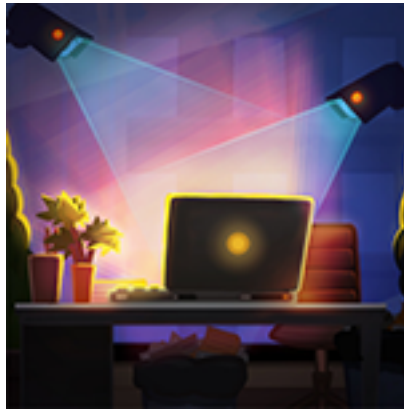


## ENTER - IT Security Game



*Swiss IT Leadership Forum (SILF) and Blindflug Studios have jointly developed a game based on true-to-life assault scenarios that aims to raise staff awareness for hacking and other forms of IT attacks in the real world.*

**Zurich, Schweiz** – 1 November 2017 – *Blindflug Studios*, an independent Swiss game developer renowned for its innovative creations, today released their latest project online ([www.entergame.ch](http://www.entergame.ch)) on behalf of SILF, its customer. **ENTER** is designed for iOS and Android. The game puts players in the fictive role of two assailants who want to steal the world's largest diamond. Various methods of attack need to be applied. The aim of the project is to make employees of the client firms more aware of both digital and analogous risks to IT security.

<https://www.youtube.com/watch?v=HXUk9KvI-7I>

The objective for the players is to pinpoint weaknesses in a company's IT security set-up and to find a way of exploiting them as a point of entry into the firm's computer system. If they succeed in outwitting the IT security defences, they go up a level and continue to play and learn.

The game is divided into eight levels leading participants through a variety of scenarios. Complexity and obstacles increase with each level, and so do the methods of attack available to the players (e.g. dumpster diving, phishing attacks or the distribution of malware via a USB stick). After each level, players are induced to reflect on what has occurred and what they have learnt. A glossary is available to explain the technical terms and assist in the decision-making process.

**ENTER** was commissioned by SILF on the initiative of 14 Swiss companies who joined forces to have the project realised. The game was developed over the past 12 months in close collaboration with IT security specialists from these firms, each of which will introduce the game to their staff independently. The first two levels will also be made accessible to the public in general. From level three onwards, players have to identify themselves as employees of a participating company. Any

new companies interested can join the initiative, bearing a share of the costs for the initial and further development of the project.



**About Blindflug:** Blindflug Studios is a five-person independent game studio from Zürich, Switzerland. The studio has a passion for mixing beautiful, immersive games with a core of real-world dilemmas and politics to create new, unexpected titles in the process.

They established this formula with their debut title “First Strike”, creating a nuclear war-themed first strike strategy game, which was a big hit among critics and on the app store. In the three years of their existence, they have since followed up with a rogue-like game about migration called “Cloud Chasers” and an airplane game about overfishing named “Airheart”.

**About SILF:** The Swiss IT Leadership Forum is an association of leading executives from the Swiss ICT industry. The association’s main activity consists in organizing an annual convention for senior IT executives from medium and large-sized enterprises with a significant IT infrastructure or from public institutions. Besides presentations of relevant reports from the sectors of science, the economy and politics, the emphasis of the three-day event is on communicating hands-on experience and trends in strategic positioning and the organization of ICT functions. The forum provides an inspiring framework that gives senior managers the occasion for in-depth exchanges, something they rarely have the opportunity to do in their everyday work environments. In the past the resulting network, which is also cultivated during the year, has frequently contributed valuable impetus on resolving important issues.

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