

TEAM TOURNAMENT  
**GLOBAL  
CYBER GAMES**

*Women's Attack and Defend Edition*  
at



**WICKED6**  
CYBER GAMES

Practice #1



# Kick Off Agenda

- Hello & Welcome
- Global Cyber Games at Wicked6 Overview
- Livestream Info
- GLITCH Cyber Range
- Q&A



# Welcome All Women's Teams (10)



Representing 9 countries and speaking 10 languages!

1. **Bit Buccaneers - USA**
2. **CitCyber - USA**
3. **DSU Trojan Horses - USA**
4. **H4CK3TT3S - Europe**  
(Austria, Belgium, Germany, Netherlands, Portugal)
5. **InnovatHer Crew - USA**
6. **Mindspring - USA**
7. **Silent Sentinels - USA**
8. **US Cat Girls - USA**
9. **Ultra Seasoned Chef Girls - USA**
10. **6WN3TT3S - Europe**  
(Austria, Estonia, Serbia, Slovenia)



# Global Cyber Games at Wicked6

## ALL-WOMEN'S TEAM TOURNAMENT

- Hosted on **GLITCH**  
CYBER RANGE
- Attack & Defense
  - Team size is up to 8 players
  - Players can come and go
- Live streaming



Jan 17 Practice #1



Feb 21 Practice #2



Mar 7 Practice #3



Mar 29 Battle  
LIVE COMPETITION 8am - 5pm ET



# Wicked6 Hack & Chat

Included in your tournament registration

## Learn 2 Play



Hear from experts in cyber, AI, cloud, coding and more



Shoulder surf to understand how to CTF



Tap network for advice on careers and learn their stories

## Play 2 Learn



Play in Capture the Flag Games



Compete in Attack and Defense Competitions



Learn with Gamified Training



# Gamer Roles & Expectations



- + You will abide by the honor code and platform rules.
- + You will share screens live on stream – Two (2) active screen shared at all times.
- + No other access to Discord channels outside of game channel provided.
- + Be prepared to turn on your camera during the live finale.

**GLITCH**  
C Y B E R R A N G E



# Streaming the Competition



March 29 - **Cyber Battle**

**LIVE COMPETITION @ 8:00a-5:00p ET**

## **STREAM SCHEDULE**

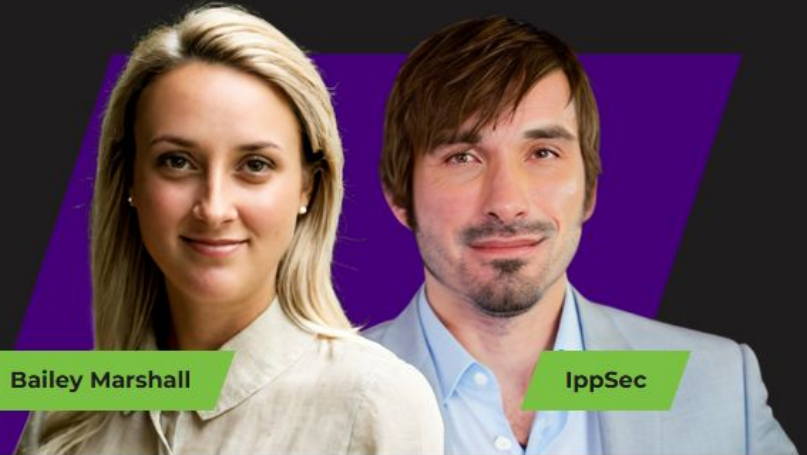
3pm - RECAP: HIGHLIGHTS & WALKTHRU

4pm - LIVE SHOUTCAST

5pm - **END** BATTLE

- FINAL ANALYSIS & HIGHLIGHTS
- Announce GENERAL PRIZE WINNERS
- Announce TOURNAMENT WINNERS

6pm - **END** STREAM



Bailey Marshall

IppSec

Our 2025 **Livestream Shoutcasters**





# Why We Are Streaming

## Livestreaming cybersecurity competitions help:

- Demystify; Teach; Inspire
- They showcase YOU (women) and the game (A&D)
- They attract promotion and funding to keep games going

## How You Can Help

#1- Share at least two (2) screens via Discord at all times (these can be switched up).

#2- **Communicate with your assigned Watchdog when** you're approaching wins (think Red Zone) or showcasing skills/ tools!



# Honor Code

All participants are expected to **embody a spirit of mutually beneficial competition and operate in accordance with the honor system.** This means that all participants will act honorably, following all rules set forth herein, and compete with exceptional sports(wo)manship.

