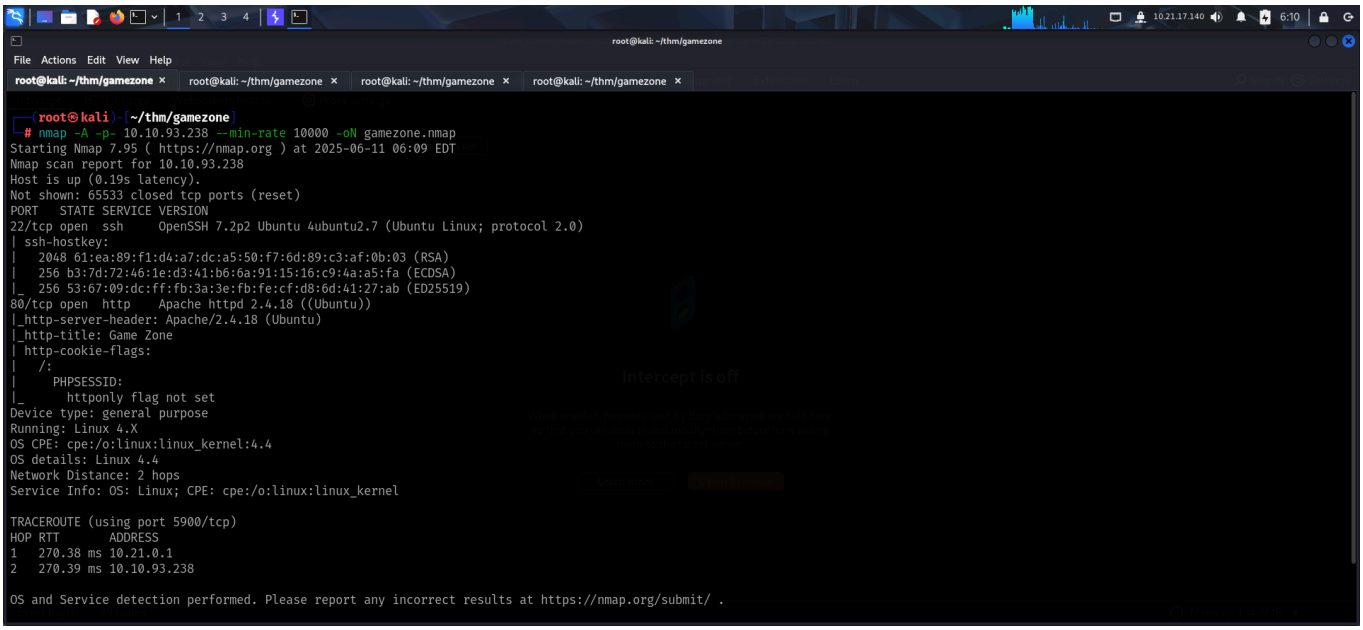
GAMEZONE

To access the machine, click on the link given below:

- https://tryhackme.com/room/gamezone

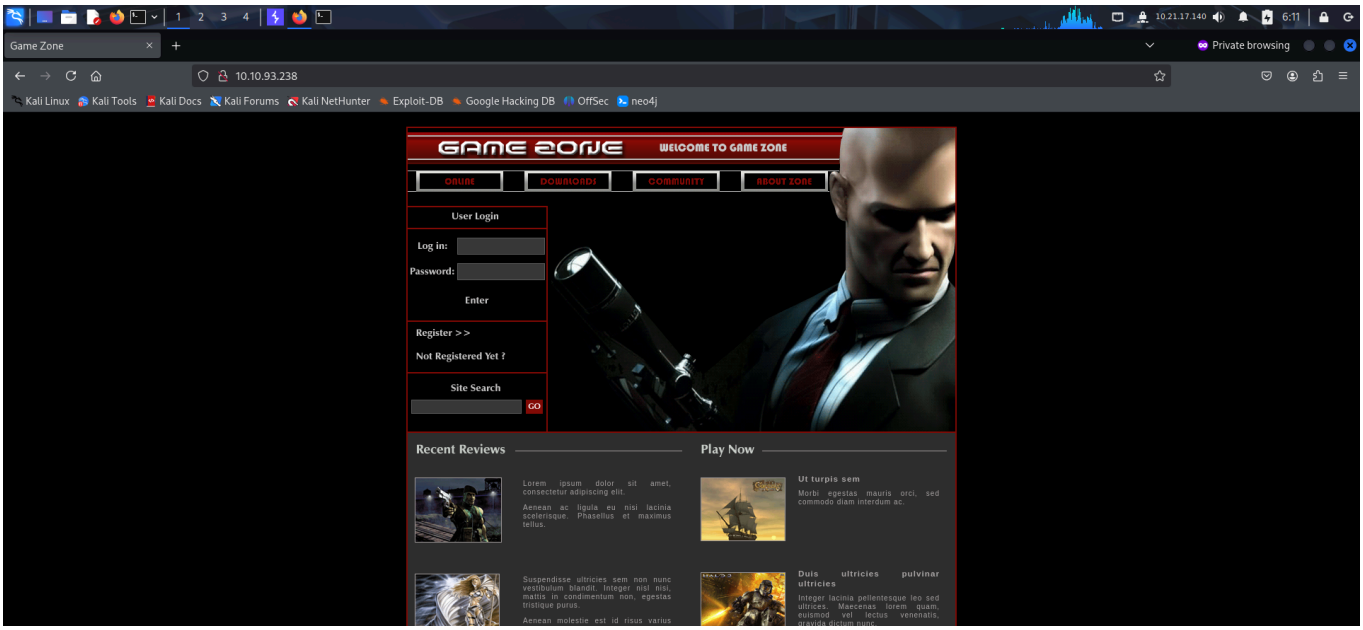
SCANNING

I performed an **nmap** aggressive scan to find open ports, services running and run default **nse** scripts.

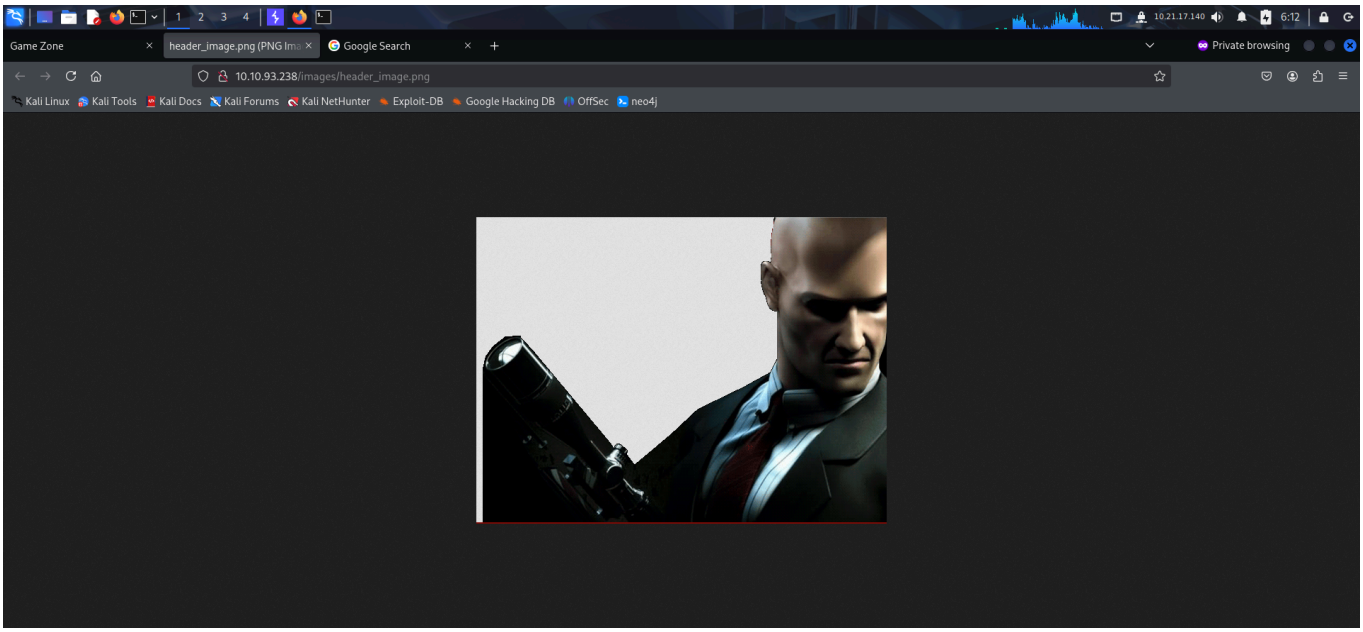


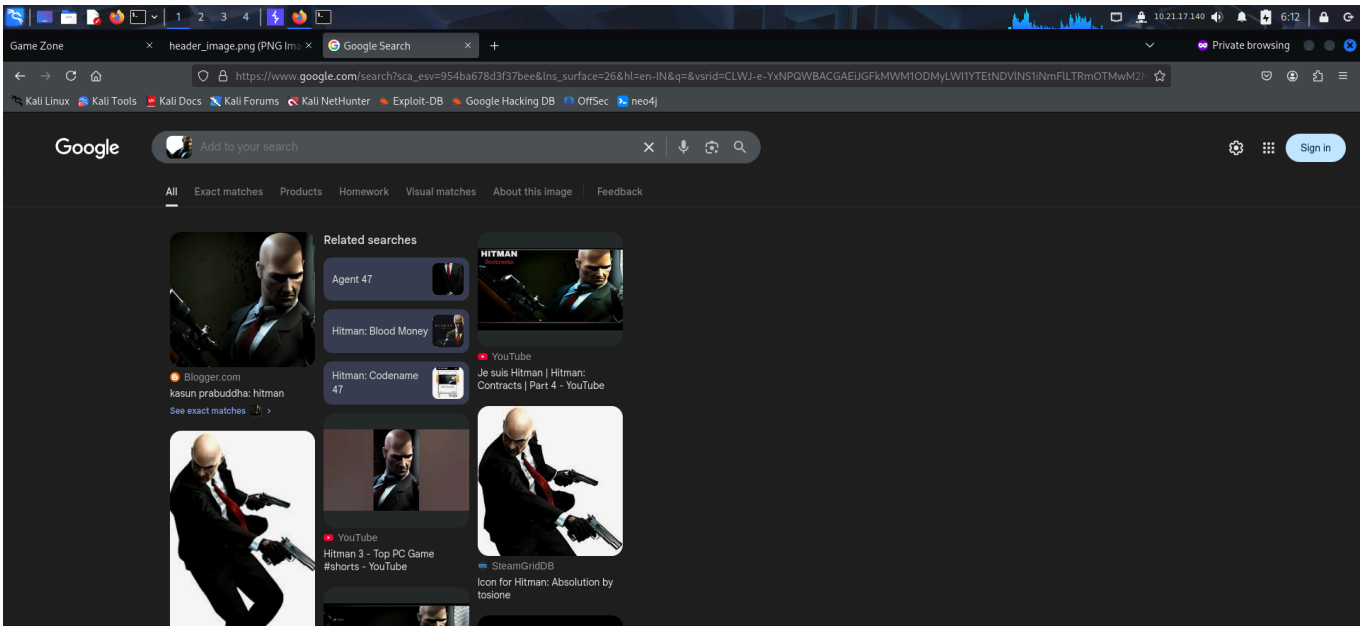
FOOTHOLD

I accessed the web server through my browser.

