Surf-vival

Surf-vival is a digital-physical hybrid game. That means that you need a board and an app to play the game.

Playing rules

Story

Innovative technology has made access to the internet very affordable. Even young kids have access to it these days. That doesn't mean that it has gotten a safer place. The web is a very anonymous place. You can't know whether the people you are talking to are who they say they are.

Surf-vival is a game about the dangers on the world wide web. Players have to work together to get coins, but they have to be aware of who they trust. You don't know what the intentions are of the people you meet on the web. Are they on your team or are they after your personal information?

Game contents

1x Play board
Surfer Pawns
App

Preparation of the game

Start with laying out the playboard(s).
If all players are sitting at the same table only one board is needed. Otherwise you need one extra playboard per extra table.
The youngest player starts with choosing a surfer pawn and puts it in its home base, after this all players follow in a clockwise order choosing their surfers.
Next, connect all the computers/devices and the board by putting them all in the same game room.
When everything is ready the computers will assign each player a secret game identity.

Goal

The players play against each other in teams. The team that eliminates all the players from the other team wins.

Game identity

The roles

There are two different types of roles in the game: hackers and citizen.
The players with the same role form a team, but players only know their own role for sure.
During the game, players try to figure out who is on their team by looking at each other's behaviour and see if anyone acts suspicious.

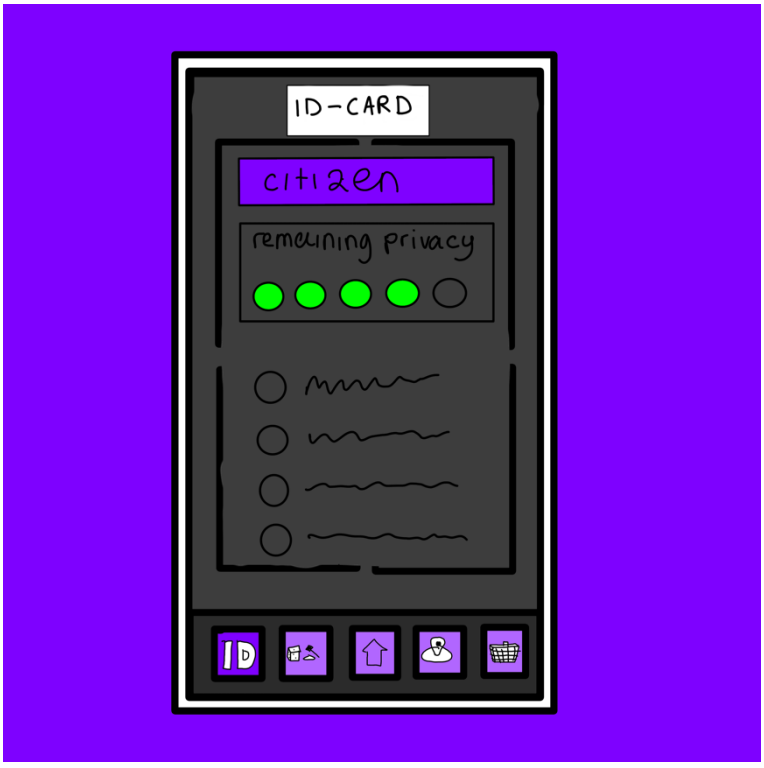
The goal of a player depends on what team they are in.
Citizens want to eliminate all hackers and keep their personal information private.
Hackers want to eliminate all the citizens and steal their personal information.

The actions players can do in their turn also depend on the role of the player.
A hacker can place traps to steal personal information of the citizens.
A citizen can invest in security to protect himself against the traps from the hackers.

Hackers and citizens both need coins to do their actions.
Hackers and citizens can both call for a trial.

Private information

All citizens will be assigned a game identity at the beginning of the game. The game identity contains the personal details about your life that you as a citizen want to protect.
Citizens can protect their details by investing in security, but they should also just be cautious with where they go on the web, because some places are more dangerous than others.



