The hacking experience game manual

Experience the working steps of a hacker!

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# 1. What’s in the box?

In the box you will find:

* this user manual
* a dice
* the board
* event list

# 2. What’s needed to play this game?

* the board
* a dice
* Android app
* event list

# 3. The board

The board of this game consists of five layers. These layers represent the Cyber Kill Chain. The layers are from bottom to top. The bottom (first) layer represents Reconnaissance & Weaponization. The second layer represents Delivery. The third layer represents Exploitation. The fourth layer represents Installation. The fifth layer represents Command and Control & Actions on Objectives. Each layer will have several “event” tiles with their own set of events according to the theory behind a hacker.

# 4. Android app

Before the start of a round of the hacking experience, an Android app is to be downloaded to an Android device. This may be a phone or tablet. The app has multiple levels of difficulty. When it’s your turn to move, you may pick a difficulty level. Within a difficulty level, there’s multiple questions. Answer the question right, and you may progress X moves based on the difficulty level.

# 5. Playing the game

### 5.1 Set up

Every player starts at the Reconnaissance & Weaponization phase on the board, and starts with a base amount of cash: €100.000,-. Don’t forget to download the app for the questions!

### 5.2 Movement

Every player must move forward at least one tile each turn. This means that each round they have to try to answer the question on difficulty 1.

Players may move forward multiple tiles if they wish, by answering a more difficult question from the Android app. To do so, state your difficulty at the start of your turn, and answer the question belonging to that difficulty in the app.

The difficulty that you picked states the amount of spaces you may move forward! So by picking 2 you move 2 spaces forward, with 3, 3 spaces and so on.

However by picking difficulty 4, you have to do the event prior to that space, so you don’t miss all events! So as e.g. from difficulty 4 green, you have to do the red event because you already skipped 2.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Q1 | Q2 | Event | Q3 | Event | Q4 |

### 5.3 Event spaces

When a player lands on an event tile, they must roll a dice. The player has to follow the dice outcome. Please refer to the “Events” paragraph for explanation about the different sort of events.

### 5.4 Reward system

Players can obtain rewards by triggering the right events, by answering questions and gain an amount of money after completing a phase for the first time. The rewards for events are listed in the event list.

The reward differs for every difficulty that you choose, it is divided as following:

|  |  |
| --- | --- |
| Difficulty 1 | €400.000,- |
| Difficulty 2 | €500.000,- |
| Difficulty 3 | €700.000,- |
| Difficulty 4 | €800.000,- |

The reward for finishing a phase is €500.000,-

### 5.5 Terms of victory

Short version: the player to gain €10.000.000,- wins the game. They do not have to reach the final tile.

Long version: the player to gain the most money and to arrive at the last tile on the board wins the game.

# 6. Events

An event will have influence on the player’s current position on the board or on their money. When a player lands on an “event” tile, they have to roll a dice. Each eye on a dice triggers a different event. When rolling a dice, pick the right event list according to your position in a certain phase.

## 6.1 Reconnaissance & Weaponization

|  |  |  |
| --- | --- | --- |
| **Amount of eyes on the dice** | **Event** | **Consequence** |
| **1** | Unidentifiable – You were unable to identify the software running on the victim’s computer. | Wait 2 turns |
| **2** | No information – Employees of the targeted company are using nicknames. You cannot trace and exploit the target. | Wait 1 turn |
| **3** | No exploit available – Software on the victim’s computer is not exploitable. You were unable to deliver your exploit. | Start the current phase you’re in again |
| **4** | Discovered a Zeroday – There’s a new exploit available in the software of your victim. | Advance 1 tile |
| **5** | Discovered a backdoor – Your victim still uses Windows Vista. You’ve found multiple backdoors which you can exploit. | Advance 2 tiles |
| **6** | Extra tools – You may purchase extra exploitation tools for €100.000,-. | If you purchase the tools, you may advance to the Delivery phase |

