Introduction
In Cyber Threat Defender (CTD), the Cyber Security Collectible Card Game, your goal is to build your network as quickly as possible so you can “do more business” and gain more points. While you are doing this, you have to remember to defend your network because your opponent is going to try and disrupt your systems and network. For every attack there is a defense. For every defense there is an attack to get around it. The player with the most complete set of security defenses will be the one who is able to protect their critical systems and emerge victorious.
Preparation

A. You will need to have paper and pencil, or some other way to keep track of scores.
B. All players will need to have their own CTD deck of at least 50 cards.
C. Players may add to their CTD deck by way of booster cards. Customizing is allowed.
D. See the Player Options section for alternative ways to play the game.

Game Objectives

A. The game is played until a player obtains at least 30 points. If both players reach 30 points during the same round, then the player with the highest total wins. If both have the same total after reaching 30 points in the same round, the game continues until one player has more points than their opponent (with more than 30 points).
B. Points are calculated at the end of each round.

Game Over

DefenderBot Points Earned
18

WINNER: ChaoticBot
Points Earned
35

Note: Image taken from PC Version of Cyber Threat Defender.
CTD Card Types

Asset Cards
These are your primary cards to build your network infrastructure. They represent the core of your physical assets you would encounter in a business or organization. Your starting cards are the foundation of your network.

Defense Cards
These cards are utilized to protect your network just as you would at home or in an organization. Defenses must be kept up to date. Failure to do so could have significant consequences for your network.
**Attack Cards**

These cards represent the various disreputable forces that exist on the Internet today and not the player playing the card. Each of these cards can be protected against with proper use of your defense cards.

**Event Cards**

These cards can help or hinder your network. They are various scenarios or events that take place in the real world. For example, a “Budget Increased” card will help improve your system while “Power Outages” leave you in the dark and your network unable to function. Carefully played, these cards can lead to a winning strategy.
A. Each player places one (1) **Asset - System** and one (1) **Asset - Service Provider** card face up on the table to start their network. *(see figures to right)* From the starter deck, the Desktop Computer and ISP Connection is your starting network, which you must defend.

B. Players then shuffle the rest of their cards and deal themselves 7 cards. The remaining cards are placed face down in the Draw Pile. A Discard Pile will be placed next to the Draw Pile when a card is discarded.

C. Decide who will go first.
Step 1
Start of the game. Each player puts out one (1) Asset – System and one (1) Asset – Service provider card (in image below, a Desktop Computer and an ISP Connection). Players then shuffle their decks and draw seven cards. Player One goes first.

Step 2
Player One puts a Spoofing/Hacking card into play. This counts towards the limit of three non-Event cards that can be played during the turn.
Step 3
Player One puts a Wireless Router card into play. This is the second of three non-Event cards that they can play.

Step 4
Player One puts an Encryption card into play. This is the last non-Event card that they can play.
Step 5
Player One uses an Event card, or Budget Increased card, and attaches it to their Desktop Computer.

Step 6
Player One decides to end their turn. They do not have more than five cards in their hand, so they do not discard any cards from their hand. They proceed to draw two cards from their draw pile, and their turn ends.
Step 7
It is now Player Two’s turn.

Player Two uses their Poor Encryption Key card and targets the Encryption defense card of Player One.

Step 8
Player Two uses their Poor Encryption Key card and targets the Encryption defense card of Player One.
Step 9
Per the effect of the Poor Encryption Key card, it is discarded along with its target.

Step 10
Player Two puts a Wireless Sniffing card into play (which was not usable when Player One had Encryption in play). This counts toward their three non-Event card limit.
**Step 11**
Player Two puts a Firewall card into play, which removes from play any Spoofing/Hacking cards that affect the owner of the Firewall card. This is the second of three non-Event cards that they can play.

**Step 12**
Player Two puts an “I Love You” Virus into play. This is the last non-Event card they can play for this turn.
Step 13
Player Two uses a Power Outage card, which will affect Player One in the next round.

Step 14
Player Two decides to end their turn. Since they do not have more than five cards in their hand, they simply draw two cards and end their turn.
Step 15
At this time, the round has ended, and it is time to update the players’ scores. While scoring occurs, no cards can be played by any player.

Step 16
The score at the end of the first round is: zero points for Player One, two points for Player Two.
End of a Round

A. A round consists of one turn for each player.

B. At the end of each round, scores are tallied. Each player will add the points gained from cards in play.

C. In the images below, the active player would gain 1 Point from the Desktop Computer, 1 Point from the ISP Connection and 1 Point from the Laptop Computer that is connected to the Wireless Router. For this turn, the active player is awarded 3 Points.

Player Options

A. Cyber Threat Defender (CTD) is designed for each player to have their own deck. However, if two players have only one Starter Deck to share, they can either randomly distribute or remove one copy of each of the following cards:

- Desktop Computer
- Laptop Computer
- OS Update/Patch
- Spoofing/Hacking
- Security Training
- Poor Encryption Key

The rest of the cards can be split evenly between each player.

B. More than two players can compete in a game of CTD. The rules are the same, but the game will generally take longer to complete.

C. A player may choose to NOT play any cards during their turn. They must however discard and draw cards. Example: A player chooses not to play any cards, but they already have seven (7) cards in their hand. They must discard two cards and must draw two cards from their draw pile.

D. If your turn is skipped, or a card states you receive no points this round or turn, you do not receive any points for assets that you own this round. If any other card gives you points, you may keep those points. Additionally, you may still gain these points at the end of the round as normal.
Building a Custom Deck

Getting Started
To play Cyber Threat Defender, you need a starter deck for each player.

Custom Deck
Players may customize their deck by collecting Booster Packs.

Have 4
or Fewer Copies of Any Card Name in Your Deck

Have At Least
One (1) Asset - System card and One (1) Asset - Services Provider Card

Unlimited
No. of Booster Cards that can be Added to a Starter Deck

50 Minimum
No. of Cards In a Deck

To Order additional decks or booster packs/cards, visit CyberThreatDefender.com.
Rebuilding the Starter Deck

Below is a list of card types, along with the quantity of each, needed to rebuild your starter deck.

(3) Desktop Computer  (4) Anti-Malware/Virus
(4) ISP Connection  (2) Encryption
(2) Wireless Router  (4) Firewall
(3) Laptop Computer  (3) OS Update/Patch
(2) Budget Increased  (2) Denial of Service (DoS)
(2) Forgot to Patch OS  (2) “I Love You” Virus
(2) Hardware Failure  (2) Password Cracked
(2) Power Outage  (2) Phishing
(2) Firewall Rules Not Updated  (3) Spoofing/Hacking
(2) Anti-Malware Not Updated  (2) Trojan Horse
(1) Security Training  (2) Wireless Sniffing
(1) Poor Encryption Key

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The CIAS is committed to providing Cyber Threat Defender card games to classrooms across the nation at no cost to teachers or students. We would like to take this opportunity to thank all our sponsors for their support and playing such a critical role in the distribution of Cyber Threat Defender.

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Diamond sponsors will receive a set of branded booster packs in addition to a custom sponsor card that is integrated into the game! For more information, or to sponsor the Cyber Threat Defender card game/PC version, please visit CyberThreatDefender.com.

Note to Security Professionals

In developing this game, we recognize that we have taken some liberties with how things actually work. We have attempted to keep true to the spirit of computer security, but for playability reasons have slightly modified how things might actually work in reality. We believe, however, that the game is close enough that individuals playing the game will be able to gain some understanding of basic computer security concepts.