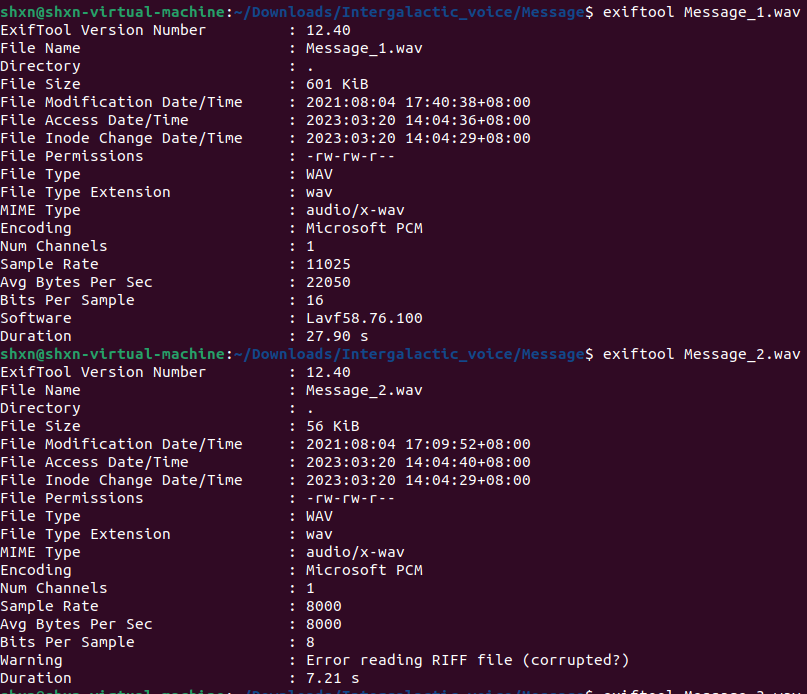
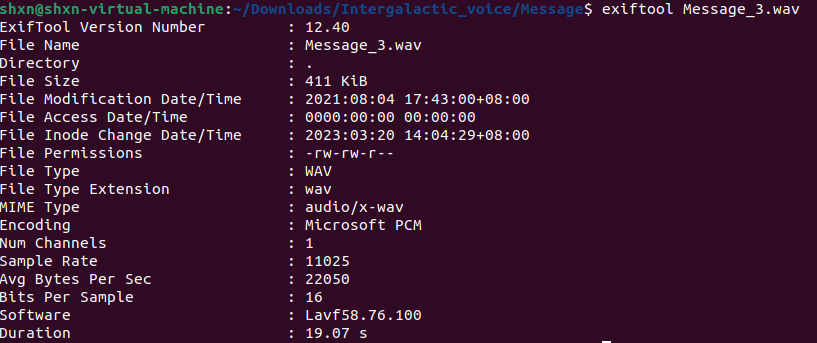
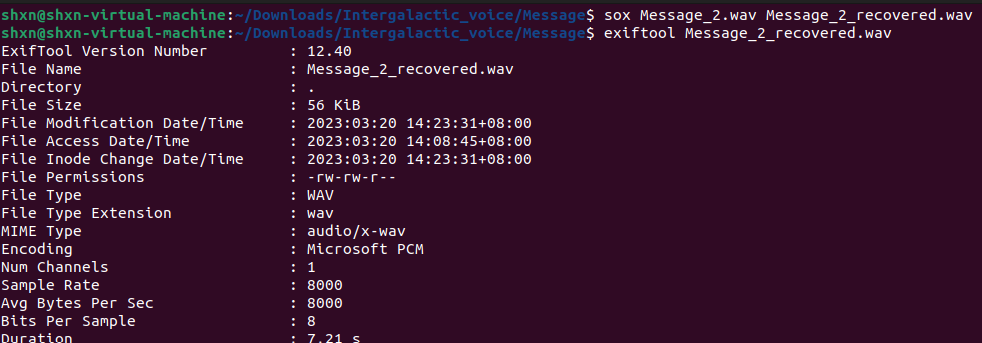
1. Check Meta data of the three .wav files.

Notice Message\_2.wav has a warning- corrupted.





