

UniVsThreats26 Finals Conclusions

2 May 2026 11:15 — 2 May 2026 19:15

Executive Summary

15

REGISTERED TEAMS

14

SCORING TEAMS

93.3%

PARTICIPATION CONVERSION

65

TOTAL SOLVES

742

TOTAL ATTEMPTS

8.8%

GLOBAL SUCCESS RATE

294.0

MEDIAN SCORE / TEAM

4.0

MEDIAN SOLVES / TEAM

93.4%

TOP 10 SCORE SHARE

4.47

AVERAGE CHALLENGE RATING

40.0%

RATED CHALLENGE COVERAGE

24.6%

LATE-GAME VOLATILITY

Headline Insights

The contest had 14/15 scoring teams (93.3%).

Global solve efficiency was 8.8% with 65 solves over 742 attempts.

Top represented country was Unknown with 48 participants.

Hardest challenge by solve-rate was Andromeda Casino - Dice.

Average challenge rating was 4.47 (15 ratings).

RubiyaLab led first-bloods with 5.

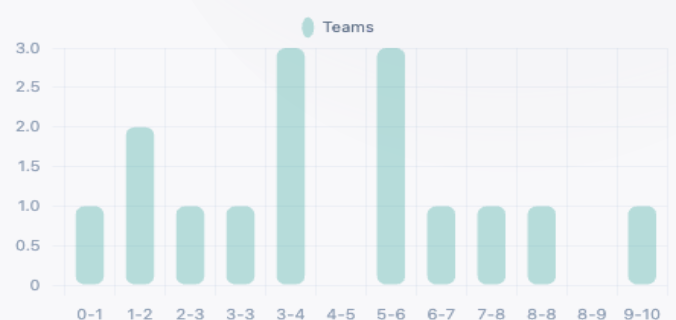
Scoring & Difficulty Curve

SCORE DISTRIBUTION HISTOGRAM



Q1=201.0, Median=294.0, Q3=495.0, Skewness=1.55
Near-zero teams: 1 | Top-decile teams: 3

SOLVE COUNT DISTRIBUTION HISTOGRAM



Difficulty Tier Balance

EASY	MEDIUM	HARD
9	3	8

Contest Overview

CONTEST ID	331777632691552451	PARTICIPANT TYPE	1
TEAM SIZE	4	CHALLENGE COUNT	20
REGISTRATION END	2 May 2026 18:05	CHALLENGE CATEGORIES	BLOCKCHAIN, CRYPTO, FORENSICS-HARDWARE, FULLPWN, MOBILE, PROGRAMMING, PWN, REVERSE, STEGANO, WEB

Participation & Demographics

PARTICIPANT GEOGRAPHY



Score per Member by Country

Only countries with more than 5 members are shown.

MEMBERS VS TOTAL SCORE BY COUNTRY



Each dot is a country. Countries above the trend line are scoring higher than expected for their size.

Category Breakdown

CATEGORY	TEAMS	SOLVES	TOTAL SCORE
Open	12	60	8827
University	1	4	201
Romanian High School	1	1	50

Top Countries (Members)

