PWN3RS CTF

PLAY GROUND GUIDE

TOPIC:

Open Source Intelligence Techniques

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~ INTRODUCTION ~

This will just guide you and get you started on the CTF.
I will provide a 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 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 bruteforce 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