



**CIA S**



# 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

1

Point Value

Card Type

Event - Upgrade

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

Card Description

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

1



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.

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Laptop Computer

1



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.

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Budget Increased

1



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.

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# Common card mechanics

## Opponent Point Loss

Trojan Horse

-1

A red line-art illustration of a Trojan Horse. The horse is shown in profile, with a small figure of a person standing on top of it. The horse is decorated with various symbols and patterns.

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.

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Phishing

-2

A red illustration showing a person sitting at a desk, typing on a laptop. The background is a red wall with a pattern of white binary code (0s and 1s). The laptop screen displays a login form with fields for "User name" and "Password".

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.

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Firewall Rules Not Updated

-2

A red illustration showing a computer monitor and a keyboard. The monitor is on fire, and the keyboard is also on fire. The background is a red wall with a pattern of white binary code (0s and 1s).

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.

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# Common card mechanics

## Card Removal and Immunity

Anti-Malware/Virus

0

A green shield with a white checkmark and two crossed swords, set against a green background with radiating lines.

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.

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Host-based Firewall

0

A green shield with a brick wall pattern, set against a green background with radiating lines.

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.

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Hardware Failure

0

A laptop with a red explosion icon on its screen, set against a yellow background with a grid pattern.

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.

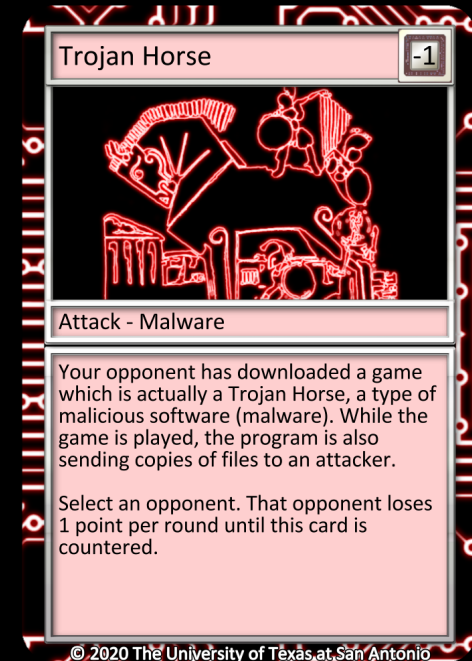
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# How does scoring work?

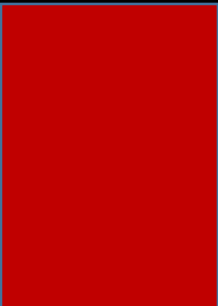
Read the bottom paragraph of each card description

- 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!

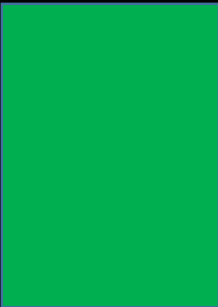




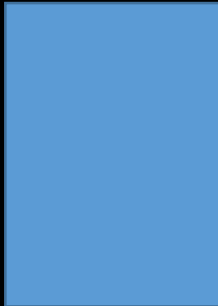
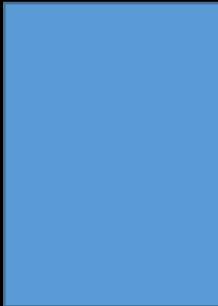
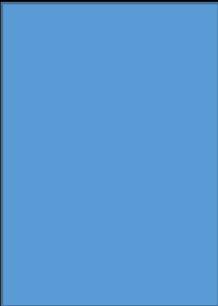
# Recommended Layout for Play (with no game mat)



Attack and Event  
Cards



Defense Cards



Asset Cards

*Player's Network Area*

# A CTD Game Mat

# Cyber Threat Defender

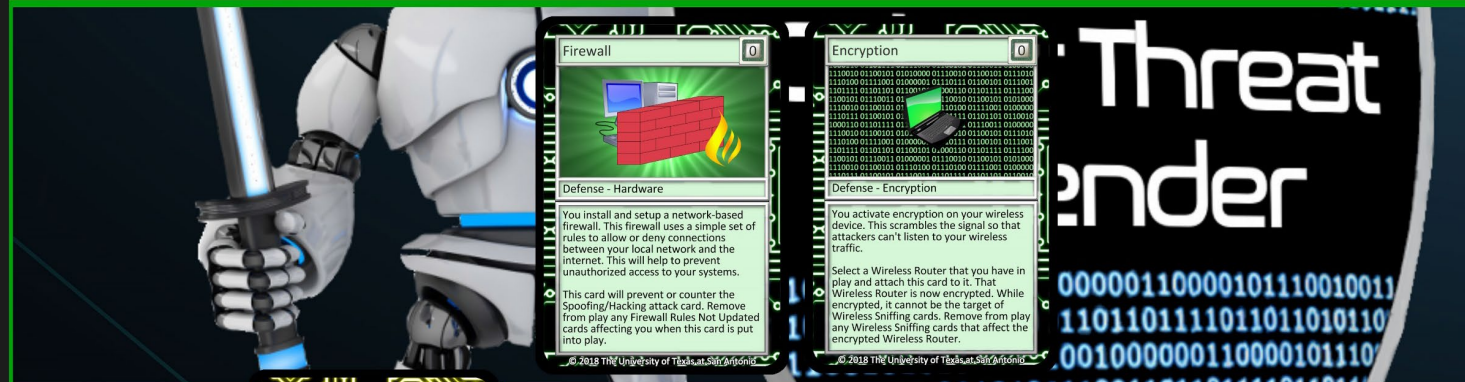
## Events



## Attacks



## Defenses



## Assets



Discard File

Draw File



# 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



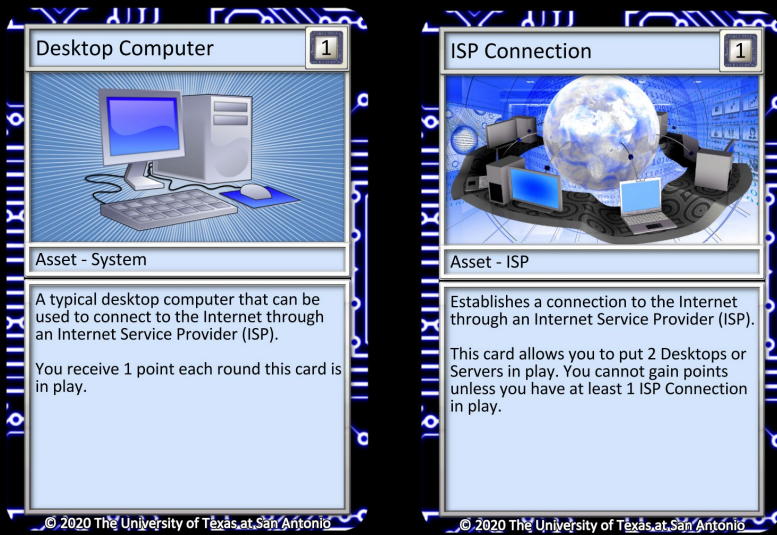




# Card layout helps with scoring

- 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

1



2





# 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**)

1



2





# 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



[CyberThreatDefender.com](http://CyberThreatDefender.com)