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
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.

Card Effect Details:
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**
A typical desktop computer that can be used to connect to the Internet through an Internet Service Provider (ISP).

**Laptop Computer**
A typical laptop computer that can be used to connect to the Internet via a Wireless Router.

**Budget Increased**
You received an increase to your security budget and purchased newer and more powerful equipment.

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.

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

Attacks - 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

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.

Firewall Rules Not Updated

Events

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

**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.

**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 (with no game mat)

- **Asset Cards**
- **Defense Cards**
- **Attack and Event Cards**

**Player’s Network Area**

- **Draw**
- **Discard**
A CTD Game Mat

Cyber Threat Defender

Events

Assets

Defenses

Attacks

Discard Pile

Draw Pile
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