Cyber Threat Protector

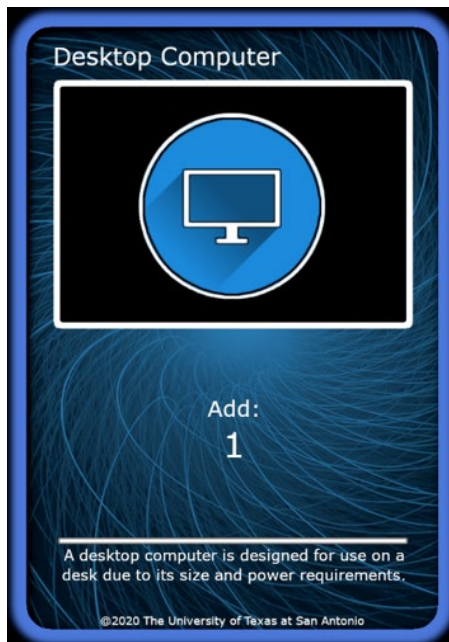**How to Play**
Cyber Threat Protector

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

Asset

Desktop Computer

Add:
1

A desktop computer is designed for use on a desk due to its size and power requirements.

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Defense

Anti-Malware

Blocks:
I Love You Virus
Trojan Horse

Removes:
I Love You Virus
Trojan Horse
Firewall Rules Not Updated

You may only have 1 of this card in play at a time.

Anti-Malware is software that helpps protect your computer from Malware cyber-attacks.

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Attack

Anti-Malware Not Updated

Subtract:
-1

Can only be played if your opponent has an "Anti-Malware" in play. Discard your opponents "Anti-Malware" card. You may only have 1 "Anti-Malware Not Updated" in play at a time.

Not updating Anti-Malware software can lead to your computer being hacked.

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Event

Forgot to Patch

0%

If "Security Training" is in play, send this card and the "Security Training" card to the discard pile. Do not do the second effect.

Choose 2 cards from your opponents hand and discard them.

Not updating your Operating System (OS) can leave you open to attacks.

