







This bytes.

This bytes.

Send this straight to the trash (or another player).



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Hope that shaky movie recording you downloaded was worth it.



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Well, this isn't the million dollars the email said it would be.



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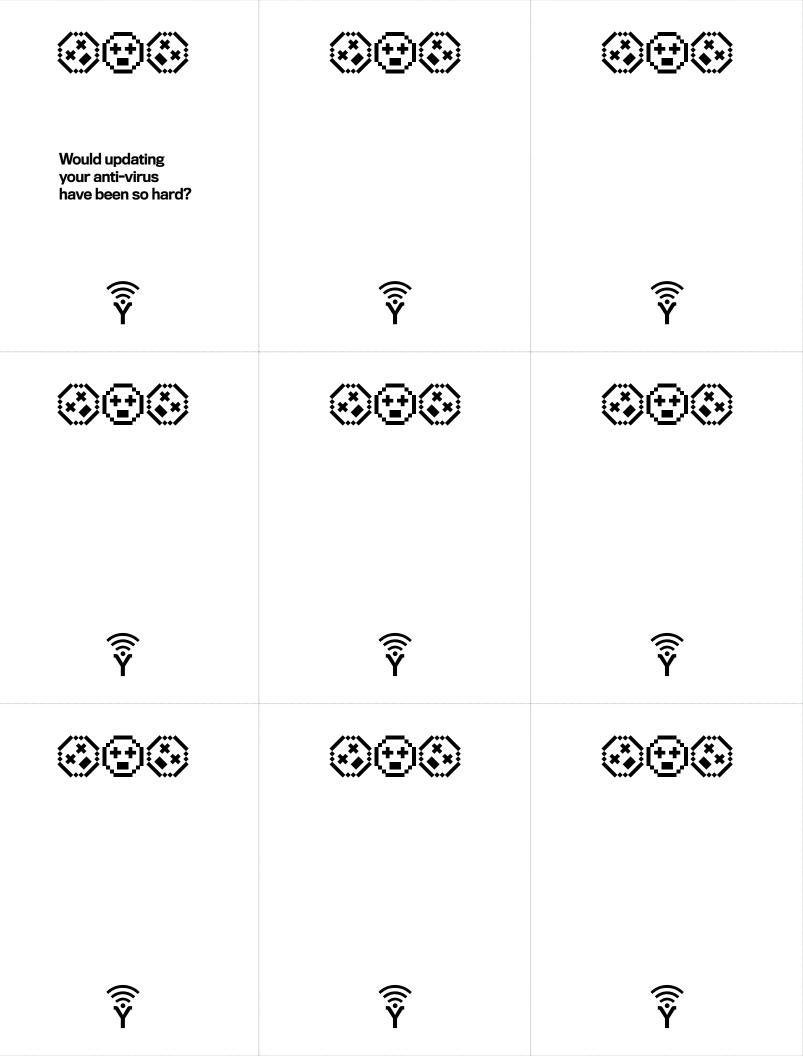
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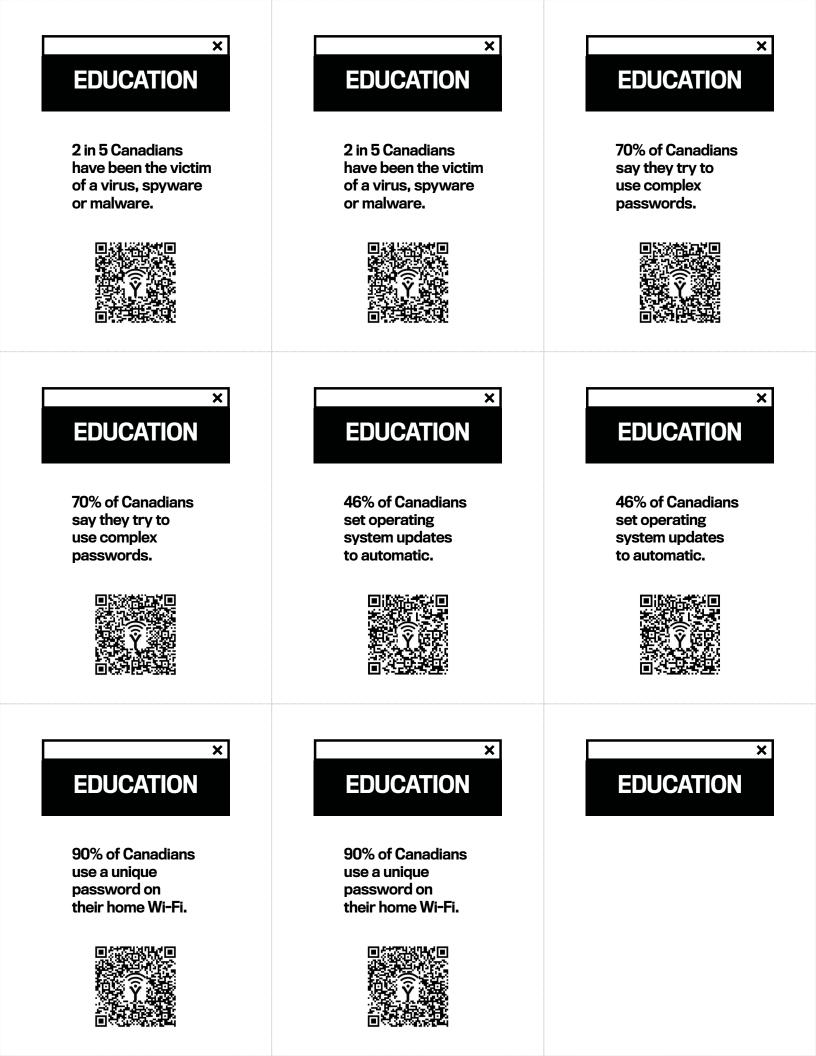
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Would updating your anti-virus have been so hard?









