



HACKY EASTER 2016

WRITEUP BY HARDLOCK

INDEX

challenge 01 - Easy One.....	2
challenge 02 - Just Cruisin'.....	3
challenge 03 - Bird's Nest.....	4
challenge 04 - Sound Check.....	5
challenge 05 - Play it again, Paul.....	6
challenge 06 - Going Up.....	7
challenge 07 - Wise Rabbit Once More.....	8
challenge 08 - Just Drive	9
challenge 09 - Brain Game.....	10
challenge 10 - Blueprint.....	11
challenge 11 - Twisted Disc.....	12
challenge 12 - Version Out Of Control	13
challenge 13 - Fractal Fumbling	14
challenge 14 - P.A.L.M.	15
challenge 15 - Big Bad Wolf	16
challenge 16 - Egg Coloring.....	17
challenge 17 - Bunny Hop	18
challenge 18 - Bug Hunter	19
challenge 19 - Assemble This!.....	20
challenge 20 - Humpty's Dump.....	21
challenge 21 - Crypto Council	22
challenge 22 - Dumpster Diving.....	23
challenge 23 - Heizohack	24
challenge 24 - crunch.ly.....	25

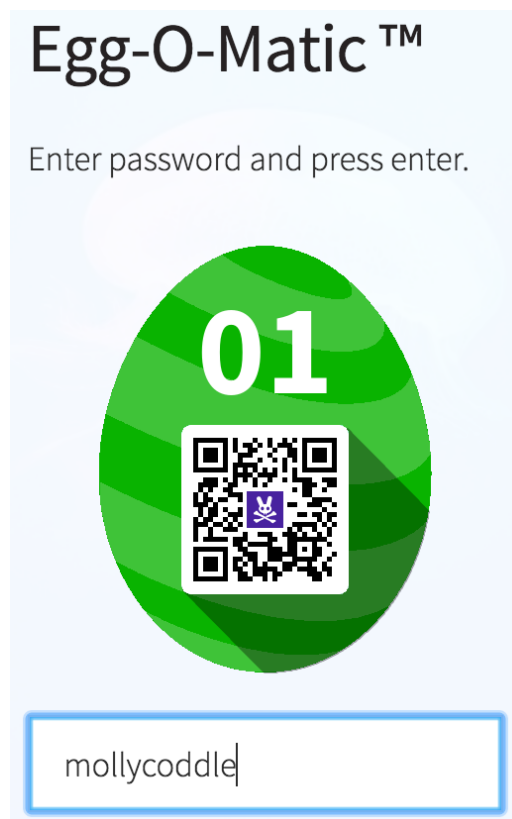
CHALLENGE 01 - EASY ONE

this challenge should be an easy starter, but actually it wasnt the first one which i solved. like always i overcomplicated it and didnt get it at first sight.

xt	hex	yhi	dde	nyy	str
in	gyy	isy	ymo	lly	cod
dl	exy	sox	xsi	mpl	ey🐣

it looks like crypto, but its not. removing the spaces between the words, will show the solution rather quickly:

xthexyhiddenyystringyyisyymollycoddlexysoxxsimpley

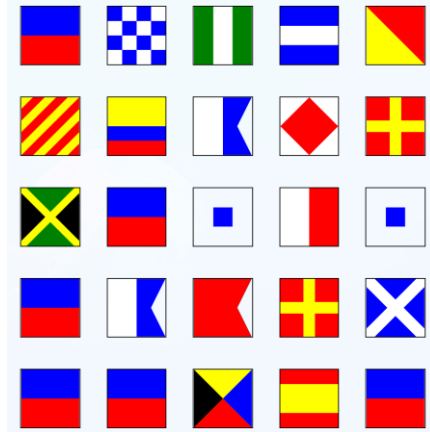


so simple - really.

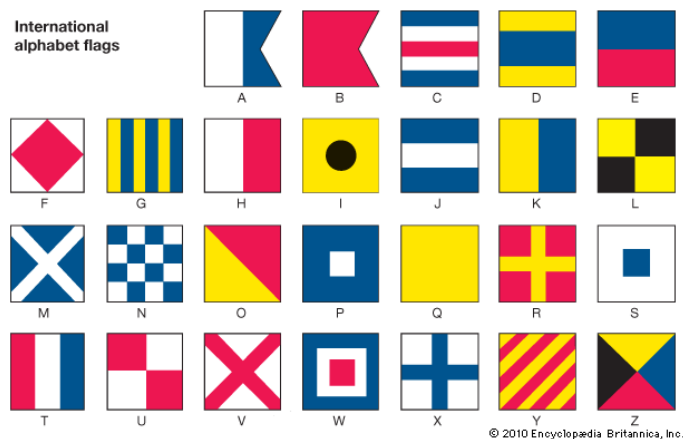
CHALLENGE 02 - JUST CRUISIN'

the second challenge gives us an image puzzle. first i didnt get the idea, but after googling some of these signs, i have found the signal flags used on ships and boats:

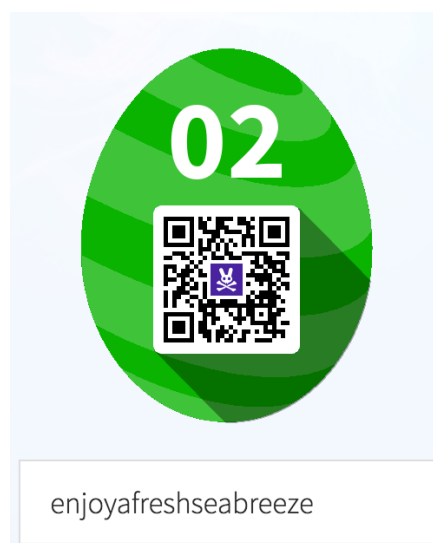
https://en.wikipedia.org/wiki/International_maritime_signal_flags



using a lookup table, i was able to find the solution.



i had to skip the unknown flags and the "m":



CHALLENGE 03 - BIRD'S NEST

i was stuck at this challenge quite some time, because it is a mobile challenge and i was thinking that i have to do something with it. i decompiled the app and tried steganography on it, checked all html sources, but no luck.



actually the # (hash sign) is the hint in this image. i first interpreted it as a number, but on the internet this is also known as hash tag. oh wait... lets check if we can find something using these words as hashtag. looking on twitter for posts containing "egg03" and "nest" will lead us to this post:



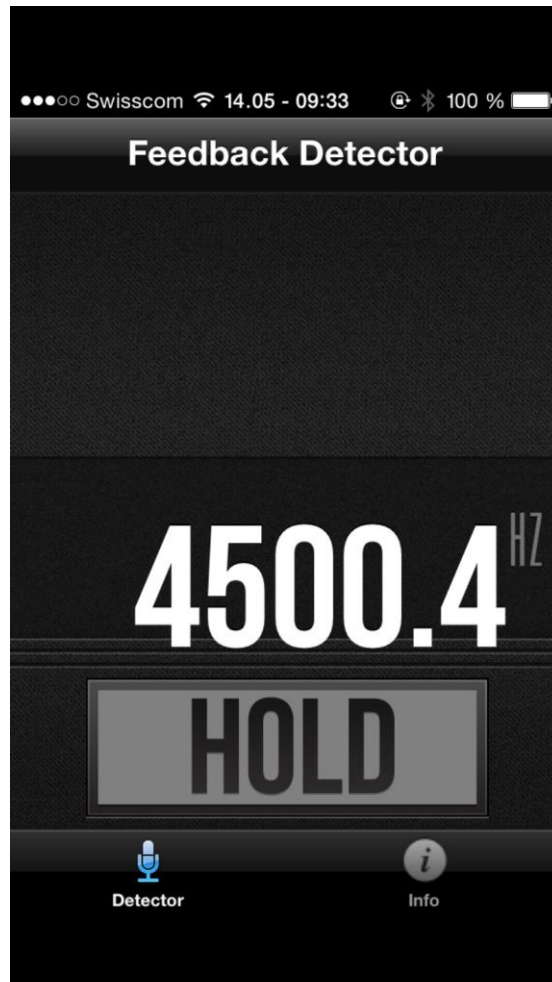
following the url from that post will give us the egg03:



CHALLENGE 04 - SOUND CHECK

the mobile app lets us play some sounds and obviously we have to find out which frequency they have and we should select the proper number from the dropdown. to solve this, i have used two iphones and the "feedback detector" app:

<https://itunes.apple.com/us/app/feedback-detector/id560799394?mt=8>



Swisscom 14. Mai - 09:33 93 %

Sound System

Press the button and listen carefully! Then enter the frequency of the sound.



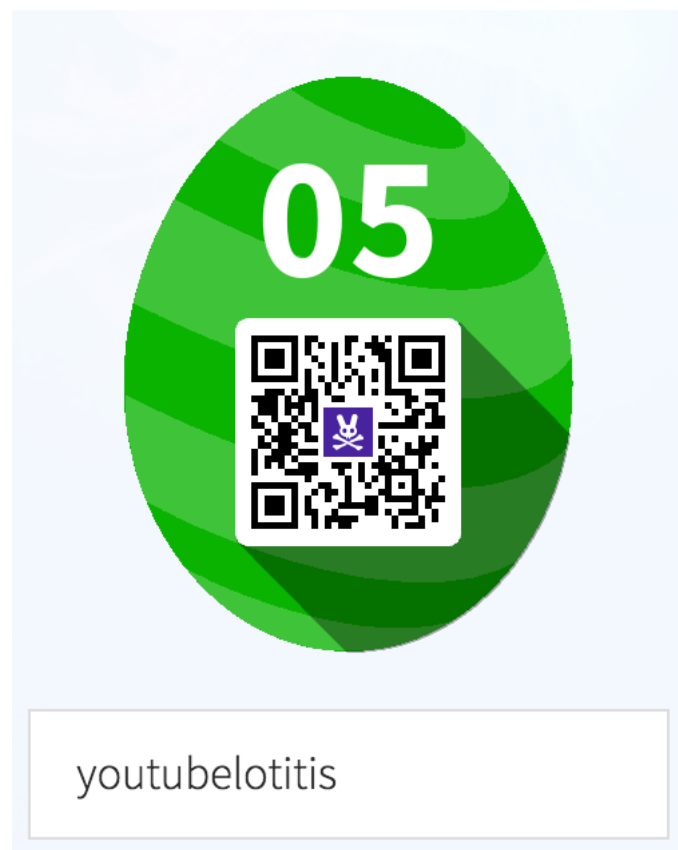
having a second phone was really helpful in this case, also to scan the QR code in the end.

CHALLENGE 05 - PLAY IT AGAIN, PAUL

this challenge offers us a youtube video. as a hint we have a phrase in a different language, which turned out to be "esperanto". we can change the languages for the video file (with the CC button) and if we set it to esperanto and watch it until the end, the passphrase will appear for us:

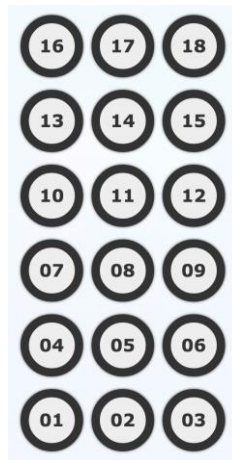


oh that was easy:



CHALLENGE 06 - GOING UP

this challenge looks like an elevator panel and every level has a link behind the button.



but there is one suspicious button (13)

`challenge06.html?sybbe=punatrzr`

looks like a simple cipher... lets try rot13 (because of the floor 13)

This is your encoded or decoded text:

ok, so changeme should obviously be thirteen:

This is your encoded or decoded text:

<http://hackyeaster.hacking-lab.com/hackyeaster/challenge06.html?sybbe=guvegrra>

will lead us to the egg for challenge 06:



CHALLENGE 07 - WISE RABBIT ONCE MORE

wise rabbit returns and tells us:

Wise Rabbit Once More

Wise Rabbit says:

The solution is in the solutions!

Go back and scroll to 123!

this is obviously a reference to the last years solutions which can be found here:

<https://www.hacking-lab.com/references/hackyeaster2015/>

opening the solutions PDF (http://media.hacking-lab.com/hackyeaster/HackyEaster2015_Solutions_high.pdf) and scrolling to the end will give us the password for this challenge:

```
#crack
while read password; do
    #truecrypt teaser_video.mp4 --password=$password
    echo $password;
    truecrypt -t teaser_video.mp4 --password=$password --non-interactive
    STATUS=$?
    if [ $STATUS -eq 0 ]; then
        clear;
        echo "-----";
        echo "Passwort gefunden : ";
        echo $password;
        break;
    fi
done <text_neu2.txt
```

password: goldfish

Hack Easter 2015

Page 123

Enter password and press enter.