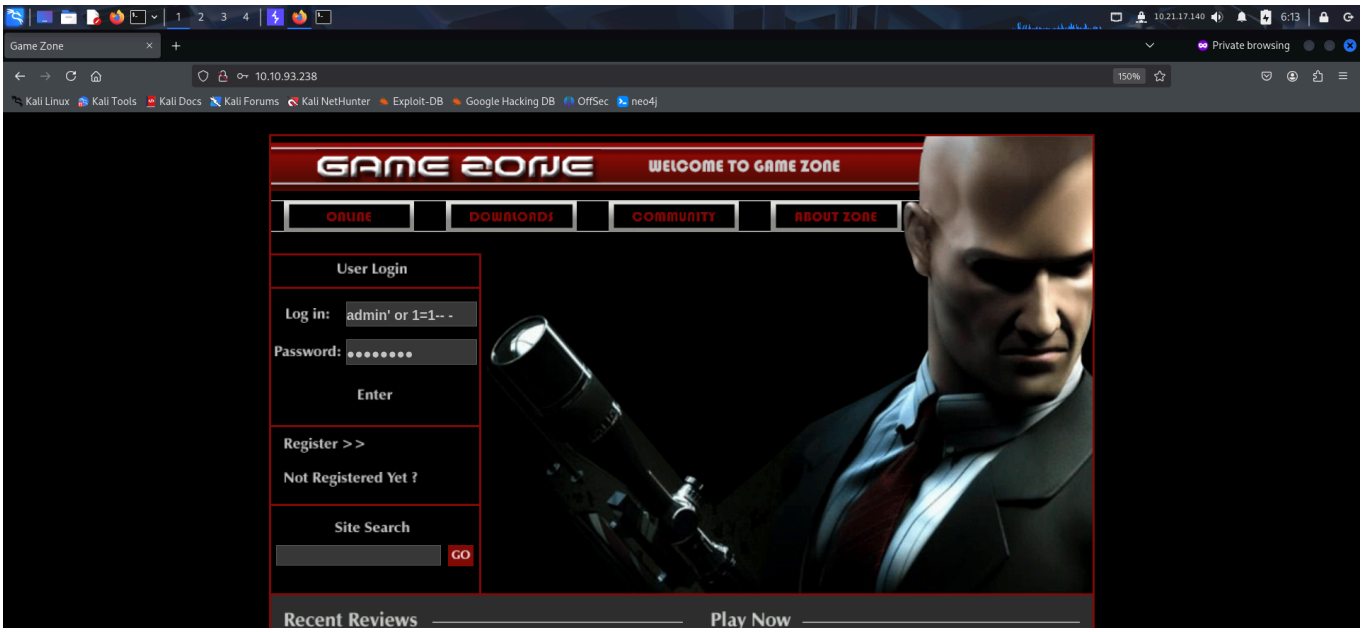


I then did a google reverse image search to find the name of the background character. This could be a valid username.

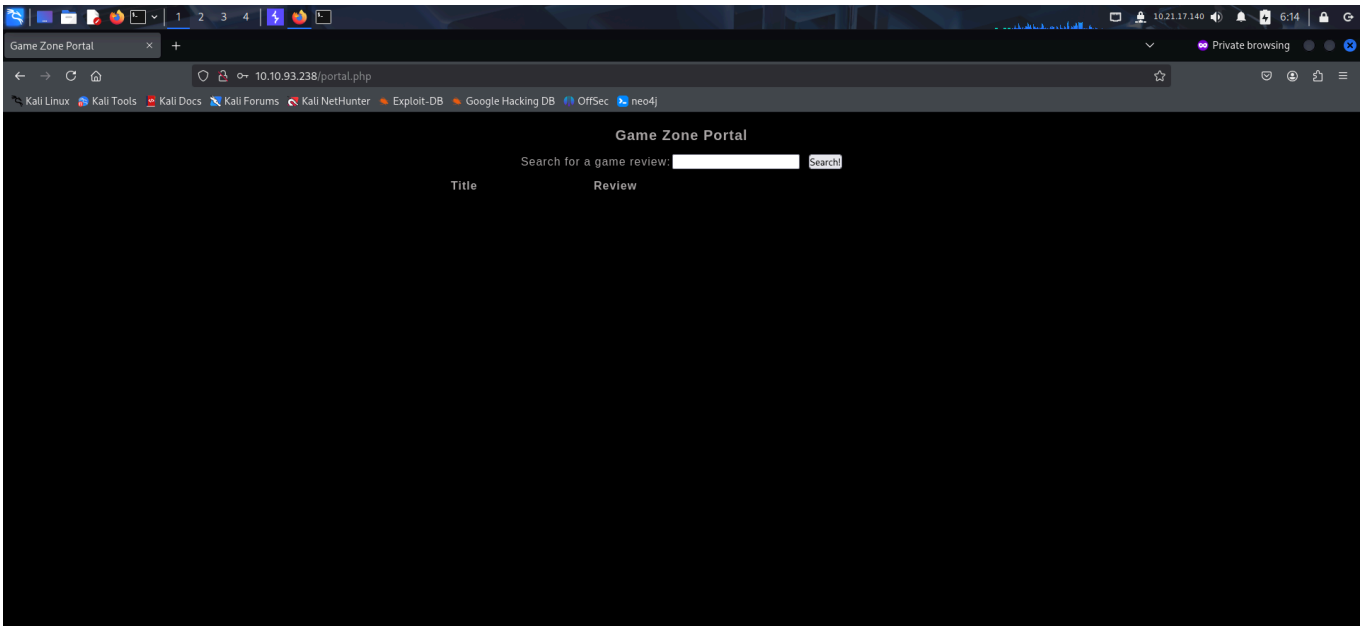




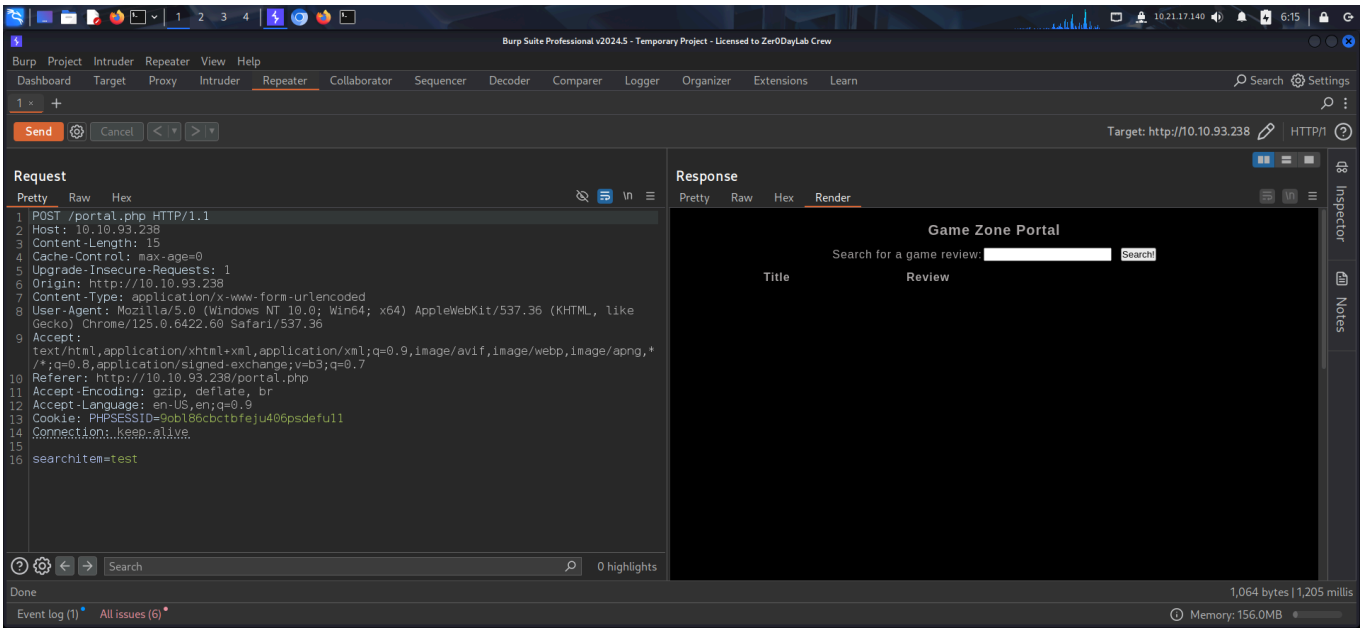
I bypassed the login mechanism using **sql** injection.



