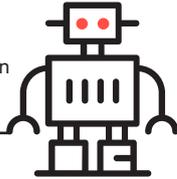


We just revolutionized deception environments.

The world of deception technology is still evolving. Today, CounterCraft presents a watershed moment in its evolution: the introduction of our new ActiveBehavior™ technology. This technology breathes convincing life into deception environments, automating a job that was previously manual and very costly—and it is fully integrated into our [Cyber Deception Platform](#) as a deception service.

Not only have we engineered a new way to make deception environments 100x more credible, it's all automatic!



8 man hours saved
in one week
PER MACHINE

WHAT YOUR TEAM SEES

An easily activated deception environment that looks real, in just three steps

BEFORE ACTIVEBEHAVIOR

- Log into network as desired user
- Do some browsing to create a history
- Execute a few commands
- Log in to a company database
- Type and execute other normal activity
- Repeat every 20 minutes
- Continue until the end of your deception campaign

WITH ACTIVEBEHAVIOR

- 1** Open CounterCraft Cyber Deception Platform
- 2** Activate ActiveBehavior in one click
- 3** Watch your deception environment stay active without lifting a finger

4
clicks to deployment

3m14s
time to deploy

1st
automated human activity simulator in deception technology

ActiveBehavior service runs behind the scenes and operates during the working hours of your machine

WHAT ATTACKERS SEE

a working, everything-in-order environment where actions, down to the frequency, appear random and humanlike

- ✓ Browser history
- ✓ Command history
- ✓ Periodic network activity
- ✓ Periodic user logins
- ✓ User activity
- ✓ Just like a real machine

Easy to activate

Revolutionary technology

Requires nothing more than checking a box

WHY IT'S AMAZING



ActiveBehavior™

A Major Advance in Deception Credibility

The exciting new ActiveBehavior feature for the CounterCraft Cyber Deception Platform is the first step in a new suite of features that take credibility for deception environments to a new level.

The Problem

Unless users make a huge effort to keep things fresh, a honeypot becomes stale—just an empty server, with no logs, history or signs of life—quickly. This is a big giveaway to any adversary who interacts with the honeypot, which means keeping things fresh is essential to maintain credibility within a deception deployment. This is where ActiveBehavior comes in. Up until now, the only practical way to keep things fresh was to have someone log in to the honeypot to make some noise and generate logs. Now, we have ActiveBehavior that does the same thing, automatically, removing the need for all that effort.

The Solution

ActiveBehavior - or, the “Human Interaction Simulator” as it was known in development - is a tool that totally automates this process of logging in and performing “typical” user activities, or basic SysAdmin tasks.

Once the service has been activated, the ActiveBehavior engine triggers random “user” activity during a predefined working time. The timing of activity is unpredictable, and mimics real user behaviour, and depends on the OS of the deception host as to the type of activity that is generated. As an additional plus, the activity generated by the ActiveBehavior engine is automatically filtered, so there's no risk of potential false positives.

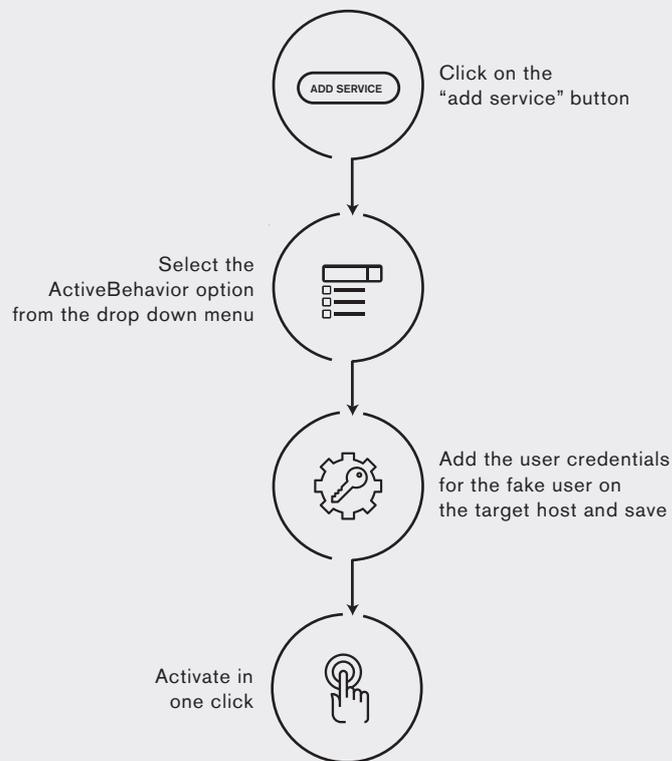
The Technology

The technology is the result of a yearlong CounterCraft R&D program, combining existing components of the CDP with the new and innovative ActiveBehavior control engine. This first iteration of the technology provides predefined usage patterns that are being expanded and will ultimately be completely user-customizable.

Integrated into the Cyber Deception Platform

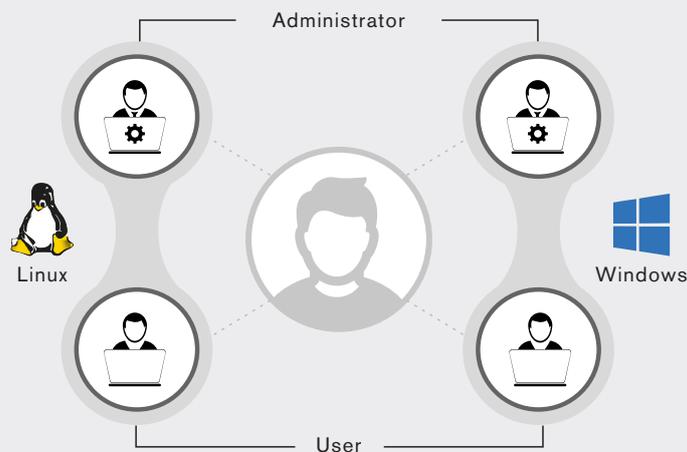
ActiveBehavior has been integrated into the Cyber Deception Platform as a deception service. Deployment of this service is simplicity itself, as it only takes four mouse clicks to activate the service on the target deception host.

Simple to Use:



Available Profiles:

You can choose between four profiles:



The user profiles can be chosen in U.S. English and other localized language configurations.

The ability to program specific actions is coming in the upcoming version releases.