

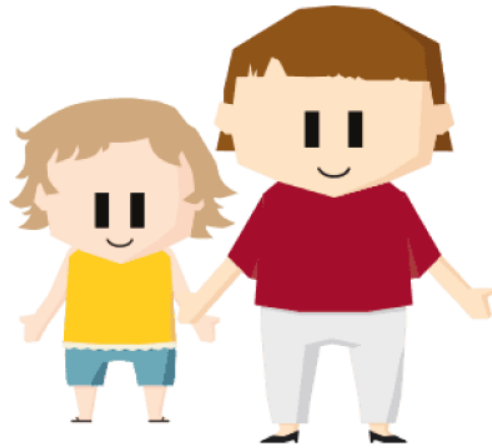
## SPOOFY INSTRUCTIONS FOR PARENTS

These instructions are meant for parents. Here you can find information about the game, overviews of the worlds, discussion topics and other additional information.

### OVERVIEW OF THE GAME

Spoofy is a cybersecurity game with the goal to teach children about cybersecurity threats, behaving online and other issues related to smart devices. The game presents different scenarios, the player can collect cyberpets and do other fun things.

The target group for the game are younger school aged children, and with an adult, even pre-schoolers. The worlds are playable separately and do not need a specific order. The school and birthday worlds are shorter and deal with only topics related to kids. The park and grandma's place are more complicated. Once all four worlds are completed, the cyber machine has been put together and smaller children can play all the worlds again or finish playing. After the four worlds have been completed, a new fifth world opens up: this one is more complicated and is meant for older children, as it requires the player to definitely be able to read. All of the worlds are playable by all ages when playing with an adult.



### GENERAL RULES FOR PLAYING AND MOVING AROUND

The player can play five different worlds and move between the spaceship and each of the worlds. The first four worlds open up right away; the fifth opens later on. In the game, the player can play in four different worlds, and move between the world and the spaceship. Each world has its own individual assignments: solving cyber problems or collecting items. Solving assignments gives the player "experience," which turns into energy stars. Once the player has accumulated three stars, they can free a pet. The player can then put glasses and hats on the pets.

While walking around, the player can collect different items. They can be on the ground, on the table or given by characters in the game. Some items can be picked up only after certain assignments have been done. Items go into storage and are divided into two: necessary items and wearable items. Wearable items are marked with a top hat, other items should be kept until they are asked for. The player can wear the wearable items themselves or give them to other characters or pets. They can be removed later. Some wearable items turn up later, the game should be played multiple times. Once the cyber machine is assembled, all assignments are reset and can be done again. Each time the assignments are done, the world reset.

## FOCUS OF THE GAME

Cyber security is an important topic for everyone, including children. Many have smart devices themselves, computer and internet are also taught in schools. Even though many internet websites presume the users are 12 years old, often children go there earlier. Also, many play various online games, use school forums and other media. So it is important to explain to children at an early age how to behave on the internet and what are the dangers. Therefore this game focuses on three following important aspects.

**The internet is not separate from real life.** Social media posts and general behaviour online influences people in real life as well. Money spent on the internet is real money, words said and posted online have an effect on people, and you can do real harm online. It is part of cyber security to make people understand that children understand the consequences of their actions: a friend gets hurt, unpleasant information spreads, or one ends up as a victim of a crime.

**Not everyone online is your friend.** Children meet different people online, many of them are old or new friend, but it is also important to teach that there might also be bad people who don't seem like that initially. Therefore, it is important to be careful when accepting friend requests but it is also important to know in general that there are criminals on the internet. Even though children don't have contact with hacking and cybercrime themselves, it would be good to inform them of these topics.

**Ask an adult for help.** Children don't often know or dare to ask an adult for help. Maybe the parent does not know how to solve this particular cyber issue but they can look further. Children experience different things online that they cannot yet explain, therefore it is vital to get help from parents.



