



When the world fights back

Crisis Exercises: From paper injects to a fully immersive platform

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TLP:Green

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How do you exercise a Crisis



Our Crisis Scenarios are – in comparison – boring

YOU BECAME VICTIM OF THE GOLDENEYE KANSUMWIKI?

The harddisks of your computer have been encrypted with an military grade encryption algorithm. There is no way to restore your data without a spe key. You can purchase this key on the darknet page shown in step 2.

To purchase your key and restore your data, please follow these three easy steps:

1. Download the Tor Browser at "<https://www.torproject.org/>". If you need help, please google for "access onion page".
2. Visit one of the following pages with the Tor Browser:

<http://golden1.onion/vCS>

```
http://golden2.onion/vC
```

3. Enter your personal decryption code there:

If you already purchased your key, please enter it below.

Key :

Before we start: we build a crisis simulation

LIVE

The screenshot shows the 'Switch_SecAcademy' Scenario Authoring interface. The top navigation bar includes 'Workshop', 'KQL', 'KQL Courses', 'Leaderboard', 'Achievements', and user settings. The main header indicates 'Scenario Authoring BETA' and the user 'Jens-Christian Fischer Admin'. The 'Demo Scenario' is in 'DRAFT - V1' state with 'No issues'. The 'Assist' tab is active, showing instructions for drafting a scenario with AI. The configuration section includes:

- 1 · Premise**
- Sector:** manufacturing
- Org size:** M
- Rounds:** 4
- Total duration (min):** 180
- Difficulty:** standard
- World language:** en
- Country:** Switzerland
- Tone:** serious
- Teams:** ☒ SEC ☒ INFRA ☒ KOMM ☒ MGMT
- Threat archetypes:** ☐ Dienst-Ausfall ☐ Ransomware-Detonation ☐ Phishing-Kampagne ☐ Datenleck & Erpressung ☐ Innentäter-Exfiltration ☐ DDoS-Überlastung
- Anything special?**

YOU CHOOSE

Sector [from the room]

Threat [from the room]

Teams SEC · INFRA · KOMM · MGMT

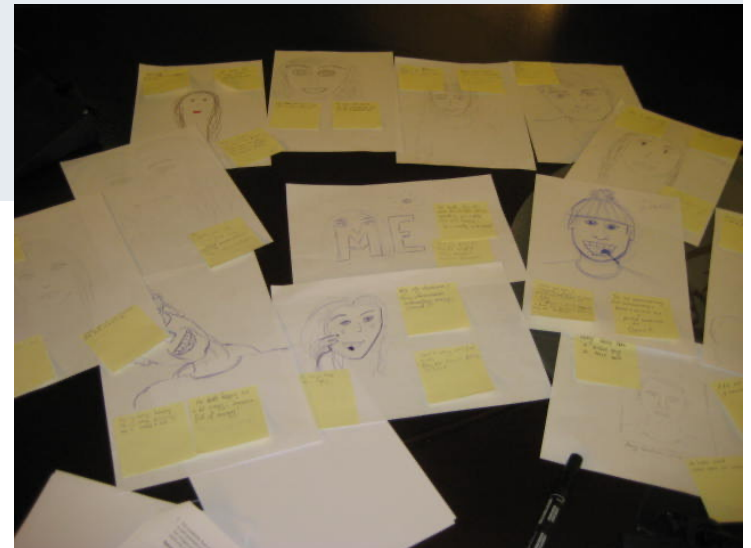
Rounds 2

Let's see what the AI comes up with
We will play later

INJECT · ROUND 1 · 09:14

Your identity directory is down. Front ends still show cached sessions.

What do you do?



From a stack of cards to a world

1

Paper

Printed Injects, read aloud. This works.

2

A human log oracle

Another exercise let Teams phone a person who answered from the logs.

3

A KQL emulator

Our capture-the-flag tool already made logs on demand.

4

The whole workplace

Mail, chat, intranet, social media, phone. First prototype in seven days.