MULTI-FACTOR AUTHENTICATION

X

MFA uses two or more authenticators to verify your identity.



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MFA is available on many different devices and accounts.



× MULTI-FACTOR AUTHENTICATION

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MULTI-FACTOR AUTHENTICATION

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MFA offers added security in addition to a strong password.



X MULTI-FACTOR AUTHENTICATION

Using a thumbprint and a passcode to unlock your phone is an example of MFA.





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× MULTI-FACTOR AUTHENTICATION

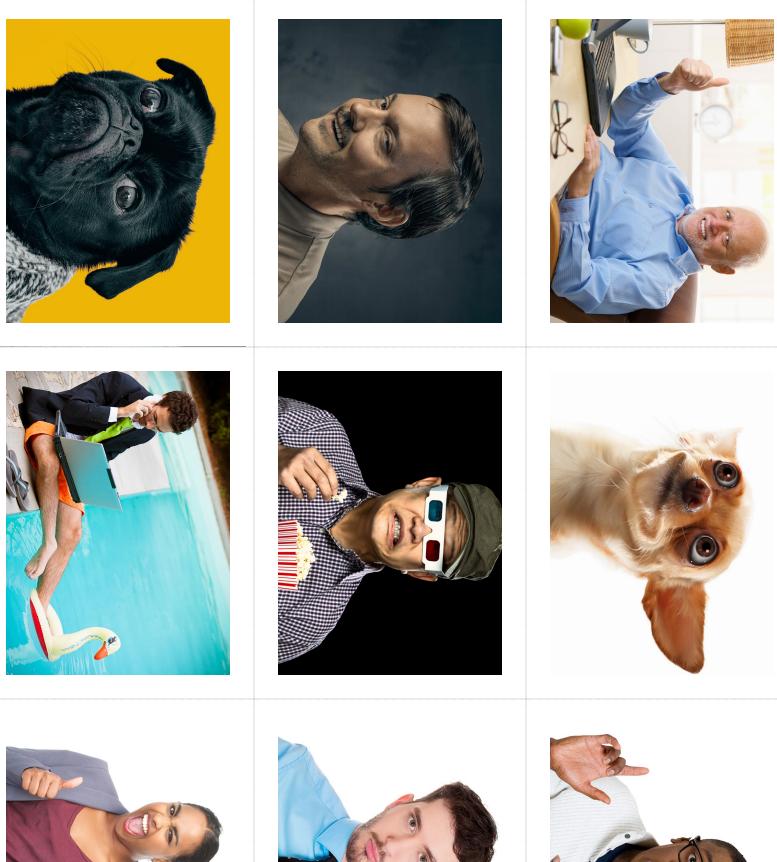
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× MULTI-FACTOR AUTHENTICATION











