

3-6 PLAYERS · 20-30 MIN · AGE 12+

BREACH

A fast, sneaky party game about social engineering — phishing, deepfakes, pretexting — where Attackers try to breach three Targets and Defenders scramble to stop them. Most of the game is knowing when someone is bluffing.

THE IDEA

Every player is secretly dealt a Role on the Attacker side, the Defender side, or as a Wildcard. On your turn you play a card from your hand — but you may lie about what it does. Anyone can Challenge you. Attackers chip Trust Tokens off the Target Cards; Defenders block attacks, restore tokens, and run out the clock. Nobody knows for certain who is on which side until Roles start to reveal.

OBJECT OF THE GAME

ATTACKERS WIN

All three Target Cards
Compromised — reduced to
0 Trust Tokens.

DEFENDERS WIN

The draw pile is exhausted a
second time — the breach
was contained.

WILDCARD WINS

With whichever side they
publicly commit to on reveal.

COMPONENTS

● 18 ATTACK

◆ 12 DEFENSE

⚡ 6 ESCALATION

● 6 TARGET · USE 3

■ 8 ROLE

4 REFERENCE

54 cards in total. The four Attack families each carry their own colour and shape mark, printed on the card spine so a fanned hand stays readable.

SETUP

- 1 Targets.** Shuffle the 6 Target cards and place any 3 face-up in the middle. Put 5 Trust Tokens on each. Trust Tokens aren't included — use coins, beads — anything you have.
- 2 Roles.** Deal one Role to each player using the Role Pools below. Everyone looks at their Role secretly. Unused Roles go back in the box unseen.
- 3 Hands.** Shuffle the remaining Attack, Defense and Escalation cards into one draw pile. Deal 4 cards each — 3 in a 6-player game.
- 4 First player.** The person who most recently received a suspicious email goes first. Play proceeds clockwise.

ROLES & SIDES

Eight Role cards. Rather than fixing who gets which, each side draws from a shuffled pool, so every game brings a different mix of abilities into play.

DEFENDER POOL · 4	ATTACKER POOL · 3	WILDCARD · 1
R-01 CISO · R-02 IT Admin · R-03 Security Analyst · R-08 Auditor	R-05 Insider · R-06 Social Engineer · R-07 Nation-State Actor	R-04 Contractor

PLAYERS	DEFENDERS	ATTACKERS	WILDCARD
3	1	1	1 · R-04
4	2	2	—
5	3	1	1 · R-04
6	3	2	1 · R-04
7 · optional	3	3	1 · R-04
8 · optional	4	3	1 · R-04

Rows 7–8 extend beyond the boxed 3–6 players and use all eight Roles; keep 3 Targets and playtest to taste.

THE EIGHT ROLES

ROLE	SIDE	PASSIVE · REVEAL BONUS
R-01 CISO	DEF	Block any one card effect, once per round (no card needed). Reveal: permanently negate the next Persistent Attack.
R-02 IT Admin	DEF	Secretly view another player's full hand, once per game. Reveal: draw 3 cards.
R-03 Security Analyst	DEF	Call a Challenge's outcome before it resolves and claim the reward if right. Reveal: steal 1 Trust Token from the next Attack onto any Target.
R-08 Auditor	DEF	Name a player + card; they privately confirm if they hold it, else a Target loses 1 token. Reveal: clear all Persistent cards.
R-05 Insider	ATT	Swap 2 cards between any 2 hands blind, once per game. Reveal: remove 2 Trust Tokens from any Target immediately.
R-06 Social Engineer	ATT	Borrow another player's Role ability, once per game. Reveal: force a player to dump their hand and draw 2.
R-07 Nation-State Actor	ATT	Your Attacks cost 0 cards and return to hand, once per round. Reveal: play "Zero-Day Exploit" even without holding it.
R-04 Contractor	WILD	Play a card on someone else's turn, once per game. Reveal: publicly pick a side — you now win only with that side.

