

Solution Challenge

Old Memories

Steps

- ✓ 9 Steps
 - 5 « ordinosaires »
 - 4 « technical » steps

- ✓ Ordinosaire steps separated by technical tasks

Step 1 - Frenchy

- ✓ Thomson MO5 (RAM cartridge helps)



Step 2 – Before the web

- ✓ We're given a domain name and a port (70)
- ✓ 70/TCP == Gopher

```
$ nc 01sSgDlqAGPWi0pvinvP.grehack.fr 70
```

```
/
```

```
OCWE-22.txt //CWE-22.txt 01sSgDlqAGPWi0pvinvP.grehack.fr 70
IGH16_logo.png //GH16_logo.png 01sSgDlqAGPWi0pvinvP.grehack.fr 70
IGH16_logo_black.png //GH16_logo_black.png 01sSgDlqAGPWi0pvinvP.grehack.fr 70
IGH16_logo_txt.png //GH16_logo_txt.png 01sSgDlqAGPWi0pvinvP.grehack.fr 70
IGH16_logo_txt_black.png //GH16_logo_txt_black.png 01sSgDlqAGPWi0pvinvP.grehack.fr 70
1camelid //camelid 01sSgDlqAGPWi0pvinvP.grehack.fr 70
1passwd(5)_history //passwd(5)_history 01sSgDlqAGPWi0pvinvP.grehack.fr 70
1spec //spec 01sSgDlqAGPWi0pvinvP.grehack.fr 70
```

```
.
```

```
$ nc 01sSgDlqAGPWi0pvinvP.grehack.fr 70
```

```
//CWE-22.txt
```

```
# CWE-22: Improper Limitation of a Pathname to a Restricted Directory ('Path Traversal').
```

```
## Description Summary
```


Step 2 – Before the web

✓ Path traversal

```
$ nc 01sSgDlqAGPWi0pvinvP.grehack.fr 70
```

```
../../../../etc/passwd
```

```
root:*:0:0:Charlie &:/root:/bin/ksh
```

```
grehack:*:2016:2016:Thomomys bottae:/GreHack2016:/sbin/nologin
```



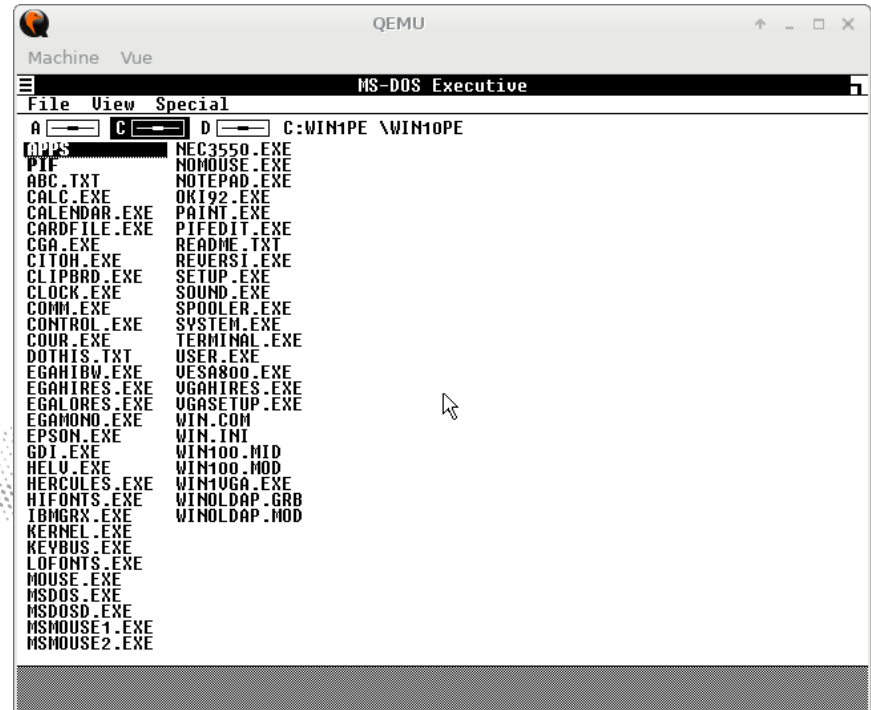
Step 3 – Hartmut Esslinger

- ✓ Apple IIc
 - Hartmut Esslinger was the designer



Step 4 – Welcome to 1985 forensic

- ✓ We're give an OVA file containing an OVF and a VMDK
- ✓ VMDK can be converted to RAW using qemu-img
- ✓ Image contains a DOS