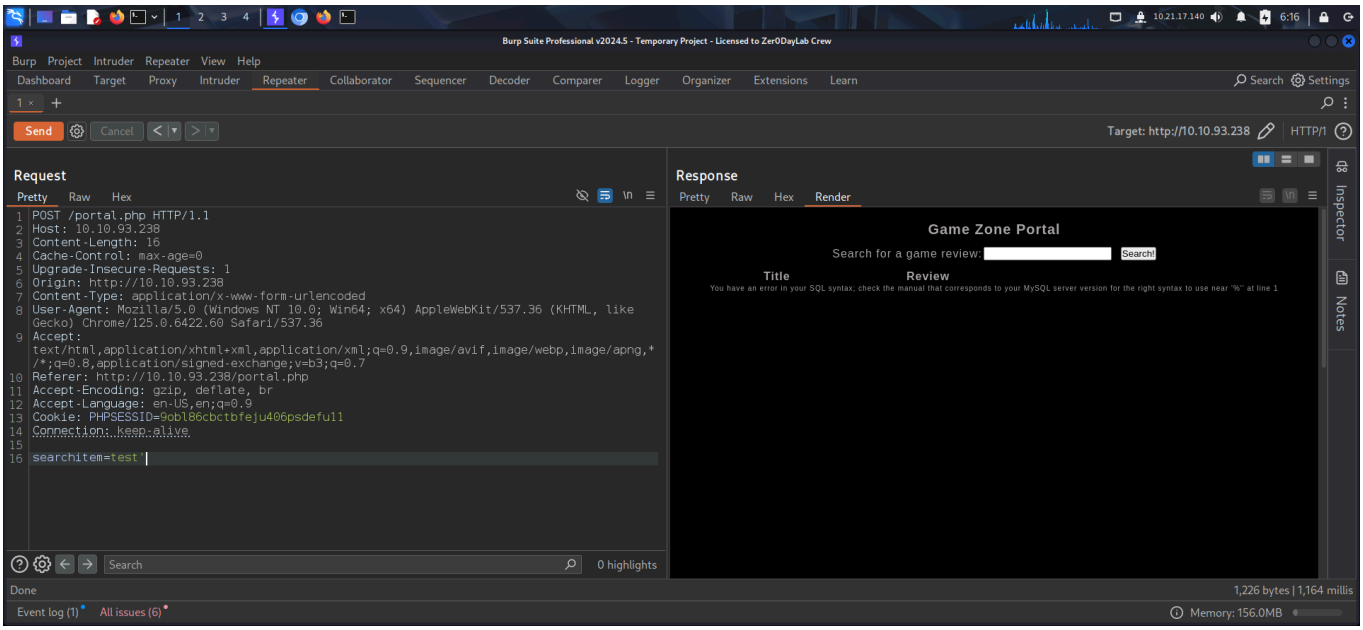
I then got access to a page with search functionality.



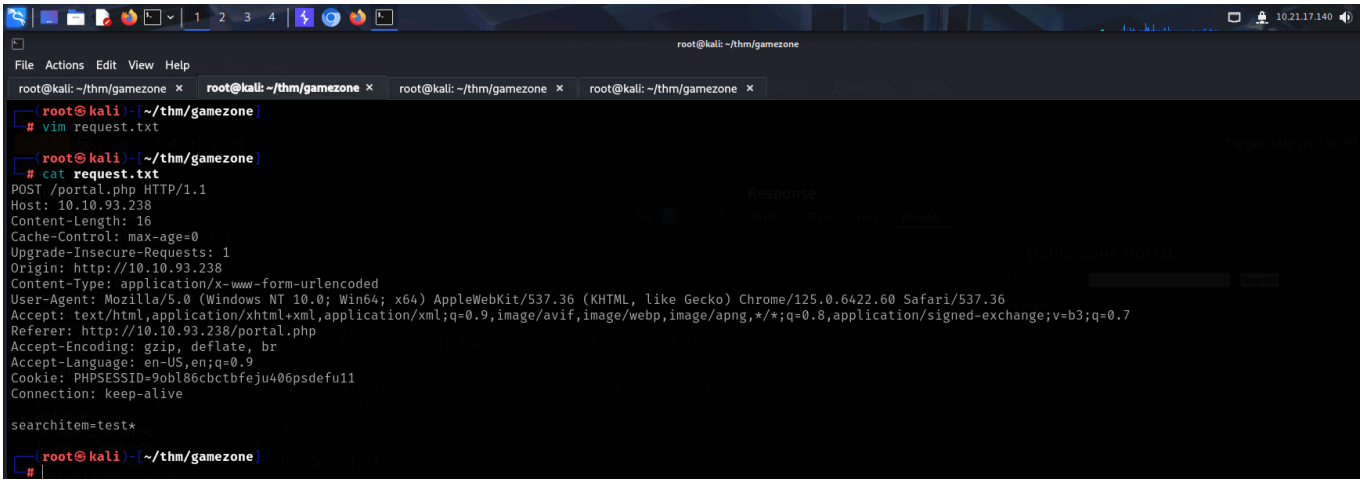
I searched for something and captured the request on **Burp Suite**.

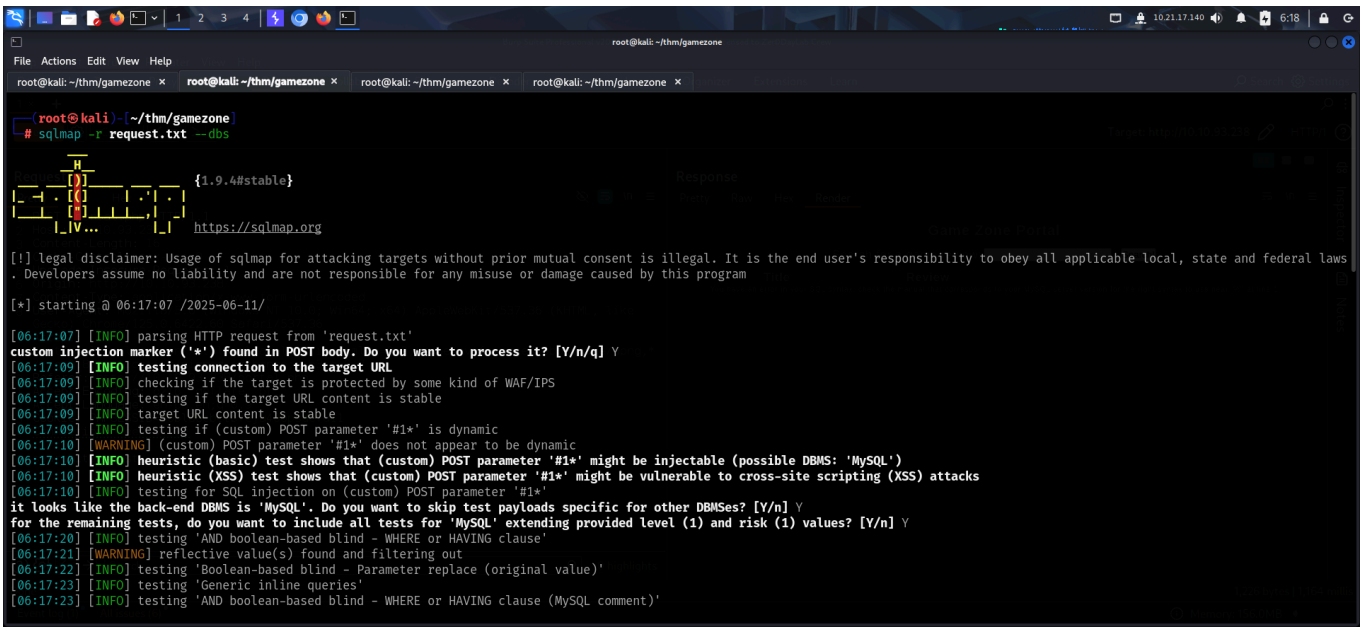


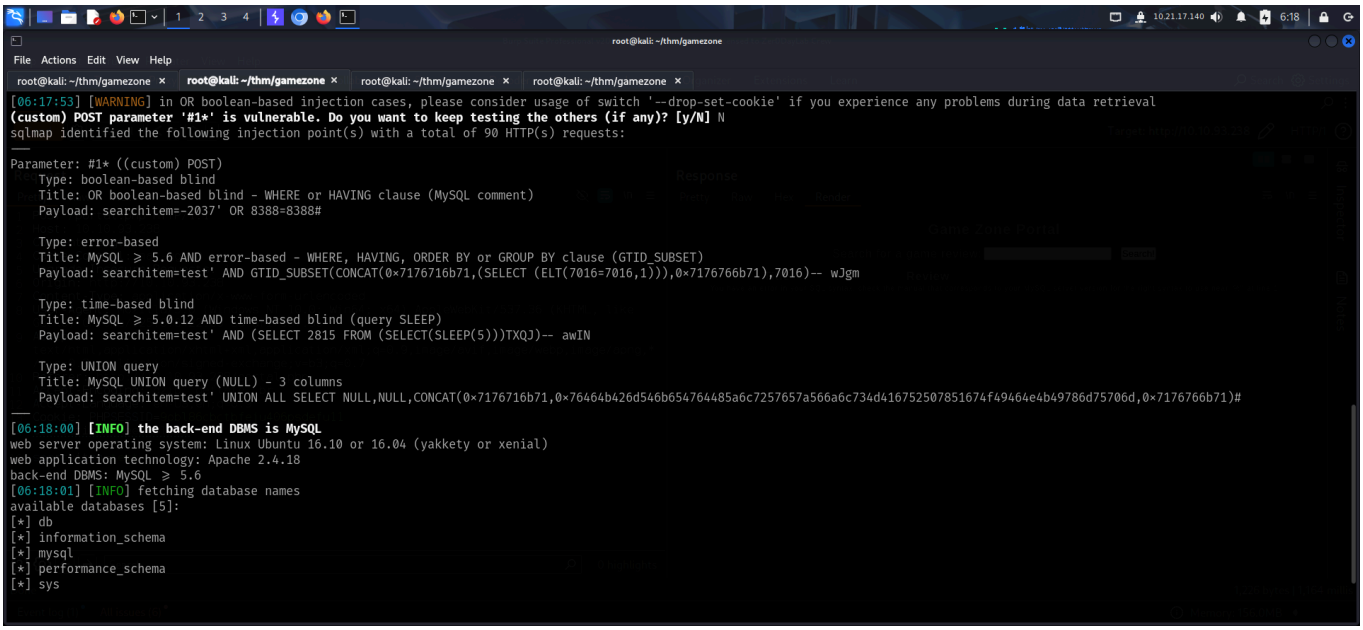
I wanted to test this for **SQL** injection as the login panel was also vulnerable to it. So, I added an asterisk after the value of `searchItem`.



