



HACKTHEBOX

**Legal &
Compliance:**

CTF Credits Terms

Version 1
Effective Date: 11 October 2024

CTF CREDITS TERMS

You should download a copy of these terms for future reference.

HACK THE BOX USES AN IN-PLATFORM CURRENCY KNOWN AS "CTF CREDITS" WITHIN ITS CAPTURE-THE-FLAG PLATFORM. SUBSCRIBERS CAN PURCHASE CTF CREDITS WITH REAL MONEY AND USE THEM TO CREATE, CUSTOMIZE AND MANAGE CAPTURE-THE-FLAG EVENTS.

THESE TERMS GOVERN YOUR PURCHASE AND USE OF CTF CREDITS. THESE TERMS ARE SUPPLEMENTAL TO HACK THE BOX'S TERMS OF SERVICE AND FORM PART OF THE SUBSCRIPTION AGREEMENT BETWEEN HACK THE BOX AND YOU PURSUANT TO WHICH YOU ACCESS AND USE THE SERVICES, INCLUDING THE CAPTURE-THE-FLAG PLATFORM.

PRIOR TO PURCHASING OR USING CTF CREDITS, YOU WILL BE PROMPTED TO SIGNIFY YOUR ACCEPTANCE OF THESE TERMS BY SELECTING OR CLICKING "ACCEPT". BY ACCEPTING, YOU CONFIRM THAT YOU HAVE READ, UNDERSTOOD AND AGREE TO BE LEGALLY BOUND BY THESE TERMS AND, IF YOU ARE ENTERING INTO THIS AGREEMENT ON BEHALF OF A LEGAL ENTITY, YOU REPRESENT THAT YOU HAVE THE AUTHORITY TO BIND SUCH ENTITY TO THESE TERMS, IN WHICH CASE THE TERM "**SUBSCRIBER**" SHALL REFER TO SUCH ENTITY.

1 DEFINITIONS

Unless expressly provided otherwise in these CTF Credits Terms, words and expressions which have particular meanings in the Terms of Service shall have the same meanings in these CTF Credits Terms. Subject to which, words and expressions used in these CTF Credits Terms shall have the respective meanings set forth in this Section 1.

"**CTF Credits**" means Hack The Box's in-platform currency that can be used to create, customize and manage CTF events.

"**Subscriber, you and your**" means the person purchasing the CTF Credits.

"**Terms of Service**" means Hack The Box's Terms of Service located at <https://resources.hackthebox.com/hubfs/Legal/B2BT.pdf>.

2 PURCHASE AND ALLOCATION OF CTF CREDITS

2.1 Payment Methods. The Subscriber may purchase CTF Credits through various payment methods provided on the Hack The Box platform. Accepted payment methods may include credit/debit cards, PayPal, wire transfers, or other payment processors as determined by Hack The Box. The availability of payment methods may vary based on the Subscriber's location.

2.2 Credit Allocation. Upon successful payment, the purchased CTF Credits will be allocated to the Subscriber's account and will be immediately available for use. The current balance of CTF Credits, along with a transaction history, will be displayed in the Subscriber's account dashboard.

2.3 Dynamic Pricing. Hack The Box reserves the right to adjust the pricing, value, or availability of CTF Credits at any time. Such changes will be communicated to the Subscriber at least 30 days in advance. Any CTF Credits purchased prior to the change will retain their original value.

2.4 Promotions and Discounts. Hack The Box may offer promotional CTF Credits or discounts. Such promotions will be subject to specific terms and may have limited validity. Promotional CTF Credits may have different expiry dates or usage restrictions compared to purchased CTF Credits.

3 USE OF CTF CREDITS

3.1 CTF Event Creation and Customization. CTF Credits serve as the primary currency for creating and configuring CTF events. Subscribers may utilize CTF Credits to acquire content bundles, referred to as "packs," which consist of pre-defined collections of challenges. Upon purchasing a pack, Subscribers are granted the option to select the desired number of challenges and are further permitted to modify these challenges post-purchase. Subscribers may also configure

event parameters, including but not limited to the number of challenges, and modify these parameters post-purchase.

3.2 The allocation and use of CTF Credits further allow for additional customization and flexibility in the event configuration, such as: (a) enabling Pwnbox virtual machines for participants; (b) extending the event duration beyond the standard time limit; (c) increasing the number of participants permitted; and (d) accessing or enabling custom-built challenges or unique event features. The ability to tailor these features is contingent upon the availability and allocation of the requisite CTF Credits, providing Subscribers with the means to create highly bespoke event experiences.

4 CONTENT OWNERSHIP

4.1 Content or challenges purchased with CTF Credits remain the intellectual property of Hack The Box or its licensors. The Subscriber is granted a non-exclusive, limited license to use such content strictly within the context of their CTF event.

5 CTF CREDITS MANAGEMENT

5.1 Expiry of Credits:

- Standard Expiry: CTF Credits expire on the earliest to occur of the following: (a) the end of the period of 12 months commencing on the date of purchase; (b) the end of the Subscription Term (as defined in the Terms of Service); and (c) the date of termination of the Agreement (as defined in the Terms of Service). Unused CTF Credits will be forfeited on expiry.

