

Scare-City

A cybersecurity serious game.



Introduction

Scare-City is a serious game for 2-4 players.

As the would-be mayor of Scare-City you must expand your city's features, manage its security and gain the trust of your Bitizens.

You will need

- A flat surface to play on
- A piece of paper and a pen for each player
- 5 player tokens for each player
- 60 Program Cards
- 30 Impact Cards
- 4 City boards

Objective

The goal of the game is to be the first to reach 200 Bitizens, thus securing the trust of your city and winning the election to become Mayor of Scare-city! Bitizens and Scare-City Dollars are collected by playing Program Cards and making sure that your Program Cards don't degrade!

Setup

Each player lays their City board in front of them and writes *Bitizens* and *Scare-City Dollars* on their paper to keep track of these values.

Whichever player's first name is first alphabetically becomes the dealer.

Dealer shuffles each deck (Program and Impact) and place them in 2 piles the middle of the table (Program cards blue face up, Impact cards face down). Make sure there is space next to each deck to make a discarded cards pile for Program and Impact cards.

Draw and place 6 cards from the Program deck face-up in the middle of the table, in a position easily accessible to all players. This becomes the "shop".

The dealer deals 5 Program Cards to each player (including themselves), 1 card at a time and the player places the card in its relevant District (CPU, Network, User or Memory). Once 5 cards are dealt to a player, the dealer moves onto the next player.

- ❖ If a card is drawn and it cannot fit in its relevant District, then the dealer puts the card in the discarded Program Cards pile and draws another for the player.
- ❖ If a card is drawn that has a cost of \$15 or higher, it is similarly put into the discard pile and another card is drawn.
- ❖ If more than one of the same card is drawn for the same player, then it is put into the discard pile and another card is drawn.

Each player then “executes” their program cards. This means each player goes through the program cards that are on their City and adds up the Dollar and Bitizen values at the bottom of the program card. Make sure to add the Dollar and Bitizen values to your score sheet.

Finally, the dealer makes note of each players Dollar value at this point and ranks each player (you will need this ranking later). E.g. if there were three players: Player A with \$2, Player B with \$10 and Player C with \$7 then the dealer would rank the players: B, C, A. If players have the same score, go in order of Bitizens.

Now the normal game rounds can begin:

Game Rounds

After setup, the game is played in rounds, starting with the player to the left of the dealer. Each round has 5 phases:

1. **Claiming Program Cards:** Each round you can optionally purchase one or more Program Cards from the shop using Scare-City Dollars, as long as you: have an empty slot in the appropriate District, you have enough Dollars to purchase them and you do not already have the card(s) on your City. The cost of each Program Card can be seen in the Cost section on each card. Before buying a card you must “claim” it before being able to buy it later in the round. Starting from the lowest ranked player and going to the highest ranked, claim any wanted cards in turn by placing one of your player tokens on the card.
2. **Restore/Decommission Program Cards:** Throughout the game, Program Cards can degrade – meaning they are flipped to their red side and begin costing you Bitizens. This can be avoided by two methods: removing a card from your board or restoring the card (aka flipping it back over to it’s normal state). For removing cards from your board, you can only remove 1 card per turn, and the cost to remove a card is \$5. Once a card is decommissioned it is removed from your board and placed in the discarded Program Cards pile. For restoring cards, you can only restore 1 card per turn and the cost is the cost of that card. Once a card is restored it is flipped back over to its normal state.

3. **Buying Phase:** If you claimed any cards from the shop earlier in the turn, you can buy them now. The cost of each Program Card can be seen in the Cost section on each card. For each card purchased, a new card is drawn from the Program deck to replace it in the shop. E.g. if a card's cost is \$30, then you need to spend \$30 to acquire the card. Players are encouraged to pick-up and look at both sides of a program card before they buy it. Remember you can only buy a card as long as you have an empty slot in the appropriate District and you have enough Dollar to purchase them. You can also choose not to buy a card you had previously claimed.

4. **Execution Phase:** Each player goes through the program cards that are on their board and totals up the Dollar and Bitizen values at the bottom of the Program Card. Make sure to add the Dollar and Bitizen values to your score sheet. Remember, if a Program Card is degraded you can lose Bitizens, so check your totals before writing them on your score sheet.

5. **Impact Phase:** Pull a single Impact Card from the deck and read it aloud, then:
 - ❖ **Step 1:** if you have any of the Program Cards listed in the *Degrade Cards* section on your City and they are not degraded (flipped to their red side) then flip these cards over to their degraded state. Similarly, if you have any Program Cards listed in the *Restore Cards* section in your City and they are degraded (flipped to their red side), then flip these cards over to their normal state (blue side).
 - ❖ **Step 2:** If any player has any cards on their City that are listed in the Impact cards *Protections* section, they receive 1 Bitizen. These players must say out loud which card they have that protects against the Impact.
 - ❖ **Step 3:** At the bottom of the impact card there is a *Bitizen Impact* value, either add or remove the amount of Bitizens written on the card. Green Impact Cards give you Bitizens, Red Impact Cards remove Bitizens and Orange Impact Cards can do either.

