

Cyber Sprint

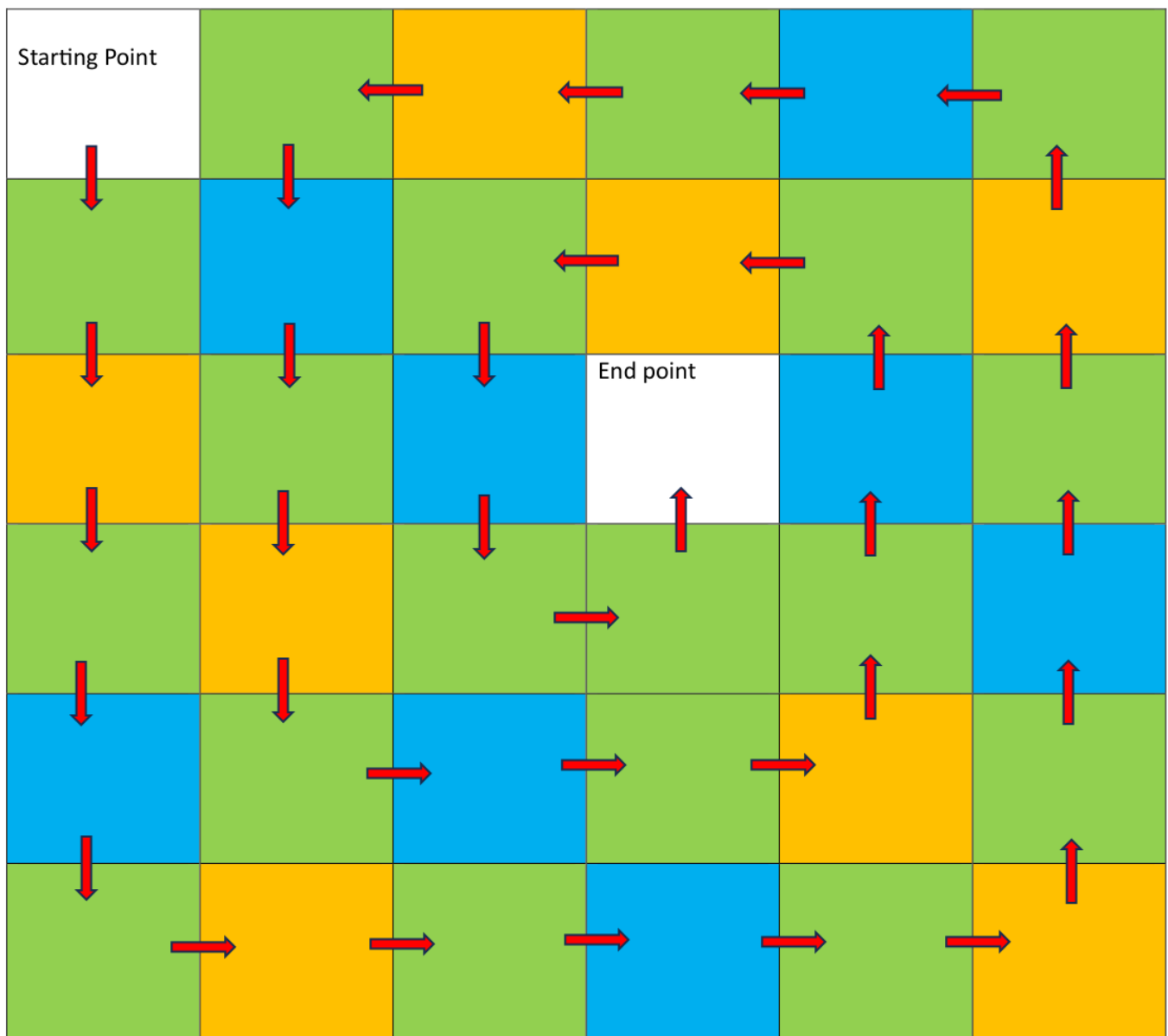
Board Game Project | Bingchen Yin

Players: 2-6

Overview

Cyber Sprint is a competitive board game about digital privacy and security. Players move along a board, draw cards, and use their cards to protect themselves or affect other players. The first player to reach the endpoint wins.

Game Board



Setup and Rules

Starting the Game

Use the dice to decide who goes first. The first player draws three cards, and the player who goes last draws one additional card.

Taking a Turn

1. Draw one card at the beginning of your turn.
2. Roll the dice and move the number of spaces shown.
3. Draw cards according to the color of the space you land on.
4. Use cards during your turn according to their descriptions.
5. End your turn with no more than three cards.