- **Do not watch the live stream while you're competing.**
- By participating you are consenting to your actions being monitored/ recorded.
- **Denial-of-service and brute force attacks are off-limits**, and additional compute power will not give you an advantage/ get around your designated bandwidth limits.
  - None of the challenges are designed such that a brute force attack will solve them.
- **Report vulnerabilities found within the platform**; especially those that lead to an unfair advantage. Competitors that report such vulnerabilities may be rewarded with a small point value -- TBD at the time of disclosure, at the discretion of the platform team.



# WatchDog Role and Responsibilities



The overarching goal of the WatchDog role is to **help ensure a smooth and successful competitor experience**. They'll do this by observing and reporting on the following:

- Guide competitors to the appropriate Help/ Support resource(s).
  - Technical questions should be sent to the platform team via the Discord ticket bot.
- Ensure at least two (2) competitors per team are sharing their screens at all times.
- Note team name and a timestamp for “livestream-able” happenings.
  - Communicate with production and team staff via the Watchdog channel.
- Report any suspicious activity or competitor conduct out of alignment with the Rules of Engagement or Honor Code.

# Using Discord



- **Discord Server:** Wicked6 Women's Cyber League  
Channel Group: Wicked6 2026 Tournament
- **Private Team Channels:**
  - Both CHAT & VOICE channels will be provided to each team.
  - Captains will be given privileges to create threads within the channel.
  - Two (2) screens are shared at all times.

**REMINDER:** English is required during game.

- A translation bot is available within Discord.

**NOTE:** This is our first use of this app.

# GLITCH OVERVIEW & REMINDERS

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# HITCHHIKER'S GUIDE TO ATTACK/DEFENSE

Wicked6 - Tournament Overview



# GLITCH

CYBER RANGE



# What to pay attention to

- whoami
- Attack/Defense
  - The why
  - The what
  - The how
- Glitch Range
  - How to connect
  - How to play
  - How to win
- Connection Walkthrough



# B00TK1D@GL1TCH:~# whoami

- Josiah Stearns
- CTFing since 2019 with Delogrand + US Cyber Team
- Starting building Glitch Range in 2023



# Attack/Defense: The why

- CTFs are:
  - Static
  - Offense-only
  - Self-paced
  - Incredibly fun
- Attack/Defense is:
  - Dynamic
  - Offense and defense
  - A race
  - Incredibly fun



# Attack/Defense: The what

- Services - the challenge (4-8 services per game)
  - Every team given identical set of services
  - Source-code based vulnerabilities (occasionally binaries)
  - Provides ability to log in, store information, retrieve information
- Vulnbox - hosts each team's services
  - Every team granted root access on their own vulnbox
  - Full access to modify source code, add network blocks, administer system
- Game server - the scorekeeper
  - Routes traffic through Source NAT
  - Checks service uptime and plants flags

