



RED VS. BLUE EDITIONS

Audiences

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

- **Consumer/retail** audience purchases, downloads, and installs through the STEAM™ gaming platform and delivery mechanism – **Consumer/Retail License**
- **Professional & educational** audience purchases directly from ThreatGEN, has multiple delivery & install options, has multiple licensing options, and has features for cybersecurity training – **Professional License**
- **Enterprise** audience is the same as the professional & educational audience, with the exception that ThreatGEN can provide customized experiences using the customer’s real-world network maps, learning objectives, and more. – **Enterprise License**

Licensing

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

Per-user licensing has these further requirements/features:

- Per-user licensing is tied to a specific user login and unique device ID
- Minimum per-user licenses sold are 10.

Per-seat/concurrent user licensing allows you to purchase a group of seats, which is the maximum number of concurrent users on the server at any one time. Each seat can be assigned, or reassigned, to a specific user login and unique device ID. Per-seat licensing has these further requirements/features:

- Sold in packs / increments of 10 seats.
- Centralized account management
- No maximum *total* user count
- License holders can clear and reuse each seat (for example, multiple semesters/sessions during the year – **over a 50% discount based on how many times each seat is used**)

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™	<ul style="list-style-type: none"> ▪ Must have a STEAM account and app installed ▪ Can only be used with outside access to internet ▪ <u>Worldwide game server</u> – can interact with anyone in the world with a consumer license
Cloud Hosted ¹	<ul style="list-style-type: none"> ▪ Play with a web browser ▪ Nothing installed on end user computer ▪ Hosted by ThreatGEN ▪ <u>Worldwide (pro) game server</u> – can interact with anyone in the world with a Pro license
Cloud Hosted, Private ¹	<ul style="list-style-type: none"> ▪ Play with a web browser² ▪ Nothing installed on end user computer ▪ Hosted by ThreatGEN in your own private instance ▪ <u>Choice of worldwide or private pro game server</u>
Single Computer ¹	<ul style="list-style-type: none"> ▪ Game installed on end-user computer ▪ Licensed through ThreatGEN licensing server ▪ <u>Worldwide game server</u> – can interact with anyone in the world with a consumer license
On-Premises Event Server (Appliance) ^{1,3}	<ul style="list-style-type: none"> ▪ Appliance that allows customers to run the game using a local game server rather than the internet ▪ Play with a web browser, single computer installed, or pre-installed tablet computer ▪ <u>Game match making server in appliance</u>
Tablet Kit ^{1,4}	<ul style="list-style-type: none"> ▪ Pre-installed on tablet computers ▪ Can interact with anyone in world or optional local game server (additional purchase) ▪ Sold in 10 packs

¹ Only available for professional/education (pro) license

² Supported web browsers include Internet Explorer, Firefox, Safari, Chrome, Opera, Mozilla, and Netscape

³ All on-premises event servers are custom quoted since base costs and customization precludes a single price

⁴ Tablet Kit pricing is customized due to customers’ ability to select tablet manufacturer and pre-loaded material

