

#INFOSEC

As CISO you are responsible for the decisions which protect your company from security events, but competition is fierce with your rival. You might not be able to hack them directly, but you can make it difficult for them in other ways...

#Infosec is a card game of information technology security: preventing the loss of valuable information or services so that your company can thrive and stand above your competitor all while staying one step ahead of hackers and risk events.

The game is made of a deck of events, a deck of controls, value counters, and level counters.

GAME CONCEPTS

VALUE

Value (V) represents time spent, money, and reputation of your company. Value is used to purchase security controls, level them up, use their abilities, and ultimately win the game. Value is used to buy levels for security controls or spent as a part of an event.

LEVELS

Levels represent your company's commitment to a particular kind of security control. They show the maturity and effectiveness of a control. You may buy a level counter for 2V and add it to any control. Each control can have a maximum of 3 levels. Once a level is assigned to a control it cannot normally be moved.

SECURITY CONTROLS

Security controls are your tools against risk events which cause loss. There are 10 controls in this game. Each player starts with all 10 controls at the beginning of the game representing potential security controls you can invest in. None of these controls are effective without at least 1 level counter on them – they effectively start at level 0.



Ability

Each control has an ability which can be activated if it has at least 1 level and the listed value cost is paid. Once activated an ability is not available and cannot be used again until the start of your next turn. Abilities do not interrupt each other and happen in the order they are declared.

NIST

Category

This lists the relevant security control categories for this control as defined in the National Institute of Standards and Technology Special Publication 800-53 Revision 4, Security and Privacy Controls for Federal Information Systems and Organizations.

This has no bearing on gameplay itself and is listed for educational and reference purposes.

EVENTS

Events are things which cause information security to respond. They are mitigated by security controls. If an event is not mitigated then bad things will happen - usually the loss of value (V).



Targeting



Defend

Shows which players are affected by the event and, for certain events, the minimum value the player has to have in order to be the target of the event. If the player is targeted they must attempt to **Defend** against it.

Shows how to protect yourself against the current event. If you were targeted but have the controls listed at the levels shown then you have **Mitigated** the event. If you cannot mitigate an event you are **Affected**.

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Mitigated

If you have mitigated the event you may perform the actions shown here. In some cases there may be nothing listed here.



Affected

If you are affected by an event you must perform the actions shown here, usually the loss of value (**V**). If you cannot pay all of the value listed you will have 0 value. You cannot have less than 0 value.

LAYOUT

Shuffle the event deck then split it into equal halves. Each player has their own event deck but share an event discard desk. Each player's event deck is face down. Discarded events are placed face up.

Place one of each control in front of each player.

PLAYING THE GAME

INITIAL SETUP

Each player begins with 7 levels and 3V. They may add their levels to any of their controls in any combination. Note that abilities cannot be used until the game begins.

Arbitrarily decide which player will go first.

TURN ORDER

You may spend value on levels or activating available abilities at any time. Note that abilities can only be used if its control has at least 1 level.

1. **Reset Abilities:** Control abilities that had been used before this turn can now be used again.
2. **Income:** Collect 3V.
 - a. If this is your first turn and you are going first, do not collect 3V.
3. **Event:** Draw an event and if you are **Targeted** by it you must **Defend** against it.
 - a. If you meet the defense requirements you may perform the action listed in the **Mitigated** condition.

- b. If not you must take the action described in the **Affected** condition.

4. **End of Turn:** Declare you are finished with your turn, then the next player takes their turn.

You win the game if you **end** your turn with 10 or more value. Note that you do not lose when you have 0 value, nor can you go below 0.

STRATEGIES

- Although you can use abilities whenever you like it is often beneficial to use them before you draw an event.
- Knowing which event card comes next can help you plan your strategy, either how to defend against an event or if you should use an ability to pass a bad event to the other player.
- Take advantage of abilities conditions that let you purchase levels for 1V instead of 2V.

ABOUT

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National Institute of Standards and Technology Special Publication
800-53 Revision 4: Security and Privacy Controls for Federal
Information Systems and Organizations. Available at
<http://nvlpubs.nist.gov/nistpubs/SpecialPublications/NIST.SP.800-53r4.pdf>

NIST

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