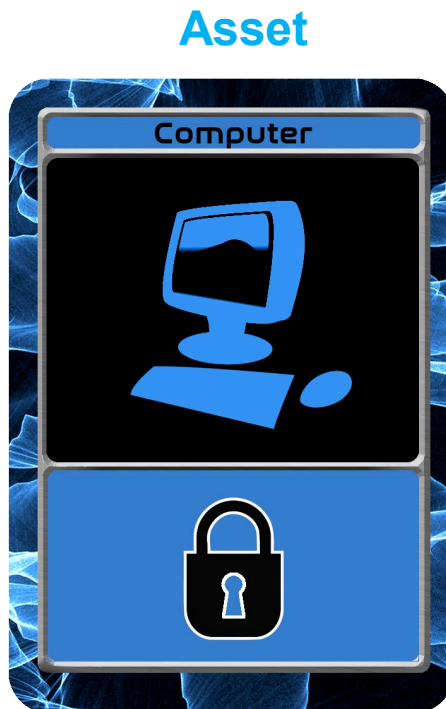




Learn to Play Cyber Threat Guardian

Core Concept of Cyber Threat Guardian

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



What do the cards do?

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

Asset



The foundation of your computer network

Defense



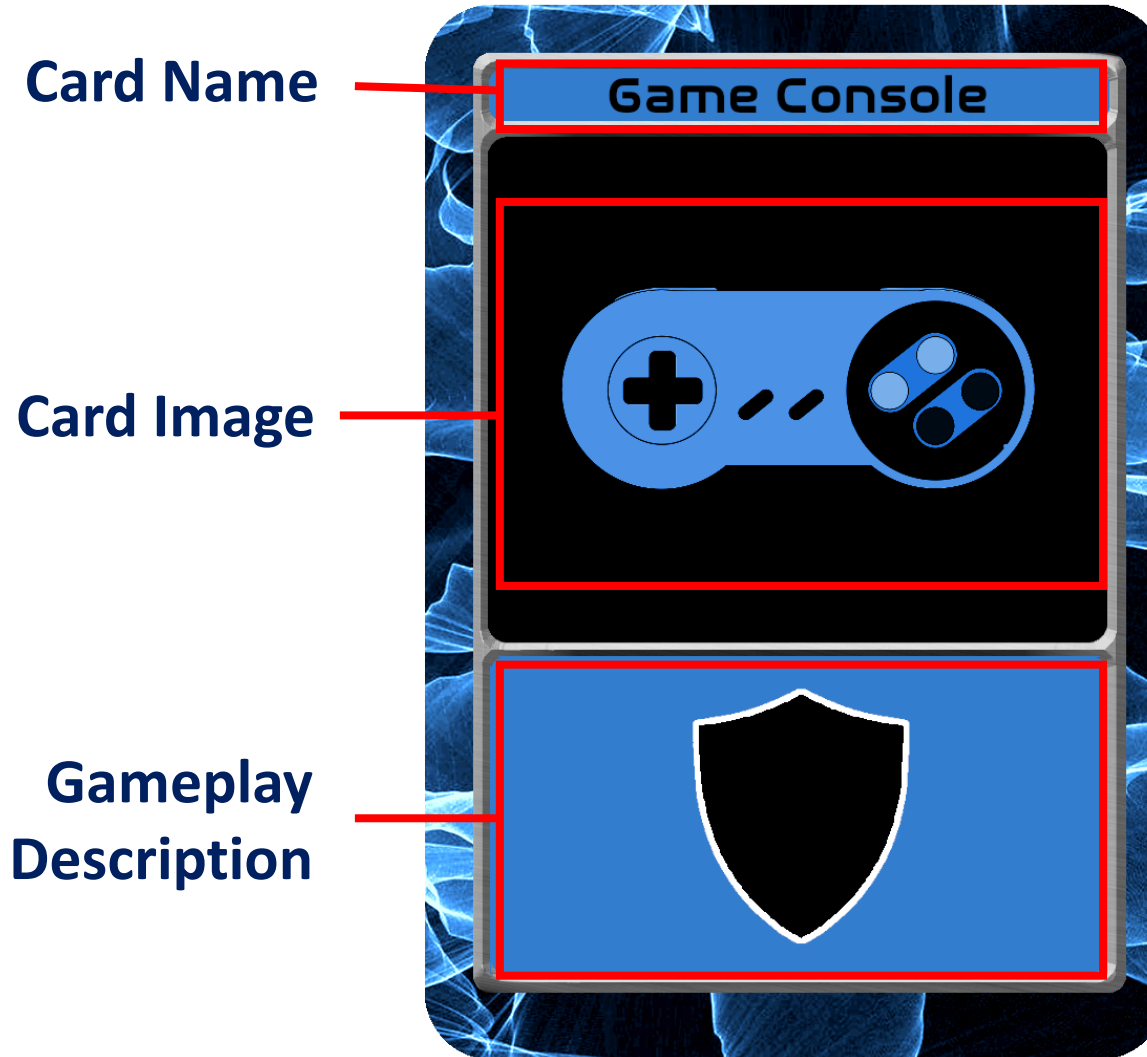
Protects your network from attacks

Attack



Malicious threats that can exploit your network

Anatomy of a Card



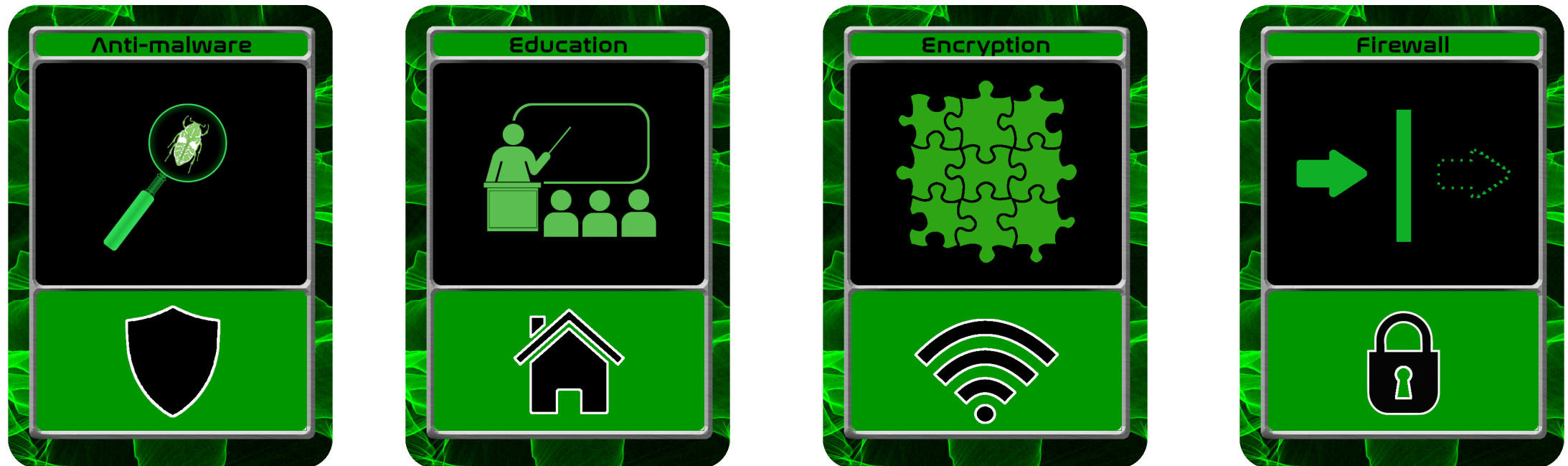
Card Types – Assets

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 to the right:



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



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



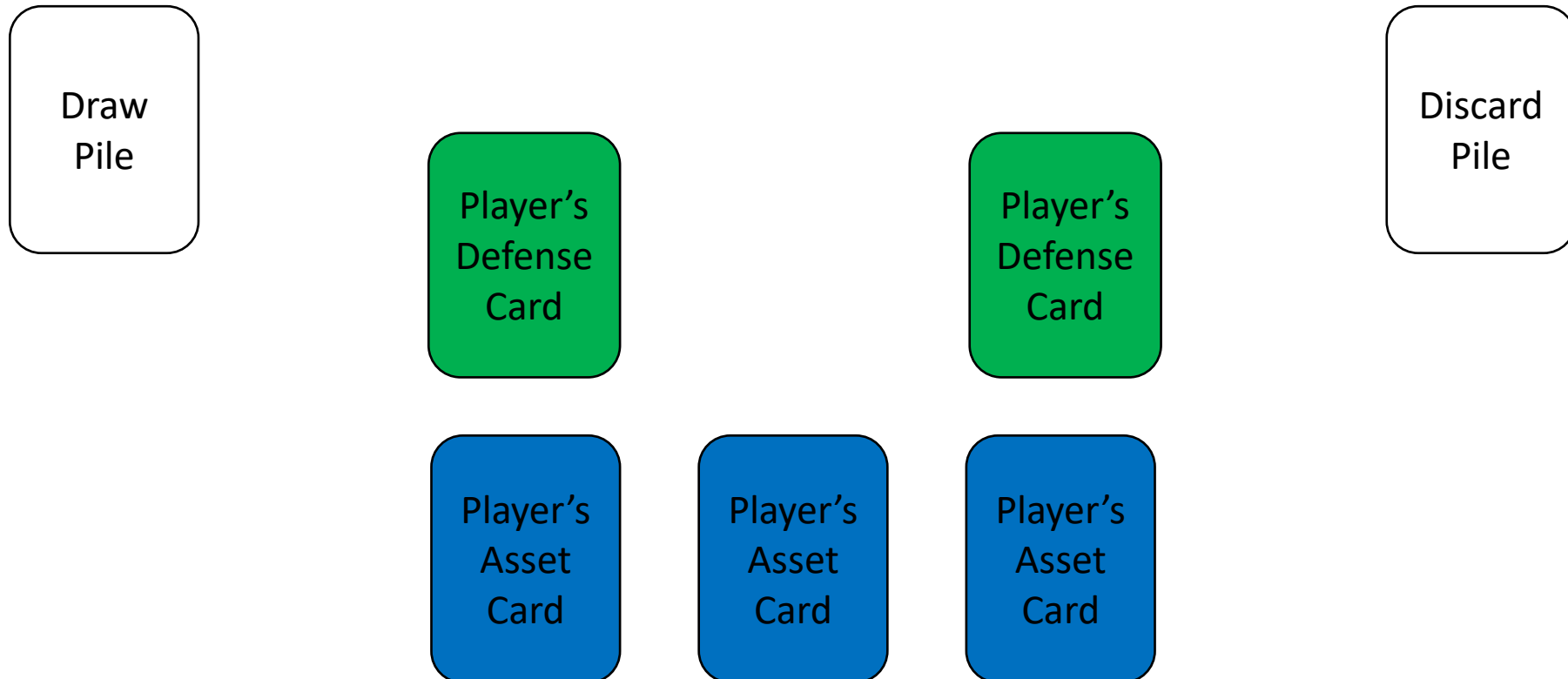
The house icon represents the private information that can be found on computers and devices.



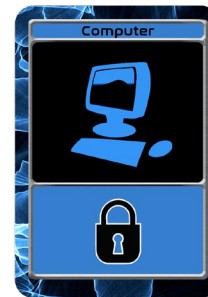
The wireless icon represents wireless applications with computers and devices.

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.



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.

Cyber Threat Guardian

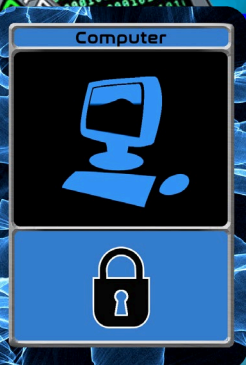
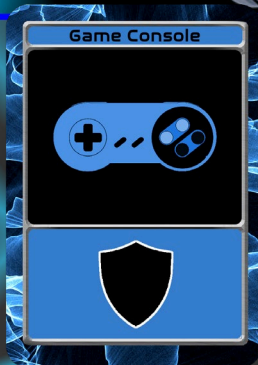
Attack