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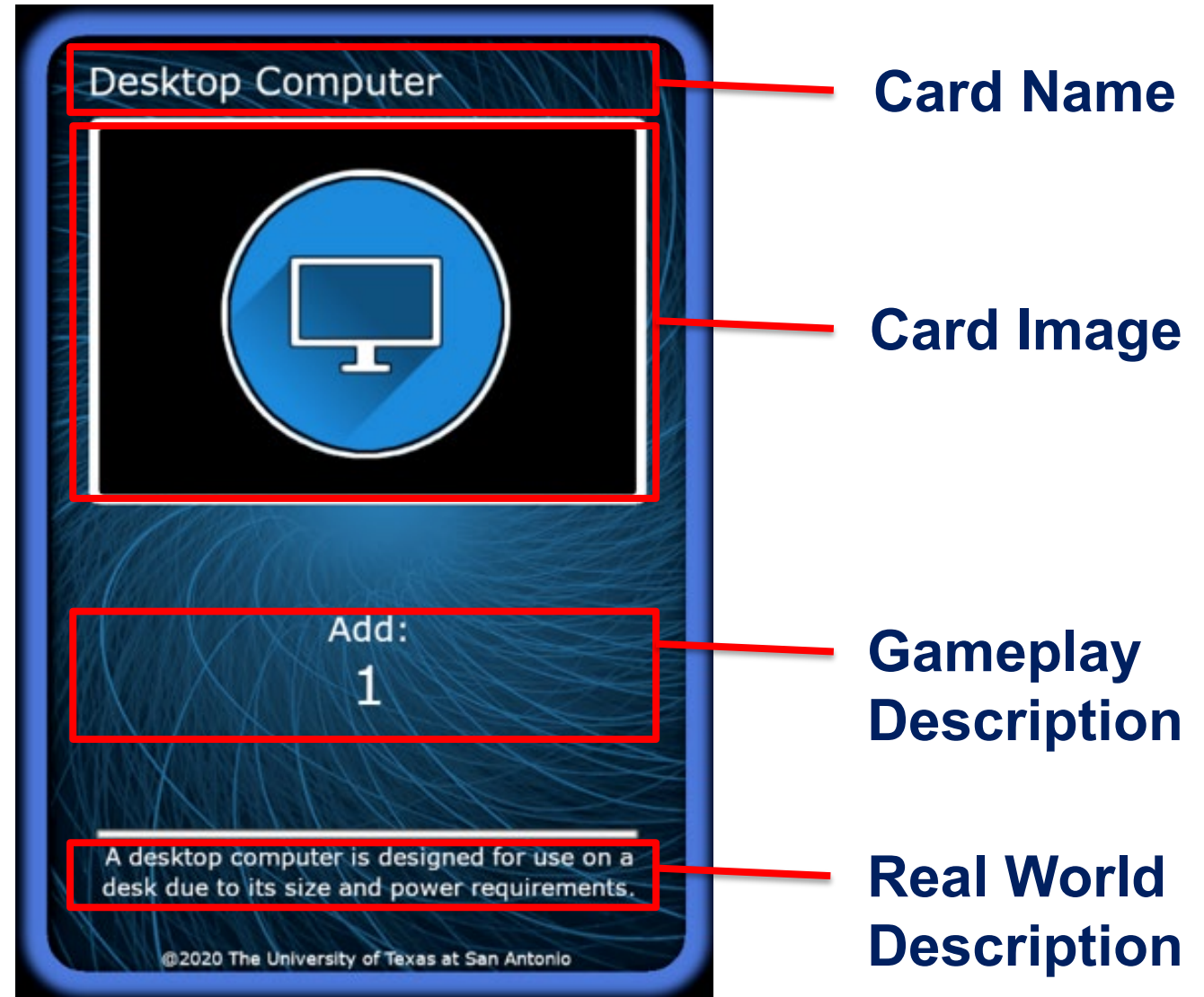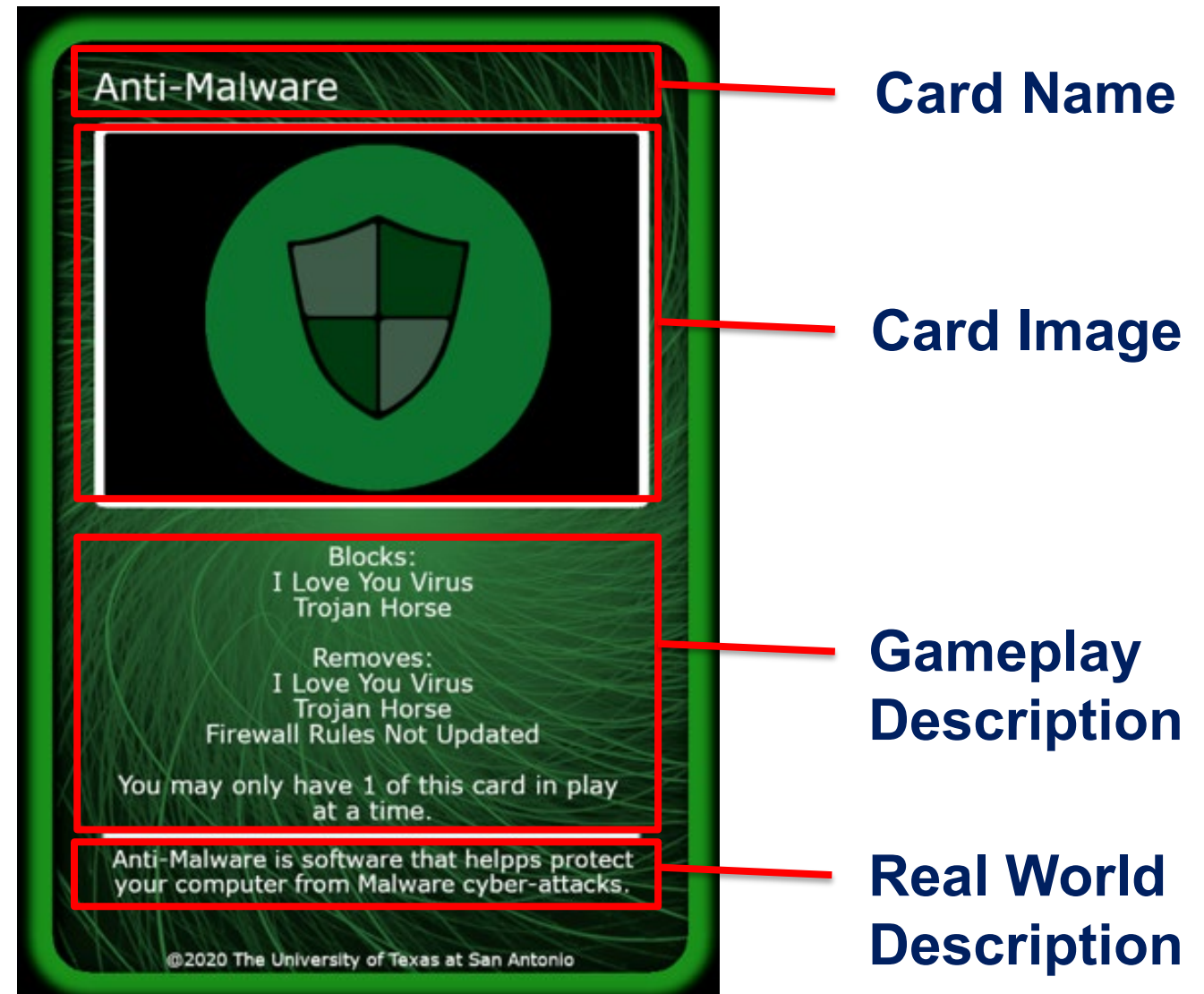
- **Blue** Asset cards gain 1 point each round

