

MR. ROBOT

1. This challenge involves downloading the file that's at the bottom of the challenge and saving a maths questions. The syntax is `EVILCORP_CTF{NUMBERS THAT ARE THE ANSWER}`

Challenge

2 Solves


×

Hacker's Favourite Sport

100

The Lockpick, every hackers favourite sport, the perfect system to crack, mostly because unlike virtual systems, when you break it, you can feel it, you can see it. You can hear it. This challenge isn't much like actual lockpicking but lets download the image and break this lock and move on.

Syntax is `EVILCORP_CTF{NUMBERS}`


 CrackTheCo...

Flag

Submit

2. Open the file downloaded and you should see the exact same challenge as seen below.

Crack The Code



6	8	2	One Number is correct and well placed
7	3	8	Nothing is Correct
2	0	6	Two Numbers are correct but wrong places
6	1	4	One Number is correct but wrong placed
?	?	?	One Number is correct but wrong placed
7	8	0	

3. Below is the thought processed used to do it this way, this may not be the only way to solve this and other people may have different ways of doing this. So this is step 1, in the second line the puzzle tells us that all these numbers are wrong so this aren't part of the combination X out where these numbers and then move on to the next step.

6 8 2 - 1 is well placed

~~7~~ ~~3~~ ~~8~~ - All Wrong

6 1 4 - 2 Are correct but wrong place

~~7~~ ~~8~~ 0 - 1 correct but in the wrong place

1 2 ~~3~~ 4 5 6 ~~7~~ ~~8~~ 9

3. Next step , notice how the last line only has 1 number left and its 0 but its wrongly place so lets go through the other clues to see can it go in the middle or the first number of the combination. In line 3 it tells us 2 numbers are correct and in there is 0 and its in the middle but it tells us its wrongly place so this has to go in the first number of the combination.

6 ~~8~~ 2 - 1 is well placed

~~7~~ ~~3~~ ~~8~~ - All Wrong

2 0 6 - 2 are correct but wrong place

6 1 4 - 2 Are correct but wrong place

~~7~~ ~~8~~ 0 - 1 correct but in the wrong place

1 2 ~~3~~ 4 5 ~~6~~ ~~7~~ ~~8~~ 9

Combination

0

3. Final step now, lets take a look at the first combination. 1 number is correct and well placed and because 0 is in the first spot of the combination it can't be 6 so the last number in the combination has to be 2. Now to look at the 4th combination to find the last number. Due to 1 number being correct but wrongly placed it can't be 1 due to the last spot already taken so the 4 is the second number in the combination. So the flag must be **EVILCORP_CTF{042}**

~~6~~ ~~8~~ **2** - 1 is well placed

~~7~~ ~~3~~ ~~8~~ - All Wrong

2 0 ~~6~~ - 2 are correct but wrong place

~~6~~ ~~1~~ 4 - 2 Are correct but wrong place

~~7~~ ~~8~~ 0 - 1 correct but in the wrong place

0 ~~1~~ ~~2~~ ~~3~~ ~~4~~ ~~5~~ ~~6~~ ~~7~~ ~~8~~ ~~9~~

Combination

0

4

2

3. Put the flag in the text field to be able to move onto the next challenge.

Challenge

2 Solved

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CrackTheCo...

EVILCORP_CTF{042}

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