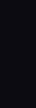


# GAME GUIDE



# EXPLOITED IN THE WILD

BY **WIZ** Research



## HOW TO PLAY

### OVERVIEW

Compete like a network hacker in **Exploit in the Wild** – protecting your own cybersecurity infrastructure while breaching and exploiting that of your opponents!

### OBJECTIVE

To be the last player still defending their data after all other players have been attacked and disqualified.

### SETUP

The dealer shuffles the deck and deals 7 cards face down to each player.

The players look at their own cards while keeping them secret from opponents. If you have a **VULNERABILITY** or **RANSOMWARE** card, you must return it to the deck and draw another card instead.

The dealer shuffles the deck once again and places it in the middle of the table (leaving an empty space next to it for the discard pile).

## LET'S PLAY!

The player to the left of the dealer begins the game by choosing a card from their hand and placing it face up on the table. This becomes the 'discard pile'.

If you're the first player, follow the instructions on the card and play as many cards as you wish, or none at all. When you're done, draw the top card from the deck and add it to your hand.

Your turn is now over, and play passes to the player to your left.

Play continues in the same fashion: each turn you play one or more Action Cards, or none at all, and then draw a card from the top of the deck.

If the draw pile runs out, shuffle the discard pile, and turn it over to make a new draw pile

### Vulnerability? Exploit!? Patch!

If you draw a **VULNERABILITY** card from the top of the deck, immediately place it face up on the discard pile.

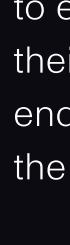
At this point, any other player can choose to attack you with an **EXPLOIT** card (by placing it top of the **VULNERABILITY** card), whether or not it's currently their turn to play. You are then disqualified and must give all your cards to the attacker – unless you (or another player) activate a **PATCH** card to stop the attack (by placing it on top of the **EXPLOIT** card)!

So ... if you draw a **VULNERABILITY** card, and no one exploits it, you're safe, and the next player begins their turn as usual

If you draw a **VULNERABILITY** card and another player uses an **EXPLOIT** on you, you're disqualified and the game is over for you. The attacking player gets all your cards and the game continues.

However, if you respond to another player using an **EXPLOIT** on you by playing a **PATCH** card– you're safe!

## ACTION CARDS



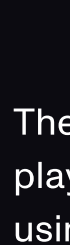
### RANSOMWARE

If you draw this card from the deck, you must show it to the other players. Place it face up on the discard pile followed by any 2 cards from your hand. (If you have one card, it must be discarded. If you have none, nothing happens and your turn is over.)



### STACKTRACE

Play this card by throwing it face up on the discard pile, then peeking at the top 3 cards of the deck. Replace the cards face down in any order you wish. Now you know the order of the cards and might save yourself from an attack or make other players more vulnerable!



### SLEEP

Play this card by throwing it on the discard pile when you wish to end your turn (you may play other cards before then). Once you play it, you end your turn without drawing a new card from the deck as you normally would.



### SWAP

Play this card by picking one player and exchanging all the cards in your hand for all the cards in their hand. Even if they have a **ZERODAY** or a **HONEYPOT** in their hand, you get to safely keep them without suffering their effects.



### DDOS

Play this card by throwing it on the discard pile, then dealing one card from the deck, face down, to each of the other players. The players reveal their new cards at the same time. You must now end your turn without drawing a new card from the deck as you normally would.

If any of the other players received a **VULNERABILITY** or **RANSOMWARE** card, they must deal with it immediately, even though it's not their turn. Players return any other cards to their hands, and play continues as usual.



### GLITCH

Play this card at any time (even during another player's turn) by placing it on the discard pile, in order to cancel the effect of any Action Card just played by an opponent, except for **VULNERABILITY**, **EXPLOIT**, and **PATCH**.

**GLITCH** can even be used to cancel the effect of another **GLITCH**.



### BREACH

Play this card by throwing it on the discard pile, then picking an opponent and taking a random card from their hand.

The following two cards take effect only when a player takes them from another player's hands using a **BREACH** Action Card:



### HONEYPOT

If a player takes your **HONEYPOT** card by using a **BREACH** Action Card they are trapped and must show you their cards. Take any 2 cards from their hand and place the **HONEYPOT** card in the discard pile.



### ZERODAY

If a player takes your **ZERODAY** card by using the **BREACH** Action Card they are under attack and immediately lose the game, with no way to shield themselves. Place this card, and the rest of the attacked player's cards on the discard pile.