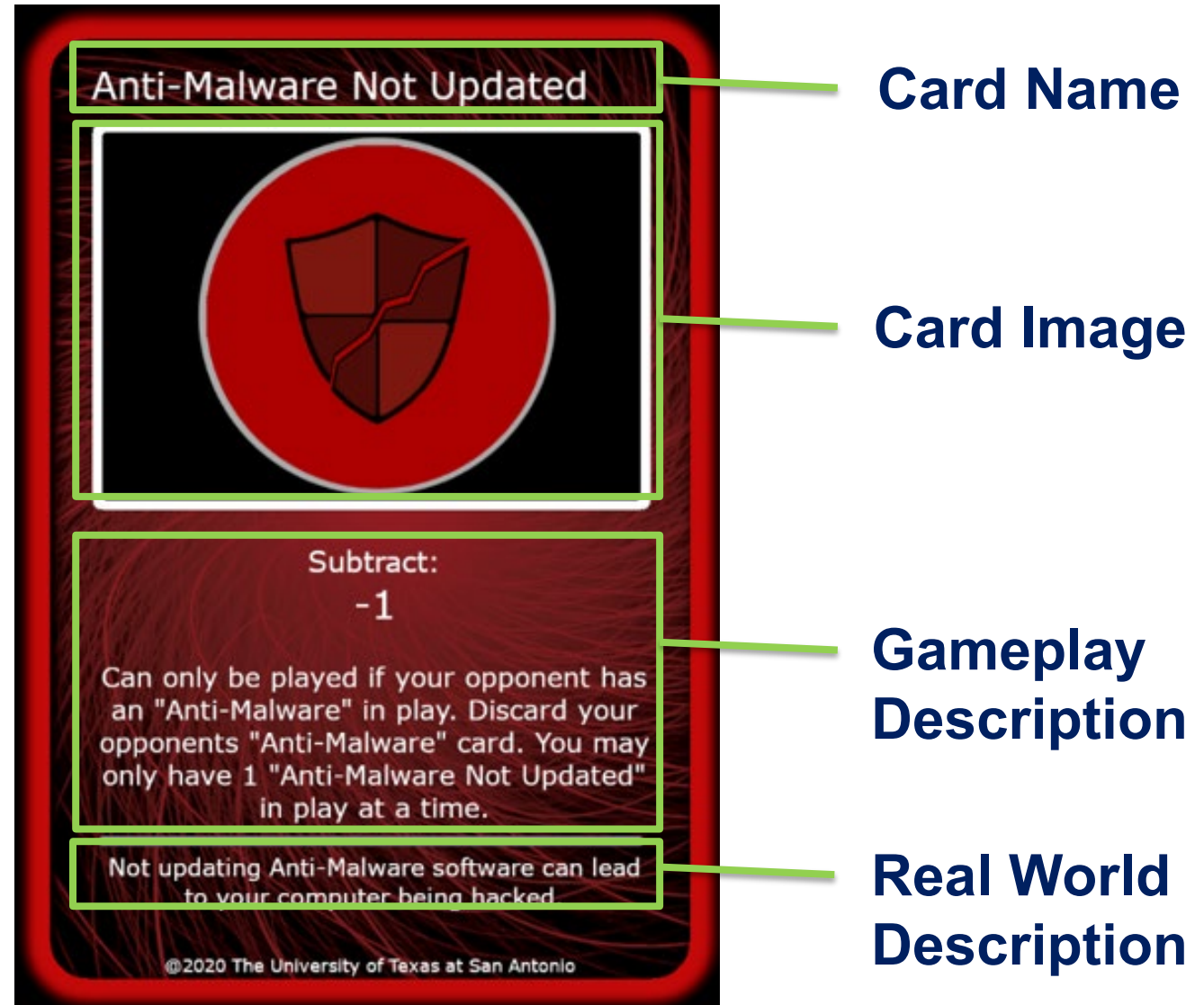- Once played, an Asset card will remain on the play field unless removed by an opponent's card