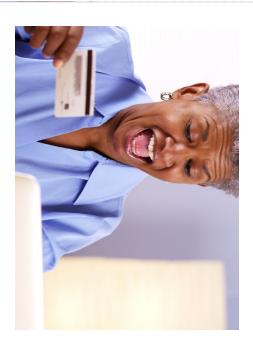




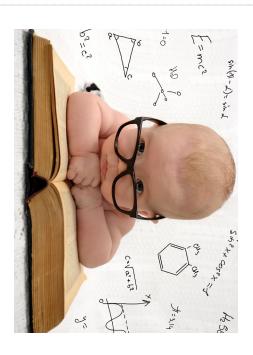




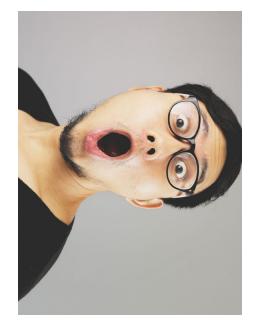


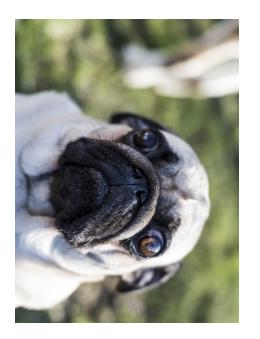




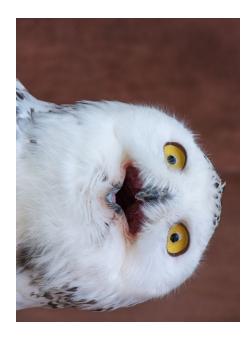




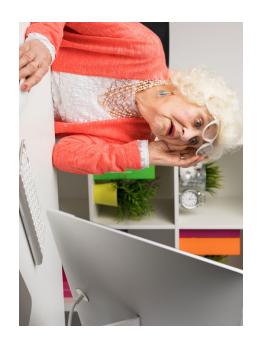




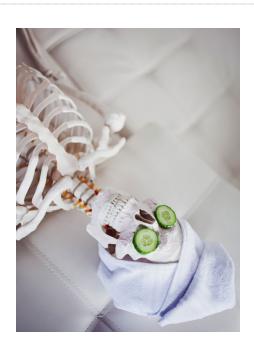






















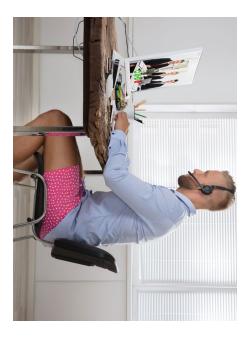


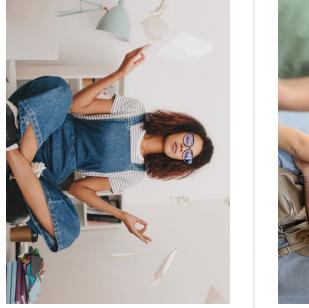


















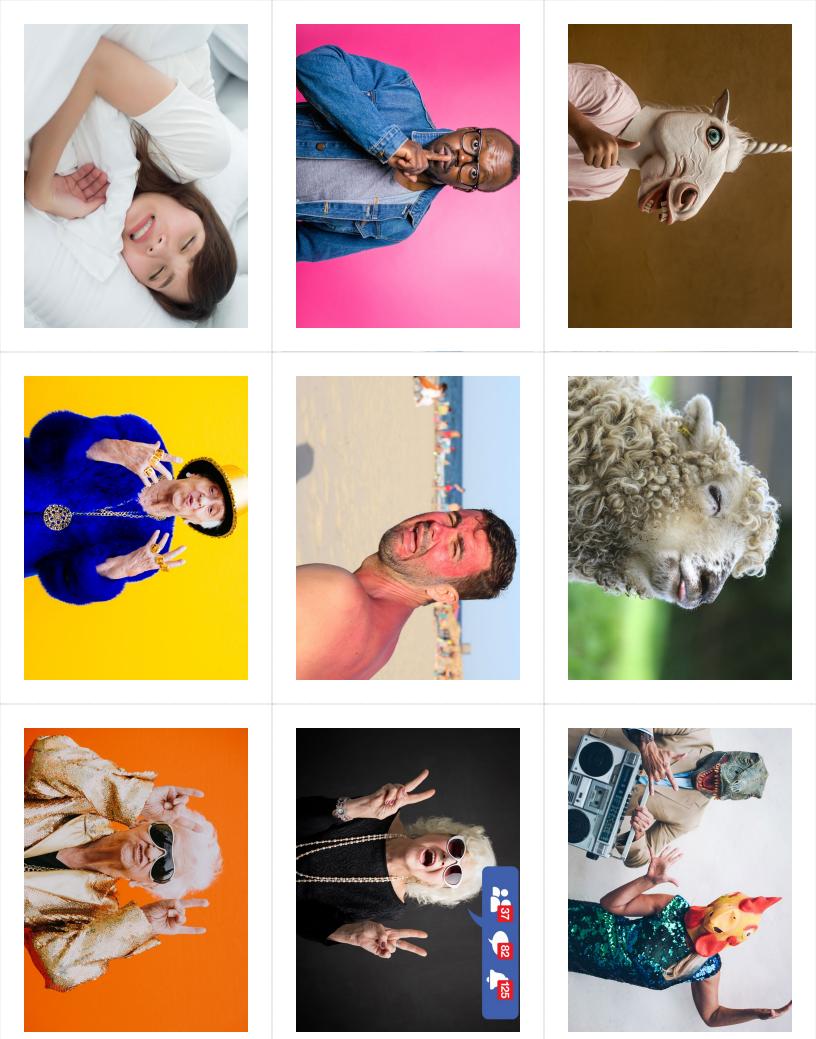










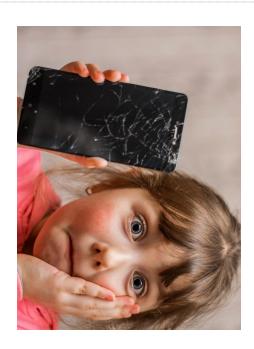








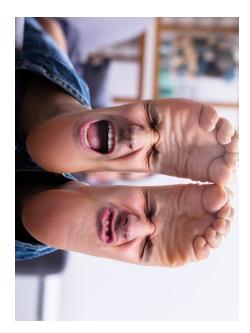




















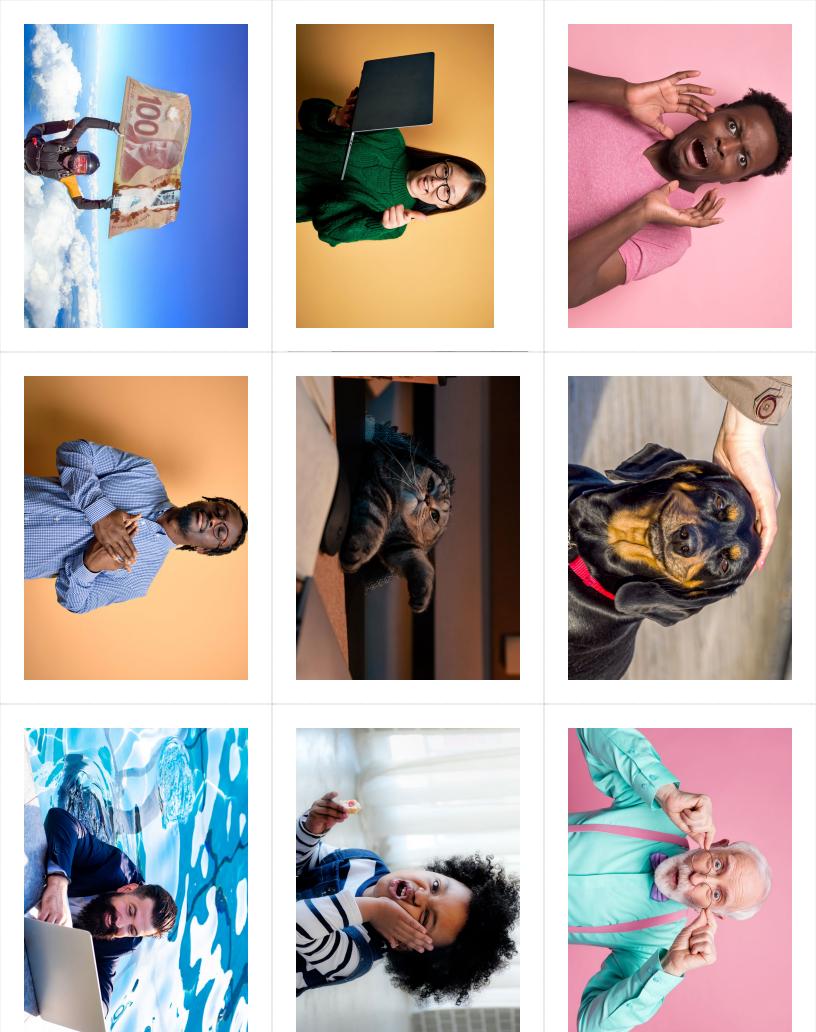






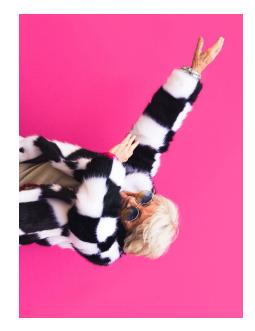




















I THINK, THEREFORE I MEME: GET CYBER SAFE

How to play the world's most cyber safe party game

SETUP

1. Download and print **this PDF** to get your cards.

We recommend taking this to a print shop and getting this done on cardstock, but it's up to you how sturdy you want your cards to be.

2. Cut the out the cards.

Scissors are good, a paper cutter is even better.

3. Separate the caption, photo, cyber threat and cyber safe cards.

Cyber threat and caption cards go in the same pile. Photo cards and cyber safe cards will each have their own piles.

ALTERNATE SETUP

Give up on printing. Just play online.

ACTUALLY PLAYING THE GAME

- Each player draws five caption cards.
- The player who most recently updated their device is the first judge. If everyone has automatic updates installed, the person who last received a phishing email goes first instead. We recommend reading the phishing email out loud mockingly. It won't get you extra points, but it's kind of fun.
- The judge shuffles the photo cards and shows the first card in the stack to all players.
