





What is Cyber Threat Guardian?

A fun and competitive cybersecurity card game!

- Create a network of **Assets**
- Build **Defenses** to prevent **Attacks**

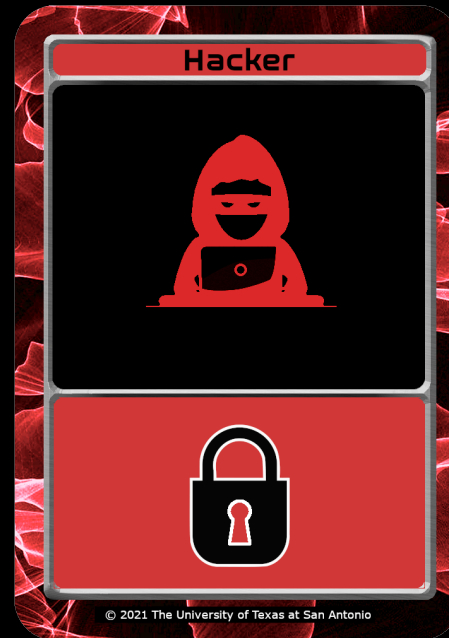
Asset



Defense



Attack





What do the cards do?

- Each card has pictures and icons that are used for quick and easy reference
- Three basic types of cards:

Asset



The foundation of your computer network

Defense



Protects your network from attacks

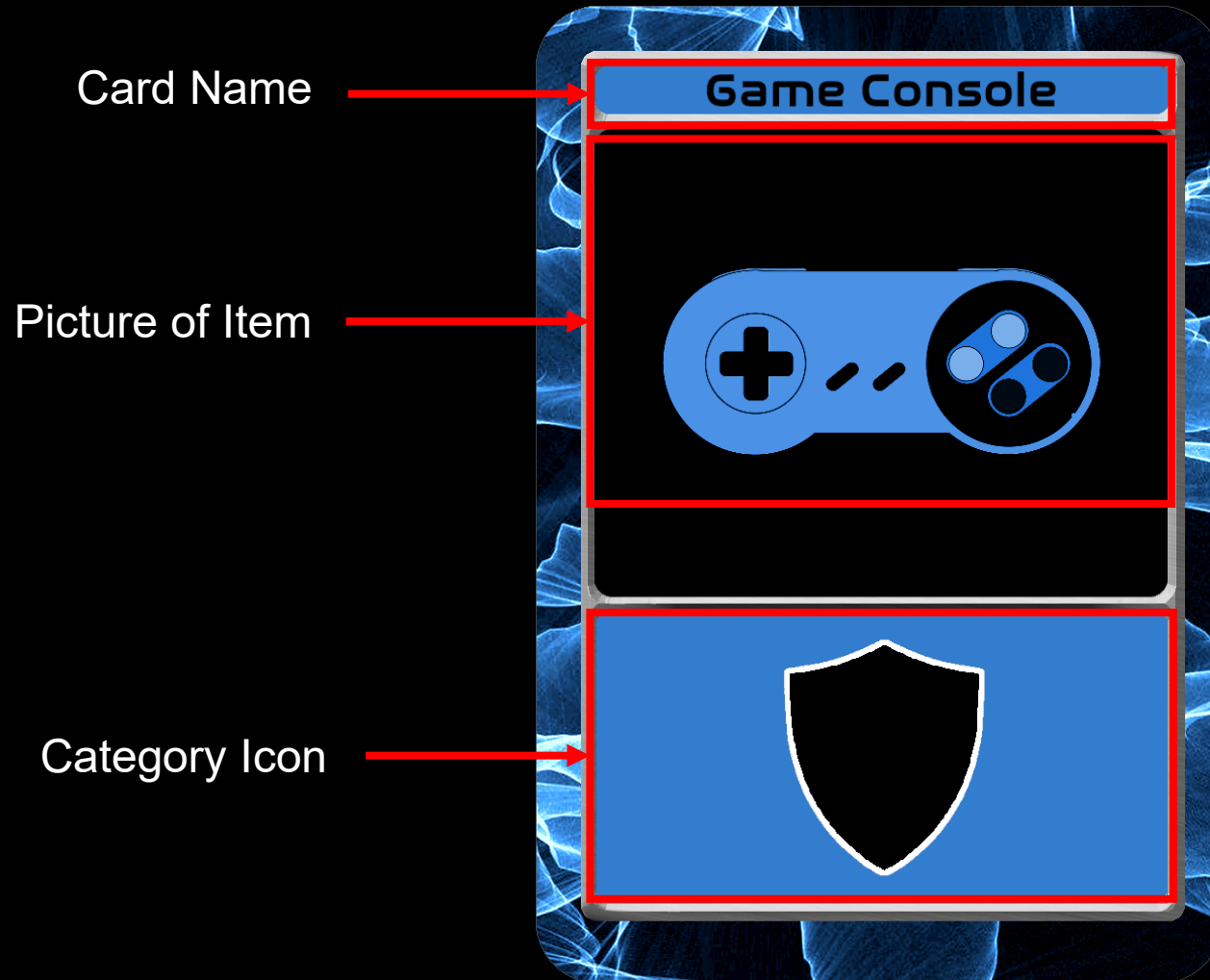
Attack



Malicious threats that can exploit your network



Anatomy of a Card





Card Types - Assets

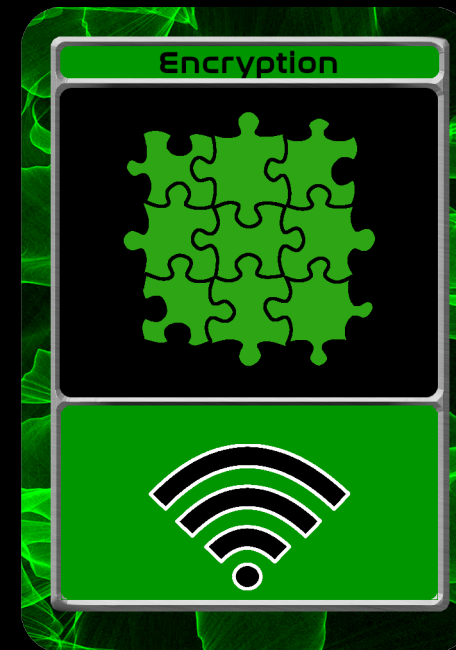
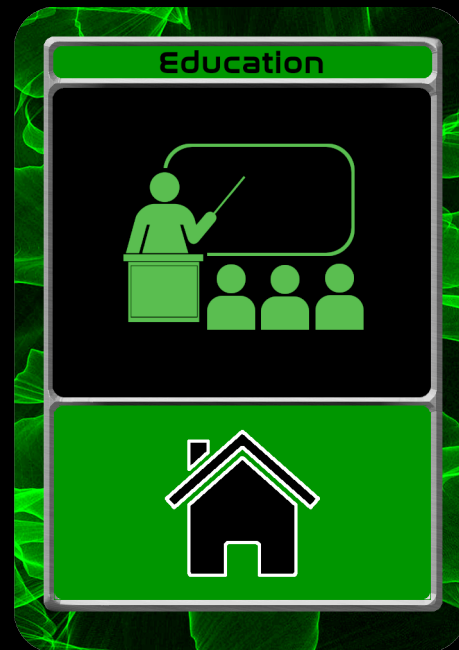
These cards represent the things you may have in your home like a desktop computer, cell phone, game console or private information about yourself. These are the cards you need to protect.





Card Types - Defenses

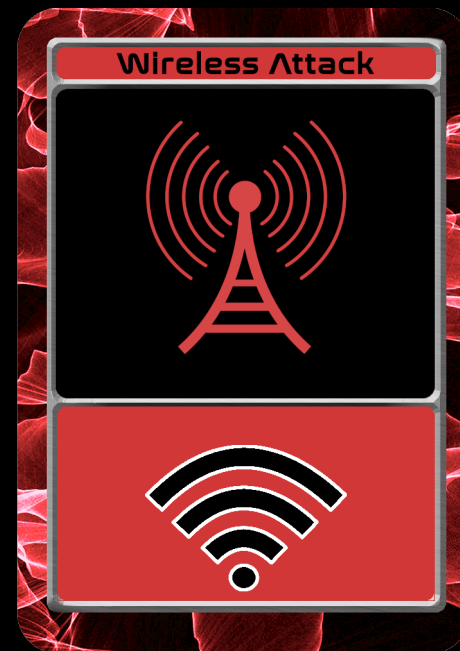
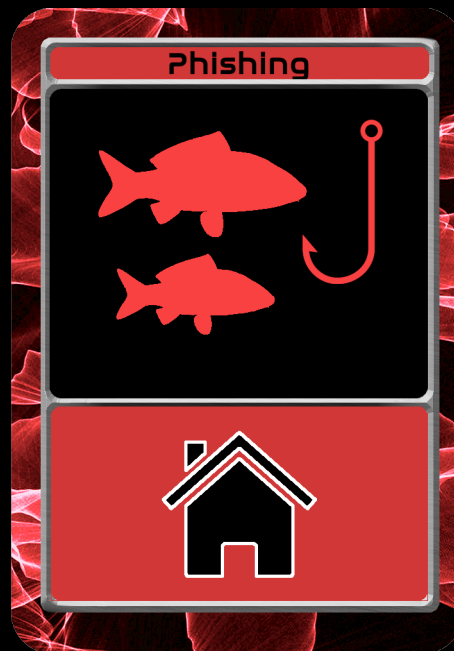
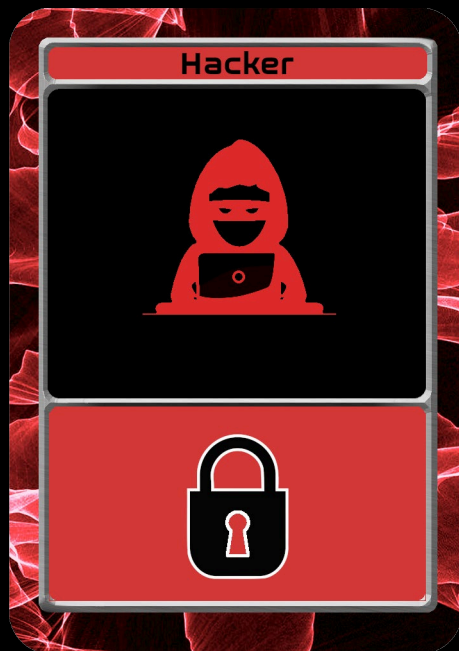
Defense cards represent the systems used to protect devices, such as firewalls, anti-malware, encryption and education. These are the cards used to protect the asset cards. Defense cards will prevent the attack cards from removing asset cards.