Step 4 – Welcome to 1985 forensic

- ✓ Sleuthkit FTW!

```
$ fls -o63 -r iggy.raw |grep -i flag  
+ r/r * 6788:      _ILLFLAG
```

- ✓ « _ » replaces the first character of a deleted file on FAT16

- ✓ Looks like a flag 😊

```
$ icat -o63 iggy.raw 6788|xxd|head  
00000000: 4461 6e4d d002 e001 2600 3000 0500 0600  DanM....&.0.....  
00000010: d002 e001 e400 f000 2b2c 01ff ff80 01ff  .....+,.....
```


- ✓ Google => MS Paint 1.0 Image format (.MSP)

Step 4 – Welcome to 1985 forensic

- ✓ PIL MsImagePlugin.py 😊
- ✓ Convert MSP to any format



20AF146596BEE7F086CCDB568211CD37



FLAG 😊

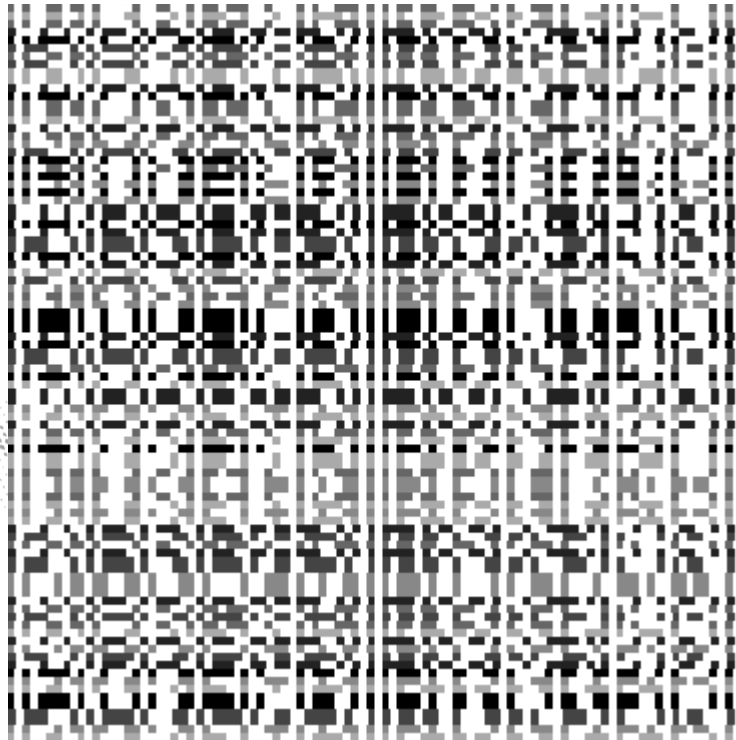
Step 5 - MC6803P

- ✓ Matra Hachette Alice
 - Uses the MC6803P processor



Step 6 – WTFBBQRCODE?!!

- ✓ Archive contains an encrypted ZIP file, an AES encrypted file, and a PNG file
- ✓ Definitely not a QRCode 😊



Step 6 – WTFBBQRCODE?!!

- ✓ Seems to be slices of barcodes
- ✓ Now what ?
 - Read EAN-13 standard
 - Write an EAN-13 decoder
 - Apply the decoder on each pixel line
 - ???
 - Profit!

Step 6 – WTFBBQRCODE?!!