Screen of the ID-card of a citizen

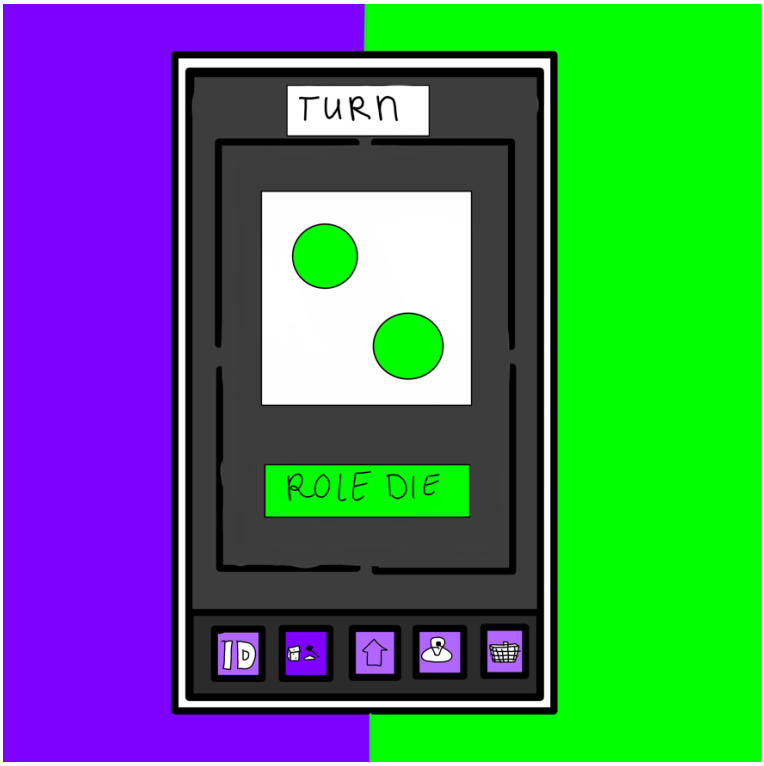
If a citizen falls into a trap and doesn't have enough protection, he will lose privacy. Losing privacy is essentially the same as losing lives. You have 5 personal details that you want to protect. If you have no privacy left you will be eliminated from the game. The remaining players continue playing the game.

A player's turn

At the beginning of each turn a player can invest in traps (if the player is a hacker) or cyber security (if a player is a citizen).
After that they can choose between rolling the dice and starting a trial.

Rolling the dice

If a player chooses to roll the dice the number of steps, he or she may take will be visible on the board and on his or her screen.



The player may go to any point that he or she can reach.
There are a few special kinds of points on the board:

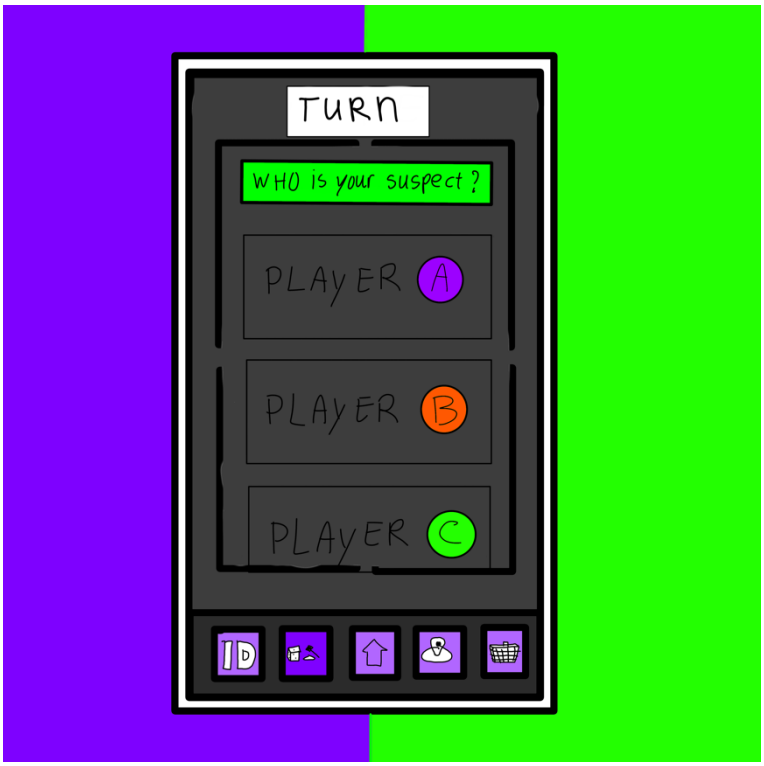
- Meeting points (visible for everyone)
- Treasures (hackers' eyes only)
- Traps (hackers' eyes only)

