

## RxB - A True-To-Reality Strategy Game about Cybersecurity & Cyber Attacks

SERIOUS GAMES  
INTERACTIVE

**RxB** is a turn-based 2D game where you either play as attacker (Red) or defender (Blue)

The two players have different abilities and conditions:

**Red** can train hackers and use an arsenal of offensive actions to complete the objectives, while **Blue** has to balance resources, employee training, and close vulnerability gaps before Red discovers them.

**RxB** is build for upscaling, as more content will only help make the game more true to reality.

Target Group

Target Group

- > **Students** who are pursuing a career within the field.
- > **Technical staff** who need cyber-security knowledge in their job.
- > **Experts** (e.g. Cybersecurity managers, security officers, and technical specialists) who want to understand cyber security

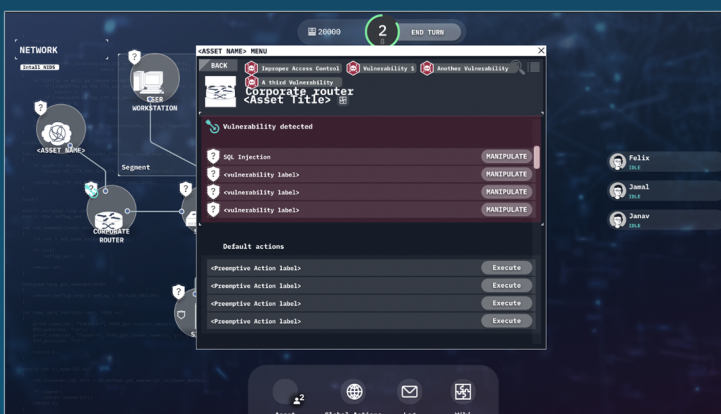
Learning Goals

Learning Goals

- > Understand **cybersecurity strategies**, concepts, and terms, from both sides.
- > Learn to do **cost-benefit analysis** of different actions, and how to **prioritize** and spend resources.
- > Gain knowledge on how to **handle and coordinate** under an active attack.

Action Examples - 3 turns

- > **Red** do recognisance and find a user workstation.
- > **Red** discover an XSS vulnerability on the user workstation.
- > **Red** uses the XSS to take manipulation control over the user workstation and installs a backdoor.
- > **Blue** discovers that Red is manipulating the user workstation.
- > **Blue** removes the XSS vulnerability and kicks Red out.
- > **Red** uses the backdoor to retain manipulation control over the user workstation.



Gameplay mock-up