- Players select which of the caption cards in their hand pairs funniest with the photo card and submit it to the judge face-down.
- Once the judge has received a caption card from each player, they shuffle and read them out.
- The judge selects the funniest caption and the player who played it wins the round and keeps the photo card.
- Any player who no longer has five cards must draw more cards until they do.
- The player on the judge's left becomes the new judge for the next round.
- Repeat.
- The first player to earn 10 photo cards wins the game.

LET'S MAKE IT INTERESTING

Unlike those other photo captioning card games, *I Think, Therefore I Meme: Get Cyber Safe* has special cards to liven up the game and sow discord between players the way only a good board game can.

CYBER THREAT CARDS

A cyber threat card is a trick or a scam that allows the cardholder to take cards from other players. There are two types of cyber threat cards:

PHISHING CARDS:

Like a phishing message, phishing cards look almost identical to regular caption cards but have a few identifiable features that can be used to differentiate them. These signs include:

- Urgent or threatening language
- Requests for sensitive information
- Anything too good to be true
- Unexpected updates or receipts
- Suspicious attachments
- Unprofessional design
- Spelling and grammar errors
- · Links that don't go where you would expect



Phishing cards are used in place of regular caption cards. If the judge chooses a phishing card as their favourite response, they must forfeit one of their photo cards to the player who submitted it. If the judge hasn't earned a photo card yet, they lose a turn and sit out the next round.

