CYBERSECURITY STUDENT ASSOCIATION

HACK-O-WEEN

ACTIVITIES

ZOO Hack

PHISH A TARGET

KING OF THE HILL

ACTIVITY RULES

- Keep hacking in the defined scope for each activity
- Do not Brute Force Usernames/Passwords
- Do not take any actions that would impede another team.

We can answer questions about if something is off limits but will not be able to give hints.

If you’re not sure, always ask before doing anything.

CSA

ZOO HACK

Note: There are four machines. Not all of them will be immediately accessible.

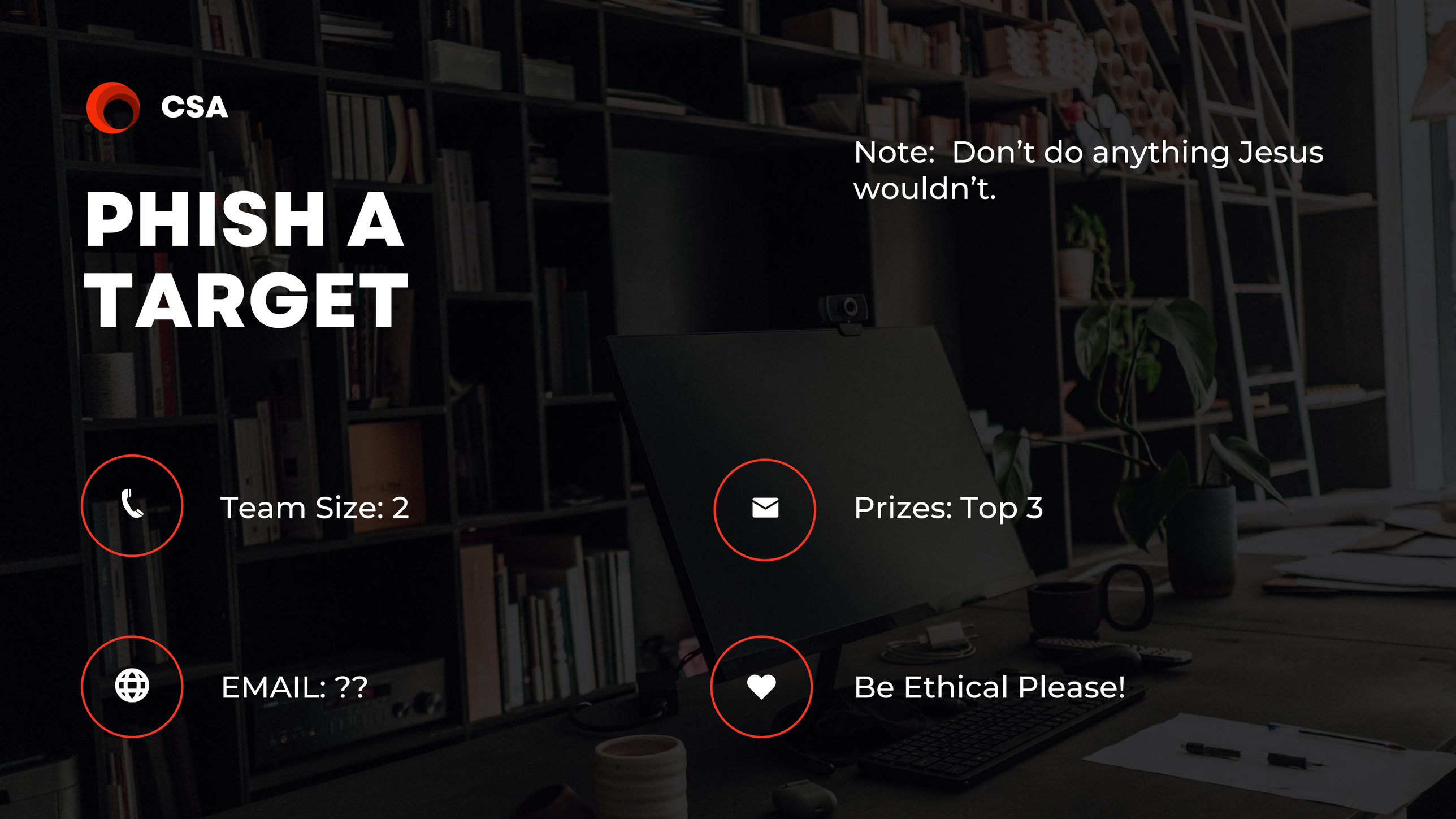
This is a “real” environment, don’t crash a machine!

