

/DefCamp started back in 2011 as a small infosec gathering among friends. Soon, the meetup became an event and, later on, **the largest and most important cybersecurity and hacking conference from Central and Eastern Europe**.\_

/In 2019 we celebrated the 10th edition with 2000+ security experts from all around the world.\_

/In 2020 we had a COVID-19 break and for 2021 we moved fully online.\_

**/And so did Hacking Village**.\_



*They say it takes a village to raise a child.*

*Would you agree that it takes a Hacking Village to raise a good infosec specialist?*

/This has been the DefCamp playground for all hacking activities since 2016.\_

/Since then, we hosted more than 50 cybersecurity competitions to keep the community engaged.\_

/The purpose of the Hacking Village is to offer a safe and educational environment to practice and learn cybersecurity skills.\_

**/The oldest, most popular, requested, awaited for, rewarding, and challenging of games was back in 2022**.\_

**/We're talking, of course, about DefCamp Capture the Flag (D-CTF) 21-22**.\_

/DefCamp Capture The Flag ( D-CTF) is one of the oldest, most shattering and rebellious **security CTF competitions** in Central and Eastern Europe.\_

/The most skilled hackers put their knowledge to the test and compete with the **best CFT teams from all over the world to get in the top 10** and go on to win the overall D-CTF competition – or “die” trying.\_

**/There's one important rule though: hack before getting hacked**.\_

/We've had thousands of contestants throughout the years, joining us live in Bucharest.\_

/2021 was a year with a twist. So we postponed DCTF for the beginning of 2022.\_



**/The result? More than 1000 teams, over 3000 participants from 96 countries joined us online**.\_

/See the full results of the competition, below!

