

Capturing the Flag – Kicking Butt and Taking Names

Michael Kunz, Tory Cullen, Adam Gehringer

Why are we here?

1	Plaid Parliament of Pwning			24000	4140		no block in effect
2	OldEur0pe			14100	2254		no block in effect
3	c00kies@venice			12000	2250		no block in effect
3	CInsects			12000	1700		no block in effect
5	FAUST - FAU Security Team			8700	1507		no block in effect
6	CISSP Groupies			8200	1278		no block in effect
7	pwnyexpress			7500	1028		no block in effect
8	LIST			7200	779		no block in effect
9	Ulm Security Sparrows			6900	3500		no block in effect
10	We_0wn_Y0u			6600	2305		no block in effect

**HACKER
DETECTED!!**



What is the iCTF?

- “The UCSB International Capture The Flag (also known as the iCTF) is a distributed, wide-area security exercise, whose goal is to test the security skills of the participants. The iCTF contest is organized by Prof. Giovanni Vigna of the Department of Computer Science at UCSB, and is held once a year.”
- “The Capture The Flag contest is multi-site, multi-team hacking contest in which a number of teams compete independently against each other.”

Some iCTF History

- Started in 2003 with 14 U.S. Universities
- In 2004 it was opened internationally
- In 2005 it evolved into an intercontinental exercise
- This year 73 Teams competed from 16 countries
- There were a total of 898 participants
- “The **largest** live security exercise ever performed on the Internet.”

How was the competition setup in prior years? (2003-2007)

- Each team was provided with a pre-distributed Virtual Machine, with multiple services, multiple vulnerabilities, weak configurations, and deliberate security flaws.
- These Virtual Machines connected to a single VPN located at the UCSB.
- Offensive and Defensive Scoring
- Challenge Puzzles – Various computer related questions spanning multiple domains with a single answer. Multiple guesses allowed.

How was the competition setup in prior years? (2003-2007) (Part 2)

- **Defense:** There was a “ScoreBot” that periodically verified the required services were running on everyone’s Virtual Server, which served to prevent users from just taking the Virtual Server Offline.
- Your job was to keep the machine “up” and to protect files on your server called “flags”.
- **Offense:** Attack someone else’s server and retrieve their “flags” to gain points.
- Free-For-All scenario