Once finished with the Impact card, place it in the discarded Impact cards pile. At the end of this phase, the dealer updates the ranking of players. Return to Step 1 to begin the next round.

Summary of Game Rounds:

1. Claim any Program Cards you wish to buy later in the turn
2. Restore/Decommission any cards you wish to*
3. Buy any cards that you claimed earlier*
4. Execute program cards* and update player rankings
5. Pull an Impact Card, degrade/restore cards and add/remove Bitizens

* these phases can be done by all players at the same time, you don't need to wait for the last person to take their turn.

Winning the game

The first player to reach 200 Bitizens wins the game, but if more than one player reaches 200 Bitizens then the player with the most Scare-City Dollars remaining is the winner. If more than one player reaches 200 Bitizens and has the same amount of Dollars, then the game is a draw.

Losing the game

If a player ever ends up with \$0 or less than \$0 then they are out of the game and their Program Cards get added to the discard pile

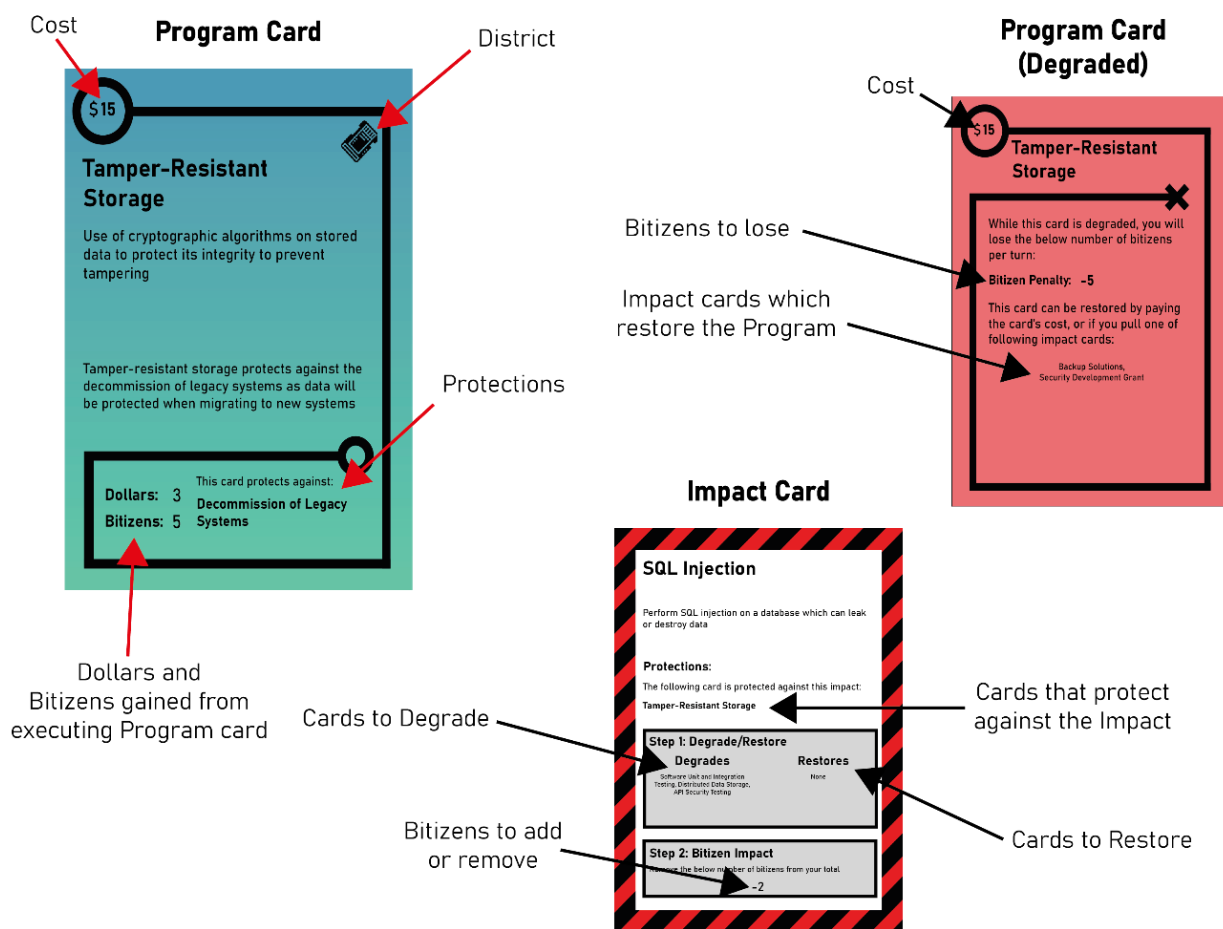


Figure A – The Scare-City game cards and their components.

Notes

If you run out of either Program Cards or Impact Cards in their respective decks, shuffle the respective discarded cards pile and use that as the deck.

Digital version of this game available from <https://secrious.github.io/>