Defense



Asset

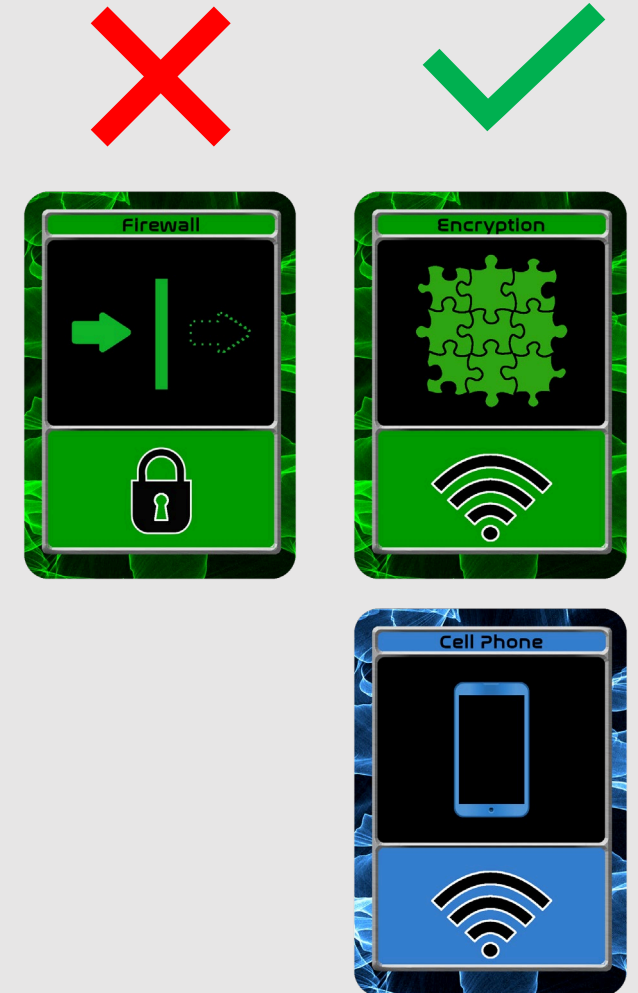


Getting Started: Step 1

1. Both players draw two cards from the draw pile. It does not matter who draws first. *This is **the only time both players draw two cards** during a turn.*
2. Cards may only be played in the following order: **Blue** Asset, **Green** Defense, **Red** Attack.

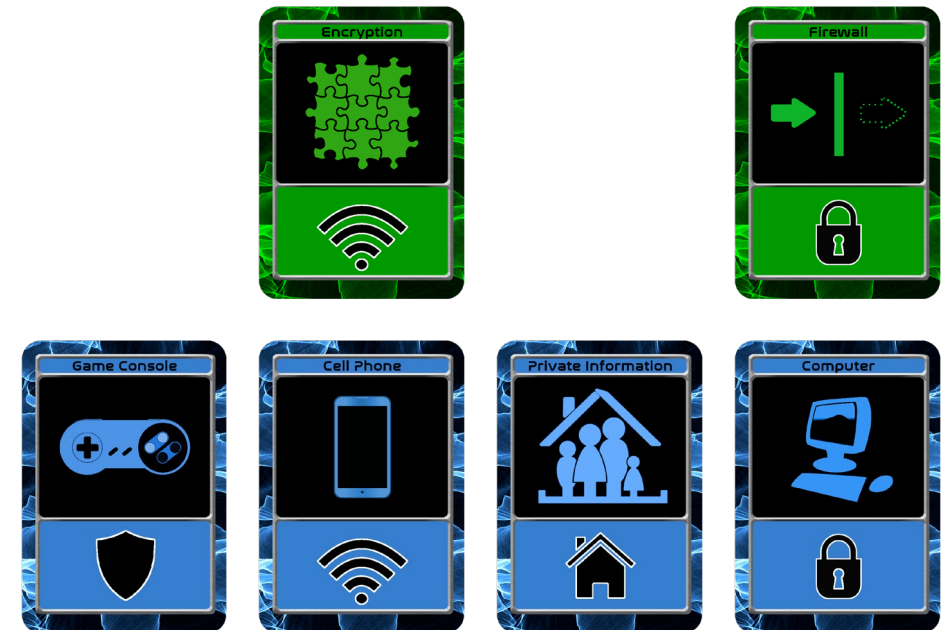
For example, a **Defense** card cannot be played until an **Asset** card has been played first.

