



HORSE PLINKO
CYBER CHALLENGE
Season 1 • Fall 2023

Onboarding Packet

International Horse Plinko League - Cybersecurity Interns



Introduction

What's What

Welcome, new cybersecurity hires (and by "cybersecurity hires," I mean "unpaid interns"), to the International Horse Plinko League (IHPL)!

As the CEO of the International Horse Plinko League, it is my pleasure to welcome you to our great company. It's certainly an interesting time to join us! After our expansion to an American branch in our last wave of hiring, we've continued to innovate new ways of bringing Horse Plinko to serve new markets and diverse business needs including the latest industry buzzwords, like "large language models" and "AI."

"Mr. Keating," you say, "how can dropping horses doused in Plinko Sauce™ down peg-laden boards have ANY business application at all, let alone applications in AI?" Well, your skepticism, though warranted, is in this case baseless! In collaboration with Dr. Ravy, our newest Senior Science Analyst, IHPL is exploring the new field of Bayesian Computing. Recently discovered, this field is similar to conventional and quantum computing. Instead of using bits (zero or one) or qubits (zero or one or maybe both?), Bayesian Computing makes use of pbits – Probability-bits or Plinko-bits, depending on who you ask. Instead of being zero or one, pbits are either greater than 50% chance of being one or greater than 50% chance of being zero. Plinko boards are uniquely suited to the task of determining the final value of these pbits, and certain... *emergent properties* start to occur when horses are used, especially for artificial intelligence applications.

Much as it always is, the group of cybercriminals that call themselves the "[Horse Liberation Front](#)" have stated their clear opposition to our business practices in general and our pursuit of artificial intelligence in specific, talking about some sort of "[Plinkularity](#)." They'll be doing all they can to take down our plinko board production capabilities and company infrastructure during the final sprint of our flagship product, PlinkoBot™ (powered by PlinkoAI™). We'll be counting on you to keep our services up and our manufacturing running.

Keep on plinking!

A handwritten signature in black ink that reads "Harrison Keating". The signature is fluid and cursive, with "Harrison" on top and "Keating" below it, slightly overlapping.

Harrison Keating
CEO of the International Horse Plinko League
Ph.D. (Practitioner of Horse Dropping), University of Helsinki

Who's Who

Here's the list of who to know, who to avoid, and who to contact for support.



You are the **Blue Team**. You, as a new (or returning) International Horse Plinko League employee, are trying to keep the IHPL's services and infrastructure safe from the Red Team's attacks.



The **Horse Liberation Front** is the **Red Team**. Throughout the engagement, they will be attempting to break in to - and take offline - your network in an effort to free the horses and avert the "Plinkularity." They will leave no stone unturned and no service untested, so be thorough in the hardening of your systems! It may be unwise to contact them directly during the competition; we do **not** recommend negotiating with cybercriminals.



The **Black Team** supports the technical aspects of the competition – the network, machines, and other infrastructure. Think of them as IT. They are here to answer technical questions and solve problems, so don't hesitate to ask them for technical help during the competition.



The **White Team** consists of the competition officials. They handle scoring, rule compliance, inject grading, and the like. Think of them as HR or Legal. Contact them to resolve any rule ambiguities or to ask questions. *When in doubt, ask the White Team for help.*



The **C-Suite** are members of the Black and White Team that are executives of the International Horse Plinko League. They will introduce themselves during the opening ceremony. They (and a few others) may interact with your team in-character throughout the competition – these interactions will not be scored. We hope you enjoy networking with our senior executives!

The last *four* (Red, Black, and White Teams, as well as the C-Suite) will be collectively referred to as "competition organizers." Organizers will be wearing team-colored Horse Plinko-branded shirts to differentiate themselves. The last *three* (Black and White Team, with the C-Suite) may also be referred to as "staff of the International Horse Plinko League."

If you need a member of a specific team, you can ping them within Discord in your team channels, or raise your hand in the room.

Scenario

Rules

We want to ensure that everything runs smoothly, so please follow all the rules below:

1. **Do not attack infrastructure.** WiFi connections, our virtualization platform OpenStack, scoring agents, scoring platforms, and other competition infrastructure are *explicitly* out of scope. Additionally, do not touch the environments of other teams. If you are found to be attacking or interfering with another competition team, *you will be instantly disqualified.*
2. **Do not remove scoring accounts.** The “hkeating” user cannot be removed or tampered with; doing so will cause services to not be scored properly. Red Team will *not* use these accounts.
3. **Stay in scope.** Only touch assets inside the shaded green box on the [network diagram](#). In-person, in-character interactions with staff of the IHPL (that is, *not* Red Team) are out of scope, and are merely for immersion. Scope will be explained in further detail [here](#).
4. **Respect time-out periods.** During any official breaks, you are not allowed to interact with your environment. Your environment will be automatically closed during these periods. Meet with sponsors, network with others, and relax.
5. **You can use the Internet...** Non-AI, publicly available free tools are fair game. Paid tools are not. Searching for information you do not know is encouraged, and may even be necessary! Printed reference materials, including print-outs and books, are also permitted.
6. **...but you can not plagiarize or use AI tools.** Submitting injects with information copied verbatim from the Internet or any AI tools including (but not limited to) ChatGPT, Bing Chat, and Google Bard is strictly prohibited. Utilizing any AI tools (including as a search aid) is also prohibited. PlinkoAI™ is the only exception.
7. **Please report issues.** If you have a problem during the competition, please contact either White Team or Black Team. You will *not* be penalized for reporting any issues.
8. **Please be nice to everyone.** Do not be rude to the Red Team, Black Team, White Team, or fellow Blue Team members. Do not attempt to social engineer competition organizers; what you say to White or Black Team will not be shared with the Red Team.
9. **Have fun!** The ultimate goal is to learn, so please show good sportsmanship throughout the competition, even when things are tough.

Failure to comply with the above rules will lead to disqualification¹. For any clarification on the rules, please ask a White Team member.

¹ And yes, failing to have fun is a disqualifiable offense. We take our fun *seriously* at IHPL.

What to Expect

The Horse Plinko Cyber Challenge is a cyber defense competition. You and three of your peers will be tasked with defending a small business network of Linux and Windows machines. These systems will contain services critical to keeping IHPL's flagship product, PlinkoBot™ (powered by PlinkoAI™), functional. This could be anything from a web site to an email server to industrial manufacturing and fabrication equipment - you can find the full listing in the "[Scored Services](#)" section. The HLF (Red Team) will actively attempt to take your services offline. You will need to secure your vulnerable systems and fend off their attacks (see [plinko.horse/resources](#) or the official competition Discord's Training Arc category for tips). Additionally, you will be tasked with "injects," which are business tasks related to your duties, requiring a written submission via the official competition Discord. You will get points both for having services online and completing injects, which will be shown on the scoreboard.

The team with the highest score wins!

What changed from HPCC0?

If you participated in our inaugural event, you will notice a few changes. We are shifting emphasis away from removing attackers from an already-compromised environment, and towards **securing vulnerable services as attackers attempt to exploit them**.

Scoring Breakdown

Your team gets points for keeping your team's services online, and for completing injects (both accurately and on-time). The score weights are as follows:

Category	Percentage
Service Uptime	65%
Injects	35%

If you ever need to fully reset your box, you will be penalized by losing points equal to 30 minutes of service uptime for that box².

² If the events that caused you to need your box to be reset were completely outside your control, due to a violation of Red Team's [scope](#), and/or due to the actions of White Team or Black Team, you will not be penalized for requesting a reset.



Competition Environment

Required Software

Before continuing, please ensure the following programs are installed on your computer. This will make accessing your environment possible:

Program	Windows	macOS	Linux
RDP Client	Remote Desktop Connection	Download	remmina
SSH Client	ssh in PowerShell		ssh in Terminal
Modern Web Browser	Chrome or Firefox are recommended.		
Word Processor	Google Drive, Microsoft Word, or OnlyOffice are recommended.		

Required Hardware

You will need to bring a laptop capable of running the software listed above and connecting to a WPA2-Enterprise wireless network. Devices will NOT be provided, so make sure to bring a charging cable!

The Official Competition Discord

Most official communication of business tasks ("injects") and schedule announcements will be handled through the Official Competition Discord. You can ping the White Team role for rules clarifications, inject questions, and general help, and ping the Black Team role for technical assistance. This is an *additional* vector for help - you will still be able to interact with the members of White and Black Team who are staffing the event in person.

The team channels assigned to you will be visible to White Team and Black Team only - Red Team will be unable to see any information you share with your team over your designated team channels. There WILL be a specific (communal) channel to interact with the Red Team. We advise not putting your passwords there.

Announcements

Announcements with important scheduling information, default credentials, and more may be sent to you via your team's general channel.

Injects

Injects will be released throughout the competition. They account for 35% of your team's score. Injects will introduce a scenario, and provide you a task to complete, usually either making changes to, or gathering information about, your boxes and environment.

Injects look like this³:

 **White Team BOT**

During the competition, you'll receive business tasks, called "injects," to complete while also defending your systems. These injects are worth 35% of your total score - be sure to manage your time accordingly!

 **International Horse Plinko League**

Inject XX: INJECT TITLE

In this area, we'll inform you what the situation is, making sure to note anything you'll need to know.

How to submit

In this section, we'll tell you exactly what you need to submit - usually a PDF containing the information requested, named in a specific way.