goldfish

CHALLENGE 08 - JUST DRIVE

first i didnt get this challenge at all and therefore i had a look at the disassembled binary from my iphone. i dumped the HackyEaster binary with Clutch (only works on a jailbroken phone) and then loaded it in IDA.

```
if ( !(unsigned int)objc_msgSend(u3, "hasPrefix:", u6) & 0xFF) )
    u3 = (id)objc_msgSend(u6, "stringByAppendingString:", u3);
if ( (unsigned int)objc_msgSend(u3, "length") >= 9 )
    u3 = (id)objc_msgSend(u3, "substringToIndex:", 0);
u7 = ( CFSTR("1ab9a97066f747c25d9c6a6b0fda647fae98cb98") );
if ( !(unsigned int)objc_msgSend(u7, "hasPrefix:", CFSTR("4692bd56dd3070f74b7e")) & 0xFF) )
{
    if ( (unsigned int)objc_msgSend(u3, "length") >= 7 )
        u8 = 7,
        u9 = objc_msgSend(u3, "substringToIndex:", 7),
        u10 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u9),
        (unsigned int)objc_msgSend(CFSTR("1ab9a97066f747c25d9c6a6b0fda647fae98cb98"), "isEqualToString:", u10) & 0xFF)
    ||
        (unsigned int)objc_msgSend(u3, "length") >= 6 )
        u8 = 6,
        u11 = objc_msgSend(u3, "substringToIndex:", 6),
        u12 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u11),
        (unsigned int)objc_msgSend(CFSTR("58192fd1263bd420efb788cc88a84f871239cf"), "isEqualToString:", u12) & 0xFF)
    ||
        (unsigned int)objc_msgSend(u3, "length") >= 5 )
        u8 = 5,
        u13 = objc_msgSend(u3, "substringToIndex:", 5),
        u14 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u13),
        (unsigned int)objc_msgSend(CFSTR("e8f235e79be9f8b13598b285a6fdaf2ac70a66ca"), "isEqualToString:", u14) & 0xFF)
    ||
        (unsigned int)objc_msgSend(u3, "length") >= 4 )
        u8 = 4,
        u15 = objc_msgSend(u3, "substringToIndex:", 4),
        u16 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u15),
        (unsigned int)objc_msgSend(CFSTR("3daee0c0bada99f5bf0866728fd78299acaaafa15"), "isEqualToString:", u16) & 0xFF)
    ||
        (unsigned int)objc_msgSend(u3, "length") >= 3 )
        u8 = 3,
        u17 = objc_msgSend(u3, "substringToIndex:", 3),
        u18 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u17),
        (unsigned int)objc_msgSend(CFSTR("f11fa81c0b72716bba0536dd34b9b0987af69b03"), "isEqualToString:", u18) & 0xFF)
    ||
        (unsigned int)objc_msgSend(u3, "length") >= 2 )
        u8 = 2,
        u19 = objc_msgSend(u3, "substringToIndex:", 2),
        u20 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u19),
        (unsigned int)objc_msgSend(CFSTR("a8643e0e26d5ead82e73aa64966ca144f152d8a"), "isEqualToString:", u20) & 0xFF) )
{
    u7 = CFSTR("");
    goto LABEL_30;
}
if ( objc_msgSend(u3, "length") )
{
    u21 = objc_msgSend(u3, "substringToIndex:", 1);
    u22 = objc_msgSend(408JC_CLASS__Util, "sha1hex:", u21);
    u7 = CFSTR("");
    u8 = objc_msgSend(CFSTR("4dc7c9ec43ead06502767136789763ec11d2c4b7"), "isEqualToString:", u22) != 0;
    goto LABEL_30;
}
```

there is some hash checking going on based on the orientation of the phone. lets see if we can find what these hashes mean. for that i have used <https://hashkiller.co.uk/md5-decrypter.aspx>

[We found 7 hashes! (Timer: 222 m/s) Please find them below...]	
4dc7c9ec43ead06502767136789763ec11d2c4b7	4dc7c9ec43ead06502767136789763ec11d2c4b7 SHA1 : r
a8643e0e26d5ead82e73aa64966ca144f152d8a	a8643e0e26d5ead82e73aa64966ca144f152d8a SHA1 : nr
f11fa81c0b72716bba0536dd34b9b0987af69b03	f11fa81c0b72716bba0536dd34b9b0987af69b03 SHA1 : nxnr
3daee0c0bada99f5bf0866728fd78299acaaafa15	3daee0c0bada99f5bf0866728fd78299acaaafa15 SHA1 : nxnr
e8f235e79be9f8b13598b285a6fdaf2ac70a66ca	e8f235e79be9f8b13598b285a6fdaf2ac70a66ca SHA1 : nxnr
58192fd1263bd420efb788cc88a84f871239cf	58192fd1263bd420efb788cc88a84f871239cf SHA1 : nxnr
1ab9a97066f747c25d9c6a6b0fda647fae98cb98	1ab9a97066f747c25d9c6a6b0fda647fae98cb98 SHA1 : nxnr

interesting. one hash is not complete in the disassembly, but we obviously need exactly that one.

```
if ( !(unsigned int)objc_msgSend(u7, "hasPrefix:", CFSTR("4692bd56dd3070f74b7e")) & 0xFF) )
```

by trial and error i discovered the correct string (nrnxnr):

SHA1 and other hash functions online generator

nrnxnr hash

sha-1

Result for sha1: 4692bd56dd3070f74b7e81c6b2f69339b0fd6062

then i used this full hash as json.k in the html file and replaced it with the one on my iphone (in the app www folder) like this:

```
function rotFeedback(jsonString) {
    var json = JSON.parse(jsonString);
    json.k='4692bd56dd3070f74b7e81c6b2f69339b0fd6062';
    if (json) {
```

loading the app with the static hash patched in, did indeed decrypt the egg:

Just Drive



CHALLENGE 09 - BRAIN GAME

first i thought this challenge was about crypto and i tried to interpret the code somehow, but that didnt work out.



1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 Bc5 5. O-O d6 6. Nbd2 O-O 7. Bxc6 bxc6 8. h3 h6 9. Re1 Re8 10. Nf1 a5 11. Ng3 Rb8 12. b3 Bb4 13. Bd2 Ra8 14. c3 Bc5 15. d4 Bb6 16. dxe5 dxe5 17. c4 Nh7 18. Qe2 Nf8 19. Be3 c5 20. Rad1 Qf6 21. Nh5 Qe7 22. Nh2 Kh7 23. Qf3 f6 24. Ng4 Bxg4 25. Qxg4 Red8 26. Qf5+ Kh8 27. f4 Rxd1 28. Rxd1 exf4 29. Bxf4 Qe6 30. Rd3 Re8 31. Nxg7 Kxg7 32. Qh5 Nh7 33. Bxh6+ Kh8 34. Qg6 Qg8 35. Bg7+ Qxg7 36. Qxe8+ Qf8 37. Qe6 Qh6 38. e5 Qc1+ 39. Kh2 Qf4+ 40. Rg3 1-0

i dont know why i didnt try this in the beginning, but after i googled some of these codes, i discovered that this is a PGN code (Portable Game Notation) and this actually represents a real chess game between Magnus Carlsen (Worlds best chess player) and Teimour Radjabov.



