
ThreatGEN: Red Vs. Blue Download For Pc [hack]



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About This Game

It's Cyber Warfare... Turn-Based Strategy Style

Which side will you choose? The hackers (red team) or the cyber defenders (blue team)? Battle head to head in turn-based cyber warfare, where the fate of a company's computers, network, information, and even critical industrial control systems hang in the balance.

But ThreatGEN: Red vs. Blue is not *just a game*...

Learn Real-World Cybersecurity!

Developed by actual experienced, professional (ethical) "hackers" and penetration testers, ThreatGEN: Red vs. Blue is also designed to teach you real-world cybersecurity! Learn how hackers think, operate, and attack systems by playing the part of the red team (no prior skills necessary)! Play the part of the blue team and learn about real cybersecurity controls, technology, methods, and strategies!

Game Play

ThreatGEN: Red vs. Blue is a turn-based strategy game played much like popular global domination board games. Rather than a world map, the "game board" consists of a computer network, which players compete for control over. Instead of simulated

computer terminals, players choose and commit actions using "action cards" similar to a trading card game.

By the Community... For the Community

Every single member of the development team for this game actually comes from the cybersecurity (or INFOSEC) community. Most of us work, or have worked, for years as cybersecurity professionals, and we all remain active members of the community.

ThreatGEN: Red vs. Blue was developed and tested as a result of the feedback from more than 300 beta testers in the cybersecurity community. Our goal is to continue to make regular updates based on continued feedback, making this truly a game by the community, for the community.

Features

- Single Player vs. Computer A.I. (as red team or blue team)
- 1-on-1 internet and local hot seat multiplayer
- Cross-platform multiplayer enabled
- Touch screen optimized
- In-game real-world cybersecurity advice and hints
- Beginner tutorial
- Configurable win conditions
- "Game-pedia" with game play concepts and instructions, as well as real-world cybersecurity definitions and concepts

Title: ThreatGEN: Red vs. Blue
Genre: Casual, Indie, Simulation, Strategy
Developer:
Derezzed
Publisher:
Derezzed
Release Date: Apr 2019

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English



The screenshot displays a turn-based strategy game interface. At the top, the player's turn is 4, the turn timer is 03:50, and the score is 0. A red hexagonal icon with the number 2 is in the top left. The background is a dark, industrial 3D map of a facility with pipes and structures. A globe icon is on the left, and a question mark icon is on the right. A central red-bordered card is active, titled "SOCIAL ENGINEERING" with a skull and crossbones icon. The card's text reads: "DEPLOYS PHISHING OR OTHER SOCIAL ENGINEERING CAMPAIGN. POTENTIALLY GAINS CONTROL OF A WINDOWS ASSET WITH LOW SECURITY." Below the card is a yellow plus icon and the number 3/3. At the bottom, there are buttons for "ACTIONS", "NETWORK", "PLANT", and "END TURN".

TURN 4 TURN TIMER 03:50 SCORE 0 ACTION LOG

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SOCIAL ENGINEERING

DEPLOYS PHISHING OR OTHER SOCIAL ENGINEERING CAMPAIGN. POTENTIALLY GAINS CONTROL OF A WINDOWS ASSET WITH LOW SECURITY.

+

3/3

ACTIONS NETWORK PLANT END TURN

\$35,000 0

TURN 4 TURN TIMER 04:50 SCORE 0

ACTION LOG

1 Vulnerability Assessment

VULNERABILITY ASSESSMENT

MAPS APPLICATIONS TO KNOWN VULNERABILITIES, HELPING PROTECT ASSETS. ON SUCCESS, INCREASE CHANCE OF SUCCESSFUL BUDGET REQUEST.

\$10000/2/3

ACTIONS NETWORK PLANT

END TURN

threaten red vs blue. threaten red vs blue

Release Date - Status Update:

Long story short, our ship date is slipping a bit. We know this happens often in the gaming world but still angers fans and everyone anticipating a new release. For that, we are sincerely sorry. This being our first release, we wanted to make sure we release a quality game free of as many bugs as possible. That said, we have some pretty big features we are trying to tidy up and eradicate some pesky last minute bugs. Again, we apologize and we sincerely appreciate your understanding and continued support. We still anticipate a February release.

Clint Bodungen

ThreatGEN Co-Creator & Derezzed Inc. CEO. **Release Date - Status Update:**

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