

# Rule of Zer0Fest2017

(Last updated: September 18, 2017)

Zer0Fest("Contest", <http://www.zer0fest.org>) is organized by POC Security("Organizer"). The Contest will be held in POC(<http://www.powerofcommunity.net>) and Zer0Con(<http://www.zer0con.org>). **Zer0Fest2017 will be held on November 9th ~ 10th, 2017 during POC2017 in Seoul, Korea.**

The purpose of Zer0Fest is to make vendors more responsible, to make bug hunters more respected, and to make the world much safer.

## # Eligibility

- There is no limitation on the participants' registration except for employees of Organizer.
- A participant is not eligible for the products of his own company.
- A participant must provide valid and accurate information which will be included in the registration form provided by Organizer. If the information provided by the participant is not true, the participant may be disqualified. Organizer has a right to decide the disqualification of any participant.
- Employees of target vendors and their respective affiliates, subsidiaries, related companies are also eligible to participate in Contest except their own products. And a judge are also eligible to participate in Contest except the target that he is appointed as a judge.
- If a vulnerability of a participant has been reported to a vendor or sold to 3rd parties, the participant is not eligible.

## # Registration

- A participant can register on the registration website(<https://goo.gl/QgVXjZ>).
- In case of some problems occurred in the website, a participant can contact through Organizer ([pocadm@gmail.com](mailto:pocadm@gmail.com)) directly with the following information: name, email address, his target(s). And then, Organizer will get in contact with the participant directly.
- **The deadline of registration is 24:00(UTC+09), October 31, 2017.**

## # Online Participation

A participant can participate online. If a participant does not present at the venue but willing to participate online, he or she must send Organizer all information including detailed technical paper and exploit code by November 6, 2017.

The technical paper must include step-by-step exploitation process. Judges will check if the vulnerability is exploitable with the exploit code of the participant during Contest. Organizer will keep all information closed that online participants submit.

The online participants have priority in the order of exploitation when they have a same target.

A free ticket for the next POC and an invitation to Zer0Con registration will be given to all online participants.

## # Targets and Prize

All targets and related operation systems will be updated to the latest and fully patched version available no later than 24:00(UTC+09), November 8, 2017. All target software will be installed and configured as the default configuration.

The targets are divided into two categories:

Target Category-1 is basically rewarded by Organizer, sponsors, and vendors.

Target Category-2 is rewarded by sponsors and/or vendors.

If any participant who has 0-days wants to add new target(s), he can contact and ask [Organizer by October 10, 2017](#). If new targets are added, the target list will be updated.

In the Target Category-2, if a participant is not satisfied with the reward that vendors suggest or vendors don't pay, the participant does not need to submit his research to Organizer. Judges only will decide the existence of any bugs and notice the existence of the bugs and name of participants in the internet for credit and profit of the participants. The participant can do at his own disposal. This is for the sake of bug hunters' profit and fame.

The blanks of two reward parts will be updated by **October 31, 2017**. And the reward may be increased if vendors and sponsors will join to support the reward. The more vendors and sponsors, the more reward. The reward starts with Basic Reward on September 18, 2017 and Organizer will keep updating it. The final reward will be decided on October 31, 2017.

**[Target Category - 1]**

Last updated: September 18

Vendor	Target		Basic Reward	Vendor Reward
Microsoft	Windows 8.1 / 10	RCE to system	\$60,000	
		LPE to System	\$6,000	
	Edge	RCE, Sandbox bypass / escape	\$16,000	
	IIS 7, 8	RCE	\$30,000	
	Office	RCE, Sandbox bypass / escape	\$10,000	
Apple	macOS	RCE	\$30,000	
		LPE	\$6,000	
	Safari(macOS)	RCE, Sandbox bypass / escape	\$16,000	
	Safari(iOS)	RCE, Sandbox bypass / escape	\$30,000	
	iOS(latest)	RCE, Privilege escalation	~ \$300,000	
Google	Chrome(Win)	RCE, Sandbox bypass / escape	\$30,000	
	Chrome(other OS)	RCE, Sandbox bypass / escape	\$16,000	
	Android 7.x, 6.x	RCE, Privilege escalation	~ \$100,000	
Mozilla	Firefox with TOR	RCE, Sandbox bypass / escape	\$20,000	
Samsung	Galaxy S8, Note8	RCE, Privilege escalation	~ \$100,000	
LG	V30	RCE, Privilege escalation	~ \$100,000	
VMWare	Workstation, Fusion	Guest-to-Host escape	\$16,000	
Adobe	Flash Player	RCE, Sandbox bypass / escape	\$20,000	
	PDF Reader	RCE, Sandbox bypass / escape	\$16,000	
	CentOS(latest)	RCE to root	\$30,000	
		LPE to root	\$6,000	

