

CYBER DEFENSE



45 min



2



7+

VER. 2
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THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge () Science () Technology () and Services ()

TECH DECK RESOURCES: RULES, VIDEOS

Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Elevator Pitch, Cardle, Chronological, Peer-to-Peer, Cardoku, and other Tech Deck games are at cheung.interzone.com, BGG & Youtube.



GAME THEORY, PUZZLE GAME, AREA CONTROL GENRES

COLONEL BLOTTO – Cyber Defense is based on Colonel Blotto from Game Theory. It is a multi-battle ground warfare game where opponents vie for battlegrounds with rewards assigning resources to areas in hopes winning them.

DESCRIPTION, GAME OBJECTIVE & WINNING THE GAME

DESCRIPTION – Cyber Defense thematically represents concepts in cyber security. Modern computer systems are vulnerable to cyber attacks, and there is a constant vigil to keep computer systems safe against cyber attacks through cyber security measures. Common types of cyber attacks include Phishing, Man-in-the-middle and Distributed Denial of Service (DDOS) attacks. In Cyber Defense, one player plays as the Hacker, and the other player plays as the Defender.

OBJECTIVE OF THE GAME – The objective for the Hacker is to try to deduce the Defender's password. The objective of the Defender is to try to protect his password.

GAME END – The game ends after three rounds or if the Hacker has cracked the Defender's password.

GAME SETUP

BATTLEGROUND AREAS – There are 3 Battlegrounds (BG): Phish, Man-in-the-Middle (MitM) and Distributed Denial of Service (DDOS) BGs. Mark these three regions in the play area with face down cards, playing cards or placemats.

DRAW DECK – Expel the Wild Cards. Shuffle the remaining cards to form a draw deck.

DISCARD PILES – The deck has a discard pile next to it (that starts with no cards in it).

DEAL CARDS – Each Player is dealt 10 cards from the draw deck.

DETERMINE ROLES – Randomly determine roles. One player is the hacker (starting player), one player is the defender.

PASSWORD – Deal 6 face down cards in a row into the defender's password area. The defender may look at these.

GAME PLAY

Each round follows these steps:

1. DEVELOP BATTLEGROUND – Players take turns playing cards into any of the three Battlegrounds (BG) until each player has played 9 cards into the three Battlegrounds. Cards played into the Phish and DDOS Battlegrounds are played face down. MitM Battlegrounds cards are played face up. Each player must play at least one card into each BG. There is no maximum.

2. CARD EFFECTS – Players alternate using up to two Card Effects in their Man-in-the-Middle (MitM) BG (see below).

3. RESOLVE BATTLEGROUND – Each battleground is resolved starting with the Phish BG, then the MitM BG and lastly the DDOS BG (see below).

4. PREPARE NEXT ROUND – Prepare the next round. Gather all cards (except password cards) to form a new draw deck. Each player is dealt 10 cards. Deal 2 cards face up for each player into the MitM BG. The game ends after 3 rounds. The first player alternates.

DEVELOPING BATTLEGROUNDS



Play – Players take turns playing a card into any of the three Battlegrounds until each player has played 9 cards into the three Battlegrounds.

Phish & DDOS – Cards played in the Phish and DDOS Battleground are played face down.

MitM – MitM Battlegrounds cards are played face up.

Minimum – Each player must play at least one card into each BG. There is no maximum to the number of cards a BG can hold.

RESOLVING BATTLEGROUNDS



Resolve each BG separately and sequentially.

Phish [Theme: Seeing Information] – The highest value card wins the Phish BG. If tied, use Tech Deck tie-breaker rules for suit order: Knowledge (lowest suit), Science, Technology, Service (highest suit). If the Hacker wins, they reveal one password digit card of the Defender. If possible, first reveal a non-upgraded digit. Then, the Hacker makes 2 guesses. If the Defender wins, they can unlock a locked digit. The Hacker makes 1 guess.

MitM [Theme: Eavesdrop insertion] – The highest total sum value of the all the MitM cards wins the MitM BG. High card is the tie breaker. If necessary, use Tech Deck tie-breaker rules for suit rank (see above). If the Hacker wins, they make 4 guesses (2 bonus guesses). If the Defender wins, the Hacker makes no guesses.

DDOS [Theme: Overwhelming Attack] – Arrange the DDOS cards from high to low for each player. Compare each pair of Hacker & Defender cards from low to high. For each pair, the player with the lower value card wins the comparison. Use Tech Deck tie breaker rules to break ties. The DDOS Winner is the one who wins the most comparisons. If one player has more cards in their DDOS BG than another, it counts as a win for that comparison. If there is a tie, the player who played the most cards into the DDOS BG wins the Tie. If there is still a tie, use the lowest card among all revealed cards to break the tie. If still tied, use Tech Deck tie-breaker rules for suit order: Knowledge (lowest suit), Science, Technology, Service (highest suit). If the Hacker wins, they can lock one digit in the Defender's password preventing it from being upgraded. Slide the card back to indicate it is locked. The Hacker make 2 guesses. If the Defender wins, they can upgrade a password digit sliding it forward. The Hacker makes 1 guess.

USING A CARD EFFECT



USE A CARD EFFECT – Each round, players alternate using game effects from up to two different Man-in-the-Middle cards that they control. The effects can be applied to any of the Battlegrounds. Cards the battlegrounds are owned by their respective players. But they are also considered Neutral Cards for Tech Deck game effects purposes. After using a Game Effect on a Card, a player can play a card to any Battle Ground. Password cards are not considered in play for game effect purposes and may not be affected by game effects. The Hacker may not use game effects that search the deck (9 of Knowledge, 6 and 11 of Technology). However, the Defender may use effects that search the deck.

RESOLVING BATTLEGROUNDS – PASSWORD GUESSES



MAKING A GUESS – The Hacker selects a card (position in the password) and makes a guess, stating a number from 1 to 13. If he selects an upgraded digit, he names both a value and suit instead. Note taking is permitted.

MARKING A GUESS – If the Hacker guesses a number that is in the password but not in that position, the Defender states how many of that guessed number are in the password. If there is at least one card of the value, he turns the selected card sideways. This indicates that the selected card is not of that value, but the value is in the password. If the Hacker guesses the proper suit of an upgraded password digit but not the right value, the card is turned 180° upside down. If the value is not in the password, the Defender says that there are no digits of that value and leaves the selected card alone. The Defender's response considers previously revealed digits. If the card is already turned sideways, and it is selected as a card for a guess again, it is only turned again only for a guess if it is an upgraded digit.

CORRECT GUESS – If the Hacker selects a non-upgraded password card and it matches the number, the Defender reveals that password digit. If there is more than one of the value chosen, the Defender says so. If the Hacker makes a correct guess for an upgraded password digit with both number and suit the Defender reveals that password digit.

GAME END



GAME END – The game ends after 3 rounds or if the Hacker deduces the Defender's password. If after three rounds the Hacker has not cracked the Defender's password, the Defender wins.

CREDITS



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