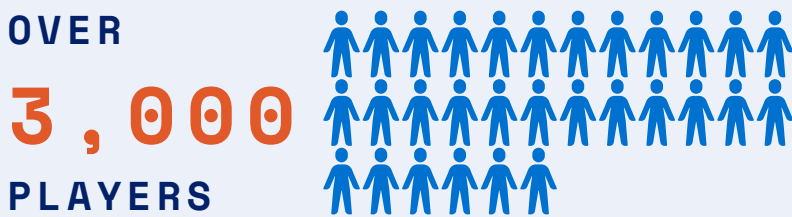
/ HACK  
/ BEFORE  
/ GETTING HACKED

# D - CTF 21 - 22

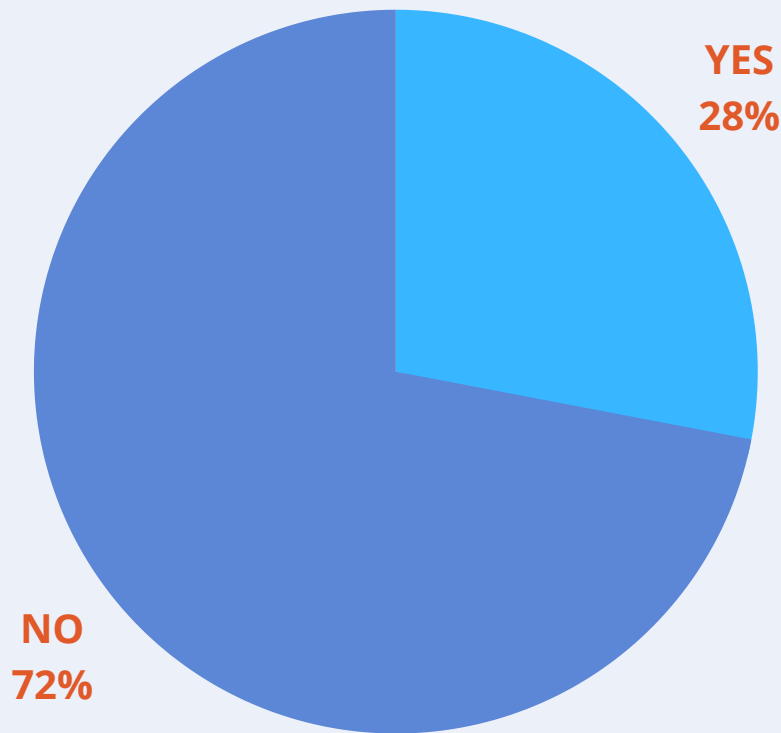
## the online edition



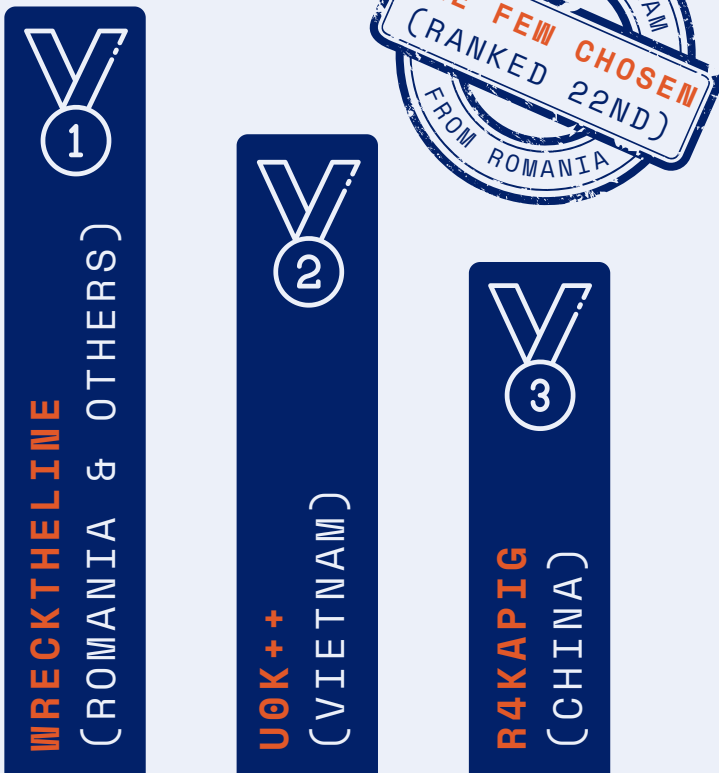
### PARTICIPANTS' DISTRIBUTION



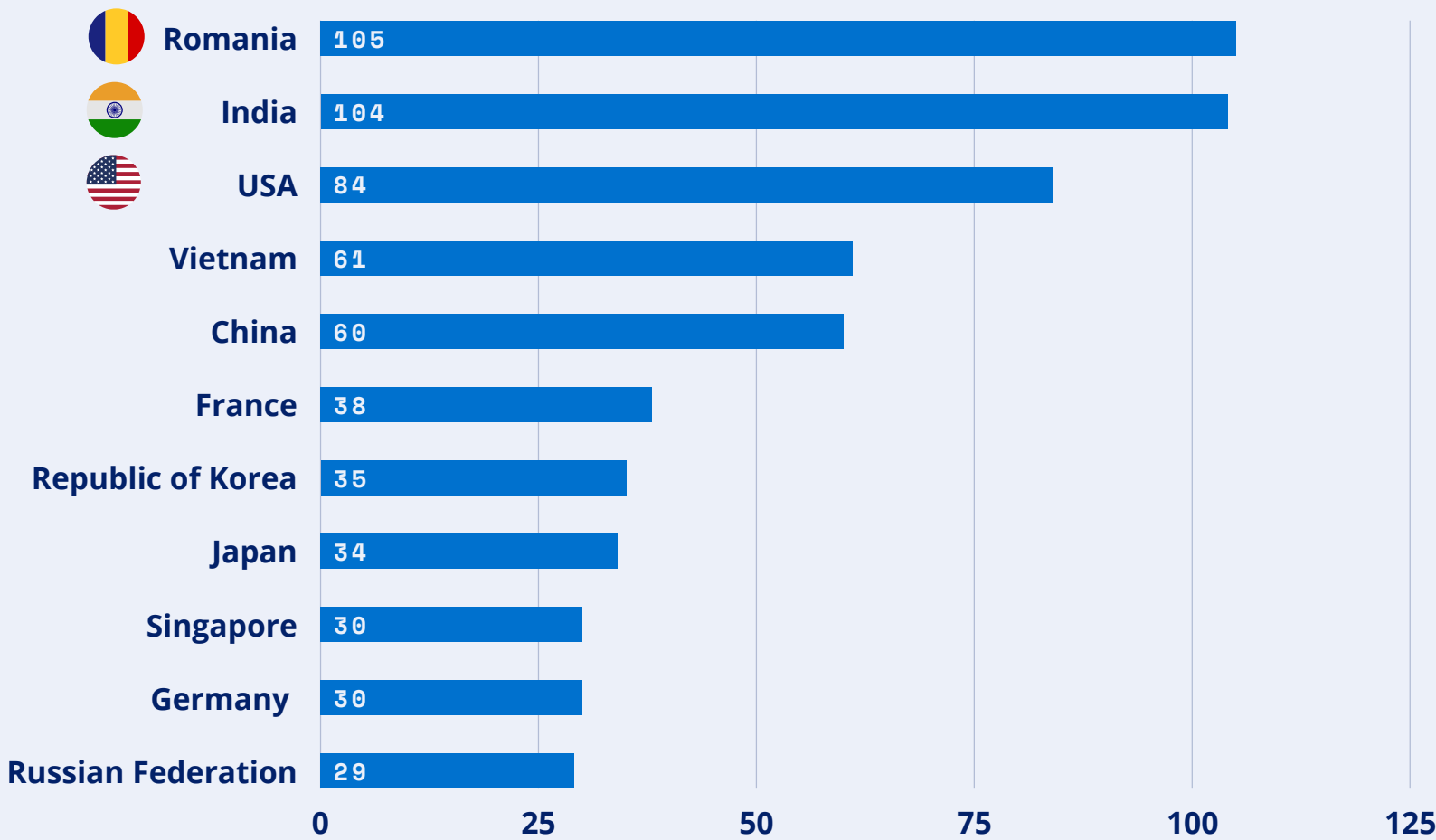
### FIRST CTF



### RESULTS

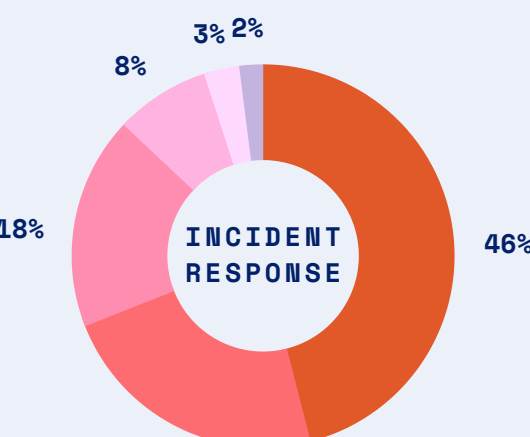
