Let's Play a CTF, Part 1

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Presentation Overview

This presentation series is meant to introduce you to the wonderful world of security CTFs. The gist of this series is that it's:

- Targeted at beginners
- Meant to introduce you to common challenge types
- Meant to introduce you to common solution techniques

Where there's some bigger lesson to be had from these challenges with regard to practical security, we'll talk a bit about it.

Overview
What is a CTF?
Challenge

If you have pertinent questions, interrupt me. I like things loosey-goosey.

CTF Overview

CTF \see-tee-eff \

A competition in which infosec (un)professionals get to exercise their talents for fun and profit. The basic premise is that a competitor is tasked with finding "flags", which are worth points. The competitor with the most points at the end of the competition wins.

Sometimes it's a team game, and sometimes you're required to go solo.

- Sometimes a cash prize is up for grabs.
- Sometimes there's a lucrative career up for grabs.
- There are always bragging rights up for grabs.



Flags

A "flag" in this context usually refers to a specially-formatted and/or specially placed text token which serves as proof-of-completion of a particular challenge/task. They can be a plaintext token like this:

ZeroCTF{THi5_i5_A_fLaG}

or maybe a hash token like this:

ab0bfd73daaec7912dcdca1ba0ba3d05

or maybe even something like this:

(°5°)





Note: Flags can't always be formatted according to a given CTF's own standards. Some challenges just make it technically impossible for one reason or another. In these cases, a CTF will usually expect you to properly format the flag yourself.

For example, if you find: THi5_i5_A_fLaG

you may need to wrap it with **ZeroCTF**{} manually before submitting it.

CTF Types

There are two common types of CTF:

- Jeopardy
- Attack-Defend

Attack/Defend-Style CTF

In attack/defend CTFs, competitors are given a network running some identical set of services (mail, ftp, etc.). As they find vulnerabilities in their services, they can patch those vulnerabilities, and exploit them in networks belonging to other competitors.

The exploit will give the player some level of elevated access, and they'll use that access to hunt for a flag, which may be present in a file on disk, in process memory, or in any number of other locations.

This type of CTF is uncommon because of how much effort it takes to run one. Notable examples include:

Defcon CTF



Jeopardy-Style CTF

In a jeopardy style CTF, competitors are presented with a Jeopardy board populated with infosec-related categories like:

- Cryptography
- Reverse-engineering
- Forensics
- Pwnable (i.e remote exploitation)
- Programming
- Web (everyone's favorite)

Just as in Jeopardy, each category contains challenges of varying difficulty, with the more difficult challenges worth more points and vice-versa.





Jeopardy-Style CTF Board Example #1



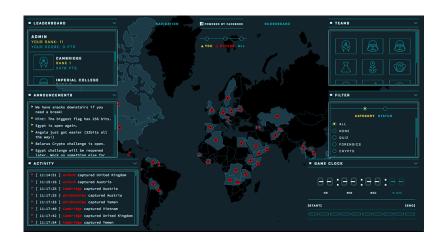


Jeopardy-Style CTF Board Example #2





Jeopardy-Style CTF Board Example #3



How to Find a CTF

There's pretty much only two ways you're gonna find CTFs:

- ctftime (or a similar online calendar/league/directory)
- Word of mouth

Let's take a quick tour of ctftime.

CTF Challenge #1

This brings us to our first challenge. The flag format we'll use through this series is:

ZeroCTF{ flag_contents}

You can find the first challenge **here**. The flag is worth 100 points. When you solve it, **DO NOT SPOIL THE SOLUTION FOR OTHERS, LET THEM SUFFER**.

CTF Challenge #1 BONUS

BONUS: There are one or more flags hidden within the presentation (file?) itself. The first person(s) to email me with a bonus flag that no-one else has yet found scores 50 bonus points.

As mentioned earlier, if you find a flag that isn't wrapped in "ZeroCTF{}", then make sure to properly format it yourself before sending it, otherwise it won't be worth any points.