Kringlecon 5 Lessonized

Welcome to [KringleCon 5: Golden Rings](https://2022.kringlecon.com/invite), a Capture the Flag (CTF) contest that is designed to entertain you and teach you penetration testing (pentest) and general IT security skills. Kringlecon 5 has a series of excellent presentations designed to keep your cyber security skills up to date. Some of the presentations even show you how to solve problems you will encounter in Kringlecon. These lessons will lead you through the CTF while highlighting and explaining the concepts behind the challenges.

It is very important to note that Kringlecon 5 is available for free as a gift of [SANS](https://www.sans.org) and [CounterHack Challenges](https://www.counterhackchallenges.com/) to the Information Security (InfoSec) world. Kringlecon 5 offers practice for practitioners who may have to work in a small niche of the cyber security world during the rest of the year. It also introduces techniques to people new to cyber security. Most of all, it lets us hack in a safe cyber range and have fun!

This year’s [Holiday Hack Challenge](https://holidayhackchallenge.com/) (HHC), is Kringlecon 5. All HHC’s are maintained for at least three years for your InfoSec education pleasure. If you ever run across Ed Skoudis (Twitter @edskoudis) or the CounterHack team (@CounterHackSec), tell them thanks!

Note: These lessons are broken into small pieces to avoid giving spoilers away. If you are stuck go on to the next lesson, which will have the solution you need. The answers to all the HHC challenges are posted in many places on the Internet. If you want to get the most out of these lessons, avoid looking at the solutions on the Internet while doing the lessons, at least until you have made an honest effort.

The convention has many interesting talks, and some of them apply directly to the challenges. Here is Ed Skoudis’ welcome to Kringlecon talk. Please watch it.  
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<http://www.youtube.com/watch?v=4EStXLwBfFg>

# Objective: Kringlecon Orientation

First, we’ll familiarize you with some of the basic aspects of the game. Go to <https://2022.kringlecon.com/> and create an account. That should take you to the orientation area and entrance gate to the North Pole. You can personalize your avatar using the icons at the top right of the game.

The opening location asks you to talk to the elf Jingle Ringford. Talk to Jingle and pick up your badge. Your badge is an essential part of the game. It is where your objectives, hints, talks, and teleporters live, among other things.  
 A screenshot of a video game

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The dropdown list at the right allows you to review your conversations with the elves after the conversation bubbles are gone. Sometimes the bubble about talking to the elf gets in the way of the blue text over his head, so this may help.  
Graphical user interface, text, application, chat or text message

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The objectives on your badge will show you the things you need to do. When you talk to elves, you may not hear all they have to say unless you keep clicking. Also, when you leave an elf, accomplish something, and then come back, the elf may have more to say. So, talk to Jingle, check out your badge, go to the Kringlecoin Terminal Machine (KTM) to get a Kringlecoin wallet, talk to Jingle some more, and a terminal should appear on the terminal.

The first terminal is very simple, as its purpose is to show you what terminals look like. Type “answer” in the top frame, hit enter, and the gate will creak open. Your adventure has started!

The goal is to complete all the objectives on your badge. However, almost every objective has a helpful elf with a terminal that you need to complete first.