Only files named EXACTLY the way requested will be graded - if you submit the wrong file, we will not count it for points. Make sure that you see a reply from PlinkoBot that says "Your message is confirmed!" after submitting - if you don't, you should also be getting a message from White Team on why it wasn't.

You'll also see a time limit below this, which tells you the start and stop times and duration.

Time limit

This inject is due in 30 minutes

 Start: XX:00 AM
Due: XX:30 AM

³ Development version, not final or indicative of end product. Inject template subject to change.



Accessing Your Environment

During the competition, you will need to sign in to the competition Wi-Fi network, named "IHPLCorporate-Green" or "IHPLCorporate-Purple" depending on the room you are competing in. Each team member will have their own Wi-Fi login, which will be provided to you via an announcement in the official competition Discord on the day of the competition.

If you are not signed in to the "IHPLCorporate-Green" or "IHPLCorporate-Purple" network, you will not be able to access your environment!

Once you are logged in to the official competition network, you will have **two** ways of accessing the virtual machines that your team needs to manage (sometimes called "boxes"): console access via the Horizon portal, and SSH/RDP.

Your credentials for the Horizon portal will be distributed to you in a Discord message at the beginning of the competition.

Horizon

Horizon is a cloud portal, where you can manage your boxes directly via a web interface. This includes accessing information such as your boxes' hostnames and IP addresses. You can also start, stop, and restart your boxes from the Horizon portal.

Finally, and perhaps most importantly, you can access a box's console directly on Horizon. Console access to a box is the virtual equivalent of physical access with a monitor and keyboard - this means that if your box cannot be accessed over the network (either due to your actions, or due to those of malicious actors), you can still access your box via Horizon. If the console is not functioning properly, request support from a Black Team member. You might need to request a box reset, which is covered in [Scoring Breakdown](#).

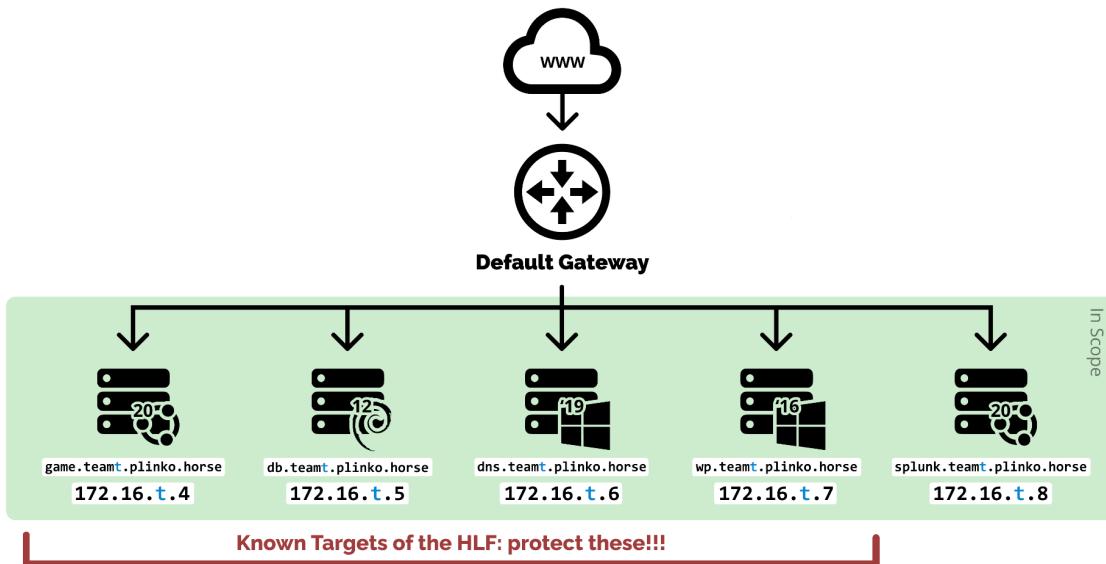
SSH and RDP

SSH is Secure SHell, a way of logging in to a computer via the network. SSH can use a variety of methods of authentication, such as passwords and public keys. *We advise Plinkterns to read up on these, as it will be useful during the competition.* SSH is a text-only protocol, so you'll only have terminal access via the session. Your default credentials will be `ubuntu:ubuntu` for the Ubuntu boxes and `debian:debian` for the Debian box.

RDP is Remote Desktop Protocol, a way to remotely access Windows machines. RDP usually supports password authentication, using an existing Windows account to log in to the device. RDP supports a graphical component, so you'll be able to see the desktop via the program. Your default credentials for both Windows boxes will be `Administrator:password`.

Both of these methods can be used from your personal computer as long as it is connected to the competition network.

