

COMPETITION RULES FOR 2024

The Competition Rules govern the competition categories and prizes in the 2024 CyberGame Competition (the "Competition") in accordance with the Competition Rules.

COMPETITION DURATION AND REGISTRATION

In 2024, the competition is open from 1.4.2024 to 9.6.2024.

Registration for the competition is possible from 1.4.2024 to 8.6.2024 until 24:00.

COMPETITION TOPICS

In 2023, the playing branches, i.e. the competition topics, are as follows

- Malware analysis
- Forensics
- Cryptography
- OSINT
- Offensive security
- Processes and security governance

PARTICIPATION IN THE COMPETITION

Participation in the competition is open by statute to all interested parties who log into the player interface, but eligibility to win is subject to nationality due to the nature of the national cybersecurity game.

For competitors who are citizens of the Slovak Republic, participation in the competition is linked to the possibility of winning.

Contestants who are not citizens of the Slovak Republic participate in the contest as non-participants without the right to win prizes.

If a player voluntarily and truthfully registers in the game according to the structure below, he/she is automatically included in the evaluation in the specialized categories. The above data is used for participant statistics, creation of specialized challenges and incentive prizes in the competition categories

- Citizen of the Slovak Republic
- Employee of the competition partner
- Gender
- Age
- University or high school students, elementary school schoolchild
- Employee of the public sector
- Teacher at all levels of education

COMPETITION CATEGORIES AND PRIZES

Notification of CyberGame prizes, acceptance or rejection within five days and delivery of prizes are governed by the Competition Rules. A prerequisite for prize notification is the provision of up-to-date contact details in the registration form.

Special category	Winning conditions	Prize
CyberGame winner Best Player	The player with the highest number of points in the absolute ranking	Gaming Laptop
Student Best student player	The player with the highest number of points listed on the registration form and is a university, high school, or elementary school student	Gaming Laptop
Ladies Best female player	The player with the highest number of points who entered the gender female in the registration	Laptop
Junior Najmladší hráč/ hráčka	Najmladší hráč*, ktorý v registrácii uviedol vek a dosiahol v súťaži minimálne 48 bodov.	Laptop
Teacher	The player with the highest number of points indicated in the registration and is a teacher at any level of education	ESET license
Gov Best player from public administration	The player with the highest number of points, who has indicated in the registration and works in the public administration	ESET license
Expert Best player in the competitive branch	Player with the highest number of points in the competition branch	ESET license 6 licenses in total

* If two players are of the same age, the younger player's date of birth will take precedence.

PRIZE SPECIFICATION

ROG Zephyrus G16 Gaming Laptop

The technical configuration and price of the laptop will be published on the date of the announcement of the results due to the fact that the specifications, packaging content and availability of the product are subject to change during the course of the competition without notice and vary by country.

Notebook ASUS Vivobook

The technical configuration and price of the laptop will be published on the date of the announcement of the results due to the fact that the specifications, packaging content and availability of the product are subject to change during the course of the competition without notice and vary by country.

ESET Family Security Pack License

The license is valid for one year for four Windows, Mac or Android devices. It represents the highest level of security for demanding users, including advanced threat detection, extra security in the event of theft, and easy password management. Protection can be transferred to a new device at any time.

ONE WIN PER PLAYER RULE

If multiple categories are announced and multiple prizes are awarded in a competition in a given year, the one prize per player rule will apply.

In the event that any player qualifies to win more than one category, he/she may choose which category to claim the prize in. The remaining prizes will then be claimed for the next successful players in order in that category.

SELECTION OF PARTICIPANTS FOR THE SLOVAK TEAM IN THE ESCC COMPETITION

The European Cybersecurity Challenge (ECSC) is an international competition organised by ENISA, the EU's cyber security agency, to inspire and encourage young people to study and pursue a career in cyber security.

The competition is open to participants up to 25 years of age. In 2023, the upper age limit for the competition is limited to the year of birth 1998 and above, including that year.

The official contact point for the ECSC competition in Slovakia is the Competence and Certification Centre for Cyber Security (KCCKB). The nomination and selection criteria for national team members are regulated by the KCCKB in accordance with the ECSC Competition Rules and information is available on the [website](#). The actual final of the ECSC European Competition will take place in October 2024 in Torino, Italy.

CyberGame players who meet the age limit, have accepted the contact option in the registration form and are interested in being nominated to the team, are included in the selection for the Slovak national team.

Based on these criteria, the KCCKB representative will inform the players meeting the criteria of the opportunity to participate in the selection for the national team nomination and further communication will be at the discretion of the KCCKB.

Team training and coordination is provided by KCCKB in cooperation with the Professional Sponsor and CyberGame Competition partners based on individual communication with participants and in accordance with ECSC rules.

OTHER PROVISIONS

Due to the anti-pandemic measures, price volatility on the technology market and their impact on the prizes mentioned above, the actual prize price will be announced to the winners in individual communication on the day of the results announcement in accordance with the statute and legislation of the Slovak Republic.

The Organiser also reserves the right to add additional prizes and categories and offers for players in accordance with the competition statutes.

In Bratislava, 13.3.2024