

M.U.S.E. CUES

Rulebook

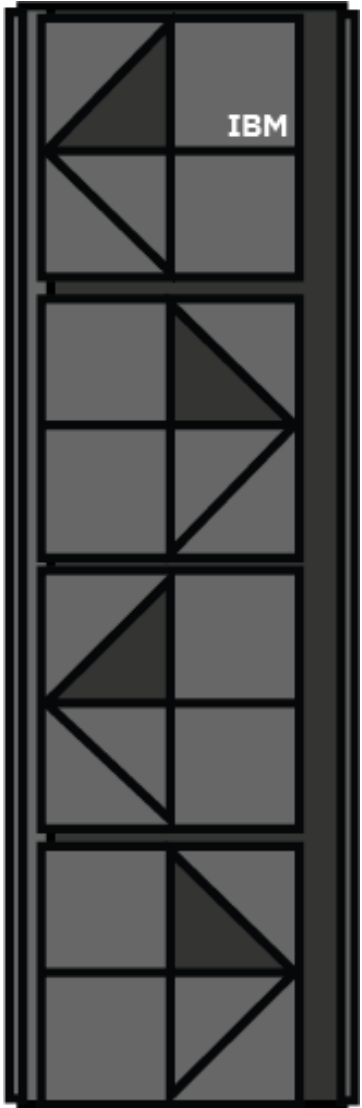


Disclaimer

IBM is providing this game on an 'as is' basis without warranty or indemnification of any kind. IBM is not responsible for any damages associated with use of this game. Following the instructions does not guarantee your system will be secure. You remain responsible for the security of your system. This is a prototype game and is subject to change.



Introduction



M.U.S.E. CUES is a custom card game overviewing security & resiliency functionality available on IBM Z.

This rulebook covers the hardcopy multiplayer version. Players take on the roles of security architects at the fictitious company, “Mock-Up Services Enterprises” in a friendly competition to become the new M.U.S.E. CISO.



Suits & categories



4 suits

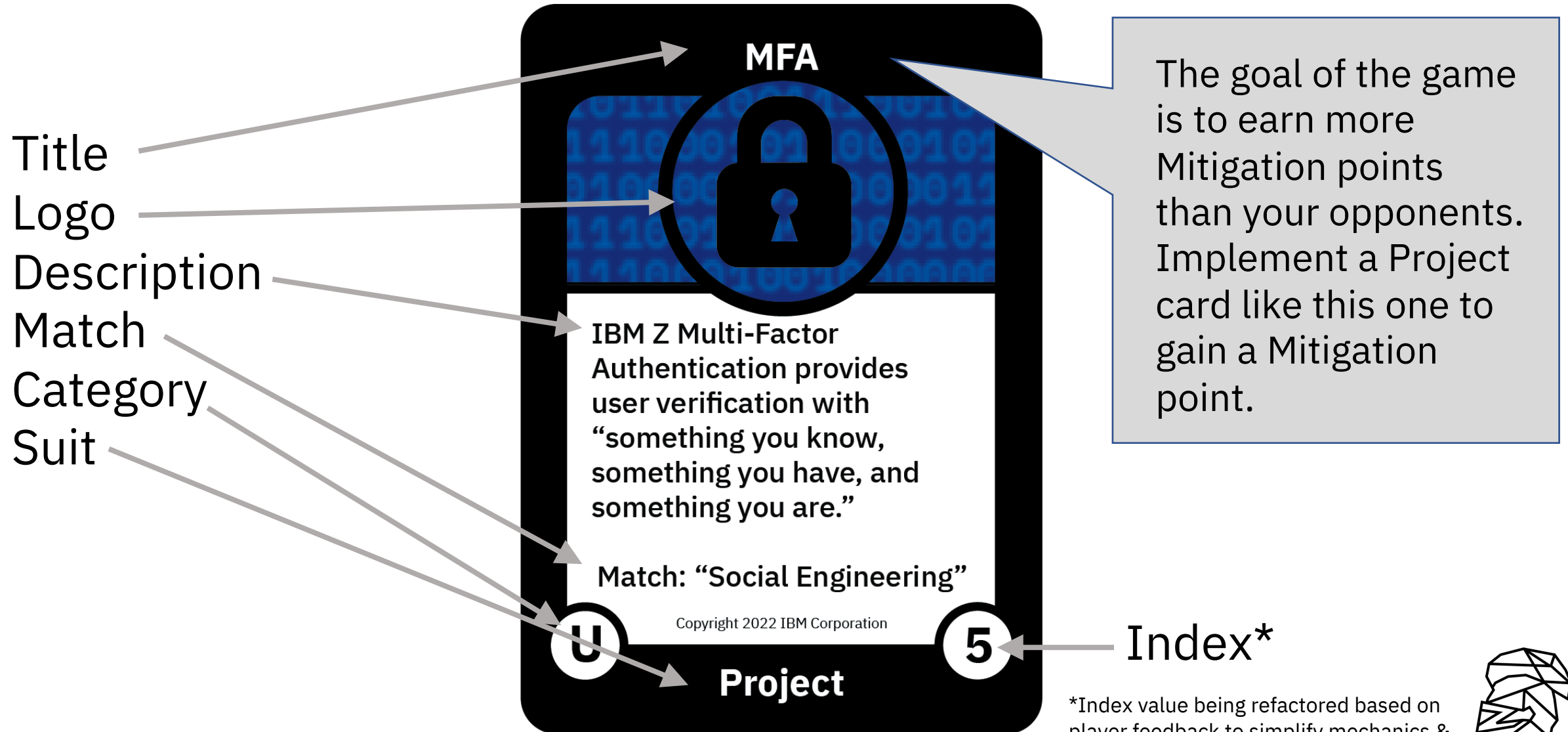
- **Risk:** identify platform-independent use cases
- **Project:** implement IBM Z functionality
- **Guidance:** assist Risk identification
- **Momentum:** assist Project implementation

