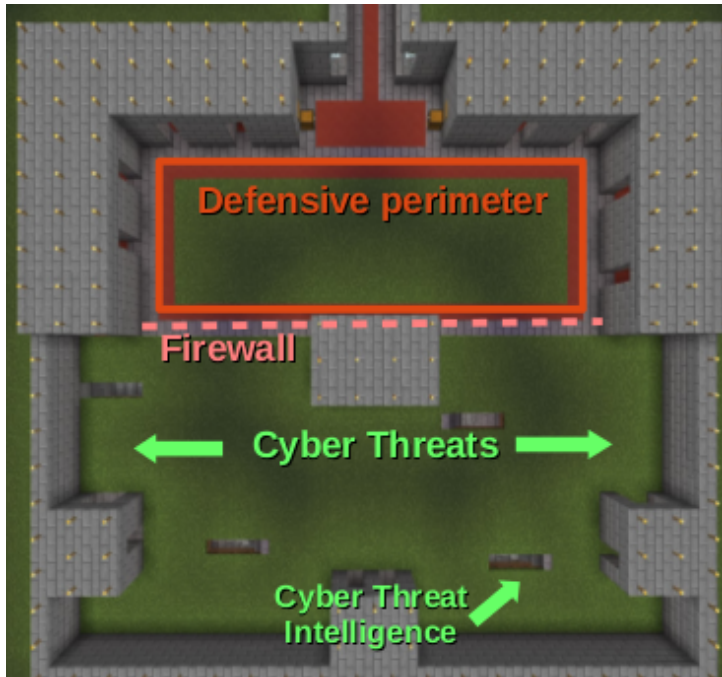


# MINECRAFT

## Network Defense

Defend your **network** against **cyber threats** in this 10 minute 2-4 player Minecraft scenario. Build a **firewall** to keep attackers out of a defensive perimeter, use **cyber defense tools** to stop the bad guys, and go **hunting** for **cyber threat intelligence**. But watch out, **sophisticated attackers** might already be inside your network!

### Your Network:



Build a **firewall** in order to create a defensive perimeter within your network. The longer you are able to keep attackers from entering the **defensive perimeter** the more points you will score.

### Security Tools:

You will be provided with materials for building the **firewall** as well as **cyber defense tools** (sword and armor). Make sure to defend yourself too, as **deaths will count against your score**.



You only have **3 minutes** to assess your network layout and build a firewall before the first cyber threats spawn, so get to work building your defenses!

An example **firewall** to create a defensive perimeter within your network:



### Cyber Threat Intelligence:

You can earn more points by collecting **cyber threat intelligence** from the network outside your defensive perimeter. Threat intelligence blocks can be found in tunnels below the base after attackers begin to spawn.



### Sophisticated Attackers:

**Sophisticated attackers** will come from **within the perimeter**. Try to stop them as quickly as possible using your **cyber defense tools**.



After **7 minutes** the scenario will end and your points from **defending your perimeter** and collecting **cyber threat intelligence** will be totaled. The player with the highest score wins the round.

open source: <https://github.com/wjwoodson/minecraft-vuln-mgt/>

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