- Promotional CTF Credits: CTF Credits granted through promotions may have shorter expiry periods as specified in the promotional terms.

5.2 Transfer Restrictions. CTF Credits are non-transferable between accounts or organisations. The Subscriber cannot transfer, resell, or exchange CTF Credits for cash or any other form of compensation outside the Hack The Box platform.

5.3 Refunds and Reversals. All purchases of CTF Credits are final and non-refundable. In the event of a technical issue, error during the purchase, or platform malfunction, the Subscriber must contact Hack The Box support

within 30 days of the transaction. Refunds or reversals will be handled on a case-by-case basis at Hack The Box's sole discretion.

5.4 Account Termination. If the Subscriber's account is terminated or suspended for violating the Terms of Service or User Agreement or Acceptable Use Policy, all CTF Credits associated with the account will be forfeited without refund.

6 SUBSCRIBER RESPONSIBILITIES

6.1 Account Security. The Subscriber is responsible for safeguarding their account credentials. Hack The Box is not liable for unauthorized access to an account resulting from the Subscriber's failure to secure their login information. The Subscriber should notify Hack The Box immediately if they suspect any unauthorized use of their account or CTF Credits.

6.2 Misuse of Credits. The Subscriber must ensure that CTF Credits are used in accordance with Terms of Service and Acceptable Use Policy. Misuse of CTF Credits, including attempts to manipulate or exploit the platform, may result in forfeiture of CTF Credits, event cancellation, and potential account suspension or termination.

7 ADDITIONAL PROVISIONS RELATING TO VIRTUAL CURRENCIES/ GOODS

7.1 Limited License. Purchasing CTF Credits grants the Subscriber a limited, personal, revocable, non-transferable, non-sublicensable license to use the CTF Credits within the Hack The Box platform. The Subscriber does not own the CTF Credits or any virtual goods associated with them and acknowledge that all rights remain with Hack The Box or its licensors.

7.2 Management Rights. Hack The Box retains the right to manage, regulate, control, modify, and/or eliminate CTF Credits and virtual goods at its sole discretion. This may include adjusting the value, availability, or functionality of CTF Credits. Hack The Box shall not be liable for any loss of CTF Credits or virtual goods resulting from the exercise of these rights.

7.3 Transfer Restrictions. Transfers of CTF Credits and virtual goods are strictly prohibited unless explicitly authorized within the Hack The Box platform. Any attempt to transfer CTF Credits or virtual goods outside the platform or exchange them for real-world money or other values is a violation of these CTF Credits Terms and may result in a permanent ban from the Service.

7.4 Finality of Sales. All sales of CTF Credits and virtual goods are final. Refunds will not be provided except at Hack The Box's sole discretion. CTF Credits and virtual goods are forfeited if the Subscriber's account is terminated or suspended for any reason.

7.5 No Resale. Subscribers may not resell CTF Credits or virtual goods. Any attempt to do so is a violation of these CTF Credits Terms and will result in immediate account termination and forfeiture of all CTF Credits and virtual goods.

7.6 Changes in Legal Compliance. The Subscriber acknowledges that Hack The Box may need to alter or suspend the CTF Credit system or its usage to comply with changes in applicable laws or regulations. In such cases, Hack The Box will strive to provide reasonable notice and options to the Subscriber.

8 CTF CREDIT CALCULATION

8.1 Credit Calculation Overview. The total

CTF Credits required for setting up a CTF event depends on multiple factors, including the number of challenges, the use of Pwnbox, and the number of participants. CTF Credits are calculated on a daily basis, and the cost structure is subject to change. E.g.:

(a) Number of Challenges:

- 10 Challenges: 4000 CTF Credits
- 15 Challenges: 6000 CTF Credits
- 20 Challenges: 8000 CTF Credits

(b) Pwnbox Usage:

- Pwnbox per user: 25 CTF Credits/Day

(c) Participants and Event Duration:

- Up to 100 users: 1000 CTF Credits/Day
- 101 to 200 users: 2000 CTF Credits/Day
- 201 to 300 users: 3000 CTF Credits/Day
- 301 to 400 users: 4000 CTF Credits/Day
- 401 to 500 users: 5000 CTF Credits/Day
- 501 to 1000 users: 10000 CTF Credits/Day

8.2 Dynamic Adjustment. The required CTF Credits for an event may vary depending on real-time adjustments, such as adding participants, extending event duration, or adding more challenges after initial setup. Any additional CTF Credits required will be deducted from the Subscriber's balance.

Example: For a 2-day CTF Event with 15 challenges, 300 participants, and 100 users using Pwnbox:

<u>(a) Challenges</u> : x15	6000 CTF Credits
<u>(b) Pwnbox</u> : 100 users x 25 CTF Credits/day x 2 days	5000 CTF Credits
<u>(c) Participants</u> : 300 participants x 3000 CTF Credits/day x 2 days	6000 CTF Credits
<u>Total</u> :	17,000 CTF Credits



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