- ✓ There are only 6 different lines
- ✓ Only one can be decoded without error
 - Decodes to 4374335913103
 - Allows to open ZIP file!
 - Contains the 6 full barcodes (easier to handle)
 - Also tells that AES key is combination of all barcodes
 - Even gives hashes (bcrypt) for each barcode

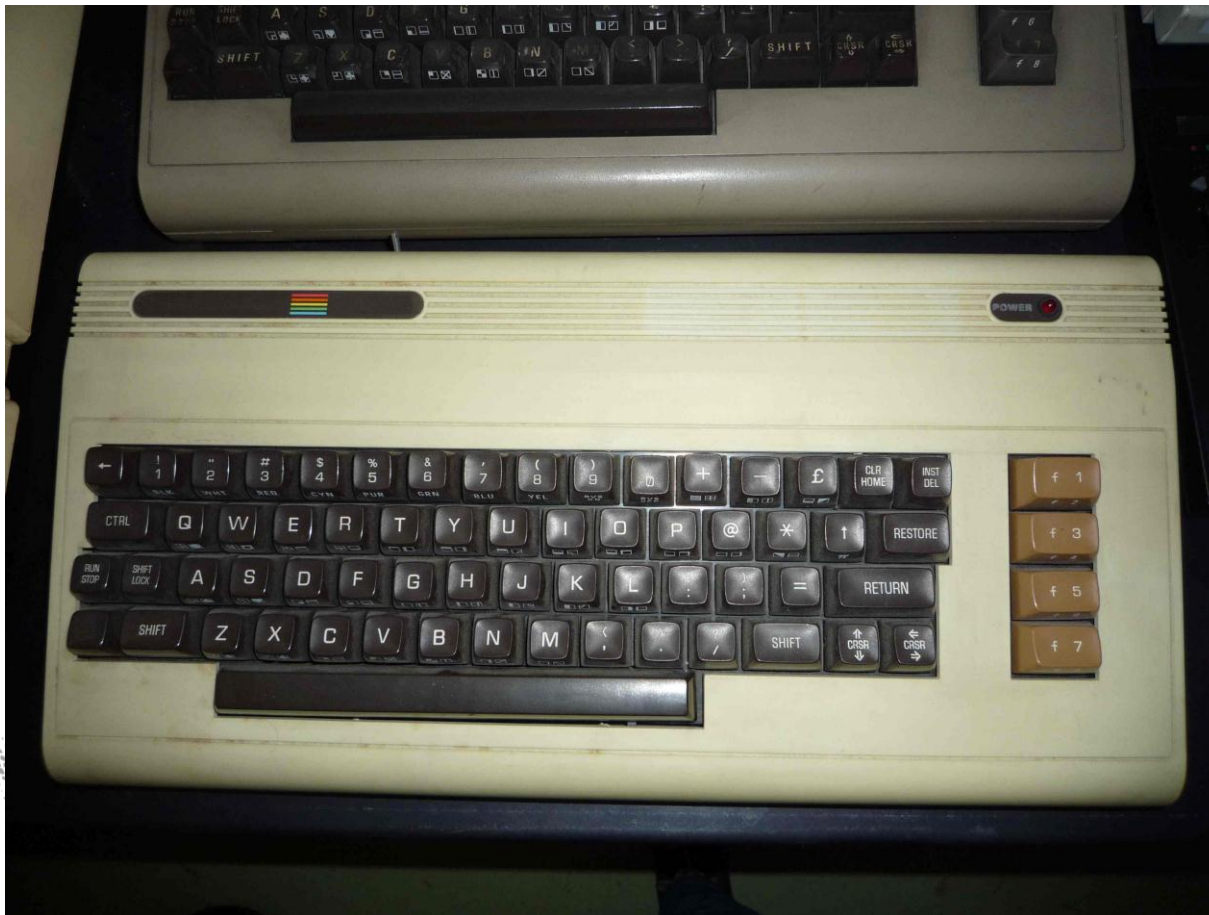
Step 6 – WTFBBQRCODE?!!

