



Secure-One

Game Manual Ver.1

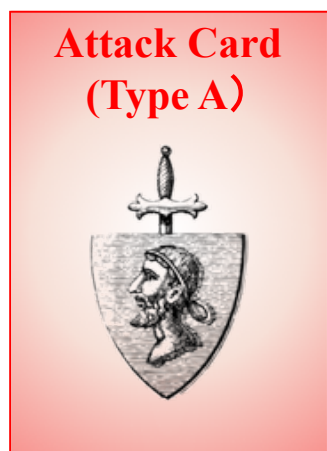
Nara Institute of Science and Technology
Laboratory for Cyber Resilience

1 What is “Secure-One”?

It is a card game for learning effective defense measures against cyber attacks. Defense cards are utilized by “The CIS Critical Security Controls (CSC)” which is a standard that summarizes effective defense measures against known attack methods.

1.1 Overview of cards

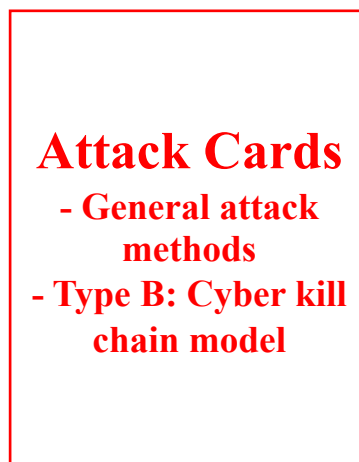
There are two types of card sets, attack cards and defense cards. Defense cards contain CSC controls to protect against cyber attack methods. Attack cards contain representative attack methods. There are two attack card sets, Type A and Type B, and one of them is used in the game. The images of the cards are shown below.



