

HACK ATTACK DEFENSE

Hack Attack: Defense is a fast-to-learn card game that teaches practical online safety skills for defending against cyber attacks. To succeed, you will need to overcome User Errors, play the right Defense cards, and Protect your highest value Tech cards from being Attacked.

Once a player has protected 4 Tech cards the game end is triggered. When the game ends, the player who protected the highest value of Tech cards wins.

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COMPONENTS



Defense deck



70 Defense cards



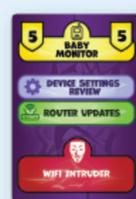
8 User Error cards



8 Attack cards



Tech deck



40 Tech cards

SETUP

1. Separate the different types of cards from each other, if needed.
2. Shuffle the Tech deck and deal 4 cards face-up in front of each player.
3. Draw 3 cards from the top of the Tech deck and place them in a face-up row in the center of the table. Place the Tech deck face-down next to the Tech row.
4. Shuffle the Defense deck and deal 4 Defense cards face-down to each player. Each player should hold these in their hand and keep them private from other players.
5. Draw 5 cards from the top of the Defense deck and place them face-up in a row near the Tech row.
6. Shuffle all of the Attack and User Error cards into the remaining Defense deck. Place this combined deck face-down next to the Defense row.
7. The player who most recently encountered a scam becomes the first player, and play continues clockwise.



For a simpler game, reduce the number of Attack and User Error cards in play.

ON YOUR TURN

On your turn, take exactly 2 actions (even if you don't want to). You can Acquire twice, Secure twice, or take each action once in either order.

ACQUIRE

Draw one face-up card from the Tech row or the top of the Tech deck and place it face-up with your other Tech cards. If you draw from the Tech row, fill the empty space with a new card from the Tech deck. When the Tech deck runs out, shuffle the discard pile and flip it face-down as needed.

You cannot have more than 4 unprotected Tech cards in front of you. If you would go over the limit, discard one of your unprotected Tech cards to the discard pile first, then draw a new one.

SECURE

Draw a Defense card from the Defense row or the top of the Defense deck and add it to your hand. If you reveal an empty space in the Defense row, fill the empty space with a new Defense card from the deck. You cannot lift a Defense card to see what is underneath it.

Drawing a face-up Reality Check card from the Defense row takes 2 actions.

DURING YOUR TURN

Two things can happen during your turn that do not use an action.

You may **Protect one of your Tech cards** by playing all of the necessary Defense cards from your hand. Show the Defense cards you are playing to other players, then turn them face-down and place them on your Tech card. This can be done at any point between actions on your turn and before revealing any new face-down Defense cards. After Protecting a Tech card, immediately draw a new one from the Tech row and place it face-up in front of you.

If you draw or reveal a **User Error or Attack card**, resolve its effects immediately (see the Card Explanations section for more). Replenish the Defense row after resolving it, if necessary.

For a faster game, allow players to Protect any number of Tech cards on their turn.

ENDING YOUR TURN

If you have more than 4 Defense cards in your hand at the end of your turn, discard down to 4 Defense cards in your hand. Place a discarded Defense card on top of any face-up Defense card in the Defense row to completely cover it. There is no limit to the number of Defense cards that can be in a stack.

GAME END AND SCORING

The game end is triggered when any player has Protected their fourth Tech card. All other players take one final turn, then the game ends. Tally the value of each of your Protected Tech cards (unprotected Tech cards are worth nothing). Subtract 1 point for each User Error card in front of you. The player with the most points wins. If two or more players are tied for the most, the tied player with the fewest Protected Tech cards wins. If still tied, the tied players share their victory.

Card Explanations on Back →

CARD EXPLANATIONS

TECH

Tech cards show the specific Defenses required to Protect them. If you have Protected a Tech card, you will score the points in the shield at the top of the card at the end of the game.

Tech cards also show the specific type(s) of Attacks they are susceptible to at the bottom of the card. If it is unprotected when that type of Attack comes out, you have to discard this Tech card. Protected Tech cards are never discarded.

This card can be Protected by playing a Device Settings Review card and a Router Updates card. This card would be discarded if it was unprotected when you drew a WiFi Intruder Attack card.



DEFENSE

Defense cards provide a specific Defense required to Protect Tech cards. Each card depicts a specific method of defense that secures your devices and data in the real world.

Each Defense card belongs to one of six categories:



Reality Check is a special type of 'wild' Defense card. It can be played or revealed in the place of any other Defense card.

USER ERROR

If you draw a User Error card, check the required Defense category at the bottom. You may reveal a Defense card from your hand matching that category to prevent that User Error and can then pass the User Error card to the player to your left. If you cannot or choose not to, place the User Error card face-up in front of you. **Each User Error card in front of you is worth -1 point at the end of the game.**

If you passed the User Error card to your left, that player must now reveal a Defense card matching that category or must keep the User Error card for themselves. This continues until a player cannot show a matching Defense card, or until all players have successfully prevented the User Error. If all players have successfully prevented the User Error, discard the card out of play.



ATTACK

An Attack is an event where malicious hackers will try to claim your Unprotected Tech. Players must work together to defend against the Attack.

When an Attack card is drawn, it must be resolved before the current player takes their next action or finishes their turn. The player who drew the Attack card immediately discards all of their unprotected Tech cards in front of them that are susceptible to that Attack. **Once the Attack card has come out, it is too late to protect your Tech.**

The Attack then expands to threaten all players. Each Attack lists three Defense categories at the bottom of the card (indicated by a color and icon). To defend against the attack, each player must secretly choose 1 Defense card from their hand and place it face-down in front of them (no communication or coordination is allowed). As soon as all players are ready, reveal the chosen Defense cards.

To successfully defend the Attack, the revealed Defense cards must defend against enough of the Attack's three Defense categories, depending on player count:

- 2 players:** Match any 1 of the 3 categories to succeed
- 3-4 players:** Match any 2 of the 3 categories to succeed
- 5-6 players:** Match all 3 categories to succeed

| For an easier or harder game, decrease or increase the number of Defense cards required to defend against an Attack.

Each category on the Attack requires one separate, matching Defense card (see examples below).

If the Defense succeeds: All Tech cards are secure.

If the Defense fails: Each player must discard their unprotected Tech card with the highest value. Do not draw a new Tech card. If there is a tie for the highest value Tech card, the player may choose one of them to discard.

After resolving the Attack, each player returns the Defense cards used in the Attack to their hand. Discard the Attack card out of play. The current player resumes their turn or the next player can start theirs.



An Attack lists Social Engineering, Social Media, and Social Engineering. In a 6-player game, the group must reveal Defense cards that cover all three of those categories. They reveal six Defense cards: 2 Passwords, 1 Social Media, 1 Social Engineering, and 2 Home Network cards. Their Defense fails because they were not able to match all three categories (they were missing one additional Social Engineering defense).



An Attack lists Device Security, Backups, and Social Engineering. In a 4-player game, the group must reveal Defense cards that cover any two of those categories. They reveal four Defense cards: 3 Device Security and 1 Backups. Their Defense succeeds because they were able to match 2 of the categories.