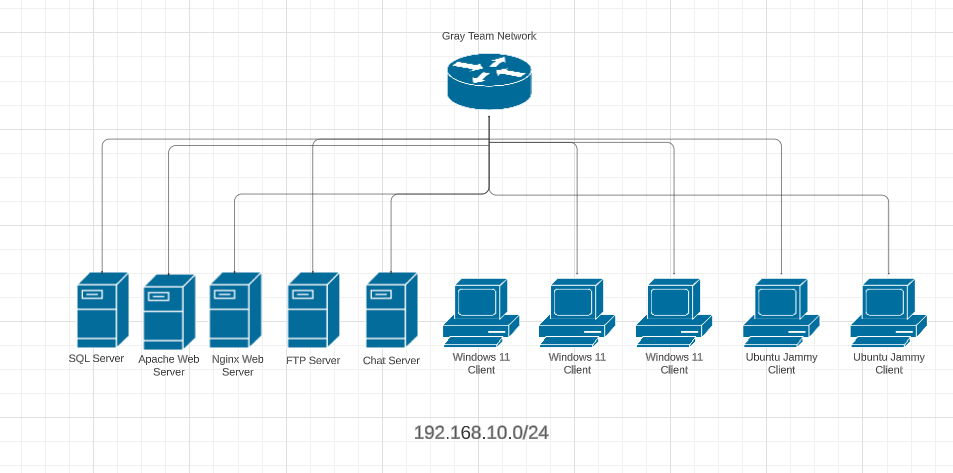
**/binTopology**

**Boxes**

1. Ubuntu nginx Web Server
2. Ubuntu apache Web Server
3. Ubuntu FTP Server
4. Ubuntu SQL Database Server
5. Ubuntu Chat server
6. Ubuntu Jammy Client
7. Ubuntu Jammy Client
8. Windows 11 Client
9. Windows 11 Client
10. Windows 11 Client

**Credentials**

Local System admin Accounts**:**

Ubuntu**:**  
Username: root

Password: rootroot

Windows:

Username: Administrator

Password: rootroot

MySQL:

root

root

RocketChat:

Number is 1-5

Username: Blue[Number]

Email: Blue[Number]@hotmail.com

password: BlueTeam1!

RocketChat Admin Account

Username: BlueAdmin

Email: BlueAdmin@hotmail.com

password: BlueTeamAdmin1!

Access Code for adding points: gameover

Grey team account:

Ftp admin: gray\_admin

Rocketchat: GreyAdmin

Sql: greyAdmin

Webservers: grey\_admin

Scoreboard: gray\_admin Password: GrayTeam1

**Rules**

1. Cannot interfere with the scoring engine.
2. Cannot use firewalls.
3. No exfiltrating data to work on out of competition hours
4. Blue team must stay to the right side of the room. Red team stays to the left.
5. No communication between the Red and Blue team is allowed.
6. Bricking machines is not allowed (on purpose, be smart)
7. Breaking the rules will result in some point deduction (as determined by the Gray team)
8. Tools, techniques, or services that render an entire machine’s files/information completely immutable or inaccessible during the competition is prohibited
9. Blue team may not make fake flags.
10. Cannot disable SSH
11. Cannot use Fail2ban
12. Do not encrypt or lock flags
13. No configuration changes during prebake time
14. No denial of service attacks
15. Gray team may add more rules during the competition as needed.

**How scoring works:**

* Both teams start with 0 points.
* Services are scored on whether they are running or down. (75 pts per day)
  + For every 3 minutes a service is down red team will earn 1 point
  + For every 3 minutes a service is running blue team will earn 1 point
* Flags give red team extra points proportional to the difficulty of accessing the flag
  + If the flags remain uncaptured by the end of the competition, they are added to blue team score
  + Minus one point for every incorrect submission to the score engine

Theme Description:

* Red team is Tom
* Blue team is Jerry
* Red team can obtain points by getting flags aka “cheese”
* Blue team gains points while services are up
* Red team gains points if they take down services

Flags:

* Files on the clients (so the clients serve a purpose)
  + Blue team hides these - we give them the files
  + 5 points to the red team for each file they find
* In SQL database
  + Title of a table - 15 points
  + Flag in the table - 15 points
* Web server
  + White text on white background - 10 p
  + {SQL1} {SQL2}
  + Comment in code (inspect) - 10 points
* FTP
  + Name of file - 5 points
  + In the file - 15 points
* {THIS IS A FLAG}

Passwords:

Format: {password}

* whiteout
* comment\_secret\_code
* table\_sql\_pass
* We\_out\_here

Linux password/flag files (zipped files of 1-5, 6-10 in drive, 11-13 on ftp):

1. Blue\_Team\_Report.txt
   1. Password: {Blu3\_T3am1!}
2. Red\_Team\_Info.txt
   1. Password: {Red\_T34m123!}
3. Gray\_Team\_Overview.pdf
   1. {Gray\_T3Am\_R0Ck5!!}
4. Blue\_Team\_Information.pdf
   1. {Blue\_TEEM\_Pa55wd\_2023!}
5. Red\_Team\_Data.pdf
   1. {Red\_Pa55w0rD\_23!}
6. Blue\_Flagged\_Doc.txt
   1. {Blue\_Team\_Blue\_Pa55word!d}
7. Red\_Team\_config.txt
   1. {Red\_TeAm123454321!}
8. Gray\_or\_Grey.pdf
   1. {Gray\_Grey\_Team\_pswd1!}
9. Red\_sec.[pdf
   1. {Redsec\_four\_seven\_three473!}
10. Red\_blue\_gray\_teams.pdf
    1. {Red\_BLUE\_gray\_team32123!}
11. hello.txt
    1. {munster\_gouda\_provolone\_feta}
12. Red\_Team\_Passwords.docm
    1. {parmesan\_queso\_colby\_brie}
13. Blue\_Team\_Passwords.docm
    1. {ricotta\_cottage\_roquefort\_pecorino}

Windows password/flag files

1. cheese1.txt
   1. {CheeseIsLife2023!}
2. Blue\_Team\_Passwords.txt
   1. {P4ssw@rd12!}
3. CompetitionPlan.txt
   1. {H4ckme4fun}
4. Expenses.xlsx
   1. {M0ney}
5. Firewall\_Rules.txt
   1. {BlockTh3mOut!!}
6. interesting.html
   1. {Y0ullN3verF1ndMe!}
7. JerrysPlans.txt
   1. {!Ch33se}
8. Mouse Trap Designs.pptx
   1. {A\_B\_C\_D\_3!}
9. Pentest\_report.txt
   1. {G0tIn}
10. Red\_Team\_Passwords.txt
    1. {P4ssw@rds42!!}
11. Sales\_data.txt
    1. {2023-2024\_UP100%}
12. secret.pdf
    1. {NeverCatchJerry!}
13. suspicious\_ips.txt
    1. {192168101}
14. TomsPlans.txt
    1. {Can\_CatchJ3rry!2}
15. Vacation\_2023.txt
    1. {FlyyyyAw4y!!}

Inject Ideas:

* Puzzle Day 2
  + One person from each team will have to do the puzzle.
  + Team to solve in less time will get 20 points
* “Real” cheese (paper) scavenger hunt
  + Points will be decided during competition based on scores
* 5 red team members
  + Mice have to be unplugged
* Print a picture of cheese
  + Points will be awarded based on current score