The 2008 International UCSB Capture The Flag
December 5th, 2008

The 2008 iCTF is a multi-university live security exercise where teams from all over the world compete in a hacking game. Every team has access to a dedicated target network that belongs to a cyber-terrorist organization, SoFterror.com. The task of each team is to break into the terrorists’ network and defuse the nuclear device connected to one of its servers.

The participants can gain points by breaking the network servers or by solving security challenges. They can also trade some of their points for hints about the vulnerabilities in SoFterror.com’s servers. At all times, network intrusion detection systems monitor the network, and teams lose points if their attacks are detected. The winner is the team who is able to disarm the bomb, and, at that time, has the most points.

Virtualization is used to simulate more than 40 networks on six separate hosts.