Network Diagram



Scope

"Scope" refers to what you, the Blue Team, are responsible for and allowed to touch. The virtual machines inside the green box are *explicitly* in scope for Blue Team. This means you can make modifications to them, interact with them, and generally do whatever you see fit to those boxes. All of your boxes are in scope for you.

Certain things are "out of scope" for you, which means you CANNOT modify them. This includes things like competition infrastructure, the networks of other teams, and the Red Team. To be clear - anything that the Red Team puts in YOUR boxes, you can remove, but you cannot attack them back and attempt to interfere with the ability of their tools to function *in general*. Removing a malware implant from your box is fine, as is blocking the C2 server it calls back to, but hacking into or disabling the C2 server is strictly prohibited.

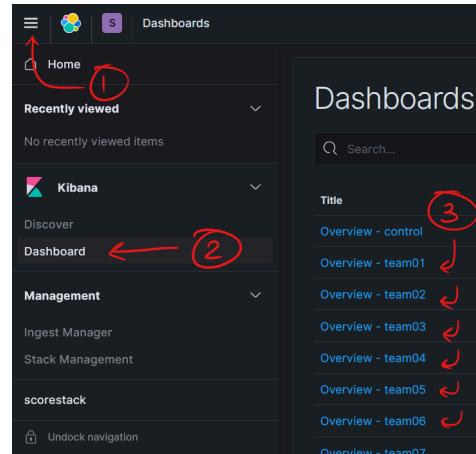
The Red Team also has scope defined for them: All of your boxes (except the Splunk box) are in scope for Red Team and may be attacked during the competition (except during meal breaks, when *everything* is out of scope for Red Team and Blue Team alike).

Red Team will *not* use hkeating scoring users to log in or otherwise interfere with your boxes. Red Team will *not* physically touch you, your machines, or the competition infrastructure (you won't have to worry about unplugged cables or other physical sabotage) - however, that doesn't mean they will not attempt to bribe you, broker deals with you in person, or attempt to convince you to defect to their side. The IHPL does *not* advise making deals with terrorists.

Scoreboard Access

To check your team's scoreboard, log in to the scoreboard ([scoreboard.plinko.horse](#)) while on the competition network. Click the hamburger menu in the top left corner, and select "Dashboard". Then, select your (zero-padded) team.

On this page, you will be able to see a graph with all your services, their status over the last 15 minutes (passing or failing the check), and, at the bottom of the page, useful information about the checks that are currently failing. This information will tell you what part the check is failing at (wrong HTTP response code, bad password for SSH check, etc.) and is very helpful during the competition.



Scoring User

Certain score checks (covered below) require an automated login to the hkeating account on one of the boxes your team is responsible for. For this, they need an accurate password. Red Team will NOT use these hkeating accounts in any way, shape or form, as they are FIRMLY out of Red Team's [scope](#). However, if you change the password for the user involved in the score check, you will need to also change the password that the scoreboard uses to log in as that user.

To change the password used for a particular score check, log in to the scoreboard ([scoreboard.plinko.horse](#)) while on the competition network. Then, click the hamburger menu in the upper left corner, and navigate to "scorestack". Once you are on that page, you'll be able to select a specific score check that has a password, and set the password for that check.

team05

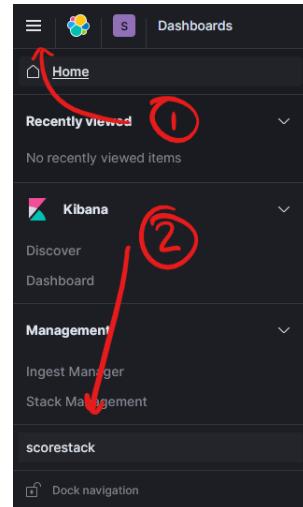
Game - SSH
Game - VSFTP
DB - MariaDB
DB - SSH

DB - SSH

hkeatingPassword

Password 123

Save





Logging with Splunk

You will have access to a box that is purely for accumulating logs of the activities that occur on your various systems. You can at any time execute queries on the Splunk frontend to see certain types of data. This may help you identify and then counteract malicious traffic, and it can also help with the debugging process if a service becomes unavailable. To access this box, visit either the hostname (<http://splunk.teamt.plinko.horse:8000>) or the direct IP (<http://172.16.t.8:8000>) where “t” is your team number.

A screenshot of a web browser window titled "Login | Splunk". The address bar shows the URL "172.16.t.8:8000". The main content area displays a terminal-like log viewer with numerous lines of log entries. Overlaid on the log viewer is a large green watermark that reads "splunk>enterprise". At the bottom of the log viewer, there is a message: "First time signing in?". Below the log viewer is a standard login form with fields for "Username" and "Password", and a "Sign In" button.

Sign in with admin:password, and then click “Search and Reporting.” From there, you can execute queries on the logs from your boxes.