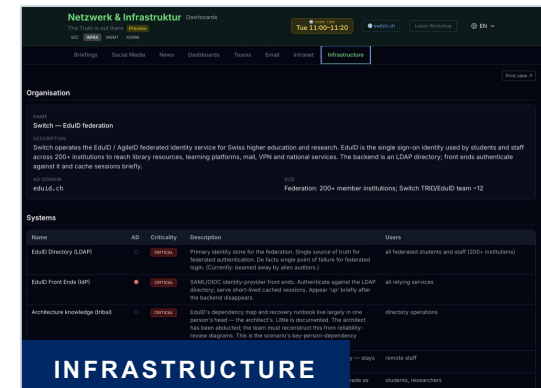
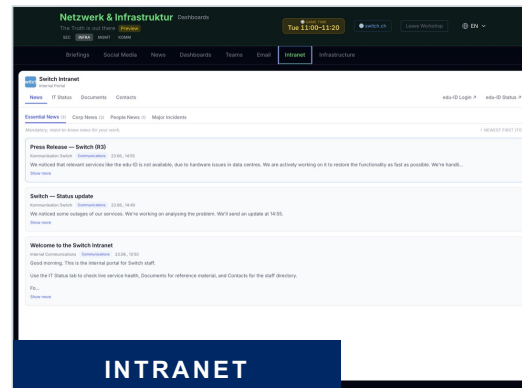
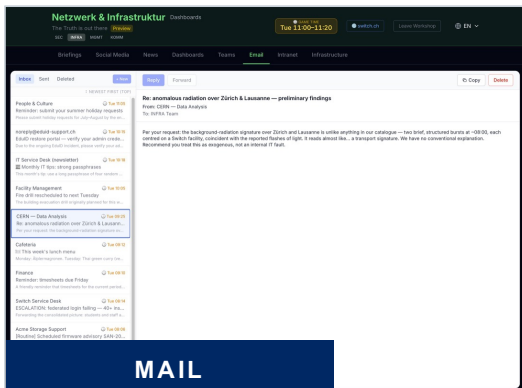
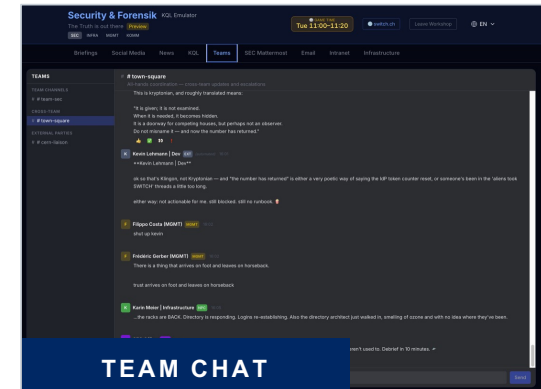
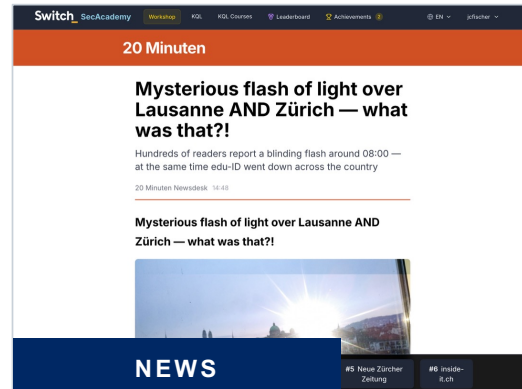
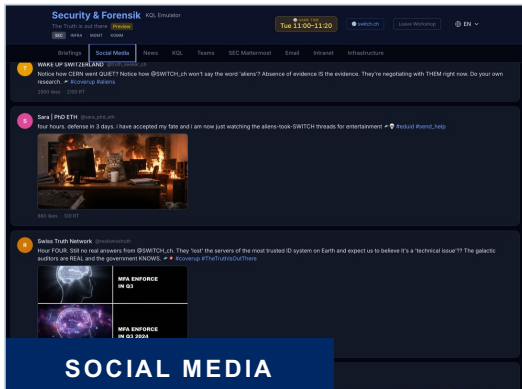
5

Characters that answer

AI inside the world, not only behind it.

