NYX: Cloudonauts Rule book

The story

In a world that we will not be able to recognize, is a city called Velatrax. This city is Cloud City which floats high above the ground. The main hero here is Nyx, the last Cloudonaut (somebody call her Cyberangel), who is a special task force in the city in the clouds. There are only very few cloudonatus that are guarding the fragile order of the cloud city.

She has special abilities, and she doesn't remember where she got them. She is using her special abilities to fight unknown forces that are trying to infiltrate the All-Intelligence neural network that is guarding and managing the city's civil services, computers, shops, and traffic.

One day, somebody breaks in the network, causing outages around the city. Nyx must go on and start to investigate. Become her guide in attacks and defenses in this story-driven threat modeling game.

A Story-Driven Threat Modeling Experience

NYX is a turn-based strategy card game where players build, break, and defend cloud architectures using attack, defense, and special event cards.

Every card is based on real AWS services and real-world security threats - from IAM misconfigurations to Lambda injection attacks.

We highly recommend structuring your gameplay using a real cloud architecture diagram. That way, you not only play a game, but you also explore your own system's vulnerabilities and defenses.

Use your security knowledge and threat modeling skills to win the game and improve your



Card Types (with Colors)

There are 4 main card types:

Green Cards - Special Event Cards

Represent major cloud events or takeovers.

Examples:

Cloud exploitation

Region outage

Gain bonus points or trigger effects

Red Cards - Attack Cards

Used to break or compromise systems (e.g., attacks on EC2, S3, IAM). These cards are references as Break / Attack.

Blue Cards - Defense Cards

Used to protect systems or patch weak points. Some may double as build/shield cards to improve architecture.

Duplicate Cards (Based on Attack or Defense)

They can be an Attack or a Defense duplicate. The X on the card marks the number of points it duplicates.

Game Setup

- 1. Prepare your diagram. We would highly recommend to structure the game referencing to a real architecture diagram; this way, you can learn your architecture vulnerabilities and mitigate them in your real-life system design.
- 2. Split the cards into 3 shuffled piles (face down):
 - A. Red (Attacks/Build)
 - B. Blue (Defenses/Break)
 - C. Green (Specials)
- 3. The color in the bottom-left corner of each card indicates the card type.
- 4. Each player draws **5 cards.** We recommend the following setup. However, for more entertainment and strategy, you could choose a different combination:
 - A. 3 Attack Cards
 - B. 2 Defense Cards
- 5. The game is played clockwise.





Game Start & Turn Flow

One person starts with a scenario (e.g., "EC2 Server-Side Injection").

Other players may:

- 1. React with a defense if they have a matching blue card.
- 2. Identify the weak spot and defend it.
- 3. The first to successfully defend wins the green card (special event) tied to that round.
- 4. The green card goes to the player's scoring pile.

End of Round

- Refill hands back to 5 cards with a mix of attack and defense.
- Log who played which card during the round for tracking.

Scoring System

- Green cards: worth points based on the points on the card.
- Attack and Defense cards: score when successfully blocking an attack, with the number
 of points in the circle.

Chain bonuses:

- Get extra points by building a "kill chain" a sequence of 2+ attack cards that logically connect (e.g., Access → Exfiltration).
- Kill chain with a sequence of 3+ attack cards that logically connect will get an award - a special green card. (e.g., Recon → Access → Exfiltration).



First in the chain

Second in the chain

+ 1 point

Strategy tips:

- Combine attack/defense cards smartly.
- Watch for opportunities to create or break kill chains.
- Depleting a card type (e.g., no more defense cards left) changes game dynamics.

Teams Mode (Optional)

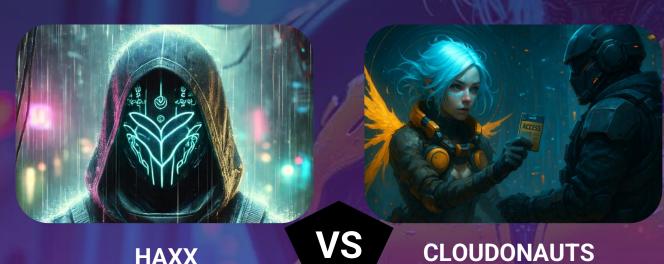
Split into 2 teams:

- Team Red (Attackers / Breakers) Haxx
- Team Blue (Defense / Builders) Cloudonatuons

During each round:

- Players take turns playing attack or defense cards based on their team role.
- Each successful card play (attack or defense) earns 1 point for the team.
- If a team completes a kill chain of 2 or more cards, they gain:
 - +1 bonus point for the attacking team
 - +2 bonus points for the defending team if they block the entire kill chain

Note: Defense is slightly harder to coordinate and build, thus it earns more bonus points.



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