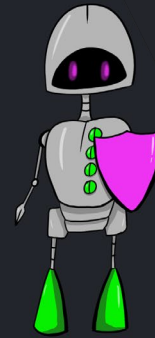


HACK THE MIND



INTRODUCTION

Welcome to **HACK THE MIND**, an exhilarating board game that immerses you in the world of corporate cybersecurity. Assume the role of a skilled Hacker or a vigilant Defender, each vying for control in the high-stakes landscape of digital security and human psychology.

As a **Hacker**, your mission is to breach the company's digital perimeter, gaining access to sensitive information and executing one of two diabolical plans: either stealing and blackmailing money from the company or manipulating their employees into becoming insider threats.

As a Defender, your objective is twofold: protect valuable data and funds from theft while educating and fortifying your colleagues against cyberattacks that exploit human vulnerabilities.

As you embark on this thrilling journey through the world of corporate cybersecurity, remember that "Hack the Mind" is not just a game; it's an opportunity to sharpen your strategic thinking, adaptability, and creativity. Whether you're wielding the powers of a Hacker or standing as the stalwart Defender, every move you make holds the key to victory.

Embrace the challenge, let your imagination run wild, and most importantly, relish every moment of this exhilarating experience. Remember, in this digital battleground, it's not just about the cards you play, but the stories you weave and the strategies you employ. If you need additional information for your storytelling and how psychological factors might be used in a cyberattack, feel free to visit cysec4psych.eu for additional educational material!

So, gather your wits, harness the power of psychology, and let the game unfold. May you find excitement, camaraderie, and endless entertainment in "Hack the Mind." Get ready to immerse yourself in the world of corporate cybersecurity, where you control the outcome!

COMPONENTS

1. **Game Board (1x)**: Represents employee resilience and encompasses actions related to cyberattacks and human security.
2. **Hacker Cards (8x)**: Contain psychological factors for the **Hacker** to exploit during an attack.
3. **Defender Cards (8x)**: Provide the **Defender** with a range of psychological tactics, security measures, and countermeasures.
4. **Universal Cards (55x)**: Represent psychological factors applicable to both attack and defense.
5. **Money Tokens (10x1, 5x5)**: Represent the **Hacker's** and **Defender's** financial resources.
6. **Employee Tokens (2X)**: Represent the company's employees and their susceptibility to influence.
7. **A die (1X)**: Represents the external factors that might influence the success or failure of a cyberattack.

SETUP

1. Place the game board in the center of the table.
2. One player (or group) is assigned the **Hacker** role.
3. One player (or group) is assigned the **Defender** role.
4. Shuffle the Hacker Cards, Defender Cards, and Universal Cards together, forming the supply pile.
5. Place the Money Tokens in a designated area.
6. Place the Employee Tokens on the "0" marker on the Employee track.
7. Decide the first player by rolling the die (1-6 for Attacker, 7-12 for Defender).
8. Both sides draw 3 cards and receive 10 Money Tokens.
9. The remaining cards are placed face down in the supply area.

VICTORY CONDITIONS

To win the game, a player must achieve **one** of the following conditions:

- Collect 20 money (sum of money token values).
- Move the Employee Token to your end of the Employee track.
- Let the opponent lose all their money (applies only to the **Hacker**).

HACKER MOVES

The **Hacker** can use Attacks to steal money from the company or use reconnaissance tactics to gather useful information about the employees for later influence.

To perform an attack, cards have to be placed on the slots below the word "ATTACK" (green slots). If all three slots are filled, the cards in the slots below the word "ATTACK" (green slots) are discarded, and the success of the attack will be determined. When performing an attack, the following steps occur:

1. All cards below "ATTACK" (green slots) are discarded.
2. The values of the cards above "ATTACK" (pink slots) are summed up (Attack-Score) and then discarded.
3. The values of the cards above "DEFENCE" (green slots) are summed up (Defence-Score) and then discarded.
4. The die representing external random factors is thrown by the Hacker, and the value is added to the Attack-Score.
5. The die representing external random factors is thrown by the Defender, and the value is added to the Defence-Score.
6. The employee tokens score (Employee-Score) is determined based on where the token is situated on the track. For the right side of the track, the score is added to the Defender-Score. For the left side of the track, the score is added to the Attacker-Score.

The Attack is successful if the Attack-Score is higher than the Defend-Score.

If the attack is not successful, the Defender has to come up with a story on how the psychological factors on the Defense Cards might have helped in preventing the attack.

If the attack is successful, the Hacker has to come up with a story on how the psychological factors on the Attack Cards above "ATTACK" (pink slots) might have helped in successfully attacking the company. After that, the Hacker steals one money token from the Defender's money.

To do reconnaissance, the cards are placed in the slots on the attack side of the board above the word "ATTACK" (pink slots). If all three slots are filled, the cards in the slots above the word "ATTACK" (pink slots) are discarded, and the employee token is moved one space towards the left side of the board. Additionally, the Hacker has to come up with a story on how the information gathered about the psychological factors might have helped in gathering information about the employee.

DEFENDER MOVES

The Defender can use trainings for the employees to shield against attacks from Hackers. The Defender can also generate money by doing work.

To perform a training of the employee, cards have to be placed on the slots above the word "DEFENCE" (green slots). If all three slots are filled, the cards in the slots above the word "DEFENCE" (green slots) are discarded, and the employee token is moved one space towards the right side of the board. In addition, the Defender has to come up with a story on how the information gathered about the psychological factors might have helped in gathering information about the employee.

To generate profits, cards have to be placed on the slots below the word "DEFENCE" (pink slots). If all three slots are filled, the cards in the slots below the word "DEFENCE" (pink slots) are discarded, and the Defender gains 1 Money from the Money pile.

SUMMARY OF THE ROUND ACTIONS

1. First Player draws a card from the supply, then places a card.
2. Second Player draws a card from the supply, then places a card.
 - Attacker can place cards face down in the pink and green ATTACK slots.
 - Defender can place cards face down in pink and green DEFENCE slots.
3. End-of-Round Actions are triggered if one of the card slots is full.