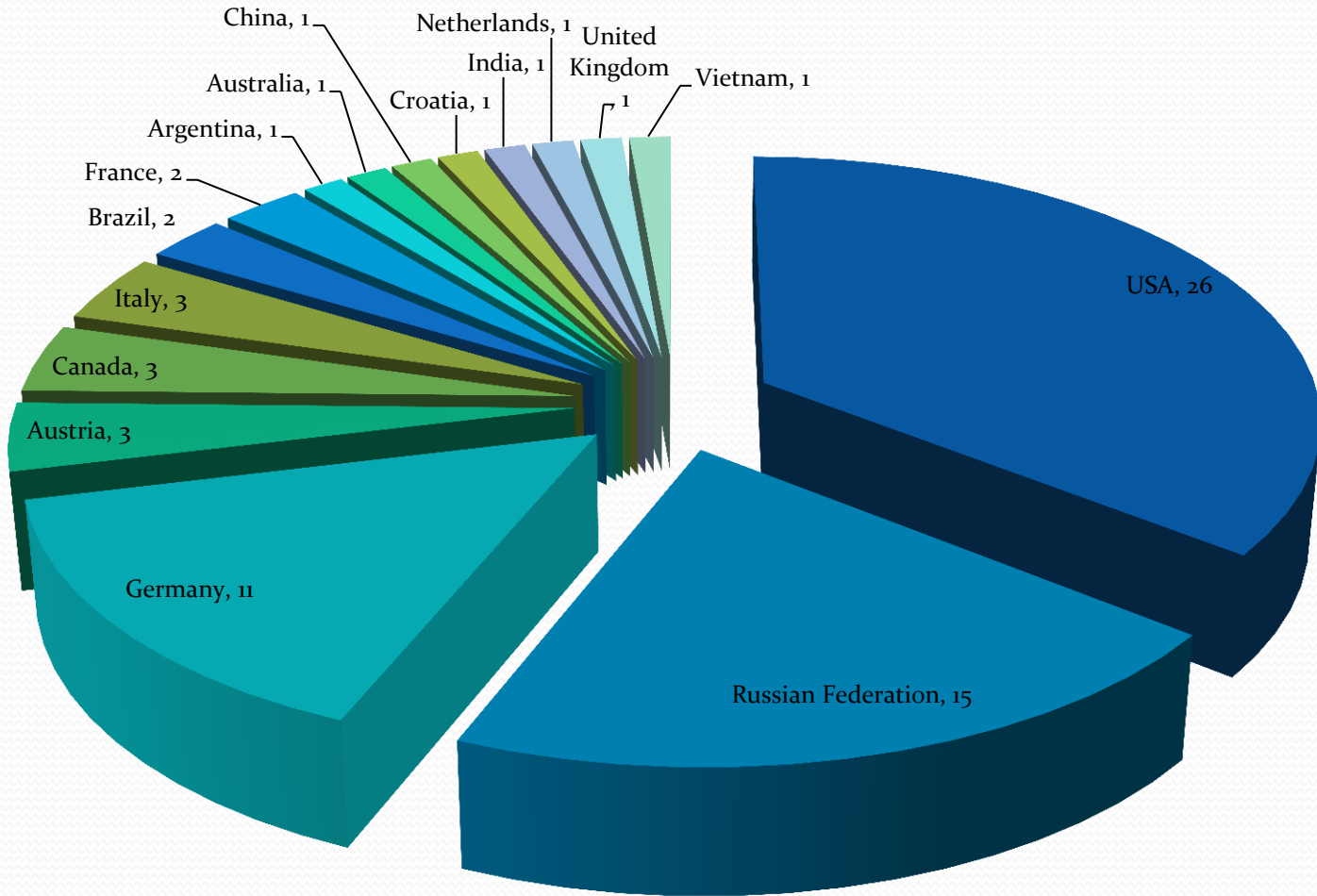
How is the competition setup in recent years?

- Virtual Machines are no longer pre-distributed.
- Vulnerable Servers are hosted on UCSB's VPN.
- No more Defensive Scoring
- Additional points awarded for discovering unlisted servers and services
- Participants are tasked with retrieving “flags” from the servers hosted at UCSB.
- Challenge Puzzles still exist
- Intrusion Detection Systems were implemented to deduct points for noisy network scans or attacks. (High Type II Error Rate and has been known to not always work right.)

