

A photograph of several students sitting at tables, engaged in a board game. The board game is titled 'Cyber Threat Defender' and features various cards and a map. One student in the foreground is wearing a black hoodie with 'NEXT LEVEL' written on it. The background shows other students and a blue wall.

Learn to Play Cyber Threat Defender

What is Cyber Threat Defender?

Cyber Threat Defender (CTD) is a competitive, collectible card game similar to games, such as Pokémon or Magic the Gathering. Through the use of booster packs, players can customize their decks to develop different strategies to defeat their opponents.



Cyber Threat Defender Objective?

Players create a network of **Assets** and build **Defenses** to prevent **Attacks** and from opponents and **Events** are various things that can happen.

Asset



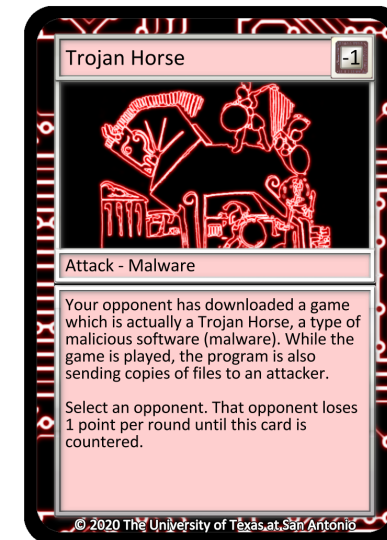
Defense



Event



Attack



Card Types

The four basic types of cards:

- **Assets:** The foundation of your computer network
- **Defenses:** How you protect your network from attacks & disaster
- **Events:** Random happenings, for better or worse
- **Attacks:** Malicious attempts against your network

Asset



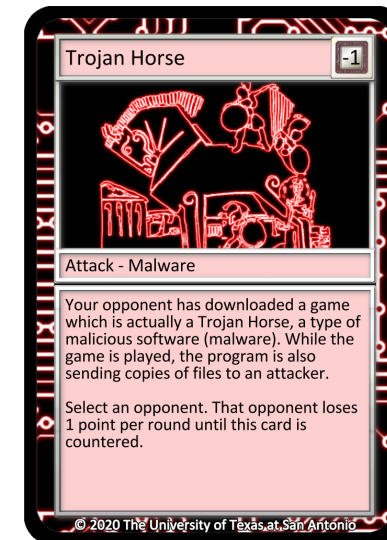
Defense




Event



Attack



Anatomy of a Card



The diagram illustrates the components of a card using a sample card titled "Budget Increased". The card features a central image of a laptop, a desktop tower, and a keyboard with green and yellow blocks. Red lines connect labels to specific parts of the card: "Card Name" points to the title, "Point Value" points to the number 1 in the top right, "Card Type" points to the "Event - Upgrade" label, "Card Description" points to the main text block, and "Card Effect Details" points to the bottom text block.

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.

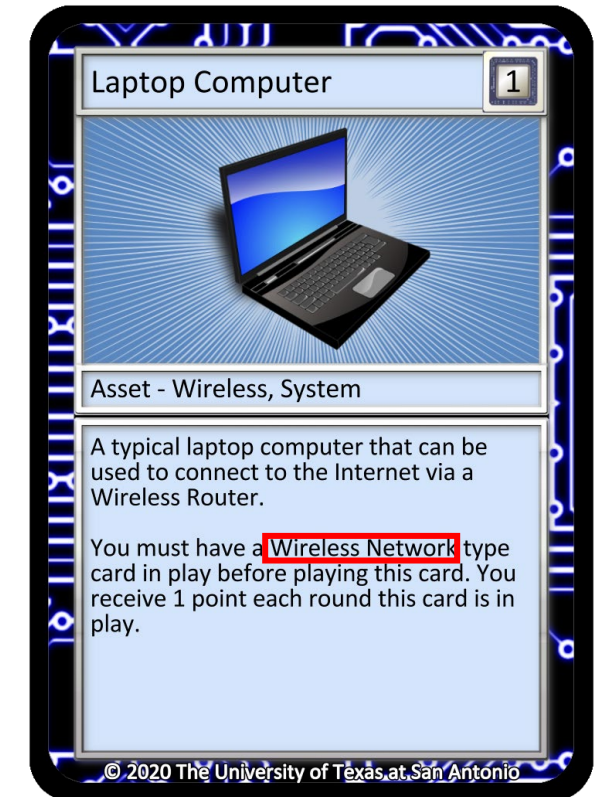
NOTE: Some cards affect scoring indirectly; always read the Card Effect Details for a full understanding of how a card affects scoring