Card Types - Attacks

Attack cards are represented by the various ways hackers, or bad guys, can harm computers, game consoles, mobile phones or steal private personal information. Attack cards will remove unprotected asset cards.





Icon Categories

Players use the category icon to matchup their cards when attempting to play them.

Card categories are represented by the following four icons:



The shield icon represents the software used with computers and devices.



The house icon represents the private information that can be found on computers and devices.



The lock icon represents the hardware used with computers and devices.



The wireless icon represents wireless applications with computers and devices.



Game Setup & Rules

CTG allows for three (3) variations of the game's rules with minor adjustments depending on the grade level of the student-players.





Game Setup & Rules (Grades 2+)

Shuffle the deck of cards. Once the deck is shuffled, the deck is set to the side of the playing area. This is called the draw pile.

Draw
Pile

Player's
Defense
Card

Player's
Defense
Card

Discard
Pile

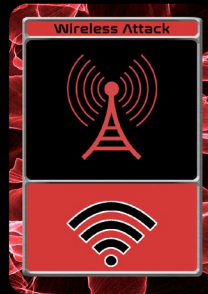
Player's
Asset
Card

Player's
Asset
Card

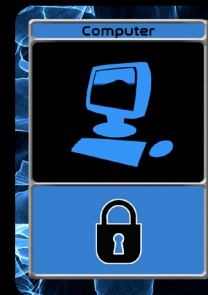
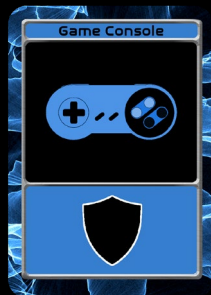
Player's
Asset
Card



Game Setup & Rules (Grades 2+)



- Defense cards are placed above the asset cards with the same category icon.
- Opponent Attack cards are placed above asset or defense cards of the same category.





Game Setup & Rules (Grades 2+)

Cyber Threat Guardian



Here's a sample game using a mat.



Getting Started: Step 1

Both players draw two cards from the draw pile (it does not matter who draws first).

Depending on the color of the card, players can make the following moves:

- **If the card is a blue asset card**, the player places the card in front of them in the playing area.
- **If the card is a green defense card**, the player places the card in front/above any blue asset card with the same category icon in their playing area that does not already have a green defense card protecting it.
- **If the card is a red attack card**, the player can use it to remove any green defense card with the same category icon OR any unprotected blue asset card of their opponent with the same category icon. *Protected blue asset cards cannot be removed until the green defense card protecting them is removed first.*

If the player is unable to make any of the above moves, they discard the card and place it in the discard pile.



Examples of Play

Cards are played in the following order: blue asset cards, green defense cards and then red attack cards.

Example One:

If Player 1 draws a blue asset card and Player 2 draws a green defense card, then Player 1 places their card in front of them and then Player 2 places their green defense card above any unprotected blue asset card that they may have.

Example Two:

If Player 1 draws a red attack card and Player 2 draws a green defense card, then Player 2 places their green defense card first above any unprotected asset card. Player 1 then can use their red attack card to remove any green defense card or unprotected blue asset card with the same category icon.





Scoring and End of Game

Step 2: Play continues with each turn, both players drawing one card and attempting to play that card as above.

Step 3: Once the players use all the cards in the draw pile, the game ends.

Players will then count the number of blue asset and green defense cards that they have in front of them. Each card is worth 1 point.

The player with the most points wins the game.





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