

Game Information

• DECKS

• EVENTS



Event Name

}Description

What to do with the event

• AGENTS



Agent's name

What the agent does

• TURN MARKER



• VULNERABILITIES AND SECURITY PATTERNS

Vulnerability {



Where does it occur?

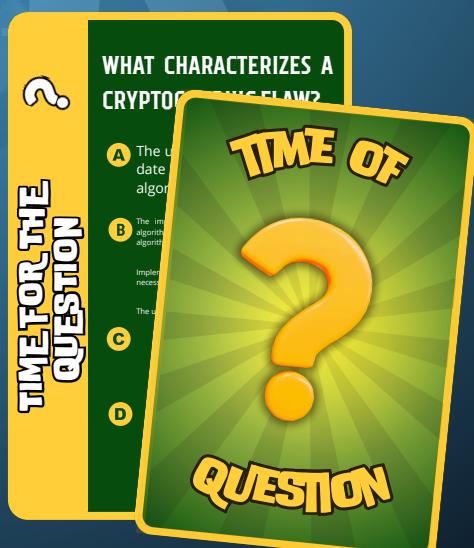
How to fix {

Pattern to avoid vulnerability

SECURITY PATTERN

Continuous Monitoring and Analysis of Security Logs.

• QUESTIONS



Preparation

● Initial Distribution:

- A leader must be chosen; they will be responsible for distributing the cards.
- Distribution of profiles (Agents): the leader randomly distributes them to each player.

- Next, the leader shuffles the deck of vulnerabilities and security patterns, and deals five cards to each player.

● Preparing the Table:

Place the Events deck face down in the center of the table.

- Your character card face up on your side

How to Play

● Player's Turn:

○ Agent Skill

- The player who starts the turn can only use their agent's ability on their turn (when the round starts with them).

○ Picking the Card from the Right:

At the start of the turn, the player whose turn it is will begin by drawing a card from the hand of the player to their right.

● Action with the Received Card (card that is drawn from the player's hand):

○ If the card is a Vulnerability:

The player reads the vulnerability aloud so that everyone can try to solve it using the solution cards they have in hand.

If no player has a solution for that vulnerability, the player reading this can try to fix it.

○ If the card is a Security Pattern:

The player simply places it in their hand and passes the turn to the other player.

● Vulnerability Resolution:

○ If the player can resolve the vulnerability:

The vulnerability is considered resolved and removed from the table, placed next to the agent's card, and the player gains a point.

○ How to resolve vulnerabilities?

The letters are answered by words that are repeated from the vulnerability scenario and the security pattern.

● Wrong answer

If the player has scored, they lose one point; if they have no points, their score remains zero.

● Cuts:

All players can make the cut at the moment the vulnerability is read; whoever is fastest and answers correctly wins.

● Event Letter:

○ How to get it:

Each vulnerability resolved grants you access to an event card, but this only applies to the first three vulnerabilities.

○ When to Use:

During either player's turn, they may use an Event Card on their turn to play (on their turn to draw a card to the right).

○ Use of Events:

The player must follow the instructions on the event card and apply the effects immediately. After use, the event card is discarded.

● Mark shift

○ It is used to mark the player who started the turn. When that turn ends (all players have played once), the turn marker passes to the player on their right, thus starting another turn.

Game Over

● The game ends when all vulnerabilities have been resolved.

● The player who has resolved the most vulnerabilities is the winner.

● In case of a tie, the team leader reads the cards from the Question deck, alternating between the players, until a tiebreaker occurs when one player answers correctly and the other incorrectly. Each answered question is discarded.

GAME OVER