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Common Card Mechanics – *Gain Points*



Common Card Mechanics – *Gain Points*



Common Card Mechanics – *Gain Points*



Common Card Mechanics – *Opponent Point Loss*



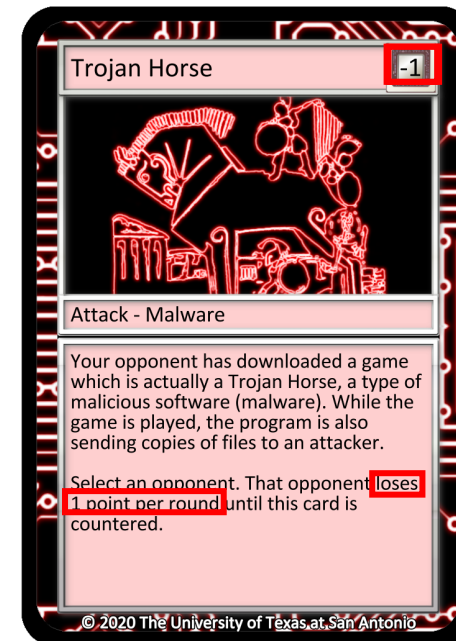
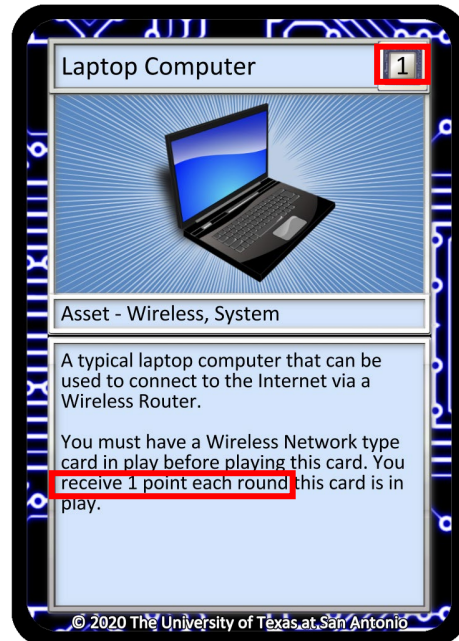
Common Card Mechanics – *Card Removal & Immunity*



The Value of Cards

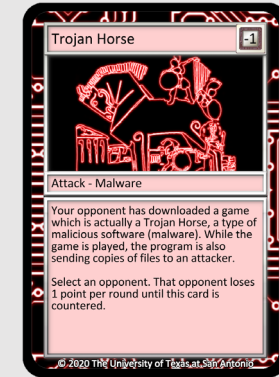
Read the bottom paragraph of each card description

- Indicates points gained or lost and who is affected
- Not all cards are worth points
- Playing an Attack card makes your opponent lose points, not you!

