OBJECTIVE OF Quick Hack IoT Pentest Blitz: Quickly accumulate the highest points through rapid IoT penetration testing.

NUMBER OF PLAYERS: 2 - 5 players

MATERIALS: 15 IoT Device Cards, 77(89?) Attack Chain Cards, 12 Blue Team Cards Defense Cards, 10 Ransomware Cards, One 6-sided die (d6), One 20-sided

AUDIENCE: Kids, Adults

Setup

1. Shuffle all Attack Chain and Resource cards together, placing them face-down.
2. Deal 3 random IoT Device cards to each player.
3. Place remaining cards face-down as a draw pile in the center.
4. Flip 3 cards face-up next to the draw pile - this is the Toolbox.

Gameplay

- Each game consists of exactly 3 rounds.
- Each round:
    1. Roll the d20; the highest roll starts the round.
        - Alternate: Roll the d6; the highest roll starts the round.
    2. On your turn:
        - Draw 1 card (from Toolbox or blind from deck).
        - Immediately assign the drawn card to one of your IoT Devices or discard it.
        - If assigned, roll a d20:
            - 1-10: Discard the card (failed hack).
            - 11-20: Keep the card (successful hack).
                - Alternate: If assigned, roll a d6:
                    - 1-3: Keep the card (successful hack).
                    - 4-6: Discard card (attack failed).

3. Refresh Toolbox immediately after each draw.
4. After all players have had a turn, proceed to the next round.

Special Actions

- Defense or SME cards immediately placed onto any device (yours or opponent's), no dice roll needed.
- Ransomware cards instantly remove a Resource or Attack card from an opponent’s completed Device.

Ending the Game

- After 3 quick rounds (about 2-3 mins), tally points from each completed IoT Device Penetration Test.

Scoring

- 1 point per successful card on IoT Devices.
- SME cards +1 point, Defense cards -1 point (unless countered by appropriate Defense Attack).
- Highest score wins.

Enjoy!