ThreatGEN® Red vs. Blue

Audiences, Licensing, and Installation Options

ThreatGEN® Red vs. Blue is the industry's first multi_____ computer game where players compete against each other, head-to-head, to take control/maintain control of a computer network. This is not a fiction- based game like those found on the consumer gaming market. This is a live, player vs. player "gamified" training simulator, designed to teach cybersecurity skills in an immersive and interactive applied learning environment.

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Audiences

ThreatGEN® Red vs. Blue is delivered to three distinct audiences – consumer / retail, professional / educational and enterprise audiences. The differences include:

- Consumer / retail audience[1] purchases, downloads and installs through the STEAM gaming platform and delivery mechanism.

- Professional / educational audience purchases directly from ThreatGEN, has multiple delivery & install options, has multiple licensing options, and has features for cybersecurity training.
- Enterprise audience is much like the professional / educational audience, with the exception that ThreatGEN Training Solutions can provide **total customized gamification / gamulation experiences** using the enterprise customer's custom network maps, custom learning objectives mapping, custom action tree(s), and leaderboards.

Licensing - Per User versus Per Seat

All ThreatGEN® Red vs. Blue professional licenses are sold on an annual subscription basis and supports two basic forms of licensing – per-user or per-seat.

Per-user licensing is tied to a specific user login and unique computer IP. This is supported on any installation except retail and has these further requirements:

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Founded in Sugar Land, Texas in 2017, ThreatGEN delivers a solution to bridge "*the ICS Cybersecurity skills gap*" utilizing its Red vs. Blue Training Solutions and ThreatGEN OT Security Services.

Red vs. Blue Training Solutions uses cutting-edge computer gamification in ThreatGEN® Red vs. Blue to provide an exciting & modernized approach to industrial cybersecurity training, both practical and cost effective!

ThreatGEN OT Security Services are delivered worldwide by world-renowned Operational Technology (OT) cybersecurity experts (we literally wrote the books industry uses) using strategically chosen partnerships to create a holistic service of

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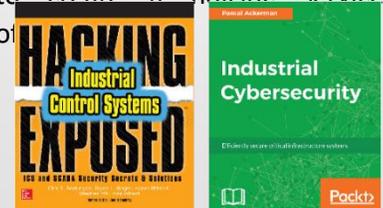
[1] Current pricing for version 1.xx on STEAM is $29.99, with carious discounts applied for large volumes.

- This is supported on any installation except retail and has these further requirements:
- Minimum per-user licenses sold are 10.
- Educational institutions license under per-user basis for courses and can reuse the user each semester / session / period during the year – **over a 50% discount based upon semesters used**.

Per-seat licensing is tied to a specific machine / unique computer IP, such that you buy the maximum number of concurrent users on the server at any one time. It is more expensive than the per-user license. This is supported on any installation except retail and has these further requirements:

- Sold in packs / increments of 10 seats.

Installation Options

ThreatGEN® Red vs. Blue supports numerous installation options, all from the same codebase to ensure stability. Installation options include:

Installation Type	Installation Description & Features
STEAM[2]	- Must be member of STEAM video game community - Can only be used with outside access to internet - worldwide game match making server – can interact with anyone in world, peer-to-peer (internet or LAN)
single computer	- Gamulation installed on end user computer - Key and access to ThreatGEN licensing server required - worldwide game match making server – can interact with anyone in world, peer-to-peer (internet or LAN)
hosted, public	- Play with a web browser[3] - Nothing installed on end user computer - Hosted by ThreatGEN - worldwide game match making server – can interact with anyone in world, peer-to-peer (internet)
hosted, private	- Play with a web browser - Nothing installed on end user computer - Hosted by ThreatGEN in private instance - Choice of worldwide or LAN game match making server
on-premise appliance & event server[4]	- Appliance that allows customers to run the game using a local game server rather than the internet. - Play with a web browser or Single Computer install(s) - game match making server in appliance
Tablet Kit	- Single computer installation type pre-installed - Can interact with anyone in world - Google Android tablet - Sold in 10 packs - Available for as little as $400 each[5] - Optional cushioned travel case for 10 tablets, $500 each

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[2] Only available for consumer / retail audience.
[3] Supported web browsers include Internet Explorer, Firefox, Safari, Chrome, Opera, Mozilla, and Netscape.
[4] All on-premise appliance & event server are custom quoted since base costs and customization precludes a single price
[5] Tablet Kit pricing is customized due to customers' ability to select tablet manufacturer and pre-loaded material.