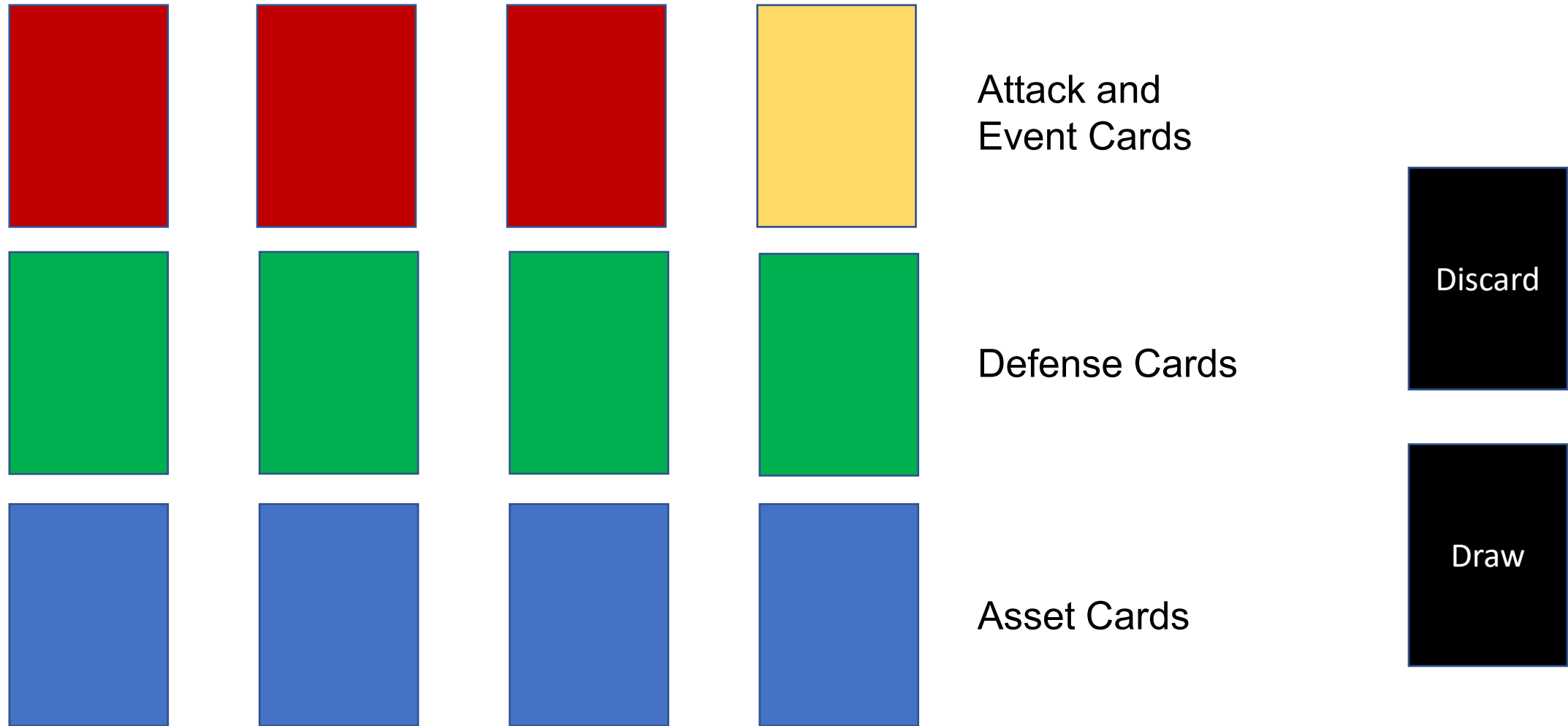


Recommended Layout for Play

- We recommend that players keep all cards they play in their own area
- Any **Attack** or Event card in play can be viewed as targeting the opponent (where applicable)
- Note: **Event** cards can either hinder your opponent or benefit yourself. Read the cards carefully



Recommended Layout for Play *(with no game mat)*



Player's Network Area

Cyber Threat Defender

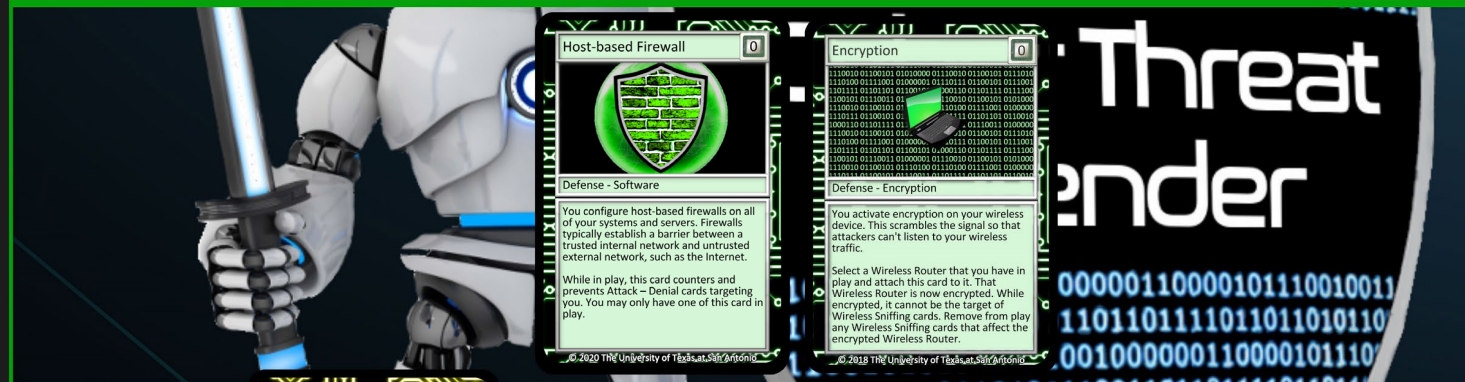
Events



Attacks



Defenses



Assets



Discard File

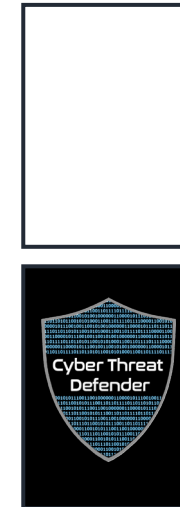
Draw File

What is your strategy?