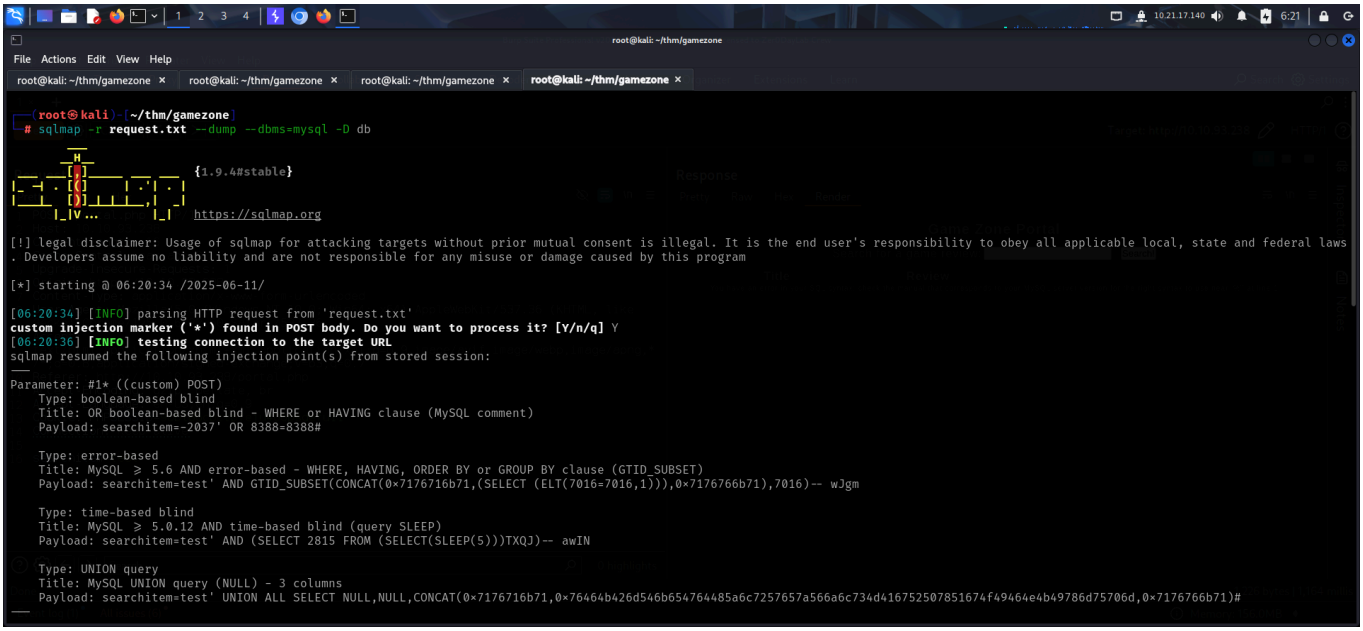
I then saved the request to a file and used **sqlmap** to dump database information.



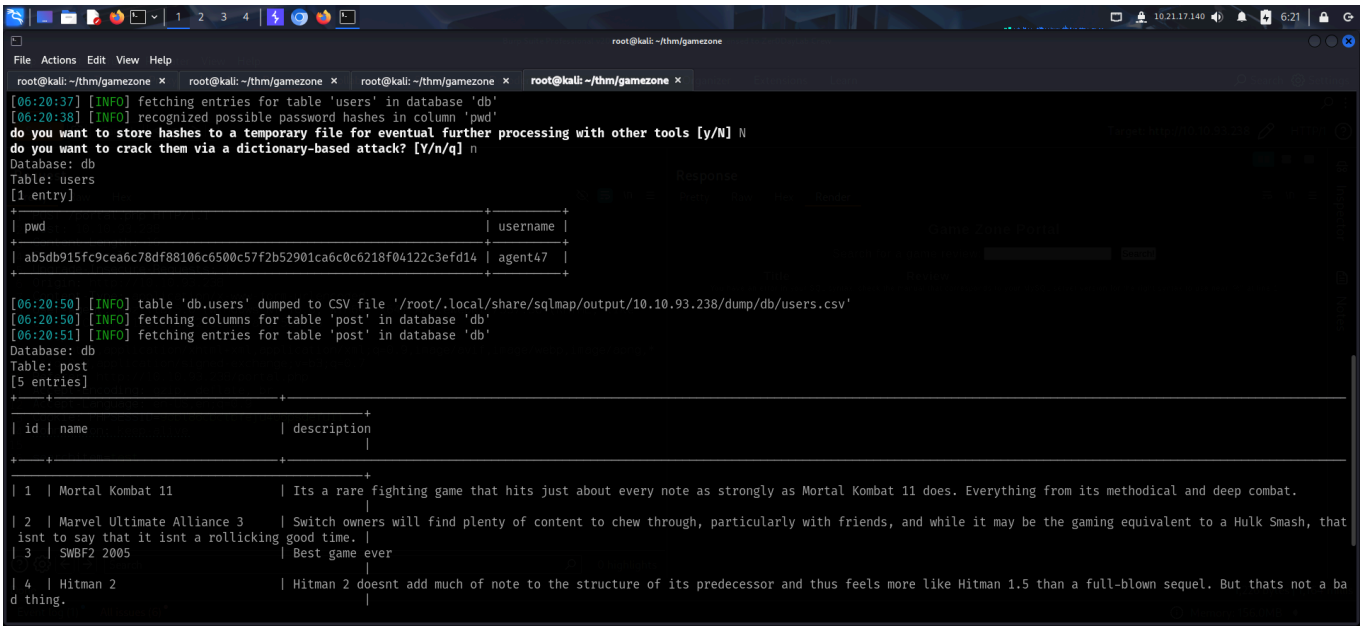




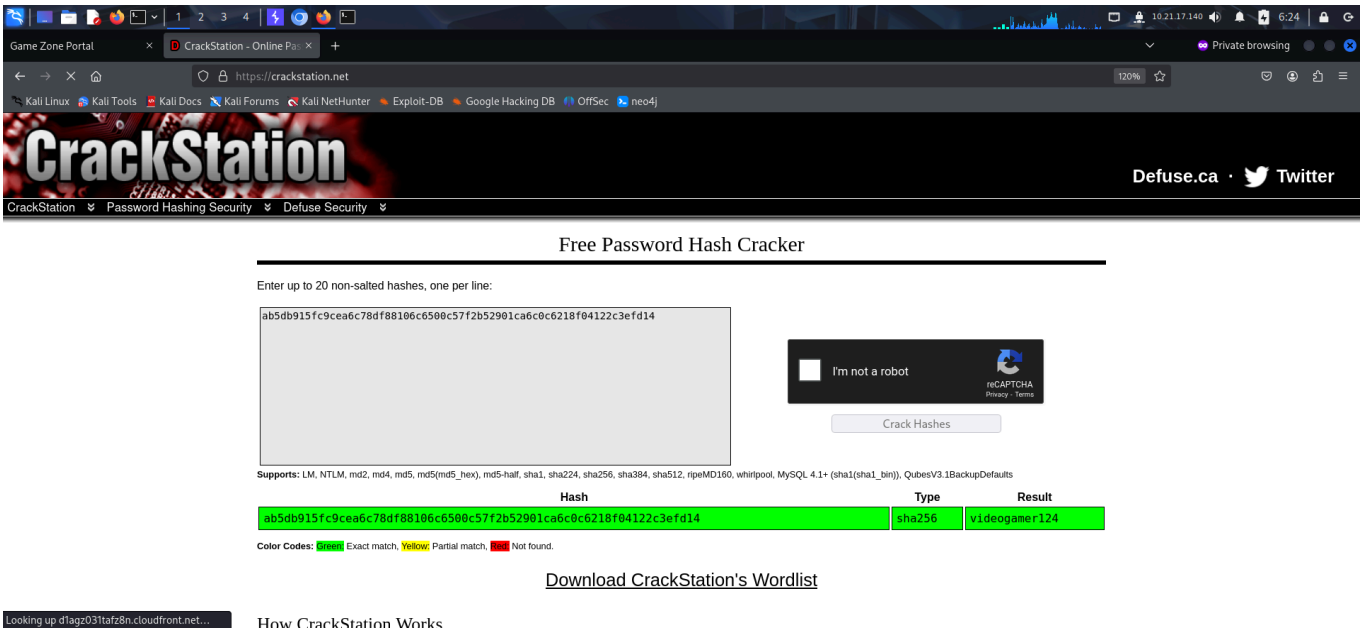
After finding the database information, I dumped its contents.



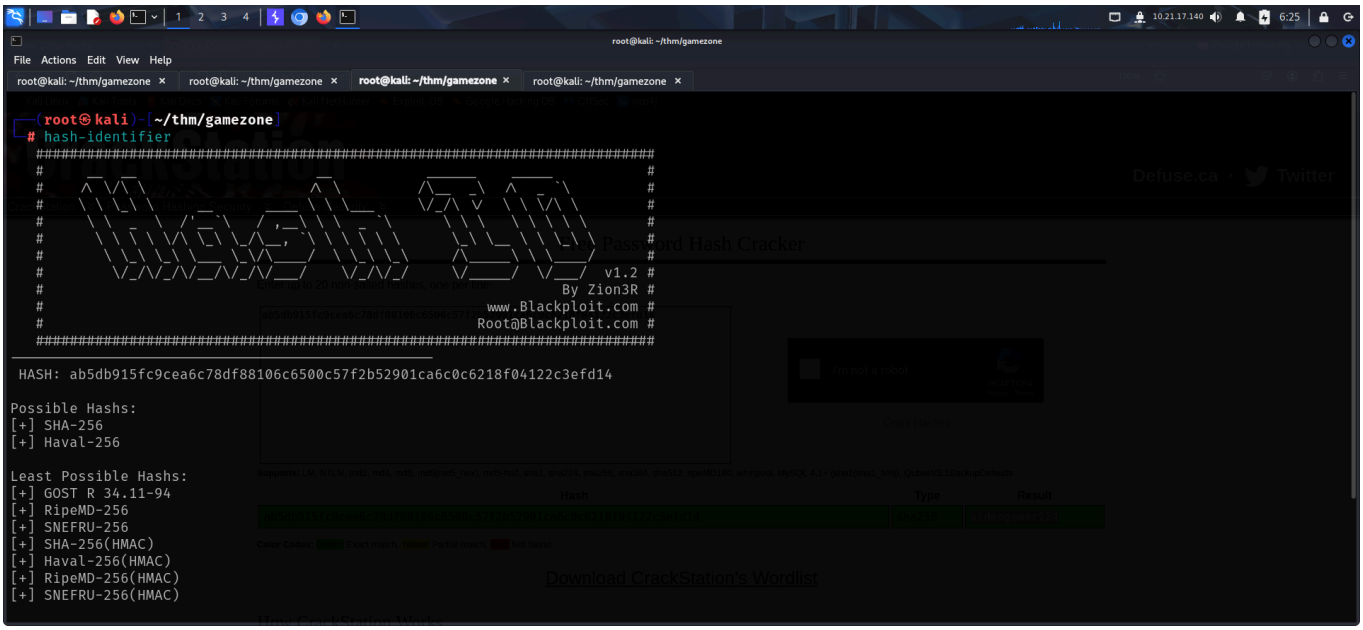
I found the password hash for the user **agent47**.

