Pimpri Chinchwad Education Trust's
Pimpri Chinchwad College of Engineering, Pune
Department of Computer Engineering

ANANTYA

SHER 🔒
2.0

"Got you surrounded! Así que rómpelo"

Rule Book

20
24
March

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INTRODUCTION

- Event will include 3 rounds.
- Each team will consist of not more or less than 2 players.
- Participants must bring a pen and paper for rough work for round 2.
- No Change of teammates will be allowed.
- Failure of teammates to reach on time may lead to disqualification.
- From all the participating teams only 32 teams will progress to round 2.
- Top 10 teams will progress to the final round.
- Any malpractice or violation of the instructions given would lead to immediate Disqualification.
- The event organizers reserve the right to disqualify any participant or team that violates the event rules or fails to follow instructions.
- The final Decision of results made by organizers will be final.

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STORYLINE

In Pimpri Chinchwad College of Engineering the systems are hacked by the Group of Hackers. All the systems in the campus have started playing an anonymous video of the hacker. All the systems are under the hacker's control. The hacker has Declared a message as "Got you surrounded! Así que rómpelo". OWASP student Chapter of PCCOE, has kept an eye on the ongoing events and have been trying to get the Hacker. But as this time the Hacker is much more powerful they require your help. The team has named the campaign for searching the hacker as SHERLOCK. As Sherlock Holmes was one of the best Detective the team is on a search of a new Sherlock who can help them find the hacker.

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PRIZES AND AWARDS

- 1st Prize: Rs.5000/-
- 2nd Prize: Rs.4000/-
- 3rd Prize: Rs.3000/-

YOU CAN'T CATCH ME

ROUND 1

Date: 20/03/2023

Mode: Offline

Duration: 45 mins

- Round 1 includes a careful understanding of a video which is forwarded by the hacker.
- Initially 10 mins will be given to watch the video.
- Video will be shown on a projector after which participants have to answer a quiz on the Slido platform which would be based on the points described by the hacker in the video.
- 30 seconds will be provided to answer each question.
- The teams will be evaluated by the speed and accuracy they showcase in this round.

TOP 32 TEAMS WILL PROCEED TO THE NEXT ROUND

DEATH-OR-GLORY

ROUND 2

Date: 20/03/2024
Mode: Offline
Duration: 2 hours

- Round 2 involves 32 teams progressing from Round 1, divided into two stages.

- Part 1: The 32 teams merge into 16, each comprising 4 members, with three under hacker control. One member from each team embarks on a mission to free their teammates by solving hacker-provided questions via email, revealing captive locations. The top 8 teams, each with 4 members, advance.

DEATH-OR-GLORY

CONTINUE

- **PART 2:** THE 8 TEAMS SPLIT INTO 16 PAIRS WITH 2 MEMBERS EACH, CATEGORIZED INTO RED AND BLUE GROUPS. TEAMS DECIPHER SYMBOLS IN A FILE, AIMING FOR A SPECIFIC NUMBER OF CORRECT ANSWERS WITHIN A MAXIMUM OF 3 MEETINGS. EVALUATION IS BASED ON CORRECT ANSWERS, MEETING FREQUENCY, AND TIMING OF THE THIRD MEETING. 8 TEAMS PROGRESS FROM EACH GROUP, WHILE 2 EARN WILD CARD ENTRIES BASED ON THE OUTLINED CRITERIA.

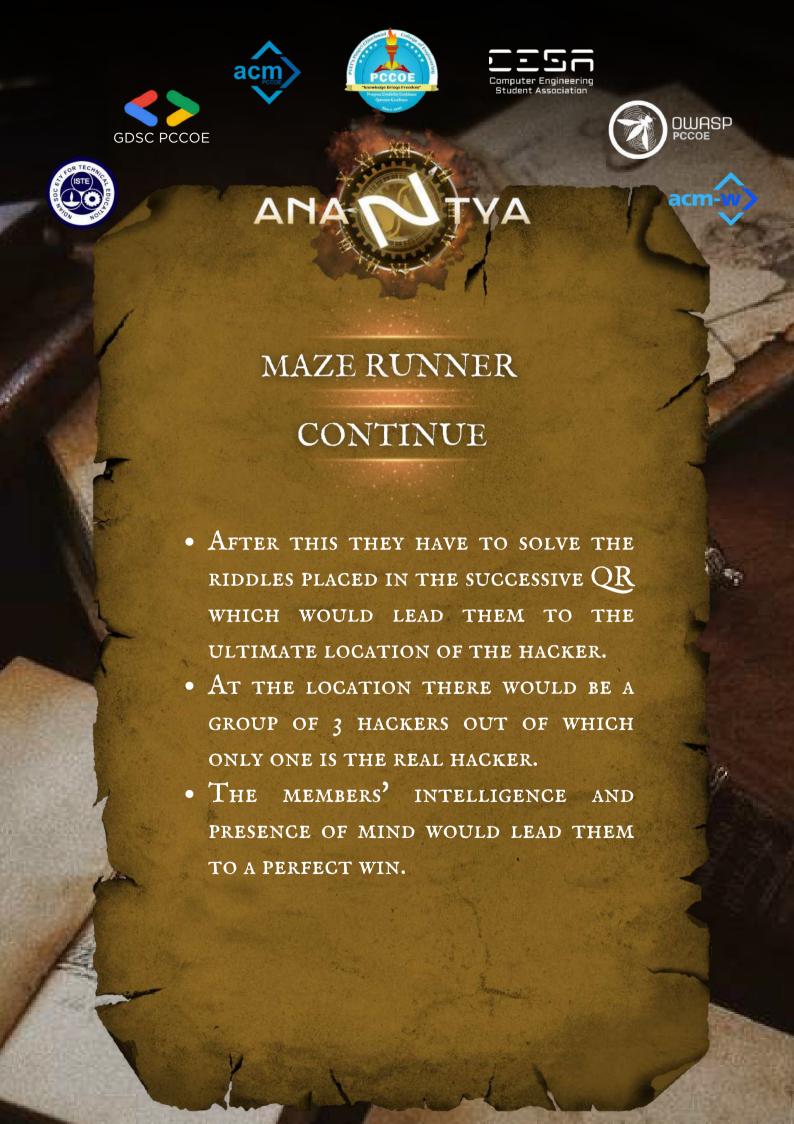TOTAL 10 TEAMS WILL PROCEED TO THE FINAL ROUND

MAZE RUNNER

ROUND 3

DATE: 20/03/2024
MODE: OFFLINE
DURATION: 2 HOUR

- AS THE QUALIFIED TEAMS EMBARK ON THEIR MISSION, THEY MUST NAVIGATE THE CAMPUS TO UNCOVER THE HACKER HIDDEN WITHIN THE WALLS OF THE COLLEGE, WHERE EVERY SHADOW CONCEALS A POTENTIAL DIGITAL ADVERSARY.

- THE TEAMS WILL BE PROVIDED WITH THE INITIAL HINT WHICH WOULD LEAD THEM TO AN INITIAL QR.
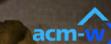
MAZE RUNNER

CONTINUE

- After this they have to solve the riddles placed in the successive QR which would lead them to the ultimate location of the hacker.
- At the location there would be a group of 3 hackers out of which only one is the real hacker.
- The members' intelligence and presence of mind would lead them to a perfect win.

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CONTACT INFORMATION

FOR ANY INQUIRIES OR ASSISTANCE, PLEASE CONTACT THE TEAM OWASP OR THE EVENT COORDINATORS

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