

# GHOST HUNT — CHAPTER 2

## Official Participant Rulebook

*CyberKavach X Cyber Security India (CSI) Community Event  
16–17 September 2026 • CHARUSAT Campus*

**\*\*Five members. Two battlefields. One mission.\*\***

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### 1. Purpose

Ghost Hunt Chapter-2 is the competitive Capture The Flag (CTF) component of the CyberKavach X CSI Community Event. It is designed to test investigation, analytical thinking, cybersecurity fundamentals, communication, teamwork and the ability to connect digital and physical clues under time pressure.

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### 2. Team Composition

Each team consists of exactly 5 members:

- **\*\*3 Lab Members\*\***
- **\*\*2 Treasure Hunt / Field Members\*\***

The role split is intentional and forms part of the challenge design.

#### Lab Members

**The three Lab Members are responsible for the team's technical/digital challenge-solving work from the designated Lab.**

#### Treasure Hunt / Field Members

**The two Field Members are responsible for exploring the permitted campus areas and locating physical clues/treasures.**

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### 3. The Golden Rule: Stay in Your Role

#### Lab

**If you are assigned the \*\*Lab role, you must remain inside the designated Lab for the duration of the CTF unless an organiser explicitly gives you permission to leave.\*\***

Leaving the Lab without permission may result in point deduction.

This is not a suggestion. It is a core fairness rule.

#### Field

**Only the two designated Field Members may explore the permitted campus areas for the Treasure Hunt.**

Field Members must:

- Wear/keep their designated identification band visible as instructed.
- Follow volunteer and organiser instructions.

- Stay within permitted areas.
- Respect campus property and people.
- Return/report information to the team through the permitted communication method.

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## 4. Campus Movement

The event proposal permits only 2 out of 5 members of each team to explore the campus.

Volunteers will be positioned throughout the campus to coordinate movement and maintain smooth conduct.

Participants must not:

- Enter restricted areas.
- Cross marked boundaries.
- Enter staff-only or otherwise unauthorised spaces.
- Move, damage or tamper with campus property.
- Interfere with another team's clue, equipment or work.
- Ignore directions from volunteers, organisers or campus security.

A clue is only considered legitimately obtained if it is accessed in the manner permitted by the organisers.

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## 5. Challenge Philosophy

Ghost Hunt is built around investigation and clue correlation, not simply guessing answers.

The previous Ghost Hunt format included seven phases and nineteen questions across a narrative progression. Challenge areas included digital reconnaissance, Git history, metadata/EXIF, encoding, steganography, audio investigation and a multi-step finale.

The 2026 challenge may differ. Previous material should therefore be treated as preparation guidance, not a leaked solution guide.

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## 6. Scoring

The competition uses points for successful challenge objectives.

The event organisers will maintain the authoritative scoreboard.

Participants should:

- Submit answers through the designated system/process.
- Follow the required answer format where specified.
- Avoid submitting random/spam answers.
- Keep their team credentials private.

## Important

The organisers may apply penalties for rule violations. Any deduction applied by organisers is final for the event unless the organisers announce an appeal/review mechanism.

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## 7. Prohibited Actions

The following are prohibited:

1. Leaving a designated role area without permission.
2. Entering restricted campus areas.
3. Damaging, moving or hiding event infrastructure or clues.
4. Taking another team's clue, evidence or equipment.
5. Sharing team answers or flags with another team.
6. Deliberately sabotaging another team.
7. Attacking the event infrastructure outside the intended challenge mechanisms.
8. Attempting to access unrelated institutional systems, accounts, devices or networks.
9. Attempting to disrupt internet, Wi-Fi, lab computers, servers or the CTF platform.
10. Using credentials belonging to another team.
11. Impersonating an organiser, volunteer or another participant.
12. Any activity that violates campus rules or applicable law.

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## 8. Cybersecurity Boundaries

Ghost Hunt is an authorised event environment.

Attack only what the organisers explicitly place inside the challenge scope.

Do not use the event as permission to scan, exploit, access or interfere with:

- CHARUSAT production systems
- Campus infrastructure
- Unrelated websites
- Other participants' personal devices
- Other teams' accounts
- Staff/faculty accounts
- Third-party services not explicitly included in the challenge

If you discover something that appears unrelated to the CTF, stop and inform an organiser.

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## 9. Fair Play

Teams must solve challenges independently.

Do not:

- Obtain flags from another team.
- Share answers with another team.
- Follow another team's members to steal their discoveries.

- Tamper with another team's materials.
- Ask another team to submit an answer for you.
- Use unauthorised access to obtain challenge answers.

Teamwork inside your own five-member team is encouraged.

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## 10. Equipment

Participants are strongly encouraged to bring their own laptops.

Recommended:

- Laptop
- Charger
- Earphones/headphones
- Mobile hotspot/data backup
- Notebook and pen

If a participant does not have a laptop, Lab PCs will be provided where required.

Participants remain responsible for their own personal devices and belongings.

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## 11. Conduct During the Hunt

When the clock starts:

Think clearly. Communicate constantly. Respect the rules.

The Field team should report useful discoveries to the Lab team quickly. The Lab team should communicate what information the Field team needs to locate next.

Do not assume that the person who finds a clue is the person who should solve it. Ghost Hunt is designed around the combined strengths of the five-person team.

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## 12. Safety

Participants must follow:

- CHARUSAT campus rules
- Organiser instructions
- Volunteer directions
- Campus security instructions
- Any temporary boundaries or safety instructions announced on the day

Do not run through unsafe areas, climb structures, enter prohibited spaces or put yourself/others at risk to obtain a clue.

A clue is never worth risking personal safety.

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### 13. Penalties and Disqualification

Depending on severity, organisers may apply:

- Warning
- Point deduction
- Removal of a clue/attempt
- Temporary restriction
- Team disqualification

Unauthorised Lab movement is specifically subject to point deduction/penalty.

Serious misconduct, cheating, sabotage, unauthorised system access or unsafe behaviour may lead to disqualification.

The organisers reserve the right to make the final ruling during the event to preserve fairness and safety.

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### 14. Official Authority

During the event, instructions issued by the designated CyberKavach organisers and authorised volunteers are binding.

If a participant is unsure whether an action is allowed, ask before doing it.

When in doubt: stop, preserve the situation and contact the organisers.

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### 15. Event Timing

**Day 2 — 17 September 2026**

- **\*\*08:45–09:20\*\*** — Reporting / Registration
- **\*\*09:20–09:30\*\*** — Buffer
- **\*\*09:30–11:00\*\*** — CTF Guide
- **\*\*11:00–12:00\*\*** — Lunch
- **\*\*12:00–15:30\*\*** — Capture The Flag / Ghost Hunt
- **\*\*15:30–16:00\*\*** — Goodies Distribution / Closing Ceremony

The organisers may make operational announcements on the day if required.

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### 16. Final Reminder

Bring your laptop if you can.

Bring your team.

Bring your curiosity.

And remember:

*\*\*The clue you find may not be the answer. It may be the key to finding the next clue. \*\**

Good hunting.