

# Greetings

**Welcome** to another CTF in the capital of **Estonia**, Tallinn. We are happy that you have joined us and are trying to prove your hacking skills.

**CTF** contests are usually designed to serve as an educational exercise to give participants experience in securing a machine, as well as conducting and reacting to the sort of attacks found in the real world. First Capture the flag competitions were organized at the end of 19-th century.

In an **attack-defense** style competition, each team is given a machine (or a small network) to defend on an isolated network. Teams are scored on both their success in defending their assigned machine(s) and in their success in attacking the other team's machines. Depending on the nature of the particular CTF game, teams may either be attempting to take an opponent's flag from their machine or teams may be attempting to plant their own flag on their opponent's machine.

**Jeopardy-style** competitions usually involve multiple categories of problems, each of which contains a variety of questions of different point values and difficulties. Teams attempt to earn the most points in the competition's time frame (for example 24 hours), but do not directly attack each other. Rather than a race, this style of game play encourages taking time to approach challenges and prioritizes quantity of correct submissions over the timing.

Anyways, i hope you all will have **fun!**