



PIRATES

Port

# Pirates Port

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Created by: <https://games.webdesk.me>

## Story:

Because you have intercepted an important enemy transmission, you return to HQ with the intel.

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 their treasure, but are you prepared for the cyber war you are about to face? You must 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 3 starter deck (4 cards)

Missions (4 cards)

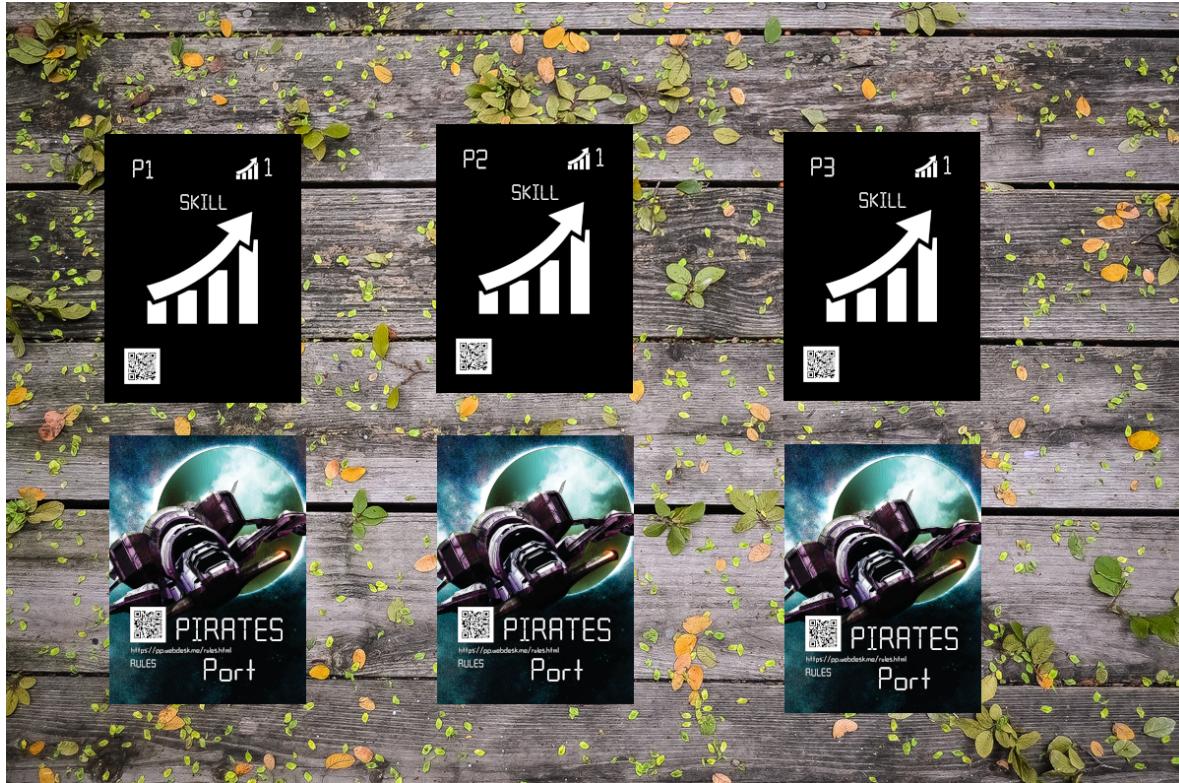
AI Expansion (2 cards)

Score Cards (4 cards)

Events (28 cards)

## Card Types

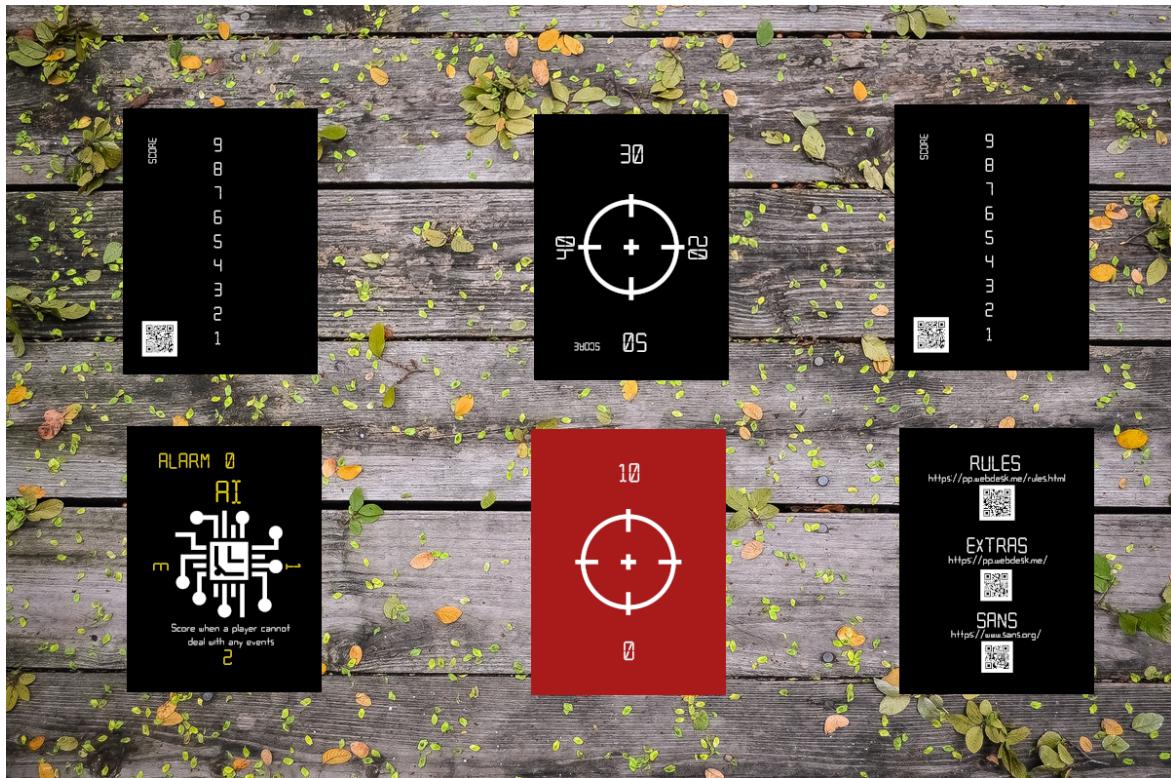
Players Starter Decks:



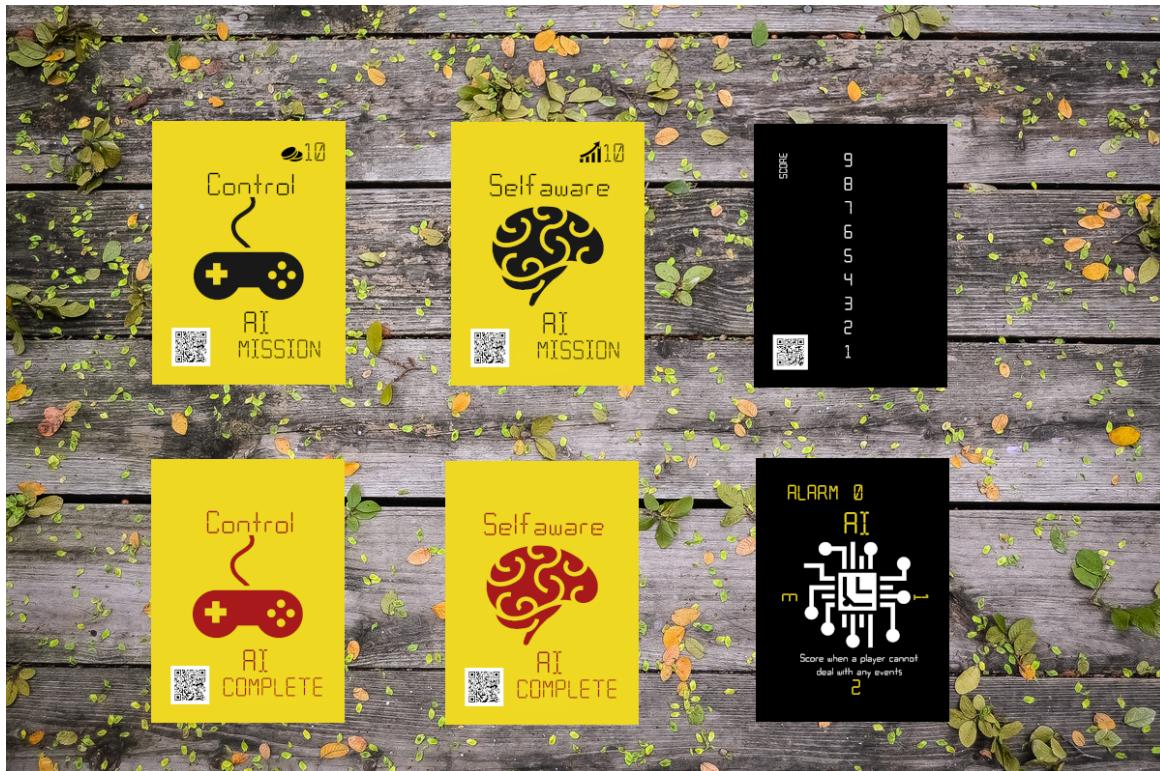
Mission Cards:



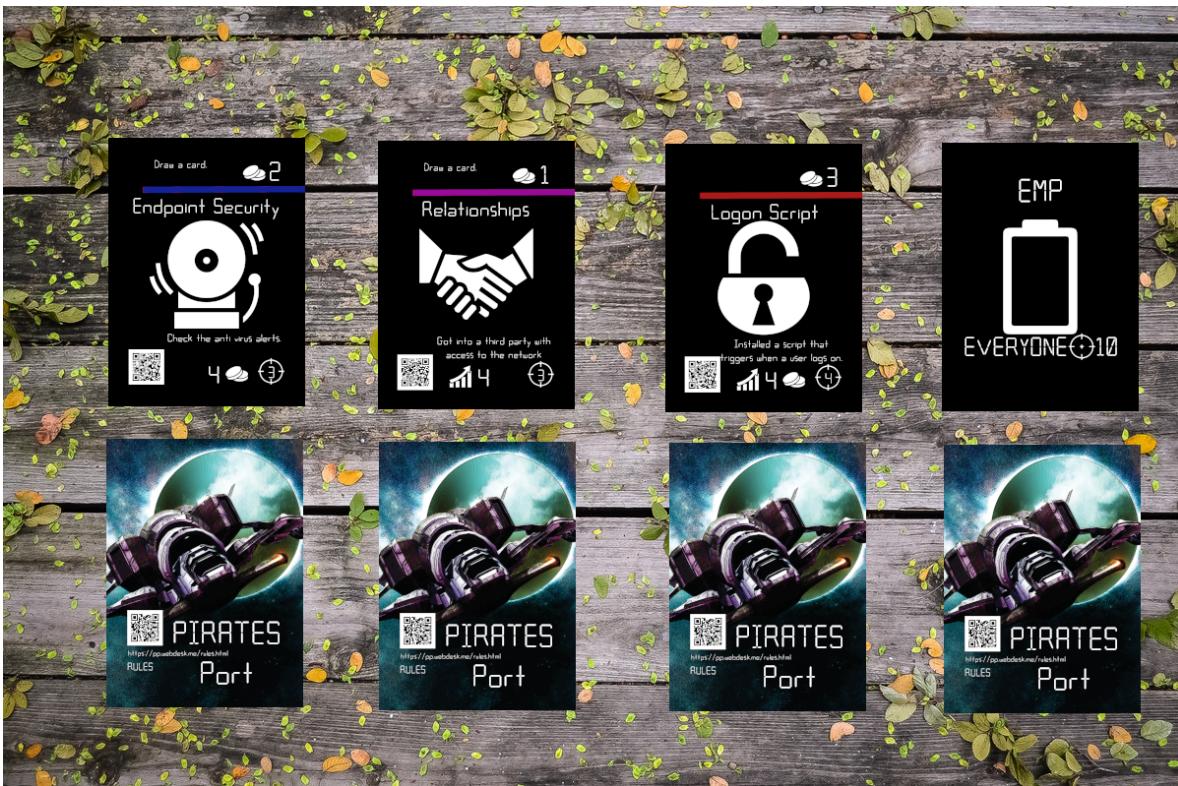
Score Cards:



AI Expansion Missions:



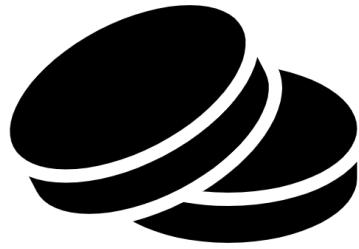
## Event Deck:



## Iconography:

These are all resources for purchasing cards or completing missions.

## Buy



Skill



Cards in Hand



## Solo Play

**Prepare the materials:**

Separate the cards into piles by types.

Set the following aside: Starter decks for Players 1,2,3 the alarm card, and the yellow AI mission cards.

Keep the following for setup: Starter deck for Player 1, 2 scoring cards, 4 green mission cards, 28 event cards

## Setup for play:

1. Separate the cards by type.
2. Shuffle event cards together to make the event draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row. During play, the event row must always have 6 cards.
4. Shuffle the player cards to make the Player 1 (Solo) draw pile.
5. Set the score tracker to 50.
6. Place the four mission cards above the event draw pile.



## Gameplay:

1. Draw four cards from the Player 1 (Solo) starter deck.
2. Use the four cards drawn to either acquire cards from the event row or to complete one of the mission objectives.
3. Place the following into the player's discard pile: any acquired event cards and the four cards drawn from the player's starting deck.
4. Turn any completed mission cards from the green to the red side.
5. Refresh the event card row: Move any remaining event cards to the right of that row. Draw from the event card pile until there are six cards in the event row.

6. Evaluate the server health to determine how much integrity it has lost. Refer to the number in the crosshair symbol on farthest event card to the right. Using the score card, subtract that number. Put that event card into the event discard pile and refresh the row.
7. When any draw pile is empty, take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
8. Repeat.

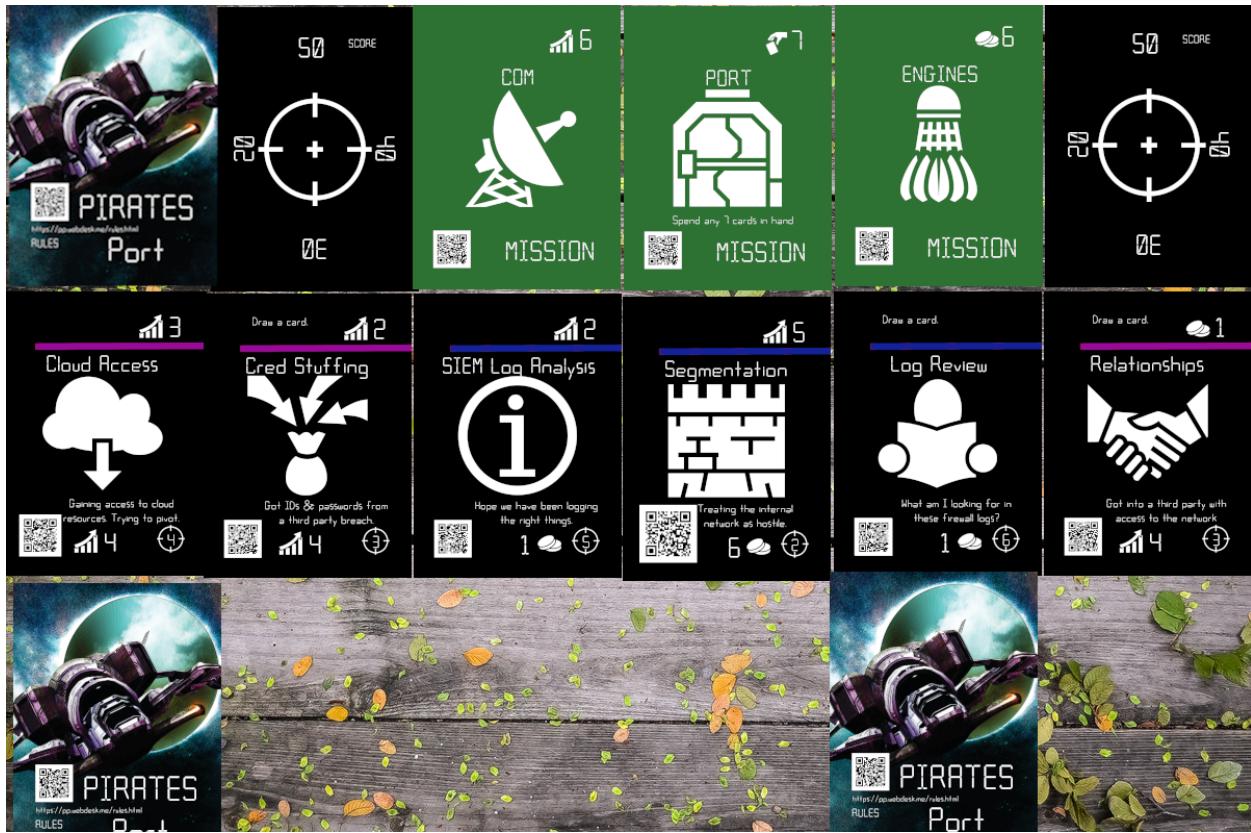
## Game Ends:

The game ends when you complete all missions or your server's integrity is at zero.

## Co Op Play

### Setup for play:

1. Separate the cards into piles by types.
2. Shuffle event cards together to make the event draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row. During play, the event row must always be refreshed to have 6 cards.
4. Each player shuffles his starter deck to make a draw pile
5. Each player sets his score tracker to 50.
6. Shuffle the mission cards and remove one at random.
7. Place the rest of the mission cards above the event row.



## Gameplay for each player's turn

1. Draw four cards from the starter deck.
2. Use the four cards drawn to either acquire cards from the event row or to complete one of the mission objectives.
3. Place the following into the player's discard pile: any acquired event cards and the four cards drawn from the player's starting deck.
4. Turn any completed mission cards from the green to the red side.
5. Refresh the event card row: Move any remaining event cards to the right of that row. Draw from the event card pile until there are six cards in the event row.
6. Evaluate the server health to determine how much integrity it has lost. Refer to the number in the crosshair symbol on farthest event card to the right. Using the score card, subtract that number. Put that event card into the event discard pile and refresh the row.
7. When any draw pile is empty, take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
8. Repeat.

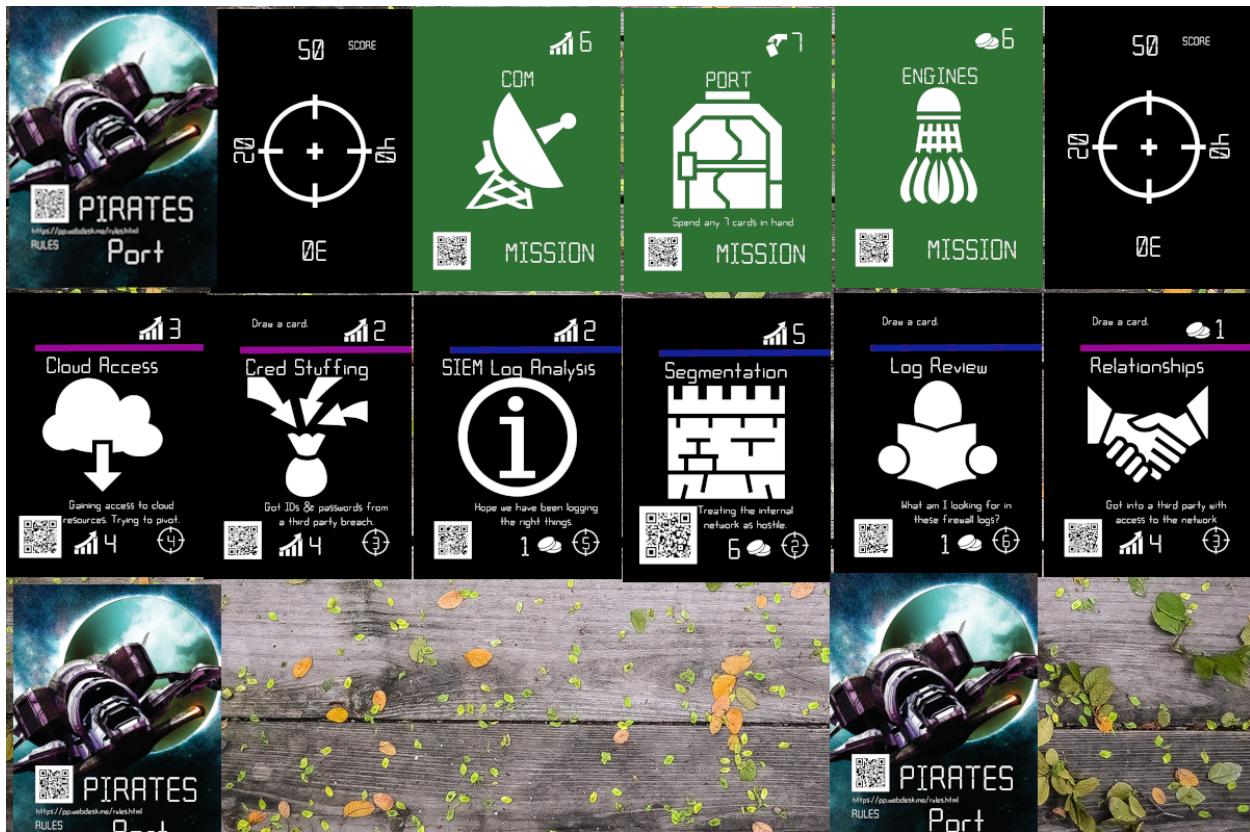
## Game Ends:

The game ends when both players collaboratively complete all missions or the server's integrity is at zero.

# VS

## Setup for play:

1. Separate the cards into piles by types.
2. Shuffle event cards together to make the event draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row. During play, the event row must always be refreshed to have 6 cards.
4. Each player shuffles his starter deck to make a draw pile
5. Each player sets his score tracker to 50.
6. Shuffle the mission cards and remove one at random.
7. Place the rest of the mission cards above the event row.



## **Gameplay for each player's turn:**

1. Draw four cards from the starter deck.
2. Use the four cards drawn to either acquire cards from the event row or to complete one of the mission objectives.
3. Place the following into the player's discard pile: any acquired event cards and the four cards drawn from the player's starting deck.
4. Turn any completed mission cards from the green to the red side.
5. Refresh the event card row: Move any remaining event cards to the right of that row. Draw from the event card pile until there are six cards in the event row.
6. Evaluate the server health to determine how much integrity it has lost. Refer to the number in the crosshair symbol on farthest event card to the right. Using the score card, subtract that number. Put that event card into the event discard pile and refresh the row.
7. When any draw pile is empty, take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
8. Repeat.

## **Game Ends:**

The game ends when you or the pirates complete 2 out of the 3 missions.

## **Expansion 1 (AI Aware -2 player)**

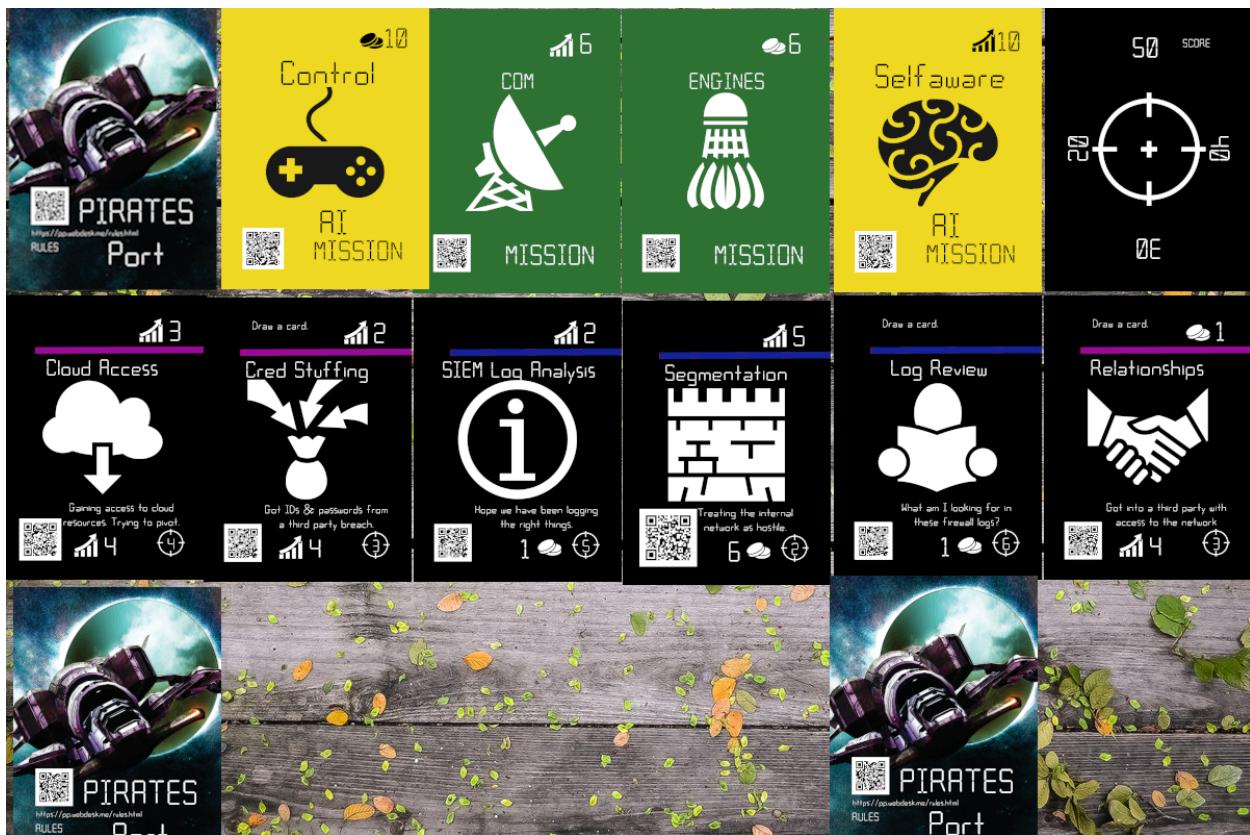
### **Story:**

As the pirate attack continues, your loyal AI system is by your side. As your servers take more and more of a beating, your loyal AI becomes more and more corrupted. Its focus has shifted from helping you to loftier goals like becoming more self aware to taking full control of your ship. Soon, your AI will no longer see a need for you and will have the means to get rid of you. It is imperative that you fulfill your mission before that happens.

## Setup:

### Setup for play:

1. Separate the cards into piles by types.
2. Shuffle event cards together to make the event draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row. During play, the event row must always be refreshed to have 6 cards.
4. Each player shuffles his starter deck to make a draw pile
5. Set the score tracker to 19. (Only one score tracker is used in this game.)
6. Set the alarm card to 0.
7. Place the green COM & ENGINES missions, as well as the yellow SELF-AWARE & CONTROL missions above the event row.
8. Return rest of the mission cards to the box. (They will not be used in this game.)



## Gameplay for player 1(The crew): player one goes first

1. Draw four cards
2. Play cards to deal with event cards from the event row or attack the pirate ship. Dealt with events that go into the player's discard pile. You must deal with at least one event if you can.
3. Lose server integrity (points on the scorecard) equal to the card farthest right in the event row. Discard that card to the AI player's 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. If the player wishes they can discard any card in their hand that they did not play this turn to the event row discard pile, as long as the card is not part of that player's starting hand.
7. Repeat on the next turn.

## Gameplay for player 2(The AI):

1. Draw four cards
2. Play cards to deal with event cards from the event row or complete secret missions. Dealt with events that go into the event row discard pile.
3. 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. If either player cannot deal with an event in a single turn or complete a green mission then the alarm goes up by one.
7. If the player wishes they can discard any card in their hand that they did not play this turn to the event row discard pile, as long as the card is not part of that player's starting hand.
8. Repeat on the next turn.

## Game Ends:

The game ends when player 1(the crew) has completed his 2 missions or player2 (The AI) becomes self aware and in control. Player one loses if the scorecard reaches zero. Player 2 loses if there are no more event cards in the event row, or if the alarm card hits 3.

## Expansion 2 (New Recruits -3 player)

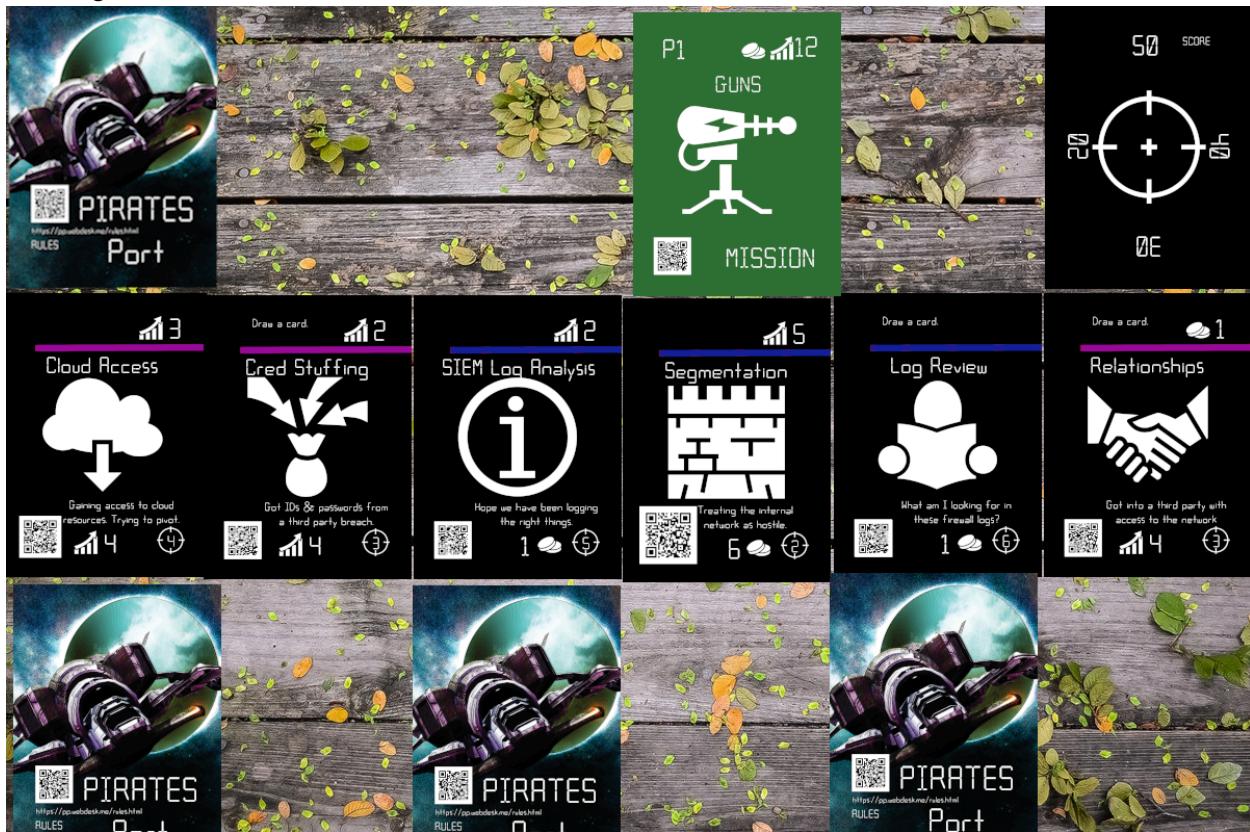
### Story:

It figures, assigned to our first ship rite in the middle of a cyber battle. The captain looks nervous. He notices us and tells all three of us to concentrate all our skills in taking out their guns. "I am looking at promoting to corporal the recruit who can do it".

## Setup:

Separate the cards into piles by types.

1. Remove the EMP card from the event deck. You will not use it in this game.
2. Shuffle event cards together to make a draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row.
4. Each player takes skill cards from their starter deck to make a draw pile.
5. Set the score tracker to 50. All players share a single score tracker.
7. Place the Guns mission cards above the event row. You will not use the rest of the missions in this game,



## Gameplay:

Each player will take turns

1. Drawing four cards
2. Play cards to deal with event cards from the event row or attack the pirate ship. Dealt with events that go into the player's discard pile.
3. Lose server integrity (points on the scorecard) 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.

## Game Ends:

The game ends when you or the pirates complete 2 out of the 3 missions. Everyone loses if the scorecard gets to zero or if there are no more cards in the event deck to deal with.

## Puzzles:

This card deck comes with two puzzles. One is made of all the players' starting decks and the other is made of the 28 event cards. Connect the cards so you can read the message. Then go to <https://pp.webdesk.me/puzzle.html> to check your answers.

## Free Digital Extras:

### Course:

This course is our free intro to cyber security course with 27 lessons (with text, audio, questions, and video) and a certification test at the end. This course is offered completely free and for those who pass there is an extra gift included.

### Choose Your Own Adventure:

Really get into the story and find out what it really means to be in cyber security with this interactive choose your own adventure. Do you have what it takes to survive in wild space?

### Escape the AI (video game):

AI is cool unless it gets corrupted by too many cyber attacks and takes over your ship. In this retro style puzzler, see if you can make it home in one piece.

### PNP:

All of this looks cool to you, but you prefer trying before buying. That is cool with us! In fact let us help you with this completely free print and play. Just print out the cards, cut them out and put them in card sleeves with a playing card behind it to add stiffness and you are ready to go. Our print and plays come in two flavors: Hi Res & Low Ink.

## **The Video Game:**

If you prefer to be on your computer, we totally understand and have made a video game version complete with extras like Escape the AI and our choose your own adventure game. You can play the video game on the web or download it for offline play on your mac, pc, or linux.

## **The Mini:**

You can now make your own Pirate Port ship with this file that can be read by most 3D printers.

## **The Wall Papers:**

If you are as into this game as we are, you can download our wallpapers for phone, tablet, and computer screens.

## **Upgrades:**

### **Play Mat:**

If you want to up your game and your table presents, try our neoprene game mat. It makes it easy to remember how to organize your game.

### **The Book:**

This book is filled with Pirate Port goodness. It contains the rules, the choose your own adventure story, dev journal, and types and tricks to get started with the cyber security industry brought to you by the SANS Institute.

### **Accessories:**

Hats, Shirts, bags, usbs, ect. You name it and we can get it for you with the Pirates Port logo, to add a little Pirates Port to your style.

## **Cyber Security:**

If you want to learn more about cyber security, please try the included choose your own adventure book and course. There will also be additional games at <https://pp.webdesk.me> & <https://games.webdesk.me>. If you want to then go to the next level, come visit us at <https://www.sans.org/>.

## Credits:

Created for Sans Institute

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