While you play, consider some of the following scenarios.

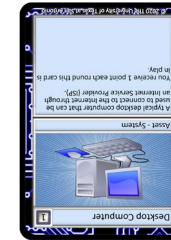
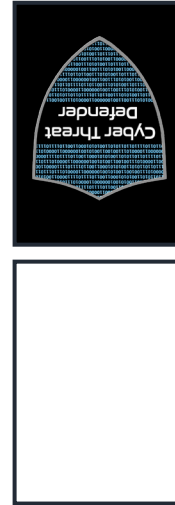
What is your strategy? Defense Cards

Placing defense cards as soon as possible.



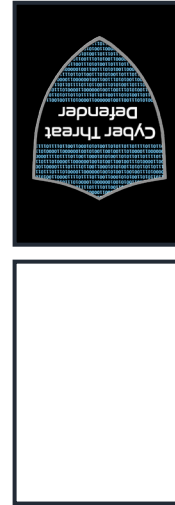
What is your strategy? Defense Cards

For example, if you are going to play a **Wireless Router**, you may consider playing an **Encryption** card to stay protected.



What is your strategy? Event Cards

Event Cards can be played by either player at any time during a round. They can be crucial to helping you win.



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 your asset zone (the area closest to you on the table).

Note: You can play any one Asset – System and one Asset – ISP card type; however, the Desktop Computer and ISP Connection cards are the only playable options within the base deck.

2. Shuffle your deck

3. Draw seven cards to get started.

You may look at your cards.



How do you play?

Turn-based game.

- During your turn, you may play up to three cards from your hand *if possible. Read the second paragraph fully.*
 - Each card's effect takes place immediately when played unless specified by the card.
 - The Event cards do not count toward this limit and can be played during either turn
- When done playing cards, if you have more than five cards in hand, you must **discard** until you have five cards.
 - You choose any card in your hand to send to your discard pile and continue doing this until you only have 5 cards left in hand.

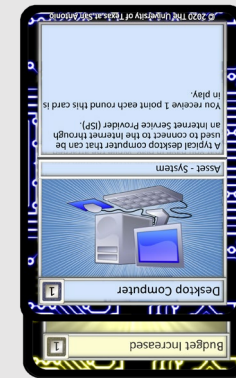
How do you play?

- Finally, draw two cards, and your turn immediately ends. You will always draw 2 cards at the end of a turn.
- Then, the next player's turn begins. This player follows the same steps as player one.
 - When both players have finished their turn that is considered a round. Scoring occurs at the end of each round.
 - Once scoring has been done, round 2 begins and the process repeats until there is a winner.

How does scoring work?

- The cards next to players 1 and 2 (*to the right*) represent the current cards that each player has in play, which affect their respective scores.
- Each card shown has a **value of 1** except for the red attack card, which is **-1**. How many points does each player earn this round?

2



1

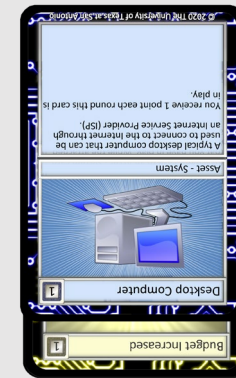


How does scoring work?

- Player One gains 1 point in total for this round
 - Gains 2 points from Assets, but 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. There are no Attacks causing the loss of points.

*The first player to 30 points wins!
(First to -45 points loses)*

2



1



Let's play for 5 minutes...

We will have a micro quiz on identifying incorrect states of game play on the next couple slides.

Can you identify what's wrong?

- Player Two has a malware type attack card in play while Player One has an Anti-Malware
- Player One is using a laptop without the Wireless router card

2



1



Can you identify what's wrong?

- Player One has played a Firewall Rules Not Updated card but Player Two's Host-Based Firewall has not been removed.
- Player Two has three Desktop Computers in play but they only have one ISP Connection.
- Reading the descriptions and names of these cards will help you avoid these mistakes

2



1





Thank You

For examples of a full round of play, download the Cyber Threat Defender rulebook or watch our video tutorials at CyberThreatDefender.com.