How to Play
Cyber Threat Protector
Core Concept of Cyber Threat Protector

- Create a network of **Assets** to gain points
- Build **Defenses** to prevent malicious **Attacks** and **Events** against your **Assets**
Anatomy of an Asset Card

- **Blue** Asset cards gain 1 point each round

- Once played, an Asset card will remain on the play field unless removed by an opponent’s card
• **Green** Defense cards defend your network from attacks

• **Blocks/Prevents** certain attack cards from being played by your opponent

• **Removes/Discards** cards that your opponent has on the field

• Defense cards remain on the play field unless removed by your opponent
• **Red** Attack cards negatively affect your opponent’s network

• Attack cards remove a point from your opponent each round and stay on the play field unless removed by a defense

• Some Attack cards may also remove defense cards
• **Gold** Event cards negatively affect your opponent’s network

• Events have special abilities

• Events are unique. They must be discarded immediately after they are played.
Cyber Threat Protector Layout

Cyber Threat Protector

Attack

Defense

Asset

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Getting Started

1. Open your pack of Cyber Threat Protector cards
2. Shuffle the deck
3. Place the deck between you and your opponent to share.  
   (This deck is the draw pile.)
4. Decide who is going first and who will go second
5. Write your names on a score sheet
Rules and Gameplay

1. Each player draws five cards from the draw pile/deck (player 1 draws first)
   a. A player should never have more than 5 cards in their hand

Player One

2. On the first turn, only player 1 can play up to 4 cards from their hand
   a. This is the only time that a player will play more than 3 cards

3. Player 1 discards any cards not played (face up) into a new pile – called the discard pile

4. Both players share the discard pile

5. Player 1 must then draw 5 more cards from the draw pile
Player Two

5. Player 2 plays *up to three (3) cards* from their hand

6. Once player 2 plays their cards, they must discard remaining cards into the discard pile

7. Player 2 draws five (5) cards

8. When Player 2 finishes their turn, round one ends

9. Both players determine the score at the end of the round
Scoring

• After the second player finishes their turn, both players must look at the cards on the field to determined how many points you’ve gained or lost

• Each Blue card = Add 1 point

• Each Red card = Remove 1 point from your opponent

First player to 20 points wins!
Sample Scoring (example)

Player 1 gains 3 points

Player 2 will lose 2 points
Reminders

- **Read Your Cards.** Some cards may only be played if your opponent has a specific card on their playfield
- **Players** will discard any remaining cards and draw 5 cards at the end of their turn
- Players must **discard the cards** in their hand when they end their turn

**Common Terms**

- **Play field** – The area you or your opponent plays cards. Your play field is the area directly in front of you, while your opponent’s play field is the area directly in front of them.
- **Discard pile** – The shared deck that you and your opponent place your discarded cards
- **Draw pile** – The shared deck that you and your opponent draw cards from
Questions? Email us:

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