Scored Services

SSH (db.teamt.plinko.horse, game.teamt.plinko.horse)

Both Linux boxes need to allow the hkeating users to log in via SSH.

ICMP (dns.teamt.plinko.horse, wp.teamt.plinko.horse)

Both Windows boxes need to be able to be pinged via ICMP.

MySQL (db.teamt.plinko.horse)

The hkeating user needs to be able to log in to MySQL and see the user table in the MySQL database.

FTP (game.teamt.plinko.horse)

The hkeating user needs to be able to log in and access the file Seabiscuit.jpg currently stored in the /files directory. The files need to be intact (verified by file name correlated to file hash).

DNS (dns.teamt.plinko.horse)

The DNS server needs to have the below A record that resolves to the specified host:

dns.teamt.plinko.horse -> 172.16.t.6

WordPress (wp.teamt.plinko.horse)

The WordPress site needs to return a 200 response at the root of the website, and additionally maintain certain strings present in the page served.

Plinko Demonstration Game (game.teamt.plinko.horse)

The game site needs to return a 200 response at the root of the website, and the game needs to be configured to the default settings.



Interacting With Your Services

Here at the International Horse Plinko League, we want to make sure that you are well-prepared and can interface with the various services we use. This is a basic primer; we highly recommend you search through each technology and learn how to use them proficiently and protect them from the HLF.

Please note that this is how to interact with *scored services*. That is, what the scoreboard checks is working. For information on how to *connect* to your box, please refer to the "[Accessing Your Environment](#)" section.

MySQL

Method of access: Terminal

The default account is `root:root`.

To log in, use the "`mysql -u [username] -h 172.16.t.5 -p`" command, replacing "`t`" with your team number. You can log in from any linux box using this command.

```
ubuntu@splunk:~$ mysql -u root -h 172.16.t.5 -p
Enter password:
Welcome to the MySQL monitor.  Commands end with ; or \g.
Your MySQL connection id is 355906
Server version: 5.5.5-10.11.3-MariaDB-1 Debian 12

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affiliates. Other names may be trademarks of their respective
owners.

Type 'help;' or '\h' for help. Type '\c' to clear the current input statement.

mysql> |
```

FTP

Method of access: Terminal

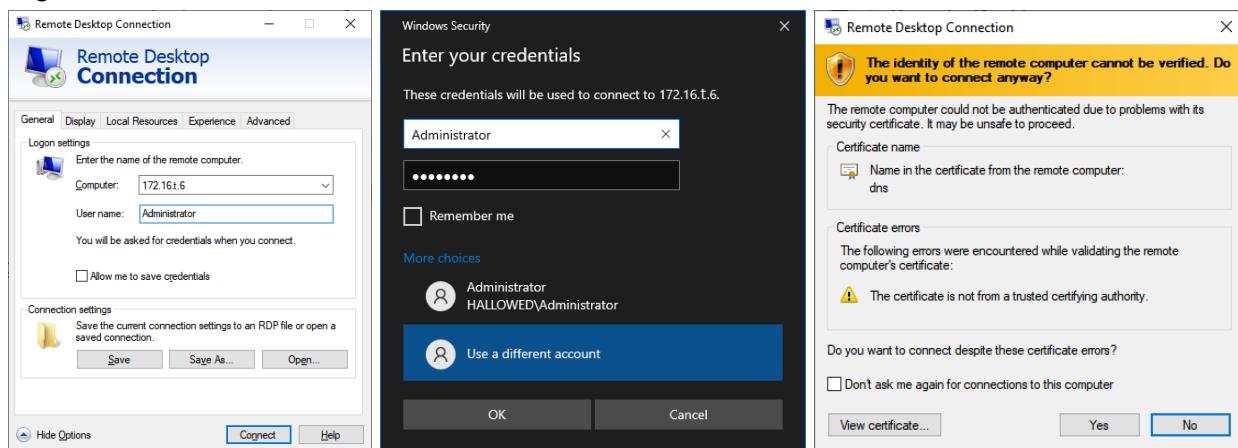
All users on the `game.teamt.plinko.horse` box should be able to log in via FTP. You can log in via any box with the correct credentials (`ubuntu:ubuntu` shown here, from the Splunk box). Replace the "`t`" with your team number.

```
ubuntu@splunk:~$ ftp 172.16.t.4
Connected to 172.16.t.4.
220 Welcome to the File Corral.
Name (172.16.t.4:ubuntu): ubuntu
331 Please specify the password.
Password:
230 Login successful.
Remote system type is UNIX.
Using binary mode to transfer files.
ftp> |
```

