

HACKFEST COMMUNICATION

Cyberwar - Rules

Friday game is a warfare simulation between multiple opponents. In that matter, Friday game will be played in a “risk-like” environment where nations are impersonated by teams fighting in cyberwarfare and in physical encounters. In order to match reality most governments have to face, adding to the stress of warfare, Freethinkers, players with no allegiance will put pressure on every team during the whole game. Given this, those players can become mercenaries taking parts in cyber encounters in order to gain financial advantage from the teams. This year, three types of player have been determined.

Subscriptions:

Teams must be registered before the game begins. Registration will be open up until the game begins. Freethinkers are free to register at the event during the game or before.

Player categories:

TeamMember:

Being part of a team, they have to do everything in their power to allow their team to win. When they find a flag they have to register it on the scoreboard.

TeamLeader:

They are responsible for every financial and offensive decision made by their team. They're in charge to proceed with strategic buying in the auction house and on the black market for their team. They're the only player in a team that can pose actions that will influence the whole team.

FreeThinkers:

FreeThinkers are free and not part of any team. They can sell their services and information in the auction house for teams to buy them. Selling in the auction house is their way of making money. At the end of the game, the richest Freethinker wins a prize.

Game flow:

At the beginning, 8 teams will fight for world domination. Each team starts the game with 64 territory points and 5 000 millions dollars in their bank account. Territory points accounts for physical surface controlled by a team in the world. Money can be used to buy infos in the auction house and items on the black market. Money can also be used to finance physical encounters against other teams.

When the game starts each team member is responsible for securing his team infrastructure. A insecure infrastructure will result in financial loss for the responsible team. Every 5 minutes, hackfest services will scan teams infrastructures in order to validate that every services are effectively up and running. In the unfortunate event that a service is not accessible during the validation process, each down services will cost 166 millions dollars every 5 minutes. As a example, a single service that stays down for 1 hour will cost the team charged with securing that service 1992 millions dollars.

In order to get richer, teams have two possibilities. First, once every hour each team will get revenue from "taxes". The exact amount is calculated as $100 * X = \text{total}$ where 100 is expressed in millions dollars and X represent a team territory points count. The amount is calculated once every hour and is not based on the pro rata time that a territory have belong to a team. The second possibility for team to make money is by finding cash flags. Those flags are hidden in opponents teams infrastructures and represent "strategic business information". They result in cash deposit on a team bank account when a player register a cash flag on the scoreboard. The exact value of cash flags will varies between 3 000 and 10 000 millions dollars.

Flags:

This year, the game will be played using two types of flags. The first one, already dicussed, are cash flags used to make money. The other one are attack flags. Those represent strategic military information against an opponent team. Finding one of those flags will allow a team to win in a physical encounter against another team.

Physical encounters:

In order to raise their taxes incomes, and their territory points count, a team can launch a physical encounter against a team for whom they found a attack flag. When an attack is launched, it automatically successful. In order to launch an attack one team need to have found at least one attack flags in the opponent team infrastructure and need to have 3 000 millions dollars in its bank account. Launching the attack will cost the team 3 000 millions dollar and use one attack flag. Each attack flag can only be used once. Only the team leader is allowed to launch an attack.

Auction house:

Freethinkers can use the auction house to sell infos that they have found on the whole infrastructure. Every auction will last 30 minutes. When creating an auction, the player can tell the system that his auction contains a flag by checking the appropriate check box. In order for

the system to validate that the content of the auction is indeed a flag, the auction creator need to put nothing more than the flag, as he found it, in the item text box.

Auction starting bid are fixed by the player creating a auction but cannot start at a higher price than 400 millions dollars. Only team leaders can put a bid on a auction. To put a bid, the team need to have enough money in its bank account at me moment it places a bid. In the case that the winning team does not have enough money to pay for the auction when it ends, this team bank account will go below 0 dollars. This is the only case where going below 0 in a bank account is allowed.

Black market:

Items, informations and services will be sold on the black market for teams to buy them. How to access the black market as not yet been determined. Informations will be forwarded to teams when it's time.

Weapons of mass destruction:

At the center of the game, a neutral government controlled by the hackfest team will be present. That government have a military base where it stores weapons of mass destruction. In the event of a security breach, on that government military systems, rendering possible the use of those weapon by a hacker, the targeted team will loose 10 territory points that will not be transferred to that player team. Those territory will simply be "lost". It is known that this government have about 4 usable weapons of mass destruction.

Winning the game:

The winning team is the one that holds the most territory points at the end of the game. In the case where two teams have the same territory points count, the amount of cash in their bank account will be use to choose the winner. The winning Freethinker will be the one who have the biggest bank account at the end of the game.

Restriction:

At any time during the game, it is prohibited to attack infrastructures that are used for the game such as the scoreboard. A player caught trying to hacks those system will automatically cause disqualification and expulsion of he and his team.