COUNTRY	COUNT
Unknown	48

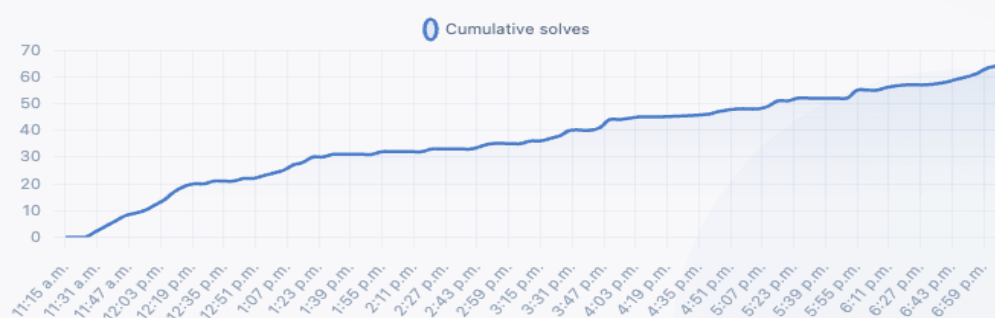
Category Coverage Per Team

CATEGORIES SOLVED	TEAMS
0	1
1	3
2	1
3	5
4	3
6	2

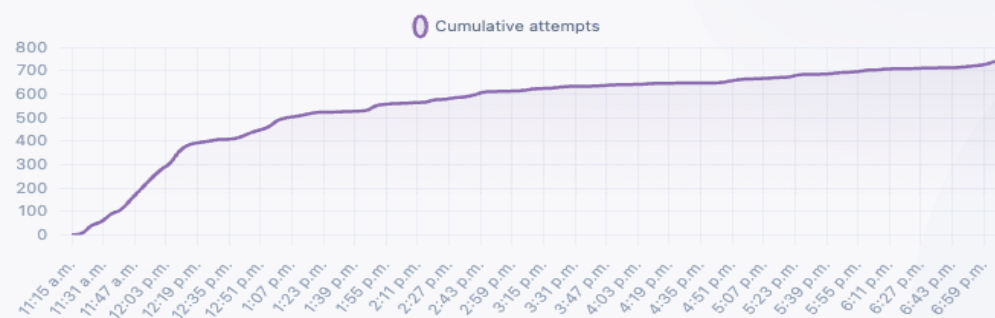
Competition Dynamics

04

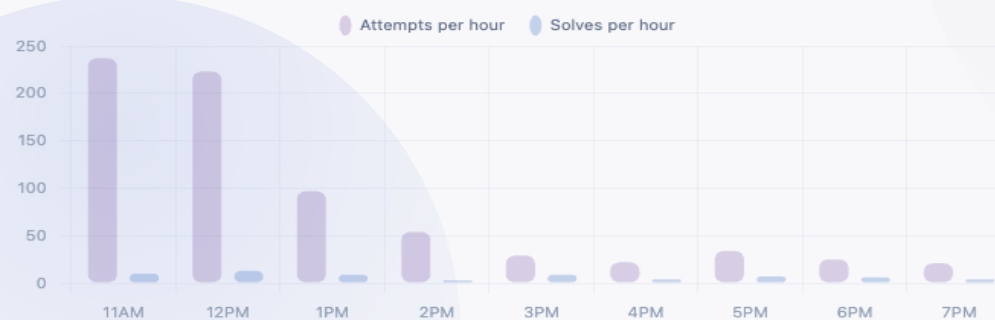
CUMULATIVE SOLVES OVER TIME



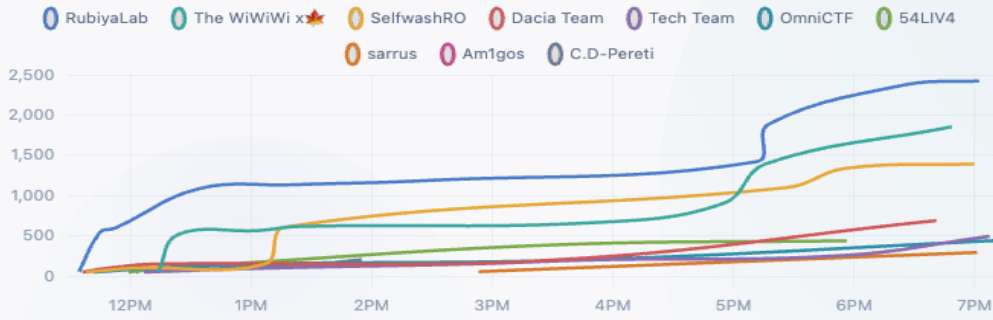
CUMULATIVE ATTEMPTS OVER TIME



HOURLY ACTIVITY (SOLVES/ATTEMPTS)



