

# SECWEREWOLF

## Game Guide

 Number of Players: 3-20  Playing Time: 20-60 minutes  
 For Ages: 10+

### Contents: Job cards

#### CSIRT Team

8 Notification Member cards  
2 Forensic Engineer cards  
2 Researcher cards  
2 Commander cards

#### Cyber Crime Team

2 Black Hat Hacker cards  
4 Corrupt Employee cards

### Gameplay

SECWEREWOLF separates players into two teams, the CSIRT Team and the Cyber Crime Team, based on the job cards they first receive.

During their turns, CSIRT members can dismiss the players they believe to be cyber criminals, and the Cyber Crime Team members commit crimes during their turns (shown on their job abilities), trying to put the blame on other players to get them fired.

This pattern repeats with each group trying to come out on top.

### Game Story

#### The corruption in white collar employees never ends...

One night, corrupt employees illegally pilfered company secrets. They were dissatisfied with the way the company treated its employees and committed the crime with the help of black hat hackers.

The corrupt employees try to pin the blame on those who hurt their self-esteem and continue to commit crimes each night. Innocent employees are fired one after another...

Just who are the corrupt employees?

#### Investigation and Interrogation of Suspects

After the chain of crimes, the company's managers decided to create an investigative team called CSIRT, filled with security specialists who each had various specializations.

The CSIRT Team set out to investigate and interrogate suspects.

In order to bring public order back to the company, the CSIRT Team made the harsh decision to lay off one person each day. Will they be able to eliminate all of the corruption and bring order back to the company?

### Deciding How Many Job Cards to Use

The game facilitator will decide the combination and number of job cards to use in each game. When playing with less than five players, it is best to use only one Corrupt Employee card.

#### Examples of Recommended Combinations

##### (In the case of ten players)

4 Notification Member	1 Black Hat Hacker
1 Forensic Engineer	2 Corrupt Employee
1 Researcher	
1 Commander	

After the facilitator decides the card combinations, they will shuffle the cards well and distribute one to each player. Players must check their own job cards without allowing the players around them to view the card, then put the card face down on the table.

### Confirming Job Positions

The facilitator will ask all players to close their eyes. The facilitator will confirm each player's job positions (except Notification Members) in the following fashion. Once they have confirmed that everyone's eyes are closed, the facilitator will say, "Corrupt Employees, please open your eyes." The corrupt employees will open their eyes so the facilitator knows who they are.

Also, if there are multiple corrupt employees, they should check to see who they are working with.

The facilitator will make a record of the corrupt players before asking them to close their eyes once more, then they will continue to confirm the next job position.

Unless players' job positions are called by the facilitator, they should not open their eyes during this time.

### Investigation: Suspect Interrogation

The facilitator will ask all players to open their eyes. Afterwards, they will announce the name of the player who was chosen by the corrupt employees and dismissed for their crimes OR they will announce that there was no lay off if the player was successfully protected by the Commander. At this point, there will be an interrogation for a predetermined amount of time. The CSIRT members will try to guess who the dissatisfied and corrupt employee is during this time. Players may tell the truth or lie. However, they may not show anyone their job card.

At this time, information acquired through Expert Investigation must be shared with the other players by the person who acquired it.

### Investigation: Deciding the Dismissal

Using the information received from the suspect interrogation, players will vote for who they think is the most suspicious player (the one who is dissatisfied with their treatment). The player who receives the most votes will be "dismissed" and cannot participate in the game anymore.

### Secret Expert Investigations

The facilitator will ask all players to close their eyes. In this order, the facilitator will go around and question players holding special abilities.

"Commanders, please open your eyes. We will have a protective investigation."

"Please choose a player to protect in this round. However, you cannot choose the same person as the last round and you cannot choose yourself."

"Commanders, please close your eyes."

\*Even if all players in these jobs have already been dismissed before the Secret Expert Investigations start, this part should NOT be skipped. The facilitator should not give the players any information as to which jobs have already been dismissed.

"Researchers, please open your eyes. We will conduct a follow-up investigation."

"The person who was just dismissed held this position."  
(If the player was a Corrupt Employee, make an L with your fingers, like a gun. If they were a Notification Member, a Forensic Engineer, a Researcher, a Commander, or a Black Hat Hacker, raise your thumb.)

"Researchers, please close your eyes."

"Forensic Engineers, please open your eyes. We will survey the evidence. Please choose the player you would like to investigate. That player is a..." (If the player was a Corrupt Employee, make an L with your fingers, like a gun. If they were a Notification Member, a Forensic Engineer, a Researcher, a Commander, or a Black Hat Hacker, raise your thumb.)

"Forensic Engineers, please close your eyes."

## Criminal Acts: Deciding the Dismissal

"Corrupt Employees, please open your eyes. Commit a crime in this turn and decide on a player to falsely accuse. Please close your eyes."

## Ending the Game

The Investigation, Expert Investigations, and Criminal Acts cycle will continue until one group triumphs over the other.

### How to Win

What constitutes a win depends on which group the players are in. Players who have been dismissed will still be considered winners if their team wins.

If the Cyber Crime Team is annihilated, the CSIRT Team wins. If the Cyber Crime Team has the same number of remaining corrupt members as the CSIRT Team, the Cyber Crime Team wins.

## Job Position Details

Depending on the card they receive, players may fill one of the following job positions. Some of the jobs have special abilities that can be used during the Secret Expert Investigations.

### CSIRT Team



#### Notification Member

Notification Members don't have special abilities, but they transmit information to the team and when there is no new information to be found, they must take initiative and search for information.



#### Researcher

When conducting a follow-up investigation, Researchers may receive information as to whether or not the person who was dismissed by a vote in the previous round was corrupt.



#### Forensic Engineer

When surveying evidence, Forensic Engineers may choose one player and learn which team they are on.



#### Commander

During a protective investigation, the Commanders are able to protect one player (other than themselves) from having the blame for crimes pinned on them by the corrupt player(s).

### Cyber Crime Team



#### Black Hat Hacker

Black Hat Hackers can only win if the Cyber Crime Team wins. However, Secret Expert Investigations may cause them to be grouped in with the CSIRT Team.



#### Corrupt Employee

Corrupt Employees can choose one player (except other Corrupt Employees) each turn to pin their crimes on.

## Examine the players' facial expressions and body language



### Learn how to tell who is innocent.

They will be shocked when they are accused of a crime.

They will be openly angry and will strongly deny they are guilty.



### Guilty parties will be silent.

Their lips will be pulled into a thin line.

This is a sign of stress and anxiety.

They may also touch their mouths or show other anxious behaviors.

Their voices may be pitched higher and their tone of voice might change.

This indicates that they are losing their ability to stay calm.

They will weakly deny their crimes.

They will repeat the same words over and over (to buy time), their words may be shortened, they may become vague, they may try to explain themselves instead of denying what's in front of them, and they may participate less.

## References

### SECWEREWOLF

Issuance: August 23, 2016 (Beta version)  
January 20, 2017 (First Edition)  
September 20, 2017 (First Edition 2nd Issue)

Publisher: NPO Japan Network Security Association (JNSA)  
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