- ✓ Seems the 5 remaining barcodes need to be fixed
 - Barcode #0 : OK
 - Barcode #1 : bits should be rotated
 - Barcode #2 : apply not to 2nd part bits
 - Barcode #3 : fix first digit
 - Barcode #4 : fix checksum
 - Barcode #5 : try to fix digits one by one

```
$ openssl enc -d -aes-128-cbc -in EAN_13_flag.aes -k  
437433591310381767165299985030952613534423187020536389143429357963145583521553  
FLAG = MD5("barcodesarefunarentthey")
```

Step 7 – Little Brother

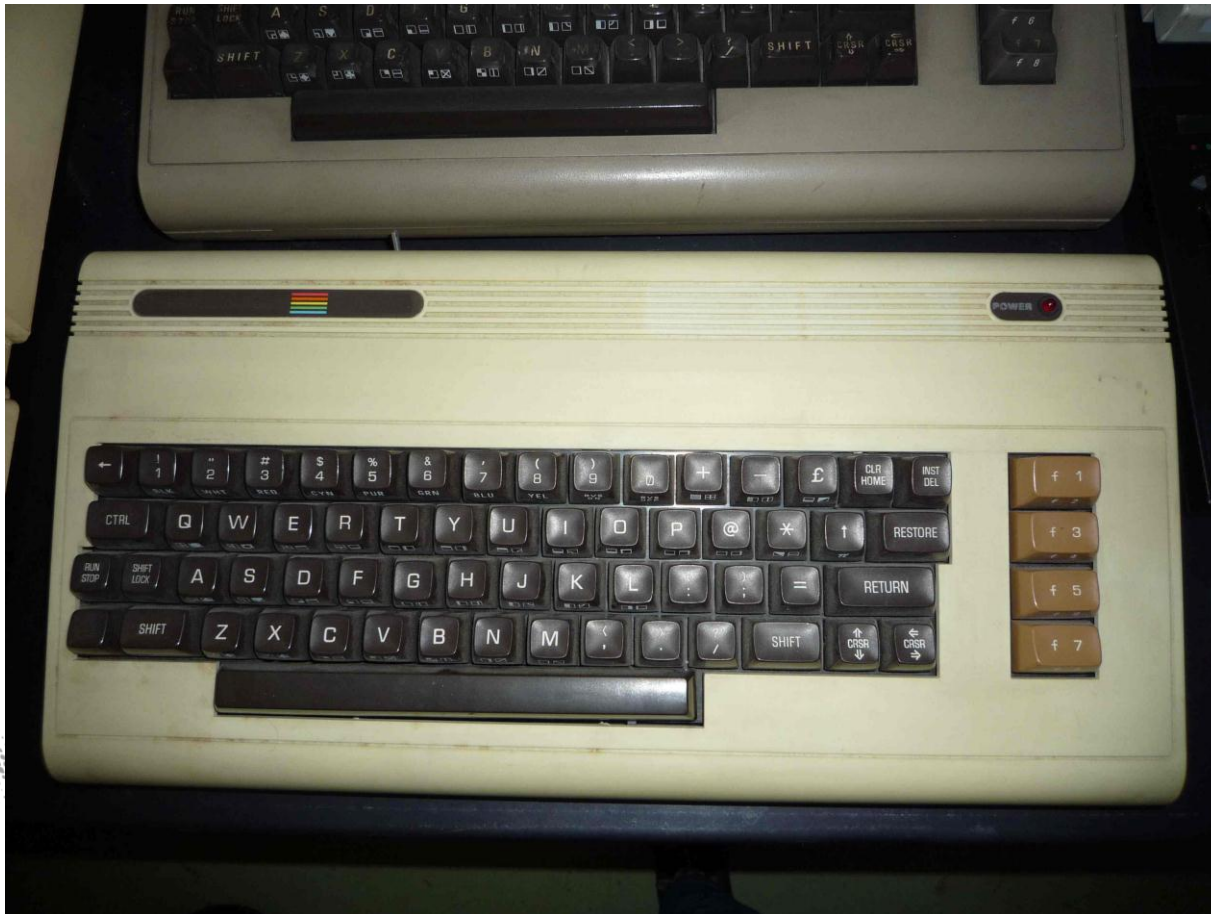
✓ Commodore 64



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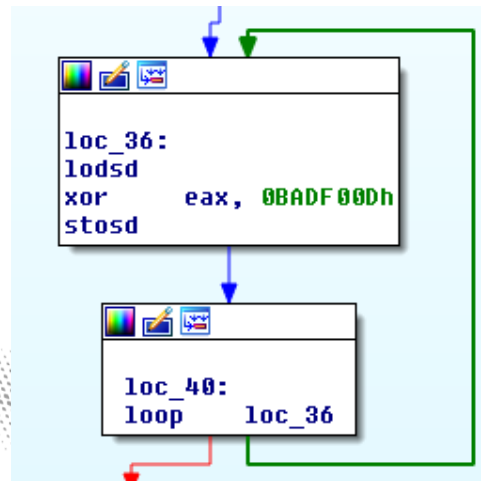
Step 7 – Little Brother

✓ Commodore Vic-20



Step 8 – Memory Base Register

- ✓ MBR to reverse
- ✓ 16-bits code, real mode
- ✓ First step is a XOR loop to decrypt next layer



Step 8 – Memory Base Register

✓ After decryption:

✓ OMG ROP!

```
sub_10000 proc far
push 1002h
push 5AA1h
push 10C7h
push 4FF4h
push 1070h
push 0B08Ah
push 108Ch
push 8B1Fh
push 101Bh
push 0C5E4h
push 10A8h
push 0D63Ch
push 108Fh
push 4278h
push 107Fh
push 0AFB7h
push 1080h
push 7418h
push 109Ch
push 9C1Fh
push 101Ah
push 7872h
push 10Eh
push 6535h
push 1051h
push 0E140h
push 1026h
push 9E7Ch
push 1074h
push 4A1Dh
push 10FEh
push 6093h
push 1020h
push 0A3DFh
push 1012h
push 9176h
push 1000h
push 7315h
push 10E9h
push 0C302h
push 100Fh
```

...

```
push 10ACh
push 51A4h
push 10FFh
push 0A79Ah
push 1035h
push 908Fh
push 1071h
push 0C084h
push 101Dh
push 0DEECh
push 1029h
push 48D8h
push 107Ah
push 0B007h
push 1052h
push 7C37h
retf
sub_10000 endp
```

Step 8 – Memory Base Register

- ✓ Clean all the things !
 - Grab pushes 2 by 2 (segment and address)
 - Compute $\text{segment} * 16 + \text{address}$
 - Grab basic block at computed address
 - Replace `add sp / sub sp` by `jumps`

Step 8 – Memory Base Register

✓ Cleaned 😊 (a bit)

```