4 categories

- **M.**anaging access & logging
- **U.**ser authentication & analytics
- **S.**ystem integrity & resiliency
- **E.**ncryption & data privacy



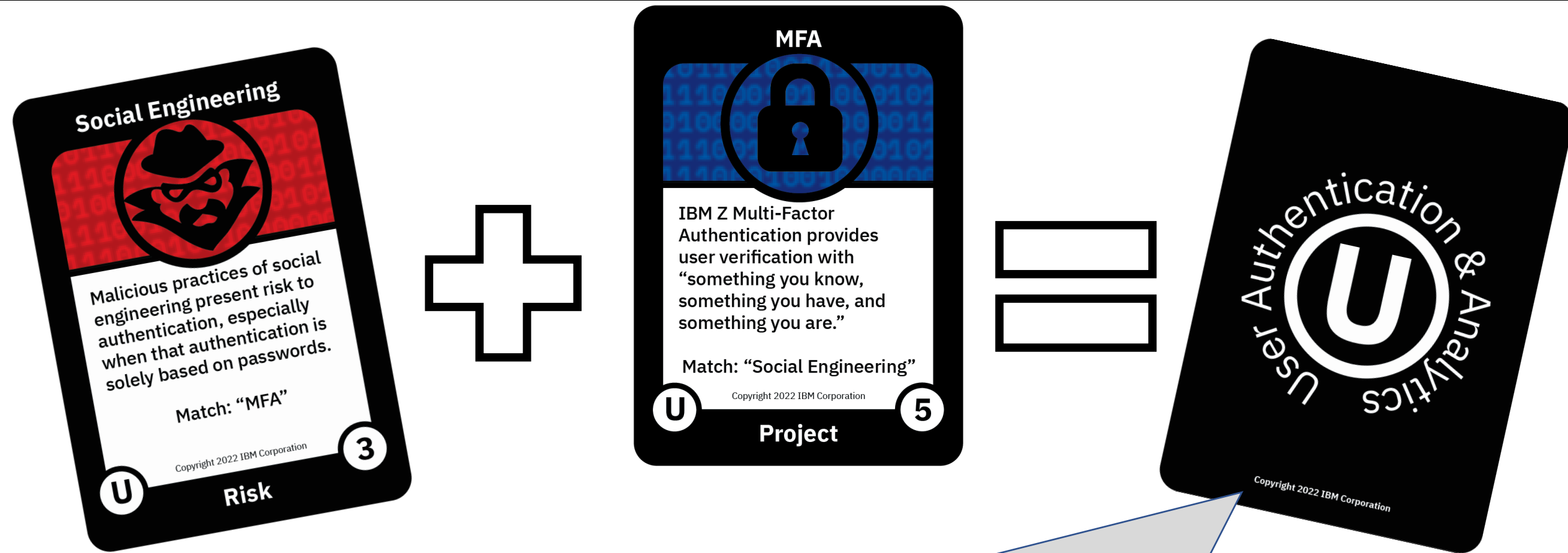
Card format



*Index value being refactored based on player feedback to simplify mechanics & to better pair Projects with Risks



