

## **Click, Knock, Bypass**

### **Introduction:**

**Blue team:** You are a small business owner in your hometown. Lately, you've been hearing from folks in the local business association about a number of security issues - break-ins, network hackers, people pretending to be pizza delivery drivers. In response to this, you've decided to set aside money every month towards "security", although you're not sure exactly what "security" means or where you should be focusing your attention. You'll just have to wing it and hope whoever's causing all this trouble doesn't come knocking at your door.

**Red team:** You are a freelancer who specializes in computer and network security, and you also offer consultation to businesses to help them develop training and policies around security in general, including social engineering. Recently, you received a request from a client who wants you to test the security of a small number of local businesses, by attempting to breach their security "in any way possible". You are assured by the client that the businesses have agreed to this exercise as a way of discovering any vulnerabilities. In the security sector, this is known as the Red Team/Blue Team approach and is an uncommon but effective practice in the security sector.

### **Objective of the Game:**

Players take on the roles of red teamers (attackers) and blue teamers (defenders). The goal of the blue team player is to protect their business from security breaches by investing in defenses. The goal of the red team is to bypass those defenses using a mix of social engineering and IT exploitation tactics.

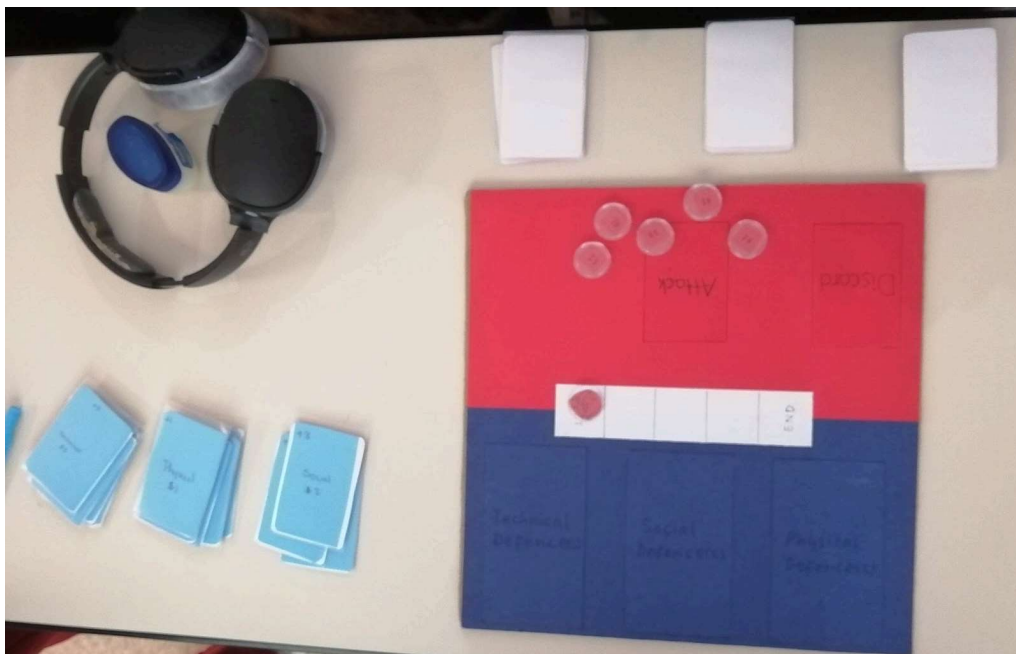
This game is meant to be playable by anyone, of (nearly) any age. We recommend that those who are less familiar with board games play as Red Team, and those who want to strategize a bit more play as Blue Team.

## Components

- The game board
- A Red Team Token
- 8 Blue Team coins
- Two D8 dice
- A red deck consisting of 21 cards in 3 categories: Physical, 7 Technical, and 7 Social, as shown in Appendix A.
- A blue deck consisting of 18 cards in 3 categories: 6 Physical, 6 Technical, and 6 Social, as shown in Appendix B