seg000:0000 seg000      segment byte public 'CODE' use16
seg000:0000          assume cs:seg000
seg000:0000          assume es:nothing, ss:nothing, ds:nothing, fs:nothing, gs:nothing
seg000:0003          mov     si, 0EE80h
seg000:0005          mov     ah, 0Eh
seg000:0008          mov     bx, 7
seg000:0008 loc_10008:          ; CODE XREF: seg000:002B↓j
seg000:0008          lodsb
seg000:0009          cmp     al, 0
seg000:000B          jz     loc_10030
seg000:000C          nop
seg000:000D          nop
seg000:000E          nop
seg000:000F          xor     bp, bp
seg000:0010          mov     ss, bp
seg000:0011          mov     bp, sp
seg000:0012          mov     sp, 7C00h
seg000:0013          mov     ds, 0EE7Eh, bp
seg000:0015          int     10h          ; - VIDEO - WRITE CHARACTER AND ADVANCE CURSOR (TTY WRITE)
seg000:0017          ; AL = character, BH = display page (alpha modes)
seg000:0019          ; BL = foreground color (graphics modes)
seg000:001B          mov     sp, ds:0EE7Eh
seg000:001D          mov     bp, 3000h
seg000:001F          mov     ss, bp
seg000:0021          assume ss:nothing
seg000:0023          jmp     loc_10008
seg000:0025          ;
seg000:0027          nop
seg000:0029          nop
seg000:002B loc_10030:          ; CODE XREF: seg000:000B↑j
seg000:002C          mov     di, 0EEA4h
seg000:002E          dec     di
seg000:0030          xor     bx, bx
```


Step 8 – Memory Base Register

- ✓ Prompts password to user
- ✓ Jumps to somehow obfuscated code
 - Push/pop emulated because of ROP, e.g. push 0x2e is:

```
mov    bp, ds:0F339h
dec    bp
dec    bp
add    bp, 0F33Bh
mov    word ptr [bp+0], 2Eh ; '.'
sub    bp, 0F33Bh
mov    ds:0F339h, bp
```

- Some useless instructions
- ✓ Then transformations on the password (XOR, then stored 3 bits by 3 bits in an array, skipping some indexes)
- ✓ Finally, print Badboy message
- ✓ Whaaaaat? No check?