Magnus Carlsen vs. **Teimour Radjabov**
 (Norway, 2862) **1 - 0** (Azerbaijan, 2734)
 Turnier: Tata Steel, 2015.01.20, Berlin Defense, Ruy Lopez (C65)
 Dieses Partie wurde als **Partie des Tages** ausgewählt - 2015.01.20

Bewerten Sie das Spiel: ☆☆☆☆☆☆☆☆☆

Embed game Submit picture PGN download

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 Bc5 5. O-O d6 6. Nbd2 O-O 7. Bxc6 bxc6 8. h3 h6 9. Re1 Re8 10. Nf1 a5 11. Ng3 Rb8 12. b3 Bb4 13. Bd2 Ra8 14. c3 Bc5 15. d4 Bb6 16. dxe5 dxe5 17. c4 Nh7 18. Qe2 Nf8 19. Be3 c5 20. Rad1 Qf6 21. Nh5 Qe7 22. Nh2 Kh7 23. Qf3 f6 24. Ng4 Bxg4 25. Qxg4 Red8 26. Qf5+ Kh8 27. f4 Rxd1 28. Rxd1 exf4 29. Bxf4 Qe6 30. Rd3 Re8 31. Nxg7 Kxg7 32. Qh5 Nh7 33. Bxh6+ Kh8 34. Qg6 Qg8 35. Bg7+ Qxg7 36. Qxe8+ Qf8 37. Qe6 Qh6 38. e5 Qc1+ 39. Kh2 Qf4+ 40. Rg3 1-0

All games | Master games | Rating 2798±100

Move	Eval	Depth	Games	White%	Draw%	Black%
a4	...	<2	-			
Ba7	...	<2	-			
Qc1	...	<2	-			
Qxc4	...	<2	-			

we obviously have to interpret the final position in a binary format like shown in the example and then convert it to decimal:

00000001 = 1
 00100001 = 33
 01001100 = 76
 10101000 = 168
 00100100 = 36
 01000011 = 67
 10000011 = 131
 00000000 = 0

= 1-33-76-168-36-67-131-0

Enter password and press enter.



1-33-76-168-36-67-131-0

CHALLENGE 10 - BLUEPRINT

this challenge wants us to use a plot function and recreate a hacky easter 2016 banner. checking the source code from the webpage reveals this function:

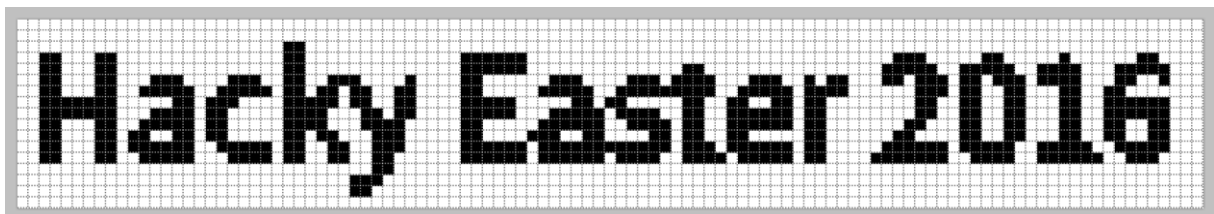
```
function plot() {
  var value = $("#value").val();
  var bigint = BigInteger(value);
  var y, yy, xx = 0;
  var context = $("#canvas")[0].getContext('2d');
  context.fillStyle = "#0000dd";
  context.fillRect(0, 0, 106 * 4, 17 * 4);
  for (x=105; x>=0; x--) {
    yy = 0;
    y = bigint;
    for (v=0; v<=16; v++) {
      if (BigInteger remainder(BigInteger divide(BigInteger divide(y, 17), BigInteger pow(2, (17*x)+BigInteger remainder(y, 17))), 2) > 0.5){
        context.fillStyle = "#ffffff";
        context.fillRect(xx, yy, 3, 3);
      }
      y = BigInteger.add(y, 1);
      yy += 4;
    }
    xx += 4;
  }
  if (CryptoJS.SHA1(CryptoJS.SHA1(value)) == 'c63733cf3c66f031b5c029f2a981f0239d990ad') {
    alert("Match!");
    window.location.href = "challenge10_" + CryptoJS.SHA1(value) + ".html";
  }
}
```

by googling "`BigInteger remainder(BigInteger divide(BigInteger divide(y, 17), BigInteger pow(2, (17*x)+BigInteger remainder(y, 17))), 2) > 0.5`" we can find out that this is the Tupper Self-Referential Formula (https://en.wikipedia.org/wiki/Tupper%27s_self-referential_formula):

$$\frac{1}{2} < \left\lfloor \text{mod} \left(\left\lfloor \frac{y}{17} \right\rfloor 2^{-17 \lfloor x \rfloor - \text{mod}(\lfloor y \rfloor, 17)}, 2 \right) \right\rfloor,$$

now, since this is a well known formula, we also can find tools which produce the code for a given image, like this webpage here: <http://damnsoft.org/others/tupper.html>

i used the reference image and adjusted it in paint.net until it matched correctly:



using it on webpage got me this code:

```
17657949201581490152887262552977461550821547861463862839240664323911642807489754168164179
33256712488745809504996683827239583883333546485322629316989306398568354223486839398286360
55448533804591049653503261373974416464862181695983478562079067833614229059113869197437699
75974237367400302886153547602709155224361686573545769765610544442950623858438305126210029
32832221184569018554698187638941811100805080136458844977260564034103929232215546488325420
8546726202316901388360683605114288184962864450110296056848249404578342545423849729556480
```

Congrats!



CHALLENGE 11 - TWISTED DISC

this challenge gave me some headache in the beginning. i thought i am smart and made up all possible solutions in python. but this file was very big and even with wordlists i didnt find the solution.

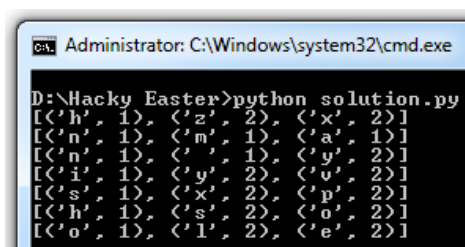
later i discovered, that there are a lot of similar chars in every ring, but some letters were only present once. so i stripped all chars away that were present multiple times per ring and checked the remaining chars. since i had already a python script available, i just used it to find the chars.

```
import collections

ring1 = "llepeop"
ring2 = "fflaohlakakos"
ring3 = "jqninxmpelxjgsimpel"
ring4 = "dopoefussycrlhuviddlyrvchefp"
ring5 = "muffyiolyumsschajdett cpidephjklonka"
ring6 = "wreezymklcfdtvqhvsnrxubuwxhappysdfbkcooltq"
ring7 = "oowqfdhilfrmgpsrtvkbearnstzkodaueiyyzbybmvgpjlcnxjqw"

r1 = "".join(sorted(ring1))
r2 = "".join(sorted(ring2))
r3 = "".join(sorted(ring3))
r4 = "".join(sorted(ring4))
r5 = "".join(sorted(ring5))
r6 = "".join(sorted(ring6))
r7 = "".join(sorted(ring7))

print collections.Counter(r7).most_common()[:3-1:-1]
print collections.Counter(r6).most_common()[:3-1:-1]
print collections.Counter(r5).most_common()[:3-1:-1]
print collections.Counter(r4).most_common()[:3-1:-1]
print collections.Counter(r3).most_common()[:3-1:-1]
print collections.Counter(r2).most_common()[:3-1:-1]
print collections.Counter(r1).most_common()[:3-1:-1]
```



