



Own a box, keep a box. That is your goal.

Network King of the Hill (NetKotH) is a network with servers providing vulnerable services. Attackers attempt to compromise and hold a system, while other teams do the same. Once one team gets in, they try to harden the box so other teams can't get in. Points are based on how long each team can maintain control.

To get points teams at a minimum must put their name in a <team></team> tag, however, they can deface the site however they like. Scoring software will check each site once per minute (more or less) and display them on the ScoreBot website.

Each site has multiple vulnerabilities so defending a captured site can be a real challenge.

Referees will work as a blue team to occasionally step in and change things on the target such as IPs, fix the defacement, patch, roll back changes, switch operating systems, etc., just to even the playing field and make things interesting.

We will have a wrap up session so come prepared to share the good, the bad, and the ugly to improve the game.

Servers	192.168.1.2 – 192.168.1.10 (attack these)
Contestants	192.168.1.11 – 192.168.1.250
ScoreBot	192.168.1.254 (browse here to see scores)
Reserved	192.168.1.251 – 192.168.1.253

Rules:

1. Register your team at the NetKotH Referee's table. You can have a team of any size but 3 to 6 members seem to work best.
2. Only penetrate the hosts at the given IPs, not the ScoreBot or other contestant's boxes. XSS of a player is ok as long as it's not destructive.
3. DoS and network routing/traffic attacks are allowed, even on the traffic coming to and from contestants and the ScoreBot.
4. Stay on the NetKotH network while attacking.
5. Referees may change/add other rules at will.

Bring your skills. Test your mettle. You may leave as the Network King of the Hill.