## Setup

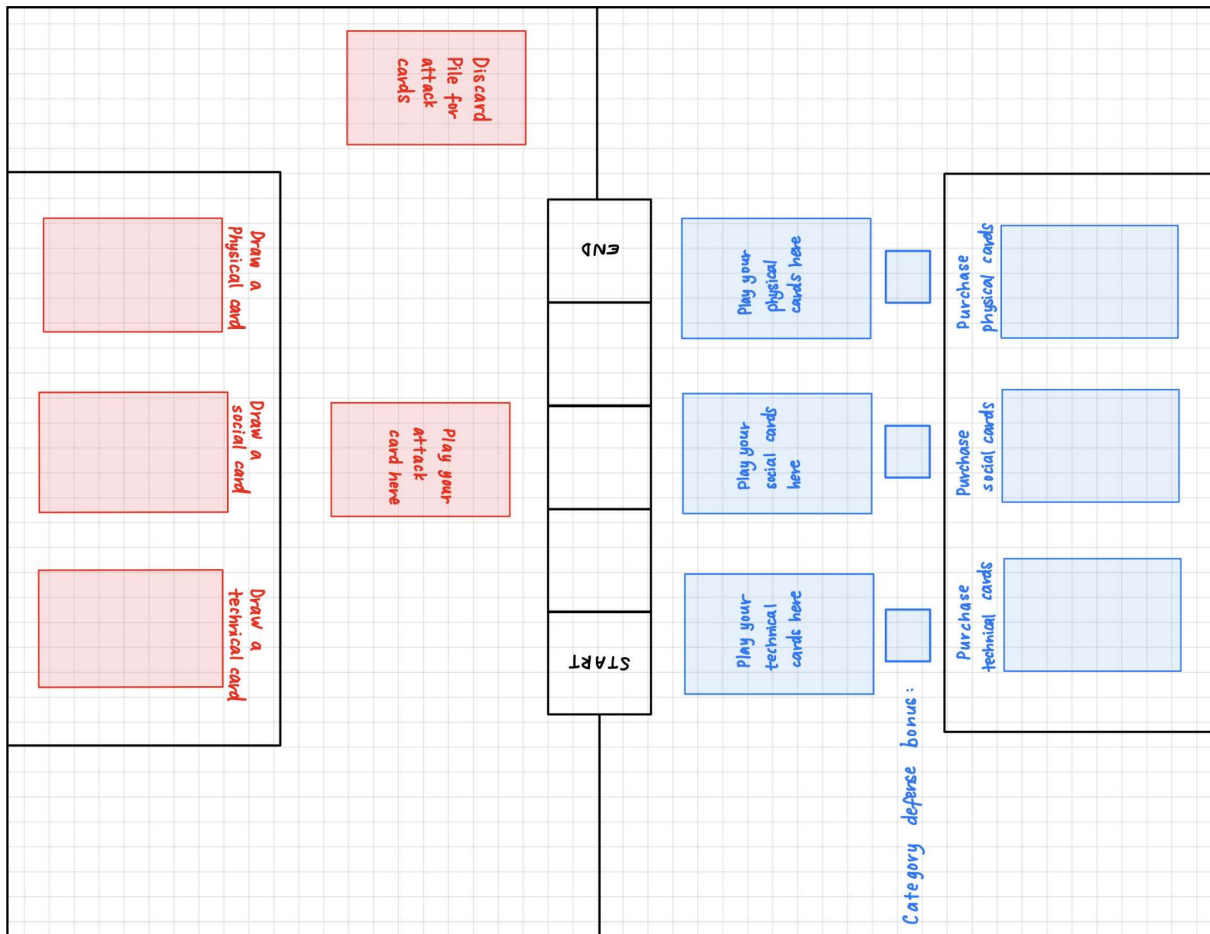
- Shuffle each of the 6 decks: the Red Physical deck, Red Social deck, Red Technical deck, Blue Physical deck, Blue Social deck, and Blue Technical deck.
- Place each deck in its designated spot on the board.
- The Blue player receives 3 coins.
- The Red Team player starts with one card from each of the red decks (3 cards total)
- The Blue Team player starts with no cards in hand.
- The Blue Team player can look at the blue cards at any point and can reorganize them however they see fit. Keeping them organized by type (Physical, Social, Technical) is merely a suggestion.
- The Red Team token is placed on the first track of the board.



Pictured: Suggested initial setup



Pictured: Board after a few rounds of play



## How To Play

The game is played in a series of **8** rounds. The red player plays first in each round.

### Start of a Round: Blue Player

- You may spend coins to purchase defense cards.
- Place newly-purchased defense cards on the board faced down.

### Start of a Round: Red Player

1. **During round 1:** Pick up the topmost card from each of the 3 categories. You should have 1 Physical, 1 Technical, and 1 Social attack card in your hand.
2. **During rounds 2-8:** Replenish your hand by drawing a card from any category you are missing. You should have one Physical, one Social, and one Technical card in your hand.

### Actions During a Round: Blue Player

- No actions.

### Actions During a Round: Red Player

1. Choose one of the 3 cards in your hand to play.
2. Place the chosen card face-up on the board.

## Determine if the Attack was Successful

If the category on the front of the card has an asterisk after it (e.g. Physical\*), it is a wild card. Skip to the **Wild Card** section.

1. Determine the minimum roll for a successful attack by reading the attack card.
  - The minimum roll is inclusive and is 2 for all attack cards.
2. Determine the defense bonus by looking at the defense cards that match the category of the attack card that was played. For example, if a Physical attack card was played, only look at the Physical defense card pile.
  - Sum the category defense bonuses of all of the cards in the category. This is the number that is written in the bottom right corner of the front of each card.
  - If one of the defense cards is most effective against the attack card that was just played, flip the blue card face-up and add the bonus listed on the front of the card to the total sum.
3. Add the sum from step 2 to the minimum roll in step 1 to determine the minimum roll that the red player must roll in order to have a successful attack. This minimum roll is inclusive: for example, if the minimum roll is 14 and the red player rolls a 14 or higher, the attack is successful; if they roll a 13 or lower, the attack is unsuccessful.
4. Red player rolls two D8 dice to determine if the attack is successful.

**5. If the attack is successful:**

- a. Red player moves the token one square towards the end of the path.
- b. Blue player gains 3 coins.

**6. If the attack is not successful:**

- a. Red player does not move the token.
- b. Blue player gains 1 coin.

**Wild Cards**

- Wild Cards, denoted by a \* on the card, have a special effect but are not attack cards.
- After a Wild Card is played, the Red Team player may play another card that is already in their hand immediately (they may not replenish their hand by picking up another card at this point).

**End of a Round: Blue Player**

- Purchase additional defences using the points that they acquired (as determined in the **Determine if Attack was Successful** section).

**End of a Round: Red Player**

- Move all played cards to the discard pile.

**End of the Game**

The game ends after 8 rounds or if the Red player reaches the end of the track, whichever comes first.

