What is Cyber Threat Defender?

A competitive collectible card game (booster decks available)

- 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

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**Assets**

* Desktop Computer
  * 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.

**Defenses**

* Host-based Firewall
  * You configure host-based firewalls on all of your systems and servers. Firewalls typically establish a barrier between a trusted internal network and untrusted external network, such as the Internet.
  * While in play, this card counters and prevents Attack – Denial cards targeting you. You may only have one of this card in play.

**Events**

* Power Outage
  * Your opponent experiences a loss of electrical power. This means that no work can be accomplished.

**Attacks**

* 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.
Anatomy of a card

**Card Name**: Budget Increased

**Point Value**: 1

**Card Type**: Event - Upgrade

**Card Description**: 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.

**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 Network type card 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**
Defense - Software

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. You may only have one of this card in play.

**Host-based Firewall**
Defense - Software

You configure host-based firewalls on all of your systems and servers. Firewalls typically establish a barrier between a trusted internal network and untrusted external network, such as the Internet.

While in play, this card counters and prevents Attack – Denial cards targeting you. You may only have one of this card in play.

**Hardware Failure**
Event

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 (with no game mat)

Asset Cards

[3 red rectangles]

Defense Cards

[9 green rectangles]

Attack and Event Cards

[1 yellow rectangle]

Draw

[1 blue rectangle]

Discard

[1 blue rectangle]

Asset Cards

[4 blue rectangles]

Player’s Network Area
Recommended layout for play

- We recommend that players keep all cards they play in their own area.

- Any **Attack** or **Event** card 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