TOP 10 SCORE PROGRESSION



SOLVES BY CATEGORY



Per-Challenge Cumulative Solves

ANDROMEDA CASINO - DICE

No solves

UNKNOWN ECHOES



SPACESHIP BATTLE



ANDROMEDA CASINO - BLACKJACK



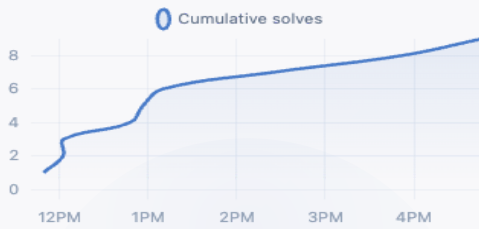
DUTY CALLS



ARTEMIS



STELLAR LENS



NEBULA RELAY



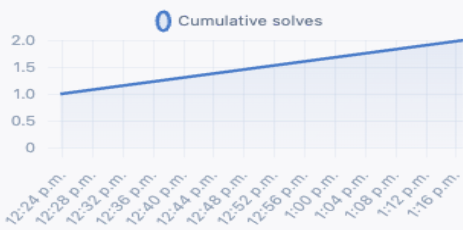
FIND THE SEED

No solves

WARM UP



PAPER CHAIN



DEAD SPACE

No solves

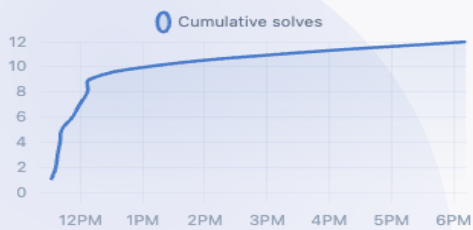
CRYOGENIC CHAMBER



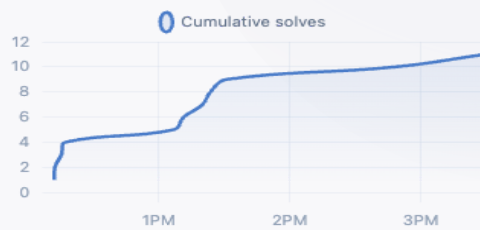
GRAVITY WELL

No solves

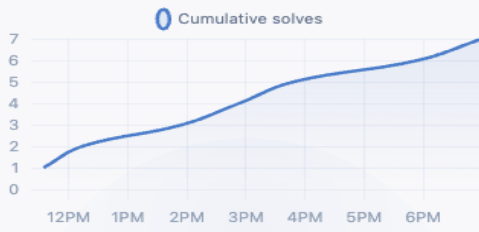
BLIND SIGHT



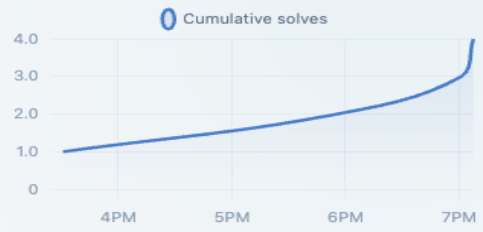
SOUND WAVES



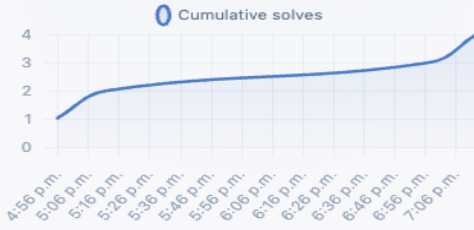
UNFORG3T



FAR FROM ORBIT



TRUTH POLICY



COSM1C_SY5T3M

No solves

Challenge Analytics

CHALLENGE	CATEGORY	POINTS	SOLVES	ATTEMPTS	SUCCESS %	ATTEMPTS/SOLVE	RATINGS	AVG RATING
Sound Waves	STEGANO	50	11	288	3.8%	26.18	2	5.00
Blind Sight	STEGANO	50	12	285	4.2%	23.75	2	3.00
Cryogenic Chamber	REVERSE	489	1	100	1.0%	100.00	0	—
Stellar Lens	MOBILE	50	9	16	56.3%	1.78	2	5.00
Artemis	FULLPWN	51	8	15	53.3%	1.88	2	3.00
UNf0rg3t	WEB	56	7	9	77.8%	1.29	0	—
Spaceship Battle	CRYPTO	489	1	5	20.0%	5.00	0	—
Far From Orbit	WEB	238	4	4	100.0%	1.00	3	5.00
Truth Policy	WEB	238	4	4	100.0%	1.00	1	5.00
Unknown Echoes	CRYPTO	489	1	3	33.3%	3.00	0	—
Andromeda Casino - Blackjack	CRYPTO	460	2	3	66.7%	1.50	2	5.00
Warm Up	PWN	489	1	3	33.3%	3.00	0	—
Duty Calls	FORENSICS-HARDWARE	489	1	2	50.0%	2.00	0	—
Nebula Relay	MOBILE	489	1	2	50.0%	2.00	0	—
Paper Chain	PWN	460	2	2	100.0%	1.00	1	5.00
Andromeda Casino - Dice	BLOCKCHAIN	500	0	1	0.0%	—	0	—
Find the seed	PROGRAMMING	500	0	0	0.0%	—	0	—
Dead Space	PWN	500	0	0	0.0%	—	0	—
Gravity Well	REVERSE	500	0	0	0.0%	—	0	—
C0sM1c_Sy5t3m	WEB	500	0	0	0.0%	—	0	—