Card Name

Card Image

Gameplay Description

Real World Description

Desktop Computer

Add:
1

A desktop computer is designed for use on a desk due to its size and power requirements.

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Anatomy of a Defense 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

Card Name

Card Image

Gameplay Description

Real World Description

Anti-Malware

Blocks:
I Love You Virus
Trojan Horse

Removes:
I Love You Virus
Trojan Horse
Firewall Rules Not Updated

You may only have 1 of this card in play at a time.

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Anatomy of an Attack Card

- **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

Card Name

Card Image

Gameplay Description

Real World Description

Anti-Malware Not Updated

Subtract:
-1

Can only be played if your opponent has an "Anti-Malware" in play. Discard your opponents "Anti-Malware" card. You may only have 1 "Anti-Malware Not Updated" in play at a time.

Not updating Anti-Malware software can lead to your computer being hacked

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- **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.

Card Name

Card Image

Gameplay Description

Real World Description

Forgot to Patch

0%

If "Security Training" is in play, send this card and the "Security Training" card to the discard pile. Do not do the second effect.

Choose 2 cards from your opponents hand and discard them.

Not updating your Operating System (OS) can leave you open to attacks.

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CIAS

UTSA

Cyber Threat Protector Layout

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!

Score Sheet		
Names	Player 1:	Player 2:
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		
Round 6		
Round 7		
Round 8		
Round 9		
Round 10		
Round 11		
Round 12		
Round 13		
Round 14		
Round 15		
Round 16		
Round 17		
Round 18		
Round 19		
Round 20		

Sample Scoring (example)
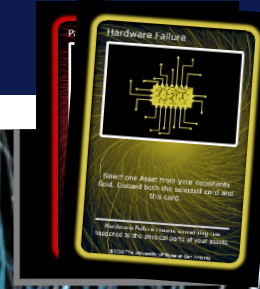
Player 2 will lose 2 points

Player 1 gains 3 points

- **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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