## THE FIRST WORLD – THE SCHOOL

In the school world, the cyber hero has to help children and adults in school and around it. The main focus of the world is how to behave on the internet. There are many items to pick up (headphones, a stuffed rabbit, and wearable items), five smaller and one big assignment. The world is short and does not require a lot of planning.

### OVERVIEW AND GOALS OF THE ASSIGNMENTS IN THE SCHOOL WORLD

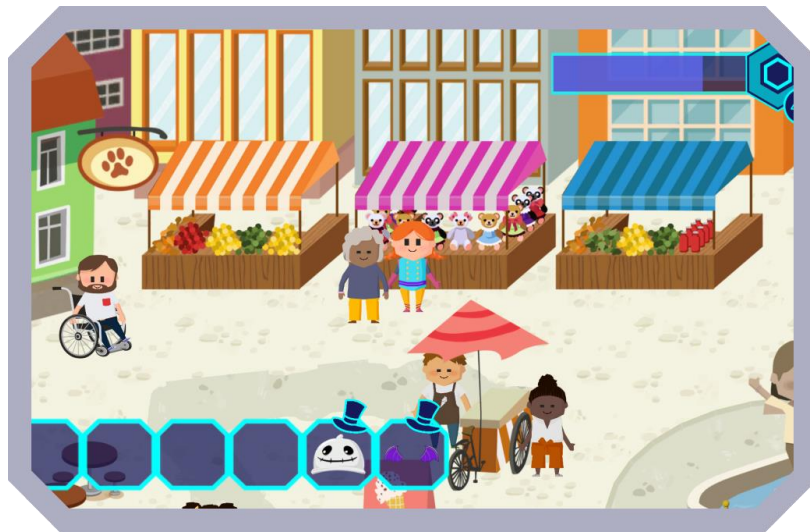
- The first three assignments are outside and deal with these three topics: do not post photos of other people on the internet, one must communicate politely online, and strange profiles exist. You can get necessary items from outside to go back into the school.
- The next three assignments are about communicating online and the cyber hero also finds the parts of the fake profile. One of the messages is to always talk to an adult when there is a problem.
- The last assignment is outside again, solving the fake profile. The main goal is to teach that strange friend requests should not be accepted.

### DISCUSSION TOPICS

The main topic in the school is communication on the internet so there is room for several discussions that focus on children's own experiences and general rules of politeness. The more important topics that should be discussed are:

- 1) The rules for engaging online and real life are the same – be polite!
- 2) When taking photos of other people, this photo should not be uploaded without their permission, especially if the photo is embarrassing.
- 3) When they encounter internet bullying, they should always tell a teacher or parent. Bullying online is as bad as, sometimes even worse than in school because internet comes home with the child.
- 4) One has to be careful about friend requests and people should never meet strangers when not sure if you know the person.

- 5) It is important to stress to the child that they should always talk about their internet life. Parents can look for help and give advice. Children's concerns should be taken seriously as there are many bad people on the internet.



## THE SECOND WORLD – THE PARK

In the park world the cyber hero has to mostly help adults and the focus is on cyber security. There are some collectible items as well but it is also possible to start with assignments right away. The assignments don't repeat themselves but the theme of cyber security is almost everywhere. The world is longer than the first and several assignments need for the cyber hero to talk to multiple people and some assignments require previous ones to be completed.

### OVERVIEW AND GOALS OF THE ASSIGNMENTS IN THE PARK WORLD

- In the beginning, three assignments are open, all in the top part of the game. The goals are privacy-related: what information to share on photos, how to secure a device and one assignment about hacking. The goal of that one is to introduce the topic to the children.
- One of the key assignments is money; the goal is to teach that children cannot spend their parents' money without asking for permission
- One two-part assignment deals with photo sharing again – who is allowed what. The assignment looks at sharing photos when you are the author and on the photos, and when it is someone else's photo.

