Although games focused on cybersecurity exist in the Czech Republic, they do not cover the topics selected in this thesis, some have limited educational potential, or an insufficient scope of information. Therefore, this diploma thesis dealt with the design, implementation, and validation of the mobile educational game intended for students of the second level of primary schools (11–15 years old). First, an analysis of existing educational projects was carried out, and common cyber threats and misconceptions of the target group were identified. Based on these findings, a game concept with eight thematic levels was designed (malware, phishing, cookies, password protection, two-factor authentication, firewall, mobile threats, and AI). The game was created in the Unity game engine and localized into Czech. To verify its effectiveness, the game was tested in an elementary school, and an analysis of game logs and quiz results demonstrated an improvement in students' knowledge of internet security. The resulting product is a multiplatform game available for free, which can serve as a supplementary teaching tool in computer science subjects.