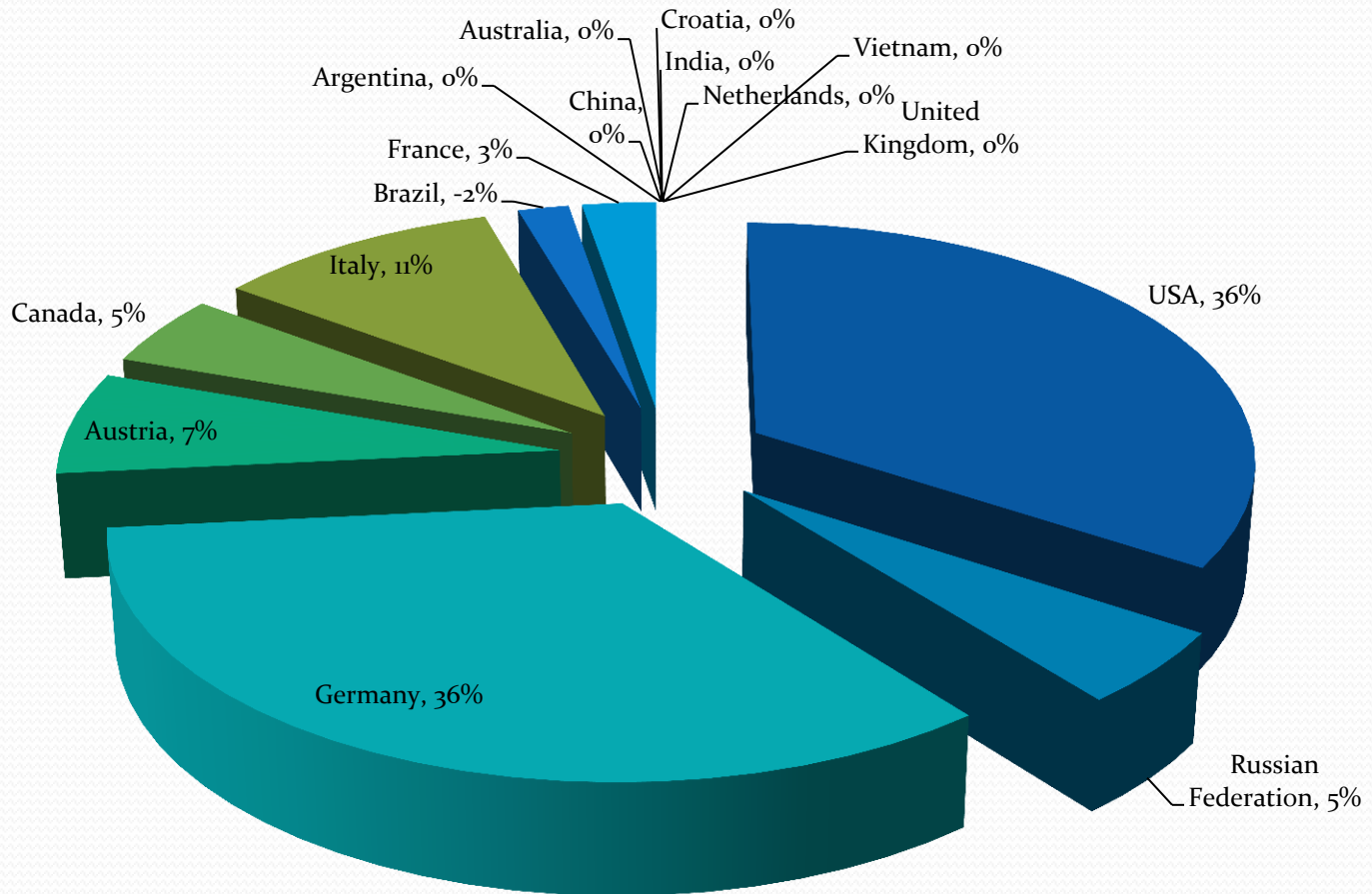
Some interesting facts

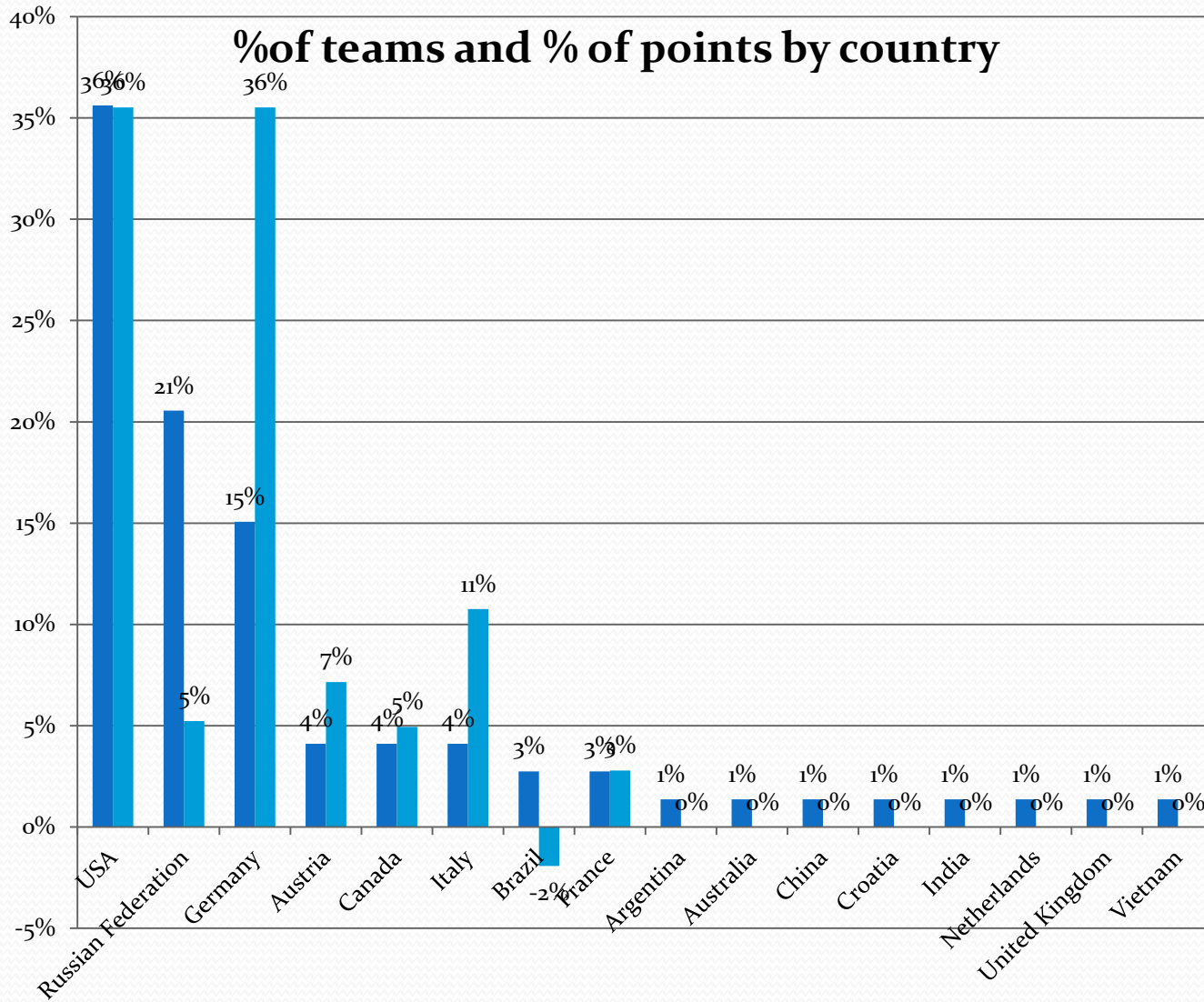
- In 2009 51% of the Teams were US Based, however we only accounted for 31% of the total points.
- In 2009 we (NUCIA) only placed 33 out of 56
- In 2009, Very few teams scored offensive points due to fake Virtual Machines being deployed and very difficult tasks to exploit vulnerabilities in client side browsers.
- In 2010 36% of the Teams were US Based, and we accounted for 34% of the total points.

of teams by Country



% of points by Country



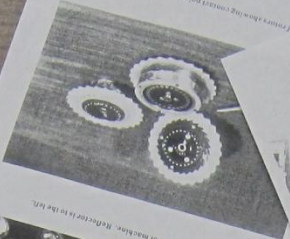


Preparing for the 2010 iCTF

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THE 2010 iCTF SCENARIO: MISSION AWARENESS IN STATE-SPONSORED CYBERWAR

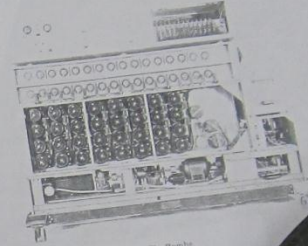
- Friday, December 3rd, 2010 from 10AM to 7PM CST
- The fake country “Litya” a play on “Italy” is a major center for illegal activities of all kinds.
- The Lityian dictator Lisvoy Bironulesk has pioneered and emplaced a botnet in every country to support Litya’s economy.
- The international community discovers this and collectively attempts to hack them and prevent this corruption.
- International spies have collected information about the Botnet and have released four pictures.



