

Capture-The-Flag Hacking Contest

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Agenda

- Introduction
- Overview
- Rules

WHOAMI

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 - Organisation of CTF Hacking Contests
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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

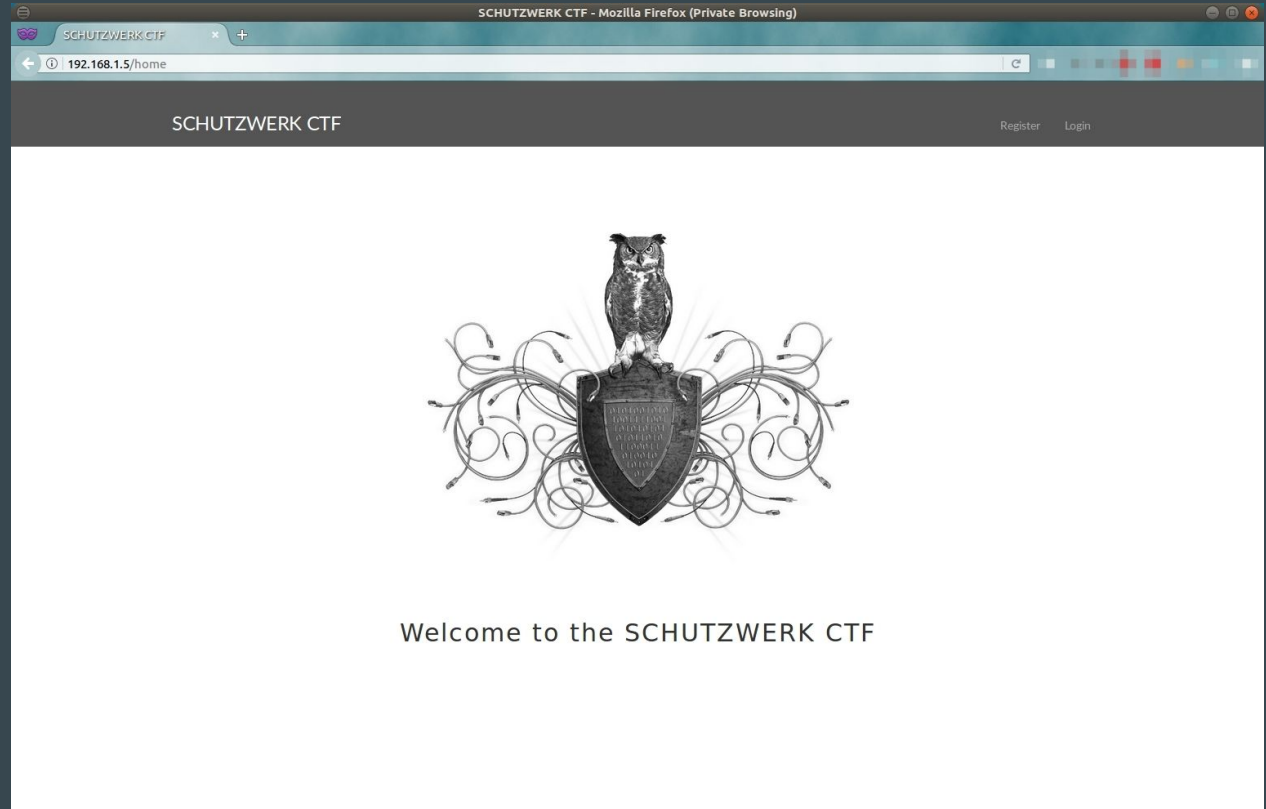
- Questions based competition where the answers are simple strings (Flags)
- Multiple categories each of which contain several questions and challenges
- Usually there are different amount of points for different difficulties



