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 CTF 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!
D-CTF 21-22
the online edition

TOTAL PARTICIPANTS
1,035 REGISTERED TEAMS
OVER 3,000 PLAYERS

COUNTRIES WITH MOST TEAMS

1. Romania 106
2. India 104
3. USA 84
4. Vietnam 61
5. China 60
6. France 38
7. Republic of Korea 36
8. Japan 34
9. Singapore 30
10. Germany 30
11. Russian Federation 20

Results

1. BreekTheLine (Romania & Others)
2. U0k++ (Vietnam)
3. R4KAPIG (China)

Participants' Distribution

100% (including participants who have not yet submitted results)

First CTF

YES 28%
NO 72%

Countries with Most Teams

DCTF21.cyberedu.ro

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DefCamp

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

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.

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

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

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

The challenge with the lowest number of solutions (8) was "P2DPI".

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