ON YOUR TURN

Take exactly one of these actions, then refill your hand to its size — 4 cards, or 3 at 6 players.

Play a card
An Attack, Defense or Escalation — resolve its effect. Or play it face-down as a Bluff, announcing what it is.

Remove a Persistent
One you have the means to remove, via a card or an ability.

Use your Role's passive
If it is available and you haven't used it this round or game.

Pass
Do nothing and refill.

BLUFFING & CHALLENGES

When you play a card face-down as a Bluff, you claim it is a specific card. Any other player may Challenge the claim before it resolves. Reveal the card:

Bluff caught
The card was not what you claimed: it is discarded with no effect, and you discard 2 more cards.

Wrong Challenge
You told the truth: the card resolves as normal and the Challenger discards 1 card.

Auto-pass. If nobody speaks up, the card simply resolves — silence counts as declining to Challenge. The Defense card **Zero Trust Policy** suspends this: while it is in play, every player must explicitly decline before a Bluff resolves.

REACTIONS

Four Defense cards are marked **REACTION**. Play them out of turn, the instant a matching Attack is played, to block it — no Trust Tokens are removed. Each blocks one family.

ATTACK FAMILY	CARDS	BLOCKED BY · REACTION
● Phishing	A-01-A-06	D-02 Phishing Report Button
▲ Vishing / Smishing	A-07-A-11	D-01 Verified Callback Policy
◆ AI / Deepfake	A-12-A-15	D-03 Deepfake Detector
■ Social Engineering	A-16-A-18	D-08 Need-to-Know Policy
◆ Any family	A-01-A-18	D-04 Zero Trust Verification

The colour and shape in this table are the same ones printed on the card spine — match the dot, not the words.

PERSISTENT CARDS

Cards marked **PERSISTENT** stay on the table after they resolve and keep applying their effect — amplifying a whole Attack family, taxing every Attack, or capping token loss. They remain until removed by a card or ability: Incident Response Plan, Security Awareness Training, a Regulatory Audit, or the

Auditor's reveal.

ESCALATIONS

Escalation cards are played on your turn like any other card and hit the whole table — mass token loss, forced discards, clearing every Persistent card, or exposing a Role. **Zero-Day Exploit** instantly Compromises one Target unless stopped by a Reaction Defense.

TRUST TOKENS & TARGETS

- A Target holds a maximum of 5 Trust Tokens. Restoring can never exceed 5.
- A Target at 0 tokens is **Compromised** and stays that way — tokens can't be added back.
- Attackers need all three Targets Compromised at once to win.

ENDING THE GAME

When the draw pile runs out, shuffle the discard pile to form a new one — this is the first exhaustion. When the pile runs out a second time and no player can immediately Compromise the last Target, Defenders win: the incident has been contained. If Attackers Compromise all three Targets before then, Attackers win immediately.

FULL TURN SEQUENCE

- 1 **Optional:** play a Reaction in response to another player's Attack.
- 2 **Take one action** — play a card openly or as a Bluff, use your Role, remove a Persistent, or pass.
- 3 **Resolve Challenges**, if any.
- 4 **Apply the effect** — adjust Trust Tokens, draw or discard, place Persistents.
- 5 **Refill** to 4 cards (3 at 6 players). Play passes clockwise.

THE HOT WASH

BREACH is built to teach. After a game, take two minutes for a debrief: which attacks landed, which defense would have stopped them, and what the tell was when someone bluffed. The families and defenses map directly onto real security-awareness concepts — that's the point.

VARIANTS

- **Quick game:** 2 Targets instead of 3. Faster, swingier, brutal for Defenders.
- **Open Roles:** everyone reveals at the start. Less bluffing about sides, more tactical play.
- **Big table (7–8):** use the optional rows and all eight Roles; consider a 4th Target.

Learn more

BREACH is made by Brightside AI. For security-awareness training that goes beyond the table, visit brside.com.