Memecat BattleStation (FlareOn CTF)

Description:

Welcome to the Sixth Flare-On Challenge!

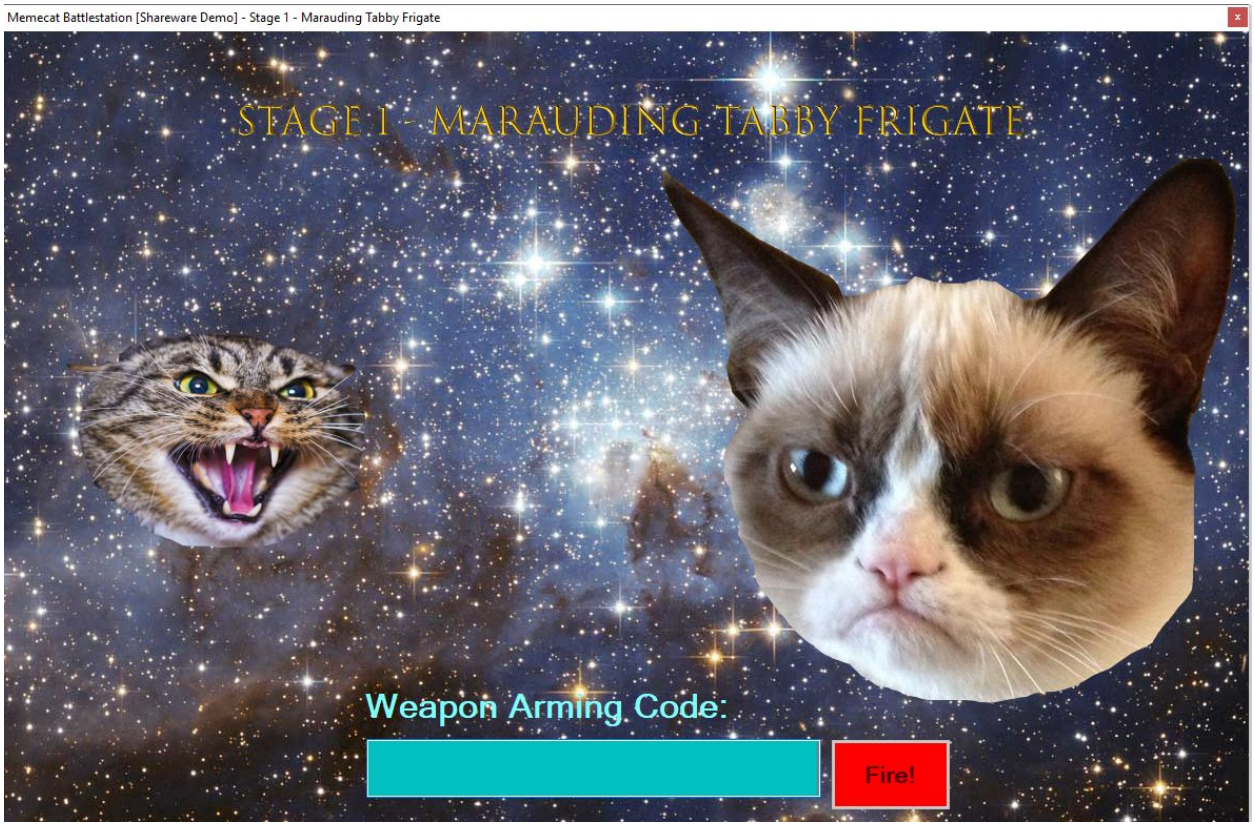
This is a simple game. Reverse engineer it to figure out what "weapon codes" you need to enter to defeat each of the two enemies and the victory screen will reveal the flag. Enter the flag here on this site to score and move on to the next level.

* This challenge is written in .NET. If you don't already have a favorite .NET reverse engineering tool I recommend dnSpy

** If you already solved the full version of this game at our booth at BlackHat or the subsequent release on twitter, congratulations, enter the flag from the victory screen now to bypass this level.