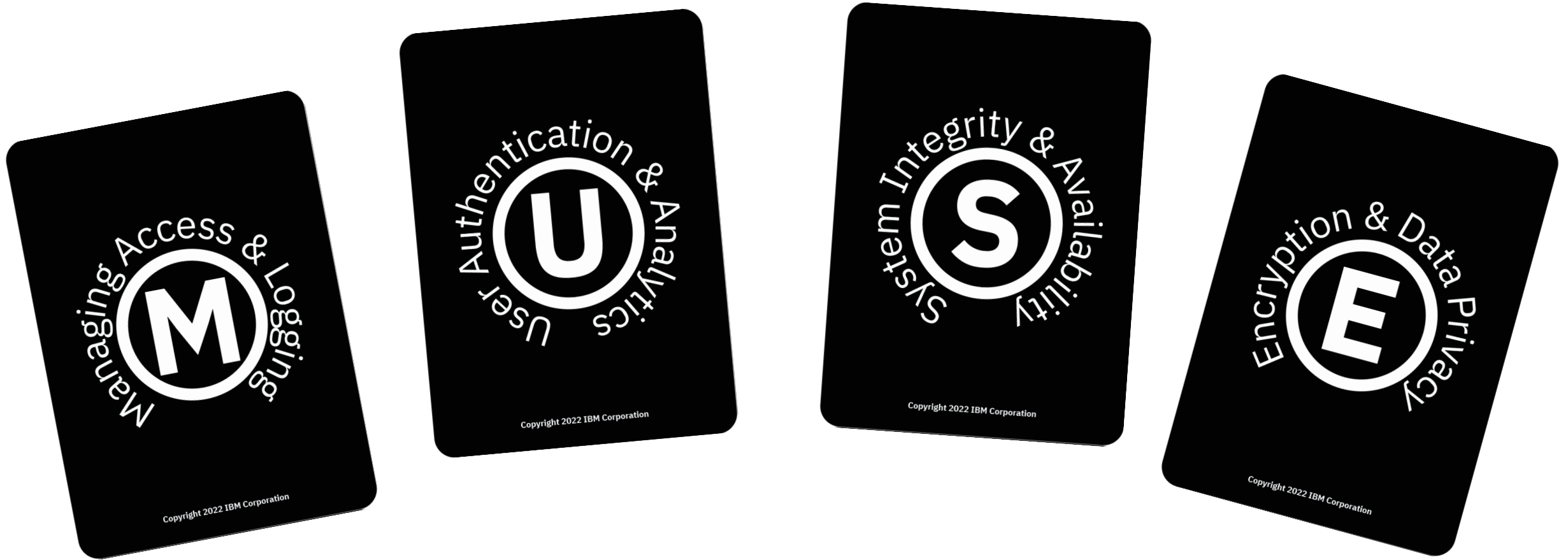
Mitigation category bonus



Match an identified Risk with an implemented Project to gain a M.U.S.E. category bonus. If both players contribute, the second player steals the earlier card and obtains the bonus.



Holistic goal



Collaboratively find a match in all 4 categories to finish the game.



Player's turn

- **Draw** at least 1 card from the Draw pile or Discard pile
 - If the Discard pile is exhausted, draw no more
 - Otherwise draw until you have at least 5 cards in hand
- **Play** a card in any suit, making it “active”
 - If a Guidance card is played, play up to 2 Risk cards as well
 - If a Momentum card is played, play up to 2 Project cards as well
- **Steal** any active Risk or Project cards that match
 - Steal the corresponding M.U.S.E. category bonus as well
 - End game when all M.U.S.E. bonuses are active across all players
- **Discard** 1 card, if any remain in hand, face up, on the Discard pile.



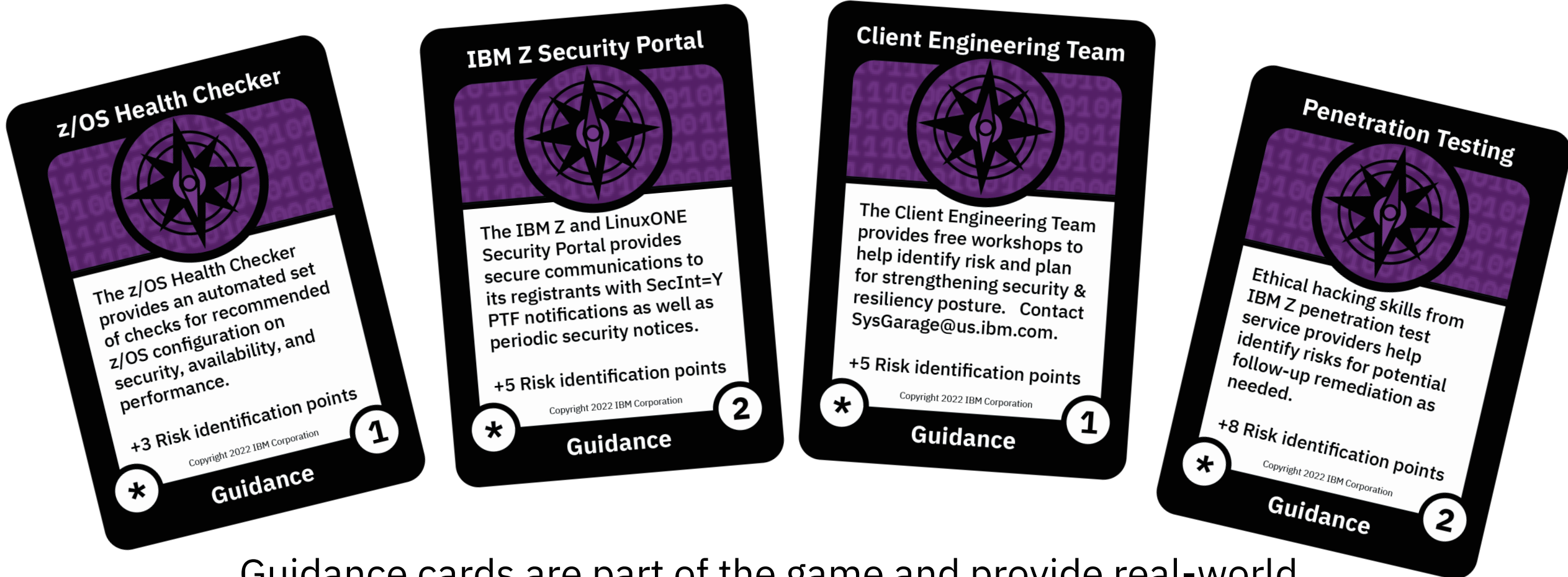
Winning

Once M.U.S.E. is spelled, tally the points:

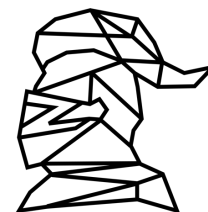
- 1 point for every implemented Project
- 1 point for every identified Risk, provide it also has a Project match
- 2 points for every M.U.S.E. bonus



Real-world guidance examples



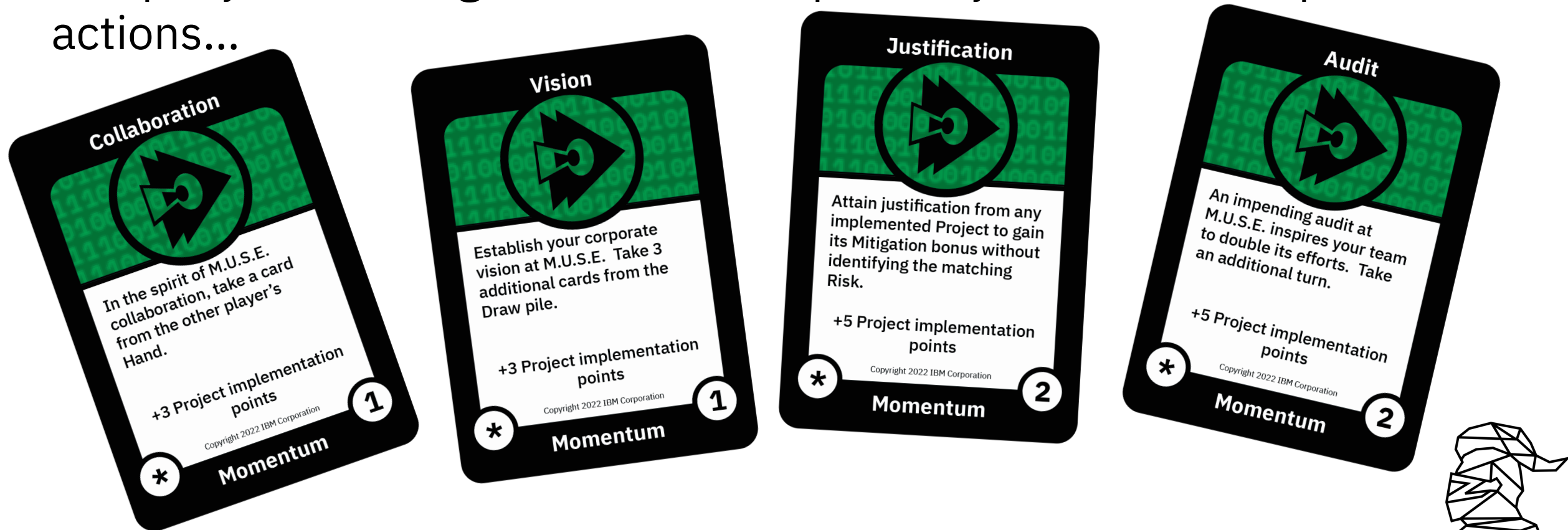
Guidance cards are part of the game and provide real-world reference points. For example, contact the IBM Client Engineering Team for Systems for a free discovery consultation on your security posture at SysGarage@us.ibm.com



The nearly forgotten suit

And now for something a little less serious...

Recall that Mock-Up Services Enterprises (M.U.S.E.) is a fictitious company. This is a game after all. Optionally include their special actions...



Contents

The base deck of M.U.S.E. CUES includes:

- 16 Risk cards (4 per category)
- 16 Project cards (4 per category)
- 8 Guidance cards
- 8 Momentum cards
- 4 M.U.S.E. category bonus cards
- 1 (obsolete) rules overview card
- 1 QR-code card to these rules



Example Hand

Consider this player's Hand...



Example turn

In the example hand above, the player has the choice among the following:

- Identify the Social Engineering Risk card
- Implement either of the Project cards
- Activate the Collaboration Momentum card, take a card from another player's hand, and implement any 2 Project cards
- Activate the Security Portal Guidance card (for no real benefit since there's only 1 Risk card in hand), and still identify the Social Engineering Risk card

Upon any of these activations, if any of the Risk or Project cards pair with previously activated cards...

- The matching card is stolen and placed alongside the newly activate card
- The corresponding M.U.S.E. bonus card is taken & placed alongside as well



FAQ

Q: Does the game end when M.U.S.E. category bonuses are spelled out by a single player, or by all players in aggregate?

A: The game ends when all all M.U.S.E. category bonuses are active. They can be spread across multiple players.

Q: Does a M.U.S.E. category bonus card move when another player establishes a new Mitigation pair in the same category?

A: Yes, unless the “Recognition” Momentum card has been played to block it.

Q: Is the Discard pile reshuffled to become the new Draw pile immediately upon the latter becoming exhausted?

A: Yes. All activated cards remain in play. If the player is in the middle of the Draw phase, the remainder of the cards are drawn after the reshuffle.

Q: Is the player obligated to play a card?

A: Yes, although a Guidance or Momentum card does not obligate extra plays.



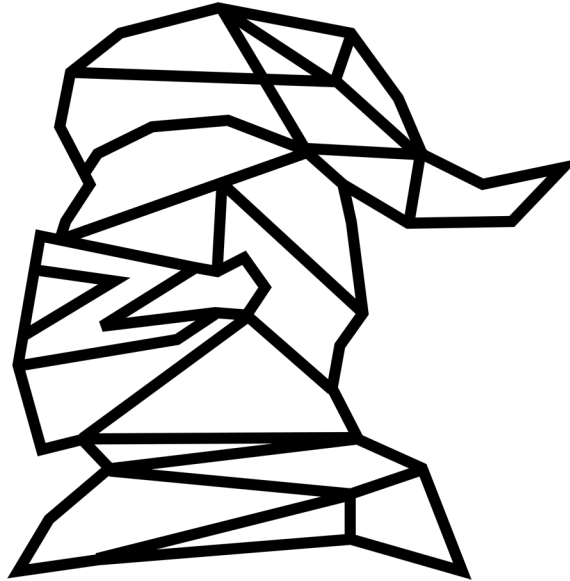
Trademarks

See <https://www.ibm.com/legal/copytrade> for a list of trademarks



The last card in the deck

Thanks for playing!



Discover more Enterprise Knights content at
ibm.biz/ek-ibm-z