

Cybersecurity Awareness Month

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Cybersecurity
Awareness
Month

INDIAN HEALTH SERVICE
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Office of Information
Technology / Division
of Information Security

WEEK 3



MULTI-FACTOR AUTHENTICATION-ZEE!

A Cybersecurity Twist On
Your Favorite Dice-Rolling Game!

Gameplay

Each turn, a player tries to complete a Multi-Factor Authentication (MFA) category on the scorecard (found on the next page). Try to complete every category, even if you haven't enabled that form of MFA yet! To complete a category, the player rolls five dice up to three times. After each roll, the player decides which of those dice to hold on to and which to re-roll as they try to complete a category. For example: if you roll 1-1-3-4-5, you may decide to re-roll the two 1s and hold the rest, hoping for a 2 or 6, to complete the numbered sequence necessary for a Small Straight. You can record one failed attempt in the "Taking a Dangerous Chance" category. But, if you are unable to score after the completion of your turn, you must take a "zero" in a category of your choice. You can find full instructions for the original game [here](#).

Multi-Factor Authentication

MFA requires you to present two or more pieces of evidence (factors) to authenticate your identity. This keeps you safe if someone has been able to determine one of your factors, like a password. MFA can include Things You Know or Things You Have. Use both to fill out the MFA-zee scorecard!

"Things You Know" may include:

- A strong password that is a long mix of letter cases, numbers, and symbols.
- A security question with private details (that you are careful not to spoil the answer to on social media).
- A personal identification number (PIN) like the kind used at an ATM.
- A personal image used for image recognition so you know you're logging in to your real account.
- A passphrase that is a memorized sequence of words and symbols that have meaning only for the user.
- A code word or number used to access team-specific work functions, like online meetings.

"Things You Have" may include:

- A disconnected token that generates a code for a specific user.
- A connected token, like a PIV Card.
- A physical location that would prevent you from accessing your email, for example, if you are outside a certain geographic region.
- A biometric method, like a fingerprint or facial scan.
- A password manager, which keeps all your strong passwords secure by making the user only have to know one password in order to access the rest.

Please contact cybersecurity@ihs.gov with any questions or comments.

NOTE: Products mentioned in this document are for informational purposes only and do not signify an endorsement.

		Player 1	Player 2	Player 3	Player 4
Top Section: Things You Know					
A Strong Password Roll as many Ones as possible:	Add All Ones				
A Security Question Roll as many Twos as possible:	Add All Twos				
A Personal Identification Number Roll as many Threes as possible:	Add All Threes				
A Personal Image Roll as many Fours as possible:	Add All Fours				
A Passphrase Roll as many Fives as possible:	Add All Fives				
A Code Word Roll as many Sixes as possible:	Add All Sixes				
Total	Add The Above Scores Together				
Bonus	If Total Score is 63+, Add 35				
Total of Top Section	Carry This Score To The Bottom				

Bottom Section: Things You Have					
Disconnected Token Roll 3 of a kind:	Total All Dice				
Connected Token Roll 4 of a kind:	Total All Dice				
Location Based Roll a Full House (2 same & 3 same):	25 Points				
Fingerprint Scan Roll a Small Straight (4 in a row):	30 Points				
Facial Scan Roll a Large Straight (5 in a row):	40 Points				
Password Manager Roll 5 of a Kind (MFA-zee!):	50 Points!				
BONUS Roll 5 of a Kind again!	"X" For Each				
	100 Points Per "X"				
No Multi-Factor Authentication Taking a Dangerous Chance:	Total All Dice				
Total of Bottom Section	Add The Above Scores Together				
Total of Top Section	Carried Down From Above				
GRAND TOTAL	Add The Top And The Bottom Scores				