# Cyber Hygiene Game User Manual

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## Introduction

### Purpose of the Game

The *Cyber Hygiene Game* is designed to promote awareness and knowledge of basic cybersecurity practices. Players learn to identify safe and unsafe digital behaviors through interactive scenarios that simulate real-life cyber hygiene challenges.

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### Target Audience

This game is tailored for anyone of all ages and backgrounds that is looking to understand basic cybersecurity principles in an engaging and accessible way.

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### How to Use This Manual

This manual serves as a guide to understanding the game’s mechanics, educational content, and technical requirements. Use the *Table of Contents* to navigate to any section relevant to your needs.

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## Game Overview

### Game Description

The *Cyber Hygiene Game* is a decision game where players are presented with several scenarios involving cyber safety. For each scenario, players swipe the card to the left or right to indicate whether the behavior shown is safe or unsafe. Based on their choices, the game updates a score and provides feedback.

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### Key Features

* Interactive drag-and-drop/swiping gameplay
* Immediate feedback on user choices
* Realistic scenarios involving emails, passwords, downloads, and social media
* Progress tracking and scoring system

### Educational Benefits

The game enhances players’ ability to:

* Recognize phishing and scams
* Understand password strength and privacy settings
* Practice proper digital conduct
* Make safe choices while browsing and using digital devices

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## System Requirements

### Minimum Requirements

* **Operating System**: Windows 10 / macOS 10.14 / Linux
* **Browser**: Chrome, Firefox, Edge, Safari (latest versions)
* **Memory**: 2 GB RAM
* **Internet Connection**: Required to load game content

### Recommended Requirements

* **Operating System**: Windows 11 / macOS Monterey
* **Browser**: Chrome or Firefox (latest versions)
* **Memory**: 4GB RAM or higher
* **Internet**: Stable broadband connection

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## Game Structure

### Main Components

* **Scenario Panel**: Displays the situation or digital environment
* **Choice Cards**: Actions the player can drag and drop/swipe
* **Choice Result:** Shows real-time feedback on user decisions

### Navigation

Players move through scenarios sequentially. They can only replay the whole game if they wish to improve scores or revisit feedback.

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### User Interface

* **Border UI**: Displays title, progress, and navigation buttons (next)
* **Scenario Area**: Central zone where choices are made. Includes scenarios, choices, and card

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## Game Mechanics

### How to Play

1. Read the scenario on the screen
2. Drag available choices into either of the areas available
3. Receive instant feedback
4. Watch your score bar update based on choices
5. Complete all scenarios to finish the game

### Controls

* **Mouse**: Drag and drop/swipe actions

### Scoring System

* Correct action: +1 point and score bar increase
* Incorrect action: 0 point and score bar stays the same

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## Level Guide

### Game Progression

The game includes **10 stages**, each representing a different scenario related to digital safety. All stages use the same mechanics: swipe left or right to judge the action shown on the card.

Scenarios cover themes such as:

* Sharing passwords
* Clicking unknown links
* Oversharing personal info
* Downloading suspicious files
* Trusting fake login pages

Each scenario challenges players to identify the safe decision in a situation that reflects real-life cyber hygiene challenges.

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### Gameplay Flow

* A scenario appears on the screen
* The player decides to swipe left or right
* Feedback appears with the result of the actions
* After 10 rounds, the game shows a summary screen

### Tips for Success

* Think critically about what makes a behavior risky
* Look for red flags like urgent requests, unknown links, or vague messages
* Use real-world logic — if you wouldn’t do it in real life, don’t do it online

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### ****Educational Content****

**Cyber Hygiene** focuses on teaching players how to maintain good digital health and protect themselves from common cybersecurity threats. The level is interactive and encourages players to adopt daily safe practices while using technology.

