

CTF Report

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Program: HCS - Penetration Testing 1-Month Internship

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Category: Web 2.0

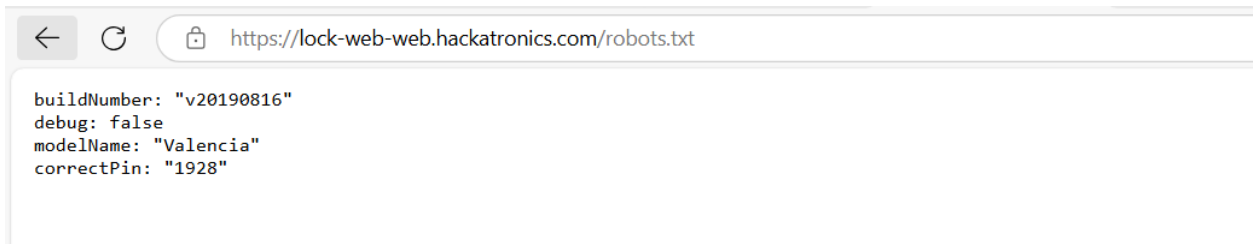
Sub - Category: Lock Web

Description: Lock Web: It is critical to use proper content discovery methodology when testing websites. This is not usually similar to dirbuster or other bruteforcing techniques.

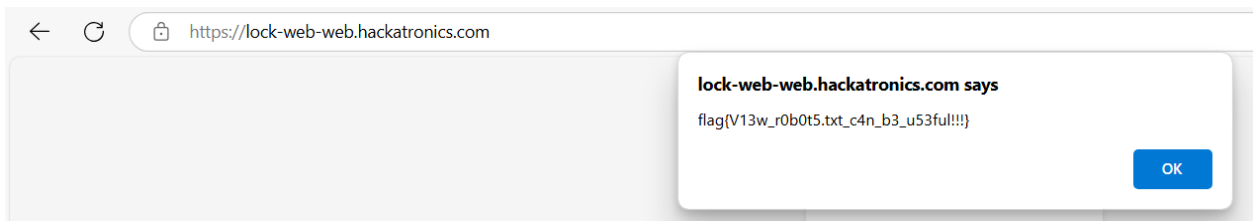
Challenge Overview: This challenge requires o to use advanced content discovery techniques to reveal buried content on a web application. Unlike standard brute-force methods, one will need to take a more deliberate approach to identifying and exploiting hidden endpoints, which will reveal the flag.

Steps for Finding the Flag:

1. **Initial Reconnaissance:** A link to a webpage was provided. Begin by studying the web application's functionality and structure. It includes a pin code input page. Look for input fields, forms, URLs, and other potentially exploitable features.
2. **Input Validation Testing:** Attempt to inject malicious payloads into the input fields and URL parameters.
3. **Directory Enumeration:** Explore the web application's directories and endpoints to find hidden pages or functions that could lead to the flag. Use `/robots.txt` as the URL parameter which serves as a dictionary brute forcing. This file tells search engine crawlers which pages of a website they can access.



4. **Exploitation:** Enter the Pin into the input field
5. **Flag Retrieval:** The flag is then discovered. Capture it and document it for submission.



Flag: `flag{V13w_r0b0t5.txt_c4n_b3_u53ful!!!}`

Sub - Category: The World

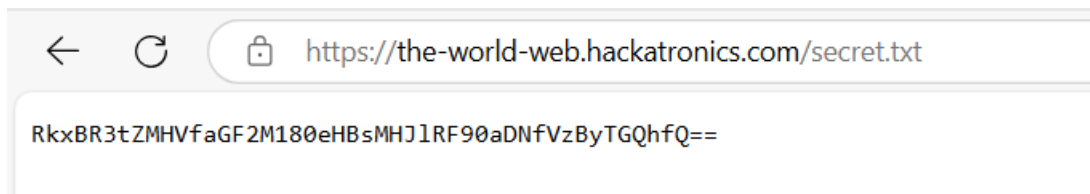
Description: Welcome to "The World" Challenge! You've arrived at a webpage that says, "Hello World!" Looks simple, doesn't it? However, there is more to it than meets the eye. Your aim is to delve deep into this website to discover hidden passageways and the flag.