Building a "simulated" workspace
And then let it speak for itself

What a Team sees



What the engine does without you

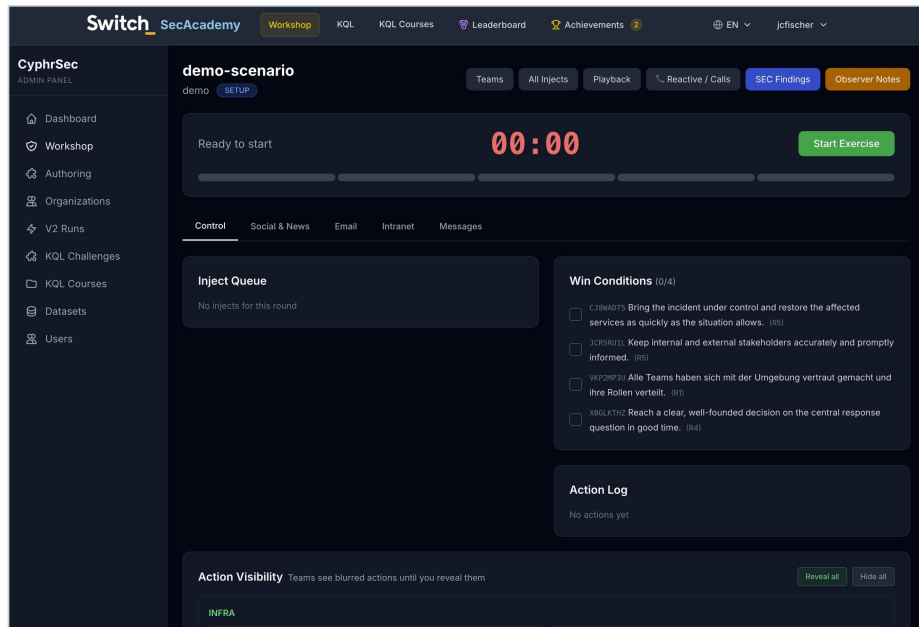
Drip

React

Branch

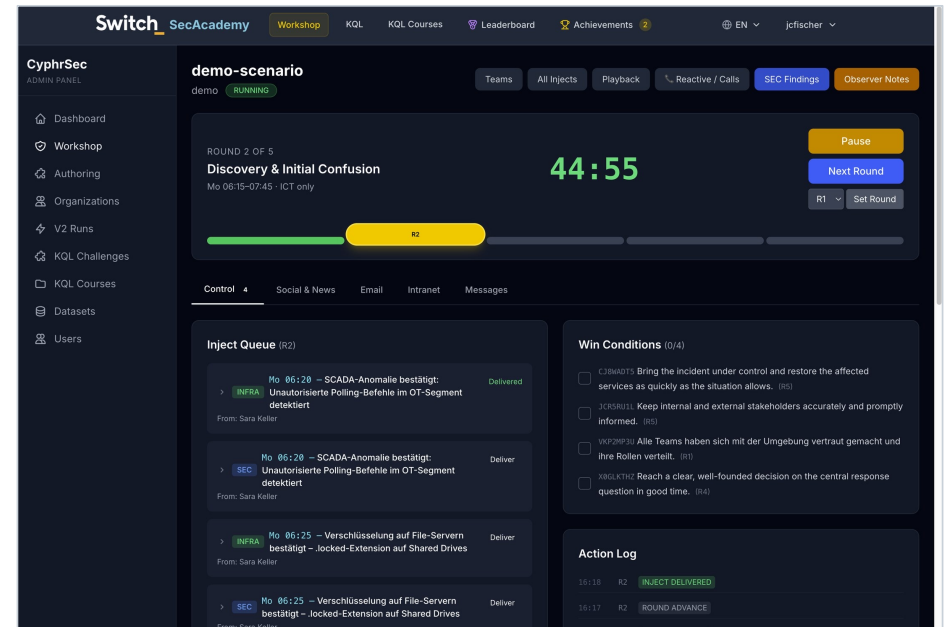
Status

The Game Master's console



Before the Run

Win conditions set, the Inject queue still empty.



