



Cymmetria MazeRunner

COMMUNITY EDITION

QUICK START GUIDE

Supported environments (all must have nested virtualization enabled – see "Installation and setup" on page 9 of the [MazeRunner User Guide for Community Edition v1.10.0](#) for detailed instructions on how to do this)

- VMware Player (7 or higher)
- VMware Workstation (11 or higher)
- ESXi server (5.1 or higher)
- KVM hypervisor
- OpenStack
- Not supported: VirtualBox, Microsoft Hyper-V, Xen

Requirements

Minimum requirements for installation:

- 500GB minimum storage
- 4GB of RAM (add 2GB for each additional nested decoy)
- 2 x CPU @ 2 GHz (add another CPU core for each additional nested decoy)
- VMware hypervisor (Player 7 or higher; Workstation 11 or higher; ESXi server 5.1 or higher) or KVM hypervisor, with nested virtualization enabled

Additional requirements

- Nested virtualization
- Promiscuous mode
- For deployment automation:
 - Read-only domain user for importing endpoints from Active Directory
 - Local admin user on endpoints –**OR**– orchestration tool able to run EXE, MSI or shell scripts

Quick start

1. First choose which hypervisor you will use to run your MazeRunner™ virtual machine. Cymmetria® suggests using a VMware Player hypervisor, as this is the most straightforward option and involves the least number of steps (it is also free). Other hypervisors are supported as well.
2. Enable nested virtualization on your hypervisor. Please refer to "Installation and setup" on page 9 of the [MazeRunner User Guide](#) for more information.
3. MazeRunner uses DHCP by default. For advanced networking setup or VLAN support, please refer to "MazeRunner network configuration" on page 63 of the [MazeRunner User Guide](#).
4. Use MazeRunner's Deception story wizard to create a deception campaign. "Using MazeRunner" on page 36 of the [MazeRunner User Guide](#) will walk you through all aspects of product usage.
5. On the Endpoints screen, you can import endpoints to MazeRunner from Active Directory or CIDR blocks, and then deploy breadcrumbs to them. See "Importing endpoints" on page 49 and "Deploying breadcrumbs" on page 56 of the [MazeRunner User Guide](#) for details on how to do this.
6. Once the breadcrumbs are deployed, your deception campaign is ready. You can review the Dashboard and the Investigation screen for alerts on attackers accessing your decoys.
7. If you encounter any difficulties while working through this guide, please refer to "FAQ/Troubleshooting" on page 128 of the [MazeRunner User Guide](#) for help.