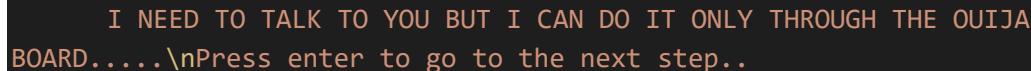


Ethereal crackme writeUp

You have been given 2 executables. In the HauntedImage one after reversing you can see that there is some xor operations happen and an image is formed, But this image is not recognizable.

If nothing is passed to this executable then it exors 2 vectors storing a hex dump and create a non recognizable image . One of this hex dump is actually a download link of an image. If you pass this image to the HauntedImage executable you get another image of an Ouija board.

After reversing the HauntedCurcor excutable we get to know that its waiting for paint to be opened. After paint is opened a message is displayed on the screen.



```
I NEED TO TALK TO YOU BUT I CAN DO IT ONLY THROUGH THE OUIJA  
BOARD.....\nPress enter to go to the next step..
```

From this you get to know that you have to open the Ouija board in full screen.

After this you need to press enter. (we get to know this after reversing the executable.)

Once this is done the cursor is automatically moved to specific location of the screen. And at these locations there is a letter on the Ouija board that is the flag.

But however if you run the HauntedCurcor excutable without passing a value you see that the cursor moves outside the screen. After you reversed the executable you get to know that you have to pass the avg of the x coordinates at which the cursor movies i.e the value is 645.

So if you pass this value and run the executable and open paint and then the image in full screen the cursor moves to locations at which the letters of the flag are present in the uoija board image.

Flag is : VishwaCTF{p0lt3rg3i5tp0int3r}