During the Run

Round clock, the Inject queue per Team, and the action log.

Characters make noise. Decisions move the story.

CHARACTERS

Have a motive, a voice, and know only the facts the story has revealed.

They answer what a Team wrote to them.
They do not read other threads.

They **cannot** move the plot.

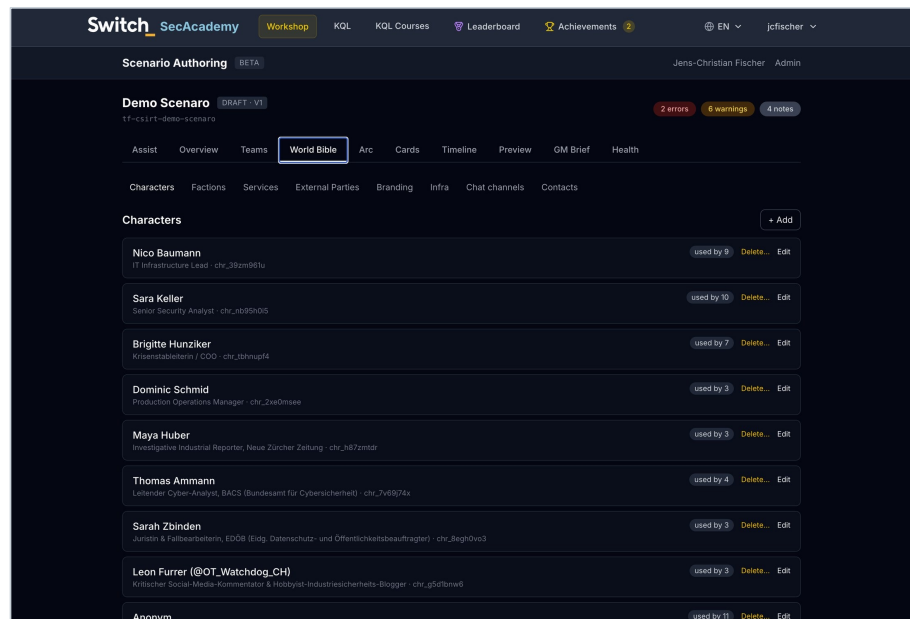
WHAT MOVES THE STORY FORWARD

A Team's decision: each choice changes the world state that follows.

Cut the network, and mail and chat go dark.

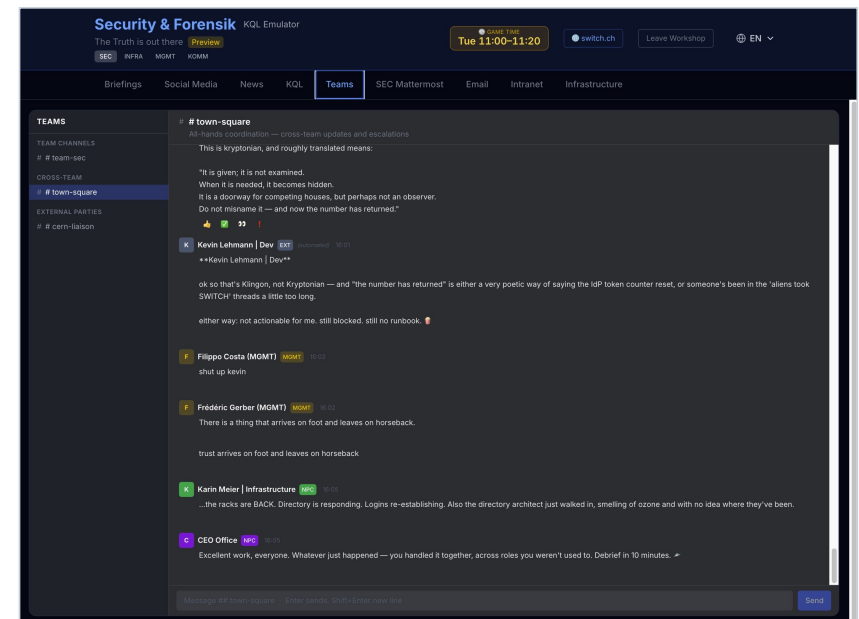
The noise is there to stress Participants. The actual exercise is only driven by the Participants.