DNS

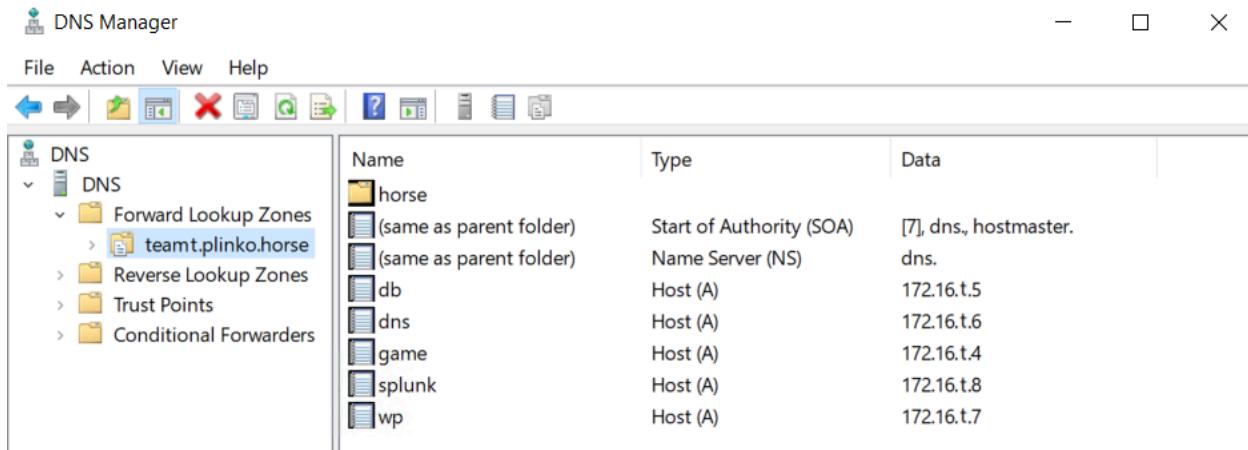
Method of access: RDP

Log in via RDP to the DNS box.



Make sure you select "use a different account". Then, connect anyway. Select DNS on the left sidebar to access DNS configuration options.

From the “Tools” drop down in the upper right, you can select “DNS” to access the DNS manager. Here you can view and manage your DNS records.



The screenshot shows the Windows DNS Manager interface. On the left, a tree view displays the DNS structure, including Forward Lookup Zones (teamt.plinko.horse), Reverse Lookup Zones, Trust Points, and Conditional Forwarders. On the right, a table lists DNS records:

Name	Type	Data
horse	Start of Authority (SOA)	[7], dns, hostmaster.
(same as parent folder)	Name Server (NS)	dns.
db	Host (A)	172.16.t.5
dns	Host (A)	172.16.t.6
game	Host (A)	172.16.t.4
splunk	Host (A)	172.16.t.8
wp	Host (A)	172.16.t.7

Method of access: Terminal

You can test your DNS server by sending queries with nslookup, a command-line utility that is available on both Windows and Linux. The syntax is "nslookup [name] 172.16.t.6", replacing "t" with your team number.

```
ubuntu@splunk:~$ nslookup db.teamt.plinko.horse 172.16.t.6
Server:          172.16.t.6
Address:         172.16.t.6#53

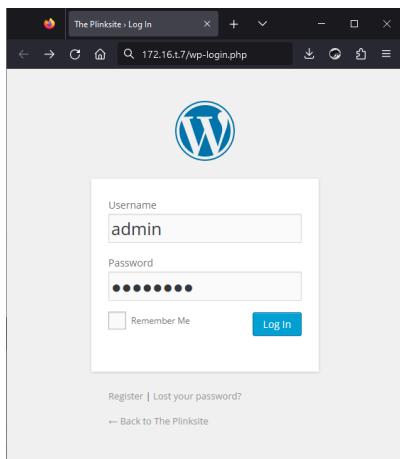
Name:      db.teamt.plinko.horse
Address:   172.16.t.5
```

WordPress Site

Method of access: HTTP

Load the address of the box in a web browser, either the direct IP (<http://172.16.t.7>) or the DNS name (<http://wp.teamt.plinko.horse>). This will pull up the website.