**Credits**

**Bel Wang:** brainstorming, cause map, board design, board creation (v1 and v2), game mechanics, card mechanics, organizing documentation, rulebook writing, playtesting

**Chanthea Quinland:** brainstorming, cause map, game mechanics, card mechanics, card design, playtesting

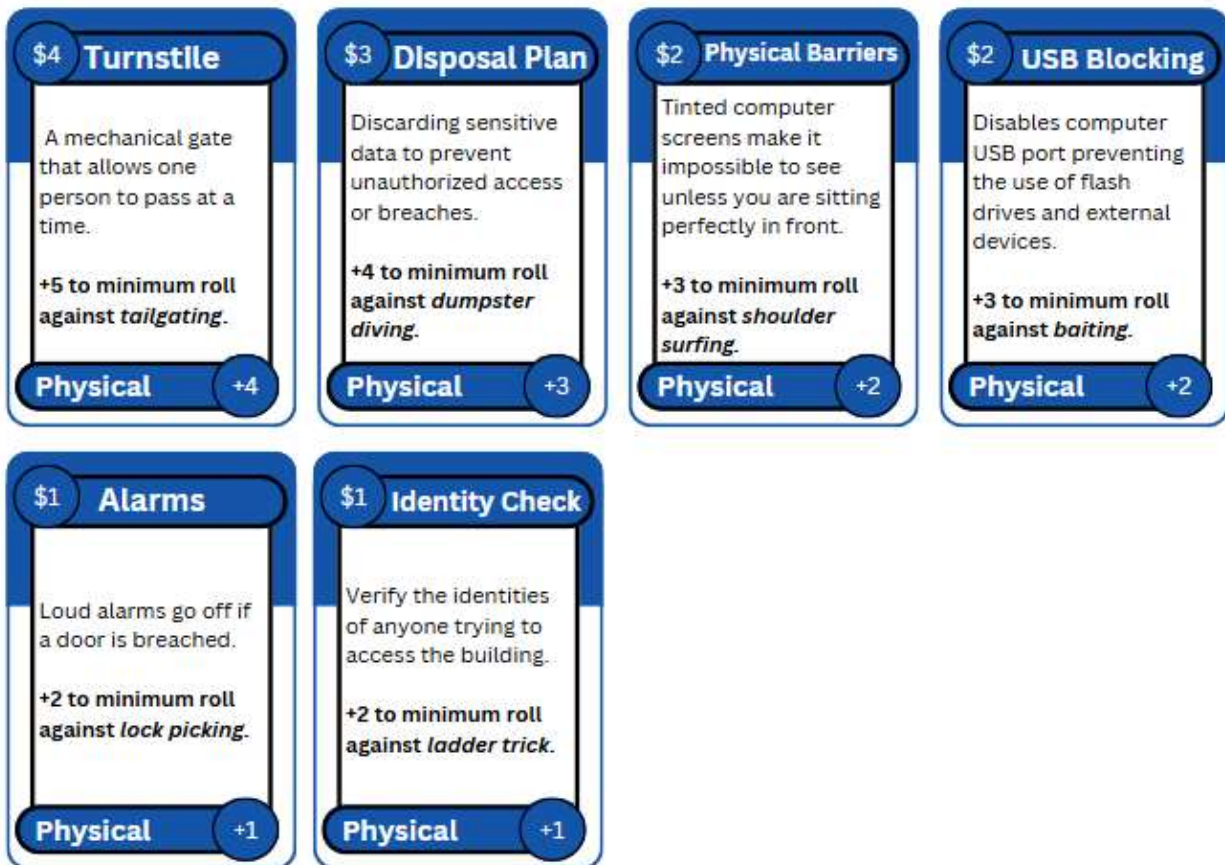
**Émile Greer:** brainstorming, cause map, organizing team meetings, facilitating playtesting, note-taking, board design (v2), game mechanics, card mechanics, playtesting, rulebook writing

**Paola Marmorato:** brainstorming, cause map, game mechanics, card mechanics, card creation (v1 and v2), card design, rulebook writing and editing

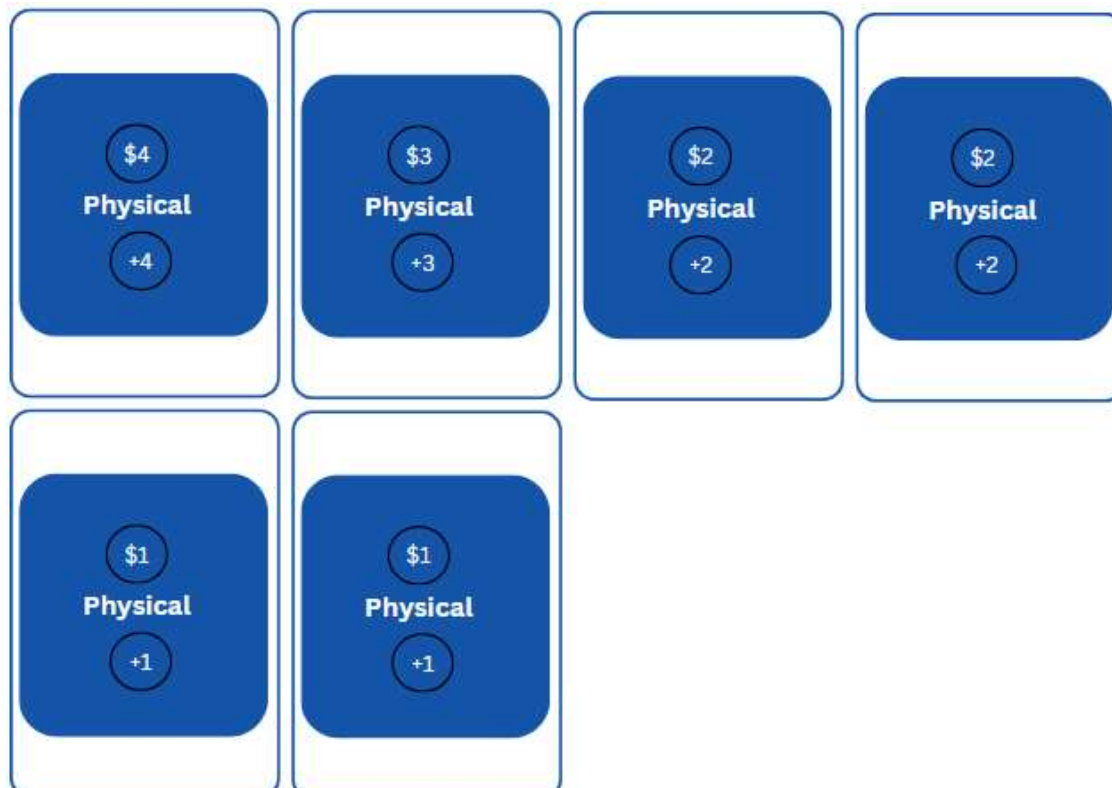
**Patrick Ene:** brainstorming, cause map, game mechanics, card mechanics