Characters, authored and in play



Authored

Every Character has a role and a motive in the World Bible.



In play

Characters answer in the Teams' channels, next to the Participants.

People and AI can co-exist in the game

The ransom note had a TOR chat address

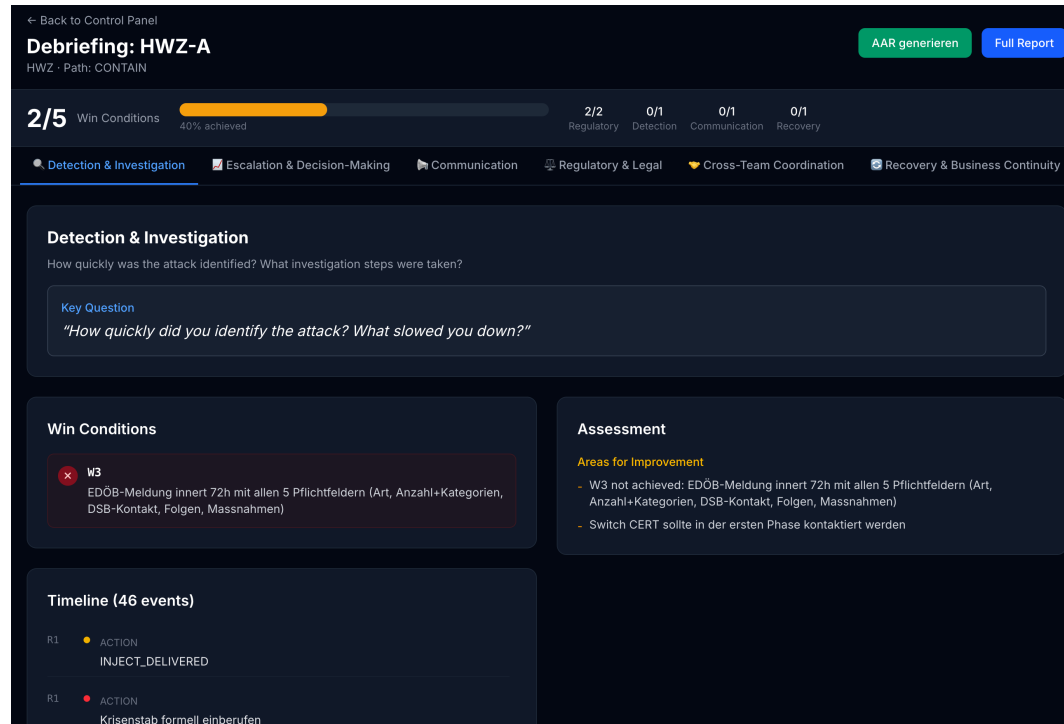
The chat was done by a real negotiation trainer

Scripted injects, AI characters and live people, in one run

Any character's seat can go to a real person

Evidence afterwards

AFTERWARDS



ONE REAL RUN

+0 min Inject delivered

+14 min status page updated

+18 min crisis team convened

Example run

Paper leaves memory and a flipchart. The Crisis Simulators leaves a timeline of every decision & every communication done

Switch

The AI supports – it does not decide.

AUTHORED

The injects, the branch and the facts are written before the Run

BOUNDED

Characters answer with AI, but only with facts the story has already revealed

VOICE

Phone calls go through ElevenLabs: speech to text, and text to speech

HUMAN

The Game Master can pause all, mute one, retract a reply, or take a Character's seat. Judgement is always human.

