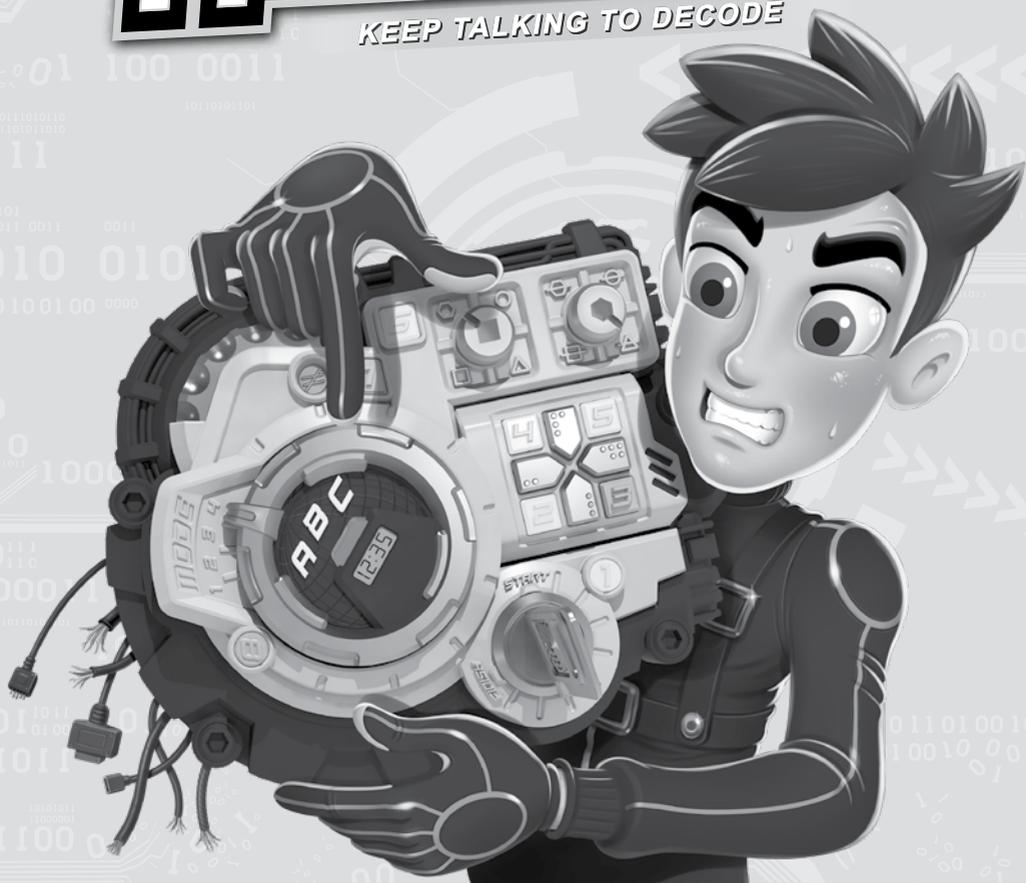


SPY  
CODE

# HACKATHON™

KEEP TALKING TO DECODE



## GAME RULES



### PACK INCLUDES:

- 1x Hackathon Console
- 1x Motherboard Core
- 1x Flash Drive
- 1x Screw Key
- 8x Advisor Instruction Cards
- 1x Game Rules

3x AAA BATTERIES REQUIRED

AGES  
8+

2-9  
PLAYERS

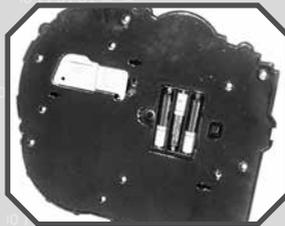
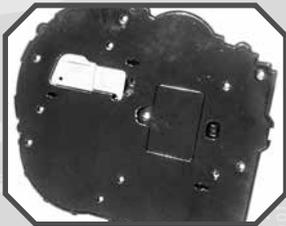
20'

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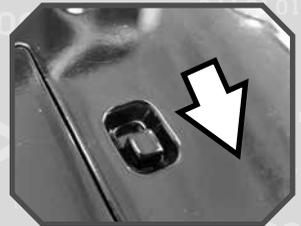
# SPY MISSION

Your identity has been stolen by a group of villains and is saved inside a super-advanced Console. You are in possession of the Console and your Spy Code Squad has instructions to hack and retrieve the secret information. However, only one person can see and work on the console at a time. You can only hear each other. Work together, keep talking and start decoding the Console. There are 8 modules. You have limited time and there is no room for mistakes. What are you waiting for? Get hacking, quick!

## ASSEMBLY



3x AAA batteries required



## SET UP

Pick a player to be the **Operator**. The Operator is the one who is alone with the Hackathon Console. Only he/she is allowed to interact with the Hackathon Console.

All the other players are the **Advisors**. They must not be able to look at the Hackathon Console. Advisors guide the Operator on how to interact with the Console depending on their observations of the Advisor cards.

**USEFUL TIP #1** - The Operator and Advisors may stand/sit with their backs to each other so that the Advisors are unable to see the Hackathon Console, and the Operator is unable to get a sneak peek of the Advisor cards.