Board Spaces

Green	Draw one card from the main deck.
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Orange	Draw two cards from the main deck.
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Blue	Draw one condition card and one card from the main deck.
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Security Points

Players can have a maximum of five security points. If a player has no security points to lose, they move backward by the same number of spaces instead.

Winning

The first player to reach the endpoint wins.

Card Decks

The game has 54 cards. The main deck contains 44 cards: 10 Threat, 10 Privacy, 16 Utility, and 8 Active Condition cards. The separate Passive Condition deck contains 10 cards.

Main Deck Cards

Threat Cards | 10 cards

Data Breach	Target player loses 2 security points.
Data Misuse	Target player loses 1 security point.
Vulnerable User	Target player loses all their security points.

Privacy Cards | 10 cards

Consent Awareness	Gain 1 security point.
Privacy Settings	Gain 2 security points.
Firewall Upgrade	Ignore the next 2 cards against you. This effect can be stacked.

Utility Cards | 16 cards

Right to Be Forgotten	Cannot be targeted until your next turn.
Safe Browsing	Target player moves forward 2 spaces.
Universal Access	Everyone draws 1 card.
Learning in Class	Draw 2 cards.
Data Theft	Take 1 card from the target player.
Data Sale	Target player discards 1 card and moves backward 1 space.
Record Deletion	Use outside your turn to cancel another player's card.
Data Fair Use	Everyone gains 1 security point.

Condition Cards

Active Condition Cards | 8 cards

Active Condition cards are part of the main deck. Players choose when to use them.

Agree to the Privacy Policy	Move forward 2 spaces, but lose 2 security points.
Allow Cookies	Move forward 1 space, but lose 1 security point.
Share Your Location	Draw 2 cards and move forward 1 space, but reveal your hand for 1 turn.
Accept All Terms	Draw 4 cards, but skip your next turn.

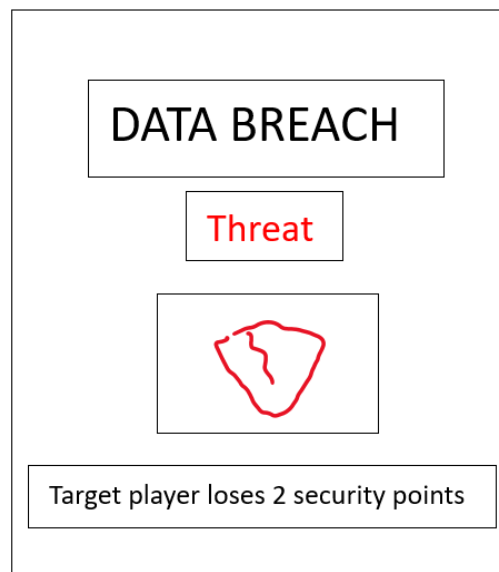
Passive Condition Cards | 10 cards

Passive Condition cards are kept in a separate deck and activate when drawn. Resolve each card according to its stated condition.

Protection Software Update	If your security is higher than 2, move forward 2 spaces.
Information Policy	Roll the dice. If the number is even, gain 2 security points; otherwise, lose 2 security points.
Data Sharing	Roll the dice. If the number is below 3, draw 2 cards; otherwise, skip the current turn.
Coin Flip	Roll the dice. If the number is above 3, move forward 2 spaces; otherwise, move backward 2 spaces.
Bad Online Habit!	If your security is 2 or lower, move backward 3 spaces.

Card Layout and Rulebook

Original Card Layout



The card layout identifies the card name, type, icon, and effect.

Original Rulebook

Player count: 2 – 6 players **CYBER SPRINT**

Start of the game:

At the beginning of the game, decide who goes first using the dice. The player who goes first will draw three cards, and the player who goes last will draw an additional card.

Rule:

At the beginning of each player's turn, they will draw one card, and then they will roll the dice, which determines how many blocks they will move. On the block they end up with, they draw card(s) from the deck determined by the color of the block. They can utilize the card they drew in their turn, based on the description written on the card. The first to reach the endpoint wins. Each player can hold on to a maximum of 3 cards at the end of their turn.

Block Description:

Green block: Draw one card from the main deck

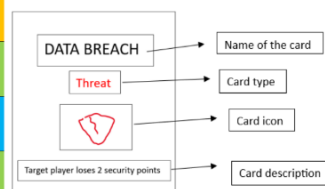
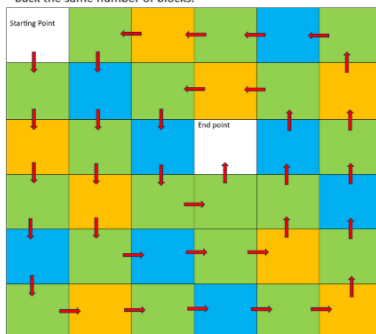
Orange block: Draw two cards from the main deck

Blue block: Draw a condition card and one card from the main deck

Cards:

Five different kinds of cards: Threat, Privacy, Utility, Active Condition, and Passive Condition

Security point mechanic: If a player doesn't have any security points to lose, they move back the same number of blocks.