Contest Overview

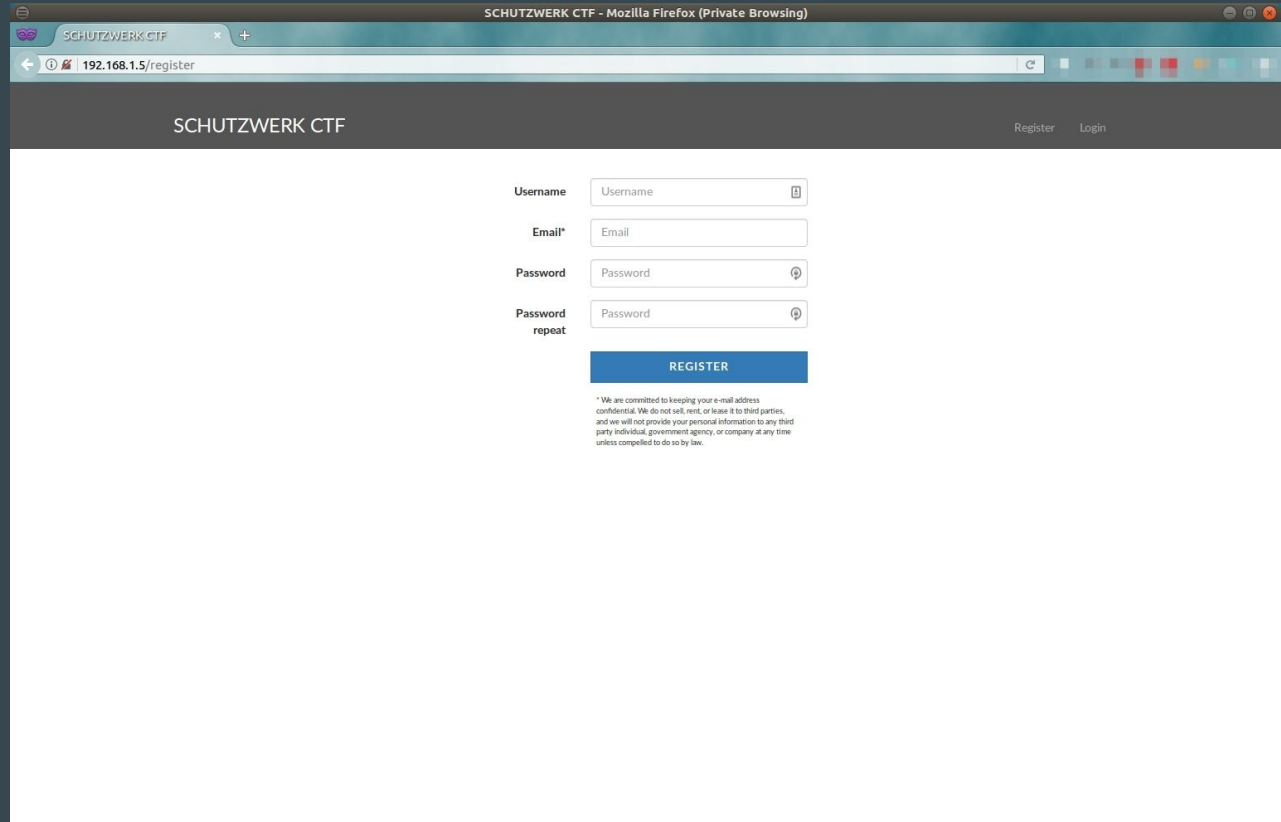
Start Screen

- Open a browser, navigate to <https://192.168.1.5>



Register Screen

- Use valid
 - Username
 - E-Mail
 - Password



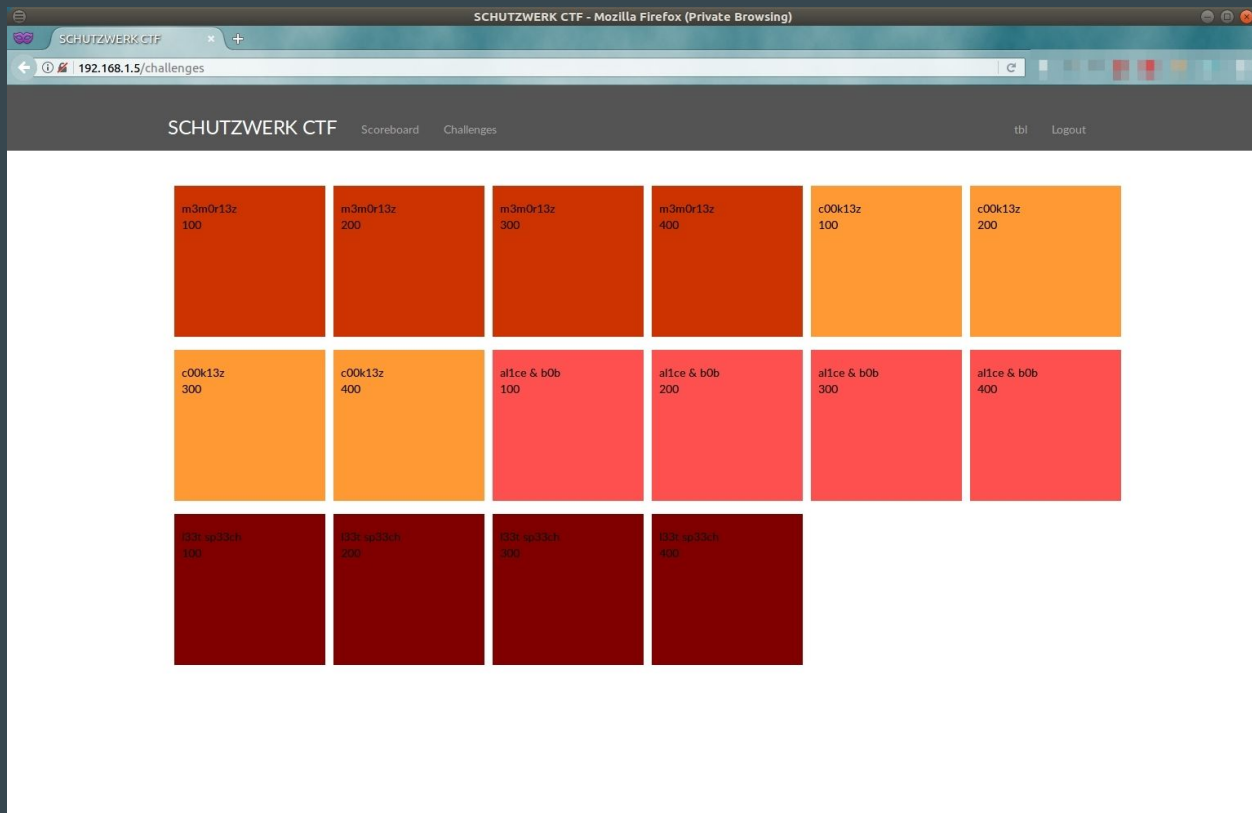
The screenshot shows a web browser window titled "SCHUTZWERK CTF - Mozilla Firefox (Private Browsing)". The address bar displays "192.168.1.5/register". The page header features the text "SCHUTZWERK CTF" on the left and "Register Login" on the right. The main content area contains a registration form with the following fields:

- Username**: A text input field with a placeholder "Username" and a copy icon.
- Email***: A text input field with a placeholder "Email".
- Password**: A text input field with a placeholder "Password" and an eye icon.
- Password repeat**: A text input field with a placeholder "Password" and an eye icon.

Below the form is a blue button labeled "REGISTER". At the bottom, a small disclaimer reads: "We are committed to keeping your e-mail address confidential. We do not sell, rent, or lease it to third parties, and we will not provide your personal information to any third party individual, government agency, or company at any time unless compelled to do so by law."

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)
 - 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
 - Sqlmap, Acunetix, Nikto, Nessus, etc pp
 - 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!