Back side



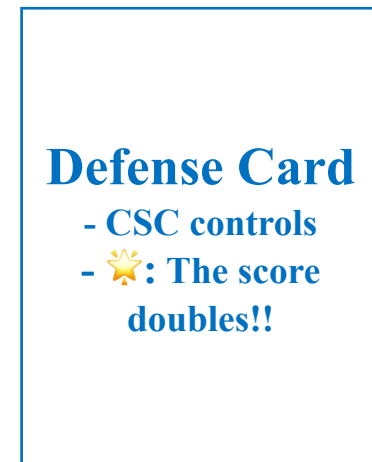
Attack card



Front side



Back side



Front side

Defense card

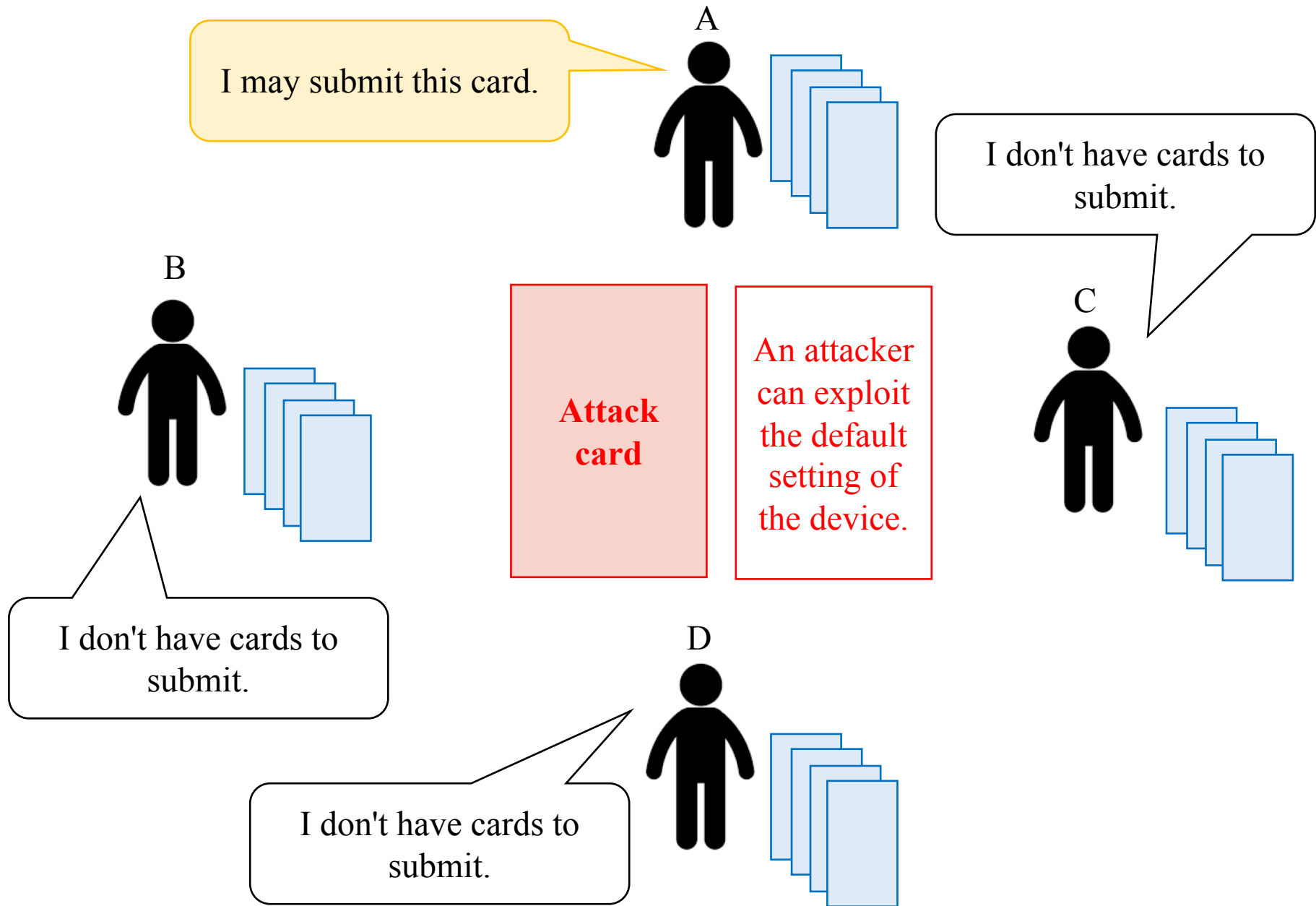
1.2 Rule of the game

- (1) Distribute 10 defence cards to each participant.
 - (2) An arbitrary player becomes the leader of the game and draws a card from the attack card set, and places it so that the front side can be seen.
 - (3) Players submit the hand-held defensive cards considered valid for the presented attack card; there is no particular order, the first player who thinks his card is valid submits it and so on.
 - (4) A player can submit two cards on his/her turn, but he/she is not allowed to duplicate the same category of cards (CSC number).
 - (5) On his/her turn, a player needs to explain to the other players why the defense card(s) is (are) valid for the attack card.
 - (6) A player gains points if the other players agree with his/her explanation. If two or more players have submitted defense cards, the player who submitted earlier gets the highest score and so on.
- Ex.) In the case of five players, the player who first submitted the defense card can get 5 points, the player who second submitted it can get 4 points, the player who third submitted it can get 3 points, the player who fourth submitted it can get 2 points, and the player who fifth submitted it can get 1 point.

