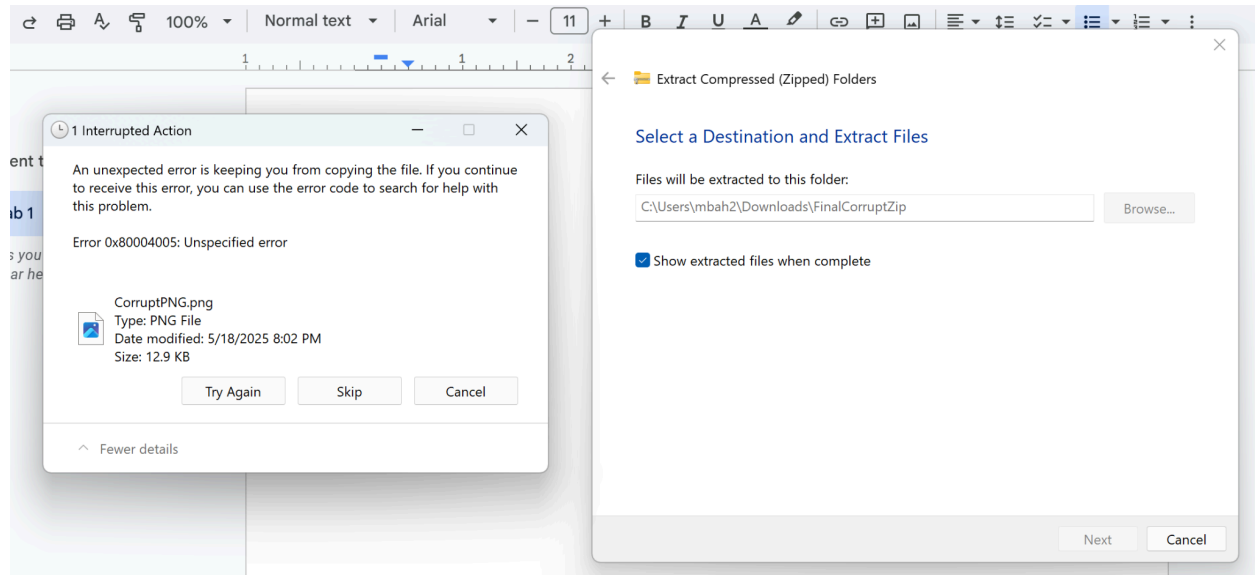


FinalCorruptZip

Forensics BGR

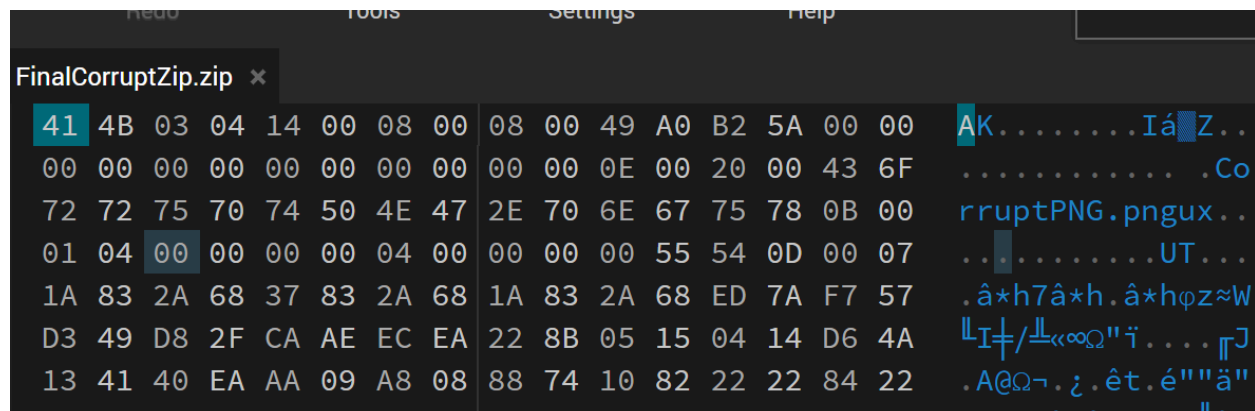
In this challenge, we are provided with another ZIP File.

Since we are dealing with a ZIP file, it makes sense to unzip the file to view the contents. However, when I tried to unzip the file, I received the following error:

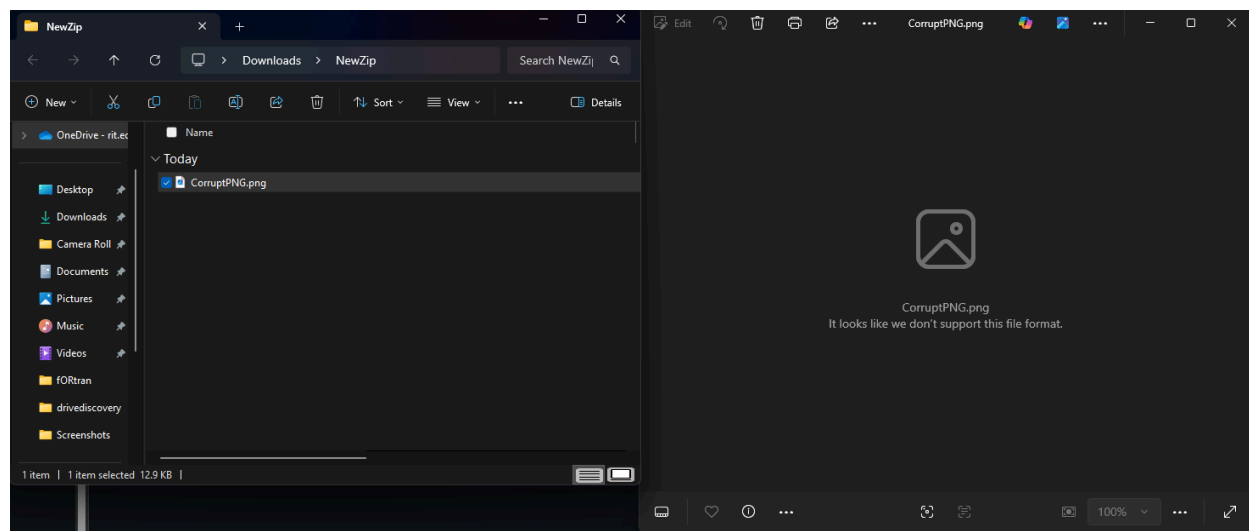


Seems like the file is corrupted in some type of way. At first, I opened the ZIP as a txt to view any metadata. When that did not offered much, I decided to check the file signatures (the magic numbers) to see if they were the correct ones for a ZIP file (50 4B 03 04) through HexEdit.

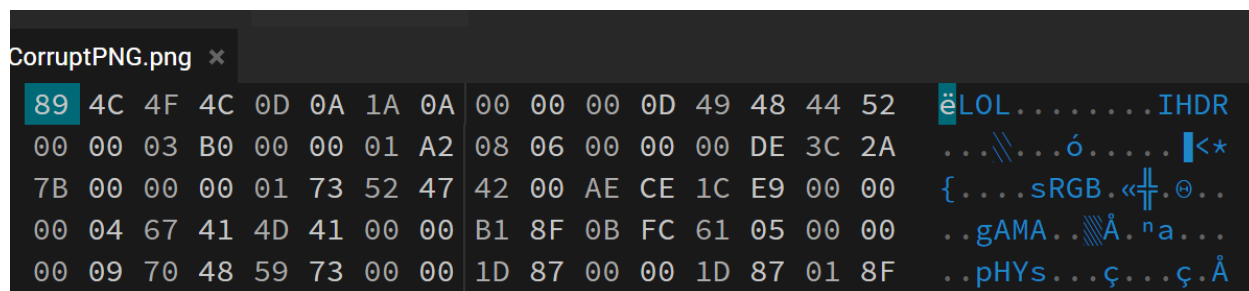
When opening the ZIP file in hexed.it, the magic numbers displayed were 41 4B 03 04. This is incorrect; we need that first byte to be 50.



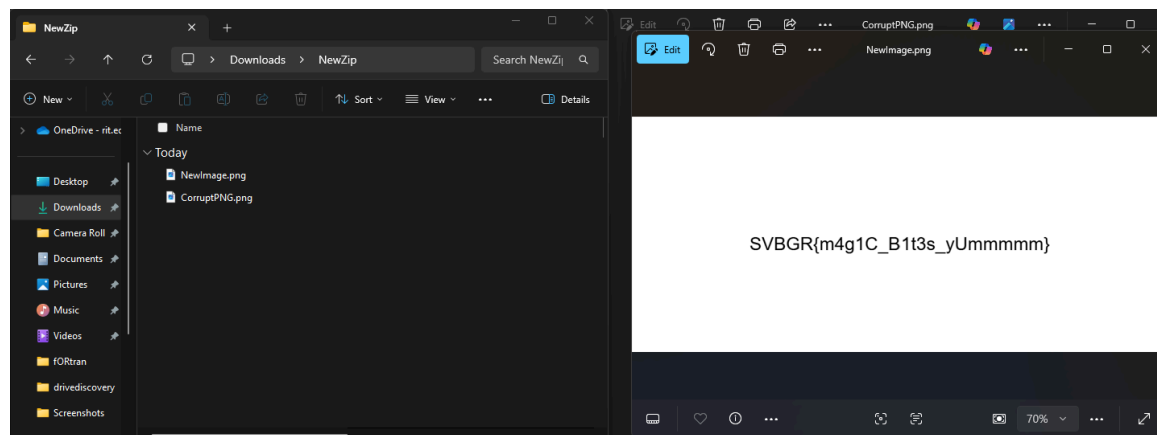
Let's change it to 50, export, and try to unzip the file again.



Now we are able to successfully unzip the file and retrieve CorruptPNG.png. But as shown in the screenshot, this file also seems to be corrupted as the image will not display. Let's check the magic numbers to see if it is the same as the appropriate PNG magic numbers (89 50 4E 47)



These numbers are also incorrect. I will change them to 89 50 4E 47, export the new file, and see if we can open it from there.



And just like that we got our flag:

None

SVBGR{m4g1c_B1t3s_yUmmmm}