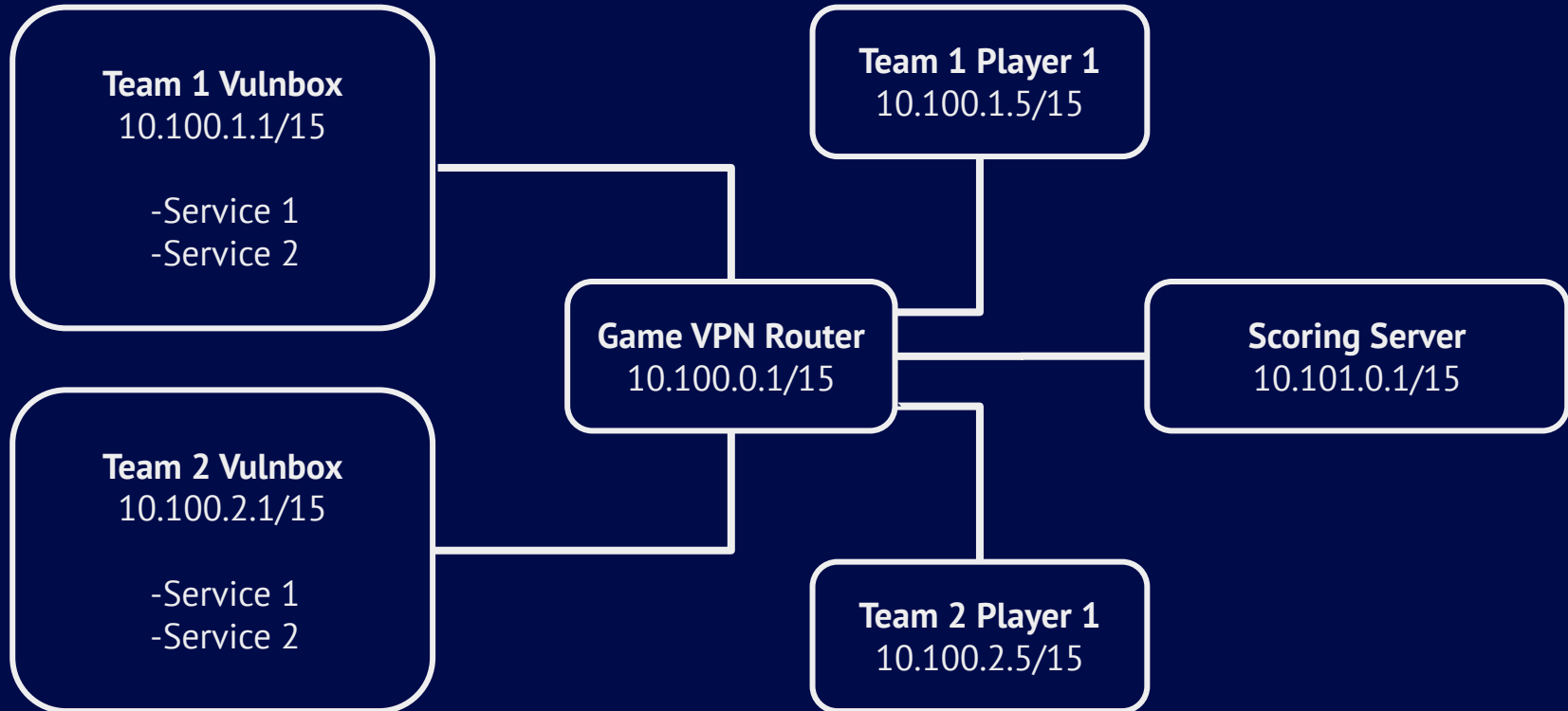


# Attack/Defense: The how

- Tick: full cycle of A/D actions
  - Usually set as 60 - 180 seconds
- Flag: secret protected information
  - Common flag format: [A-Z0-9]{31}=  
○ Expire after some amount of ticks (usually 5 ticks)
- Service Level Agreement (SLA) Checks:
  - PUT: Plants a new flag
  - GET: Retrieves recently planted (unexpired) flag
  - SLA: Verifies general functionality of the service
- Scoring
  - Offense: gain points by submitting other teams' flags
  - Defense: lose points when other teams submit your flags
  - SLA: gain points for ticks in which all checks pass



# Attack/Defense: The how





# Glitch Range: How to connect

- Preparation
  - Install Wireguard
- Minute zero
  - Join links distributed to each team
  - Format: <https://w6.glitch.ad/join/3a37ca8cefe9e5e499ff4424ff08d757>
  - Network is open from start



# Glitch Range: How to play

- Connect to VPN
  - Enter username
  - Download VPN config
- Log into vulnbox
  - ssh [root@vulnbox.glitch.ad](ssh://root@vulnbox.glitch.ad)
- Start triaging service source code
  - Patch and redeploy services
  - Write and deploy exploits
- Monitor network traffic for inbound exploits
  - Add network block rules
  - Steal exploits off the wire



# Glitch Range: How to play

- Tick length: 120 seconds
- Flag format: [A-Z0-9]{31}=
- 3-6 services covering web, crypto, and pwn
- Scoring formula:
  - **service\_score** =  $\text{sla\_score} + \text{offense\_score} - \text{defense\_score}$ 
    - **sla\_score** =  $\text{sqrt}(\text{total\_teams}) / \text{sqrt}(\text{teams\_passing\_sla})$
    - **offense\_score** =  $\text{sum}(\text{captured\_flag\_values})$
    - **defense\_score** =  $-\text{sum}(\text{lost\_flag\_values})$
  - **flag\_value** =  $1 / \text{sqrt}(\text{teams\_stealing\_flag})$
- Game day: March 30, 2025
  - Setup (self-organize/prepare): 8:00 am EDT
  - Range open: 9:00 am EDT
  - Range close: 5:00 pm EDT



# Glitch Range: How to win

- Triage quickly
- Focus on service-level vulnerabilities
- Watch network traffic closely
- Minimize exploit fingerprints
- Communicate



# WICKED6

## CYBER BATTLE

Questions?



**PLAY  
CYBER**  
powered by Katzcy





# WICKED6

## CYBER BATTLE

GOOD LUCK & HAVE FUN!!



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