

# War of the Web

## Story\_

Everyday there is a hidden war being waged over access to data. Platforms like social media, online shopping and government infrastructure are now virtual battlefields where hackers try to beat the data security systems and harvest user data. Now step up and play your part in this everlasting battle! Pick your side and go to war!

## Setup\_

The game contains:

- 1 game board
- 20 event cards
- 4 decks of 30 cards
- 4 player pieces
- 5 site scales
- 1 6-sided numbered dice
- 1 site dice

1. Set the scales for each of the sites to 0.
2. Every player receives one player deck at the start of the game, roll to settle any disputes and sit at the corner of the board where your matching player square is.
3. Black and red decks are hackers, white and blue decks are IT people/Users. These are the teams.
4. Place the piece matching your cards on the corresponding corner tile.
5. Draw 5 cards from your deck.



Users/IT  
People



Hackers



## Gameplay\_

- Players roll the dice to determine who goes first, order is clockwise from the starting player.
- First player rolls the numbered dice to determine how many spaces they move clockwise around the board.
- The site die is then rolled to determine the site you are currently logged into. Any +/- that occurs this turn must be applied to the current site unless event cards state otherwise. If the lock is rolled the player may choose which site to log into this turn.

## Site Dice Legend\_



Twitter



Facebook



HealthCare



Amazon



Netflix



Pick Any

- Any card played goes into the player's discard pile. Draw a card from your deck for every card you play.

- If the player lands on a **Upgrade** space, they play a card and increase its value by 1 or 2.



Increase  
value of card  
being played

- If the player lands on an **Event Card** space, draw an event card and perform the instructions listed on the card. Do not play a card from your hand unless stated otherwise.



Draw 1

- If the player lands on a **Play Card** space, they play a card from their hand for the current site.



Play a  
Card

- If the player lands on a **Disable** space, they immediately end their turn.



End Your  
Turn

- If the player lands on a **Lucky Shot** space, the player to their right selects a random card from the first player's hand to affect the current site.



Right-side  
player picks  
a random  
card

- If the player lands on a **Play 2 Cards** space, they play 2 cards on the current site instead of 1.



Play 2  
Cards

- If the player lands on their own team's player square, play a card.
- If the player lands on the opposing team's square, the player must hide their digital footprint by ending their turn.
- If a scale reaches +15 security points, that site is now **secure** and no cards or points can affect it for the rest of the game. If the secure site is rolled on the site dice, roll the site dice again.
- If a scale reaches -15 security points, that site is now **offline** and no cards or points can affect it for the rest of the game. If the offline site is rolled on the site dice, roll the site dice again.
- If only 1 site remains, the site dice does not need to be rolled.
- If a player has no cards left to draw, they will reshuffle their discard pile to create another deck and draw from it.



Discard  
Pile



New  
Deck

## Winning the Game\_

- The first team to reach 3 secure or 3 offline sites wins the game.