Points by Category (Available vs Earned)

CATEGORY	AVAILABLE	EARNED	SOLVES	ATTEMPTS	SUCCESS %
BLOCKCHAIN	500	0	0	1	0.0%
CRYPTO	1438	1898	4	11	36.4%
FORENSICS-HARDWARE	489	489	1	2	50.0%
FULLPWN	51	408	8	15	53.3%
MOBILE	539	939	10	18	55.6%
PROGRAMMING	500	0	0	0	0.0%
PWN	1449	1409	3	5	60.0%
REVERSE	989	489	1	100	1.0%
STEGANO	100	1150	23	573	4.0%
WEB	1032	2296	15	17	88.2%

Time-to-Solve & Release Schedule

CHALLENGE	RELEASE	MEAN MIN	MEDIAN MIN	FIRSTBLOOD→MEDIAN GAP MIN
Andromeda Casino - Dice	2 May 2026 11:15	—	—	—
Unknown Echoes	2 May 2026 11:15	429.5	429.5	0.0
Spaceship Battle	2 May 2026 11:15	30.0	30.0	0.0
Andromeda Casino - Blackjack	2 May 2026 11:15	408.0	408.0	45.7
Duty Calls	2 May 2026 14:12	183.2	183.2	0.0
Artemis	2 May 2026 11:15	318.5	285.7	36.2
Stellar Lens	2 May 2026 11:15	137.4	101.5	67.4
Nebula Relay	2 May 2026 11:15	446.0	446.0	0.0
Find the seed	2 May 2026 11:15	—	—	—
Warm Up	2 May 2026 11:15	371.7	371.7	0.0
Paper Chain	2 May 2026 11:15	95.3	95.3	26.6
Dead Space	2 May 2026 11:15	—	—	—
Cryogenic Chamber	2 May 2026 11:15	79.0	79.0	0.0
Gravity Well	2 May 2026 11:15	—	—	—
Blind Sight	2 May 2026 11:15	88.5	40.8	24.1
Sound Waves	2 May 2026 11:15	120.4	116.5	59.3
UNf0rg3t	2 May 2026 11:15	227.9	218.3	198.8
Far From Orbit	2 May 2026 11:15	398.7	433.4	177.7
Truth Policy	2 May 2026 11:15	409.3	409.6	69.2
C0sM1c_Sy5t3m	2 May 2026 11:15	—	—	—

Feedback Summary

CATEGORY	RATED CHALLENGES	TOTAL RATINGS	AVG RATING
BLOCKCHAIN	0	0	—
CRYPTO	1	2	5.00
FORENSICS-HARDWARE	0	0	—
FULLPWN	1	2	3.00
MOBILE	1	2	5.00
PROGRAMMING	0	0	—
PWN	1	1	5.00
REVERSE	0	0	—
STEGANO	2	4	4.00
WEB	2	4	5.00

Rating Distribution

RATING	COUNT
1	2
2	0
3	0
4	0
5	13

RATING VS SOLVE RATE SCATTER



Zero-Rating Challenges

Andromeda Casino - Dice, Unknown Echoes, Spaceship Battle, Duty Calls, Nebula Relay, Find the seed, Warm Up, Dead Space, Cryogenic Chamber, Gravity Well, UNf0rg3t, C0sM1c_Sy5t3m

Feedback Term Themes

TERM	COUNT
been	1
trying	1
solve	1
problem	1
make	1
casino	1
placut	1
peak	1
fuckass	1
chall	1
fonts	1
world	1
best	1
hate	1

Challenge Feedback State (Love/Hate)

