



Hack The Box Rulebook:

Introduction:-

This rulebook outlines the general guidelines and expectations for Capture the Flag (CTF) competitions. Specific rules and variations may exist depending on the individual HTB event.

General principles:-

- Fair play: Participants are expected to compete ethically and avoid any actions that could be considered cheating or unsportsmanlike conduct. This includes, but is not limited to, attacking the competition infrastructure, interfering with other teams, or using exploits not intended for the challenge.
- Respect: Treat all participants, organizers, and infrastructure with respect.
- Collaboration: While collaboration within teams is encouraged, sharing flags or solutions with other teams is strictly prohibited.
- No external assistance: Unless explicitly allowed by the organizers, seeking or receiving external assistance for solving challenges is forbidden.





Game mechanics:-

- **Flags:** Flags are typically hidden within challenges and serve as proof of successful completion. Flags can be in various formats, such as text strings, files, or specific actions within the challenge environment.
- **Scoring:** Teams earn points by capturing flags. Scoring systems vary depending on the CTF format and can be based on the number of flags captured, the difficulty of the challenges, or a combination of both.
- **Time limit:** CTF competitions usually have a set time limit within which teams need to solve challenges and capture flags.

Challenge categories:-

- HTB challenges will cover a wide range of cybersecurity topics, including:
- **Cryptography:** Breaking encryption algorithms and deciphering hidden messages.
- **Steganography:** Finding hidden data within images, audio, or other files.





- Reverse engineering: Analyzing software to understand its functionality and potentially exploit vulnerabilities.
- Web exploitation: Identifying and exploiting security flaws in web applications.
- Binary exploitation: Finding and exploiting vulnerabilities in binary programs.
- Forensics: Analyzing digital evidence to reconstruct events and identify attackers.

Reporting vulnerabilities:-

- If you discover a vulnerability in the HTB infrastructure or challenges, report it directly to the organizers. Do not exploit the vulnerability or share it with other teams.

Disqualification:-

- Teams may be disqualified for violating the rules, engaging in unsportsmanlike conduct, or attempting to compromise the integrity of the competition.





Organizers' decisions:

- The organizers' decisions are final and binding. Participants are expected to comply with the organizers' instructions and rulings.

Disclaimer:-

This rulebook provides a general framework for CTF competitions. Specific rules and variations may be implemented by individual organizers. Always refer to the specific rules and guidelines provided by the organizers of the HTB event you are participating in.