It's up to the person who played the card to call the judge out for falling for their phish. Other players can point out that a card is a phishing card, but only the player who actually played the phishing card would benefit, so we're not sure why you would.

MALWARE CARDS:

Unlike some IRL malware, malware cards are clearly identified in this game. They allow the cardholder to swap all five caption cards with another player of their choosing. The malware card is then discarded.

Malware cards are shuffled into the same deck as caption cards and are drawn the same way. If a player picks up a malware card, they can only play it at the start of a round, after everyone has drawn a new caption card but before the judge pulls a new photo card from the stack and reveals it to all players. The player whose cards were swapped must pick up another card to bring the number of cards in hand to five.

CYBER SAFE CARDS:

Cyber safe cards protect a player from phishing or malware cards. These cards are not shuffled into the rest of the deck, but instead must be earned by the player after completing a specific action. Each type of cyber safe card has a different action associated with it, but they all do the same thing:

Education cards: Take a photo of yourself playing the game and share it with #GetCyberSafe. Don't forget to tag @GetCyberSafe too!

Multi-factor authentication cards:

Enable multi-factor authentication on an account or device.

Software updates cards: Enable automatic updates on a device or app.

Get Cyber Safe cards: Call or text a family member and wish them a happy holiday (yes, even if you're playing in June!).

Cyber safe cards can only be earned at the beginning of a round and players can only earn a maximum of four cyber safe cards during the game. Once a cyber safe card is used, it cannot be used again that game.