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Threat Cards (10 cards): In the main deck, can decrease x amount of security of another player, if their security is down to zero, move their piece back by however many blocks show on the card

- Data Breach: Target player loses 2 security points
- Data misuse: Target player loses 1 security point
- Vulnerable user: Target player loses all their security point

Privacy Cards (10 cards): In the main deck. Increase the security of yourself or another player, security is at a maximum of 5.

- Consent awareness: Gain 1 security point
- Privacy settings: Gain 2 security points
- Firewall upgrade: Ignore the next 2 cards against you, can be stacked

Utility Cards (16 cards): In the main deck. A special ability that can either harm other people or help yourself.

- Right to be forgotten: Cannot be targeted until your next turn
- Safe browsing: Target player moves 2 blocks forward
- Universal access: Everyone draws 1 card
- Learning in IS101: draw 2 cards
- Data theft: Take 1 card from the target player
- Data sale: Target player gets one card discarded and moves back by 1 block
- Record deletion: Used outside the player's turn, makes another player's card useless
- Data fair use: Everyone gains 1 security point

Condition Cards (18 cards total): Contains two kinds of cards, active and passive. The active condition card is in the main deck, players can use it whenever they want. The passive condition card is in a separate card, activated upon the player drawing it, and placed in a separate deck. If the player reaches a certain condition, they do what is on the card.

Active (8 cards):

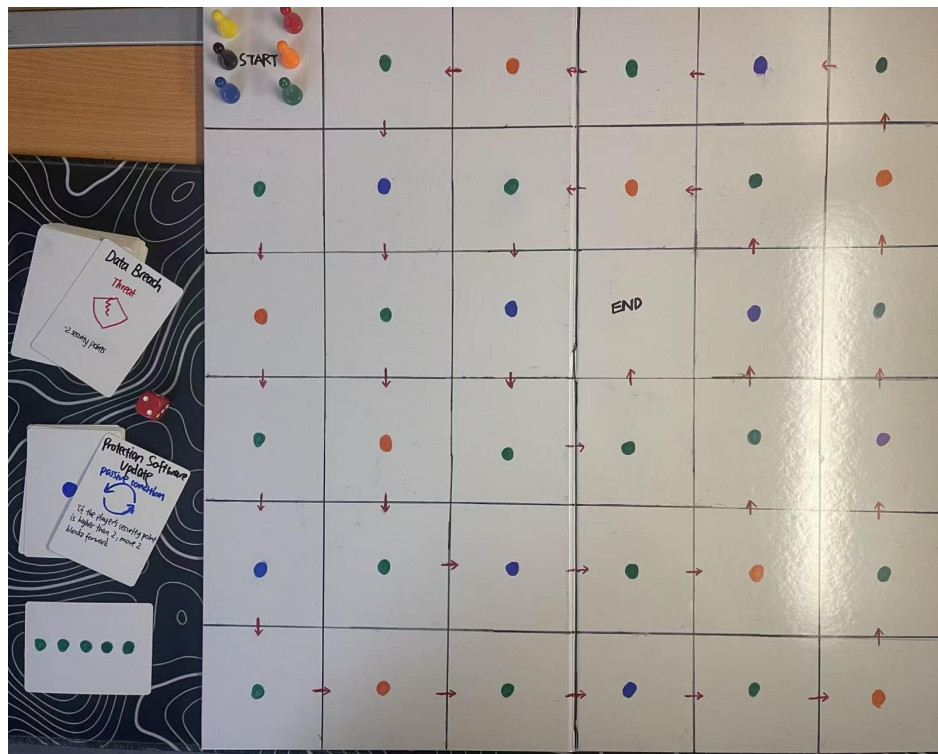
- Agree to the privacy policy: Move 2 blocks forward, but lose 2 security points
- Allow cookies: Move 1 block forward, but lose 1 security point
- Share your location: Draw 2 cards and move forward by 1 block, but reveal your hand for 1 turn
- Accept all terms: Draw 4 cards, but skip your next turn

Passive (10 cards):