Challenge Overview: This challenge requires you to examine a seemingly simple webpage that states, "Hello World!" Your mission is to discover hidden routes and surprises across the site. Discovering and decrypting the /secret.txt file will reveal the flag and complete the task.

Steps for Finding the Flag:

1. **Initial Reconnaissance:** A link to a webpage was provided. Begin by studying the web application's functionality and structure. It includes a pin code input page. Look for input fields, forms, URLs, and other potentially exploitable features.

2. **Input Validation Testing:** Attempt to inject malicious payloads into the URL parameters.
3. **Directory Enumeration:** Explore the web application's directories and endpoints to find hidden pages or functions that could lead to the flag. Use `secret.txt` as the URL parameter. This file tells search engine crawlers which pages of a website they can access.
4. **Exploitation:** Once the `/secret.txt` file is entered into the URL, it returns an encrypted code. Decrypt it, and the flag will be shown.



5. **Flag Retrieval:** Once the flag is discovered, capture and document it for submission.

Flag: FLAG{Y0u_hav3_4xpl0reD_th3_W0rLd!}

Category: Network Forensics

Sub- Category: Corrupted

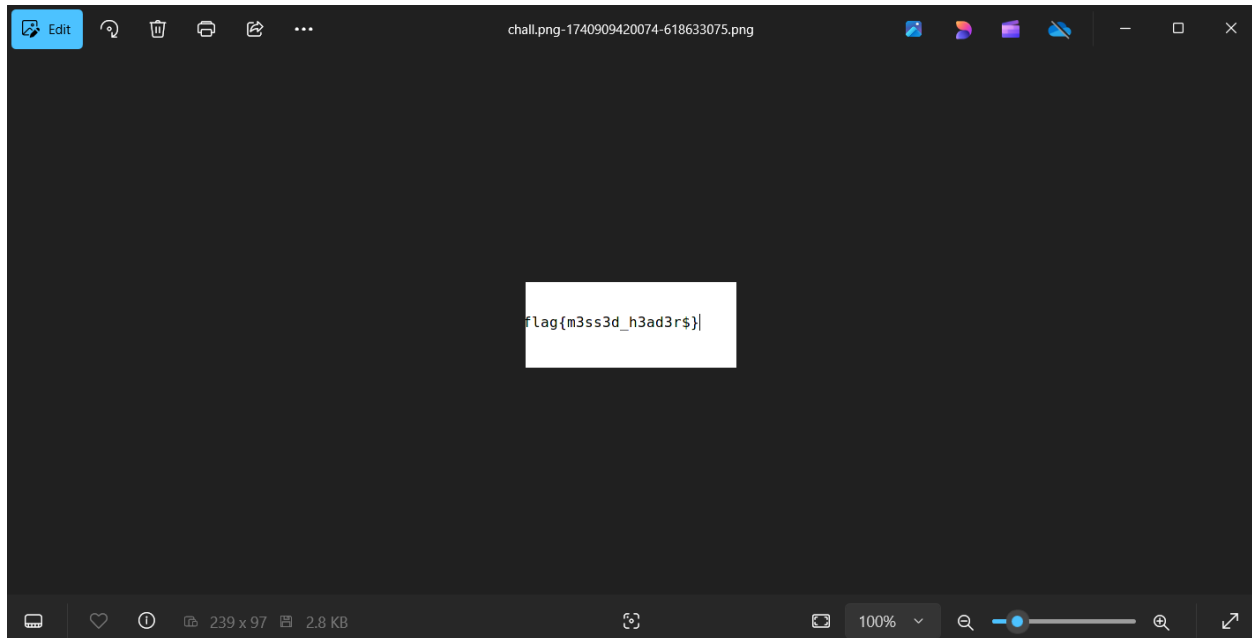
Description: A shared file has been corrupted and requires decoding to restore it to a viewable format.

Challenge Overview: In this challenge, you are presented with a corrupted file that needs to be decoded into a viewable format. Using tools like hexedit, you must analyze and repair the file to uncover the hidden flag.

Steps for Finding the Flag:

1. **File Analysis:** Use an online hex editor like hexedit to study the corrupted file's raw hexadecimal content. Search for anomalies or missing file headers.
2. **Header Correction:** Find the erroneous or missing file header. Replace the first line of binary code with the standard PNG file header, which is: 89 50 4E 47 0D 0A 1A 0A.