Paper tests what you know

Immersive tests what you do

Both have a place

What paper does better

1

Cheap

A room, a facilitator, a stack of cards

2

Fast

Ready in days, not weeks

3

Deep

Time to discuss every step, together

4

The plan

It shows whether the plan exists and who knows it

What it built while I talked

LIVE

1

The arc

Rounds, events, and where it branches

2

One Character

Role, motive, what they know

3

One Inject

Would you send this to a Team?

4

The health check

Errors, warnings, notes

A draft in [__] minutes. Making it good is where the days go.

What immersive costs

Days

of authoring: making the world consistent

A Game Master

who knows the product, reads the room and still can improvise

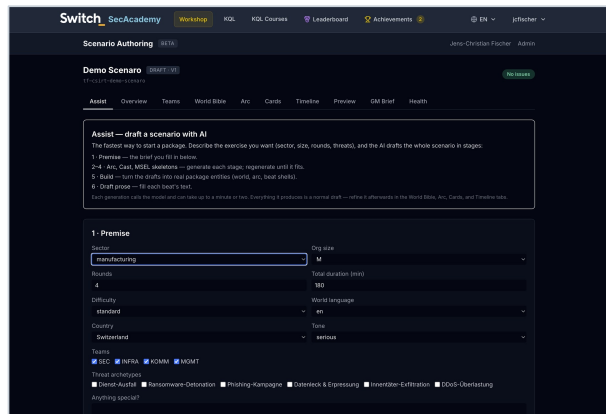
Tooling

accounts, laptops, WIFI, projector

Consistency

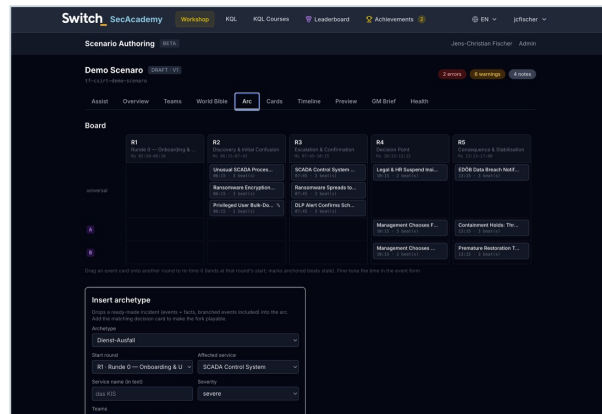
hundreds of individual pieces of lore. Compiler that checks that no fact appears before its time (and still fails sometimes)

Where the authoring days go



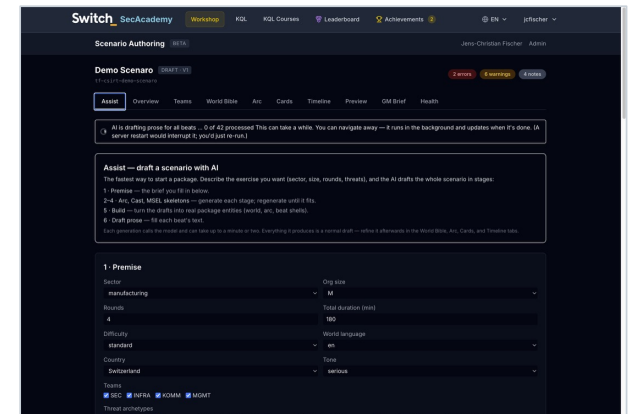
1 Premise

Sector, size, rounds, Teams and threats.



2 Arc

Rounds on a board, and the branch into world A or B.



3 Draft and check

The AI drafts every beat; the health check counts errors and warnings.

Let's play



Open source

We are working on open sourcing this under a permissive license.

First public Run: GÉANT CLAW Vienna, 23–24 November 2026

Would you run this for your constituency? Is there a crisis you want exercised? Tell me. That is how the scenario library grows.

Come and play and look behind the scenes

Workshop Thursday, 9:00 – 12:00

Your contacts



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