

ASCIS 2020 - Final Round ✕ Powered by



Style: KOTH (King Of The Hill) (ft) Attack Defense.

Rules of the Game:



SVATTT 2020 Attack Defense Map

Daemon challenges:

The rule is based on style KOTH (ft) AD, King of the Hill (ft) Attack Defense. The Daemon challenges will be designed and placed on the UI as the image above, with continents (Asia, Europe, America, Africa, ...).

Rules

The game is separated to many rounds, team's mission is attacking the continents via the vulnerabilities of each challenge and submit the flag for each round and try to protect the own service by upload the valid patch for each challenge

- Total time: 8 hours
- Rounds:
 - First 4 hours: 10 minutes per round => 24 rounds
 - Next 2 hours: 5 minutes per round => 24 rounds
 - Last 2 hours: 3 minutes per round => 40 rounds
 - => Total: 88 rounds
- **Attack ✕:**
 - Team will attack the continent via exploit the vulnerability of service and successfully submit the flag as soon as possible for each round

- After successfully attack the service, the team will own the continent and have the point of that challenge after a round is passed. Team will own the continent until there's one team attack and that team will own the service.
 - For example: at Round 6, Team 9 successfully submit flag at America continent (500 points), then, Team 9 will own the America continent and receive 500 points in round 6 and continue to gain points until another team attacks America continent and successfully submit the flag.
 - Flag will be changed at the beginning of each round.
 - Each service is designed with multiple vulnerabilities
- **Defense** :
- After successfully own one continent, owner can protect the continent via submitting the patch for the service
 - Team owner has only one free patch while owning the continent (the patch can be bought with points from solving Jeopardy challenges)
 - The patch will be automatically checked and return the status True / False
 - True: the patch passes all the checks of the system and will be applied to the service. Organizers will inform teams about the patch via notifications on dashboard and teams can download the successful patches.
 - False: the patch doesn't pass the check of the system and it wont be applied to the service. Teams will be noticed about the status of the patch.
 - NOTE:
 - A patch is considered as valid if it meet some conditions:
 - Preserve functions of each services
 - Pass all the automatic / random checks from the organizer

Ranking and Points

- Team are ranked based on the points attacking the continents
- Team can get Jeopardy points via solving Jeopardy challenges. Jeopardy points can be used to:
 - Buy patch for defense
 - Buy hint of service to easily attacking the service
 - Freeze the continent
 - Drop the patch of the continent
- The Jeopardy points will be considered as ranking order if 2 teams have equal service points!

Jeopardy



SVATTT 2020 Jeopardy Challenge Map

- Jeopardy challenges will be placed with random positions (as the image above)
- Rules:
 - Teams can get Jeopardy points via solving Jeopardy challenges
 - Jeopardy points can be used as:
 - Buy hints of the services
 - Drop the patch of the service:
 - Team can use Jeopardy points to drop the patch of the continent which was owned by another team.
 - After the 30s drop the patch, other teams will be announced about the status of the patch.
 - Freeze the continent:
 - Team can use Jeopardy points to freeze the continent which makes the owner of the continent not receive the points in five rounds.
 - In freeze time, any activities about the continent will be denied.
 - For example: at round 9, team 6 freeze the America continent of team 9, then, team 9 won't receive any points from America continent from round 9 to round 14. At this time, teams can't attack America continent.
 - Buy the patch

****** Over ******