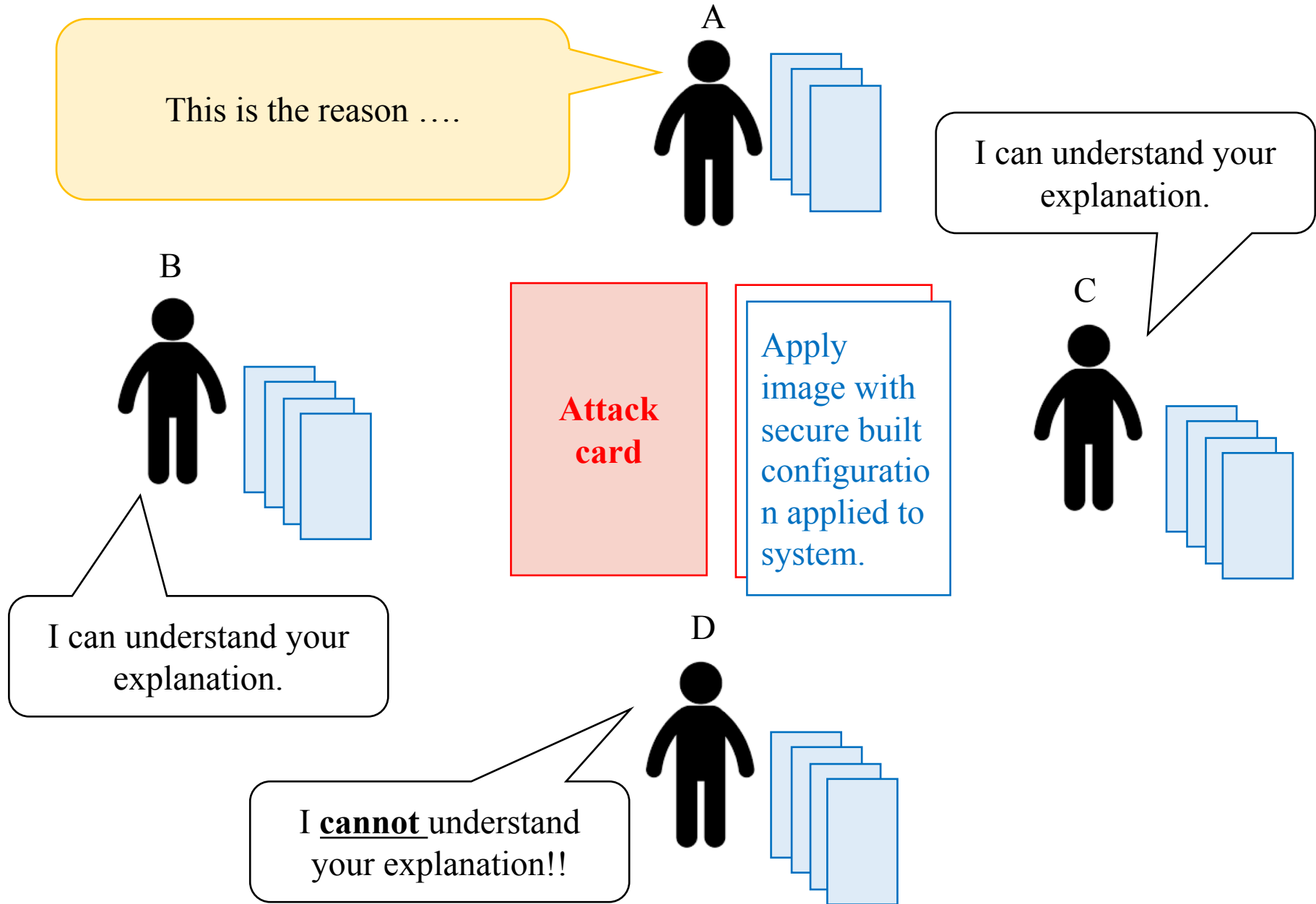
In case some players have submitted multiple cards, you cannot gain points but can protect the damages.

- (7) If players use important CSC controls (CSC 1 to 6), they can acquire higher scores than the other CSC controls.
- *Points that can be obtained in (6) will be doubled.
- (8) The game master will judge the effectiveness of controls if players cannot judge them because there is one or more non-consenting players.
- (9) A player cannot gain points if all the other players disagree, or the game master cannot judge the effectiveness. The submitted cards will be returned to the other players, and the player cannot participate in the next turn of the game.
- (10) Players can draw a card from the deck of defense cards once per turn.
- (11) Players who failed to submit defense cards or who were unable to explain their effectiveness, need to subtract the points stated on the attack card from their points.
- (12) Players record points, reasons why the defense cards are effective, etc. on their point recording table.
- (13) The player who first submitted the defense card in the previous turn becomes the leader and they repeat (2) - (12).
- (14) The game termination condition is one of the following.
- There is no attack card.
 - All players have no hands
 - A certain period of time has passed since the game had been started.
- (15) At the end of the game, the player with the highest point becomes the winner.