so we have some collisions, but the chars remaining are

h, n or m or a, n or ', i, s, h, o

the only "word" that makes sense here is: **hanisho**

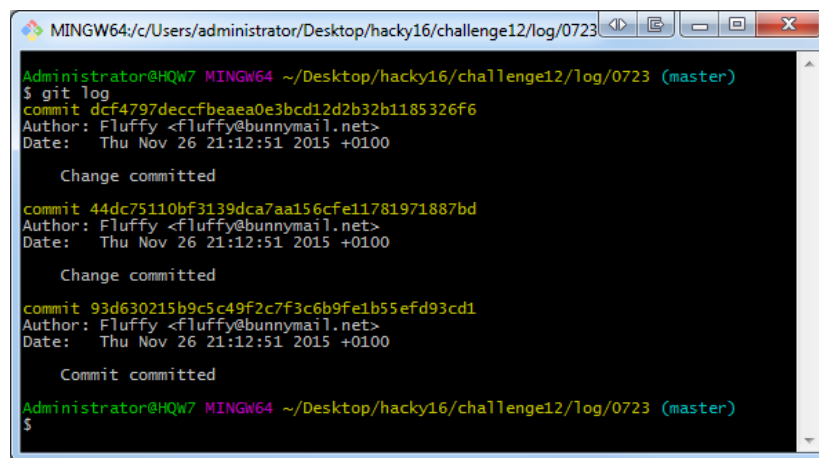


CHALLENGE 12 - VERSION OUT OF CONTROL

i must admit, that i dont have any clue about git and this challenge took me some time to solve. but in the end i installed a git shell and used a simple bash script to unpack all the zip files:

```
for ((i=1000; i>1; i--))
do
    unzip *.zip ; rm *.zip
    cd */
    git show | grep differ >>../log.txt
    git ls-files -d | xargs git checkout --
    mv *.zip ../
    cd ..
done
```

sadly this worked not straight until the end. whenever it got stuck, i manually checked the git commits (with git log) and unpacked (git checkout) the previous files from it to run it again in my script.



```
Administrator@HQW7 MINGW64 ~/Desktop/hacky16/challenge12/log/0723 (master)
$ git log
commit dcf4797deccfbaea0e3bcd12d2b32b1185326f6
Author: Fluffy <Fluffy@bunnymail.net>
Date: Thu Nov 26 21:12:51 2015 +0100

    Change committed

commit 44dc75110bf3139dca7aa156cfe11781971887bd
Author: Fluffy <Fluffy@bunnymail.net>
Date: Thu Nov 26 21:12:51 2015 +0100

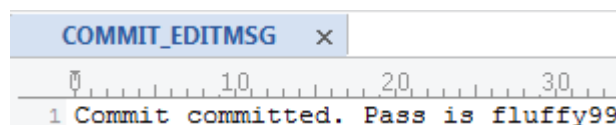
    Change committed

commit 93d630215b9c5c49f2c7f3c6b9fe1b55efd93cd1
Author: Fluffy <Fluffy@bunnymail.net>
Date: Thu Nov 26 21:12:51 2015 +0100

    Commit committed

Administrator@HQW7 MINGW64 ~/Desktop/hacky16/challenge12/log/0723 (master)
$
```

i had to do that about 4 times but finally found the last zip including the egg. this zip was password protected, but i was able to locate the password in the COMMIT_EDITMSG from the previous file:



```
COMMIT_EDITMSG x
1 Commit committed. Pass is fluffy99
```



CHALLENGE 13 - FRACTAL FUMBLING

this challenge was the most time consuming one – or lets say... most memory and patience consuming. we got a rather big image here, full of QR codes and somewhere on it, there is a code to get the egg.

i checked the file with paint.net and discovered, that the smallest QR codes are 21x21 pixels in size. the most obvious thing is, to crop all these codes and scan them. manually this is not possible obviously and therefore i have used imagemagick (<http://www.imagemagick.org>).

first i created 194480 small images from it with this command:

```
convert -crop 21x21 wallpaper.jpg tile%06d.jpg
```

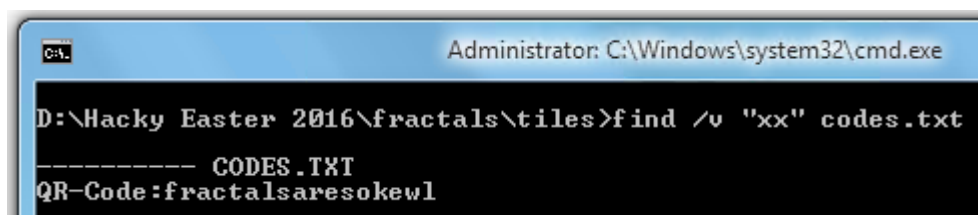
this took a lot of memory and time until these files were created, but it worked. then i tried to scan these QR codes with zbarimg (<http://zbar.sourceforge.net>), but it was not able to scan them because they were too small. therefore i resized them by 200% and made them black and white. this helped a lot and most of the QR's were scanable. with "forfiles" i converted the images and scanned them. the QR codes i saved in a txt file called codes.txt.

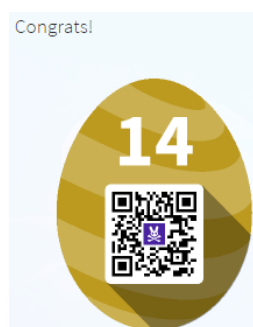
```
forfiles /m *.png /c "cmd.exe /c convert @file -scale 200% -colorspace Gray @file & zbarimg.exe @file" | find "QR" >>codes.txt
```

this gave me thousands of results and all these had something in common:

```
4250 QR-Code:xxdnohjapptlsfku
4251 QR-Code:xxpwgsuupddkdwyf
4252 QR-Code:xxqnztvyqbxgkopo
```

obviously we have to find a code without "xx" in the beginning. with the "find" command this is rather easy to do: `find /v "xx" codes.txt`





CHALLENGE 15 - BIG BAD WOLF

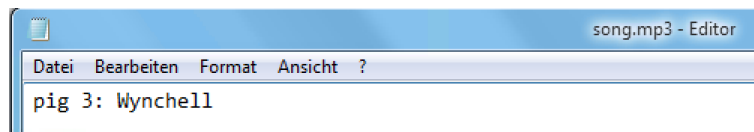
this challenge gives us a file which seems to be a sort of disk image. using winhex we can open it and simply extract the containing files:

Name	Ext.	Size	Created	Modified	Inode changed	Attr.	1st sector
(Root directory)		1.0 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	636
lost-found		12.0 KB		29.11.2015 07:51:2...	29.11.2015 07:51:2...	rw-r-xr-x	638
.badblocks		0 B		29.11.2015 07:51:2...	29.11.2015 07:51:2...	-----	
piglet.jpg	jpg	91.6 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	1'026
pigs.jpg	jpg	93.6 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	1'212
song.mp3	mp3	2.5 MB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	1'402
story.pdf	pdf	71.6 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	6'612
story.txt	txt	1.6 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	6'758
wolf.jpg	jpg	186 KB		29.11.2015 07:51:4...	29.11.2015 07:51:4...	rw-r-xr-x	6'762

