

Dark Mark (DarkMark.apk)

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This enchanted application holds six hidden flags, each protected by a different layer of cybersecurity and reverse engineering challenges.

To begin your journey, tap on the logo to enter the game realm.

There, you'll find mystical cards, each representing a unique challenge that tests your wit, courage, and technical skill as the true flag seeker.

Challenge Screen



Gryffindor Challenge

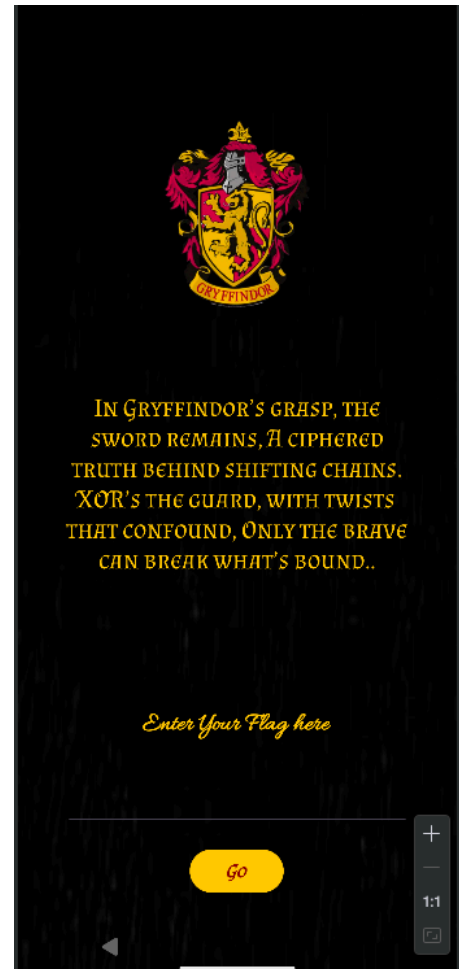
This flag is hidden in the app using XOR encryption and a custom verification function. The participant must reverse engineer the APK using JADX to understand the decryption logic.

Solution Steps:

1. Decompile the APK using JADX.
2. Locate the `checkFlag()` function.
3. Identify the encrypted flag and the XOR key.
4. Reconstruct the XOR decryption logic.
5. Input the correct plaintext to match the encrypted result and validate.

Flag:

SWORD{F0rg3d_1n_F1r3_Pur1f1ed_By_Br4v3ry}



```
36     private fun checkFlag(input: String): Boolean {
37         val hocrux = intArrayOf(
38             0x44, 0x40, 0x58, 0x45, 0x53, 0x6c, 0x51, 0x27, 0x65, 0x70, 0x24, 0x73, 0x48, 0x26, 0x79,
39             0x48, 0x51, 0x26, 0x65, 0x24, 0x48, 0x47, 0x62, 0x65, 0x26, 0x71, 0x26, 0x72, 0x73, 0x48,
40             0x55, 0x6e, 0x48, 0x55, 0x65, 0x23, 0x61, 0x24, 0x65, 0x6e, 0x6a
41         )
42         val hat = 0x17
43         val decryptedFlag = hocrux.map { (it xor hat).toChar() }.joinToString(separator: "")
44         return input == decryptedFlag
45     }
46 }
```

Hufflepuff Challenge

This challenge involves AES encryption (CBC mode). The user must provide a base64 cipher text, and the app encrypts a hidden string to compare it.

Solution Steps:

1. Inspect the app resources and layout for hints.
2. Locate the `checkHufflepuffFlag()` function in Kotlin using JADX.
3. AES key is embedded as a resource string (`R.string.cup`) and IV is hardcoded.
4. Use the known key and IV to AES encrypt the known string and produce a cipher text.
5. Submit the correct ciphertext to get validated.

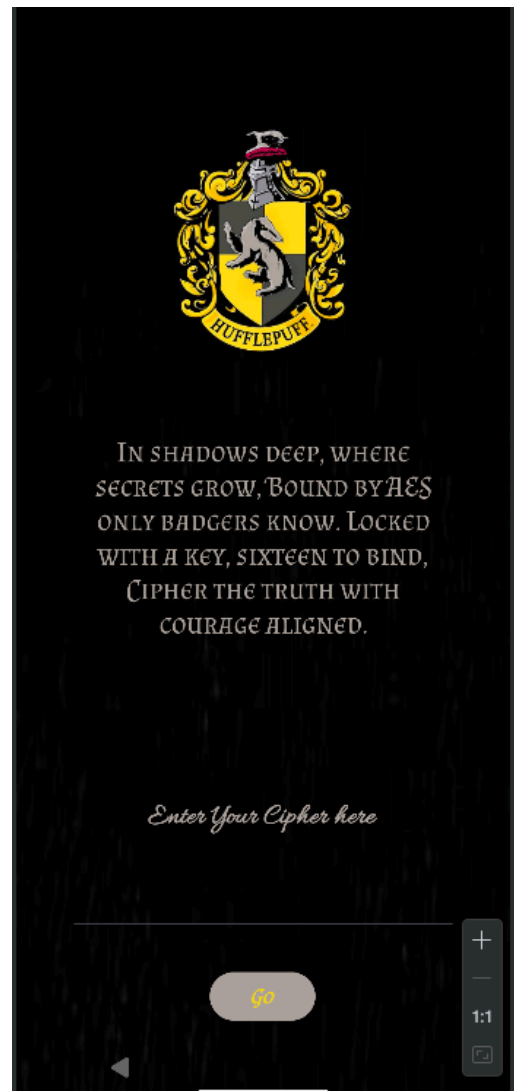
PlainText: LoyaltyAndPatience

Key: HufflepuffLoyalt

IV: BadgerPaws4Puffs

Flag:

pAD08N4DvG749/KLWrEc1onuqeLzyTsl1RbNuAZksY4=



```
private fun encryptHufflepuffFlag(cup: String): String {
    val key = "HufflepuffLoyalt" // 16-byte AES key
    val iv = "BadgerPaws4Puffs" // 16-byte IV for AES

    return try {
        // Convert key and IV to byte arrays
        val keyBytes = key.toByteArray(Charsets.UTF_8).copyOf( newSize: 16)
        val ivBytes = iv.toByteArray(Charsets.UTF_8)

        // Initialize AES Cipher
        val secretKey = SecretKeySpec(keyBytes, algorithm: "AES")
        val ivSpec = IvParameterSpec(ivBytes)
        val cipher = Cipher.getInstance( transformation: "AES/CBC/PKCS5Padding")

        // Encrypt the flag
        cipher.init(Cipher.ENCRYPT_MODE, secretKey, ivSpec)
        val encryptedBytes = cipher.doFinal(cup.toByteArray(Charsets.UTF_8))

        // Return Base64 encoded encrypted flag
        Base64.encodeToString(encryptedBytes, Base64.DEFAULT).trim()
    } catch (e: Exception) {
        e.printStackTrace()
        ""
    }
}
```

Ravenclaw Challenge

A hidden function derives the flag, but it's never called. Participants must decompile the APK using apktool, modify smali or Kotlin to call the function, recompile the APK, and run it.

Solution Steps:

1. Use apktool to decompile the APK.
2. Find the unused function like `hiddenWisdom()`.
3. Patch the source or smali to trigger the function (e.g., on button click).
4. Recompile and resign the APK.
5. Run to retrieve the flag.

```
private fun hiddenWisdom(): String {
    val keyPart1 = "R4v3n" // First part of the flag
    val keyPart2 = generateKey() // Dynamically derived part

    val xorResult = xorStrings(keyPart1, keyPart2)
    val flag = "KNOW_TH3_TRU7H_" + xorResult

    runOnUiThread {
        val h3 = findViewById<Button>(R.id.button) as Button
        h3.visibility = View.VISIBLE
        h3.setOnClickListener {
            Toast.makeText(context, this, text: "Success", Toast.LENGTH_LONG).show()
            val intent = Intent(packageContext: this, MainActivity2::class.java)
            startActivity(intent)
        }
    }
    return flag
}

private fun generateKey(): String {
    val time = System.currentTimeMillis().toString()
    return xorStrings(str1: "c14w", time.take(n: 4)) // Mixes constant with dynamic value
}

private fun xorStrings(str1: String, str2: String): String {
    val maxLen = Math.max(str1.length, str2.length)
    val xorResult = StringBuilder()

    for (i in 0 until maxLen) {
        val char1 = str1[i % str1.length].code
        val char2 = str2[i % str2.length].code
        xorResult.append((char1 xor char2).toChar())
    }
    return xorResult.toString()
}
```

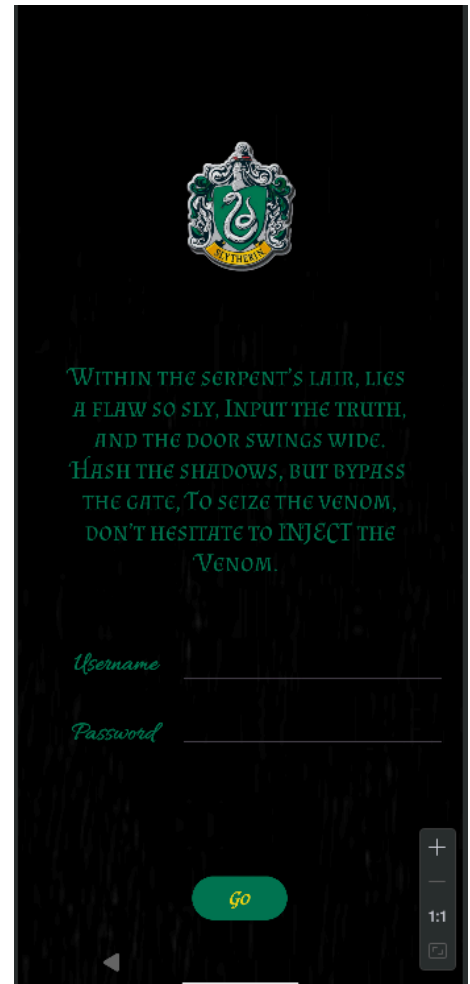


Slytherin Challenge

This challenge simulates a classic SQL injection. The user must input a crafted string to bypass the login authentication and access the flag.

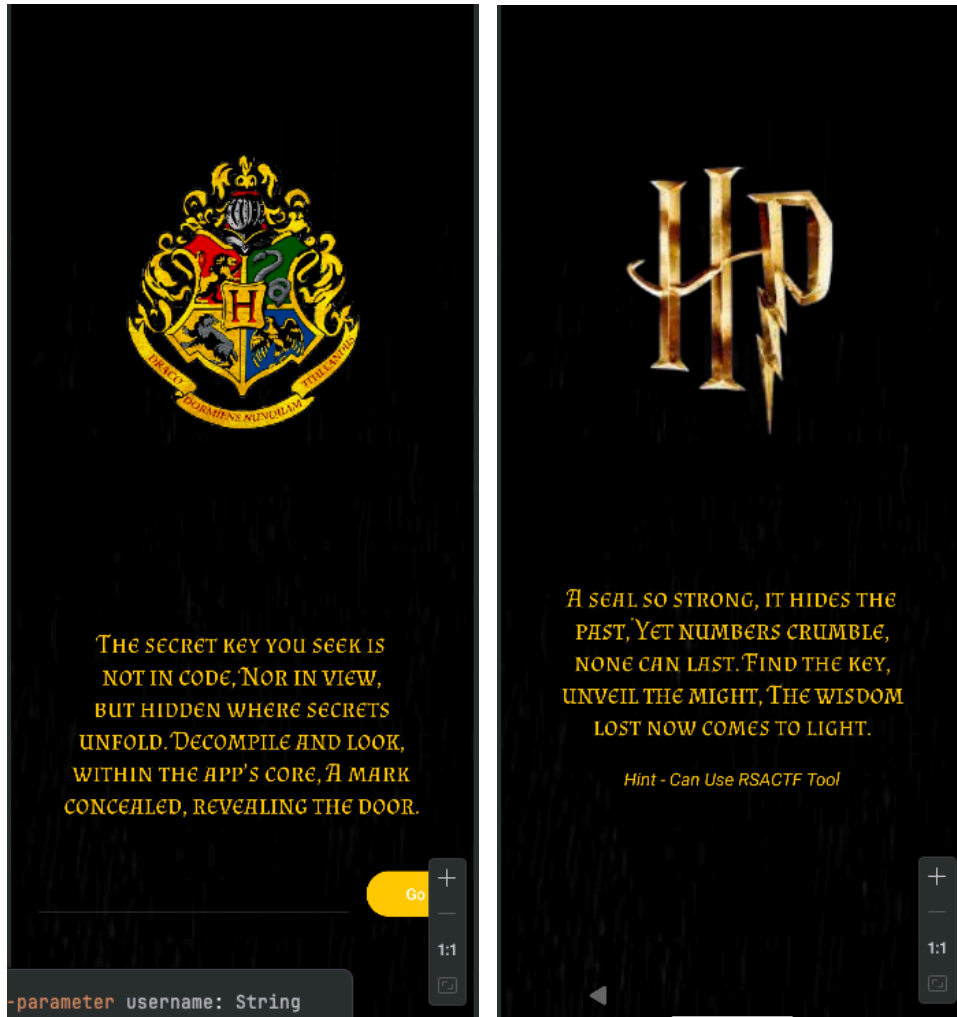
Solution Steps:

1. Analyze the login page logic.
2. Find the username from the Vault.kt or form App Inspection.
3. Guess a basic SQL injection payload like:
`' OR '1'='1`
4. Input it in the password field to bypass authentication.
5. Successful login reveals the Slytherin flag.



```
override fun onCreate(db: SQLiteDatabase) {  
    val createTableQuery = """  
        CREATE TABLE $TABLE_USERS (  
            $COLUMN_ID INTEGER PRIMARY KEY AUTOINCREMENT,  
            $COLUMN_USERNAME TEXT UNIQUE,  
            $COLUMN_PASSWORD TEXT  
        )  
    """  
    db.execSQL(createTableQuery)  
    insertUser(db, username: "Draco", hashPassword(password: "PureBlood123"))  
    insertUser(db, username: "Snape", hashPassword(password: "HalfBloodPrince"))  
}
```

Final Challenge



Part 1:

- Open the `AndroidManifest.xml` file.
- Look for a `<meta-data>` tag with the name `"hidden-data"`.
- The value of this field is a **Base64-encoded string**.
- Decode it. This gives you the **first part** of the final flag.
- Enter the decoded string in the challenge activity to unlock the next part.

Flag: H3ir_Of_5lyth3in

```
<meta-data
    android:name="preloaded_fonts"
    android:resource="@array/preloaded_fonts" />
<meta-data
    android:name="hidden_key"
    android:value="SDNpc18wZl81bHl0aDNpbG==" />
</application>
```

Part 2:

- Once the first part is accepted, you're presented with:
 - An **RSA public key (n, e)**
 - An **RSA-encrypted message (ciphertext)**
These are embedded in the app's source code (check for unused or obfuscated Kotlin functions).
- Use tools like [RsaCtfTool](#) to factor the modulus and retrieve the **private key**.
- Decrypt the ciphertext to obtain the **second part** of the flag.

Flag: AncientRunes{Br0k3n_S3als_Reve4l_S3cr3ts}

```
private fun decryptFlag(): String {
    try {
        val encryptedFlag = " q/qWs8WeXHlXd1nLh/wzRLbk99HxT4RIL8E1+bH+2Edd3A1Y5RjvotUQu4uF745spL
        val keyFactory = KeyFactory.getInstance( algorithm: "RSA")
        val publicKeyPEM = ""
        -----BEGIN PUBLIC KEY-----
        MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEArlrHz23C7Rf08rx/gnaI
        2CQBYnoPXLbY9wNwCVwrNYvYDp67ZiHykzjXiESmLqLLpRBSatXlHZIjRX04D66A
        Wg5+0iR2zSDSxcEFP3dDhe1Mw644Y9CWlKkiCCHexeYXH7XWAl0g4EA7yQ0T3Tzv
        7K9PRHJ1XETAcjvrspTWG6i2zJELBQWNmp8U3xEjJJVKLcKYux1yLu+hgLYotttdQ
        XnNQtFob5SNX0tYCDepsXjuB7D31g9+mNEm0vgmh2SvZUUt5ZZUdkhE+F0qXjyUh
        i14Wr83HhY1EDJReCDdUP07QbUQZ2dKwvKcYAG5I1vGwhF0KmnWLYSsg4Li6m1sZ
        CQIDAQA8
        -----END PUBLIC KEY-----

        val keySpec = X509EncodedKeySpec(Base64.decode(publicKeyPEM, Base64.DEFAULT))
        val publicKey = keyFactory.generatePublic(keySpec)

        val cipher = Cipher.getInstance( transformation: "RSA/ECB/OAEPWithSHA-256AndMGF1Padding")
        cipher.init(Cipher.DECRYPT_MODE, publicKey)

        val decryptedBytes = cipher.doFinal(Base64.decode(encryptedFlag, Base64.DEFAULT))
        return String(decryptedBytes)
    } catch (e: Exception) {
        return "The secret remains hidden..."
    }
}
```