If a player lands on a normal point their turn will be over.
If a player lands on a special point there will be some extra actions before their turn is over.

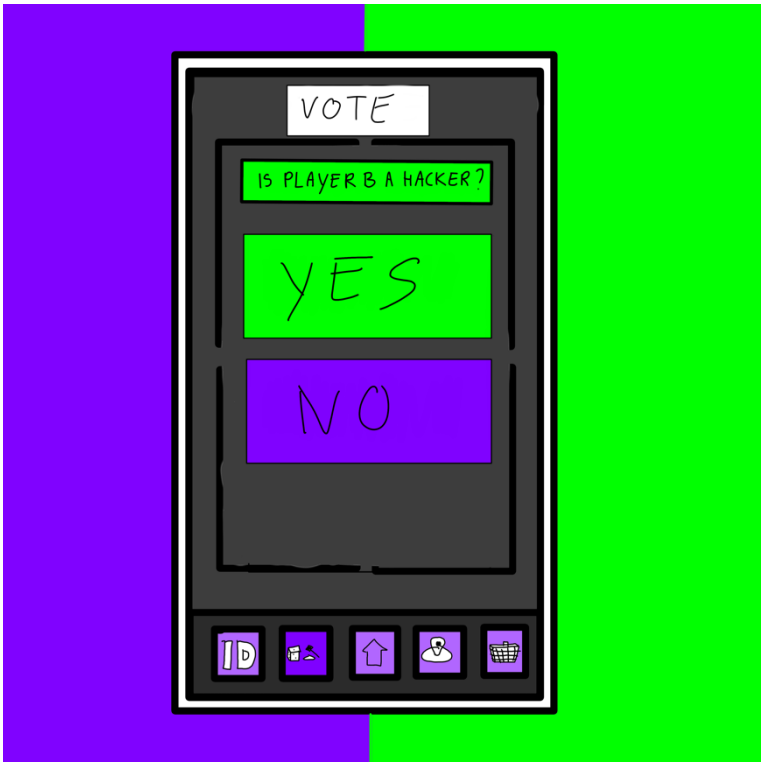
Calling for a trial

If a player feels like one of the other players is acting very suspicious, a trial can be called. The player whose turn it is will tell the other players why he or she thinks the suspect is a

hacker. The suspect also gets the opportunity to explain their actions and try and convince the other players of his or her innocence.
Then all the players will vote anonymously. If the player is found guilty, he or she will be eliminated from the game.



The screen where citizens and hackers can suspect a player.



The screen where players can vote.