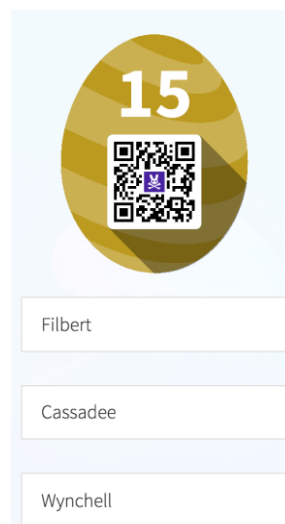
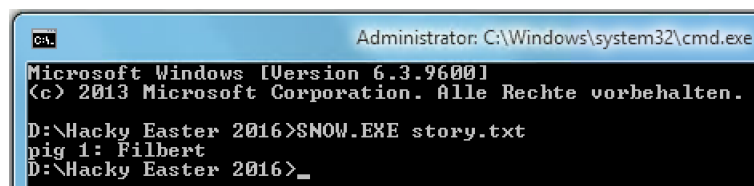
by looking through the files we can find the pig 2 rather easy:



using mp3stego (decode.exe -X song.mp3, empty password) we can find the second pig:



the first pig was a little harder to find. i concentrated too much on the pdf, but didnt find anything. there is actually the possibility to hide information in plain txt files using the whitespace steganography. this tool here helped in this case: <http://www.darkside.com.au/snow/>



CHALLENGE 16 - EGG COLORING

this was my first challenge, which i solved @10:01 – instantly when the event started. this was possible, because i decompiled the android application before hacky easter actually started.

```
private void colorize(int index) {  
    String url = "http://hackyeaster.hacking-lab.com/hackyeaster/egg?code=" + codes[index] + "&key=" + KEY + "&hmac=" + hmacs[index];  
    ImageView image = (ImageView) findViewById(C0174R.id.imageView);  
    new EggLoader().execute(new Object[]{url, image, this});  
}
```

from this code it was clear what we had to send to the server. we even had some examples in the binary to work with:

```
static {  
    codes = new String[]{"ff0000", "00ff00", "0000ff", "00ffff", "ff00ff", "ffffff", "000000"};  
    hmacs = new String[]{"f4e075524ba4470867e1891c1a8d1fc21df1f56a", "b23f66454417de5be448da84a846989b42f304c8",  
        "f5ecdd0f12749fe75734b42bf29943d28acf4573", "2cf2a7cd695a462adcbc324df9302003a99c688a",  
        "543e3853ac9318587c10c7645b6828e2a858ecf5", "c46ffadf392698e28fdeb344239130e2ade2c809",  
        "7b06466eb80d88533a2d1c7b9de62d98c4e20d1d"};  
}
```

so, the app wants us to send yellow, but there is no yellow option available. this could have been done with a proxy for example, but i decided to go the easy way. to create a HMAC we need the secret key, which is also visible in the source code:

```
private static final String EGG_URL = "http://hackyeaster.hacking-lab.com/hackyeaster/egg";  
private static final String KEY = "eggsited";
```

now, we can find out easy, that yellow should be 0xffff00 and knowing the secret key, we can use an online HMAC generator to get our values:

<http://www.freeformatter.com/hmac-generator.html>

Copy-paste the message here
ffff00
Secret Key
eggsited
Select a message digest algorithm
SHA1
COMPUTE HMAC
Computed HMAC (in Hex):
1da02c68080863fa302c20c3312371f4e365a5f9

we know now, how to build our url to get the egg:

<http://hackyeaster.hacking-lab.com/hackyeaster/egg?code=ffff00&key=eggsited&hmac=1da02c68080863fa302c20c3312371f4e365a5f9>

the result was in base64, which can be converted online or in cryptool to get the final PNG file (visible in the file header)



CHALLENGE 17 - BUNNY HOP

so this challenge gives us a source code, including the hint, that it is probably a known language. googling for "right 180" and "programming language" leads us directly to "logo". there is obviously something called turtle graphics, which can be used to paint images using the logo language.

https://en.wikipedia.org/wiki/Turtle_graphics

so the goal was obviously to recreate the functions: backhop, hop and egg. the main problem for me was to understand, that the egg (which is a square here) must be painted from the middle of it and the cursor must return to the center of the egg afterwards. anyway here is my working code:

```
clearscreen

to backhop :size
  penup
  back :size
  pendown
end

to hop :size
  penup
  forward :size
  pendown
end

to egg
  penup
  back 5 right 90 back 5 left 90
  pendown
  REPEAT 4 [FORWARD 10 RIGHT 90]
  penup
  PENUP
  RIGHT 45
  FORWARD 5
  SETFLOODCOLOR [0 0 0]
  FILL
  BACK 5
  LEFT 45
  forward 5 right 90 forward 5 left 90
  PENDOWN
end
```

i ran his in the software FMSLogo (<http://fmslogo.sourceforge.net>) and got a nice QR code:



CHALLENGE 18 - BUG HUNTER

in this challenge we got some buggy code in C#. sadly this didnt run in visual studio 2010 and i had to install the newer version to get it working. there were various errors, but the comments helped to fix them:

```
// Init the four seed values. 1111 and multiples of it.
int h1 = 0x1111;
int h2 = 0x2222;
int h3 = 0x3333;
int h4 = 0x4444;
```

here we should use decimal instead of hex.

```
// 1'000 iterations.
for (int i = 1; i < 1000; i++)
```

this will not run 1000 iterations, only 999. we can fix this by using `<=` instead of `<` only.

```
// If c is greater than d, double c and d.
if (c > d)
    c *= 2;
    d *= 2;
```

this is not a proper condition. we need to use `{ and }` to fix it. else it will only run the first instruction on the condition.

```
// Calculate new values.
// a: Take sum of a and b, and c and d. Then, multiply the two values.
a = a + b * c + d;
```

basic mathematics. we need to use `()` to seperate the operations properly.

```
// b: multiply with 3. Using two additions instead of multiplying -> performance boooooost!
b = b + b;
b = b + b;
```

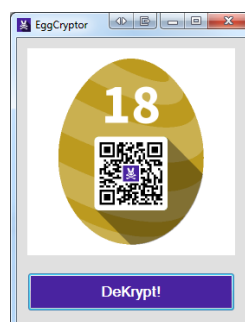
this will not multiply b by 3, but by 4. we can use `b = b + b + b;` instead.

```
// c, d: Swap c and d
c = d;
d = c;
```

this is not swapping the values. we can use `c = c + d; d = c - d; c = c - d;` to swap without temp variable.

```
// Take last four digits (modulo 10'000),
a %= 10000;
b %= 10000;
c %= 10000;
d %= 100000;
```

obviously a typo. we just need to fix `d %= 10000;`



CHALLENGE 19 - ASSEMBLE THIS!

finally a hard challenge and even in assembly. nice! we are given an assembly output generated by gcc. using an x64 linux distro, we can compile this code into a binary using gcc like this:

```
gcc -c file.S -o file.o && gcc file.o -o file
```

i opened this binary in IDA and had a look at the pseudo code. i suck at high-languages and the assembly was not very clean and x64, which im not really familiar with. i probably could reduce the operations and code a script to solve it, but i decided to go the lazy way: bruteforce.