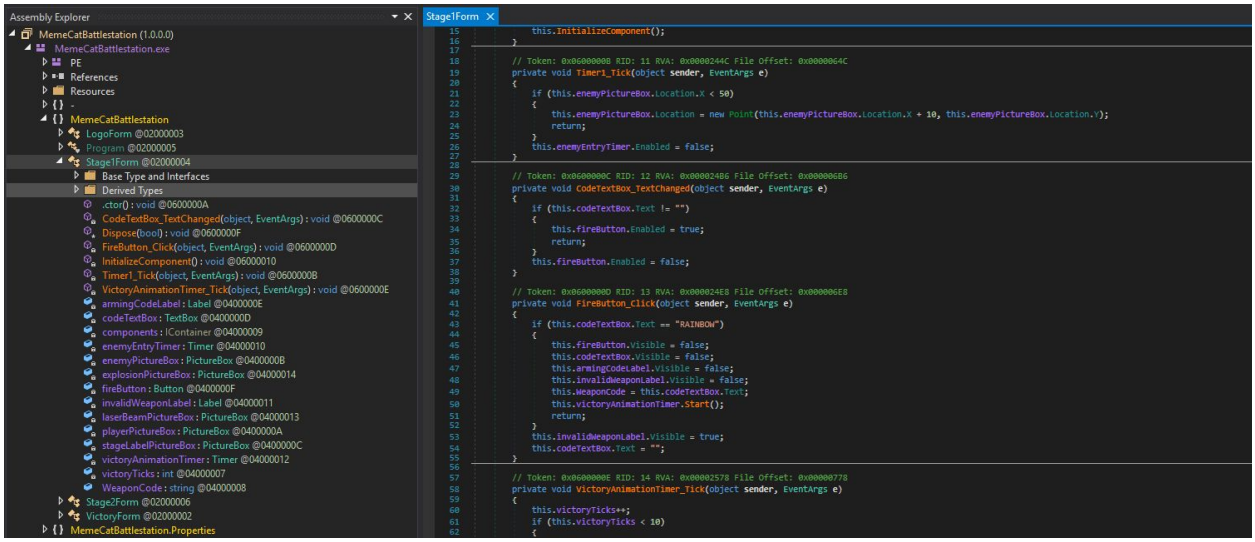
Challenge:

Running given exe file MemeCatBattlestation.exe shows Stage 1 Weapon Arming Code

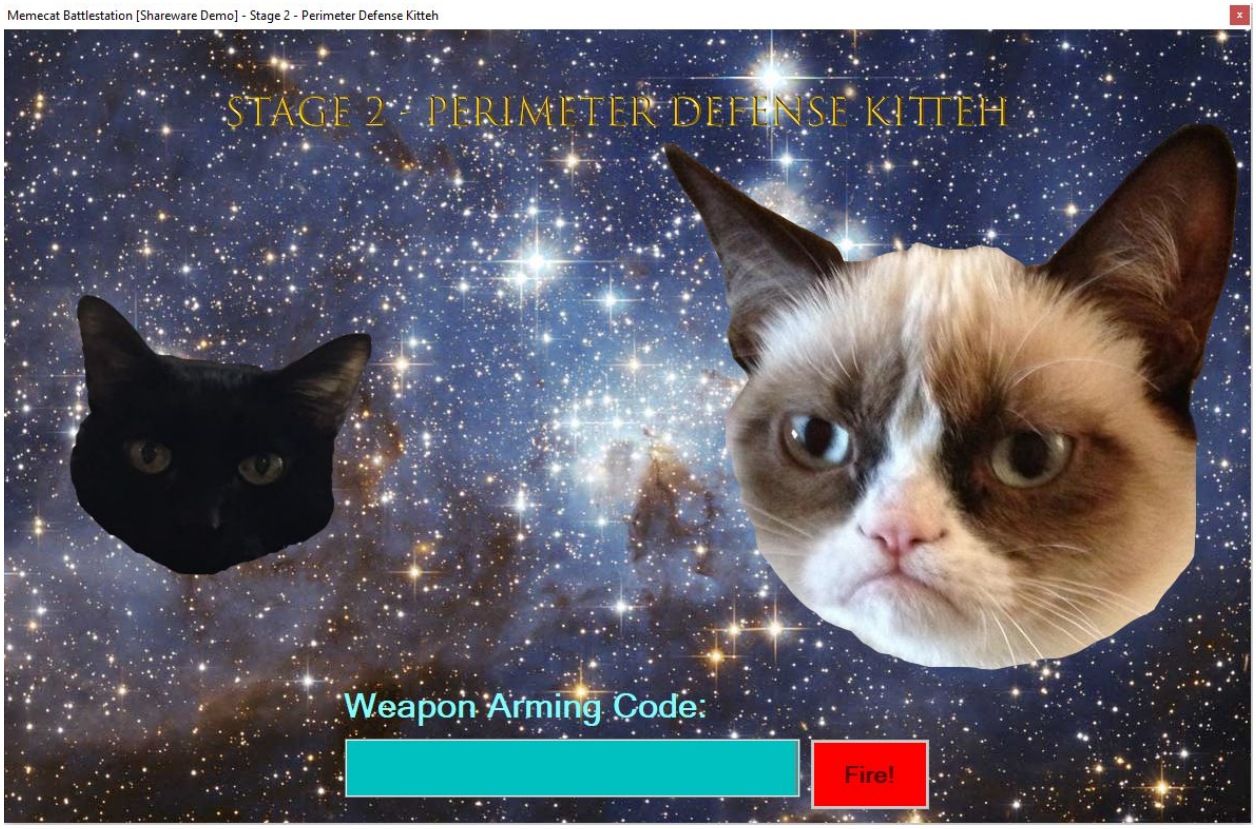


As mentioned in the challenge description we can simply start reversing this binary with .Net decompilers. My first pick will be dnSpy.

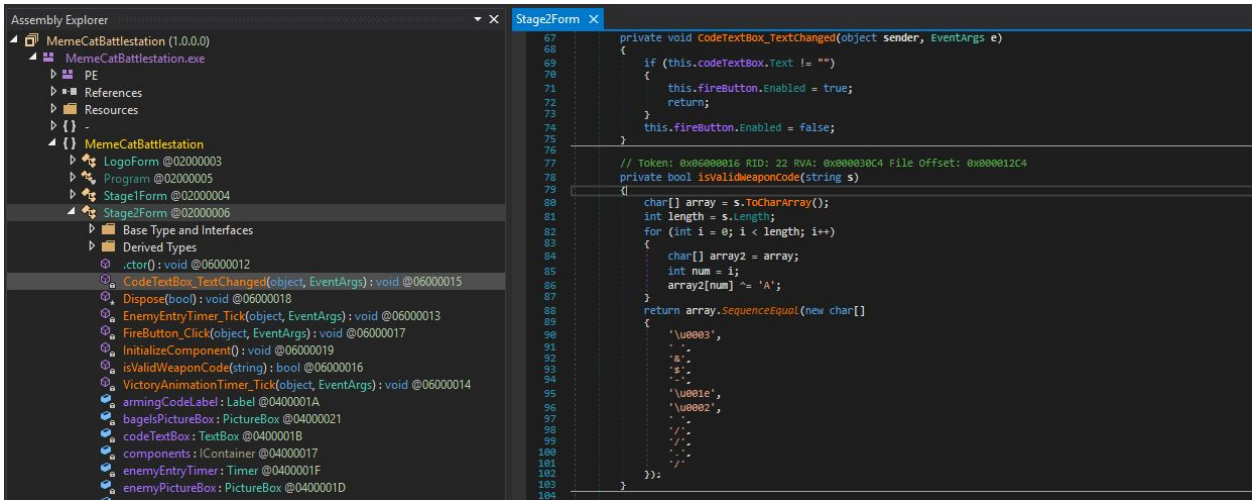
Opening this exe in dnSpy shows **Stage1Form** which had below code snippet