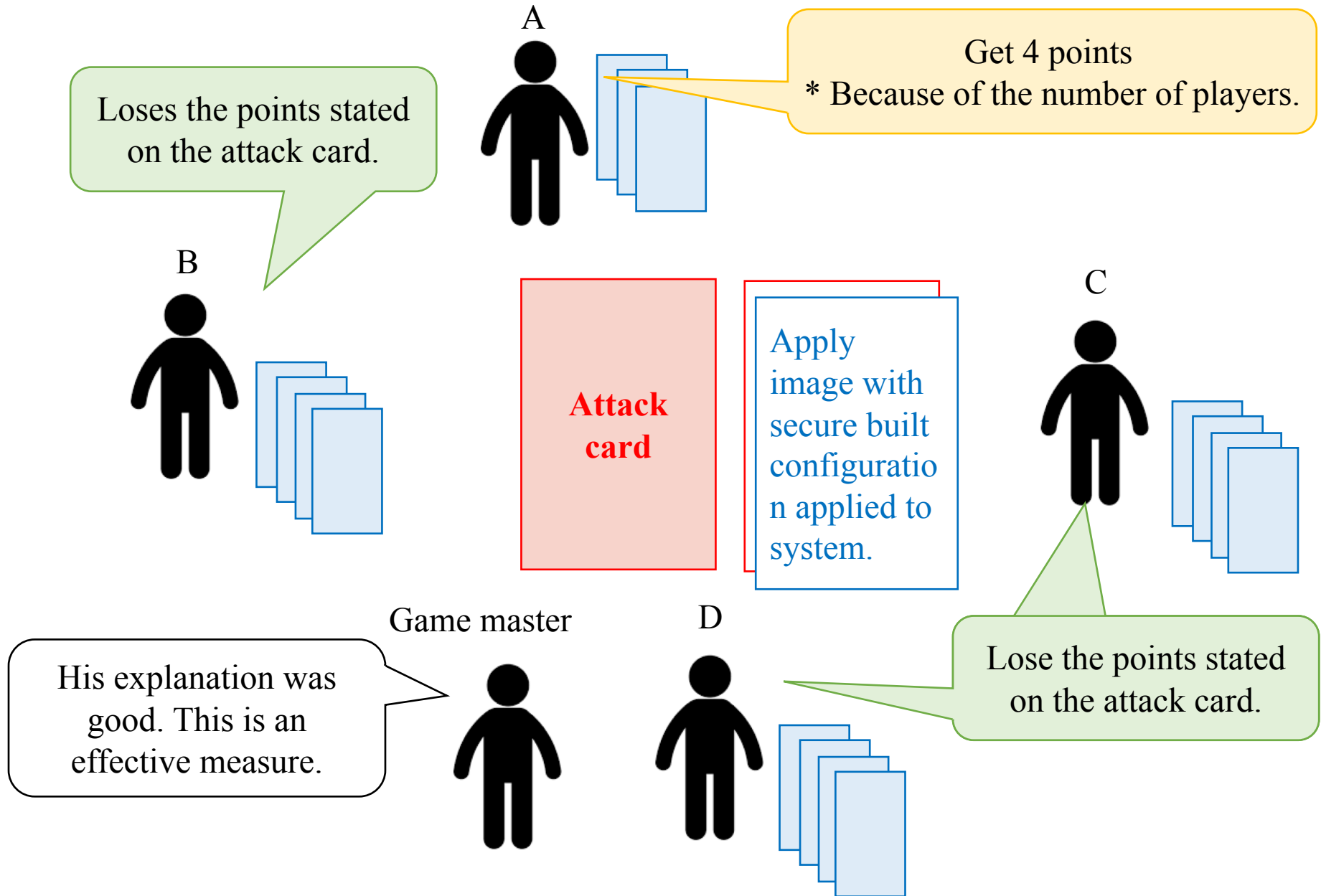
Images of this game



Images of this game



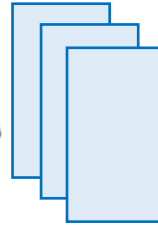
Images of this game



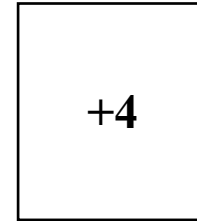
Images of this game

Becomes the leader on the next turn and draw an attack card.

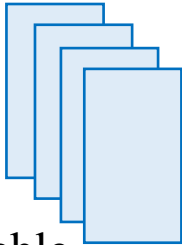
A



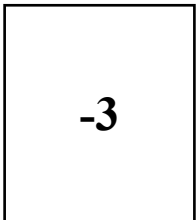
Point recording table



B



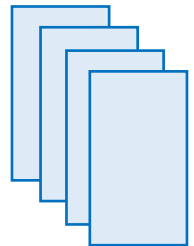
Point recording table



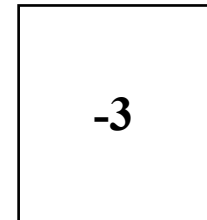
**Attack
card**

Apply
image with
secure built
configuration
n applied to
system.

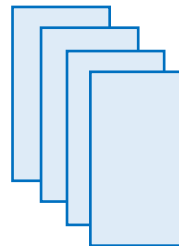
C



Point recording table



D



Point recording table