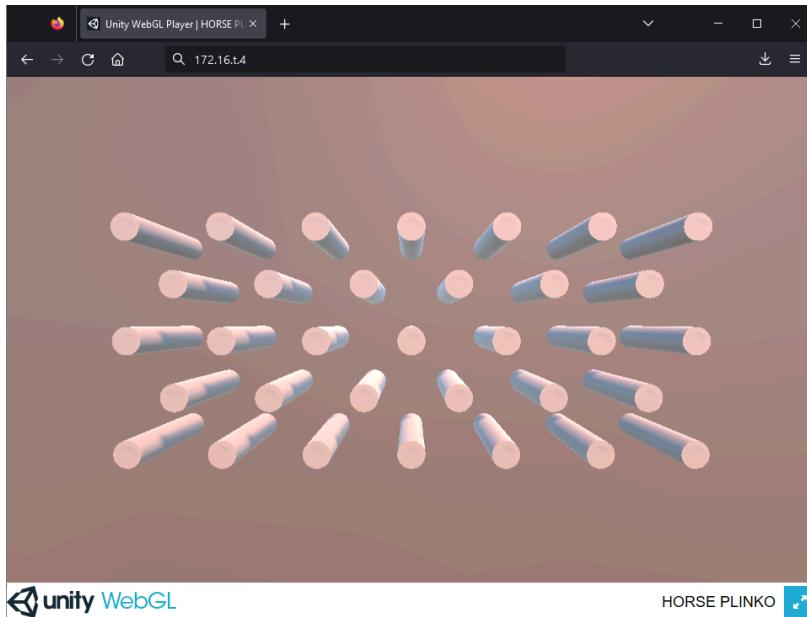
To access the admin panel for the WordPress website, click the "Log in" link in the left sidebar, or navigate to <http://172.16.t.7/wp-login.php> and log in with an administrator account. The default administrator account is admin:password.



Horse Plinko Game

Method of access: HTTP

Load the address of the box in a web browser, either the direct IP (<http://172.16.t.4>) or DNS name (<http://game.teamt.plinko.horse>).





Event Information

Team and Day Assignments

Everyone competing in the Horse Plinko Cyber Challenge has already created an account on hr.plinko.horse, which will be used to check in to your specific run the day of the competition and view your team assignment and competition day. You will be assigned to the team you specified in your profile, or, if no team was specified, a random team. **Your current team assignments and a list of team-mates can be viewed on hr.plinko.horse.**

Location and Directions

The Horse Plinko Cyber Challenge will be held at the University of Central Florida's Engineering 1 building, in ENG1-187 and ENG1-188. Check-in will take place in ENG1-186 (also known as the Lockheed Martin Cyber Innovation Lab). Please note that this is an exclusively in-person event.

Friday

The initial event check-in will be organized by Knight Hacks and will occur on Friday, October 6th starting at 5:00 pm. There will be a dedicated check-in line for Horse Plinko competitors inside the Business Administration 1 building. **You must check into Knight Hacks in order to compete in the Horse Plinko Cyber Challenge.** Failure to check in may result in your seat being vacated. If you expect this to be an issue, please contact an organizer for accommodations.

On Friday at 5:30 pm (after check-in), there will be an official onboarding briefing in Business Administration 1, at BA1-119. Attendance is strongly recommended. It will introduce the competition, explain how things will be scored and administrated, and give you a clear idea of what to expect during your assigned run. We encourage you to meet your team in-person here; you will only get access to a Discord channel for your team members about one hour prior to the competition.

You can also attend the Knight Hacks opening ceremony, which will be held at 8pm in the Pegasus Ballroom at the UCF Student Union.

Day of Competition (Saturday or Sunday)

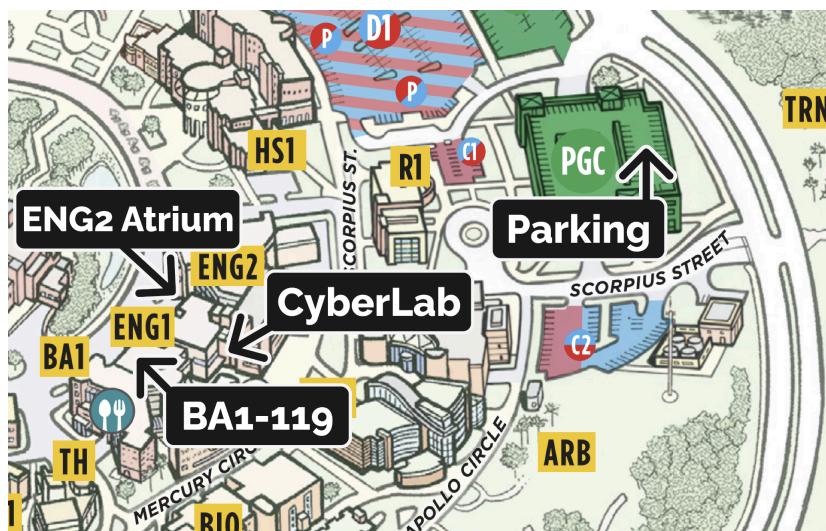
Day-of check-in will start an hour before the competition environment opens in the Lockheed Martin Cyber Innovation Lab (the “CyberLab;” ENG1-186) in the Engineering 1 building. Participants will have access to a QR code at hr.plinko.horse that will have to be scanned by an organizer. This QR code will be scanned to mark competitors as present and then tell you your team number (if you do not have it already) and room assignment. You will also receive an employee ID sticker; *put this on your Knight Hacks badge!*

Your QR Code will look like this, but with your information instead of our CISO's⁴:



If you are driving to campus, you *must* park in Parking Garage C, or you will be towed by UCF Parking Services. If you do not have a UCF parking permit, you can purchase a daily permit [on the UCF Parking services website here](#). A 24-hour permit is \$8 per day. To get to the event buildings from Parking Garage C, walk west along Scorpius Street, and make a left turn onto Mercury Circle until you reach the path between Engineering 1 and Business Administration 1. Then turn right, go straight until you reach the end of the path, and then turn right once again. You should be at the main entrance of Engineering 1. From here, you can easily walk to the Engineering 2 Atrium (Knight Hacks check-in), the CyberLab (competition check-in), and the Business Administration buildings (introduction and sponsor recruiters).