ETC	Ubuntu(latest)	RCE to root	\$30,000	
		LPE to root	\$6,000	
	Apache Web Server	RCE	\$30,000	
	PHP	RCE, Information Disclosure	\$15,000	
	Dovecot	RCE, Information Disclosure	\$7,500	
	Postfix	RCE, Information Disclosure	\$7,500	
	Sendmail	RCE, Information Disclosure	\$7,500	

### [Target Category - 2]

Vendor	Target	Basic Reward	Vendor Reward
SNS	Facebook	Any	x
	Twitter	Any	x
Messenger	Kakaotalk	RCE / LPE	x
	Signal	RCE / LPE	\$100,000
	Telegram	RCE / LPE	\$100,000
	Threema	RCE / LPE	\$100,000
	Wechat	RCE / LPE	\$100,000
	WhatsApp	RCE / LPE	\$100,000
Network Device	Cisco	RCE	\$2,000
	D-Link	RCE	\$2,000
	Huawei	RCE	\$2,000
	IBM	RCE	\$2,000
	Juniper	RCE	\$2,000
	Linksys	RCE	\$2,000
	TP-Link	RCE	\$2,000
	AhnLab	RCE	\$10,000
	Bitdefender	RCE	\$10,000
	Kaspersky	RCE	\$10,000

Antivirus	McAfee	RCE	\$10,000	
	Symantec	RCE	\$10,000	
	TrendMicro	RCE	\$10,000	
	WinDefender	RCE	\$10,000	
	Qihoo360	RCE	\$10,000	
ETC	Apple Pay	Any	x	
	AliPay	Any	x	
	Hancom Office	Any	x	
	SamSung Pay	Any	x	

In the case of network devices, judges will check the technical papers submitted by participants. If he wants to bring the target devices, he must inform Organizer to bring them before two weeks before Contest. Judges can check the devices for the sake of fair contest management.

A **Best Hacker**, the contestant who succeeds in pwning his target(s) with best techniques will be awarded with a chance to attend Zer0Con2018 and POC2018 for free. Organizer and judges will decide who gets the reward based on their technical performance and announce at the closing ceremony of POC2017.

## # Sponsor(s)

For more information about Zer0Fest sponsorship profits, contact Organizer to "pocadm@gmail.com" with PGP key(<http://zer0fest.org/poc.asc>).

## # Determination of the Successful Demonstration

To win the reward, firstly, a participant must exploit initial vulnerability within the target software, and use it to modify the normal execution path of the software in order to get the remote arbitrary code execution allowed in this software. Secondly, the demonstration must be finished during the process of viewing the contestant controlled website by using a browser (the default one, if it's not specified); besides this, any other user interaction is not allowed. The only thing allowed is to enter the URL on browser interface and navigate to it.

After a successful remote code execution, the demonstration must contain a payload which can bypass the application sandbox to execute in the elevated security context that allows the payload to have rights to read, write, and delete data which is inaccessible inside the sandbox. The demonstration must prove that the payload can successfully get such kind of rights. For example, on Windows targets, the contestant may choose to run a command line tool with Medium integrity level, and for iOS target, the contestant may present the sensitive information of other application. The contestant can choose any methods they like but the methods must meet the above requirements clearly.

To be a Best Hacker, the payload should bypass the application sandbox to get system/root/kernel level rights that can access the system resources or functionalities which only can be accessible under the system/root/kernel level permission. The demonstration must prove that the payload can successfully get such kind of rights. For example, on Windows targets, the contestant may choose to run a command line tool with System integrity level, and for iOS target , the contestant may install a system application. he contestant can choose any methods they like but the methods must meet the above requirements clearly.

