

Quick Play Guide

Malware	Hackers	Accidental Breach	Phishing	Denial of Service	Zero Day Attack
					
					
Updates	User Awareness	Backup	Secure Configuration	Internet Security	Defence in Depth

Basic Rules

- Either side may start and has up to three throws, but can stop after one or two if preferred. *The responding side is then limited to that number of throws.*
- All dice are thrown on the first throw. Players choose which to keep or throw again, continuing until they decide to stop or reach the maximum throws.
- To win, you need to throw *more* defence dice than the corresponding attack (or vice versa). If a *matching* number of attack/defence dice are thrown, then the round is a draw (no point scored).

Safeguards

Threats					
		✓	✓	✓	✓
		✓		✓	✓
			✓	✓	
			✓	✓	
					✓



Zero Day attacks and Defense in Depth can only be offset by each other, but can also defeat any other attack/defence

A full range of 5 different attacks/defences (excluding Zero Day or Defense in Depth) beats any other play

