

Pirates Port

Story:

You have intercepted an important enemy transmission, so you return to HQ with the in-tell. Now your radar is picking up a fast moving vessel approaching your ship.

PIRATES!

At least pirates will not blow up your ship for fear of losing its treasure, but are you prepared for the cyber war you are about to face.

Disable the pirate ship or else!!

Objective:

Your objective is to complete all four of your missions before your server integrity or your ship has been compromised.

Components:

54 cards

Player 1 starter deck (6 cards)

Player 2 starter deck (6 cards)

Player 1 Missions (4 cards)

Player 2 Missions (4 cards)

Player Aids (2 cards)

Score Cards (4 cards)

Events (28 cards)

Setup:

1. Shuffle event cards together to make a draw pile.
2. Take the top 6 cards from the draw pile and put them in a row in the center of the table.
3. Shuffle the player cards to make a draw pile.
4. Set the score tracker to 50.
5. Place the four mission cards in front of each player.

Gameplay:

1. Draw four cards
2. Play cards to buy cards from the event row or attack the pirate ship. Purchased cards go into your discard.
3. Lose server integrity equal to the card farthest right in the event row. Discard that card to the events discard pile.
4. Refill the event row to 6 cards whenever it has less than six.
5. When any draw pile is empty, take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
6. Repeat.

Iconography:

These are all resources for purchasing cards or completing missions.

Buy

Skill

Cards in Hand

Game Ends:

The game ends when you complete all missions or your health runs out.

Cyber Security:

If you are wanting to learn more about cyber security please try the included choose your own adventure book and course. You can also try the original game "Backdoors and Breeches". If you want to then go to the next level, come visit us at <https://www.blackhillsinfosec.com/>.

Credits:

Created for Black Hills

Created by WebDesk Games

Project Head: Josh Wright

Designer & Project Lead: Adam Telford

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Play Tester & Web Designer: Ariel

Iconography: <https://game-icons.net/>