CHALLENGE	RATINGS	POSITIVE RATIO	NEGATIVE RATIO	STATE
Far From Orbit	3	100.0%	0.0%	loved
Andromeda Casino - Blackjack	2	0.0%	0.0%	insufficient_data
Artemis	2	0.0%	0.0%	insufficient_data
Stellar Lens	2	0.0%	0.0%	insufficient_data
Blind Sight	2	0.0%	0.0%	insufficient_data
Sound Waves	2	0.0%	0.0%	insufficient_data
Paper Chain	1	0.0%	0.0%	insufficient_data
Truth Policy	1	0.0%	0.0%	insufficient_data
Andromeda Casino - Dice	0	0.0%	0.0%	insufficient_data
Unknown Echoes	0	0.0%	0.0%	insufficient_data
Spaceship Battle	0	0.0%	0.0%	insufficient_data
Duty Calls	0	0.0%	0.0%	insufficient_data
Nebula Relay	0	0.0%	0.0%	insufficient_data
Find the seed	0	0.0%	0.0%	insufficient_data
Warm Up	0	0.0%	0.0%	insufficient_data
Dead Space	0	0.0%	0.0%	insufficient_data
Cryogenic Chamber	0	0.0%	0.0%	insufficient_data
Gravity Well	0	0.0%	0.0%	insufficient_data
UNf0rg3t	0	0.0%	0.0%	insufficient_data
C0sM1c_Sy5t3m	0	0.0%	0.0%	insufficient_data

Top First-Blood Teams

#	TEAM	FIRST BLOODS
1	RubiyaLab	5
2	The WiWiWi x 🌟	3
3	Dacia Team	2
4	3xh4ck5	1
5	SelfwashRO	1
6	H-T8	1
7	OmniCTF	1
8	54LIV4	1

First Blood by Challenge

CHALLENGE	TEAM	TIME
Blind Sight	H-T8	2 May 2026 11:31
UNf0rg3t	RubiyaLab	2 May 2026 11:34
Spaceship Battle	RubiyaLab	2 May 2026 11:45
Stellar Lens	Dacia Team	2 May 2026 11:49
Sound Waves	OmniCTF	2 May 2026 12:12
Paper Chain	The WiWiWi x 🌟	2 May 2026 12:23
Cryogenic Chamber	RubiyaLab	2 May 2026 12:33
Artemis	3xh4ck5	2 May 2026 15:24
Far From Orbit	54LIV4	2 May 2026 15:30
Truth Policy	The WiWiWi x 🌟	2 May 2026 16:55
Duty Calls	The WiWiWi x 🌟	2 May 2026 17:16
Andromeda Casino - Blackjack	RubiyaLab	2 May 2026 17:17
Warm Up	SelfwashRO	2 May 2026 17:26
Unknown Echoes	RubiyaLab	2 May 2026 18:24
Nebula Relay	Dacia Team	2 May 2026 18:40

Team-Level Highlights

Open Top 15

PLACE	TEAM	SCORE
1	RubiyalaLab	2422
2	The WiWiWi x🌟	1854
3	SelfwashRO	1393
4	Dacia Team	690
5	Tech Team	495
6	OmniCTF	444
7	54LIV4	439
8	sarrus	294
9	Am1gos	238
10	C.D-Pereti	206
11	H-T8	201
12	3xh4ck5	151

University Top 15

PLACE	TEAM	SCORE
1	KSAL Cyber Team	201

Romanian High School Top 15

PLACE	TEAM	SCORE
1	Check Engine	50

Score Gap Analysis

GAP 1ST↔2ND	GAP 10TH↔11TH	TEAM-SIZE VS PERFORMANCE CORRELATION
568	5	0.449

AI Analysis & Recommendations

Key Insights

- Contest suffered from severe difficulty imbalance with 25% unsolved challenges and extremely low 8.8% global success rate
- STEGANO category created major frustration with 573 attempts for only 23 solves, indicating poor challenge design
- WEB category was the clear winner with 88% success rate and universally positive feedback
- Strong team engagement despite difficulties, with 93% conversion rate and sustained activity throughout 8-hour duration
- Feedback reveals passionate player investment but significant frustration with specific challenge types

Contest Narrative

UniVsThreats26 Finals presented a challenging 8-hour gauntlet that tested 14 teams across 10 categories with space-themed challenges. While the contest achieved strong participation metrics with 93% team conversion and sustained engagement, it suffered from significant difficulty calibration issues that created a polarized experience. The competition was dominated by a few standout performers, with the top team scoring 568 points ahead of second place, suggesting either exceptional skill gaps or unbalanced challenge distribution. Despite these issues, players demonstrated remarkable persistence, generating 742 total attempts and providing passionate feedback that ranged from enthusiastic praise for well-designed challenges to frustrated criticism of poorly calibrated ones. The contest's space theme was well-executed in challenge naming, but the underlying difficulty curve needed significant adjustment to create a more balanced competitive environment.

