



## Mission Name

StrangerStrings

## Background

Claire and Ethan leave Paris, heading to Euphea in Shanghai - Their transport is hijacked, changing course to an unknown destination. Ethan has to battle the autopilot of the Sky-Cage. He successfully hacks into the system. But doesn't stop the ambush. Dr.Pinche encourages Ethan to run a simulator to check if bug works perfect.

## Technical High-Level Overview

A Windows PE binary is provided to the player. The goal of this challenge is to identify encrypted strings, acting as a simulator to catch the bug. Taking into account the level of this challenge, player should use a tool named floss from FireEye due to RC4 encryption was used to hide the "bug". This tool eases the analysis of encrypted strings with any encryption knowledge or reversing capacities.

## Short Description

You're going to act as a simulator to catch the bug. For this purpose, you must analyse a Windows PE binary to locate encrypted strings.

## Mission Description

You're going to act as a simulator to catch the bug. For this purpose, you must analyse a Windows PE binary to locate encrypted strings. Once you see the main string, please insert the number. We know your level in terms of reversing, so use a specific tool located in your computer to achieve it.

## Location

MOZAMBIQUE - SHAX - DR PINCHE

## Tools

- floss

## Questions

How many Unicode strings were you able to find?

- 2

Which compiler was used?

- GNU Compiler

Which language was used to compile it?

- C

## Hints

1. Inside the binary, there's an encrypted string
2. The encryption method is RC4.
3. Use the tool FLOSS to decrypt it.

# Write Up

## Linux Method

Run `./floss /home/Challenges/11_StrangerStrings/sandboxing.exe` from `/home/tools`

```
WtNqK
Tw9A
If you see this Dr.Pinche was right, bugcode:1174856
5473894744321112074
csec
999A

FLOSS extracted 1 stackstrings
899A

Finished execution after 4.130994 seconds

(root🐼kali)-[/home/tools]
# ./floss /home/challenges/11_StrangerStrings/sandboxing.exe
```

Figure 1

## Windows Method

First of all player must locate the necessary tool inside his own computer, **Floss**. Then, execute to get all strings including encrypted strings:

Finally player will able to see a specific message: If you see this Dr.Pinche was right, bugcode: 1174856

flag{1174856}