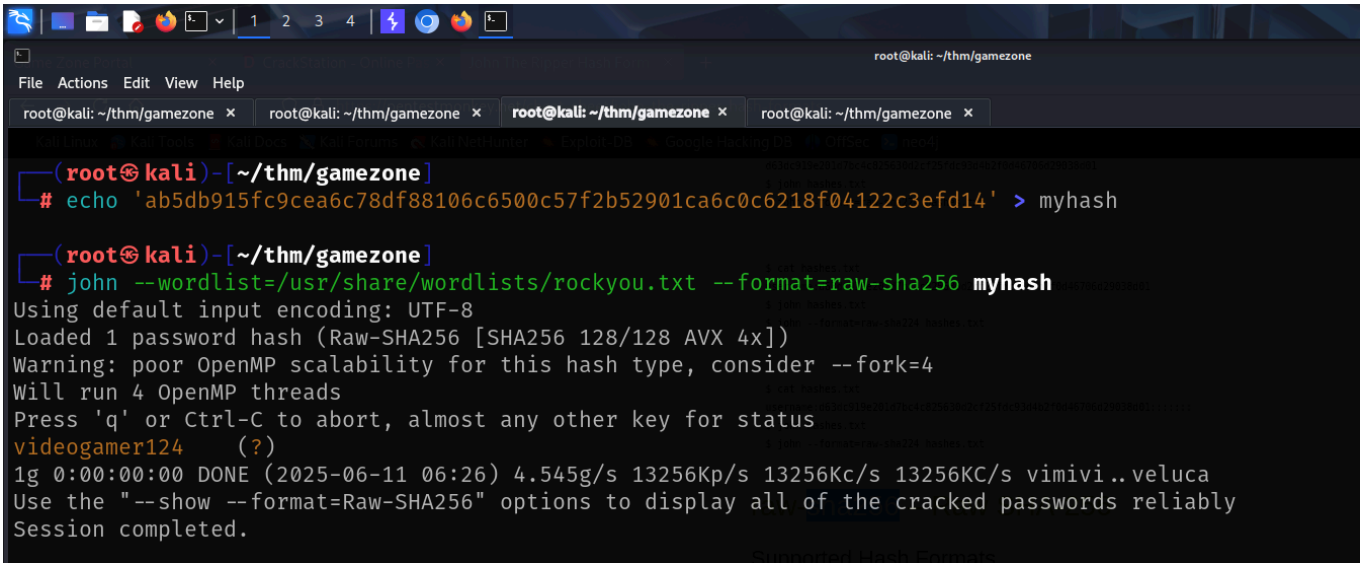


I then cracked the hash on **Crackstation**.

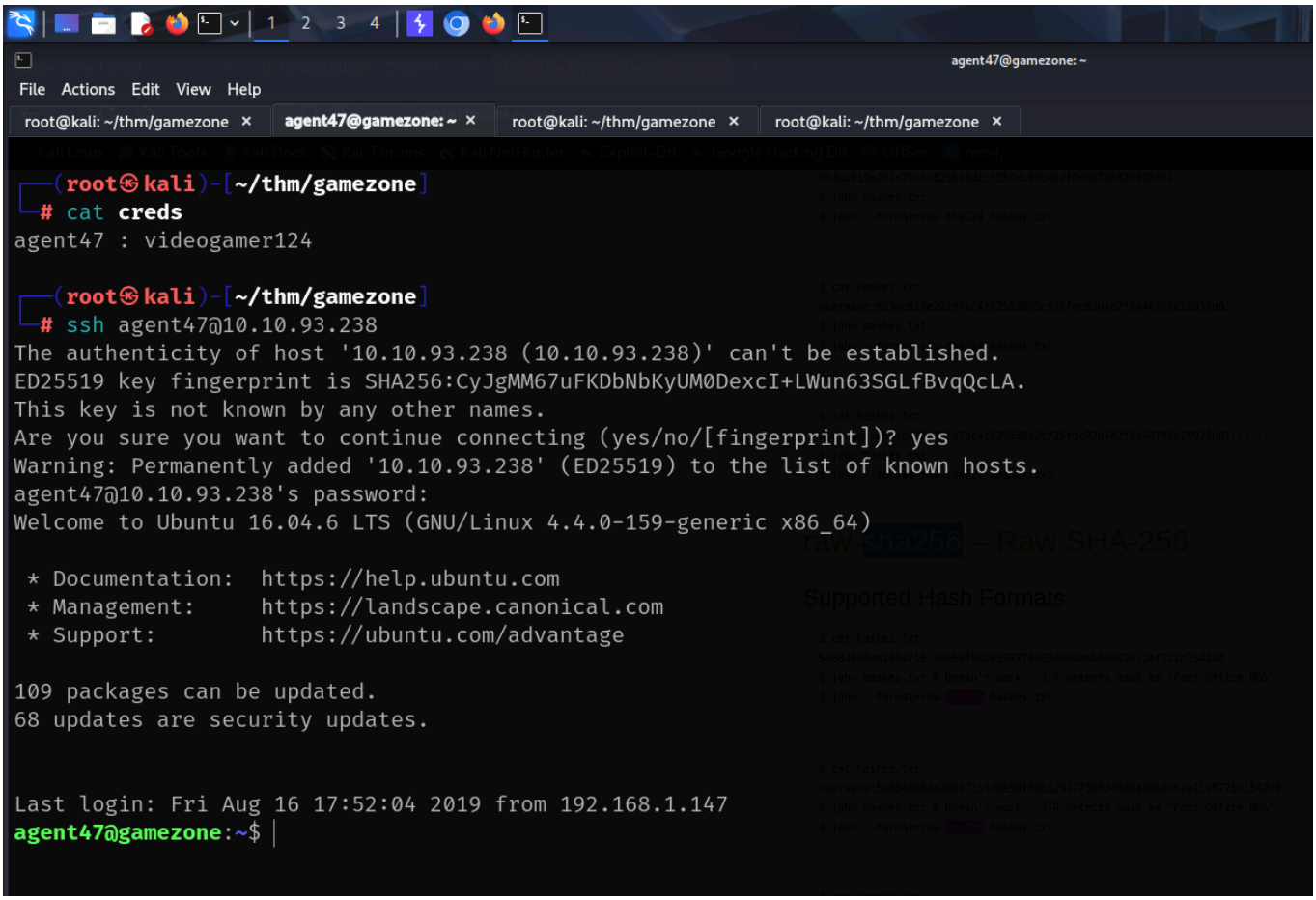


Alternately, you could also crack the hash locally. For that, first identify the hash type using **hash-identifier** and then crack it using **john**.

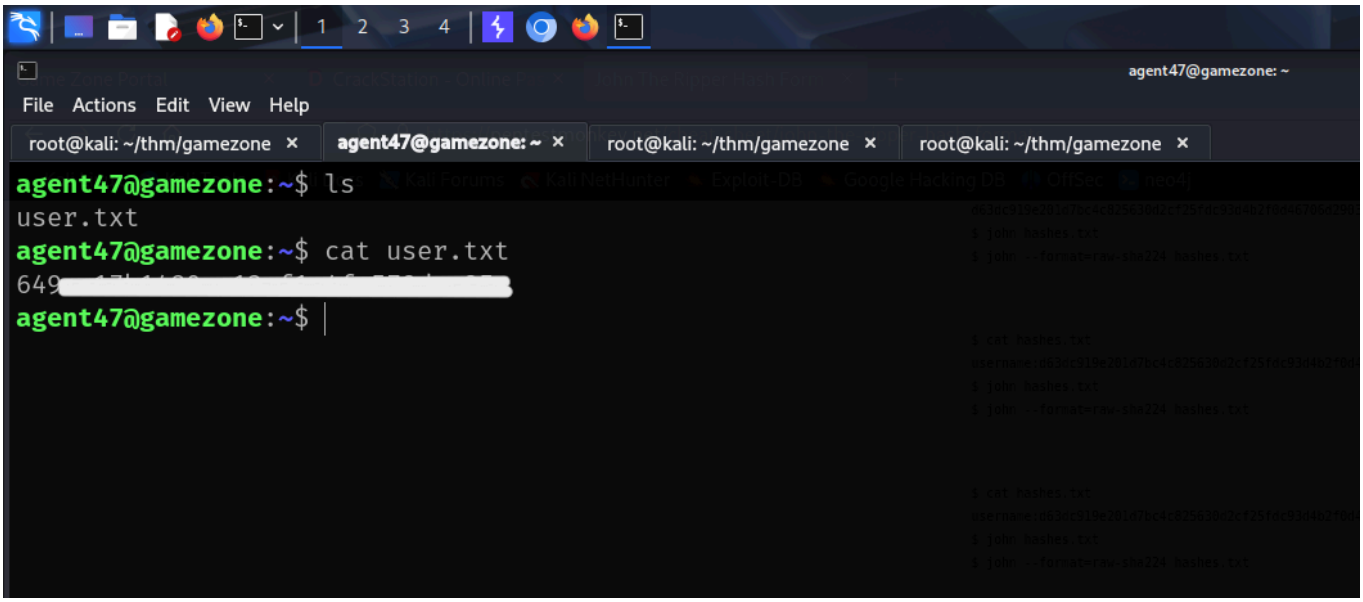




After getting the credentials, I accessed the target using **ssh**.

