



MoE's
INNOVATION CELL
(GOVERNMENT OF INDIA)

NCIIPC-AICTE Pentathlon 2024

Guidelines and Rules

mic.gov.in/pentathlon2024

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Event Details

Name of the Event	NCIIPC Pentathlon CTF
Homepage URL	https://www.mic.gov.in/pentathlon2024/
Registration URL	https://pentathlon2024.in/
Start Date	16th March 2024, 00:00 (15th Midnight)
End Date	18th March 2024, 00:00 (17th Midnight)
Duration	48 Hours

CTF Timeline

Event	Time
CTF Starts (1st Wave)	16th March 2024, 00:00 (15th Midnight)
2nd Wave of Challenges	16th March 2024, 12:00
3rd Wave of Challenges	17th March 2024, 00:00
4th Wave of Challenges	17th March 2024, 12:00
End of CTF	18th March 2024, 00:00 (17th Midnight)



Rules for the Event

Challenge Specific Rules

Unlocking Challenges

Some challenges may necessitate participants to solve specific challenges or a series of challenges to unlock subsequent ones. This approach promotes progression and guarantees that participants engage with a diverse range of tasks throughout the competition.

Challenges Released in Waves

Challenges will be released in waves, and participants are advised to regularly check the notices provided on the CTF platform for updates regarding the release schedule and details of each wave.

Challenge Score Decay System

Each challenge will initially be assigned a value of 1000 points. As participants successfully solve a challenge, its point value will decrease incrementally. This dynamic adjustment ensures that the difficulty level of each challenge is accurately reflected throughout the duration of the Capture The Flag (CTF) event.

Vulnerable machine challenges

Due to the potential size of the file, we've encrypted it and made it available to download before the start of the event to streamline the downloading process. Once decrypted, you can utilize a virtualization application to launch the challenge environment. Remember, the password to decrypt the file will be shared when the challenge is released.

Challenge Name - Git-Gambit

Download link - <https://pentathon.s3.ap-south-1.amazonaws.com/Git-Gambit.7z>

File hash (SHA256) -

AA92883C17A126ABCFA0E8F9D4BD9CF5F2265AF33C8E9664D3BFD699DB90E5B6

Challenge Name - Kermit

Download link - <https://pentathon.s3.ap-south-1.amazonaws.com/Kermit.7z>

File hash (SHA256) -

F8E1549C87877E660AC366A77194AD18B5E25BDED3EDF7986985362FA9B96E6A



General Rules

- **No Attacking the CTF Platform:** Participants are strictly prohibited from attempting any attacks on the CTF platform itself. This includes but is not limited to exploiting vulnerabilities, attempting to gain unauthorized access, or disrupting the normal functioning of the platform.
- **Respect Towards Participants and Organizers:** All participants are expected to treat each other and the organizers with respect and professionalism. Any form of harassment, discrimination, or disrespectful behavior will not be tolerated.
- **Flag Sharing Prohibited:** Sharing flags or any solution details with other participants or outsiders is strictly prohibited. Participants should not collaborate on solving challenges or share answers in any form.
- **Confidentiality of Challenge Information:** Participants must maintain the confidentiality of all information related to the challenges, including but not limited to challenge names, descriptions, attachments, and deployment URLs. This information should not be shared with anyone outside of the event until the results are officially released.
- **Communication Through Designated Channels:** All communications regarding the event, including questions, clarifications, and announcements, should be conducted through the designated Discord channel provided by the organizers. This approach streamlines communication and ensures that participants receive relevant information promptly. Please ensure to regularly check both the announcements channel within Discord and the Notices provided within the platform for any updates regarding the competition.
- **Fair Play:** Participants are expected to engage in fair play throughout the competition. This includes refraining from any form of cheating, such as using automated tools or unauthorized assistance, and respecting the spirit of the competition. Participants should not attempt to brute force or fuzz challenge deployments unless explicitly specified by the organizers.
- **Code of Conduct:** Participants must adhere to a code of conduct that promotes a positive and inclusive environment for all involved. Any behavior that violates this code, including but not limited to harassment, intimidation, or discrimination, will result in immediate disqualification and potential further consequences.
- **Legal Compliance:** Participants must comply with all relevant laws and regulations, including those related to cybersecurity and data protection, throughout the duration of the event.
- **Right to Modify Rules:** The organizing body reserves the right to modify or add any rules at any point during the event with ex post facto. Participants should adhere to any updates or changes communicated by the organizers.
- **Final Decision by Organizers:** The decisions made by the organizing body will be final. Any disputes or issues arising during the event will be resolved according to the judgment of the organizers.

By participating in the event, all participants agree to adhere to the rules outlined above. Failure to follow these rules may result in immediate disqualification from the competition, as determined by the organizing body.