### DISCUSSION TOPICS

The main topic of the park world is safety so it's a chance to discuss some more grown up topics. Even very young children use smart devices or have accounts on social media, even when they officially shouldn't. The most important thing is to make sure the children understand that many things can happen to their devices and online information so security is very important.

- 1) Not all the photos should go online. One should think first if the people on the photos agree to the upload and are happy with the contents.

- 2) All devices have to have a long password and different devices and accounts have to have different passwords. One should never share their password with their friends.
- 3) When buying something online, children must always ask their parents' permission. The game does not discuss in-app purchases of online games but it is important to explain to the children that euros spent on games are real euros and that should also first be discussed with parents.

## THE THIRD WORLD – AT GRANDMA'S

Grandma's world focuses on online scams and criminal activities. The assignments are not very long but are more grown up than in the first two worlds. The topics of the world are maybe a bit complicated for pre-schoolers but it is still worth a play. The activities in the world take longer, the play through is about 15-20 minutes.



### OVERVIEW AND GOALS OF THE ASSIGNMENTS IN GRANDMA'S WORLD

- There are two assignments in the beginning, outside the house. One of them is a constant one and starts with a photo uploaded online. The other assignment is about sharing spam mail.
- There are two assignments inside the house: grandma and grandpa. The former deals with friend requests but grandpa's assignment has two options: one can pick correctly right away and buy the simpler and more expensive ladder, or to pick incorrectly and buy the cheaper one. The first moves the game on but the other opens an additional assignment that deals with computer viruses. The virus assignment also has two options: if one clicks correctly, the man gives the cyber hero the hammer but if one clicks incorrectly, the computer gets infected and the player has to bring antivirus software from the house and only then the man gives the hammer. It would be useful try all options with the kids.
- The main assignment of the world is to look for the missing goose and egg, and finding and handing over the criminal to the police. It is not essential to find the goose to finish

the world but gives extra experience. One assignment is to take a photo of the criminal. This is where it would be recommended to discuss with the kids that this is different from real life.

### DISCUSSION TOPICS

Grandma's world is very grown up focused but many topics are such that they do matter to children as well. It is possible that some of these topics are too complicated to the child but the important aspect is to stress that if they see something suspicious, encounters something strange or happens to be in an unpleasant circumstance, they should tell their parents right away. In addition to that, these topics could also be discussed:

- 1) There are many bad people on the internet who spread viruses, try to scam or do something criminal. Sometimes these bad people are other children.
- 2) What to do when something bad has happened? The parent has to be the one with whom the child finds it easy to talk to about these problems because often children make it worse when they're on their own. For example, they try to give the culprits money or share personal information.
- 3) Introduce the web police! On [spooky.ee](http://spooky.ee) is a link to Estonian web police, take a look at it with the child.
- 4) All kinds of things can happen to everyone online. It is important to prevent and react!



### THE FOURTH WORLD – BIRTHDAY PARTY

The birthday world repeats several topics covered before: passwords and device safety, sharing photos online, shopping online. The world is not more complicated or difficult than others, it is more suitable for children, similar to the school world. The world is short and suits also the younger children.

### OVERVIEW AND GOALS OF THE ASSIGNMENTS IN THE BIRTHDAY WORLD

- In the beginning, there are several assignments outside that repeat earlier topics. When one takes the hat to the boy at the gate, it starts an assignment that takes the cyber hero indoors.

- Inside has an assignment about online shopping and this time the focus is on free vs paid items. The goal is to warn children that free does is not always the right way o go.

### DISCUSSION TOPICS

The focus of the world is suitable for all children and discussions can be had on their level. IT is important to stress to the children that:

- 1) All devices have to have a long password that is not shared.
- 2) Many free things on the internet are often not good, bring viruses or other problems.
- 3) Devices need taking care of - each lost tablet is not only a financial loss but also a security problem.
- 4) Always discuss with an adult when you want to buy something or have some concerns!