**USEFUL TIP #2** - All players may use a notepad and pen to take notes during the game.

## START UP

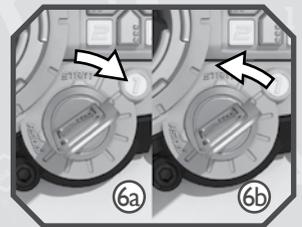
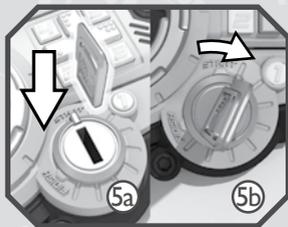
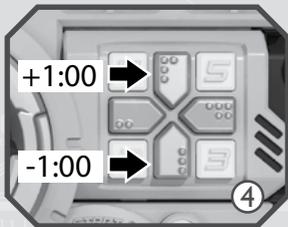
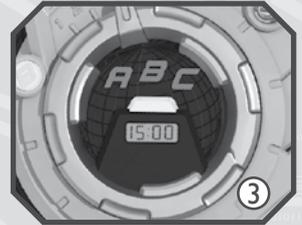
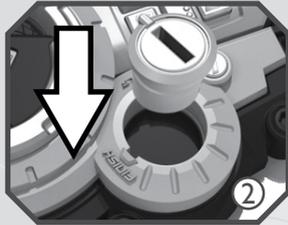
1. The **Advisors** should spread all the Advisor cards face down, among all the Advisors at random. (1)
2. The **Operator** should insert the Motherboard Core into place to activate the Hackathon Console. (2)
3. During activation, the Console will make strange start-up noises and all 8 game

modules will light up one by one. Once the Console is fully activated, the red light at the center of the Console will light up and the timer will show 15:00. (3)

4. Use the up and down arrow keys to adjust the timer. (4)

The minimum time that can be set is 01:00 and the maximum is 20:00.

**USEFUL TIP #3** - When playing for the first time, it's recommended to set the timer at 20:00.



## PLAY

1. Once the Advisors and the Operator are ready, insert the Flash Drive into the Motherboard Core pointed at START. (5a)
2. Turn it one step clockwise to start the game. (5b)
3. The timer will now start counting down...
4. The Operator must inform the Advisor which module number is blinking. The Advisor selects the card corresponding to the module number. The Advisor reads the instructions and must solve the puzzle to instruct the Operator on what to do.
5. After the Operator inputs the code as instructed by the Advisor, he/she must turn the Flash Drive one step clockwise to confirm the answer and proceed immediately to the next module. (6a)
6. Once you turn the Flash Drive one step clockwise, the Console will react in one of two ways:
  - The light of the module you were solving stops blinking and stays lit. The light of another module will start blinking. This means that the code you input was **CORRECT!** Move on to the next module.
  - The light of the module you were solving starts blinking faster. The red light close to the timer also starts blinking and you hear an alarm sound. This means that the code you input was **WRONG!** Turn the Flash Drive one step counterclockwise and try to resolve the module. (6b)

# IF TIME RUNS OUT...

If the timer reaches 00:00 and you still have modules to solve, the Hackathon Console will crash, all the lights will start blinking, and the alarm will sound. Then all the lights and sounds will turn off abruptly. You must restart the game by turning the Flash Drive clockwise to 'Finish', and remove the Motherboard Core and the Flash Drive. Then, follow the start-up instructions to play again.

# WIN

If your squad is able to decode all the modules successfully in the set time, remove the Motherboard Core and the Flash Drive from the Hackathon Console to win. CONGRATULATIONS! You have managed to keep your secret identity hidden! Now, exchange roles between the Operator and Advisors, lower the timer countdown, and play again.

What's your Spy Code Squad's best record?  
Share it with us: @SpyCode | #SpyCodeGames | www.SpyCode.toys

# TROUBLESHOOTING

Please e-mail us at [support@yulutoys.com](mailto:support@yulutoys.com) for any technical support.

# MODULE HINTS:

Here are some hints if you get stuck and can't figure out the instructions on the Advisor cards.

**Module 1:** The Operator looks at A B C. Tell the Advisor says when to turn the Flash Drive between the time interval.

**Module 2:** The Operator looks at mode & A B C. The Advisor counts the number of shapes and tells the Operator what to press. Repeat 10 times.

**Module 3:** The Operator looks at the pattern of 2 4 5 lights and tells the Advisor. The Advisor writes the pattern down to read it back to the Operator.

**Module 4:** The Operator listens and tells the Advisor. The Advisor turns the long and short beep pattern.

**Module 5:** The Operator looks at A B C. The Advisor gives the return code to the Operator.

**Module 6:** The Operator looks at the pattern of 2 4 5 lights and tells the Advisor. The Advisor solves the equation and matches the answer to the symbol. The Operator counts the non-blinking green lights.

**Module 7:** The Operator follows two paths to two symbols. The Operator turns the dial to symbols using the key.

**Module 8:** The Operator looks at the mode A B C and listens to the sounds. The Advisor tells the Operator what mode to move to.

## MODULE HINTS:

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[www.YULUtoys.com](http://www.YULUtoys.com) | [support@yulutoys.com](mailto:support@yulutoys.com)  
WARNING: Not suitable for children under 36 months. Choking Hazard - Small Parts. This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

CAN ICES - 3 (B) / NMB - 3 (B) Requires 3 AAA/LR03 batteries (batteries not included). Use new batteries to obtain the best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be removed from the toy before being charged. Non-rechargeable batteries must not be recharged. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries. Batteries should be replaced by an adult. Batteries must be inserted with the correct polarity. Exhausted batteries must be removed from product. The supply terminals must not be short-circuited. Batteries must be removed from the product when not in use. Do not dispose of batteries in a fire.

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