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King of the Hill

⚠ CAUTION

King of the Hill Challenges are only available on Hosted or Self-Hosted [Enterprise CTFd Instances](#)

King of the Hill (KoTH) Challenges involve a user taking control of a server and leaving their identifier on a specified target server/application. This indicates which user/team has control of the server. Then the scoring engine (CTFd) is supposed to monitor this target and award the user/team some amount of points.

CTFd Enterprise provides the KoTH Challenge Type which makes it possible to run this type of challenge on CTFd. Check out this tutorial on [how to setup a King of the Hill challenge](#).

Challenge Types

`koth`

User View

When users view the KoTH challenge, the modal shows the user's **identifier** and **target server/application**. In the example below, it's `user#8` and `http://<server>:5000`, respectively.

The user identifier is automatically generated by CTFd for each user. This is what users would leave on a specified target server/application in order for CTFd to identify the user/team and award them with points.

The target server/application is manually added by the admin in the **Connection Info** upon configuring the challenge. This is the server/application that users compete to take control of.

User View

Admin View

Challenge Configuration

Status Check

KoTH Agent Server

Agent API Specification

Agent CLI Usage

Challenge 0 Solves X

A King of the Hill Challenge

Sample description for King of the hill challenge

Your user identifier is `user#8`

Leave your identifier on the target to show that you control the server. You'll get more points the longer you control the server.

`http://<server>:5000`

Admin View

Challenge Configuration

In order for CTFd to determine from time to time who is the current owner of the target server/application, and award points to the winning user/team, the KoTH Challenge Type has to be configured so that CTFd can send requests and receive responses from the [KoTH Agent Server](#).

- URL - The URL that CTFd will check to determine which user/team is currently in control of the server
- API Key - An API Key header sent to the URL provided above, which authenticates the request
- TLS/SSL Certificate - A TLS/SSL certificate that's used to encrypt communication to the target server
- Interval - How often to check the server
- Reward - How many points to give to the user/team that controls the server for each check
- Connection Info - The URL of the target server/application

URL

URL that CTFd will check to determine what team/user owns the server

API Key

API key sent to the check URL to authenticate

TLS/SSL Certificate

SSL Certificate used by agent to encrypt communication

Interval

How often (in seconds) that CTFd will check for who owns the server

Reward

How many points the team/user gets for each check award

Connection Info

Use this to specify a link, hostname, or connection instructions for your challenge.

Status Check

Once the **URL** of the KoTH Agent Server and **Interval** have been specified in the [challenge configuration](#), CTFd will start sending requests to the URL specified (most likely in the `/status` endpoint of the agent).

The responses from the agent can be checked using these two buttons in the challenge configuration page, which shows a pop-up box with the following [JSON responses](#).

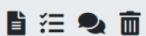
A King of the Hill Challenge

king of the hill

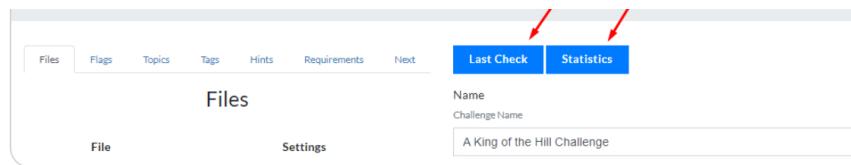
koth

visible

None points



/ /



The screenshot shows a navigation bar with tabs: Files, Flags, Topics, Tags, Hints, Requirements, and Next. Below the navigation bar, there are two main sections: 'Last Check' and 'Statistics'. The 'Last Check' section contains a JSON response object. The 'Statistics' section contains two JSON objects. The 'Statistics' tab is highlighted with a blue background.

```
{  
  "data": {  
    "award_id": 1,  
    "challenge_id": 13,  
    "date": "2022-09-24T07:35:01Z",  
    "error": null,  
    "team_id": 1,  
    "user_id": 2  
  },  
  "success": true  
}  
  
[{"count":255315,"team_id":null},  
 {"count":18321,"team_id":1}]
```

Last Check

```
{  
  "data": {  
    "award_id": 1,  
    "challenge_id": 13,  
    "date": "2022-09-24T07:35:01Z",  
    "error": null,  
    "team_id": 1,  
    "user_id": 2  
  },  
  "success": true  
}
```

Statistics

```
[{"count":255315,"team_id":null},  
 {"count":18321,"team_id":1}]
```

KoTH Agent Server

The [KoTH Agent Server](#) is an open-source agent, provided by CTFd, to run alongside the KoTH Challenge Type and the target server/application. The agent monitors the target server/application for the current owner and simultaneously listens and responds to HTTP requests.

This [tutorial](#) shows how to setup the KoTH Agent Server with an example target server/application.

Agent API Specification

- [Swagger YAML](#)
- [API Documentation](#)

Agent CLI Usage

```
> ./agent -h
Usage of ./agent:
  -apikey string
    API Key to authenticate with
  -certfile string
    SSL certificate file
  -certstring string
    SSL cert as a string
  -file string
    text file to watch for server ownership changes (default "owner.txt")
  -health-cmd string
    command to run when asked for a healthcheck (default "true")
  -help
    print help text
  -host string
    host address to listen on (default "0.0.0.0")
  -keyfile string
    SSL key file
  -keystring string
    SSL key as a string
  -origin string
    CIDR ranges to allow connections from. IPv4 and IPv6 networks must be specified
  -owner-cmd string
    command to run when asked for an owner
  -port string
    port number to listen on (default "31337")
```

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