## THE FIFTH WORLD – THE STREET

The street world opens up once all the other worlds have been played. This is not a compulsory part of the game, because it requires the player to be able to read. The main themes of the world are online scams and false information: bad apps, protecting one’s accounts with WiFi and passwords, and copying from the internet.



### OVERVIEW AND GOALS OF THE ASSIGNMENTS IN THE STREET WORLD

- This world offers multiple assignments that deal with fraud on the internet: the characters get fake messages and emails, and they also deal with bad apps in the store.
- One of the most important topics is how to protect oneself: choosing the right WiFi and how to protect one’s accounts. All these assignments form part of the main sequence of assignments.
- One assignment deals with copying material from the internet: why one shouldn’t do this and how using artificial intelligence is also wrong if it is not allowed by instructions.

### DISCUSSION TOPICS

The world has multiple topics that relate to assignments in earlier worlds, but there are a few new things that should be discussed.

- 1) Parents should definitely discuss scam emails with their children: how to recognise them and when to come and talk to their parents about them. Agreements in this regard should be put in place.
- 2) Copying from the internet is a growing trend. This is a topic that needs to be discussed with kids: why it is wrong and what it could result in.
- 3) There is an assignment in the game where the player asks for the WiFi password in a cafe but does not purchase anything. Is this a correct way to behave? What would be better?



## IMPORTANT THEMES IN THE GAME

The main goal of Spoofy is to get children thinking about cyber hygiene topics and to give them instructions on how to behave in certain complicated situations. There are multiple different kinds of assignments in the game, but there are also ever-present topics that should be discussed with children both at home and at school.

### SHARING PHOTOS

When taking and sharing photos, it is important that the kids keep in mind:

- 1) Whom they taking photos of and does this person know this;
- 2) Do not post photos of other people, especially if they are embarrassing;
- 3) Do not post photos with personal information: name, phone number, address etc.

Also do not post information that can attract thieves or nudity.

Another topic to discuss with kids would be to never send anyone photos of themselves wearing skimpy outfits or nudity. Also not to share these kinds of photos of others, children or adults. It is advisable to not share photos of oneself to strangers in general, always discuss with an adult first. Internet is full of suspicious people who collect photos of children or organise “modelling competition” or send photos of themselves in return. Children should also tell an adult when they get photos from someone.

### FRIEND REQUESTS

People get many friend requests, children are no different. Therefore it is important that they can critically evaluate, which are good requests to accept. Adding the wrong people can give them additional information and access. Therefore, it is important to stress that they should know the person in real life or at least in a game or similar. If the photo and name are familiar but the profile seems strange, they should also be careful and ask for additional information because there are many fake accounts going around.

When they meet an internet friend in real life, they should always consult an adult first, especially if the “friend” asks them not to.



## FREE THINGS

There are many free things, ads and good offers on the web. Many of them are scams.

- 1) Free things offer come with viruses or other malware. If it should not be free (like a movie, for example) and someone else is charging for it, the free one is suspicious.
- 2) „share this and you might win“ is usually a scam. Even if you get the reward right away, the sharing is still not a good idea;

If something seems like too good to be true, it usually is.

## COMMUNICATING ON THE INTERNET

Communicating on the internet is no different from the offline world, one must be polite. But one has to think of additional consequences, children should keep in mind the following:

- 1) When writing something or uploading a photo on the web, there will always be a trace of it.
- 2) Words said online have the same impact as things said in real life – insulting someone online is not kinder;
- 3) You cannot keep track of shared information: you must be careful with what you share and with whom but you must also keep in mind that others might share your information further.

## PASSWORDS AND MULTIFACTOR AUTHENTICATION

All devices and accounts should be password protected. You have to remember three things:

- 1) All passwords must be unique, each account has to have a different password;
- 2) Passwords must be long and complicated
  - a. At least 12 digits
  - b. Letters, numbers and other symbols;
  - c. Don't use easily recognisable things like your name, name of a family member etc.
- 3) Do not share your passwords with anyone, maybe only your parents.
- 4) One way to protect one's account is using multifactor authentication. This means that you need something else in addition to a password. For example, a message is sent to your phone, or you need something physical (such as your ID card or Smart ID) or something biological (like your fingerprint). With this additional layer, it is much more difficult to hack into your account.