Consider the cards on the right. One column is correct. One is wrong. Which one?



Getting Started: Let's Illustrate

- 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.

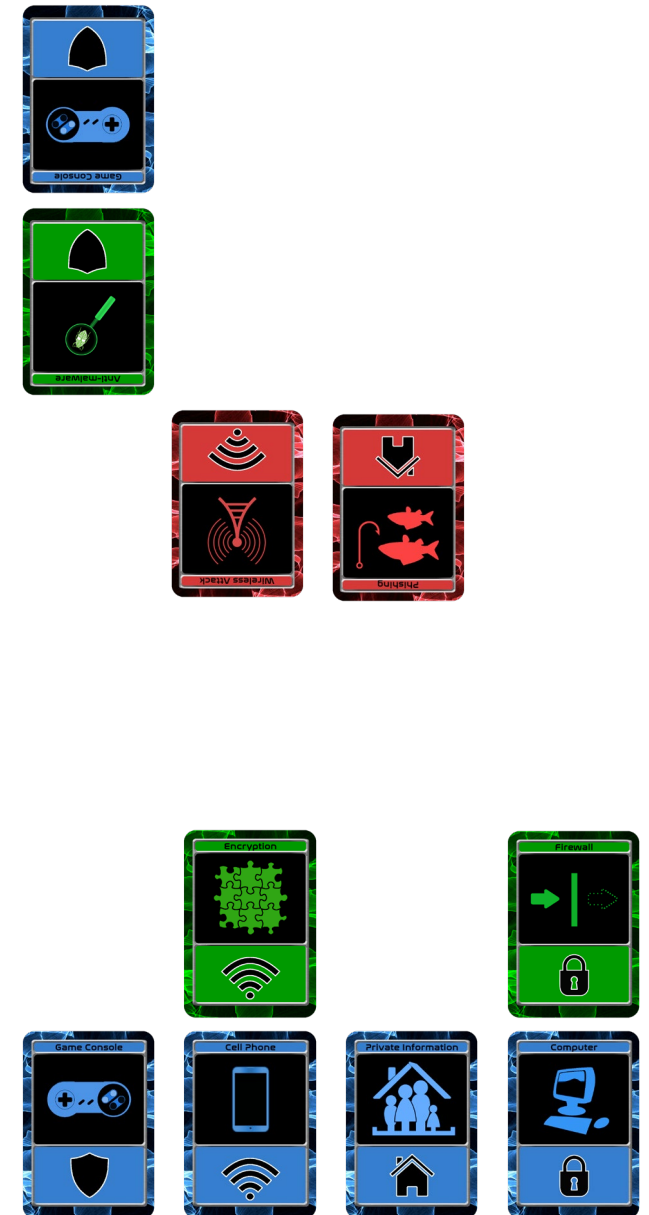


Getting Started: Let's Illustrate

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.

The icons of an attack card must match icons that your opponent has in play.

Protected blue asset cards cannot be removed until the green defense card protecting them is removed first. Which cards on the right can the attack cards remove?



Continued Play and End of Game

Step 2:

- Play continues with each turn. After each player has completed a turn, the “round” is over.
- Only after the round is complete can both players **draw one card** and attempt to play that card during their new turn.

Note: It’s possible that a player may not be able to place any cards in the game’s play area. Any cards not played should be placed in the discard pile to complete your turn.

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



Scoring: It's Simple!

The player with the most point wins.



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

How many assets and defenses are shown to the left?

Answer:
6 cards total = 6 points



Thank You

For examples of a full round of play, download the rulebook or watch our video tutorials at [**CIASGaming.com**](https://CIASGaming.com).