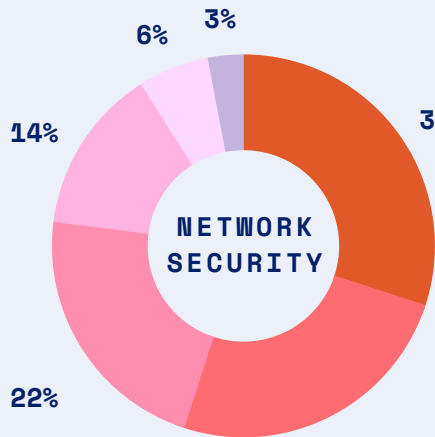
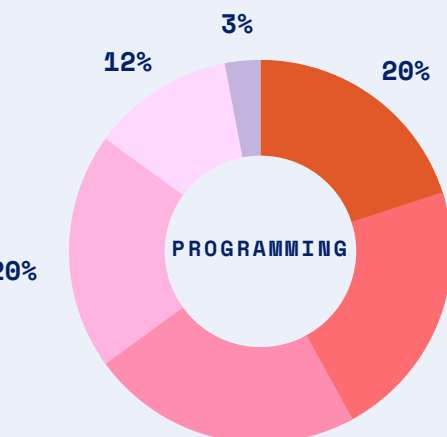
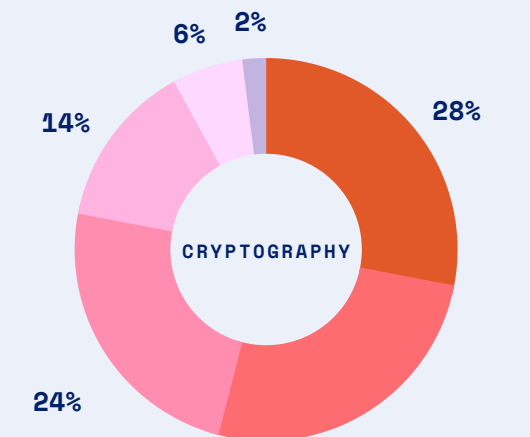
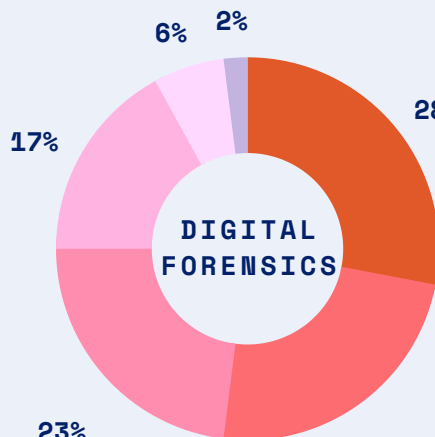
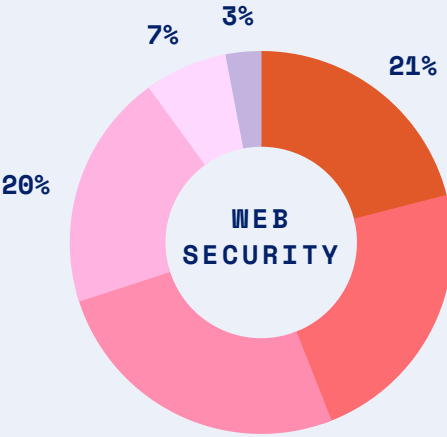
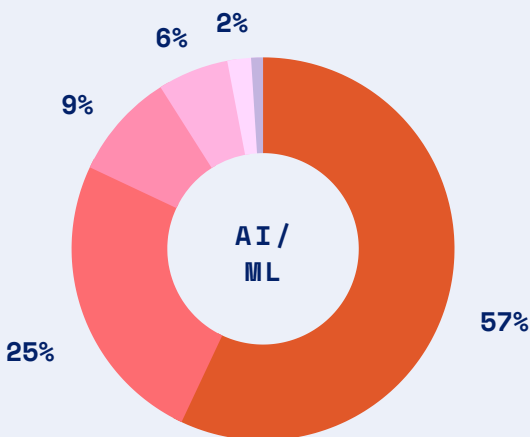
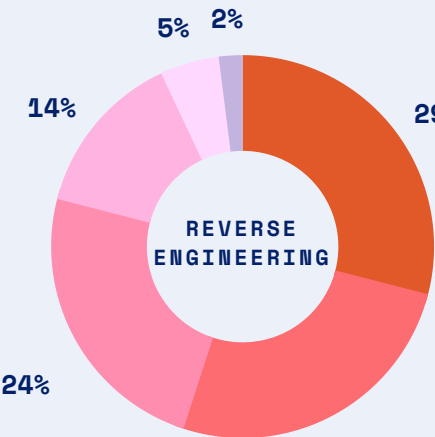
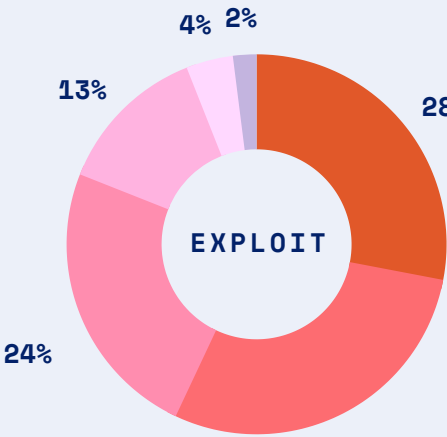


