What is Cyber Threat Defender?

• Competitive collectible card game
  • Create a network of Assets
  • Build Defenses to prevent Attacks and Events from opponent
What do the cards do?

- Each card has text that describes how it works
- Four basic types of cards
  - **Assets** – The foundation of your computer network
  - **Defenses** – Protect your network from attacks & disaster
  - **Events** – Random happenings, for better or worse
  - **Attacks** – Malicious agents that exploit your network
Anatomy of a card

Card Name: Budget Increased

Card Type: Event - Upgrade

Card Effect Details:
You received an increase to your security budget and purchased newer and more powerful equipment.

Attach this card to an Asset - System card that you have in play. While the attached Asset - System is in play, it generates 1 additional point each round.

Point Value: 1

NOTE: Some cards affect scoring indirectly; always read the Card Effect Details for a full understanding of how a card affects scoring.
Common card mechanics

• Gain points

- Desktop Computer
  Asset - System
  A typical desktop computer that can be used to connect to the Internet through an Internet Service Provider (ISP).
  You receive 1 point each round this card is in play.

- Laptop Computer
  Asset - Wireless System
  A typical laptop computer that can be used to connect to the Internet via a Wireless Router.
  You must have a Wireless Router in play before playing this card. You receive 1 point each round this card is in play.

- Budget Increased
  Event - Upgrade
  You received an increase to your security budget and purchased newer and more powerful equipment.
  Attach this card to an Asset - System card that you have in play. While the attached Asset - System is in play, it generates 1 additional point each round.
Common card mechanics

- Opponent point loss

Trojan Horse: Attack - Malware
Your opponent has downloaded a game which is actually a Trojan Horse, a type of malicious software (malware). While the game is played, the program is also sending copies of files to an attacker.
Select an opponent. That opponent loses 1 point per round until this card is countered.

Phishing: Attack - Phishing
Your opponent responded to an email asking for their security / login information. The attacker can now access your opponent's account and system.
Select an opponent. That opponent loses 2 points each round for 2 rounds. Remove this card from play after 2 rounds.

Firewall Rules Not Updated: Event
Your opponent has forgotten to update their firewall rules which will allow attackers to penetrate it using newer exploits.
Select a Firewall card that an opponent has in play and discard that card. Your opponent loses 2 points this round. Remove this card from play after 1 round.
Common card mechanics

• Card removal and immunity

Anti-Malware/Virus

You install or update anti-malware and anti-virus software on your computer systems. This prevents known viruses and other malicious software (malware) but needs to be updated periodically. This card removes all Attack - Malware cards targeting you and remains in play. While this card is in play, you cannot be the target of Attack - Malware cards.

Firewall

You install and setup a network-based firewall. This firewall uses a simple set of rules to allow or deny connections between your local network and the internet. This will help to prevent unauthorized access to your systems. This card will prevent or counter the Spoofing/Hacking attack card. Remove from play any Firewall Rules Not Updated cards affecting you when this card is put into play.

Hardware Failure

The failure of critical computer and network equipment causes your opponent to lose the use of an asset. Select an Asset - System card that an opponent has in play. Both the target card and this card are discarded.
How does scoring work?

• Read the bottom paragraph of each card description
  • Indicates points gained or lost and who is affected
  • Not all cards are worth points
  • Playing an Attack card (usually) makes your opponent lose points, not you!
Recommended layout for play

- Attack and Event Cards
- Defense Cards
- Asset Cards

Player’s Network Area

Draw

Discard
Recommended layout for play

- We recommend that players keep all cards they play in their own area.
- Any **Attack** or **Event** cards in their area can be viewed as targeting an opponent (where applicable).
- Note: **Event** cards can either target an opponent or help your network. Read the cards carefully.
Card layout helps with scoring

• For example, who played that Trojan Horse card?
  • Who is affected?
• The layout shown is the recommended style if Player 2 had played the Trojan Horse on Player 1
How does scoring work?

• Player One gains 1 point in total for this round
  • (gains 2 points from Assets, loses 1 point from an Attack)
• Player Two gains 3 points in total for this round
  • (gains 2 points from Assets and 1 point from an Event)
Getting started

Each player does the following:

1. **Put into play** one Desktop Computer, one ISP Connection
   - “In Play” = Face up on the table in front of the card player

2. **Shuffle** the deck

3. **Draw** a starting hand of seven cards
How do you play?

Turn-based game

• During your turn, **play** up to **three** cards from your hand
  • The **Event** cards do not count toward this limit and can be played during any turn

• When done playing cards, if you have more than **five** cards in hand, you must **discard** until you have, at most, five cards

• Finally, you **draw two** cards, and your turn immediately ends

• Then, the next player (turn order is clockwise) begins
  • One full rotation is considered a “**round**”, **scoring** occurs at end of each round