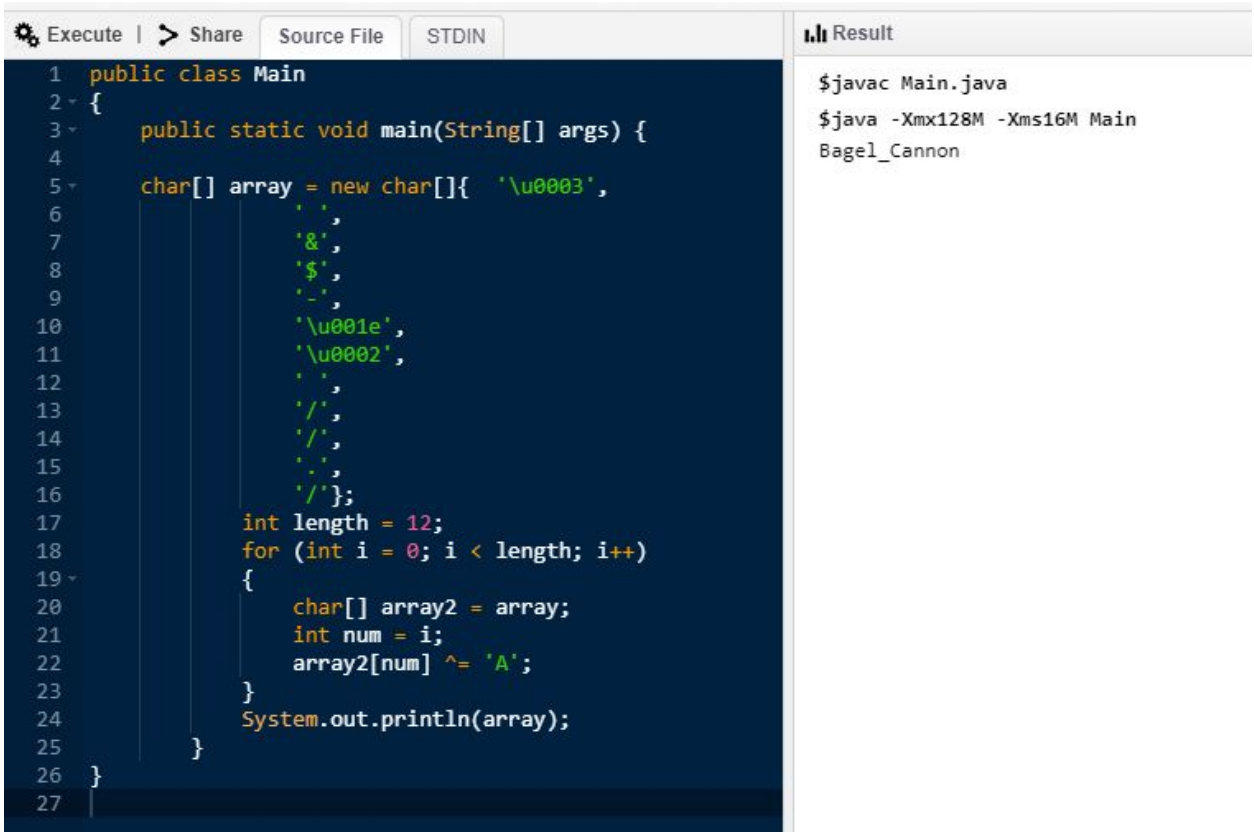
We can see function **FireButton_Click** which contains string **RAINBOW.** Typing that in input field redirects us to Stage 2



Now checking **Stage2Form** shows another interesting function **isValidWeaponCode()**



This code is straightforward it just takes an array and does XOR operation with A.




```java
public class Main
{
    public static void main(String[] args) {

    char[] array = new char[]{  '\u0003',
                    ' ',
                    '&',
                    '$',
                    '-',
                    '\u001e',
                    '\u0002',
                    ' ',
                    '/',
                    '/',
                    '.',
                    '/'};
                int length = 12;
                for (int i = 0; i < length; i++)
                {
                    char[] array2 = array;
                    int num = i;
                    array2[num] ^= 'A';
                }
                System.out.println(array);
            }
}
```

So the Stage2 Weapon Arming Code will be **Bagel_Cannon**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