CTFMovement 2022 Official Rules

NO PURCHASE OR PAYMENT NECESSARY TO ENTER OR WIN.

Dates and Timing

Registration Period: Now – December 12, 2022 (6:00 pm Pacific Time) ("Registration Period").

Competition Period: December 10, 2022 (6:00 pm Pacific Time) – December 12, 2022 (6:00 pm Pacific Time) ("Submission Period").

Winners Announced: On or around December 13, 2022 (6:00 pm Pacific Time).

Sponsors and Organizers

Sponsor: Aptos

Organizers: MoveBit, Aptos, ChainFlag, OtterSec

Co-organizers: AptosGlobal, MoveFuns, Pontem Network

How To Enter

The CTFMovement is open to global developers. Entrants may enter by visiting https://ctfmovement.movebit.xyz ("CTFMovement 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 only 5 challenges, including 1 easy check-in challenge, and 4 difficult challenges. Three challenges will be unlocked on the first day and the remaining two challenges on the second day. The information available to the contestants includes:

problem description, contract code, the deployed contract address (in the format of deployed account address::contract name), the private Aptos testnet network endpoint, 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 the CTF platform checks the event based on the transaction hash to determine if it matches the solution. So the contestant submits the transaction hash on the CTF platform, and the platform determines if the data on the private test chain is qualified. If it is qualified , the corresponding score will be added. The score is weighed by the time and order.

4. All challenges in CTFMovement are deployed to an Aptos private testnet hosted by MoveBit. Participants are provided with the testnet endpoints, and participants can access the endpoint with Aptos client([Releases · aptos-labs/aptos-core (github.com)](#)). Participants need to prepare their own development tools and environment for Aptos.

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 challenges that were completed. Each challenge is scored according to its level of difficulty.

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

Second solver – 16 points

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. After the competition, the 3 winners will be asked to send their solutions to the contact@movebit.xyz using the email address they registered with, which must be done within 24 hours, otherwise they will be considered as abandoned. If the solution is not provided within the required time, it will be considered invalid and the ranking will be substituted by the next one. After the contact@movebit.xyz collects the three complete solutions, the winner will be announced and the reward will be sent.

Prizes

Winner	Prize	Qty	Prize Eligibility
Grand Prizes			
First Place	$1,000 USD + Two NFTs	1	All Eligible Submissions
Second Place	$500 USD + Two NFTs	1	All Eligible Submissions
Third Place	$300 USD + Two NFTs	1	All Eligible Submissions
Participation Prizes			
Participation Prize	One NFT	Complete at least one challenge	All Eligible Submissions

Technical Support

Feel free to join the CTFMovement channel in Discord: https://discord.gg/qQxRrAWFXp