



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



ANANTYA

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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 8 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

A GROUP OF HACKERS HAVE LAUNCHED A BRAZEN ATTACK ON AN ORGANIZATION. AS MEMBERS OF TEAM OWASP, WE HAVE TAKEN UP THE CHALLENGE TO DELVE INTO THE DEPTHS OF THIS CYBERCRIME AND TRACK DOWN THE PERPETRATOR. EACH CLUE AND HINT UNCOVERED IN THIS INTRICATE WEB OF DECEIT BRINGS US ONE STEP CLOSER TO IDENTIFYING AND APPREHENDING THE HACKER BEHIND THIS MALICIOUS ACT. OUR MISSION RESTS ON KEEN OBSERVATION, PERCEPTIVE ANALYSIS, AND COLLABORATIVE EFFORT AS WE NAVIGATE THROUGH THE DIGITAL LABYRINTH TO ENSURE JUSTICE PREVAILS.



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PRIZES AND AWARDS

- 1ST PRIZE: Rs.5000/-
- 2ND PRIZE: Rs.4000/-
- 3RD PRIZE: Rs.3000/-





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YOU CAN'T CATCH ME

ROUND I

DATE: 20/03/2023

MODE: OFFLINE

DURATION: 45 MINS

- ROUND I INCLUDES A CAREFUL UNDERSTANDING OF A VIDEO WHICH IS FORWARDED BY THE HACKER.
- INITIALLY 5 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



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DEATH-OR-GLORY

ROUND 2

DATE: 20/03/2024

MODE: OFFLINE

DURATION: 2 HOURS

- 32 TEAMS WILL BE MERGED TO 16 TEAMS EACH TEAM CONSISTING OF 4 MEMBERS.
- NOW THESE TEAMS WILL BE DIVIDED INTO TWO GROUPS RED AND BLUE.
- EACH TEAM WILL CONSIST OF 8 TEAMS.
- THEY WILL CREATE A PROBLEM STATEMENT WHICH WOULD LEAD THEM TO A PLACE ON OUR CAMPUS.
- THESE PROBLEM STATEMENTS WILL BE CHECKED BY OUR SHERLOCK VOLUNTEERS FOR CONFIRMING CORRECTNESS AND AUTHENTICITY OF THE STATEMENT.



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DEATH-OR-GLORY CONTINUE

- THIS CONFIRMATION WILL BE CALLED AS A MEETING.
- MEMBERS CAN TAKE ONLY 3 MEETINGS IN TOTAL WITH THE TEAM.
- ANY INCORRECT DESCRIPTION WOULD LEAD TO NEGATIVE MARKING AS PER THE MARKING SCHEME AS FOLLOWS.
- THE TEAMS WILL NOW BE BROKEN DOWN TO THEIR ORIGINAL FORM. I.E. THE ORIGINAL FORM OF THEIR TEAM OF 2 MEMBERS EACH.



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DEATH-OR-GLORY CONTINUE

- THE TEAMS HAVE TO SOLVE AND BRING THE KEY TO THE LOCATION.
- THE SCENARIO SUGGESTS THAT SOME OF THE TEAMS ARE ON THE HACKER SIDE SO THIS ROUND WILL HELP TO ELIMINATE THE ENEMY TEAMS.

TOP 8 TEAMS WILL PROCEED TO THE FINAL ROUND



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MARKING SCHEME

- 15 POINTS FOR CORRECT WORD DESCRIPTION.
- 30 POINTS FOR CORRECT IMAGE DESCRIPTION.

FIRST MEETING:

- 10 POINTS FOR INCORRECT DESCRIPTION IN 1ST MEETING FOR WORD DESCRIPTION.
- 15 POINTS FOR INCORRECT DESCRIPTION IN 1ST MEETING FOR IMAGE GENERATION.

SECOND MEETING:

- 15 POINTS FOR INCORRECT DESCRIPTION IN 2ND MEETING FOR WORD DESCRIPTION.
- 20 POINTS FOR INCORRECT DESCRIPTION IN 2ND MEETING FOR IMAGE GENERATION.

THIRD MEETING:

- 20 FOR INCORRECT DESCRIPTION IN 3RD MEETING FOR WORD DESCRIPTION.
- 30 FOR INCORRECT DESCRIPTION IN 3RD MEETING FOR IMAGE GENERATION.



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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.



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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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