### ****Cyber Hygiene Topics Covered****

* **Account Security & 2FA**  
  Learners are taught to respond properly when suspicious login activity occurs, such as confirming unauthorized access and enabling two-factor authentication (2FA) to secure accounts.
* **File & Email Safety Awareness**  
  Emphasizes recognizing suspicious file types (e.g., .exe disguised as PDFs) and reporting phishing attempts rather than interacting with them.
* **Ethical Software Use**  
  Encourages the use of open-source or legally obtained software instead of pirated versions, which often contain malware.
* **Malware Detection & Response**  
  Teaches users how to recognize signs of malware infection (like unexpected ads or slow performance) and respond by disconnecting from the internet and running antivirus scans.
* **Social Engineering & Impersonation Attacks**  
  Highlights how attackers might impersonate internal IT staff to trick users into revealing credentials, and the importance of verifying through official channels.
* **Insider Threats & Data Security**  
  Stresses the importance of reporting suspicious internal behavior, such as unauthorized copying of sensitive files, to maintain organizational security.
* **Access Management & Offboarding Protocols**  
  Covers the necessity of immediately revoking access rights of terminated employees to prevent misuse of company resources.
* **Fake Security Alerts**  
  Warns users against falling for fake pop-ups claiming a virus infection and teaches how to use legitimate antivirus software instead.
* **Password Management**  
  Educates players on the dangers of storing passwords in unencrypted files and promotes the use of trusted password managers.
* **Phishing & Domain Spoofing**  
  Encourages users to verify URLs and sender domains before logging into any system, especially if the link looks suspicious or differs from the official company domain.

### ****Real-World Application****

Players learn how everyday actions—like ignoring software updates or clicking unknown links—can expose them to risks. By simulating these actions in the game, they understand how small decisions impact their digital security and how to build strong habits that reduce vulnerability in the real world.

### ****Learning Outcomes****

The level includes:

* **Multiple Choice Quizzes** at the end of each topic to reinforce understanding.
* **Scenario-Based Questions** where players identify poor cyber hygiene and suggest correct actions.
* **Score-Based Feedback** to help players recognize areas they need to improve.

## Troubleshooting

### Common Issues

* The game does not load
* Cards cannot be dragged or swiped
* Feedback panels do not appear after making a choice
* Buttons such as “Next” or “Main Menu” are unresponsive
* The progress bar does not update
* The game lags or feels slow
* Touch input does not respond on mobile devices

### Possible Solutions

* Check that you have a stable internet connection
* Refresh the browser or reopen the game tab
* Try a different browser (recommended: Chrome or Firefox)
* Make sure JavaScript is enabled in your browser
* Clear your browser cache and reload the game
* Use the latest version of your browser
* Wait a moment before clicking buttons again
* Restart the level if the UI does not respond properly
* Ensure touchscreen functionality is enabled (for mobile/tablet)
* If problems persist, contact support (see next section)

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## Frequently Asked Questions (FAQ)

**Q1: Can I replay the game after finishing it?** **A:** Yes! You can replay the game as many times as you like to improve your understanding and score.

**Q2: What counts as a wrong answer?** **A:** Swiping in the wrong direction based on the scenario will count as an incorrect response and decrease your score.

**Q3: What happens if I get 2 or more wrong answers?** **A:** The game ends early and displays a “Game Over” screen with your score.

**Q4: Do I have to complete all 10 stages to win?** **A:** Yes, to reach the Win screen, you must complete all 10 stages with fewer than 2 mistakes.

**Q5: Is the game suitable for classroom use?** **A:** Absolutely. The game is perfect for digital literacy sessions and includes real-world learning points.

**Q6: Does the game require an internet connection?** **A:** Yes, an internet connection is required to load and play the game in your browser.

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## Support & Feedback

### Basic Troubleshooting Tips Before Contacting Support

* Refresh the page and try again
* Try using a different browser (e.g., Chrome or Firefox)
* Clear your browser’s cache and cookies
* Make sure your browser is up to date
* Restart your device and reopen the game
* Disable any browser extensions that might interfere with input

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