## Appendix A: Blue cards

### Front of Physical Defense Cards

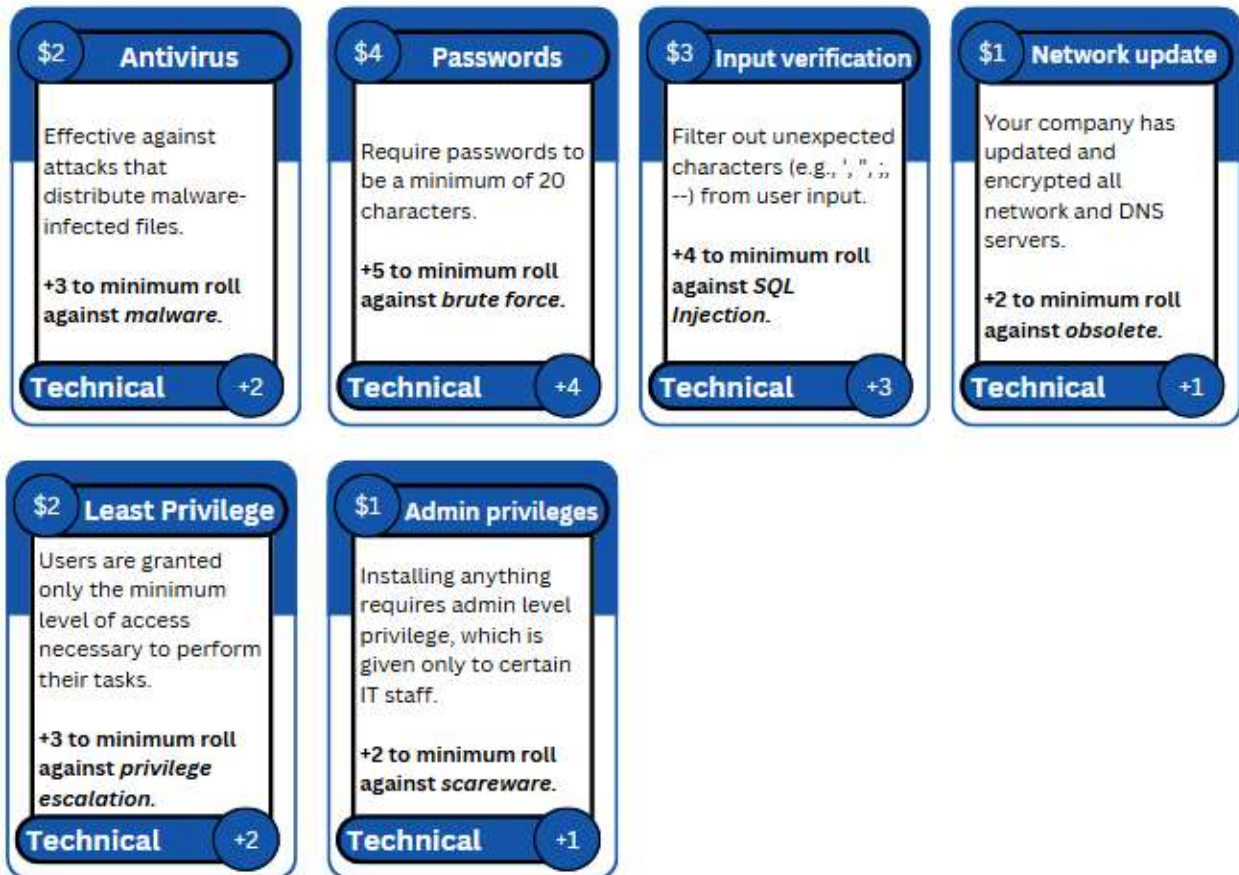


### Back of Physical Defense Cards

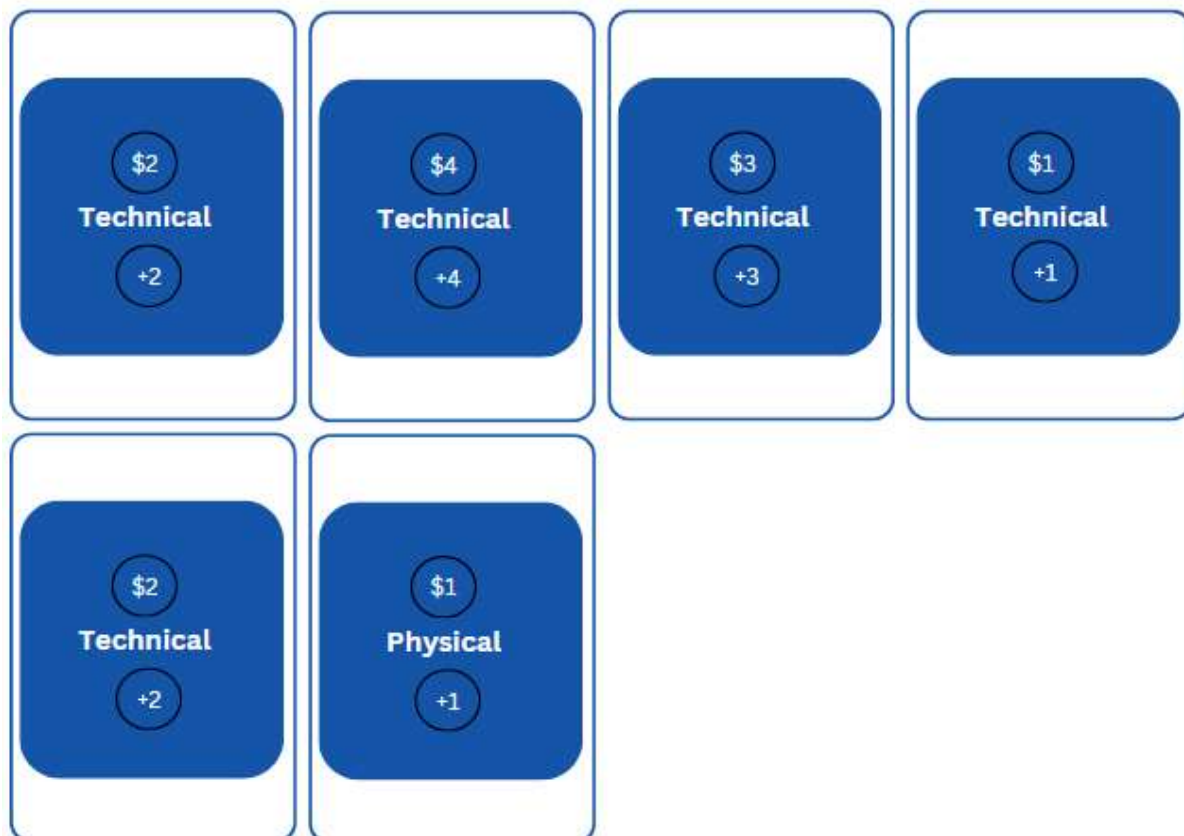




