CyberHackathon 2021 Instructions

Instructions on connecting and getting help

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Sign in to the platform

All team members share the same login, use it to access the platform. The credentials are the same as the ones you used on the team registration portal at https://cyberhackathon.pk

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Onsite announcements

During the course of the competition there will be announcements made. Pay close attention when they are made as they may mention hints about a specific challenge.

Challenges

The list of available challenges can be found at Challenges (available after competition opens).

For each of the challenges, you will be able to find the following details:

- 1. the name and IP of the challenge
- 2. the difficulty of the challenge
- 3. the number of flags and services
- 4. if the challenge requires you to gain root access or not

Please note that the challenges are not allowed to connect to the internet. They can however connect to the IPs assigned to you by the platform.

Claiming flags

The flags are usually prefixed with `ETSCTF_` followed by the flag such as `ETSCTF_FLAG`. Alternatively, the flag can be formatted such as `ETSCTF{FLAG}`. In any case getting the `FLAG` portion is enough

Gameplay

You earn points when you discover and claim flags. These flags can be found anywhere on a challenge system; in the form of files, variable names, database names etc. These are the most common you can find are:

- `root`: Flag under `/root`
- `env`: Environment variable flags
- `system`: Flags on system file (eg. `/etc/shadow, /etc/passwd`)
- `app`: Application specific flags (eg. mysql database name flags, memcache keys etc)
- `other`: For any flags that do not fit into the above categories.

Besides flags, there are also `findings`, which represent remotely accessible services on the challenge system. Connecting to these open ports may provide you with extra hints.

You need to connect to all listed services and discover all the flags from each challenge to complete it.

Hints and Notifications

As you progress, new Hints will be made available for your consideration. Check your progress by visiting the page for the challenge you are currently working on, as it provides you with a list of the tasks you have completed and the ones still left to do. Any hints associated with the challenge will be displayed underneath the challenge description of each of the challenge pages.

Keep an eye at your notifications on top, as they may contain important information like challenge additions, removals etc.

Writeups and Ratings

During the course of solving a challenge, it is advised to keep a detailed log of your work. Once you have completed a challenge the options to submit a solution writeup along with a rating menu will appear on the target page.

Submit a detailed writeup of what you did to solve the challenge. The best writeups from each category will be awarded extra points

Don't forget to also rate the challenge to help us improve the competition for the next year.

Getting help

Don't be afraid to ask for help through our discord server or ask our onsite support engineers.

CyberHackathon 2021 Rules

These rules are only in place to keep the platform entertaining and manageable. Please respect the rules and have fun :)

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No DoS attacks allowed

Don't DoS the challenges or their services. If you need concurrency in your tools make sure you keep it into sane numbers.

Do not abuse your access

If you or any of your team members abuse their access to the systems, we reserve the right to disqualify your team at our discretion. These decisions are un-revocable.

This server is not part of the challenges

Do not attack this server, web interfaces or network equipment you're connected. Continuous attacks on the infrastructure will lead to account suspension for your entire team.

No spoilers

Please be considerate about other users, don't spoil their fun. Do not share flags with other teams or publish solutions on the internet before the conclusion of the event.

No mass scans

Do not perform mass scanning or brute force attacks on the systems unless you're instructed to do so.

Brute force is not allowed

Brute-forcing is not allowed unless you are instructed to do so by a specific challenge.

If you can't, then it means that the password is not meant to be guessed/cracked. If you are certain that a username/password combination should work contact our support and they can verify its validity.

CyberHackathon 2021 FAQ

Frequently Asked questions about the platform

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Are there extra points for exceptional performance?

One of the scopes of this competition is to identify and promote local cybersecurity talents. As such, at the end of the competition certain aspects of a teams' performance may be awarded extra points. Such metrics include but are not limited to awards for:

- 1. solving all the challenges from a category
- 2. solving all the challenges from all participated categories
- 3. having the fastest individual challenge solve
- 4. having the best average times of challenges solves
- 5. best writeup submissions

For any such extra points that may be awarded there will be a public announcement being made prior to informing all the participating teams.

Where can I get some hints?

If you get stuck on a challenge, it is always best to move along and come back to it later if time permits. However, here are a few things that could help you out in getting unstuck or getting some help!

- 1. Always check the description of the challenge for any hidden pointers you may have missed. Be it in the name, short and detailed description etc
- 2. Check for hints regularly by visiting the challenge page
- 3. Identify the challenge components and description keywords and google them for hints

If all else fails let our onsite support engineers know, by providing details on where exactly you are stuck at a particular challenge. If enough people are stuck at the same place a public announcement will be made onsite with hints and pointers to get you unstuck.

How does the leaderboard resolve score ties?

The leaderboard determines the position of the players in the ranks in the following way:

- 1. team with higher points
- 2. team that got the points first
- 3. the oldest registered team

Is publishing or streaming solutions for targets allowed?

You are not allowed to publish or stream solutions of the challenges before the competition

ends. Doing so will get you disqualified without warning.