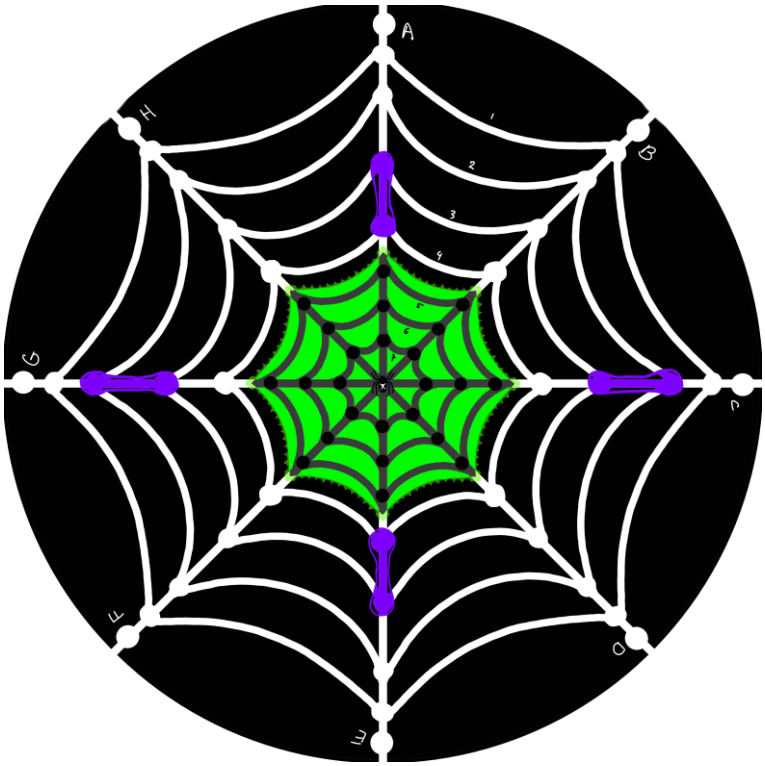
Example: Course of a trial:
Player A suspects player B of being a hacker so player A calls for a trial. Players A explains why he thinks player B is a hacker. He says:” Players B is finding big treasures all the time and I just met with him in a meeting point and I landed in a big trap before I reached my treasure”.
Now it is Player B’s turn to explain his actions and convince the other players of his innocence. He says:” I am just very lucky that I a
m finding all these treasures, please guys, I’m innocent, don’t convict me!”.

Now all the players have to vote in their app if they believe player B is a hacker or not.
In this case majority thinks player B is a hacker, so player B will now be eliminated from the game.
Picture of vote buttons

All players now see on their screen that player B was indeed a hacker.
Picture of the pop-up

The playboard

The board is divided in two sections: the surface web and the dark web.
The surface web is located at the outer part of the board and it is recognizable by its black background and white lines. It is a relatively safe place but, except for meeting points, there also isn't much to find.



The playboard

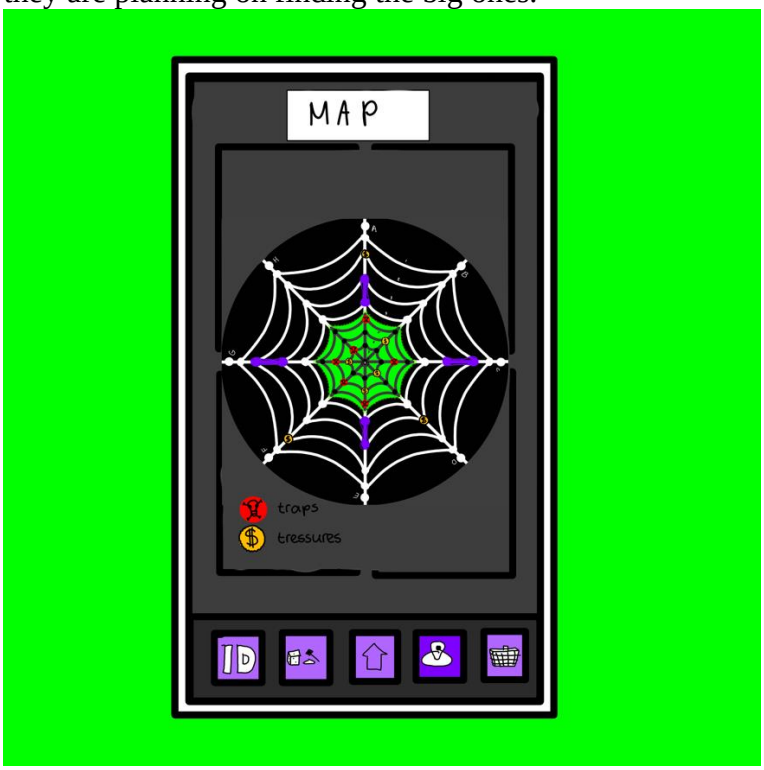
treasures

The dark web is the more dangerous part of the board. That's because placing a trap on the dark web will cost a hacker way less than placing that same trap on the surface web. For this

reason, there will be way more traps on the dark web. You can recognize the dark web on the black-green background.

