



COMPETITIONS

CYBER SECURITY OPERATORS NEED TO TRAIN AND EXERCISE THEIR SKILLS TO EFFECTIVELY DEFEND AGAINST MALICIOUS CYBER ACTIVITY.



“YOU CAN ONLY FIGHT THE WAY YOU PRACTICE”

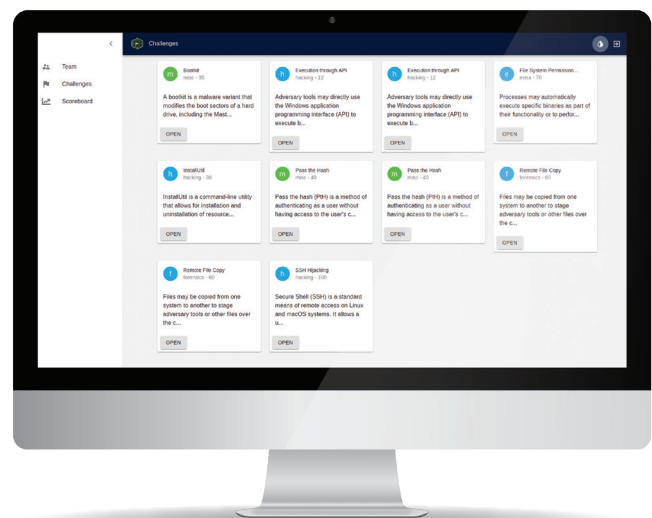
Miyamoto Musashi

There is no warning of a cyber incident and practicing the application of tools and techniques against known cyber threats are a powerful and effective way to prepare cyber teams to take immediate action in real life situations.

Capture the Flag competitions provide a best practice methodology to train cyber operations staff. The major benefit is the volume of learning during the timed and pressured activity and the immediate reward following an achievement.

Our challenging but fun competitions are designed around scenarios or storylines mimicking real life situations and known vulnerabilities. Players are then given the opportunity to prepare against these types of threats in their own systems.

Depending on the style of game and the requirements of the hosting organisation, we can build competitions for teams of people with skills in digital forensics, intelligence, communication, incident management and technical operations.



- Remote and on-premises access
- Available 24/7 anywhere in the world
- Pre-built or custom made
- Hands on learning and training

KNOW YOUR ADVERSARY

To defend your networks, you need to know your adversary. Our attack and defend CTF competitions are designed for teams to both attack and defend computer networks, enabling players to play 'the bad guys' and increase their understanding of Tactics, Techniques and Procedures (TTPs) of malicious actors. There are 'flags' such as text files, folders and images in the network the attacking team tries to access and compromise.

The defending team uses technology to monitor their network and watch for Indicators of Compromise (IoC). They can use any tool or technique within the rules to defend their networks.

Using our custom scoring engine, teams are scored against the skills identified in the development of the game. Penalties apply if teams break the rules or need significant clues to progress.

TEST AND GROW SKILLS

We can design competitions where teams are not attacking but are testing their skills against categories such as cryptography, steganography and scanning.

These challenges occur on a replicated network with flags inserted to gain points for the team. These competitions are usually timed, and the winning team is declared once the clock stops.

YOURS OR OURS

We work closely with hosting organisations to develop custom built competitions for their participants and determine the skills to be tested and scored by our scoring engine.

We also have pre-built games ready to deploy that are based on scenarios affecting any network.

We can build metrics into our competitions so you can analyse individual and team skills. This useful data can be used to identify skills gaps and inform future training activities and recruitment.

COMPETITION FEATURES

Web based	✓
On-premises	✓
On demand usage	✓
Accessible through VPN	✓
Prebuilt content	✓
Custom scenarios and content	✓

Safe virtual environment	✓
Offensive and defensive skills development	✓
Fun and engaging	✓
Hands on learning	✓
Limitless structure size	✓

MORE INFORMATION

Contact us for more information or visit our website.

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