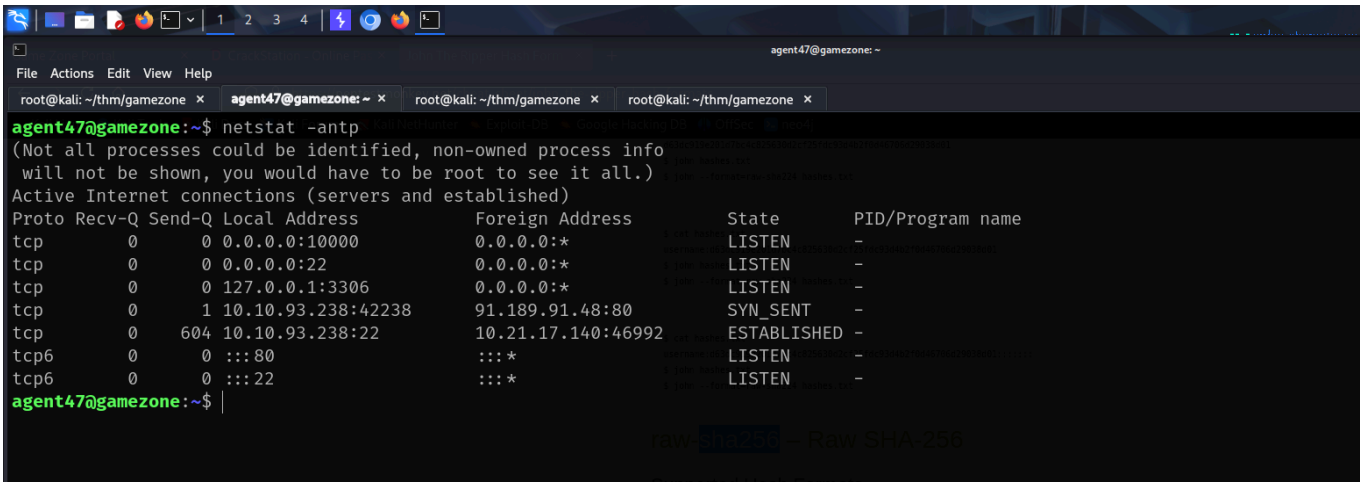


Finally, I captured the user flag from **agent47**'s home directory.

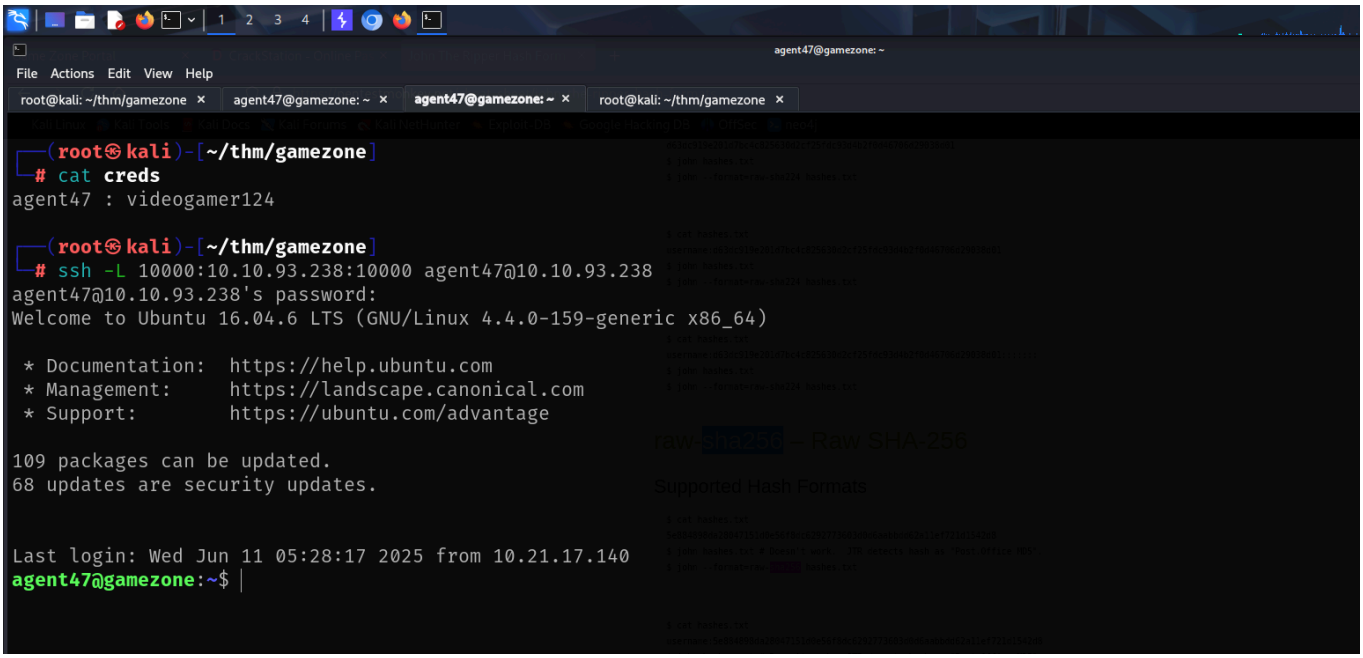


PRIVILEGE ESCALATION

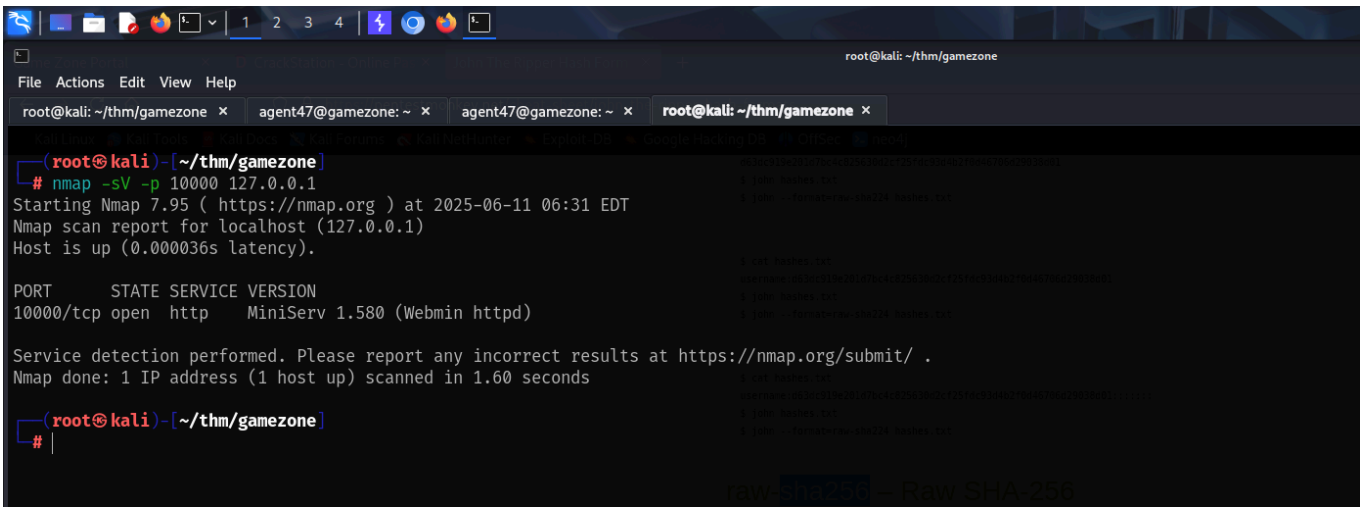
I then used **netstat** to view connections and found that port 10000 was on listening state.



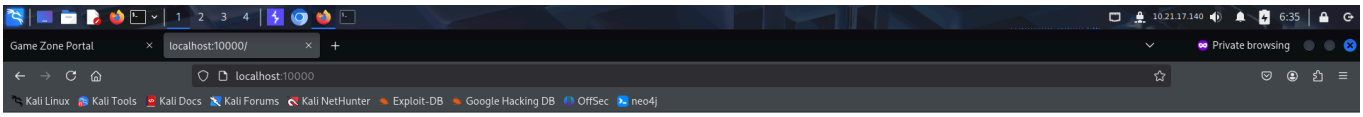
I forwarded that port to my linux's port 10000 and performed an **nmap** scan on it.



It was running **http** so I tried accessing it from my browser.

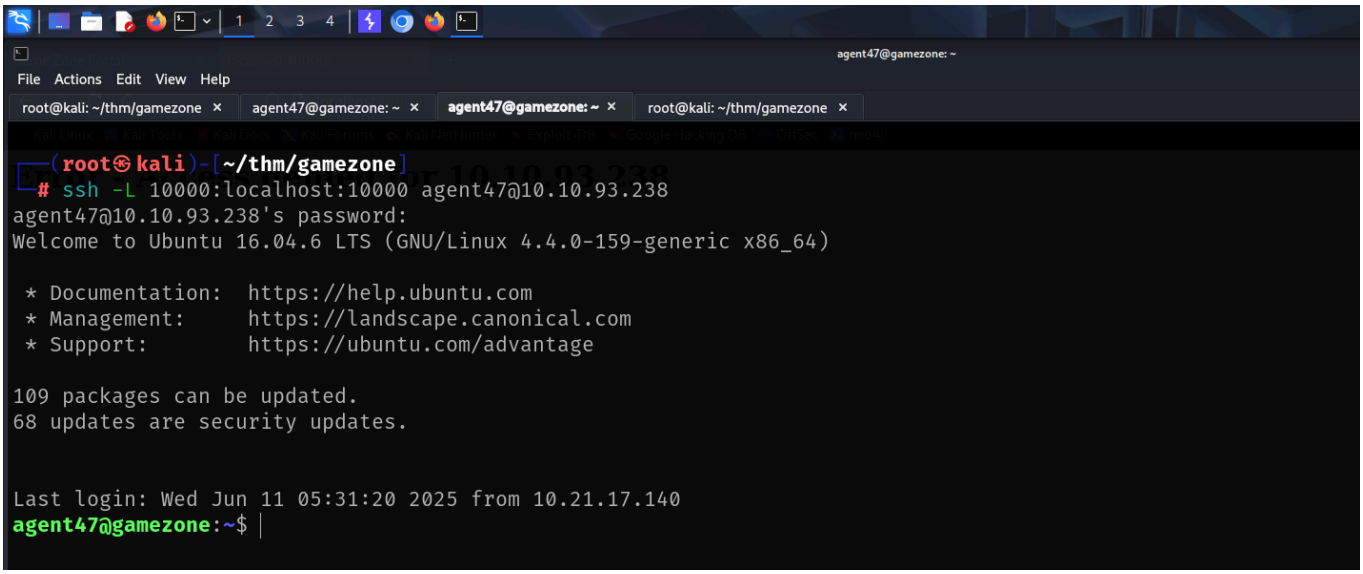


However, access for the IP that I used while forwarding the port was denied.

