



CYBERSTRIKE

RULE BOOK

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The Goal of the Game:

The goal of Cyberstrike is to collectively prevent and survive a certain amount of cyber attacks by communicating and working with your teammates.

How You Win:

In CyberStrike, either everyone wins or everyone loses. There is no single winner. As a global team you must successfully complete ten rounds of gameplay (you will run out of attack cards in 10 rounds) to win. Completing 10 rounds requires that each continent fully prevents at least 3 cyberattacks (meaning they had enough preventative measures in place that they did not have to pay anything for the attack).

If any continent is attacked 8 times and there is not adequate preventative measures in place, the game is lost. This means that 8 attacks occurred where the player had to pay some amount for the cost of the attack. EVERY PLAYER must be fully protected against at least three cyber attacks in order to win.

If one continent runs out of money, everyone loses.

Inventory:

There are three different types of cards in CyberStrike: Question Cards, Attack Cards, and Key Cards.

Question Cards:

Question cards contain questions about cyber security. These cards should be placed on the board faced down. These questions will be drawn and a question asked after each player's turn. If the player answers the question correctly, a bonus dollar amount is awarded to that player. Bonus amounts for each continent can be found on the Key Cards (see Key Cards).



Attack cards:

Attack cards are the green cards that come in four categories: Identity Theft, Energy Hack, Proliferation of False Information on Social Media, and Government Information Leak. Initially, attack cards should be placed in the draw pile on the board. The number of cards used depends on the number of players playing: 60 attack cards for 6 players, 50 cards for 5 players, and 40 cards for 4 players. Cyberstrike cannot be played with fewer than 4 players.



Set Up:

Cyberstrike is made for 4 to 6 players. When playing the game with 4 players, use 40 attack cards, with 5 players, 50 attack cards, and with 6 players, 60 cards. If you are playing with fewer than six players, take out at random the allotted number of cards and put them face down in the discard pile, not to be looked at for the remainder of the game. The rest of the attack cards should be put face down in the attack pile. Each player chooses a continent and will play as that continent for the remainder of the game. The continents used are North America, South America, Europe, Asia, Africa, and Australia. Designate one player as the banker. Responsibilities of the banker include handing out money at the start of the game and handling financial transactions. Once everyone has chosen a continent and the banker is designated, set up goes as follows:

1. Each continent receives a certain amount of money at the start at the game. The banker should hand out money to each player/continent. Money is in units of millions, so a note with a 500 would be \$500,000,000 (\$500M). Each continent gets the following amount of money:

Africa

\$250M

Asia

\$750M

Australia

\$500M

Europe

\$750M

North America

\$750M

South America

\$500M

2. Once everyone has been given their allotted amount of money, each player should then buy their Preventative Measure Cards. Preventative Measure Cards come in three different levels and four different types (See page 2 for specifics on types). Prices differ for each continent. The preventative measure prices goes as follows for each continent:

Preventative Measure Card Levels

| | Level 1 | Level 2 | Level 3 |
|-------------------|---------|---------|---------|
| Africa | \$10M | \$20M | \$30M |
| Asia | \$30M | \$60M | \$90M |
| Australia | \$20M | \$40M | \$60M |
| Europe | \$30M | \$60M | \$90M |
| N. America | \$30M | \$60M | \$90M |
| S. America | \$20M | \$40M | \$60M |

When you buy a Preventative Measure, you are given a token to represent it which is placed on the board in the region to be protected. Preventative Measures are represented by a color:

Identity Theft - Yellow

Energy Hack - Green

Proliferation of False Information on Social Media - Blue

Government Information Leak - Red

The level number is shown on the token by the numbers 1, 2, or 3.



Gameplay:

The game consists of ten rounds. A round is complete when every player takes a turn. The first round begins AFTER all players have bought their initial round of Preventative Measures. The person whose birthday is the closest will have the first turn and then play will move to the left. In the first round:

1. Each player will draw an Attack Card to start their turn. The Attack Card should be read out loud and details the attack that has been launched against a specific region in the continent whose turn it is. As mentioned earlier, Attack Cards come in four different types, Energy, Identity Theft, Government Information Leak, and Proliferation of False Information on Social Media. They are also specific to the five different regions found in each continent (North, South, East, West, and Central). Note that the region is highlighted on the map on the card to make it easy for players to find the corresponding region on the board. Here is an example of an attack card:



The card on the left shows an Energy Hack attack on the Central region of the continent playing. The card on the right shows a Government Information Leak occurred in the East Region of the continent playing.

Attacks occur with potentially three different levels of severity. The severity is determined by a roll of the die.