What Worked

- ✓ WEB category delivered exceptional experience with 88% success rate and universal positive feedback
- ✓ Strong thematic consistency with space-themed challenge names creating immersive atmosphere
- ✓ High team retention with 93% conversion rate showing effective registration-to-participation pipeline
- ✓ Dynamic scoring system provided appropriate point distribution across difficulty tiers
- ✓ Sustained 8-hour engagement with teams active throughout entire duration

What Didn't

- ✗ STEGANO challenges created massive frustration with 573 attempts yielding only 23 solves
- ✗ Five challenges remained completely unsolved despite 742 total attempts
- ✗ Extreme difficulty spikes in REVERSE category with 100 attempts for single solve
- ✗ Poor feedback coverage at only 40% of challenges rated
- ✗ Significant score gaps suggesting unbalanced competitive environment

Satisfaction & Player Investment

Mixed satisfaction with passionate engagement but significant frustration points. Players showed high investment through sustained attempts and detailed feedback, but difficulty imbalances created polarized experiences.

Highlights

- ✓ WEB challenges universally praised as 'BEST WEB' and '10/10'
- ✓ CRYPTO casino-themed challenges appreciated for creativity
- ✓ Quick solve times on well-calibrated challenges showing good flow

Pain Points

- ✗ STEGANO font-based challenges causing extreme frustration
- ✗ REVERSE challenges with 100:1 attempt-to-solve ratios
- ✗ Blockchain and Programming categories completely inaccessible

Investment Level: High investment evidenced by 742 total attempts, passionate feedback comments, and sustained 8-hour participation despite frustrations

Participation & Engagement

ASPECT	ANALYSIS
Retention	Excellent retention with only 1 team failing to score and 93% conversion rate. Zero teams abandoned mid-contest, showing strong commitment despite difficulty spikes.
Engagement Curve	Peak activity in opening hour with 11 teams, sustained engagement throughout 8-hour duration. Late-contest activity remained strong with teams continuing attempts until final hours.
Competition Health	Unhealthy score distribution with 568-point gap between first and second place. Low tie density of 6.7% suggests insufficient competitive balance, though 14 scoring teams indicates broad participation.

Category Deep-Dive

WEB

Outstanding performance with 88% success rate and universal positive feedback

Difficulty Balance: Perfect progression from easy UNf0rg3t to medium-hard challenges

Standout Challenges: Far From Orbit, Truth Policy

Issues:

- × One unsolved challenge suggests potential difficulty spike

Suggestions:

- Maintain current approach
- Add more challenges to this successful category

STEGANO

Major problem area with 573 attempts for only 23 solves creating extreme frustration

Difficulty Balance: Severely miscalibrated with 4% success rate

Standout Challenges: Blind Sight, Sound Waves

Issues:

- × Font-based challenges causing 'fuckass chall' reactions
- × Attempt-to-solve ratios over 20:1

Suggestions:

- Complete redesign of difficulty curve
- Reduce reliance on obscure font knowledge
- Add intermediate difficulty steps

CRYPTO

Solid performance with creative casino theme and 36% success rate

Difficulty Balance: Good spread across difficulty levels

Standout Challenges: Andromeda Casino - Blackjack

Issues:

- × One unsolved Dice challenge
- × Mixed feedback on implementation

Suggestions:

- Continue casino theme
- Calibrate hardest challenges for at least one solve

MOBILE

Well-balanced category with 56% success rate and good engagement

Difficulty Balance: Appropriate easy-to-hard progression

Standout Challenges: Stellar Lens

Issues:

- × Limited challenge count

Suggestions:

- Expand category with more challenges
- Maintain current difficulty calibration

PWN

Decent performance with 60% success rate but uneven distribution

Difficulty Balance: One perfect-solve challenge, one unsolved challenge

Standout Challenges: Paper Chain

Issues:

- × Dead Space remained unsolved
- × Limited attempt engagement

Suggestions:

- Add medium-difficulty challenges
- Improve challenge accessibility

REVERSE

Problematic category with 1% success rate and extreme attempt ratios

Difficulty Balance: Severely imbalanced with 100 attempts for single solve

Standout Challenges: Cryogenic Chamber

Issues:

- × Gravity Well unsolved
- × Massive attempt-to-solve disparity

Suggestions:

- Major difficulty recalibration needed
- Add stepping-stone challenges
- Provide better hints or guidance

FULLPWN

Single challenge with reasonable 53% success rate

Difficulty Balance: Appropriate for category scope

Standout Challenges: Artemis

Issues:

- × Mixed feedback ratings
- × Limited category representation

Suggestions:

- Expand category
- Clarify challenge requirements

FORENSICS-HARDWARE

Limited single-challenge category with 50% success rate

Difficulty Balance: Reasonable for specialized category

Standout Challenges: Duty Calls

Issues:

- ✗ Insufficient category representation

Suggestions:

- Add more challenges
- Expand hardware component

BLOCKCHAIN

Complete failure with zero solves despite attempts

Difficulty Balance: Completely inaccessible difficulty level

Standout Challenges: Andromeda Casino - Dice

Issues:

- ✗ No successful solves
- ✗ Single attempt suggests immediate abandonment

Suggestions:

- Major redesign required
- Add beginner-friendly blockchain challenges
- Provide educational resources

PROGRAMMING

Complete failure with zero attempts or engagement

Difficulty Balance: Inaccessible or poorly presented

Standout Challenges: Find the seed

Issues:

- ✗ Zero engagement
- ✗ Complete player avoidance

Suggestions:

- Redesign challenge presentation
- Ensure clear problem statements
- Add algorithmic variety

Challenge Reception

CHALLENGE	RECEPTION	DIFFICULTY ASSESSMENT	FEEDBACK THEMES
Andromeda Casino - Dice	Completely avoided with only 1 attempt and zero solves	Severely overtuned for competition level	No feedback due to lack of engagement
Unknown Echoes	Limited engagement with single solve after 3 attempts	Appropriately challenging for advanced crypto	No feedback available
Spaceship Battle	Quick first blood but limited follow-up engagement	Good difficulty for early crypto challenge	No feedback available
Andromeda Casino - Blackjack	Positive reception with creative casino theme	Well-calibrated with 67% success rate	Appreciation for casino creativity; Enjoyable problem-solving experience
Duty Calls	Moderate engagement with single solve	Appropriate for forensics category	No feedback available
Artemis	Good engagement with 8 solves but mixed ratings	Well-balanced for fullpwn category	Mixed reactions from 'top rau' to 'gg mi a placut'
Stellar Lens	Excellent engagement with 9 solves and positive ratings	Perfect entry-level mobile challenge	Positive reception with 5-star ratings
Nebula Relay	Limited engagement with late single solve	Appropriately challenging for advanced mobile	No feedback available
Find the seed	Completely ignored with zero attempts	Inaccessible or poorly presented	No engagement to generate feedback
Warm Up	Moderate engagement with single solve	Misnamed as 'warm up' given difficulty	No feedback available
Paper Chain	Excellent reception with perfect solve rate and positive feedback	Perfectly calibrated pwn challenge	Enthusiastic 'peak' response
Dead Space	Completely avoided with zero attempts	Inaccessible difficulty level	No engagement to generate feedback
Cryogenic Chamber	Extremely frustrating with 100 attempts for single solve	Severely overtuned creating grinding experience	No feedback but attempt pattern shows frustration
Gravity Well	Completely avoided with zero attempts	Inaccessible or poorly presented	No engagement to generate feedback
Blind Sight	Extremely negative reception despite 12 solves	Poor design with 24:1 attempt ratio	Explicit frustration with 'Fuckass chall' comment
Sound Waves	Mixed reception with font-related frustration but eventual appreciation	Overtuned with 26:1 attempt ratio	Font knowledge frustration turning to appreciation
UNf0rg3t	Good engagement with 7 solves and reasonable attempt ratio	Well-calibrated entry-level web challenge	No feedback but good solve metrics
Far From Orbit	Universally loved with perfect solve rate and enthusiastic feedback	Perfectly calibrated with excellent design	Enthusiastic '10/10 BEST WEB' praise
Truth Policy	Positive reception despite JavaScript frustration	Well-balanced web challenge	JavaScript-related frustration but overall appreciation
C0sM1c_Sy5t3m	Completely avoided with zero attempts	Inaccessible or poorly presented	No engagement to generate feedback

