



CyberEco

مفاد دعم السلامة الرقمية
Together to support digital safety



High school



الوكالة الوطنية للأمن السيبراني
National Cyber Security Agency

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Who are we?

The National Cyber Security Agency

Is a national institution dedicated to the development and protection of the cyber space in the State of Qatar, enhancing the efficiency and effectiveness of the digital environment to support the progress of the state and society and contribute to the achievement of Qatar's 2030 vision.

Introduction

Training games serve as a highly effective tool for imparting fundamental knowledge about digital security and the principles of online safety to children and adolescents. Their effectiveness stems from their ability to engage and captivate student's attention, as they rely on elements of excitement and entertainment.

Within this engaging framework, students seamlessly acquire information, thereby preventing any feelings of monotony or boredom.

Game Idea

The fundamental idea behind the **"Cyberno"** game is to educate high school students about cybersecurity terminologies, concepts, as well as the risks and threats associated with cybersecurity in a more stimulating manner that encourages critical thinking and linking cyber information. This approach contributes to acquiring information through an innovative competitive process. The game is designed to be a collaborative experience, fostering an enthusiastic competitive atmosphere.

Game Goals

1

Conveying important information to students about cybersecurity and its key topics, particularly cybercrimes.

2

Instilling a sense of accomplishment in students as they overcome challenges encountered during gameplay.

3

Equipping students with the skill of quick thinking and planning by encouraging them to overcome obstacles.

4

Fostering a spirit of competition among students by motivating each student to strive for victory.

5

Understanding the meanings associated with prominent electronic/cyber terms, raising awareness about risks and threats.

Game Design

The game includes a simple instructional booklet that educates students about the game rules. Additionally, it contains cards with brief information about various terms and cyber symbols that will be used in the game.

Game Components

1- Rectangular game board with two prominent sections: one for placing draw cards and the other for placing cards used by the students during the game.

2- A total of **116** cards divided into four colors: blue, yellow, red, and green. These cards include:

First

Four cards - one card of each color, covering major cyber topics



Second

72 cards encompassing various cyber topics

Third

8 Cybersecurity Cards - 2 of each color. These cards allow their owners to have three choices of a subject title, from which they can select only one answer only once.

Fourth

8 Fraud Crime Cards - 2 of each color. These cards help their owners trick the answer to the card's subject title, and the subsequent student is then required to answer instead.

Fifth

4 Data Theft Crime Cards. These cards grant the student the right to take over the guessing card from its owner and to choose 3 students to answer the card's subject title. The owner of the incorrect answer will be penalized by losing two cards.

Sixth

4 Data Breach Cards. With these cards, a student requests another specified student to answer on their behalf or draws 3 cards. In the case of an incorrect answer, 4 cards are drawn.

Seventh

8 Infrastructure Breach Cards - 2 of each color. These cards immediately terminate the current round of the game and start a new one, but the condition is to start from the last participant in the previous round.

Eighth

8 Cyberbullying Cards - 2 of each color. These cards allow their owners to select a card from their set and request the first cardholder to guess its subject title. In case of an incorrect answer, 3 cards are drawn.



Gameplay mechanics

1

The game must consist of two or more students, with the number of participants reaching up to 6 individuals.

2

The minimum age to participate in the game is 17 years old.

3

At the start of the game, the game board is placed on the table. Each student receives 7 cards, and the remaining cards are placed in the designated area for drawing cards during the game.

4

The game always begins after arranging the cards randomly and distributing 7 cards to each student. The game starts with the student sitting to the right of the card distributor.

5

The student chooses one card from their collection and starts explaining the term that represents the subject of the card without mentioning the card's title.

6

The next student must guess the title of the card, with only one attempt allowed for guessing.

7

If the second student answers correctly, the first student places the card in the designated place for used cards on the game board and takes another card from the draw pile. Meanwhile, the third student draws one card from the second student's collection.

8

If the second student gives an incorrect answer, they take two cards from the draw pile, and it becomes the turn of the third student to guess the card's title.

9

If the third student answers correctly, the first student places the card in the designated place for used cards, takes two cards from the draw pile, and the fourth student draws a card from the third student's collection.

10

If the third student answers incorrectly, they take 3 cards from the draw pile, and it becomes the turn of the fourth student to guess the card's title.

11

The game proceeds in this manner until completing a full cycle, then starts again with a new card.

12

If a student has only one card left, they must say "Last card" before passing their turn; otherwise, they will be penalized by drawing 6 cards from the draw pile.

13

During the game, each student must try to get rid of the cards they possess. When a student plays their last card, they must say "Cyberno," becoming the first winner.

14

The turns continue among the remaining students until the last student becomes the loser.

15

In the event that the reserve draw cards are exhausted and there are still multiple students left, the game distributor temporarily stops the game, rearranges the cards, designates them again as reserve cards for drawing, allowing students to draw from them.

Game Rules

01

If a student owns a **Cybersecurity card**, they can request three choices for the card's title when it's their turn to guess, from which they can choose only one answer once.

02

If a student owns a **Fraud card**, they can deceive in answering the card's title, and the next student is obliged to answer instead of them.

03

If a student owns a **Data Theft card**, they can take the card's place for guessing from its owner, select 3 students to answer the card's title, and penalize the incorrect answerer among them by drawing two cards.

04

If a student owns a **Data Breach card**, they can request another specific student to answer the card's title instead of them or draw 3 cards. In case of an incorrect answer, they draw 4 cards.

05

If a student owns an **Infrastructure Breach card**, they can immediately end the current game cycle and start a new cycle, but it must begin from the last person in the previous cycle.

06

If a student owns a **Cyberbullying card**, they choose a card from their collection and request the student who owns the first card to guess its title. If the answer is wrong, they draw 3 cards.



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