Step 8 – Memory Base Register

- ✓ Let's trace a bit...
- ✓ Instructions are executed before actual Badboy printing
 - Someone has been messing with int 10h!
 - Hooking!!
- ✓ In the hook function, new ROP chain!

```
push 12A0h
push 2F00h
push 13E1h
push 1CB8h
push 1274h
push 9568h
push 1146h
push 7800h
push 13B9h
push 9209h
push 1312h
push 0B500h
push 135Fh
push 1773h
push 1218h
push 9B5A0h
push 11FAh
push 6040h
push 10C9h
push 9D5Ch
push 143Fh
push 3A61h
push 13D0h
push 0AD5Eh
push 12B0h
push 0C247h
push 12A7h
push 57DFh
push 111Ch
push 3F79h
push 118Ch
push 5B60h
push 13D5h
push 6C9Ch
push 1032h
push 92CEh
push 1151h
push 0D54Eh
push 1018h
push 0D461h
push .....
```

Step 8 – Memory Base Register

- ✓ Clear all the things (again)!

```
sub_0 proc near
push  ax
push  bx
push  cx
push  si
push  di
xor   ax, ax
xor   bx, bx
mov   cx, 9
```

```
loc_C:
push  ax
push  bx
push  cx
xor   ax, ax
mov   di, 0EC12h
mov   cx, 9
rep  stosb
mov   si, 0E9CDh

loc_1C:
mov   cx, bx
shl   cx, 3
add   cx, bx           ; *9
add   si, cx
mov   cx, 9
```

```
loc_28:
lodsb
movzx bx, al
add   bx, 0EC12h
inc   byte ptr [bx]
dec   cx
jnz   loc_28
```

Step 8 – Memory Base Register

- ✓ Now what?
- ✓ Previously filled array is checked
 - Size is 9x9
 - Checks there's only one occurrence of each digits between 0 and 8 for each:
 - Line
 - Column
 - 3x3 square
- ✓ This is a SUDOKU!

Step 8 – Memory Base Register

- ✓ Output the empty Sudoku:

```
$ python analyzer.py fu.bin
-----
| 3 | 8 | 6 |   |   |   |   | 1 |   |
|   | 1 |   | 2 |   | 8 |   | 3 | 5 |
|   |   |   |   |   |   | 6 |   | 8 |
-----
|   | 3 |   | 4 | 8 | 6 |   | 5 | 2 |
| 0 |   | 8 |   |   | 2 |   |   |   |
| 6 |   | 5 |   | 0 | 1 |   | 8 | 7 |
-----
| 8 |   | 3 |   | 2 | 7 |   | 0 | 4 |
| 2 |   |   | 8 |   | 3 |   | 7 | 6 |
| 1 |   |   | 0 |   | 4 | 8 |   |   |
-----
```

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Step 8 – Memory Base Register

✓ Solve!

3	8	6	7	4	5	2	1	0
4	1	0	2	6	8	7	3	5
5	7	2	1	3	0	6	4	8
7	3	1	4	8	6	0	5	2
1	4	8	5	7	2	3	6	1
6	2	5	3	0	1	4	8	7
8	5	3	6	2	7	1	0	4
2	0	4	8	1	3	5	7	6
1	6	7	0	5	4	8	2	3

Step 8 – Memory Base Register

- ✓ Revert algorithm (XOR etc.)
- ✓ ???
- ✓ PROFIT!

Flag : h00ked_ur_cod3!

Step 9 – Star Wars

✓ IBM 1130



Step 10 - Champagne

✓ Questions?