Capture the Flag Move 2024 Official Rules

NO PURCHASE OR PAYMENT NECESSARY TO ENTER OR WIN.

Dates and Timing

Registration Period: December 18th, 2023 (9:00 am UTC+8) – January 14th, 2024 (9:00 am UTC+8) ("Registration Period").

Competition Period: January 12th, 2024 (9:00 am UTC+8) – January 14th, 2024 (9:00 am UTC+8) ("Submission Period").

Winners Announced: On or around January 14th, 2024 (11:10 am UTC+8).

Sponsors and Organizers

Sponsor: [Mysten Labs(Sui)](#)

Organizers: MoveBit ChainFlag MoveFuns OpenBuild OtterSec

How To Enter

The MoveCTF2024 is open to global developers. Entrants may enter by visiting https://movectf2024.movebit.xyz ("MoveCTF2024 Website") and following the below steps:

1. Participants register their accounts with email addresses.

2. Participants can log in to the platform to view the contest problems. The problem set contains several challenges, some challenges will be unlocked on the first day and the remaining challenges on the second day. The information available to the contestants includes: problem description, contract code, deployed contract address (in the format of deployed account package::contract name), and web interface will be provided.

3. The condition for solving the challenge is to trigger a transaction with a specified event. The contestant must create a transaction that triggers an event, and submit the transaction hash to the platform, so the platform checks the event based on the

transaction hash to determine if it matches the solution. If it is qualified, the corresponding score will be added. The score is weighed by the time and order.

4. Most challenges are deployed on a Sui private network, few are deployed on Sui testnet. Participants need to prepare their own development tools and environment for Sui.

5. During the competition, no cheating is allowed, no attacks on the platform, no breaking of contracts of others, and no copying of answers from others. If this happens, the contest will be disqualified.

Rewards for Points Accumulated

There will be a scoreboard where points will be assigned at the end of the competition based on the completed challenges. Each challenge is scored according to its level of difficulty. For each category:

> CheckIn – 100 points
>
> Easy Challenges – 200 points
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> Medium Difficulty Challenges – 300 points
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> High Difficulty Challenges – 400 points

It also assigns first-blood points to the first four hackers that solve a challenge. The bonus points for each category are:

> First solver – 32 points
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> Second solver – 16 points
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> Third solver – 8 points
>
> Fourth solver - 4 points

Winners will be selected based on the greatest number of points earned. When the total score is equal, the first submitted is ranked first.

Prizes

Winner	Prize	Qty

First Place	$3,000 USD	1
Second Place	$1000 USD	1
Third Place	$500 USD	1

Technical Support

Feel free to join the MoveCTF channel in Discord: https://t.me/movectf