3. **Save and Verify:** After editing the file, save it and try opening it as a PNG image to ensure its integrity.
4. **Flag Discovery:** After successfully fixing the file, open it to see the hidden flag.



Flag: `flag{m3ss3d_h3ad3r$}`

Sub - Category: Shadow Web

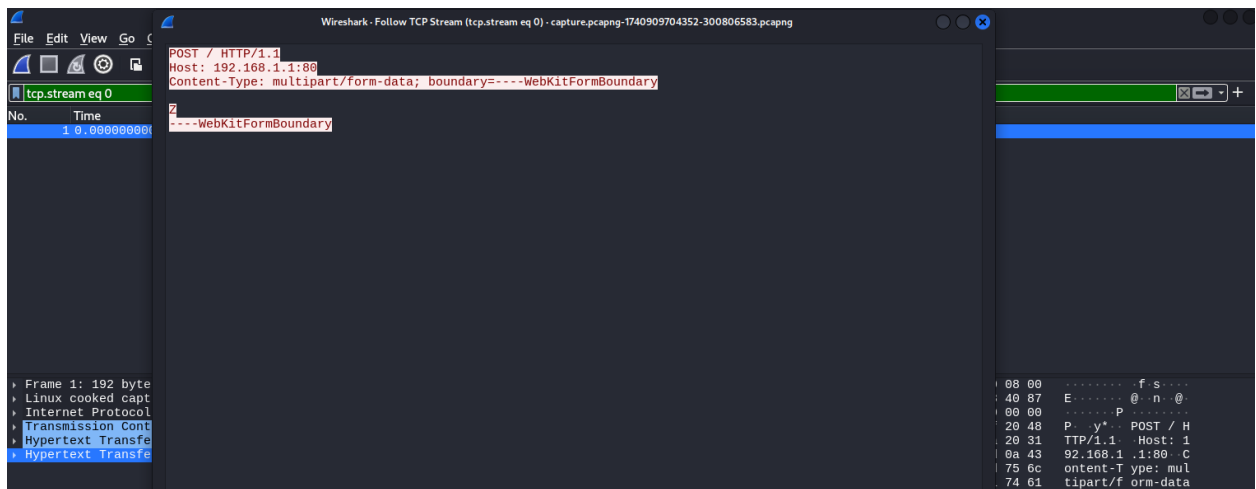
Description: Uncover hidden data within the complex network of protocols. This MULTiverse of packets has some Form Data that may expose the secrets of the Web. Try to uncover the scattered secrets in order to obtain a flag.

Challenge Overview: In this challenge, you are tasked with uncovering hidden data within a complex network of protocols. By analyzing HTTP packets in a provided PCAP file, you'll piece together scattered secrets to decode the flag.

Steps for Finding the Flag:

1. **Packet Analysis:** To analyze the collected traffic, open the given PCAP file in Wireshark and apply the HTTP packet filter.

2. **Data Extraction:** Examine each HTTP packet to detect and extract hidden characters or encoded data buried in the payload.
3. **Cipher Compilation:** Convert the retrieved letters into a cohesive cipher or encoded string.
4. **Decoding:** Use a Base64 decoder to decipher the constructed encryption and discover the hidden flag.
5. **Flag Discovery:** Obtain and document the decoded flag for submission.



Decode from Base64 format

Simply enter your data then push the decode button.

ZmxhZ3ttZWx0MXBsM3A0cnRzYzBuZnVzM3N9

UTF-8

▼

Source character set.

☐

Decode each line separately (useful for when you have multiple entries).

Live mode OFF

Decodes in real-time as you type or paste (supports only the

<

DECODE

>

Decodes your data into the area below.

flag{mult1pl3p4rtsc0nfus3s}

Flag: `flag{mult1pl3p4rtsc0nfus3s}`

Category: Reverse Engg

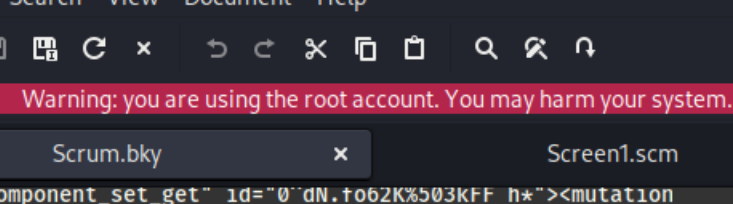
Sub - Category: Lost in the Past

Description: In this challenge, you are required to reverse engineer a set of files to find a hidden flag. To discover prior hidden flag, you must extract and analyze the compressed file and decode the underlying cipher.