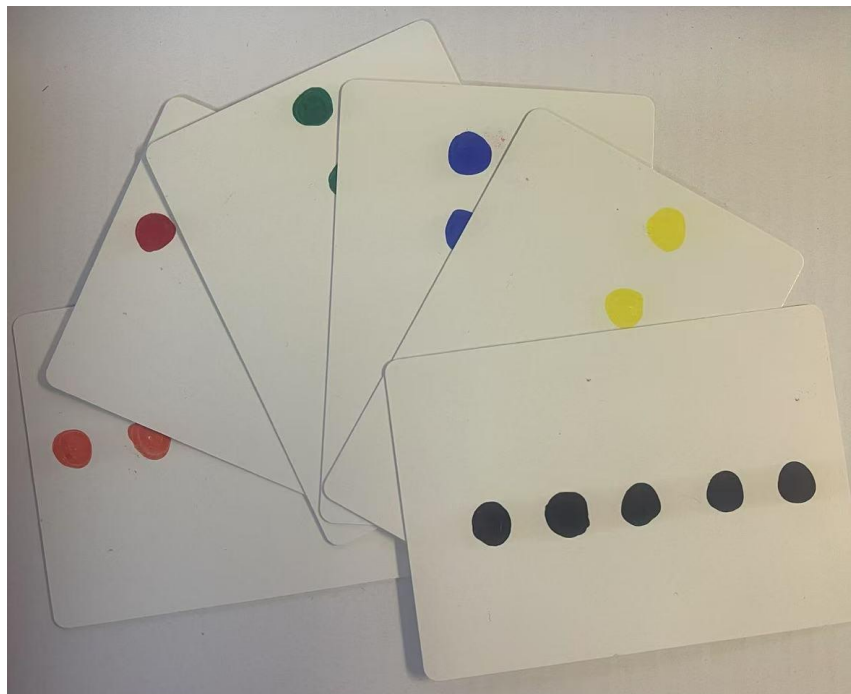
- Protection software update: If the player's security point is higher than 2, move 2 blocks forward
- Information policy: Roll the dice, if the number is even, gain 2 security points, otherwise lose 2 security points
- Data sharing: roll the dice, if the number is smaller than 3, draw 2 cards, otherwise skip the current turn
- Coin flip: roll the dice, if the number is higher than 3, move forward by 2 blocks, otherwise move back by 2 blocks
- Bad online habit: If the player's security point is lower or equal to 2, move 3 blocks back

Physical Prototype

Game Setup



Security Point Trackers



Condition Card Prototypes

Active Condition Cards

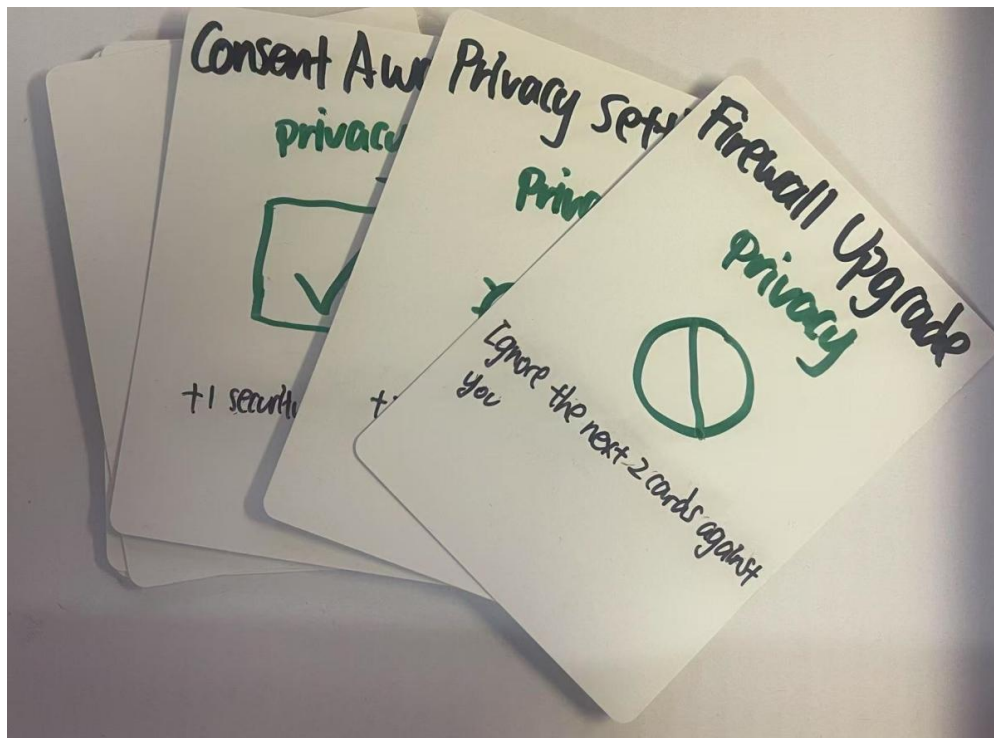


Passive Condition Cards



Privacy and Threat Card Prototypes

Privacy Cards



Threat Cards



Utility Card Prototypes