## SCAMS ON THE INTERNET

The number-one internet threat right now is scams. This often means phishing emails and messages or the spreading of false information. It is important to be vigilant at any age and to keep in mind the main rules of cyber hygiene.

- 1) Always be careful when selecting a WiFi network, downloading apps or reacting to messages.
- 2) Fake messages can come via email or SMS, through instant messengers or even as phone calls.
- 3) It is important to always double-check the information through a different channel before reacting.

- 4) Some common signs of scams are:
  - a. a surprising sender;
  - b. the phone number or address is different from the sender's usual one;
  - c. being prompted to react quickly; and/or
  - d. vagueness in details.
- 5) Never send money based on just one email or message.
- 6) Children should always discuss any suspicious messages with their parents, especially when money or data are involved.

## HACKING

Hacking is any misuse of computer to get access to someone's computer or system. Hackers can have ethical goals but often they are malicious. Hacking usually requires computer skills and knowledge but there are also those who purchase readymade assets on the internet and use them for their goals. Hacking is usually illegal so hackers are often greeted by police at their doors, and hackers are considered criminals.



## THE GAME – WHERE AND WHAT?

Here is an overview as to where one should go while playing the game and where to click. Answers to all the questions that children might get when playing and getting stuck or lost.

### THE SPACE SHIP

In the beginning of the game, the player learns all the main activities. The robot gives instructions about using the control panel, and collecting and wearing the items. The player can use the control panel to choose the cyber hero, choose the world, change the language and volume, and to later buy cyber pets. The control panel also has the button for resetting the game if that is what the player wants.

### THE SCHOOL WORLD

- 1) The first class has headphones that need to be taken to the boy in the class next door.
- 2) The next activity is outside, access through the door bottom of the screen.
- 3) There is a girl on the right with an assignment about photos.
- 4) There is a caretaker by the street with an assignment about internet communication. The caretaker will give a key that opens a locked classroom.
- 5) There is a boy by the swing-set who has an assignment that can be solved inside and he gives a magnifying glass for it.
- 6) Next to the boy is also a stuffed rabbit that goes to the boy inside the school.

- 7) The key opens the locked door on the top of the screen, behind it is the principal with a communication assignment. The principal will give the hero a wearable hat.
- 8) The magnifying glass assignment is in the classroom to the right. The end result is hair that needs to be taken to the boy outside.
- 9) The cyber machine part is in the first classroom which finishes the world.
- 10) There are different wearable glasses, hats and a moustache in the world. Some appear later during the game.

## THE PARK

- 1) There is a lady by the ice cream cart who has an assignment about spending money online. The solution has four steps:
  - a. The girl with the teddy bear by the tables. She will give the player clothes and will wait for a bow.
  - b. The clothes should be taken to the woman top of the screen who will give the player money.
  - c. The money goes back to the woman by the ice cream cart, she will give flowers in return.
  - d. The bow comes from solving the tablet owner assignment.
- 2) There is a man in a wheelchair top of the screen, he has a tablet looking for an owner. The owner can be found using the dog photos on the tablet and she is on the right. She will give the player the bow for the little girl and a hat for a future assignment.
- 3) Top of the screen also has an assignment on internet photos, this will provide the player with chocolate.
- 4) On the right side there is a bush and in there is a stop sign that needs to be taken to the construction worker in the bottom right who has a hacking related assignment.
- 5) The girl with the bear will give an ice cream for the bow.
- 6) The ice cream and the hat go to the women waiting by the photo booth, they have a photo related assignment and once that has been done, keep an eye on the young man who picks up the women's photo. He is the last assignment and this provides the player with a decoration.
- 7) The chocolate, flowers and decoration have to be taken to the mayor who is waiting by the big cake and who will give the missing cyber machine part. This will end the world.
- 8) The world has hats that can be found and worn.

