Capture-The-Flag Hacking Contest

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WHOAMI

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 - Organisation of CTF Hacking Contests
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Agenda

- Introduction
- Overview
- Rules

Introduction (or "Capture the whaaat?")

- Capture The Flag (short CTF) is a traditional (military) outdoor game where the objective is to capture an other team's flag (or marker)
- In IT security field, CTF contests are usually designed to serve as an educational exercise to raise experience in attacking and securing a virtual machine, application or embedded device
- Widely used kinds
 - Attack/Defense
 - Jeopardy
 - Mixed

Attack/Defense-Style Contests

- Each team is given a virtual machine, connected to an isolated network
- There are different (self-written) services running on each machine
 - Game Bot stores flag into service (e.g. web forum)
 - Game Bot comes back at a later time and tries to retrieve the flag again
 - When the flag is still there and not already sent by another team to the game bot you'll get a
 defense point for the services
 - If you captured a flag from another team's service and submit it to the game bot you'll get an attacking point for the service

Jeopardy-Style Contests

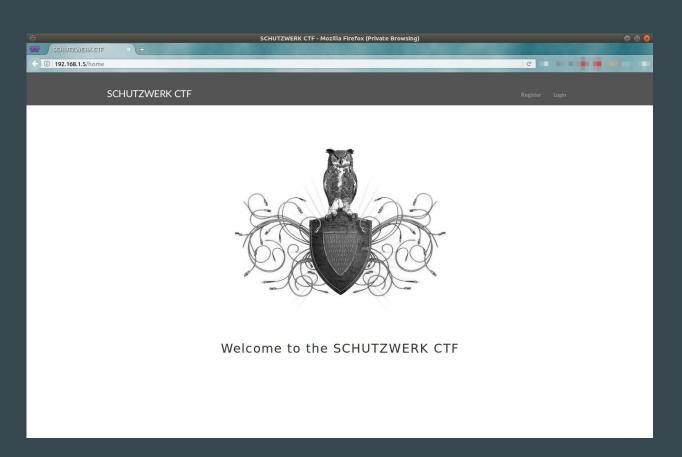
- Questions based competition where the answers are simple strings (Flags)
- Multiple categories each of which contain several questions and challenges
- Usually there are different amount of points for different difficulties



Contest Overview

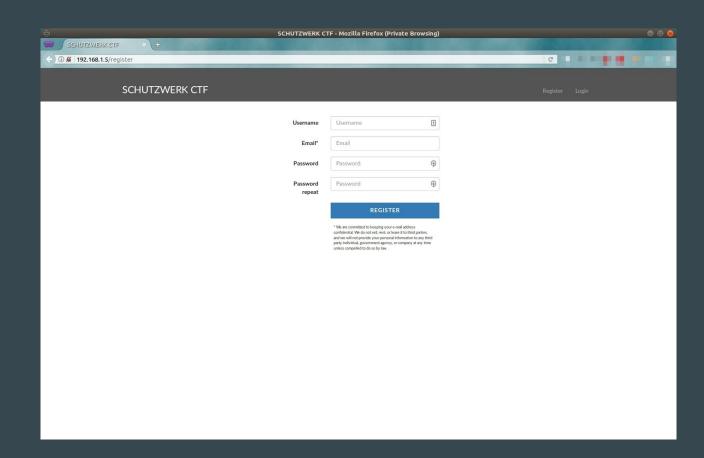
Start Screen

• Open a browser, navigate to https://192.168.1.5



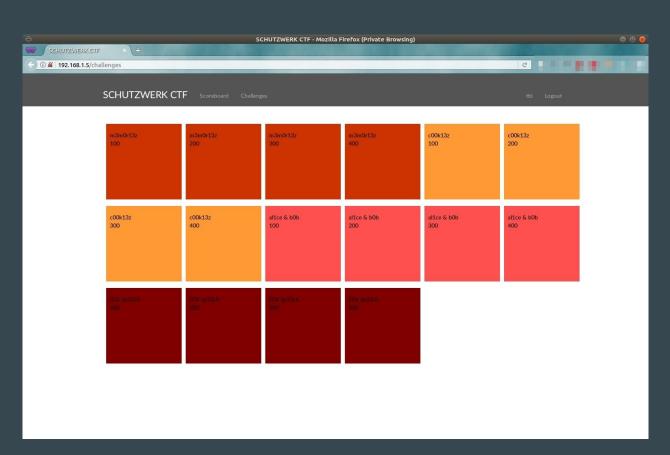
Register Screen

- Use valid
 - Username
 - o E-Mail
 - Password



Challenge Screen

• Once registered you can login to the CTF platform and start solving challenges:)



Rules

Rules I

- This is a non-public Jeopardy-Style CTF Hacking Contest
 - Please don't create write-ups or publish any solution
 - The CTF network is isolated from all other networks
- There will be four challenges in each category
 - Security Knowledge (H0m3w0rk)
 - Cryptography (Allc3 & B0b)
 - Coding (L33t Sp33ch)
 - o Forensics (m3m0r13z)
- Each flag follows the following pattern:

$$SW{[a-zA-Z0-9]+}$$

- Peoples are ranked by score
 - First three in list get rewarded

Rules II

- All challenges are designed to be solved manually/without automated tools
- There's no need to use automated and aggressive tools, such as
 - o Sqlmap, Acunetix, Nikto, Nessus, etc pp
 - o If you are being detected using such tools, you will be banned and disclosed from contest
- People that show inappropriate behavior will be disqualified immediately
 Do not ...
 - ... attack the CTF infrastructure. All targets are explicitly outlined.
 - ... attack other People.
 - ... create duplicate accounts.
 - ... share hints or solutions during the event.
 - ... play unfair in any way.

Have Fun!