ready to begin or continue downloading files. Each round, a player can download one Category card with this card (see illustration 1);
AND/OR

Turbo-Line - Provided you do not have a Turbo-Line card in front of you or your team, you may now do so, starting or adding to a card row. You may begin to or continue downloading files. Each round, a player can download two Category cards with this card (see illustration 1). The Turbo-Line card can be played alone or on top of an already played Online card (see illustration 2);
AND/OR

Extra Memory - Play this card, so you can download "big" category files (Games and Movies, see illustration 2);
AND/OR

Download - You play Category cards in front of you or your team. Each player can set aside only one Category card per round, provided an Online card has already been played. If a Turbo-Line card has been played, each player can set aside at most two Category cards per round (see illustration 2 as well as the illustration at the bottom of each category card);

AND/OR

Attack cards - You play these cards against the other player's or team's Online, Turbo-Line or Extra Memory cards in order to prevent them from downloading (see illustration 3 and the illustrations at the bottom of each Attack card);

AND/OR

Access cards - You counter-attack an Attack card played against you by putting an Access card on it. You can do this whether it is your turn or as soon as an opponent puts an Attack card on your cards (see illustration 4 and the illustrations at the bottom of each Access card).

Example, illustration 2

Player 2 can download all categories: It has Turbo-Line and Extra Memory cards in front of itself and is not blocked by Attack cards. Player 1 needs an Anti-virus card and then an Online or Turbo-Line card before it can set aside its E-mail and Music cards. Furthermore, it needs an Extra Memory card in order to download its Game and Movie cards.

Hackers - With the Hacker card you can remove the uppermost card in an opponent's row and discard it (see Additional Explanations of the Game Options);

AND/OR

Cyber Patrol - The player stops a hacker with this card. The Cyber Patrol card must be played immediately after a Hacker card; the Cyber Patrol player must not wait for its next turn. The player who played the Hacker does not continue its turn and also loses its next turn! The Cyber Patrol player takes the next turn immediately;

AND/OR

Search - With the Search card you can immediately pick out a certain card from the draw pile;

AND/OR

Discard - If you cannot or do not wish to play a card, put one of your cards on the discard pile. No player can have more than 7 cards at the end of each round.

The game continues - If you have finished your turn, you say "Stop" and the player on your left plays next.

Be careful! - Before your next turn, you draw enough cards from the draw pile to bring your hand up to 7 cards again. Then, you can exchange cards for new cards from the draw pile or take an 8th card and play as described above. Once you begin your turn, you cannot draw cards until the next round.

Winning - The player or team that downloads all the necessary Category cards first, wins (see illustration 1).

New game! - The cards are gathered and shuffled again. The new game begins with the player to the left of the last game's winner.

Additional Explanations of the Game Options

Downloading files - The Category cards can be collected in any sequence. You do not have to collect all 6 E-mails before you begin collecting Music cards.

Attack cards - See illustration 3 and the illustrations at the bottom of each Attack card. The Attack cards can be played on card rows of opponents as follows:

? **Online or Turbo-Line card:** Virus, Password Error or Under Construction

? **Extra memory card:** Memory Full

? You can play as many Attack cards on your opponents as you like, but only on Online, Turbo-Line and Extra Memory cards!

Note: A player whose cards are blocked with Attack cards cannot collect Category cards. However, it is allowed to play Attack cards, counter-attack its own blocked cards, and play Cyber Patrol and Search cards.

Access cards - Here is how to use Access cards to counter-attack Attack cards:

? **With Password Error:** First counter-attack this card with a Password OK card. You can then immediately position an Online or Turbo-Line card, and then immediately collect Category cards.

? **With Virus:** First counter-attack this card with an Anti-virus card. You can then immediately position an Online or Turbo-Line card, and then immediately collect Category cards.

? **With Under Construction:** First counter-attack this card with an Online or Turbo-Line card. You can then immediately collect category cards after that.

? **With Memory Full:** First counter-attack this card with an Extra Memory card. If you can also play an Online or Turbo-Line card immediately, then you are also allowed to play your "big" Category cards (Movie or Game), if you have them.

Note: You are allowed to counter-attack as many cards as you wish in each round!

Hackers - With the Hacker card, you can:

- A. Counter-attack the Attack cards on your own card rows and position them with other players, or discard them;
 - B. Take the uppermost card from the card row of another player and give it to yourself or another player, or simply discard it;
 - C. Take the top card on the discard pile to use for yourself, or to damage an opponent.
- ? You must not be Online in order to play your Hacker card.
? As a hacker, you cannot download Category cards.
? If you are a hacker, you can take one Category card from another player and discard it.

A card stolen with a Hacker must be played immediately. The player cannot keep it in its hand and wait to use it later.

In order to play your Hacker card, you first say "Hacker!" on your turn, and show the card to the other players. (At this moment, a player who possesses a Cyber Patrol card can play it immediately.) You discard your Hacker card, execute one of the above options and then continue with your turn in the accustomed manner.

Cyber Patrol - The Cyber Patrol cards are played in order to stop a hacker. If you have a Cyber Patrol card in your hand and a hacker threatens the cards of any player, you must (if you wish to play it) immediately show your Cyber Patrol card. The player who wanted to play the Hacker card immediately ends its turn, discards the Hacker and loses still another turn. You discard your Cyber Patrol card and are immediately next to play.

Search - You play a Search card on your turn. If you need a certain card for which you have waited a long time, then you can play the Search card and pick out the needed card from the draw pile. Having found your desired card, play it immediately, then discard the Search card. After you have played a Search card, you can continue with your turn.

Backup - You should always secure your data with a backup so it doesn't get lost. If you have collected the necessary quantity of cards from a category in front of you on the table, then you

should turn this whole category row facedown. If you don't do this, a hacker could steal one of your cards again. You can backup only on your turn!

Empty draw pile - If the draw pile is empty, do the following:

1. Gather all cards in the Online, Turbo-Line, Attack, Extra Memory, and Memory Full card rows of all players, leaving only the uppermost card in each row. Do not collect the Category cards.
2. Shuffle these cards with the discards to create a new, face-down draw pile and continue play.

Scoring - As soon as a player/team downloads the necessary number of different Category cards, they win!

? To determine 2nd and 3rd places, add up the megabytes that the players have downloaded, as follows: E-mail = 25MB, Music = 50 MB, Game = 100 MB and Movie = 200 MB.

? If 4 players play individually against each other, then you can agree to play up to a predetermined time limit. Determine the winner by adding up the downloaded