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## **Extracting Secrets**

How did you use the debugger to bypass the password mechanism? What variables were modified? Please include a screen-shot of the debugger in the report.

I modified the conditional jump that checks for the password...

## From...

```
→ 0804:8614 50
                                      push eax
  0804:8615 e8 c6 fb ff ff
                                      call 0x80481e0 <fortune static!gcc2 compile
 0804:861a 83 c4 10
                                      add esp, 0x10
 0804:861d 89 c0
                                      mov eax, eax
 0804:861f 85 c0
                                      test eax, eax
                                      jne 0x8048640
 0804:8621 75 ld
 0804:8623 83 ec 0c
                                      sub esp, θxc
                                      push 0x8095565
 0804:8626 68 65 55 09 08
 0804:862b e8 00 35 00 00
                                      call 0x804bb30 <fortune_static!printf>
  0804:8630 83 c4 10
                                      add esp, 0x10
0804:8633 83 ec 0c
                                      sub esp. Oxc
```

to...

0004:0014 30		pusn eax
0804:8615 e8 d	c6 fb ff ff	call 0x80481e0
0804:861a 83 d	c4 10	add esp, 0x10
0804:861d 89 d	сө	mov eax, eax
0804:861f 85 d	c0	test eax, eax
0804:8621 eb 1	ld .	jmp 0x8048640
0804:8623 83 e	ec Oc	sub esp, θxc
0804:8626 68 6	65 55 09 08	push 0x8095565
0804:862b e8 6	00 35 00 00	call 0x804bb30
0804:8630 83 0	c4 10	add esp. 0x10

How did you edit the program to bypass the cdkey mechanism?

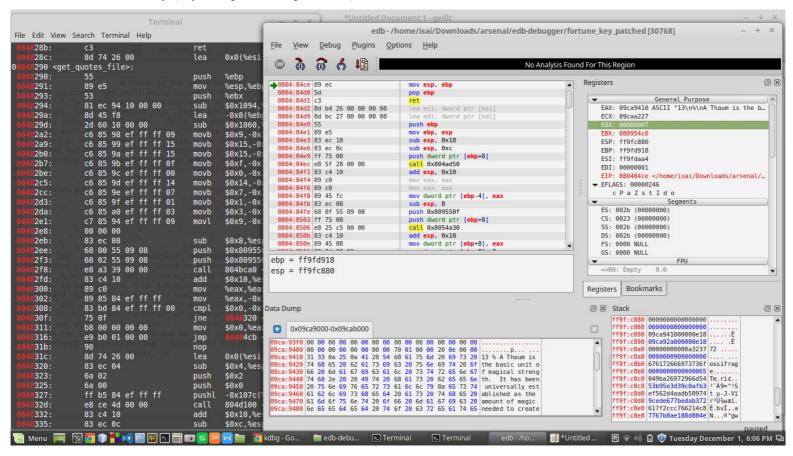
I just let the program run, so that would open the file and hold it in memory

How did you obtain all the fortunes from the encrypted file?

I just let the program run, so that it would decrypt the strings in memory

Include the following files.

Please include a screenshot of the debugger that shows you were able to access the plain text fortunes in memory (in your report or a separate file).



Please include a plain text file containing the list of all fortunes from the fortunes.enc file.

A Thaum is the basic unit of magical strength. It has been universally.established as the amount of magic | needed to create one small white pigeon.or three normal sized billiard balls.. Terry Pratchett, "The Light Fan tastic".%."A wizard cannot do everything; a fact most magicians are reticent to admit, let alone discuss with prospective client s. Still, the fact remains that there are certain objects, and people, that are, for one reason or another, .completely immune to any direct magical spell. It is for this group of beings that the magician learns the subtleties of using indirect spells.. It also does no harm, in dealing with these matters, to carry a large club.near your person at all times.". e Teachings of Ebenezum, Volume VIII.%."Do not meddle in the affairs of wizards, for you are crunchy and good.with ketchup.".%.R incewind had generally been considered by his tutors to be a natural wizard.in the same way that fish are natural mountaineers. He probably would have been thrown out of Unseen University anyway--he couldn't remember spells and.smoking made him feel ill... -- Terry Pratchett, "The Light Fantastic".%. Frobtech, Inc..  $\wedge \$ . we've got the frob.". "If you've got the job,. ∨.%.Win98 error 001: Unexpected condition: booted without crashing..%.Win98 error 002: Insufficient diskspace. You need at least 300 GB free memory..%. Win98 error 003: Illegal ASM instruction. If your mo dem worked properly, the FBI would have been called ... %. Win NT error 001: Error recording error codes. All further errors not.dis played..%.Win98 error 004: Virus activated from DOS Prompt - but the virus requires.Windows. Your system will be rebooted for th e Virus to take effect. [OK].%.Win98 error 005: Mouse not found. Click left mouse button on ok to continue..%.Win98 error 006: Keyboard not found. Press F1 to continue..%.(1) Office employees will daily sweep the floors, dust the. furniture, s helves, and showcases..(2) Each day fill lamps, clean chimneys, and trim wicks... Wash the windows once a week..(3)

coal for the day's business..(4)

Each clerk will bring a bucket of water and a scuttle of.

Make your pens carefully

. You may whittle nibs to your.	individual taste(5)	This office will open at 7 a.m. and
close at 8 p.m. except.		
on the Sabbath, on which day v	we will remain closed. Each.	employee is expected to
spend the Sabbath by attending.		
church and contributing libera	ally to the cause of the Lord	"Office
Worker's Guide", New England Carri	a	
ge. Works, 18	8	