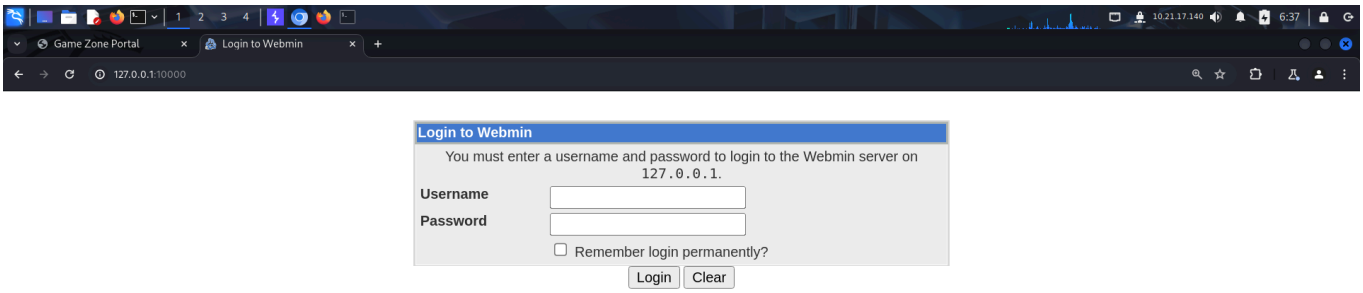


Error - Access denied for 10.10.93.238

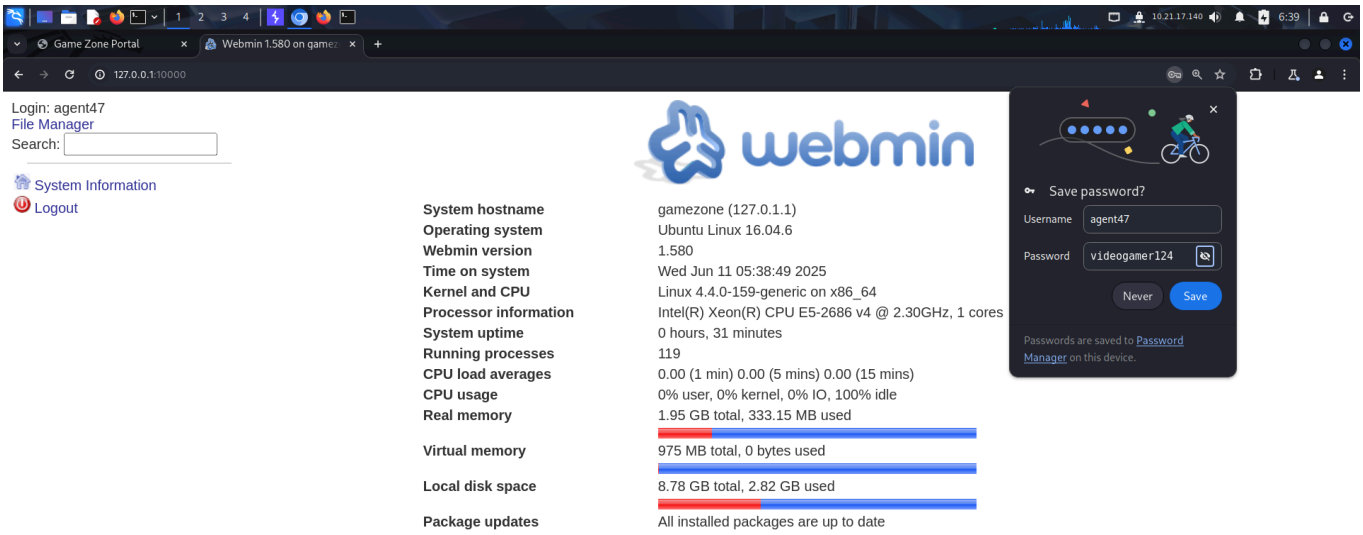
So I reforwarded the port using `Localhost` instead of using the LAN IP of the target.



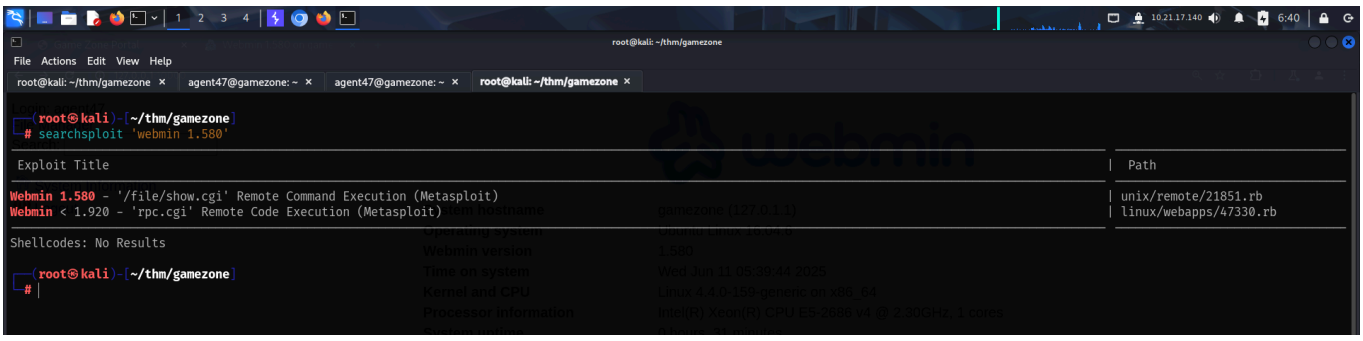
I then accessed the service running on port 10000 through my browser.



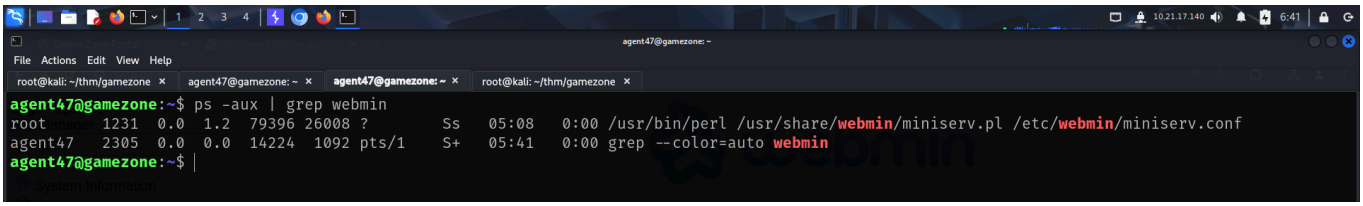
I tried logging in using the **ssh** credential of the user '**agent47**'.



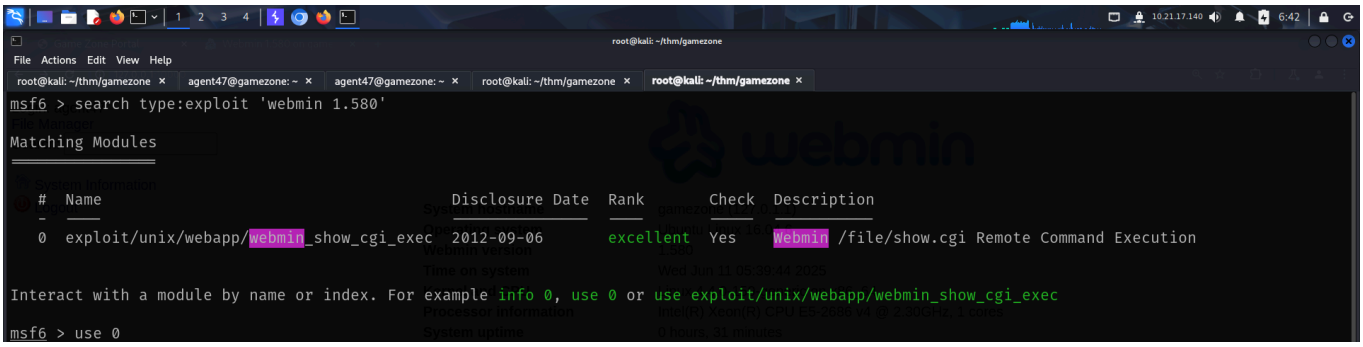
I used **searchsploit** to look for exploits related to the **webmin** version running on the target.