To win the reward in the virtual machine targets, the demonstration must use the vulnerabilities within the virtual machine software and use it to modify the normal execution path of the host process of virtual machine software in order to get the arbitrary code execution allowed in this process. The demonstration must be finished by running an exploit program inside the guest operation system.

The demonstration must prove that the exploit program can successfully run an arbitrary code in the context of virtual machine host process. For example, the contestant may choose to run a command line tool in host operation system. The contestant can choose any methods they like, but the methods must meet the above requirements clearly.

## **# Restriction of Vulnerability Reuse**

Regardless of how many targets one contestant participates in, the vulnerability can be used only once for all categories.

## **# Multiple Contestants in One Target**

If two or more contestants registered for the same target, we will draw a random order for them. Dice will be rolled by Organizer to decide the contest order. The one who get the most dots will be the first and the rest will be done in the same manner.

Only the first team that succeeds will get full reward money. For the second and the rest teams, if vendors are willing to offer reward money, the contestant will be noticed before starting the demonstration, otherwise, there will be no reward money.

## **# Time Limitation**

A contestant will have 3 exploit attempts during his demonstration; each attempt must be finished within 4 minutes. The time used for network and device configuration will not be counted.

## **# Vulnerability and Exploit Review**

After successful demonstration of the exploit, the contestant must provide Organizer with a detailed document that describes all the vulnerability, technical information, and step-by-step exploit technique and process used in the exploit as well as the complete exploit source code which is used in the demonstration.

A target vendor can join the exploit review and get all information if the vendor will pay reward money for a participant. If the vendor doesn't pay, the vendor can't get any chance to join the exploit review and get information about the vulnerability.

As previously mentioned, if a offline participant is not satisfied with the reward that vendors suggest or vendors don't pay, the participant does not need to submit his research to Organizer. Judges will only decide the existence of any bugs and notice the existence of the bugs and name of participants in the internet for credit and profit of the participants. The participants can do at his own disposal.

The vulnerability and exploit information will be disclosed to the judges who come from both target vendors and Organizer. They keep the right to decide whether the contestant successfully compromised the target or not, by checking the whole process of the demonstration and reviewing information provided by the contestant.

The vulnerability used in the exploit must not be known to any other 3rd parties including target software vendors before the reviewing; otherwise, there will be no reward for the contestant.

A winner must keep all information about his vulnerability, exploit technique, and exploit code in strict confidence before vendors patch them. If he discloses any information about the vulnerability, Organizer will not pay reward money.

## **# Reward Remittance**

Organizer will remit all reward within two months. And if vendors decide to pay Vendor Reward, vendors and participants can agree the payment term but the term must be within 2 months. The way to pay will be decided by mutual agreement of vendors and participants.

If Organizer pays participants reward, the ownership of the vulnerabilities is at Organizer's. Participants must not open and sell his bug information for 6 months for the sake of security. After 6 months, participants can use his bug at his own purpose.

## **# Miscellaneous**

- By participating in Contest, a participant must warrant that he is a sole owner of all the rights related to his vulnerability and exploit code.
- A participant must warrant that his vulnerability has not been reported to vendors or third parties.
- The contestant is responsible for any kind of legal problems which may occur from his trials to compromise targets.
- All participants agree to fully indemnify Organizer from any and all claims by third parties in relation to Contest.
- Organizer may cancel Contest without prior notice in the case of force majeure causes that are beyond the reasonable control of Organizer, including but not limited to fire, storm, earthquake, wars, revolutions, riots, civil commotion, national emergency, and act or order of any court, government or government agency.



- Organizer can use contestant's information including but not limited to name, email, phone number only for the sake of running Contest properly.
- Organizer reserves the right to change the rules of Contest for more reasonable Contest management and participants' profit without notice.
- Organizer will contact participants and notice on the website if any changes happen.
- These Terms shall be governed by and construed in accordance with the laws of Republic of Korea. If any disputes arise out of or in connection with these Terms, participants agree to submit to the exclusive jurisdiction of the Korea courts