

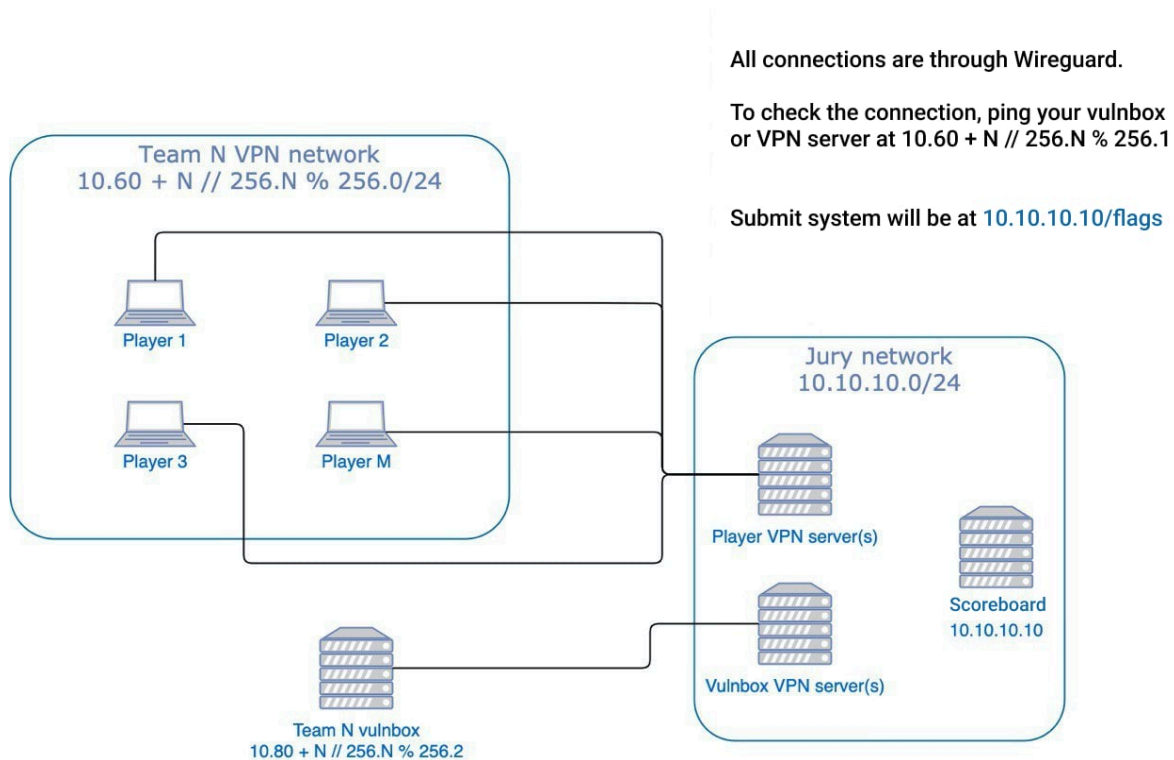
Gold CTF

1. Registration

<https://register.cbsctf.live> or https://t.me/cbsctf_regbot

/start → /register → Team → cloud

2. Network



3. Checksystem

<https://github.com/pomo-mondreganto/ForcAD>

What tokens are for:

After you've connected to the flag submission system, you must provide your token to submit flags.

Teams ips: $10.80.[0-N].2$ (N is the number of teams).

There also will be an NPC team (with ip $10.80.0.2$)

Flag regex: $[A-Z0-9]\{31\}=$

Scoreboard will be available on <http://10.10.10.10> inside the wireguard network and on cbsctf.live in global network.

Scoring system:

- There are no defence points
- Each service has its own points
- Services points are not correlated
- When you attack opponent's service, the more service points difference between victim and you, the more points you will get
- Each service has its own SLA - uptime percentage
- Service points are multiplied by SLA (50% SLA = only 50% of total points)

Actual **formula of service points** change can be found here:

https://github.com/pomo-mondreganto/ForcAD/blob/master/backend/scripts/create_functions.sql#L52

Service statuses:

- OK: service works perfectly
- DOWN: service is inaccessible
- CORRUPT: checker can't get one of the old flags
- CHECK FAILED: organizers mistake, oops
- MUMBLE: everything else

IMPORTANT

There will also be checksystem api route to help you during the game. It will be accessible on http://10.10.10.10/api/client/attack_data during the game and will contains JSON data of the following format:

```
{
  "task_name": {
    "ip1": ["hint1", "hint2", ...],
    "ip2": ["hint1", "hint2", ...]
  }
}
```

Hints are useful for situations when there are a lot of traffic on services and you can't find users with flags.

So hints will be ids, usernames, etc of users with alive flags.

Note that attack data will be provided only for some services.

Information about hints for each service will be posted after the game start. So will be the authors of services.

Configs archive:

- 20 configs for team members
- 1 config for vulnbox (*)

- readme.txt, here you can find information about connection to your cloud machine

(*)

If you choose Cloud hosting, you don't need it. Config will be automatically loaded to the your machine. Services can be found in /tasks directory.

If you choose Self-Hosted, you have to activate vulnbox config with wireguard and download services from bot with /game command.

4. Game information

- Round duration: 1m
- Flag lifetime: 10 rounds
- Checksystem address: 10.10.10.10
- Checksystem port: 80
- Flag submission: `curl -s -H 'X-Team-Token: your_secret_token' -X PUT -d '["PNFP4DKBOV6BTYL9YFGBQ9006582ADC=", "STH5LK9R90MGXOV4E06YZD71F746F53=", "0I7DUCYPX8UB2HP6D6UGN86BA26F2FE=", "PTK3DAGZ6XU4LPETXJTN7CE30EC0B54="]' 10.10.10.10/flags`

5. Game timeline

- 09:30 UTC+3 password-protected configs archive and services archive are loaded to the bot, so you can download them with /game command.
- 10:00 UTC+3 password is posted in the [Telegram chat](#)
- 10:30 UTC+3 tokens are loaded to the bot, so you can get them with /game command
- 11:00 UTC+3 game networks opens and the game officially begins