Challenge Overview: This challenge tasks you to extract and evaluate an XML document from a zip file. The XML contains a cipher that must be decoded using the right encryption type. After decoding, the flag will be revealed.

Steps for Finding the Flag:

1. **File Extraction:** Unzip the provided zipped file and examine the files in the folder.



The screenshot shows a Windows File Explorer window. The address bar displays the path: `/root/Desktop/CTF.aia-1740910120281-691025702.aia_FILES/src/appinventor/ai_23saahilt/CTF/S`. The menu bar includes File, Edit, Search, View, Document, and Help. The toolbar contains icons for file operations. A prominent red warning banner at the top reads: "Warning: you are using the root account. You may harm your system." Below the banner, two files are open: "Scrum.bky" and "Screen1.scm". The "Scrum.bky" file is active, showing XML-like code for a component. The code includes mutation tags for setting and getting properties of a switch and a text box. The search bar at the bottom contains the text "cipher", and the "Match case" and "Match whole word" options are checked.

```
type="component_set_get" id="0'dN.t062K%503KFF h*"><mutation
component_type="Switch" set_or_get="get" property_name="On"
is_generic="false" instance_name="Switch7"></mutation><field
name="COMPONENT_SELECTOR">Switch7</field><field name="PROP">On</field></
block></value><statement name="D00"><block type="controls_if"
id="r$3l6a3yJvpT0-AZ-4nM"><value name="IF0"><block type="component_set_get"
id="jTQHD!A;jD0X^fxd47tj"><mutation component_type="Switch" set_or_get="get"
property_name="On" is_generic="false" instance_name="Switch13"></
mutation><field name="COMPONENT_SELECTOR">Switch13</field><field
name="PROP">On</field></block></value><statement name="D00"><block
type="component_set_get" id="t%xoRZuLP+tP53R5Yg5W"><mutation
component_type="TextBox" set_or_get="set" property_name="Text"
is_generic="false" instance_name="TextBox1"></mutation><field
name="COMPONENT_SELECTOR">TextBox1</field><field name="PROP">Text</
field><value name="ROT47"><block type="text" id="rmJK*:8a=Rp?
GI;=tBed"><field name="Cipher">7=28LE__0?F490C6GbCD ?8N</field></block></
value></block></statement></block></statement></block></statement></block></
```



Flag: `flag{t00_much_rev3rs1ng}`

Category: OSINT

Sub - Category: Time Machine

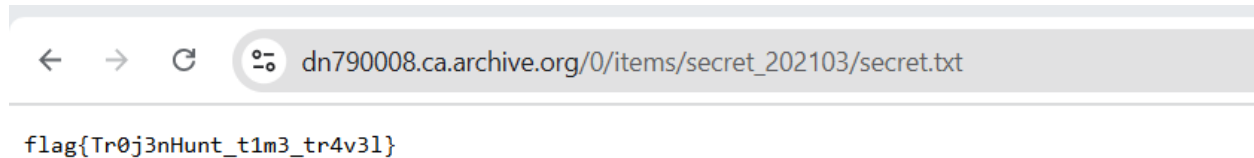
Description: Mr. TrojanHunt has the ability to travel in time. He is hiding a highly classified file from the government. Can you assist NIA discover TrojanHunt's secrets?

Challenge Overview: In this task, you will use OSINT techniques to uncover information on Mr. TrojanHunt and his time-traveling activities. By analyzing search results and downloading a certain file, you can discover the hidden flag.

Steps for Finding the Flag:

1. **Initial Search:** Use a search engine (such as Google) to hunt up information about "Mr. TrojanHunt Time Machine."

2. **Archive Discovery:** Locate and access the appropriate webpage or archive that has information about Mr. TrojanHunt.
3. **File download:** Download the provided text file from the website.
4. **Flag Retrieval:** Open the text file to locate and record the hidden flag.



