

## CyberStrike



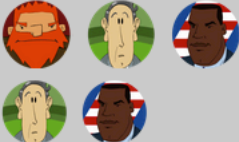
CyberStrike is a six-player game that simulates the complex strategic environment of cyber conflict. Players can play as criminals, terrorists, hackers, or different types of state actors, with each role having different capabilities and goals. Players have to consider how their offensive capabilities match up with their adversaries' defensive capabilities, and vice versa; whether to attack opponents or defend against them; whether to retaliate against attacks, particularly if the perpetrator is unknown; whether to invest in offense, defense, or detection capabilities; whether to ally with others; whether to share information or not; and how they can deter future attacks.

The game is intentionally designed for thinking about the macro, strategic decisions in the cyber world. It does not require or teach any technical aspects of cyber conflict.



# Victory Points

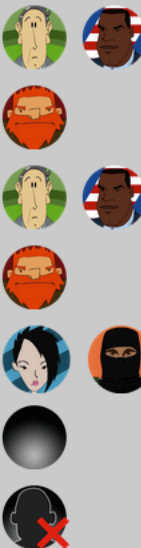
## Unique Traits



Earn Points For Unprovoked Attacks

Earn More Points When Attacking

## Attacks



Retaliatory Attack **+4**

Retaliatory Attack **+2**

Unprovoked Attack **+2**

Unprovoked Attack **+1**

Retaliatory Attack **+1**

No Retaliation Attempt Made **-1**

Retaliated Against Wrong Target **-2**

## Incoming Attacks



Successful Targeted Defense **+2**

Successful Broad Defense **+1**

Failed Undefended Attack **+1**

Not Attacked **+1**