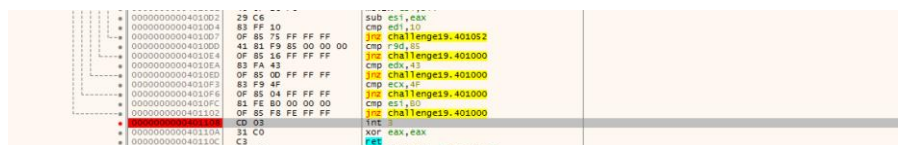
from the code it seems like there are 4 checks and there must be some collisions therefore. also there is a check for the length of the input, which must be bigger than 16 chars. i have used nasm to compile it in assembly (my first x64 assembly program) and injected my own bruteforcer.

i discovered an interesting instruction for the x64 processor: <https://en.wikipedia.org/wiki/RdRand>

RDRAND (previously known as Bull Mountain) is an instruction for returning random numbers from an Intel on-chip hardware random number generator.

pretty helpful. i used this instruction to get a random number and then filled the 18 bytes buffer with random bytes. first i tried to generate ascii values, but that never gave a result.

i ran the exe in x64dbg (<http://x64dbg.com>) and went out for lunch. when i came back my breakpoint after the checks was reached:

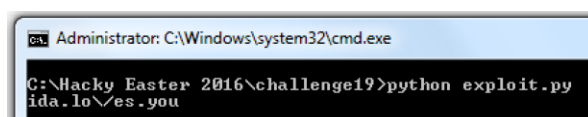


using the data window in x64dbg i was able to dump the key:

87 06 48 16 94 F0 42 0E 4E 1E F6 05 29 DD 30 29 87 17

ok, now i had only to send the result to the server, which didnt work manually because of the non ascii bytes. a small python script helped in this case:

```
3 import socket
4
5 s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
6 host = "hackyeaster.hacking-lab.com"
7 port = 1234
8 s.connect((host,port))
9 s.send("\x87\x06\x48\x16\x94\xf0\x42\x0e\x4e\x1e\xf6\x05\x29\xdd\x30\x29\x87\x17")
10 s.send("\x0a")
11 data = s.recv(1024)
12 print data
13 s.close()
```



CHALLENGE 20 - HUMPTY'S DUMP

this challenge is based on mysql and offers us a database dump. to play with the full database, i have setup a local mysql on my pc and imported the dump with:

create database humpty;

mysql -u root -p humpty < humpty_fyle.sql – of course for all files. then i was able to use the database with queries:

```
mysql> use humpty;
Database changed
mysql> select * from uzr;
```

id	neighm	puzz	sawlt
1342	stuart	de2278f5bcafcbb097ecc1fb54e5ab8a9e912c55	efgh
1875	beaver	943f9ecbbd91306a561d0e3c15e18ee700007083	abcd
3443	chuck	0cf32f8f418659f23f8968d4f63ea5c98b39f833	zyxw
5420	yogo	1742ae4507fc480958e2437104e677e70aa5e857	jklm
8944	flint	915d253cb5ba6f0a220bca83e2d6d3258af15e68	nmlk

first i had to crack a hash to get a password. for this i used python and some wordlists:

```
import hashlib

with open(r"D:\Dictionaries\inside3.txt") as f:
    for line in f:
        line=line.rstrip('\n').upper()
        if hashlib.sha1("efgh."+line+".efgh").hexdigest()=="de2278f5bcafcbb097ecc1fb54e5ab8a9e912c55":
            print line, hashlib.sha1("efgh."+line+".efgh").hexdigest()
        if hashlib.sha1("abcd."+line+".abcd").hexdigest()=="943f9ecbbd91306a561d0e3c15e18ee700007083":
            print line, hashlib.sha1("abcd."+line+".abcd").hexdigest()
        if hashlib.sha1("zyxw."+line+".zyxw").hexdigest()=="0cf32f8f418659f23f8968d4f63ea5c98b39f833":
            print line, hashlib.sha1("zyxw."+line+".zyxw").hexdigest()
        if hashlib.sha1("jklm."+line+".jklm").hexdigest()=="1742ae4507fc480958e2437104e677e70aa5e857":
            print line, hashlib.sha1("jklm."+line+".jklm").hexdigest()
        if hashlib.sha1("nmlk."+line+".nmlk").hexdigest()=="915d253cb5ba6f0a220bca83e2d6d3258af15e68":
            print line, hashlib.sha1("nmlk."+line+".nmlk").hexdigest()
```

this gave me only one hit. the password was "snakeoil" for user chuck. with this pass i was able to create the next hash which then is used to decrypt the password in the database:

```
import hashlib

count = 1
p_tmp="kee.snakeoil.kee"
while (count <= 10000):
    p_tmp=hashlib.sha1(p_tmp).hexdigest()
    count = count + 1
print p_tmp
```

using this new hash, i decrypted the key from the database with this query:

```
mysql> SELECT AES_DECRYPT(UNHEX(kee), '1b7b21c2204fcfdb18006c8b4b2bf6437e7850a3')
> from kee where id=2332;
+-----+
| AES_DECRYPT(UNHEX(kee), '1b7b21c2204fcfdb18006c8b4b2bf6437e7850a3') |
+-----+
| jP8HeoEC50CCBqdf9N3 |
+-----+
1 row in set (0.00 sec)
```

and finally to decrypt the blob i ran this command:

```
mysql> SELECT AES_DECRYPT(blahb,'jP8HeoEC50CCBqdf9N3') FROM fyle WHERE id=3492
INTO DUMPFIL 'D:\\Hacky Easter\\solution.png';
Query OK, 1 row affected (0.00 sec)
```



CHALLENGE 21 - CRYPTO COUNCIL

this challenge was too easy for being a hard one. the images on the left were hints to the inventors of the ciphers and therefore very easy to locate (with google image search).

we have here:

- Caesar
- Polybios
- Blaise de Vigenère
- William Playfair

now we also know the ciphers we have to use. these are all solveable with cryptocrack or online tools:


<https://sites.google.com/site/cryptocrackprogram/>

Caesar: AS A RULE MEN WORRY MORE ABOUT WHAT THEY CANT SEE THAN ABOUT WHAT THEY CAN
PASSWORD IS **CARTHAGO**

Polybios: there is no witness so dreadful no accuser so terrible as the conscience that dwells in the
heart of every man **peloponnese** is the password