## 6.2 Delivery

|  |  |  |
| --- | --- | --- |
| **Amount of eyes on the dice** | **Event** | **Consequence** |
| **1** | Mail attachment – Your victim does not click on your email attachment. | Start the Delivery phase again |
| **2** | Burglary – You’ve broken into the server room of your target, but the alarm rang and you were busted. | Pay a fine of €1.000.000,- |
| **3** | Burglary – The server room of your target was not protected. You were able to insert your USB stick into the server. | Advance 1 tile |
| **4** | Borrowing – You ask the receptionist of your victim to borrow their computer to check your email. Roll the dice again. If you roll a 3 or higher, you are able to install your malware | Advance 2 tiles if you were able to install the malware |
| **5** | **Bonus round** – The computer you tried to hack was terribly badly protected. Next to your malware, you were able to install ransomware. | In the next round, you’ll be awarded 200% money |
| **6** | USB – The victim uses your USB infected with malware. | Advance to the USB logo in the Exploitation phase |

## 6.3 Exploitation

|  |  |  |
| --- | --- | --- |
| **Amount of eyes on the dice** | **Event** | **Consequence** |
| **1** | Firewall – Your malware was discovered by the victim’s virus scanner. The force is weak in you, young Padawan. | Go back to the Delivery phase |
| **2** | Network interruption – The company’s network has a temporary network interruption. You were unable to trigger your malware. | Go back 3 tiles |
| **3** | Protected PC – The target’s PC just recently updated its security software. You were unable to find a way to exploit the system. | Wait 1 turn |
| **4** | Cryptolocker – Your victim downloaded your malicious software. Their computer just locked down. Roll the dice. | If you roll a 4 or higher ,you will receive €850.000,- because your target pays to unlock their computer |
| If you roll a 3 or lower, start the Exploitation phase again. Your target restores their computer by using a back-up. |
| **5** | The computer of your victim was not updated recently and it was badly secured. | Advance 2 tiles |
| **6** | Man in the middle attack – You’ve placed yourself between the victim and their router. You are able to retrieve all kinds of sensitive information. | Advance to the final tile of the Exploitation phase |

## 6.4 Installation

|  |  |  |
| --- | --- | --- |
| **Amount of eyes on the dice** | **Event** | **Consequence** |
| **1** | Reboot – The victim’s server had to reboot because of maintenance. Your malware installed in the RAM memory is lost. | Start the Installation phase again |
| **2** | Hacked – Your bank account was hacked. You were not secure with your security codes. | You’ve lost €550.000,- |
| **3** | Failed installation – Your malware failed to install itself because it did not have a high enough permission level. | Go back 2 tiles |
| **4** | Admin password – The admin password was 12345. Your malware is now running at the highest permission level. | Advance 1 tile |
| **5** | Nothing happens – The target does not do anything when they noticed your malware. You continue your hack. | You’re given an extra turn |
| **6** | Click and run – Your malware did not need any installation. | Advance to the Command and Control & Objectives phase |

## 6.5 Command and Control & Actions on Objectives

|  |  |  |
| --- | --- | --- |
| **Amount of eyes on the dice** | **Event** | **Consequence** |
| **1** | Virus scan – Your victim scanned their computer for malware. Your malware has been quarantined and is now inactive. | Go back all the way to the Reconnaissance & Weaponization phase |
| **2** | Failed malware – You incorrectly programmed your malware. It is incompatible with the Operating System of your victim. | Go back 3 tiles |
| **3** | Redirection – You were able to redirect your victim to your customized website. They purchased something and you stole their banking information. | You receive €150.000,- |
| **4** | Sensitive information – Your victim has sensitive information and photographs on their computer. | You were able to blackmail them for €450.000,- |
| **5** | Malware successful – Your malware did its job. | You receive €900.000,- |
| **6** | Malware successful – Your malware found a bank account and login information. Roll the dice again. | If you roll a 4 or higher, you receive €2.000.000,- |