



How much do you know about cybersecurity?

In "Cyber Survival Game" you will have to face a working week full of risks related to cybersecurity and electronic scam attempts. Will you be able to face all the dangers without damaging your business?

discover the video-tutorial of the game on
www.cybersurvivalgame.ch

Purpose of the game:

Complete the work week with still enough resources (health and reputation, assets, personal information and privacy).

Components:



4 character dashboards



40 counters (10 per player)



4 custom dice



23 threat cards



15 power-up cards



1 first player card



1 turn marker and
1 counter

Preparation:

Each player takes a dashboard and the set of counters with **the same character**. All players place the dashboard in front of them, and place a counter on each "10" box on their dashboard (next to health reputation, assets, personal information and privacy).

The remaining 7 counters are placed on the side of the dashboard.

Shuffle the deck of threat cards, place the **first 4 cards** in the centre of the table uncovered. Shuffle also the deck of power-up cards, place it in the middle of the table, covered, next to the 4 dice.

The youngest player takes the "first player" card.

The turn marker card is placed next to the power-up deck, with its marker on the “1” box.

Example of preparation for 4 players



How to play:

At the beginning of the round, the first player draws a card from the threat pile and places it in the middle of the table uncovered; if there are not at least 4 uncovered cards, **another card is drawn** (no new cards are drawn in the first round).

Each round of the game is played clockwise, starting with the first player. From the first player, all players in their turn **must roll the 4 dice**, and then they can perform the following actions:

- SOLVE A THREAT CARD:

If using the dice you get the countermeasures indicated on a threat card, you can use them to resolve it. You discard the used dice (putting them back in the middle of the table) and place your marker on the card. (At this point you can continue using the remaining dice).
Please note: two dice with the “!” symbol can be used as a countermeasure of your choice.

Example of turn



Using and discarding a die with “Protection of information” and “Systems Protection”, you complete the card “Data Loss”

- WITHDRAW THE DICE:

Twice per round you can withdraw unused dice, to try to get more symbols/countermeasures.

- TAKE POWER-UP CARDS:

You can take the power-up card from the top of the deck if you have a die with the countermeasure indicated on the back of the card, or if you have a die with the “!” symbol on it.

You may take a maximum of two power-up cards per turn by discarding the relevant dice.

- USE A POWER-UP CARD:

At any time during your turn, you may use a single power-up card (the card is discarded and placed next to the power-up card deck).



Using and discarding a dice with “System Protection”, the player can take a Power-up card. Discarding the dice with “!” an additional card can be taken. .

When all players have taken their turn, the round ends.

End of the round:

Each player checks which threat cards do not have their own counter on them, and reduces from the own dashboard the resource points indicated on the unresolved threat cards.

When all players have removed the resource points on their dashboard, by moving the counters, the round ends.

If there are counters from all players on a threat card, the card is removed (and the tokens returned to their owners). The “first player” card is handed to the player on the right. You move the marker to the turn marker card and start a new round.

If the power-up card deck is finished, take the discarded power-up cards and shuffle to reform the deck.

Example: the pink player having his marker only on the “Loss of data” card, will be affected by the other cards. He must therefore remove 1 “Health and Reputation” point, 2 “Assets” points and 2 “Personal information and privacy” points.



End of the game:

If a player at the end of any round lands in square 0 of one of the 3 resources indicated on his card, he immediately loses the game (while the other players continue).

If a player remains the only active player, he wins by elimination. The game ends for everyone at the end of the 5th round, and each player counts his remaining resource points.

The player with the most points wins the game (in the event of a tie, the player with the most power-up cards wins).

If all players are eliminated before the 5th round, all players have lost.



Example: The green and yellow player are out of the game because they have 0 resources. The blue player has a total of 8 resource points, while the pink player has a total of 10 resource points, therefore wins the game.

Power-Up Cards:



Screen lock:
Playing this card, in this turn you can ignore the penalties of a threat card on which you don't have your counter.

In this case the blue player could use "lock screen" on "Phishing" to ignore both penalties.



Safe password:
You can move your counter or the counter of another player to another threat card.



Backup:
You can recover a resource point of your choice.



Antivirus:
You can recover 2 points "Personal information and Privacy" or 2 points "Assets".



Software update: You can recover 2 points "Information and Privacy" or 2 points "Health and Reputation".

Game variant:

After playing 1-2 times, try this variant. With a pen and a piece of paper play this QUIZ VERSION. At the beginning of each round, after discovering the new threat card, the first player secretly reads the meaning of the card through the QR code, and makes up a question for the other players. All the players write their answer on the sheet of paper without showing it to the others. The answer will be revealed at the same time. Whoever answered correctly will earn a resource point of his/her choice!"

Credits:

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