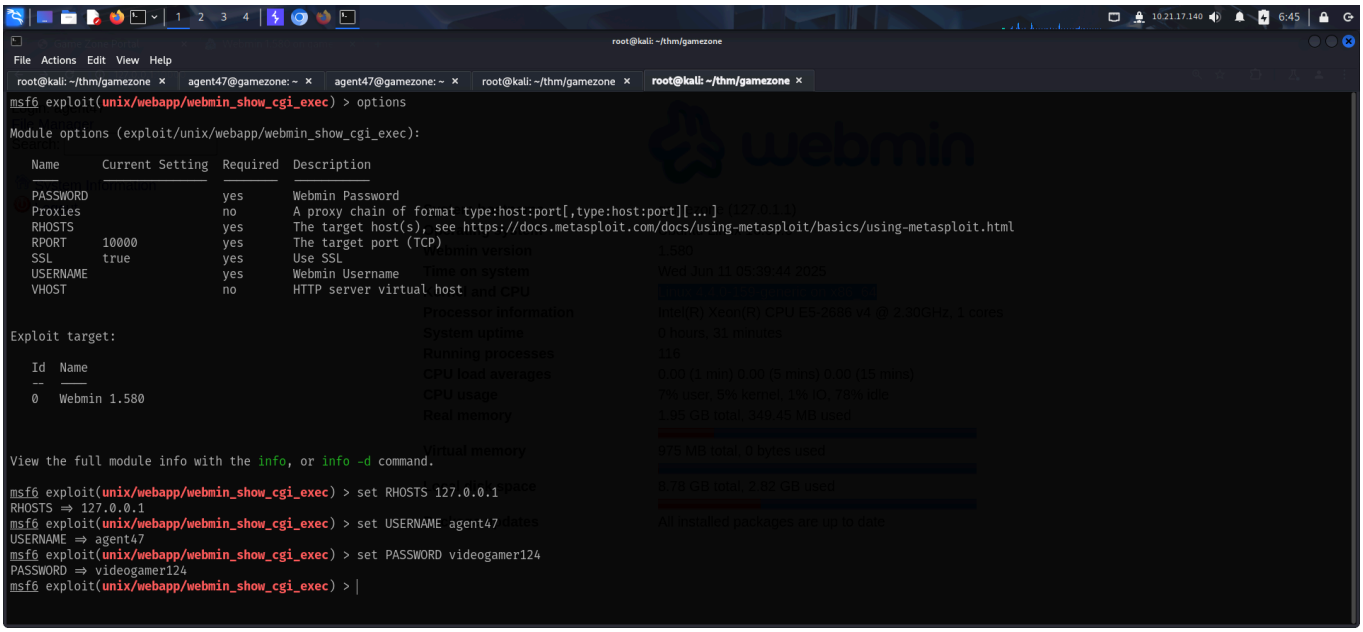
I looked at the **webmin** service and found that it was being run as **root**.

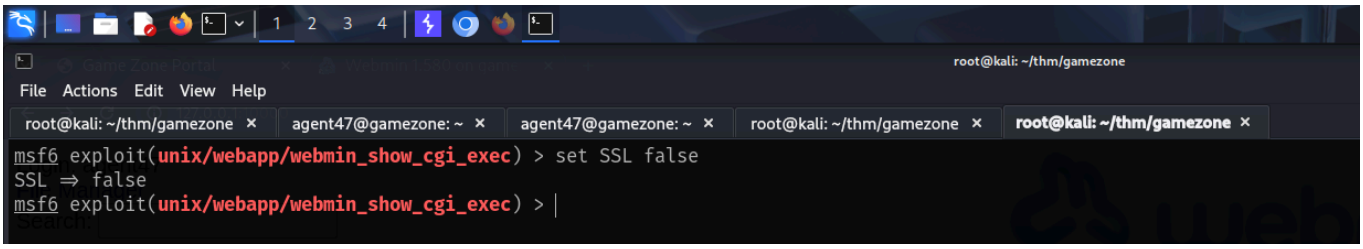


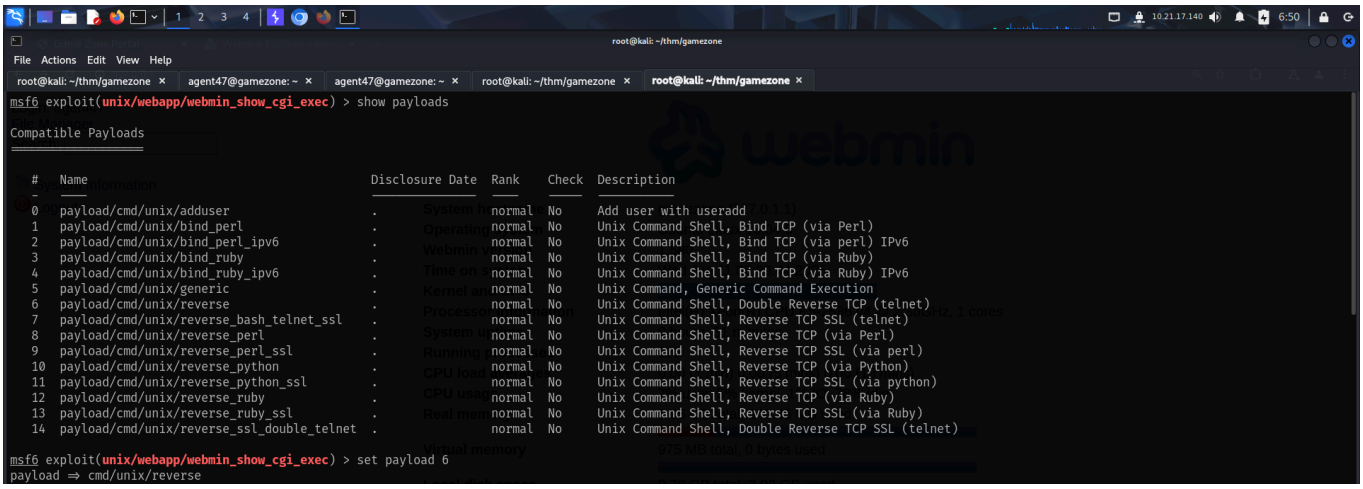
So, if I exploited the service, I could gain root access. Hence, I started **metasploit** and selected the exploit related to the **webmin** version.



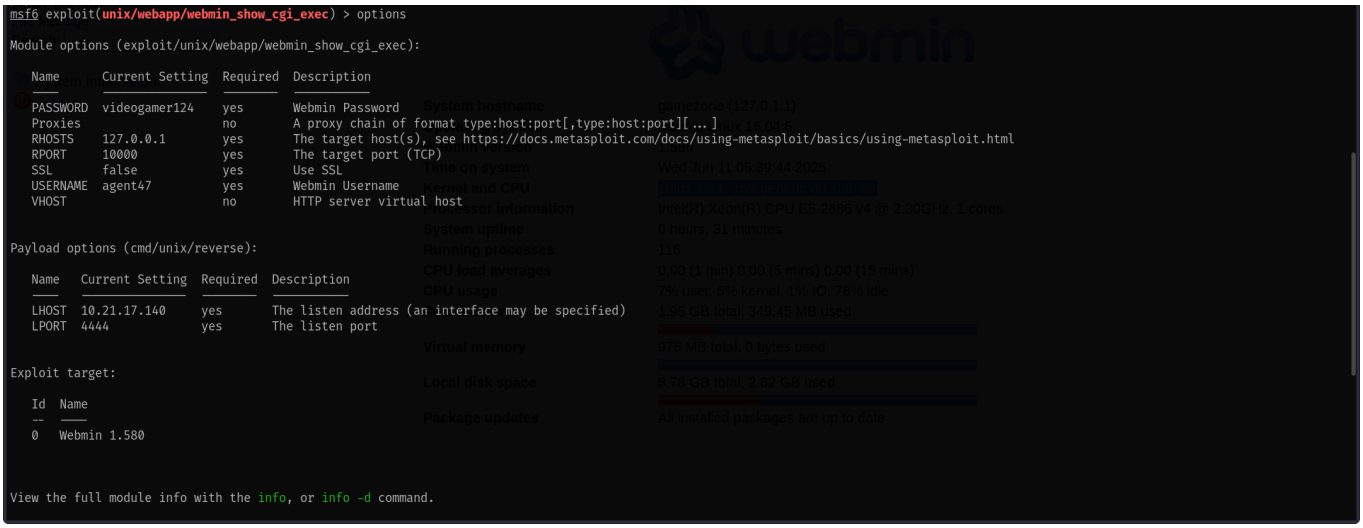
I configured the necessary options.



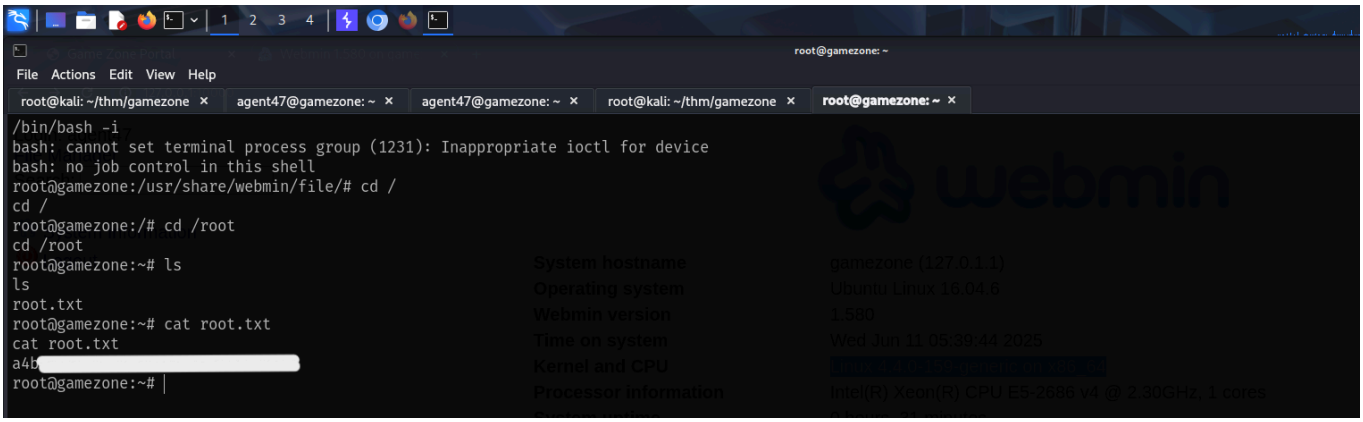




After rechecking the configuration, I ran the exploit.



I got a shell as **root** and captured the root flag from `/root` directory.


root@gamezone: ~
File Actions Edit View Help
root@kali: ~/thm/gamezone
agent47@gamezone: ~
agent47@gamezone: ~
root@kali: ~/thm/gamezone
root@gamezone: ~
/bin/bash -i
bash: cannot set terminal process group (1231): Inappropriate ioctl for device
bash: no job control in this shell
root@gamezone:/usr/share/webmin/file/# cd /
cd /
root@gamezone:/# cd /root
cd /root
root@gamezone:~# ls
ls
root.txt
root@gamezone:~# cat root.txt
cat root.txt
a4b
root@gamezone:~#
webmin
System hostname
gamezone (127.0.1.1)
Operating system
Ubuntu Linux 16.04.6
Webmin version
1.580
Time on system
Wed Jun 11 05:39:44 2025
Kernel and CPU
Processor information
Intel(R) Xeon(R) CPU E5-2686 v4 @ 2.30GHz, 1 cores