



**PWN3RS**  
**CTF**

# **PLAY GROUND GUIDE**

**TOPIC:**

**Open Source**

**Intelligence Techniques**

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**@TH3\_GROOT**

## ~ INTRODUCTION ~

*This will just guide you and get you started on the CTF. I will provide a methodology, resources and a short brief on how the CTF is and how to go ahead and solve it.*

## ~ CTF STRUCTURE ~

*For the past week I have been learning about OSINT, great way of learning this is by putting it into practice.*

*So the CTF contains 6 Levels, It is flag based where you submit a flag, in each level the flag format has been provided, where you are required to follow through Starting from;*

*Level I: Kenya*

*Level II: Somalia*

*Level III: United States*

*Level IV: Greenland*

*Level V: Nicaragua*

*Level VI: Portugal*

*Follow that path, don't try to brute-force the play ground or play maliciously.*

*There are Descriptions and Hints to guide you.*

## *~ OSINT METHODOLOGY ~*

- I: Start with Known Items (Data Points)*
- II. Set your Intelligence Goals (Target Data)*
- III. Gather your tools*
- IV. Analyze, how your data points are connected*
  - v. Pivot, use new data points*
  - vi. Repeat from step 3 to 5*
  - vii. Validate, is your target data correct*

*reference: Josh Huff (OSINT Creeper Derbycon 6.0)*

## *~ RESOURCES ~*

*The Open Source Intelligence Framework*  
*(<https://osintframework.com>)*

*GOOD  
LUCK*