2. After drawing an Attack Card from the attack draw pile, the player will roll the die to determine the severity of the attack. The die is six sided and three of the sides have a 1 on it, two of the sides have a 2 on it, and one of the sides has a 3 on it. So if a 1 is rolled, the player must pay the amount of money for a Level 1 attack, if a 2 is rolled, the player must pay the amount of money for a Level 2 attack, and if a 3 is rolled, the player must pay the amount of money for a Level 3 attack. The following is a table that tells the amount that each level of attack costs:

Attack Levels:

| | Level 1 | Level 2 | Level 3 |
|-------------------|---------|---------|---------|
| Africa | \$20M | \$40M | \$60M |
| Asia | \$60M | \$120M | \$180M |
| Australia | \$40M | \$80M | \$120M |
| Europe | \$60M | \$120M | \$180M |
| N. America | \$60M | \$120M | \$180M |
| S. America | \$40M | \$80M | \$120M |

Cyber Preventative Measures can lower the severity of the attack and therefore lower the amount owed, if the attack specific preventative measure has been bought for that specific region. This would be denoted by the appropriate token being placed in the appropriate region on the board.

3. If a region does have corresponding protection, the player pays the difference between the attack cost of the specific level and the price of the preventative measure that is owned. If a player has purchased a preventative measure that is the same level as attack with which they are hit, the player does not have to pay anything. If the player has purchased a preventative measure that is of a higher level than the attack with which they are hit, they also do not have to pay anything. The following are scenarios if one is attacked with a cyber attack. However, attacks are not limited to these scenarios:

Scenario 1:

Your continent is Africa. You are attacked with a Level 3 Energy attack in the West Region (cost of \$60,000,000). You have purchased Level 2 Energy preventative measure for the West Region (\$20,000,000), so you will pay \$40,000,000, the difference between Level 3 and Level 2. You have now successfully fought off one attack (but not prevented it). You will need to move the "attack counter" on the Key Card 1 spot.

Scenario 2

Your continent is South America. You are attacked with a Level 2 Government Information Leak in the South Region. You have purchased a Level 2 Government Information Leak preventative measure for the South Region (There is a red token with a number 2 on it in the South Region of South America on the board), so you will pay \$0, since you have the same level protection as the attack. You also have successfully prevented one attack. An attack is considered prevented if you do not have to pay any money after an attack.

Scenario 3

Your continent is Australia. You are attacked with a Level 1 Proliferation of False Information on Social Media attack in the East Region. You have purchased a Level 2 Proliferation of False Information on Social Media preventative measure for the South Region (There is a blue token with a number 2 on it in the East Region of Australia on the board), so you will pay \$0, since you have a greater level protection than the attack. You also have successfully prevented one attack. An attack is considered prevented if you do not have to pay any money after an attack.

All attack payments will go to the bank. If you have been attacked, move the token along the counter on your key card. If you successfully prevent an attack, you do not move the counter token.

4. Next, there is an opportunity to make back some money by showing your knowledge of cyber security. The person that is going next will pick up one of the question cards and ask the person whose turn it is the question on the card. Questions are multiple choice or open ended. Answers to open ended questions are ruled to be correct by the person asking the question, as responses may be open to interpretation. If you answer the question correctly you will receive bonus money. If you do not answer correctly, you will not receive any money. The amount of money received depends on the player's continent and goes as follows (and can be found on the Key Card for each continent):

| | | | |
|------------------|--------------|-------------------|--------------|
| Africa | \$10M | Europe | \$30M |
| Asia | \$30M | N. America | \$30M |
| Australia | \$20M | S. America | \$20M |

Now it is the next person's turn.

5. At the end of each round, each player/continent receives money. The amount of money each player/continent receives goes as follows:

| | | | |
|------------------|--------------|-------------------|--------------|
| Africa | \$20M | Europe | \$50M |
| Asia | \$50M | N. America | \$50M |
| Australia | \$40M | S. America | \$40M |

The rounds following the first round are a bit different. Each subsequent round begins with buying additional preventative measures and providing In each of these rounds, a player's turn will go as follows:

1. Buy additional preventative measures if wanted.
2. Grant foreign aid to other continents in the event players want to provide financial support to other continents. Money can only be GIVEN during one's turn. You CANNOT accept money on your turn
3. Draw an Attack Card, role die for severity, and pay if needed. Move the attack counter if needed.
4. Answer cyber security question and receive bonus if the answer is correct.
5. At the end of each round, each player should receive the money they are entitled to after each round.

Winning

If all players play all 10 rounds and still have money and do not succumb to more than 7 cyberattacks, everyone wins the game. If any continent loses all their money at any point, then the game is lost. If any continent is successfully attacked for an 8th time, the game is lost.

Good luck and have fun!

