Games
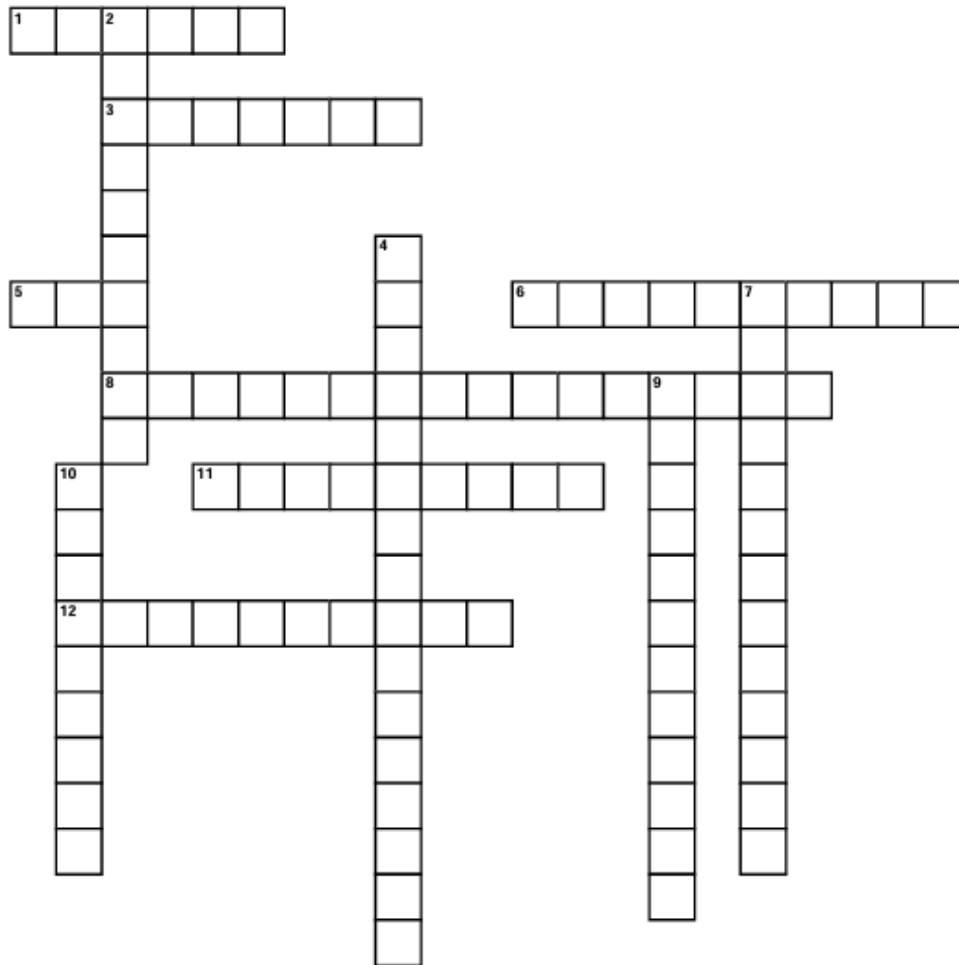
Across

[1] Creating multiple copies of data in case a copy is compromised, like sports teams printing out multiple copies of game plans

[3] Harmful software that can potentially spread through computer systems, like a sickness in the locker room

[5] Abbreviation of authentication technique that is similar to requiring a sports player to swipe their care and put in their password to access the locker room

[6] Type of social engineering attack that relates to a janitor following closely behind a player entering a player-only room

[8] Overall process of protecting assets on a computer, like how defenses protect their goal

[11] Technique used by attackers to intercept sensitive data, like the unauthorized listening to a team meeting through the door

[12] Process of scrambling up data so only authorized users can access it, similar to football play calls

Down

[2] Ensures all security practices align with legal regulations and best standards, like the rules to a sports game

[4] The layered approach of different security measures to prevent attacks, like the layered approach of football defenses

[7] Determines what resources a verified user is allowed to access, like assigning specific allowed actions to different workers at a stadium

[9] Plan that is needed to ensure it is known what to do if an incident occurs, like referees knowing to stop play for an injury

[10] Component of the CIA Triad that relates to ensuring the score of a game is correct

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N  P  W  I  E  T  O  I  N  R  N  A  O  A  D  A  A  D  V  T
E  T  O  L  N  U  O  O  U  P  I  U  L  L  A  W  E  R  I  F
S  T  N  S  S  D  P  Y  C  N  T  E  D  T  A  B  E  B  E  D
N  T  N  A  U  B  I  S  I  N  R  E  S  C  T  E  M  L  L  R
A  I  U  R  M  L  E  D  C  E  D  I  O  R  L  I  C  E  I  E
M  T  I  I  N  C  I  D  E  N  T  R  E  S  P  O  N  S  E  I
C  N  O  I  T  C  E  T  E  D  T  N  I  O  P  D  N  E  I  T
D  R  R  S  C  E  S  U  P  N  D  T  I  E  U  L  O  R  U  U
I  Y  N  P  O  L  A  S  N  I  I  I  V  C  T  A  E  V  P  O
A  V  S  R  E  T  C  O  M  P  L  I  A  N  C  E  A  A  C  O
I  N  Y  T  I  R  U  C  E  S  R  E  T  U  P  M  O  C  I  A
D  T  C  P  A  V  V  S  M  A  R  R  O  L  E  B  A  S  E  D
N  O  E  D  D  E  I  I  A  E  A  E  D  A  T  T  O  L  R  U
E  C  N  A  A  I  E  P  R  M  L  R  C  A  C  W  N  I  L  T
T  P  T  E  I  T  E  N  N  U  O  T  I  E  T  E  I  L  T  S
P  P  I  M  R  E  R  C  L  T  S  Y  A  D  C  E  O  U  T  L
E  U  E  D  T  D  P  O  E  C  L  R  T  E  T  R  I  R  O  P
F  W  I  I  A  N  P  E  N  V  I  U  T  N  A  M  E  C  D  L
U  P  E  N  I  P  C  E  W  E  I  D  M  E  I  L  E  F  T  S
P  O  N  N  C  V  U  P  D  A  T  E  A  A  R  C  T  E  T  E
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Find the computer security term equivalent to the given sports situation:

- Defense of sports team protecting its goal
- The quarterback communicating to his teammates through a communication of code words
- Offensive lineman blocking the opponents
- A sickness spreads through the locker room, getting the whole team sick
- The three pillars of a football team are the offense, defense, and special teams
- Following the rules of the game
- Preparing the backup quarterback to play if the starter gets injured
- The camera in the team facility monitoring for suspicious activity
- Coaches changing the gameplan every week to combat against opponent countermeasures
- The access control model related to giving each position of players access to different rooms