Number of Teams: 3
Team Size: TBD

RDP into Kali
Subnets:
10.10.11.0/24
10.10.10.0/24

Prizes 1-4: First Root/Admin on Box – Verified Through Slack Message Time & Screenshot

Prize 5: Best Exploit Writeup Sent through Slack



CSA

PHISH A TARGET

Note: Don’t do anything Jesus wouldn’t.

Team Size: 2

Prizes: Top 3

EMAIL: ??

Be Ethical Please!

CSA

KING OF THE HILL

Note: Jackson will give out links. 10 players per game. Follow the rules on their website.

YOU MUST HAVE AN ACCOUNT TO PLAY.

Team Size: TBD

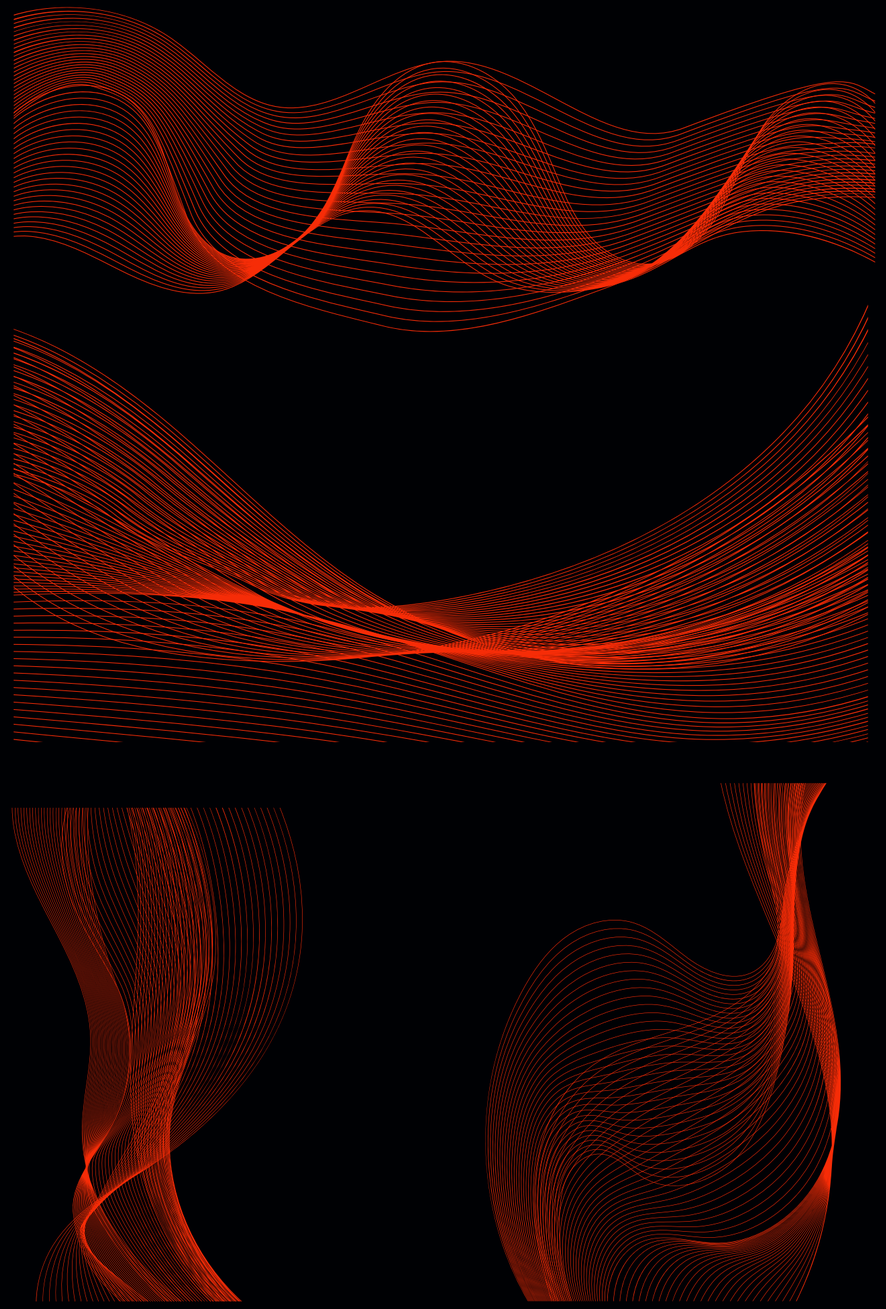
Prizes for top 3

TryHackMe.com

Time to Play: 1 Hour

RESOURCES PAGE

CSA GITHUB

GOOGLE

HACKTRICKS