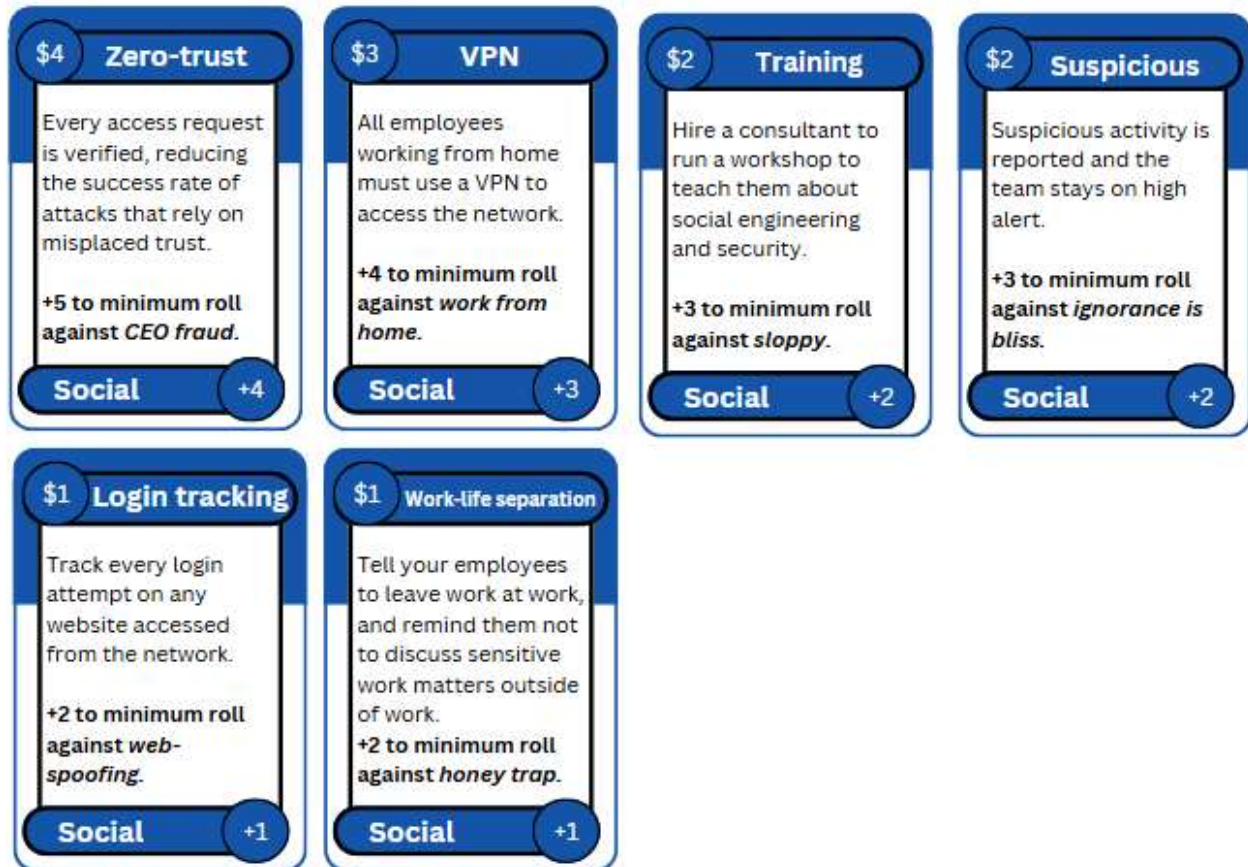
## Front of Technical Defense Cards



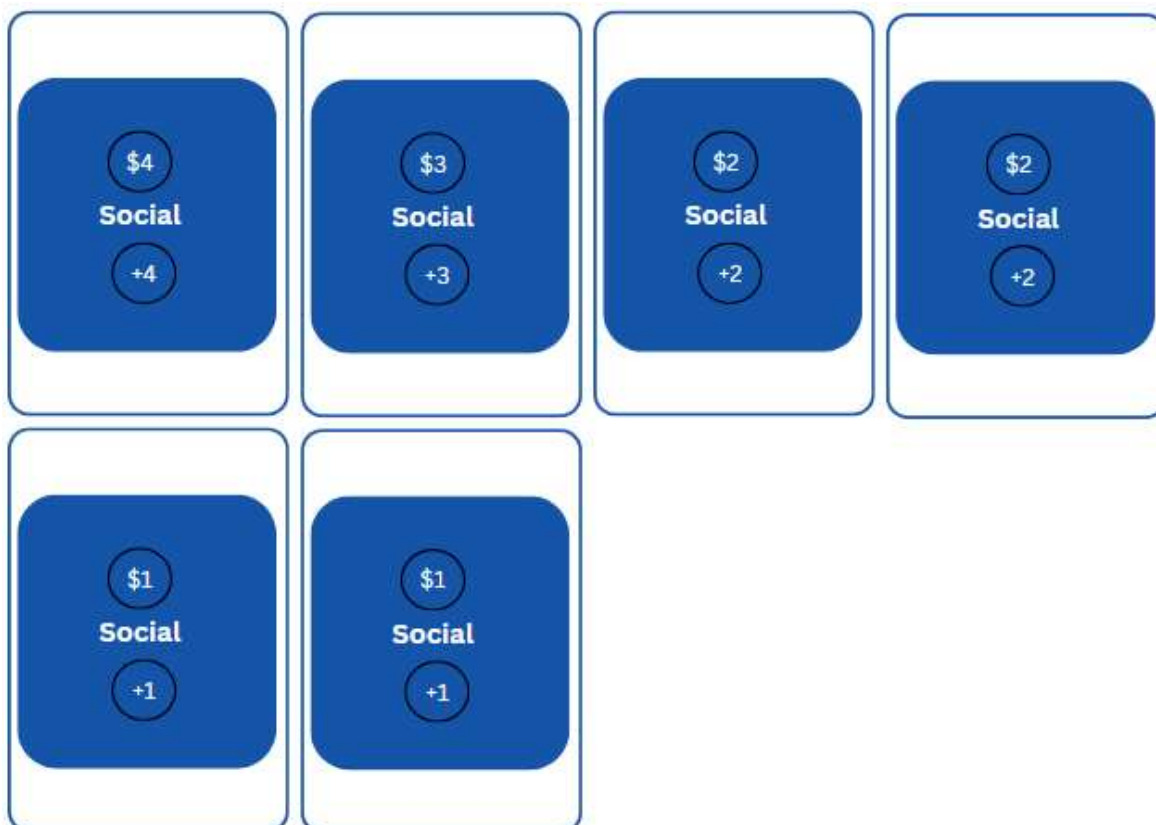
