No-Entry

A cybersecurity serious game.

Introduction

No Entry is a card game for 2 players + a game master.

Playing as either an attacker or a defender, players need to either defend or attack successfully to win the game.

You will need

A flat surface to play on

A SECRIOUS Cybersecurity Deck

A scorecard.

A coin (to randomly select attacker/defender)

A timer (e.g. phone)

Objective

The goal of the game is to reach 20 points the first player to do so wins. Points are gained by successfully attacking (if you are playing as the malware), or successfully defending (if you are playing as the computer).

Setup

Decide which player will be the host. The remaining 2 players flip a coin and the winner decides if they wish to play as the Attacker or the Defender. The host splits the deck into: vulnerabilities, attacks and defences. They then give the attack deck to the Attacker and the defence deck to the Defender

Game Turns

Host picks out a vulnerability card and reads the title and description whilst hiding the card from the other players. They then place the vulnerability card in the middle of the Attacker and Defender, showing them the card.

Host starts a 20 second timer.

Both Attacker and Defender go through their respective decks and attempt to find attack or defence cards where an icon at the bottom of the attack/defence card matches the icon at the top of the vulnerability card.

Once the 20 seconds has elapsed, each player presents their card to the Host by reading out its title and description.

The host then awards or deducts points based on the following criteria:

- *Attacker Correct* – If the attack is correct and the defence is wrong, Attacker gets 2 points

- *Defender Correct* – If the attack is incorrect and the defence is correct, Defender gets 2 points

- *Both Correct* – If *both* attack and defence cards are correct, then both players get 1 point

- *Both Wrong* – If *both* attack and defence are incorrect, no player gets any points.

Then return to the start of the game turn, until:

How to win:

The first player to reach 20 points wins. If both players reach 20 points at the same time, the game continues in a sudden-death style until either the Attacker or Defender wins a round (as per *Attacker Correct* or *Defender Correct* above, e.g. either attack = correct AND defence = incorrect, or vice versa).

Vulnerability Icon

Vulnerability Card

Attack Card

Defence Card

Attack / Defence Icons