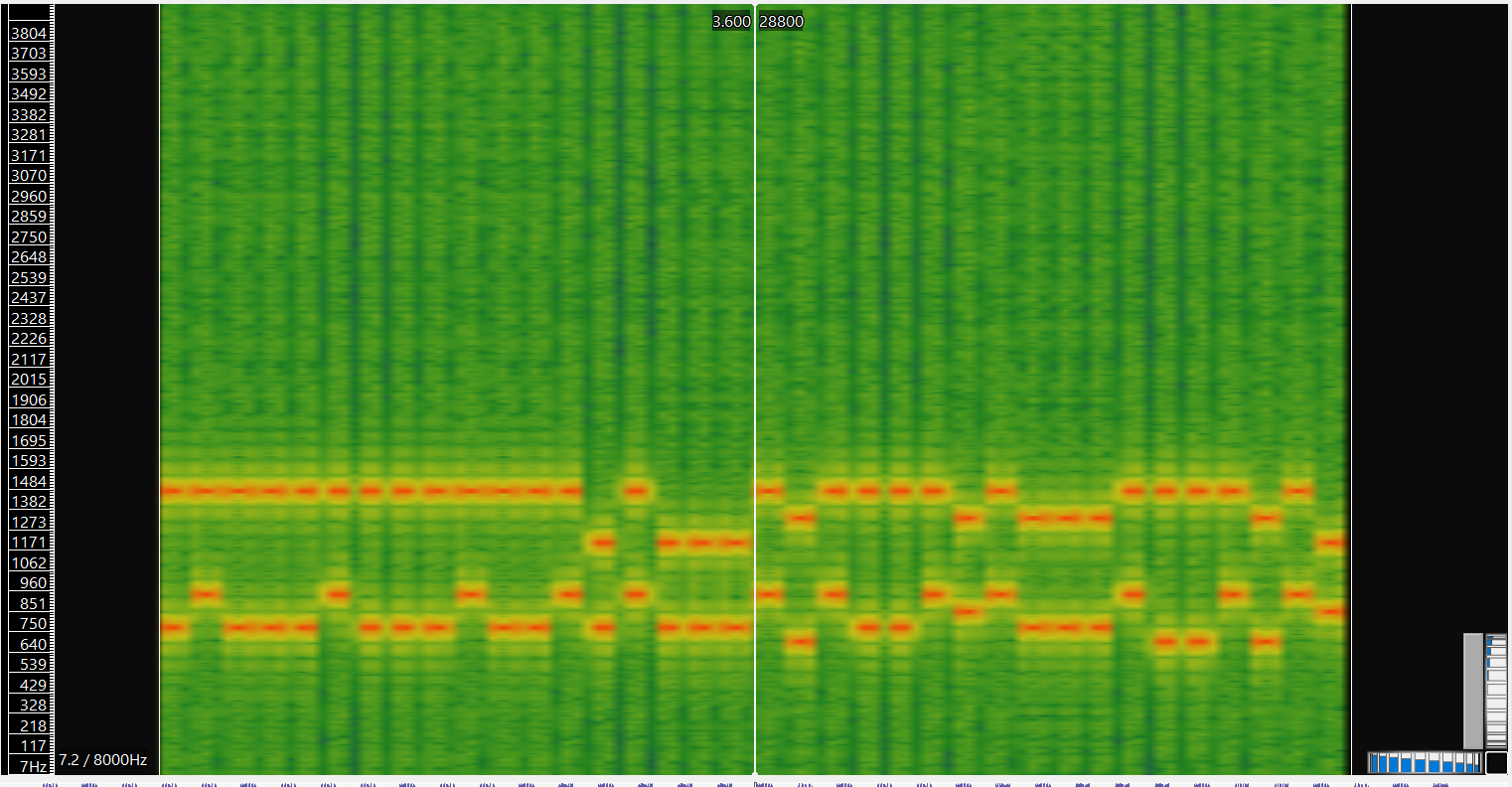
1. Recover Message\_2.wav file using Sox. Sox is a powerful tool for sound processing and can be used to attempt to recover a corrupted WAV file.



1. Listen to the audios.

* 1st audio sounds like Jingle Bells
* 2nd audio sounds like DTMF tones.
* 3rd audio sounds like the more we get together.

1. Decode the 2nd audio file.

Using Sonic Visualizer and add spectrogram to the file. Notice that this audio file is encoded with DTMF tones  


Decode the audio with the frequencies from the spectrogram (<https://onlinetonegenerator.com/dtmf.html>). upon decoding it we get the following decoded text

Decoded Text: 696669666966949444929669895559339297

\*from the above string we assume 9 represents space

To analyze the decoded text, we first examined its structure and compared it to that of an old telephone keypad. Upon further examination, we concluded that the decoded text was most likely a sequence of numbers that corresponded to the letters of the message.

After analyzing the sequence of numbers, we discovered that when entered into an old telephone keypad, the numbers corresponded to the letters of the message "MOONGIANTLEAP." Therefore, we can conclude that the decoded text is a message that reads "MOONGIANTLEAP."

Flag: CZ4067{MOONGIANTLEAP}