### COUNTRIES WITH MOST TEAMS



PARTICIPANTS' SKILLS

- No experience
- Basic experience (tutorials only)
- Some experience (solved some challenges)
- We understand, but still a lot to learn
- Over average experience
- Expert



INTERESTING FACTS & FIGURES

The contest had a total of **21 challenges**, covering the following **topics**: Cryptography, Code Review, Reverse Engineering, Exploitation, Malware Analysis, Digital Forensics, Programming, Mobile Security, Web Application Security.

**1 hour into the contest:** **31 solutions and 186 attempts**, from the following **countries**: Romania, Republic of Korea, Canada, China, Egypt, France, Singapore, International, Switzerland, India, United Kingdom, Japan, USA, Russian Federation, Sweden, Denmark, Taiwan

**48 hours into the contest** saw some interesting developments: **932 solutions and 2,045 attempts**.

The challenge with the **highest number of solutions (182)** was "web-intro".  
The challenge with the **lowest number of solutions (8)** was "P2DPI".

The **1st challenge** was **solved after 10 minutes and 17 seconds** from the official start, by the **PwnFlag** team from **Romania**.

**12 hours into the contest** and we've started seeing exponential growth in numbers: **471 solutions and 1,534 attempts**.

By the time **D-CTF 21-22 ended**, we recorded **2,028 solutions and 14,384 attempts**.

A total of **4 teams** solved **all 21 challenges**: **WreckTheLine** (most members from Romania) - 51 hours before the end, **u0K++** (Vietnam) - 8 hours before the end, **R4kapiG** (China) - 4 hours before the end, **Water Paddler** (United Kingdom) - 3 hours before the end.

POWERED BY



[dctf21.cyberedu.ro](https://dctf21.cyberedu.ro)