Flag: `flag{Tr0j3nHunt_t1m3_tr4v3l}`

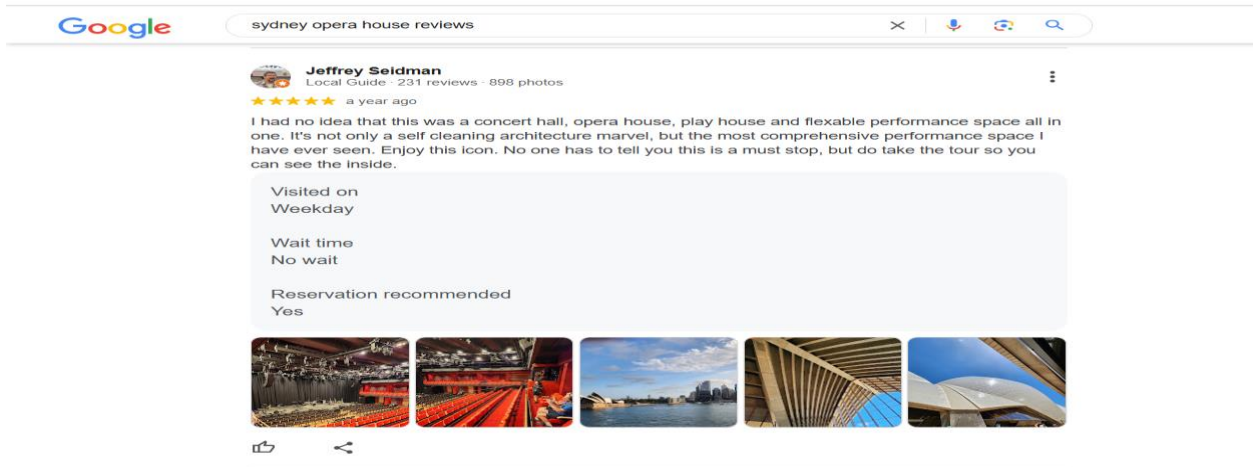
Sub - Category: Snapshot Whispers

Description: In this challenge, an image serves as a hint to uncover a hidden flag. By identifying the location in the image and analyzing related information, you'll piece together the clues to reveal the flag.

Challenge Overview: An image of the Sydney Opera House is used as a hint. The job is to identify the location, analyze reviews or related information, and extract the flag, which is a specific reviewer's first and last name in the format `flag{Firstname_Lastname}`.

Steps for Finding the Flag:

1. **Image Analysis:** Identify the location featured in the provided image as the Sydney Opera House.
2. **Review Investigation:** Search for reviews of the Sydney Opera House and locate the image in a year-old review.
3. **Flag Extraction:** Extract the first and last name of the reviewer mentioned in the review description.
4. **Flag Formatting:** Format the reviewer's name as `flag{Firstname_Lastname}` to discover the flag.



Flag: flag{Jeffrey_Seidman}

Category: Crypto

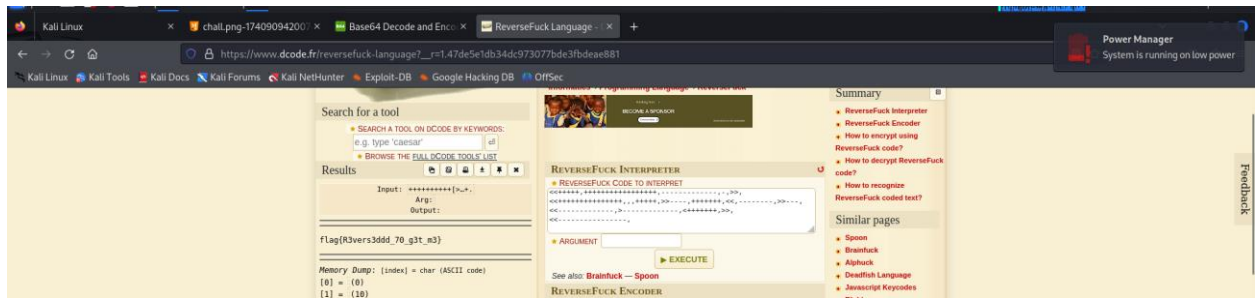
Sub - Category: Wh@t7he####

Description: In this challenge, one is given a file containing encoded data. Your objective is to decode the input with the necessary tools and procedures in order to discover the hidden flag.

