

mation technology;  
E-safety assurance and protection of critical  
infrastructure.

**Contact us:**

Postal address: Digital Safety Lab, A-421,  
Institute of Informatics, Narva mnt 29,  
Tallinn 10120, Estonia  
Webpage: [www.tlu.ee/dsl](http://www.tlu.ee/dsl)  
E-mail: [dsl@tlu.ee](mailto:dsl@tlu.ee)



**tiigriülikool**

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TALLINN UNIVERSITY  
**Digital Safety  
Lab**

## **RULEBOOK**

### **Digital Safety Game rules**

#### **The goal**

The idea of the game is to learn more about digital safety. The goal is to answer as many questions as possible and win after accumulating a required number of cards. The game is designed so the inquirer has to formulate a question and evaluate whether the answer is correct or not. Discussions and real life examples why this knowledge is important are encouraged.

#### **Setup**

To start the game, shuffle the deck, after which each player draws one card. Each time you run out of cards draw another one.

Place the deck to the center of table - this is the draw pile.

Choose a player to start, after whom the game proceeds clockwise.

#### **Gameplay**

At his/her turn, the player (inquirer) chooses and

asks a question on the card from the next player (respondent). The inquirer evaluates whether the answer is correct or incorrect.

In case of CORRECT answer the respondent keeps the card and places it in front of him/her, face up.

In case of INCORRECT answer, the inquirer keeps the card and places it in front of him/her, face up.

Player who first collects 3 cards from one category (same color) shouts out "I'm Safe!" and wins the game!

### **Extended rules:**

Players place cards in front of them face down.

Players can swap cards with others.

People can play either individually or in teams.

### **Gameplay version #2**

Right answers grant cards.

In case of INCORRECT answer, the inquirer puts the card to the bottom of draw pile.

The winner is the player who first collects 7 cards and shouts "I'm Safe!"

### **Contents:**

54 cards (6 different categories); rulebook.

## **About Digital Safety Lab**

The Digital Safety Laboratory (DSL) pursues academic studies and research in the field of Digital Safety at the Tallinn University Institute of Informatics.

The main investigation and focus of research projects at the DSL is related to the issues of secure human behavior in modern digital world (e-safety), as opposed to technological risks (cyber security). The DSL research team is engaged in research activities at three levels: personal level, organizational or communal level, national policy level.

The main areas of focus and ongoing research activities at the DSL:

- Internet user's safety behavior;

- Avoidance of social manipulation in corporate cyber security strategy;

- Implementation of free and open source software in secure administration of information and communication technology infrastructure;

- Safety rules and standards in the process of equipping educational institutions with infor