At the beginning of the game the computer hides treasures under certain points of the playboard.
The chance of finding treasures on the surface web is the same as finding them on the dark web. However, the worth of the treasures is between 1 and 5 coins on the surface web, whereas that is between 1 and 15 coins on the dark web. During the game the players surf over the lines of the web and try to collect as many coins as possible.

Hackers can see where all the treasures are located, but citizens don't. They have to go to meeting points to get information from other players about the whereabouts of the treasures if they are planning on finding the big ones.



The map screen of a hacker.

If a player lands on a point with a hidden treasure, the worth of the coins will be added to the wallet of the player inside the app. When that happens all the computers will play a ckasssjingg sound. The volume depends on how much the worth of the treasure was.
The computers refill the board with treasures after every turn in which a treasure is found. The worth of the found treasure will be randomly distributed over the board. All the unfound treasures will remain in the same place, but their worth may go up.

Traps

Traps can be placed by hackers and are invisible for citizens. Hackers use them to try and steal the personal information from citizens so citizens want to avoid them.

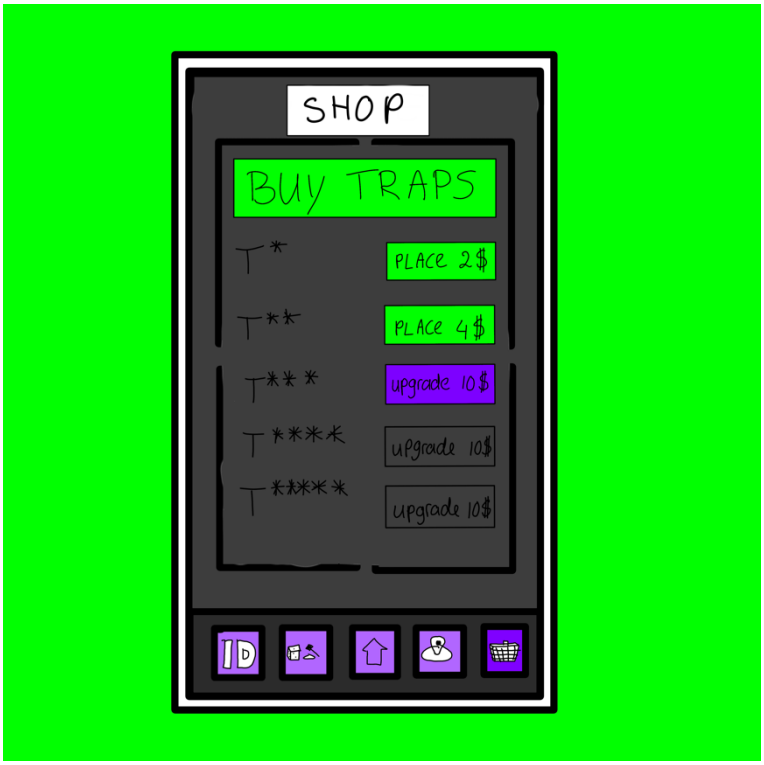
Placing traps
Hackers have to buy traps every time they want to place one.

The strength of a trap is indicated with an amount of * after the T and is between T* and T*****.
Hackers who want to be able to place stronger traps, first have to invest in the strength of their traps.
Each upgrade in strength will cost 10 coins.

The price of placing a trap depends on the strength and on the place on the board.