## AT GRANDMA'S

- 1) The long assignment of the world starts at the empty coop, where the first part is about a photo but the player must also find the egg and the goose.
- 2) After the coop, the player should talk to the police officer who is nearby. The police officer gives the hero a camera and instructions. Before proceeding with that, some other assignments have to be done inside the house and in the yard.
- 3) In bottom left there is a group of kids who have a spam related assignment and the solution gives the player a flashlight.
- 4) Near the kids is a bush and there is the missing goose.
- 5) In the house is grandma who has an assignment related to friend requests and the reward is a key.

- 6) The key, camera and flashlight are needed to find the thief. Once all items are collected, the player has to go to the shed, outside and bottom left. Inside is the thief and the player has to take a photo of him and take it to the police officer. There is also a rake in the shed and that is needed later.
- 7) The police officer gives the player the missing egg and this (with the goose) should be returned to the owner. This step is not necessary for completion of the world.
- 8) Inside the house is also grandpa, he has an assignment about shopping online, it has two different solutions:
  - a. If the player chooses the expensive and boring ladder, the assignment is done, grandpa gives the ladder to the cyber hero and they can finish the world.
  - b. If the player chooses the cheaper and shinier ladder, it turns out to be broken and now a hammer is needed.
  - c. The hammer assignment is with the man waiting by the shed, there are again two solutions:
    - i. If the player closes the ads, the hero gets the hammer.
    - ii. If the player clicks on the hammer, the computer gets a virus and the hero has to get the antivirus.
    - iii. Antivirus is inside the house, with grandpa. After taking that to the man, the hero gets the hammer.
  - d. Grandpa will exchange the hammer for the ladder.
- 9) The ladder and rake are needed by the tree outside, the cyber machine is up in the tree.
- 10) The world has different headgear and a face scarf; can be found on the ground and as rewards for assignments.

## THE BIRTHDAY

- 1) The first assignments are outside by the presents and the cake. The cake task is about sharing photos and gives the hero some chocolate.
- 2) The birthday girl has a password assignment that gives the hero a party hat that should be taken to the kid at the gate. He has an assignment about a lost device and safety. The reward is some popcorn.
- 3) Inside the house is a boy by the computer who has a downloading assignment. Solving it correctly leads to them needing their mom from the kitchen; the mom wants first the popcorn and her handbag in the bedroom. Mom will give the hero tickets and a pamphlet.
- 4) The tickets, pamphlet and chocolate go to the man waiting by the fishing game outside, he will give the player a fishing rod in return.
- 5) The fishing rod should be taken left of the house where the missing cyber machine part is.

Now the first four worlds have been completed and younger children can go and play them again. There is also now a new world open, for children aged 10+.

## THE STREET

- 1) The main focus of the world is opening up the safe, which starts with talking to the police officer. The officer sends the player to speak to the electrician and, after that,

to the fire fighter. Once both of their assignments have been solved, the police officer gives the safe to the player.

- 2) The electrician needs a flyer for their assignment: you can get it from the young person standing next to the hardware store, top left.
- 3) The safe needs to be fixed and opened. In order to fix it, the player must solve the store owner's assignment (the hardware store, top left), which grants the player a screwdriver. In order to open the safe, the necessary gemstone is provided by the girl standing near the safe. Both assignments are already open when the game starts.
- 4) There is an older lady inside the store: she has an assignment dealing with scams and hands out a wearable item.
- 5) There is a young woman at the bottom of the park who has an assignment dealing with plagiarism and artificial intelligence, and she also hands out a wearable item.
- 6) Once the safe is open, a code card emerges and the player can take it back to the spaceship.

Now all the worlds have been completed. All of them can be played again, as the assignments will provide new wearable items.

