



CYBERSAFETY
EMPOWERING A CYBER-SAFE SOCIETY

CYBERSAFETY CARD GAME: INSTRUCTIONS



The CyberSafety project is funded by the Research Ireland National Challenge Fund, established under the government's National Recovery and Resilience Plan (NRRP), funded by the EU's Recovery and Resilience Facility.

**NATIONAL
CHALLENGE
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*From Ingenuity
to Research
and Solutions*



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Maoinithe ag an
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Funded by the
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CYBERSAFETY CARD GAME

Welcome to the CyberSafety Card Game! The aim of this multiplayer educational game is to understand and remember key cyber-safety practices in these 4 advice categories:

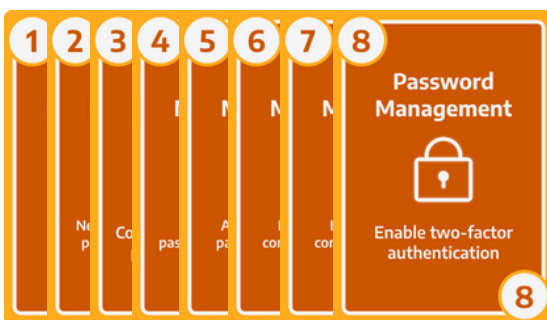
1. Handling Scams

2. Password Management

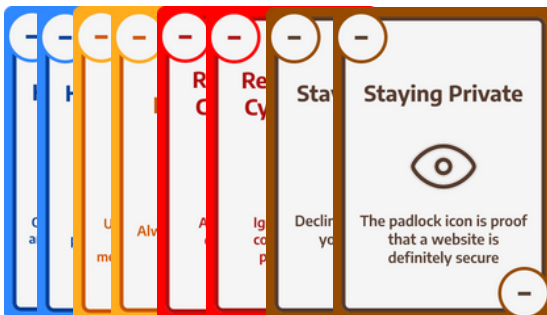
3. Responding to Cyber Attacks

4. Staying Private

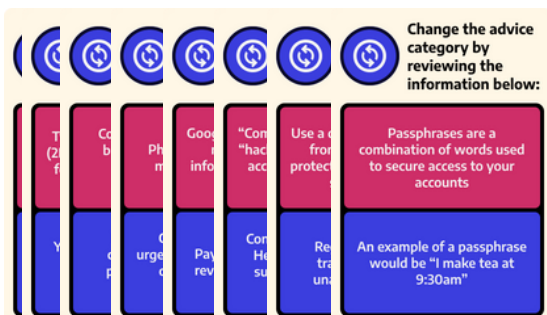
The game features **48 colour-coded cards** representing the **4 categories of cyber-safety advice**. Each category contains the following cards:



32 numbered cards, ranging from **1 (representing good advice)** to **8 (representing the best advice)**.



8 “minus” cards representing **misconceptions or bad advice**.



The game also includes **8 special cards** called **“change” cards**. These cards allow players to dictate the next move by changing the advice category **to one of their choice** if they cannot play higher-numbered cards of the same colour, cards of the same number from different categories or minus cards.



To win, players must get rid of all their cards by playing **higher-numbered cards of the same colour, cards of the same number from different categories** and **change cards**.



Card Pile Rules

Draw Pile: The stack of cards from which players draw (or pick) cards during the game. It is usually placed face down in a separate designated area after the dealer deals 7 cards to each player.

Played Pile: The pile where discarded cards are placed face up after they have been played.

Reshuffling: If the draw pile runs out during play, shuffle the played pile and place it face down to create a new draw pile.



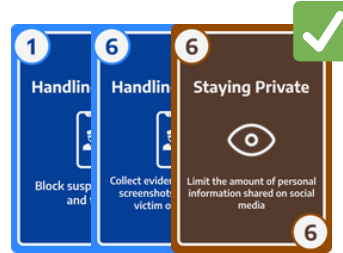
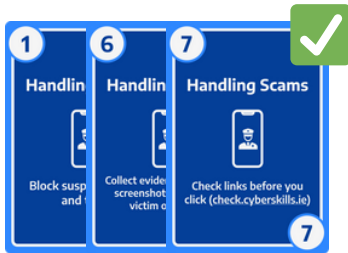
HOW TO PLAY THE GAME

1. **Shuffle** the cards well, **deal 7 cards** to each player and place the remaining cards in a **draw pile**.