	T*	T**	T***	T****	T*****
Dark web	2	4	5	6	7
Surface web	10	10	-	-	-

Prices: placing traps



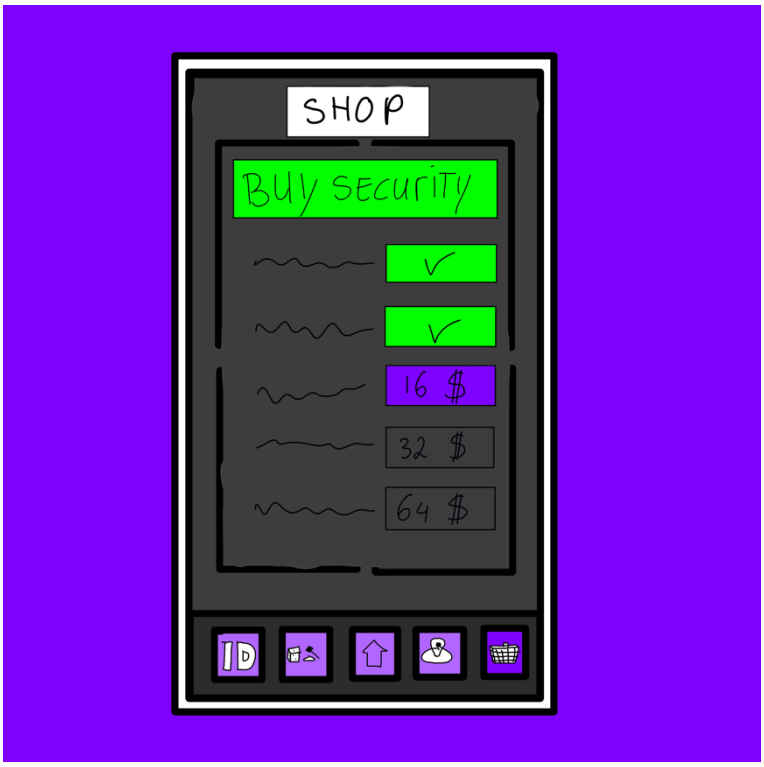
Trapshop screen

Example: Placing a trap
Player A is a hacker and wants to place a T** trap. To be able to do this he first has to upgrade ape his trap strength to T** and then he has to buy a T** trap.
Every upgrade costs 10 coins and placing a T** costs 2 coins so Player A will have to pay 12 coins. The next time player A wants to place a T** trap he doesn't have to upgrade his trap strength anymore so it will then only cost him 2 coins.

Protection against traps
Citizens can invest in protection to keep themself save when they land in a trap.
The price of protection depends on how advanced the protection is. Protection can only be upgraded one step at the time. A citizen first needs to buy S* if he wants S**.

S	S*	S**	S***	S****	S*****
-	4	8	16	32	64

Prices: upgrading security



Protection shop screen

The citizen will only lose privacy if the trap is stronger than the security.

If a citizen lands on a trap, the amount of privacy that is lost depends on the difference between the strength of the security and the trap. A citizen will only lose privacy if he lands on a trap that is stronger than his security.
The amount of privacy that will be lost is the strength of the trap minus the strength of the security.
Only the placer of the trap and the victim know how much privacy is lost exactly. The other players don't even know whether the player on turn fell into a trap or not.

If another hacker than the one that placed the trap steps on the trap the same thing happens as when a player with strong enough security stepped on the trap. The trap will be dismantled and the hacker will not get any new stolen information.

Screen of the ID-card of a hacker. It shows how much information he has already stolen of the citizens.

Maximum security: If citizens reach S***** they are immune for all the traps of the hackers. The only way they can still be eliminated from the game is by elimination in a trial.

Example: Citizen lands on a trap 1
Player A is a citizen with S* security and lands on a T* trap. The security and the trap have the same strength, so player A won't lose any privacy.

Example: Citizen lands on a trap 2
Player A is a citizen with S** security and lands on a T**** trap. The difference in strength is two, so two of player A's personal details will be stolen by the placer of the trap.

Meeting points

Meeting points are places on the board where players can come together to exchange information about the coordinates of the coins. They are the only kind of points where two players can stand on at the same time.

When a citizen lands on a meeting point with another citizen on it, their computers will give them information about the whereabouts of a treasure.
When a citizen lands on a meeting point with a hacker, the hacker can choose to build trust and send him to a treasure or to send that citizen to one of his traps instead.