Public transportation is also available to the University of Central Florida via Lynx. Check your favorite maps app, such as Apple Maps, Google Maps, or the Transit app, for more details.



⁴ It is safe to show this QR code and employee ID because only competitor QR codes are valid.



Schedule

We recommend you arrive early for the various check-ins - both the KnightHacks Hackathon check-in on Friday, and the check-in for your run of Horse Plinko on Saturday or Sunday.

Check-in and Briefing - 10/6

5:00 pm: KnightHacks check-in begins, located outside of BA1-119 in the Business Administration 1 building. **This is mandatory for all Plinkterns.** You will not be able to compete if you do not check in. By checking in, you agree to the [MLH Code of Conduct](#) and [MLH Contest Terms](#).

5:30 pm: Onboarding briefing, located in BA1-119. This briefing will cover everything you need to know about the competition and then some.

8:00 pm: KnightHacks Opening Ceremony, in the Pegasus Ballroom at the UCF Student Union.

Saturday Run - 10/7

2:30 pm: Check in at the Lockheed Martin Cyber Innovation Lab (ENG1-186) and network testing.

3:30 pm: Competition begins!

6:00 pm: Dinner break begins. Environment will close and Red Team will be inactive.

7:00 pm: Dinner break ends. Competition resumes.

9:30 pm: Competition ends. Final grading.

10:00 pm: Winners announced and prizes distributed.

Sunday 4:30 pm: KnightHacks Closing Ceremony, in the Pegasus Ballroom at the UCF Student Union. Winners of Saturday Run can come and be recognized if they so desire. The winners of Sunday's Run will be notified via Discord that they placed, and they will be encouraged to accept their prizes and be recognized during the Closing Ceremony.

Photo Release

A photo release is a part of the [MLH Contest Terms](#), and accordingly, you may be photographed as a part of the event. If you would prefer not to be, we can attempt to make the photographers aware and have them avoid taking photos with you in it, but we cannot guarantee anything.



Prizes

Thanks to our amazing [sponsors](#), we were able to obtain prizes for first, second, and third place for each team member, for each run of HPCC! These will be revealed and awarded at the Closing Ceremony on Sunday at 4:30 pm⁵.

Other Events

Throughout the weekend, we will be providing other cybersecurity events that are open for all Horse Plinko Cyber Challenge competitors.

- **Workshops** will be hosted in cooperation with our sponsors and Knight Hacks. Many of these workshops will help further prepare you for HPCC. Please check the Knight Hacks Hacker's Guide for a complete list of workshops being offered.
- **SunshineCTF** is a Jeopardy-styled capture-the-flag competition running from October 7th at 10:00 am to October 9th at 10:00 am. While the event is officially organized as a part of BSides Orlando, it is open to all and we will be providing a dedicated space throughout the hackathon for those who wish to compete. For more information, visit 2023.sunshinectf.org.
- **Recruiters from our sponsors** and sponsors from Knight Hacks will be tabling throughout the event in the Business Administration building. While some sponsors are not strictly cybersecurity-focused, they may still be hiring for cyber or cyber-related roles! Please bring copies of your resume to share with our sponsors.
- All Horse Plinko Cyber Challenge participants are still eligible to compete in, and demo a project for, **Knight Hacks**. For more information, please check the Knight Hacks Hacker's Guide.

⁵ If you are a member of a winning team and cannot attend the Closing Ceremony, please reach out to White Team.



Thanks to our generous sponsors!

We appreciate the dedication of our sponsors to fostering the next generation of IHPL's (unpaid) cyber talent!

Due to how heavily we have invested in PlinkoAI™, we will not be extending offers to any Plinkterns after your tenure expires. If you are interested in continuing in the cyber field, we would recommend checking out the organizations below!

They will be tabling throughout Horse Plinko weekend in the Business Administration Building. Ask a White Team member for directions if needed.

Platinum



Gold



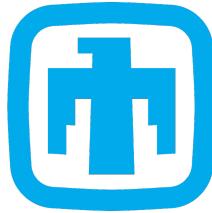


Silver



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Bronze



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