Challenge Overview: You can download a file containing encoded data. Using a reversefuck decoder, you can decode the input and discover the hidden flag.

Steps for Finding the Flag:

1. **File download:** Download the given file, which contains the encoded input.
2. **Input extraction:** Copy the encoded input from the file.
3. **Cipher Identification:** Use dcode.fr to determine the type of cipher (for example, Reversefuck).
4. **Decoding:** Use a reversefuck decoder to decode the incoming data.
5. **Flag Discovery:** Following decoding, the concealed flag will be revealed.



Flag: `flag{R3vers3ddd_70_g3t_m3}`

Sub - Category: Success Recipe

Description: In this challenge, you are provided with a file containing encoded data. Your task is to decode the input using an esolang decoder, identify the cipher type, and ultimately uncover the hidden flag.

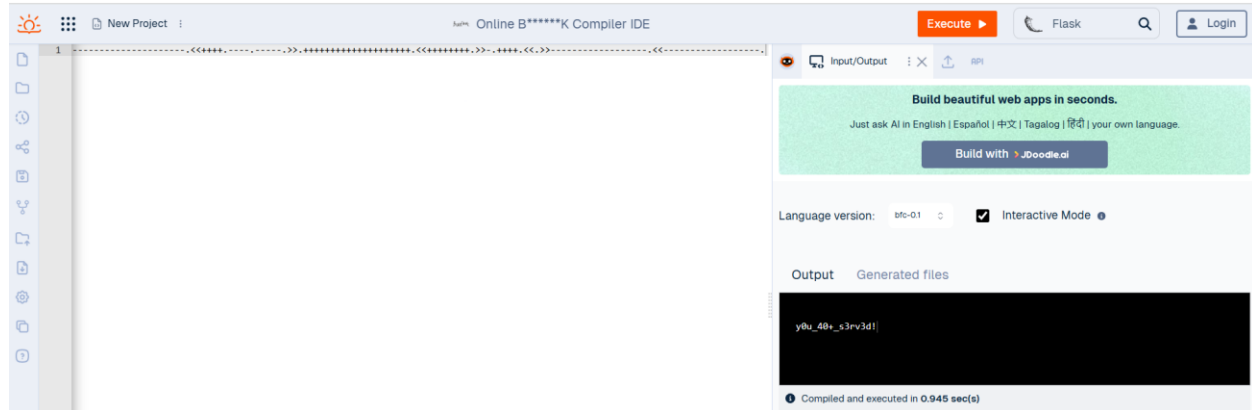
Challenge Overview: A file is provided for download, containing encoded data. After rectifying any errors in the input, you must identify the encryption type and decode the data to disclose the flag.

Steps for Finding the Flag:

1. **File Download:** Download the given file, which contains the encoded input.
2. **Input Extraction:** Copy the encoded input from the file.
3. **Error Correction:** Input the data into an esolang decoder and rectify any errors that occur.
4. **Cipher Identification:** Use dcode.fr to determine the type of cipher (for example, Brainfuck).
5. **Decoding Process:** Use the proper decoder to decode the input (for example, the Brainfuck decoder).
6. **Flag Discovery:** Upon decoding, the concealed flag will be revealed.

The screenshot displays the ESO Lang Park IDE interface. The top bar shows the project name 'EsoLang Park', a 'Chef' icon, a 'Run code' button, and a timer set to 20 ms. The main workspace is divided into three panels:

- Code Editor:** Contains a Python script for a recipe. The script includes comments, a list of ingredients with quantities, and a 'Method' section (partially visible at the bottom).
- Visualization:** Titled 'End of program', it shows a table of ingredients and their quantities, along with two progress bars labeled 'Bowl 1' and 'Dish 1'. The ingredients list includes items like potatoes, salt, lard, grapes, dijon mustard, oregano, chillifakes, eggs, apples, bananas, mangoes, guavas, tangerines, kiwis, custardapples, muskmelons, dragonfruits, watermelons, and water.
- User Input / Execution Output:** The 'User Input' section is empty. The 'Execution Output' section displays a series of ASCII art characters, including plus signs, less-than signs, and asterisks, arranged in a pattern.



Flag: `flag{ y0u_40+_s3rv3d!}`