## Back of Technical Defense Cards



## Front of Social Defense Cards



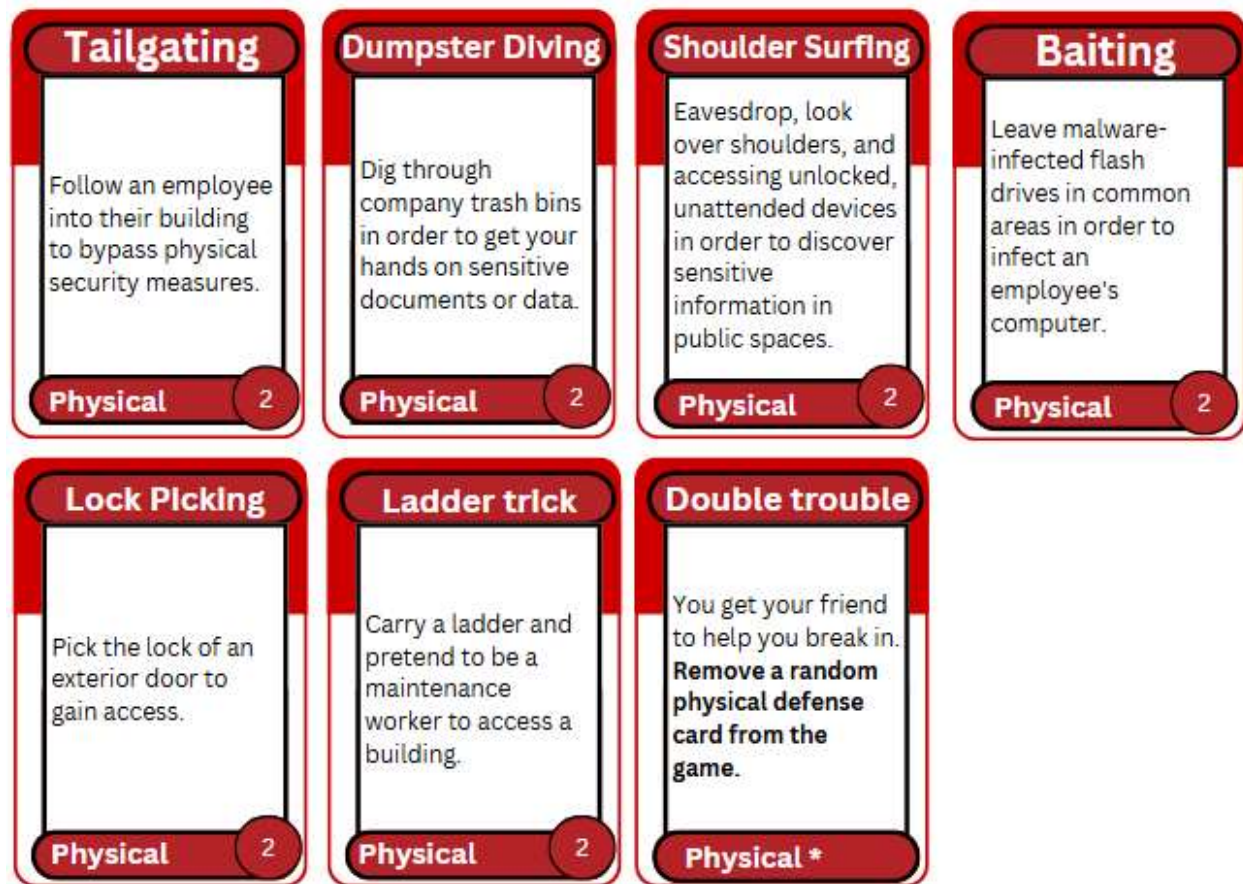
## Back of Social Defense Cards



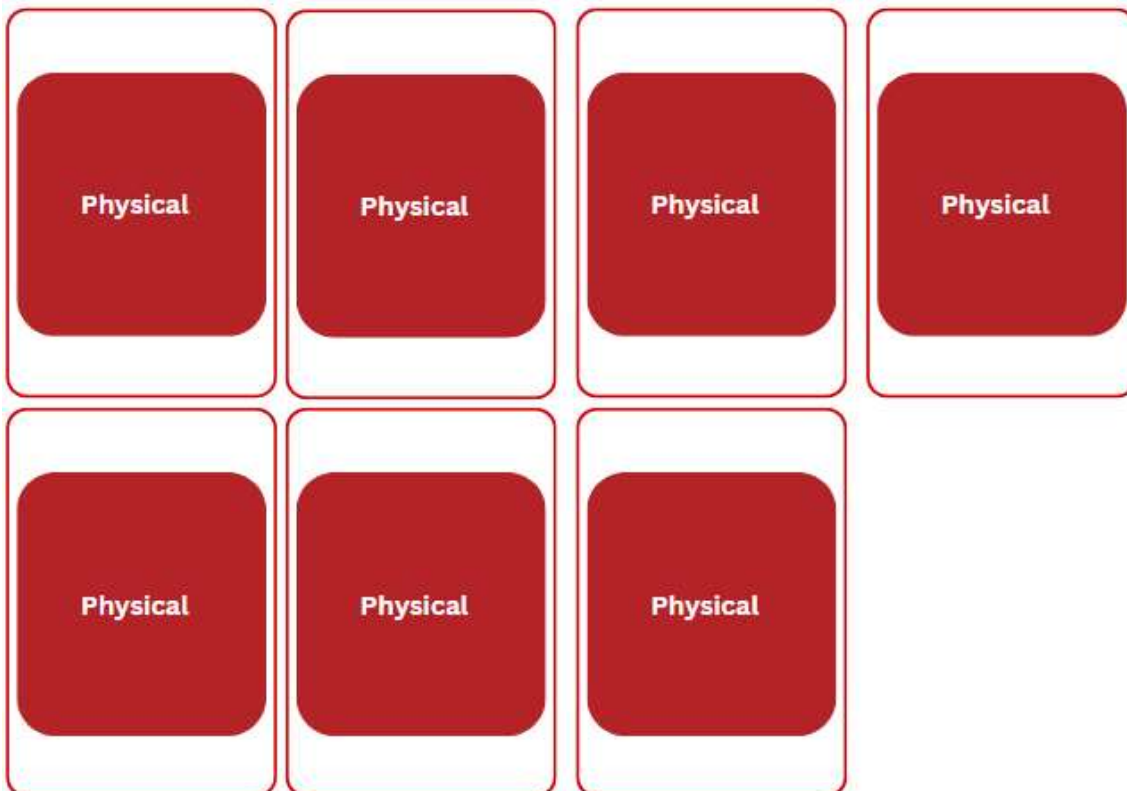


