Capture the Flag Game in the KYPO Cyber Range

PA197 Secure Network Design

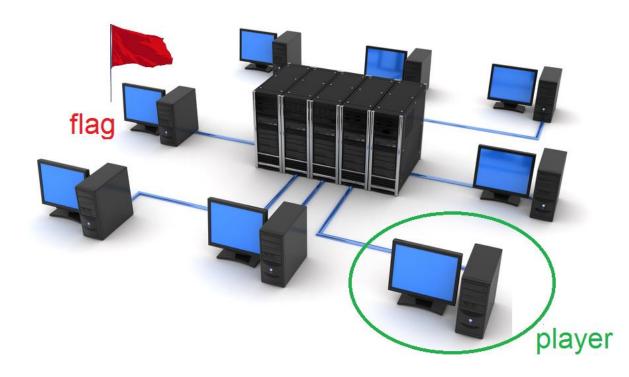
April 3, 2019

Valdemar Švábenský, Jan Vykopal Masaryk University, Czech Republic

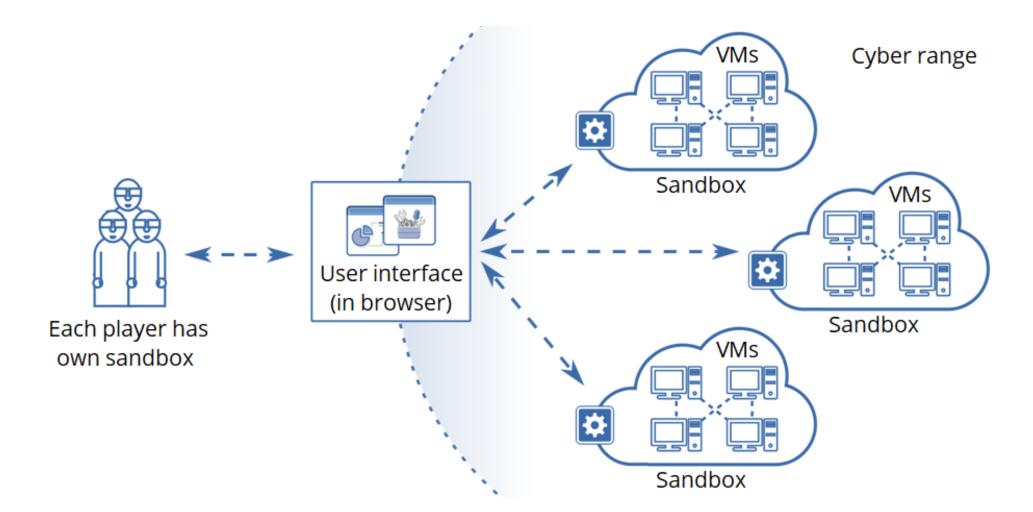


Capture the Flag (CTF) game

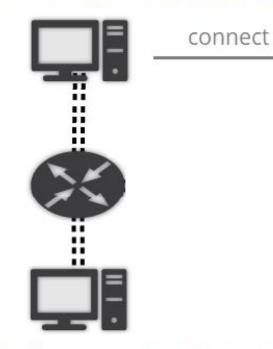
- Game-like activity for exercising cybersecurity skills
- Origins: hacker conference DEF CON, 2002
- We focus on Attack-only games (penetration testing)



KYPO infrastructure for CTF games

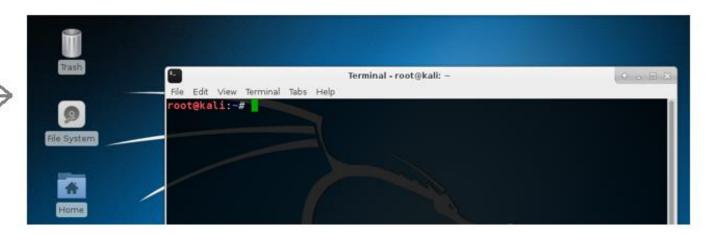


CTF games in KYPO: topology and machine view



Kali-attacker / 10.10.20.2

HTTP-server / 10.10.10.2



Level 1

Task: Scan the HTTP server.

Flag format: The number of the highest open port.

Enter the flag here.

Points available: 6/8

Submit

Use nmap.

Need help?

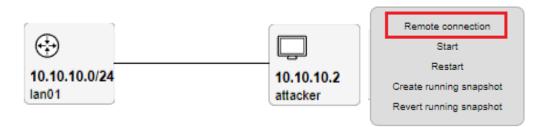
Hint 1: What tool to use

Hint 2: How to use the tool

Show Hint 1 (-2 points)

Your tasks

- 1. Log in at kypo2.ics.muni.cz via Shibboleth (use Chrome browser)
- 2. Open two browser tabs: Game and Topology
- 3. In the **Topology** tab, access the **Attacker machine** (login/password: root/toor)



- 4. In the **Game** tab, start the game and **read the instructions**
- 5. **Have fun** and try everything! :)

Resources

- https://www.youtube.com/watch?v=ThBpRBpyxLI
- <u>https://github.com/CSIRT-MU/edu-resources</u>
- https://www.kali.org/
- <u>https://defcon.org/</u>



Homework

CTF game enhancement

Create new levels, hints, better texts and descriptions, or other types of content that would improve the educational aspects of the game you have played.

See IS MU for detailed assignment.

Due Wednesday, April 10, 10:00 (to be submitted in IS MU)

Interested in cybersecurity?

Join us!

- You will learn **practical** cybersecurity topics
- Join us to cooperate on interesting projects

Cybersecurity Laboratory at FI MU - kypo.fi.muni.cz

Computer Security Incident Response Team of Masaryk University





THANK YOU! QUESTIONS? JOIN US AT CSIRT-MU :)

csirt.muni.cz, kypo.fi.muni.cz



Valdemar Švábenský et al. svabensky@ics.muni.cz



