

## MalAware Card Game Instructions

**Note:** The game is designed to be played by at least 2 players or 2 teams.

### Game set-up

- Players or teams to be constituted.
- Set up a room with a playing table in the middle.
- Handout/project and discuss Games Instructions with players/teams.
- Shuffle and place printed cards in 2 separate (attack) and (defence) piles on the table facing downwards.

### Gameplay

1. The objective of the game is to avoid the spread of malware by collecting the most correct pairs of cards that match the right attack vs defence strategies that could be employed against the spread of malware.
2. The facilitator(s) must shuffle the cards and lay them on the table, face down, in two groups of individual cards.
3. The player nominated by the attacking team to start goes first, followed by the player nominated by the defence team. Play then continues in a clockwise direction.
4. If the player from the defending team successfully matches a pair, they give the matched pair to the facilitator(s) and return to their team and are eligible to have another turn.
5. When a player turns over a card that does not match, the corresponding attack card they get eliminated from the game and cannot have another turn. round.
6. The wrong card is returned to the pile face down and the pile is reshuffled before the next player from the team that got the mismatch steps up and continues play.
7. Play continues until the attacking team manages to eliminate all the players from the defending team or all the cards have been matched by the defending team.
8. The player or team with the most correctly matched cards wins! Alternatively, the attacking team wins if they succeed in eliminating all players from the defending team before the cards have been matched.

**Tip!** You can swap teams after the first round and repeat the cycle to reinforce the knowledge.