Difficulty Curve & Scoring

Severely imbalanced with too many unsolvable challenges and insufficient stepping stones between easy and impossible

- × No beginner-friendly blockchain or programming challenges
- × Extreme jumps from easy to expert level

Scoring Analysis: *Dynamic scoring system functioned correctly but couldn't compensate for fundamental difficulty calibration issues*

Recommendations:

- Add intermediate difficulty challenges in all categories
- Ensure every challenge has at least one solve
- Create smoother progression curves
- Test challenges with target skill levels before deployment

Recommendations for Next Edition

1. Redesign STEGANO category completely to reduce attempt-to-solve ratios below 10:1
2. Add beginner-friendly challenges to BLOCKCHAIN and PROGRAMMING categories
3. Expand successful WEB category with more challenges maintaining current quality
4. Implement mandatory playtesting with target skill groups before contest
5. Create intermediate difficulty challenges in REVERSE and CRYPTO categories
6. Improve feedback collection with post-solve surveys for better coverage
7. Add hint systems for challenges with >50 attempts and zero solves
8. Balance score distribution by adjusting point values for accessibility
9. Expand MOBILE and FORENSICS categories with more challenge variety
10. Implement real-time difficulty monitoring during contest
11. Create clearer challenge descriptions to improve initial engagement
12. Add educational resources for specialized categories like blockchain

Appendix: Methodology & Data Quality

Key formulas: $success_rate = solves/attempt$ s; $attempts_per_solve = attempts/solves$; $participation_conversion = scoring_teams/registered_teams$; $top10_score_share = sum(top10\ score)/sum(all\ scores)$.

All Country Counts

COUNTRY	COUNT
Unknown	48

Quality Flags

LEVEL	CODE	MESSAGE
INFO	validation_clean	No data-quality issues detected by validation gates.

Attempt & Submission Quality (Top brute-force risk)

CHALLENGE	UNIQUE ATTEMPTING	UNIQUE SOLVING	UNIQUE FAILED-ONLY	ATTEMPTS/SOLVE	BRUTE-FORCE FLAG
Cryogenic Chamber	3	1	2	100.00	YES
Sound Waves	12	11	1	26.18	YES
Blind Sight	13	12	1	23.75	YES
Spaceship Battle	3	1	2	5.00	NO
Unknown Echoes	1	1	0	3.00	NO
Warm Up	3	1	2	3.00	NO
Duty Calls	2	1	1	2.00	NO
Nebula Relay	2	1	1	2.00	NO
Artemis	9	8	1	1.88	NO
Stellar Lens	10	9	1	1.78	NO
Andromeda Casino - Blackjack	3	2	1	1.50	NO
UNf0rg3t	7	7	0	1.29	NO
Paper Chain	2	2	0	1.00	NO
Far From Orbit	4	4	0	1.00	NO
Truth Policy	4	4	0	1.00	NO
Andromeda Casino - Dice	1	0	1	0.00	NO
Find the seed	0	0	0	0.00	NO
Dead Space	0	0	0	0.00	NO
Gravity Well	0	0	0	0.00	NO
C0sM1c_Sy5t3m	0	0	0	0.00	NO

Engagement & Retention

METRIC	VALUE
Teams with 0 solves but at least 1 attempt	0
Active-hour points tracked	9

Dynamic Scoring Formula Parameters

CHALLENGE	MIN POINTS	MAX POINTS	SCORING INTERVAL	SCORING TYPE
Andromeda Casino - Dice	50	500	0	1
Unknown Echoes	50	500	0	1
Spaceship Battle	50	500	0	1
Andromeda Casino - Blackjack	50	500	0	1
Duty Calls	50	500	0	1
Artemis	50	250	0	1
Stellar Lens	50	500	0	1
Nebula Relay	50	500	0	1
Find the seed	50	500	0	1
Warm Up	50	500	0	1
Paper Chain	50	500	0	1
Dead Space	50	500	0	1
Cryogenic Chamber	50	500	0	1
Gravity Well	50	500	0	1
Blind Sight	50	500	0	1
Sound Waves	50	500	0	1
UNf0rg3t	50	500	0	1
Far From Orbit	50	500	0	1
Truth Policy	50	500	0	1
C0sM1c_Sy5t3m	50	500	0	1