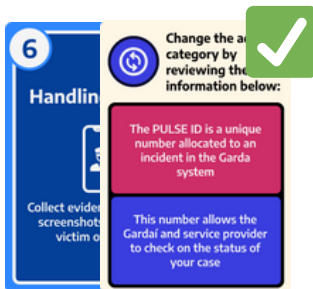
2. The first player in the group starts the game by **playing numbered cards in any advice category**, starting with 1 or higher. You can play more than one card from the same category to get rid of them. Place the cards in ascending order (if more than one numbered card is played) and take turns in a clockwise direction.



3a. ➡ On your turn, **play cards of the same colour** as the previous cards but **with higher numbers** or **play cards of the same number from different categories**.



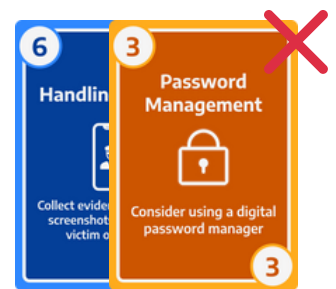
3b. If you cannot play higher-numbered cards of the same colour or same-numbered cards from different categories, you have **3 options**:



Play a change card to switch the advice category to one of your choice (refer to steps 1 and 2a on the next page).



If you have no other option but to **play the minus card from the same category**, take **2 cards from the draw pile** as a penalty and play the minus card.



If you **cannot play a change card or a minus card from the same category**, take **2 cards from the draw pile** as a penalty.

➡ The next player must then play **numbered cards or a minus card from the new category**, and place the cards in ascending order (if more than one numbered card is played). A **change card** can also be played (refer to step 2b on the next page).

➡ The next player then plays **numbered cards from the same category** as the minus card, **minus cards from different categories or a change card**.

➡ The next player then plays **numbered cards from the same category** as the played card, **minus cards from the same category** as the played card or **a change card**.

4. **To win, be the first player to discard all your cards.** The remaining players continue playing until only one player is left with cards.





CYBER SAFETY

HOW TO PLAY THE CHANGE CARD

1. Review the contents of the change card and link that information to one of the four advice categories:

1. Handling Scams

2. Password Management

3. Responding to Cyber Attacks

4. Staying Private

There are no right or wrong answers when selecting an advice category, as long as you **explain why you chose that category** and **how it relates to your understanding of cyber-safety**, no matter how inventive, ridiculous, or anecdotal it sounds. It could be a fact you've learned, a personal experience you've gone through, or your unique strategy for cyber-safety. Follow the example card* below, which illustrates some reasons for changing advice categories based on the card's contents—in this case, disclosing personal information on social media.



💡 Pro-tip: Read the other cards in your hand to help you switch advice categories when playing the change card 💡

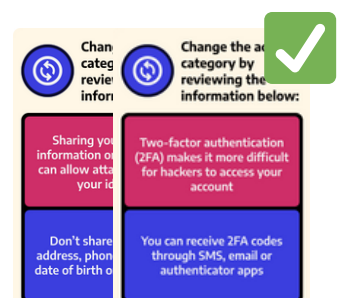
2a. ➡ Ask the next player to play numbered cards or a minus card from your chosen category.

The example on the right shows how to play a numbered card from the **Responding to Cyber Attacks** category after playing the change card and choosing that category.



2b. ➡ The next player can also play a change card on top of a card if step 2a does not apply (one change card must be played per turn).

The same rules apply as in step 1, although in this case, the next player must **explain how the two change cards are related to your chosen advice category** and **switch the category to one of their choice**.



*The example card will not be presented in the deck of cards