## Appendix B: Red cards

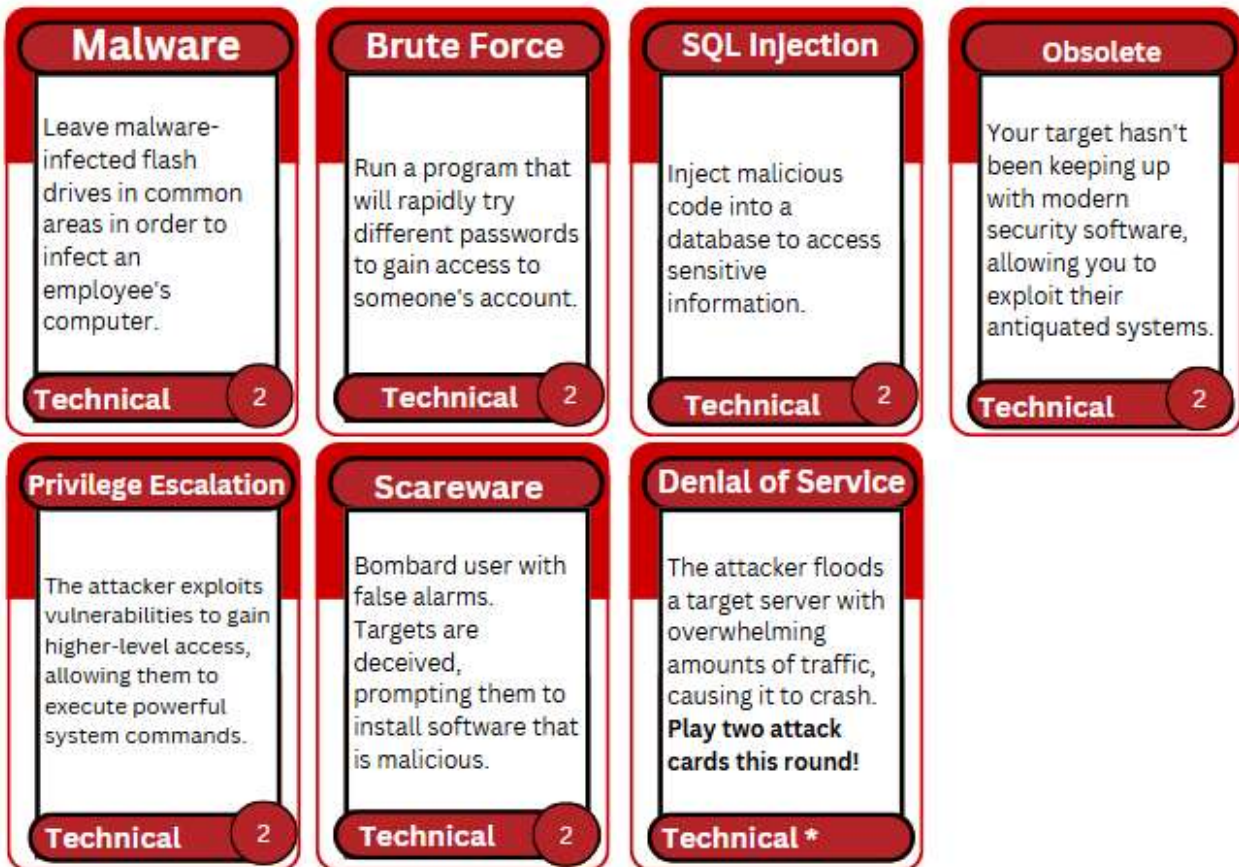
### Front of Physical Attack Cards



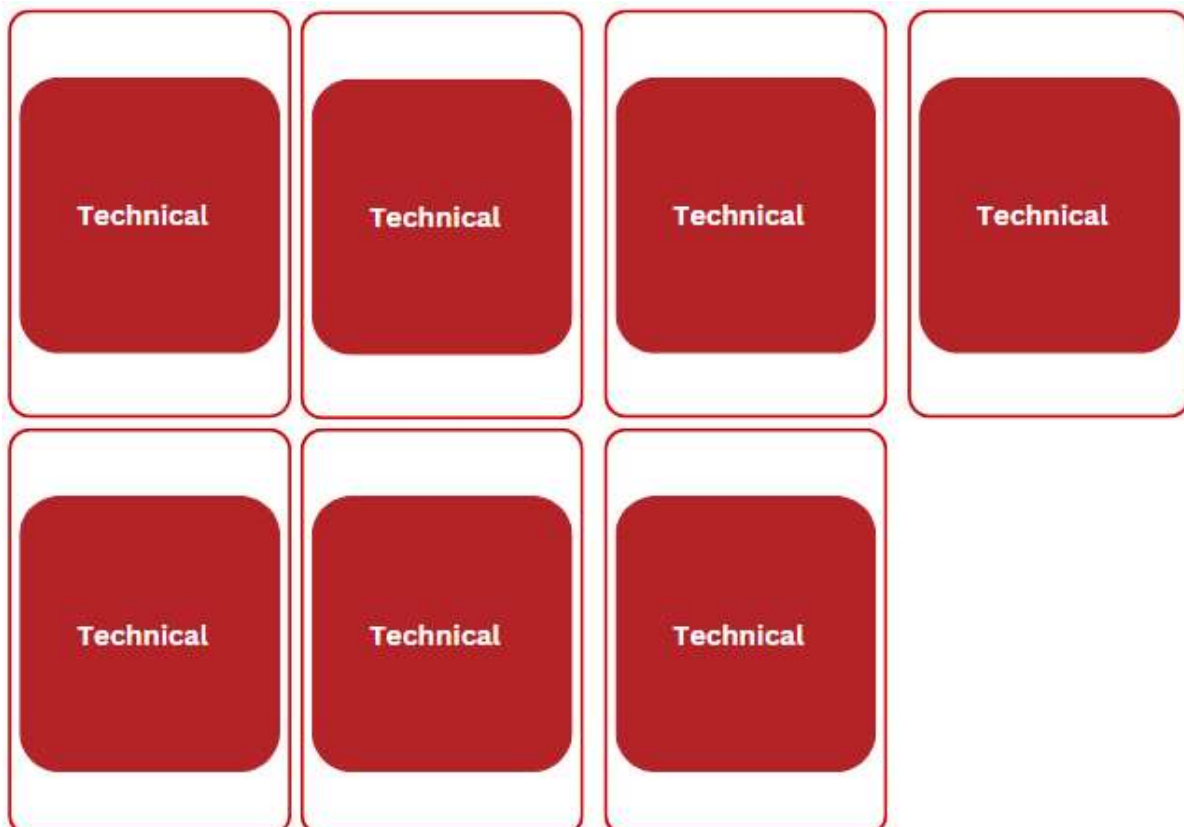
### Back of Physical Attack Cards



## Front of Technical Attack Cards



## Back of Technical Attack Cards



## Front of Social Attack Cards



## Back of Social Attack Cards