Vigenere (Key: PARIS): PHRASE YOU NEED IS **ALCHEMY** VIGENERE WAS BORN INTO A NOBLE FAMILY IN THE VILLAGE OF SAINT POURCAIN HIS FATHER JEAN ARRANGED FOR HIM TO HAVE A CLASSICAL EDUCATION IN PARIS BLAISE DE VIGENERE STUDIED GREEK AND HEBREW UNDER ADRIANUS TURNEBUS AND JEAN DORAT AT THE AGE OF AGE SEVENTEEN HE ENTERED THE DIPLOMATIC SERVICE AND REMAINED THERE FOR THIRTY YEARS FIVE YEARS INTO HIS CAREER HE ACCOMPANIED THE FRENCH ENVOY LOUIS ADHEMAR DE GRIGNAN TO THE DIET OF WORMS AS A JUNIOR SECRETARY HE ENTERED THE SERVICE OF THE DUKE OF NEVERS AS HIS SECRETARY A POSITION HE HELD UNTIL THE DEATHS OF THE DUKE AND HIS SON HE ALSO SERVED AS A SECRETARY TO HENRY III

Playfair: the playfair cipher was the first practical digraph substitution cipher the scheme was invented by charles w heatstone but was named after lord playfair who promoted the use of the cipher
password is **bletchley**



21

carthago

peloponnese

alchemy

bletchley

CHALLENGE 22 - DUMPSTER DIVING

in this challenge we have to crack some hashes. looking them up online didnt give any results and as a hint we get a part of the code, that has been used to create the hashes. first i didnt notice it, but its actually just a modified SHA-1 algorithm, where the constants has been replaced:

```
h0 = 0x10325476
h1 = 0x98BADCFE
h2 = 0xEFCDA889
h3 = 0x67452301
h4 = 0x0F1E2D3C
```

original constants:

```
h0 = 0x67452301
h1 = 0xEFCDA889
h2 = 0x98BADCFE
h3 = 0x10325476
h4 = 0xC3D2E1F0
```

to crack these hashes, we have to implement a modified SHA-1 algorithm and then run it on some dictionaries. i used python to make a script which does exactly that:

```
def sha1(data):
    bytes = ""

    h0 = 0x10325476
    h1 = 0x98BADCFE
    h2 = 0xEFCDA889
    h3 = 0x67452301
    h4 = 0x0F1E2D3C

    with open("D:\\Dictionaries\\inside1.txt") as f:
        for line in f:
            if sha1(line.rstrip('\n'))=="0d6bb0df8918168798ce6b770014aeb81ac6ce76":
                print line, sha1(line.rstrip('\n'))
```

this took some time and a few good wordlists, but it worked:

```
fad202a6e094dd8f1d63da8bdf85b3ba099971d3:zombie
f71e1b0b9b3a57d864c2e9f7bd6dd90f66b5a7d6:Denver1
84c6bcb681b79b690b53f9f3a8ba24e1e970d348:Placebo
0d6bb0df8918168798ce6b770014aeb81ac6ce76:SHADOWLAND
```



22

zombie

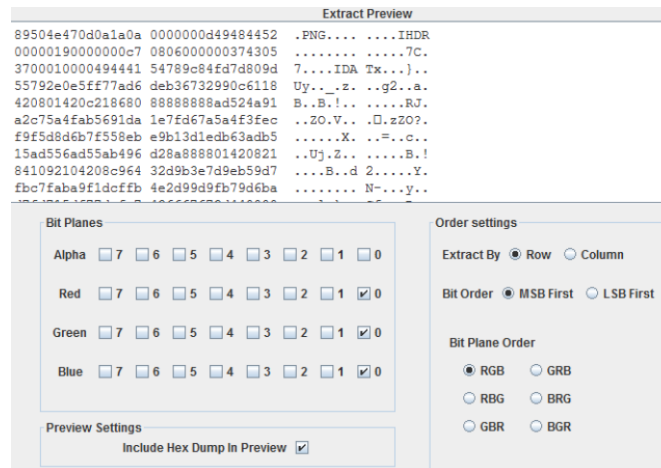
Denver1

Placebo

SHADOWLAND

CHALLENGE 23 - HEIZOHACK

in this challenge we should find a password in the image. this sounds like steganography. for such cases i usually have a quick look with stegsolve (https://www.wechall.net/de/forum-t527/Stegsolve_1_3.html). with a little trial and error, i discovered a new PNG file in the given image:



saving this as binary resulted indeed in a new image:



so the formula tells us to do something with the r bit (LSB) and we can see that there is something in stegsolve, but its not extractable with it. to get the binary data i have used VB.NET and an online binary converter:



CHALLENGE 24 - CRUNCH.LY

oh no, a java challenge. every year im losing hair because of these java challenges. ohwell... it was still fun and i only ran my code the whole night, because i made a mistake and checked always the same key. then i failed at string comparing, because java works different and i used "==" which does not compare strings. bleh.

anyway.. the idea of the challenge is to find a collision of this code:

```
MessageDigest md = MessageDigest.getInstance("SHA-256");
md.update(url.getBytes("UTF-8"));
byte[] hash = md.digest();
byte[] part = new byte[4];
System.arraycopy(hash, 0, part, 0, 4);
String b32 = new String(new Base32().encode(part), "UTF-8");
b32 = b32.replaceAll("=", "");
return "http://crunch.ly/" + b32;
```

this took quite some time and i had only luck with a string of 6 chars length (upper, lower, digits).

```
String myurl = "http://evileaster.com/"+curr;
if (calculateShortUrl(myurl).equals("http://crunch.ly/IU66SMI")) {
    System.out.println("found: "+myurl);
}
```

i have found <http://evileaster.com/E0r4aS> as a working collision.

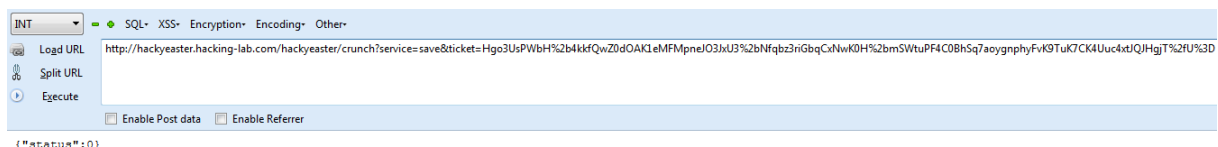
then we had to bruteforce the KEY which obviously was only 5 bytes long (very bad mistake in the code). for that i have used my fake url: <http://t.c> which gave <http://crunch.ly/OG7IPLA> in the shortener. here only upper and lower characters worked pretty well:

```
found: tKguF
ticket: Hgo3UsPWbH+4kkfQwZ0d0AK1eMFMpneJ03JxU3+Nfqbz3riGbqCxNwK0H+mSWtuPF4C0BhSq7aoygnphyFvK9TuK7CK4Uuc4xtJQJHgJT/U=
```

now that we had the ticket and our fake url, we just needed to store it somehow. from the script.js file in the page source code we knew the service url:

```
var serviceUrl = "http://hackyeaster.hacking-lab.com/hackyeaster/crunch?";
```

we can now add the ticket to the service url to store our fake URL - but we need to URLencode it – i used hackbar for that:



when we enter now IU66SMI in the URL shortener service, we will be redirected to our egg:

