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# Wargame 1

The following wargames will provide you with exercises where you will be required to:

1. Learn how to use pwntools

You will require some sort of scripting language to solve these challenges.

Before you start, we recommend looking through lab 0 and lab 1 for a tutorial on how to setup your machine to complete these challenges + tutorials on how to use pwntools.

You can download the challenges here: https://cloudstor.aarnet.edu.au/plus/s/3p3BYhFPjqD70cW (https://cloudstor.aarnet.edu.au/plus/s/3p3BYhFPjqD70cW) (https://cloudstor.aarnet.edu.au/plus/s/3p3BYhFPjqD70cW)

These challenges are a zip file with the password: B@nanasareh3althy

There are 2 challenges this week, they are weighted equally.

Try to solve these challenges locally, the challenges are also hosted on our servers, and **you need to connect to these** to get the flag.

| Challenge | IP:PORT            |
|-----------|--------------------|
| intro     | comp6447.wtf:20478 |
| too-slow  | comp6447.wtf:20677 |

Each challenge has a flag to submit. The flag is in the format **FLAG {** ...... **}** . To get full marks in this wargame, you need to submit all flags.

These flags are UNIQUE per student. Sharing flags will result in a 0 mark.

## **Submission Instructions**

A markdown document (.md) containing the following for each challenge:

We are interested in proof that you understood the challenge, the vulnerabilities and how to exploit them. This is not intended as a formal bug report.

Please submit the document as a markdown file on give. You may submit as many times as you like. Only your most recent submission will be marked.

### **Submission**

give cs6447 war1 war1.md

## Marking scheme

This week's wargames are worth 3 marks in total.

#### Due date

The wargames are due 17:59 Monday 6th June (Sydney time). This is in Week 2.

# Late Penalty

Late submissions will have marks deducted from the maximum achievable mark at the rate of 1 mark *per day* that they are late.

Resource created 16 days ago (Wednesday 18 May 2022, 11:35:23 AM), last modified 6 days ago (Saturday 28 May 2022, 09:03:21 AM).

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Add a comment



Zelun Li (/users/z5260511) about 2 hours ago (Fri Jun 03 2022 14:26:33 GMT+1000 (Australian Eastern Standard Time)), last modified about 2 hours ago (Fri Jun 03 2022 14:26:46 GMT+1000 (Australian Eastern Standard Time))

### Well done! You have successfully completed the basics!

Hi.

After getting this from the server how do we view the flag? It didn't send back a flag.

Reply



Chi Zhang (/users/z5211214) <u>3 days ago (Tue May 31 2022 23:33:34 GMT+1000 (Australian Eastern Standard Time)</u>)

For task 1 is the hidden flag the final answer?

Reply



Christovian Tanuarta (/users/z5258947) <u>2 days ago (Wed Jun 01 2022 09:52:46 GMT+1000 (Australian Eastern Standard Time)</u>)

/flag after gaining access to get the flag is what I did.

Reply



Simon Blain (/users/z5200681) 4 days ago (Mon May 30 2022 11:09:17 GMT+1000 (Australian Eastern Standard Time))

Hi.

I am a bit confused about the address 'xV4\x12\n' we are sent. It seems to be in hex but there is the V in the second character. Is there a typo in this address or am I just misunderstanding something?

Thanks

Reply



Andrew Yu (/users/z5169772) <u>3 days ago (Tue May 31 2022 15:34:13 GMT+1000 (Australian Eastern Standard Time)</u>)

There is no backslash in front of the first x, think about what that means (and how python will read out byte strings to you).

Reply



Hashimi-Mahmood Chau (/users/z5242398) <u>3 days ago (Tue May 31 2022 10:14:42 GMT+1000 (Australian Eastern Standard Time))</u>

Yep, I'm also stuck on this part. Did you manage to figure it out?

Reply



Simon Blain (/users/z5200681) <u>3 days ago (Tue May 31 2022 10:44:48 GMT+1000 (Australian Eastern Standard Time)</u>)

Not yet, I moved on to part 2 for now.

Reply