An ordinary three-wheel Enigma with reflector and six plug connections generated the following number of coding positions:
 328183 51276 371 88 700 881 268 882 755 878 372 268 263 258 223 883 442 265
 316 274 266 433 335 527 409 688 923 182 211 124 822 248 231 209 268 268

Given this statistical capability, proper communications procedures and practices, and the fact that solving the Enigma on a timely basis would require rapid analytic machinery which did not exist, the Germans regarded the Enigma as impenetrable even if captured.

The Germans, however, did not always practice proper communications security, and, more importantly, the Allies, even in 1935-39, were on the verge of creating the necessary cryptanalytic machinery which would unlock the Enigma's secrets. The evolution of this technology and its application were major contributing factors in the ultimate Allied victory in World War II.

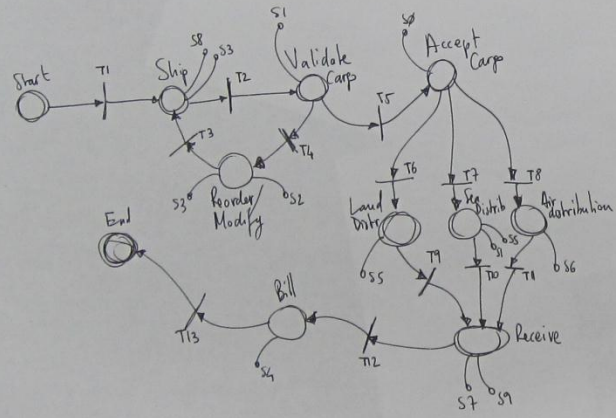


The Bombe

How-
 the three
 were per-
 formed at
 six. Altho-
 have the re-
 sults

At this point
 attack on Enigma
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 general method of
 solving the Indian
 solved the problem
 1940. The first, Prof.
 In August of the same
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CARGODSTR
 TQ-1442



nical cipher
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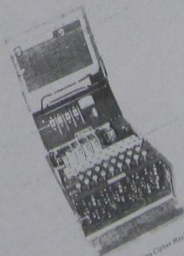
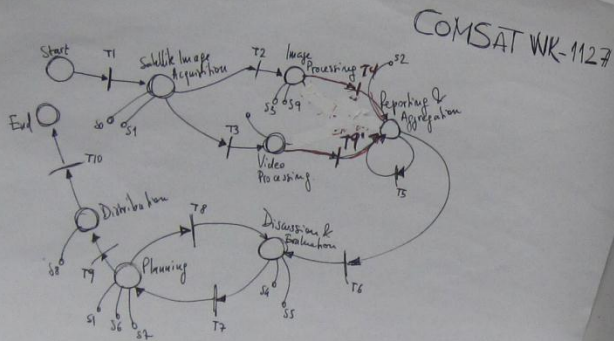
most wanted

200

team

botnet

attack



German Enigma Cipher Machine

The Enigma was one of the best of the new electromechanical cipher machines produced for the commercial market in the 1910s. It was known as a 'Dachstuhl' (roof) machine because of its shape. It was first produced in 1918. Improved in its security, which was based on rotator encryption, the German government ordered 50,000 units to be made in 1926. It became the standard cipher machine of the military services of Germany and the German navy. It was also used as an indicator (one-time pad) for German air traffic, including military operations, tanks, and ships.

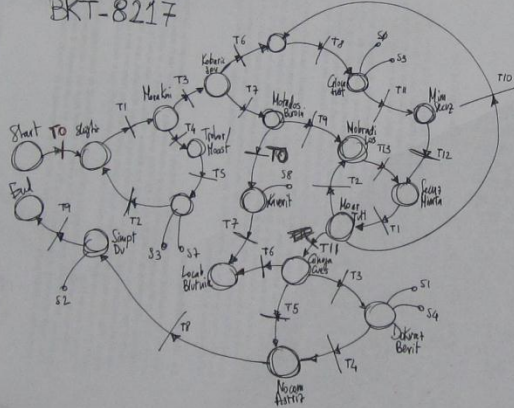




Created by [unclear]
September 1981

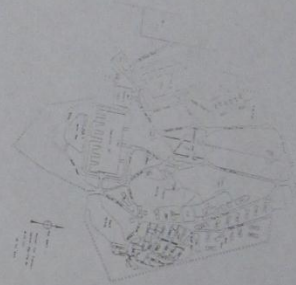


SEDAFER-GOT
BKT-8217



NY Historical
graph # 2:
York-Moscow
ages

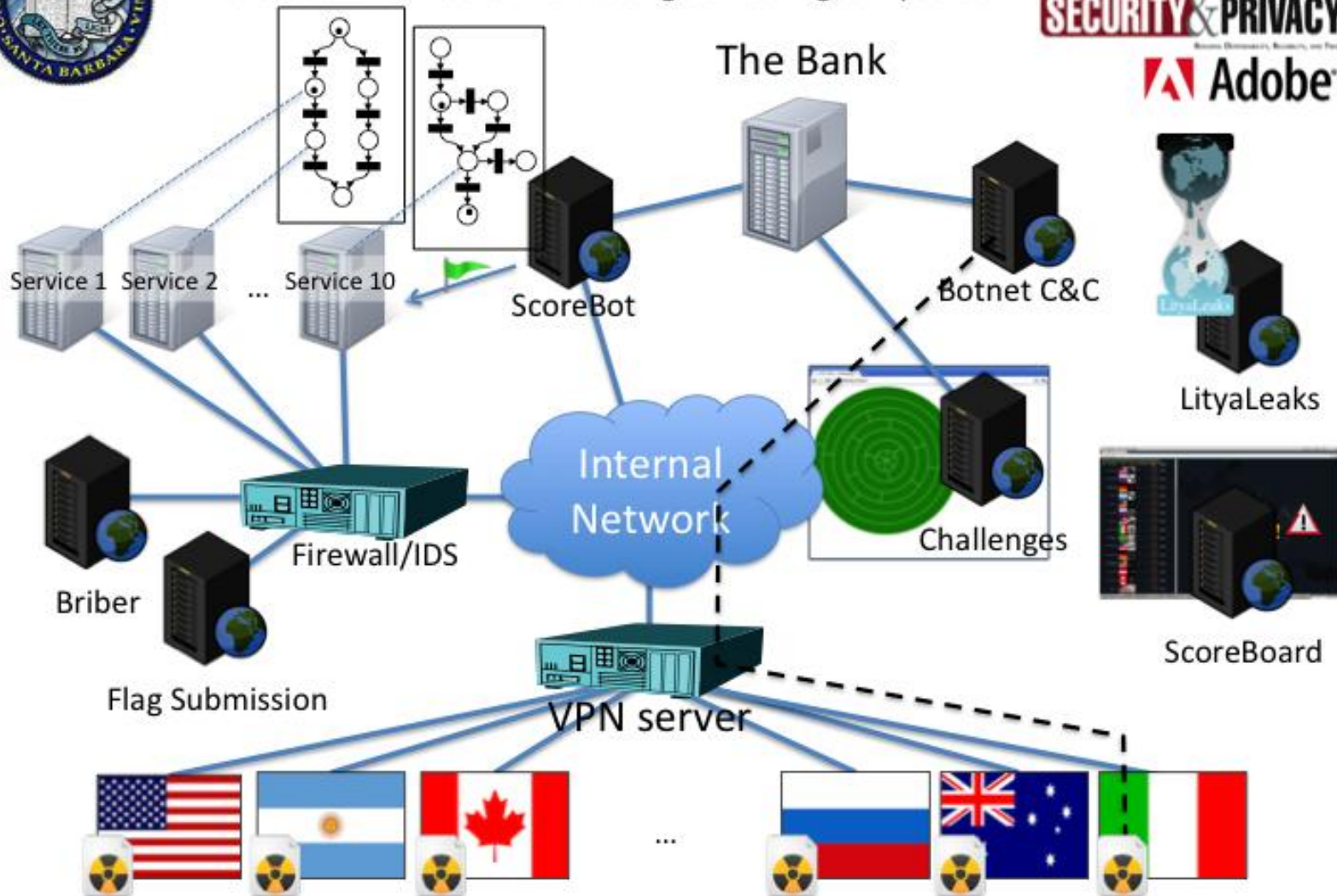
Map of Manhattan from 1898 to 1914





72 teams from 16 countries, 900 students playing live:
the UCSB iCTF is the world's largest hacking competition!

1st Prize: \$1,000
Sponsored by

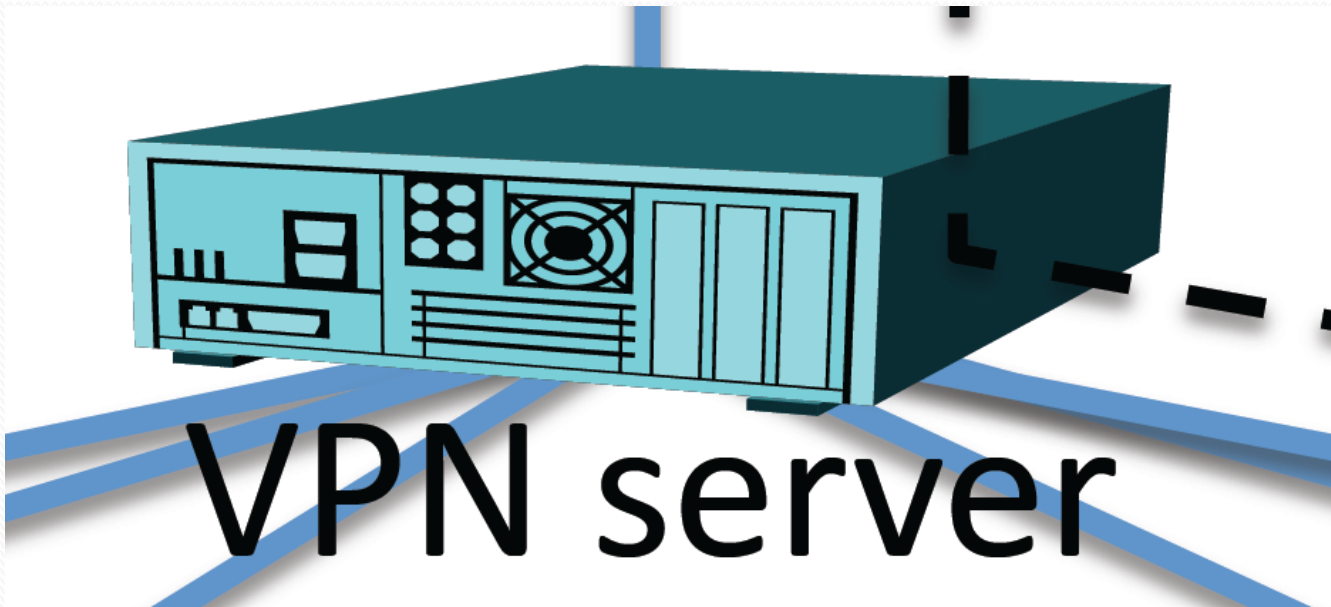


Critical Servers

- VPN Server
- ChallengeBoard
- ScoreBoard
- LityaLeaks
- Botnet C&C
- The Bank
- ScoreBot
- Firewall/IDS
- Briber
- Flag Submission
- IRC Server

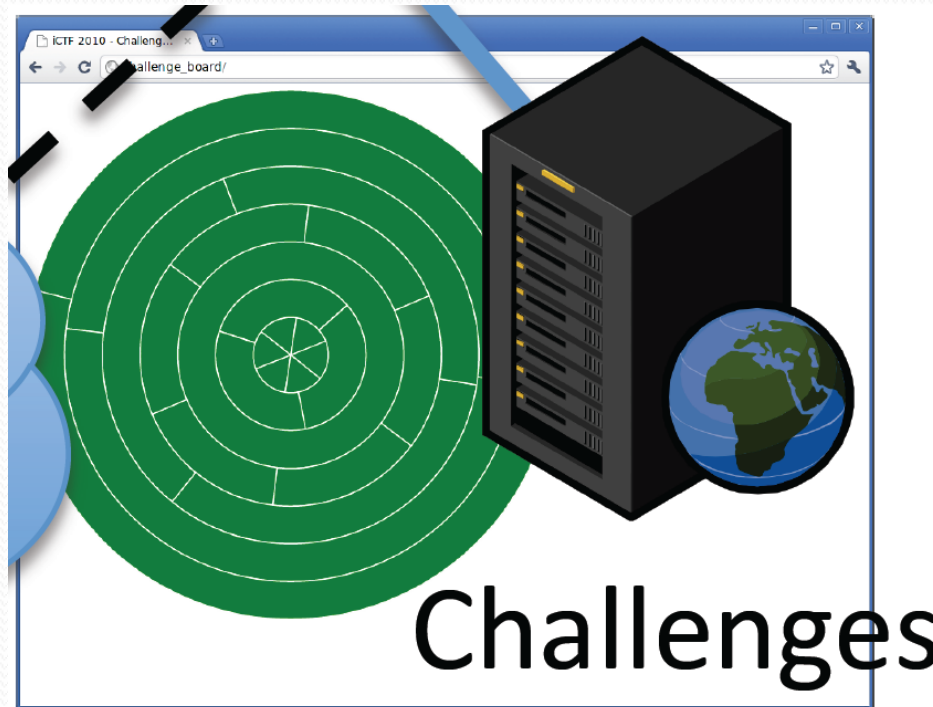
VPN Server

- Allows for a safe and secure environment so that the competition can be held.



Challenge Board

- Listed puzzles required to acquire money to participate in the botnet to score points.



Types of Challenge Board Questions

- Fully Encrypted Questions
- Wireshark pcap dumps, Your task was to extract the files and determine passwords.
- Identify people in 'Swirled' Pictures
- Bruteforce Archive Passwords
- Understand common cryptographic and mathematical functions
- Locate hidden file streams
- Hidden messages in pictures
- Decoding phone DTMF sounds
- Code in various languages
- Use tools such Ollydbg and IDA Pro to dissect EXE's
- Convert and open obscure picture formats

Knowledge Required for the Challenge Boards

- US Culture was fairly helpful. (References to American culture were common place.)
- Programming and Scripting was thoroughly tested
- Cryptography
- Packet Analysis
- Image Manipulation
- Google Magic

ScoreBoard

- Keeps track of each teams Money, Points Earned, and Botnet Connection Status.
- Was hacked by two teams
- Their modifications were discarded



ScoreBoard



Main Page

MediaWiki has been successfully installed.

Consult the [User's Guide](#) for information on using the wiki software.

Contents [hide]

- 1 Leaks!!!
- 2 Wiretap? Awesome!
- 3 Sniffer on the wire!
- 4 Network Information

Litya Leaks

- Contains Secret information.
- A play on WikiLeaks

Leaks!!!

Many Nabhots died to bring us this information: [NetworkGate](#)

Spies leaked the list of services [Service_Leak](#)

A device to store securely stolen credit cards was found: [CCStore](#)

Information about a black-ops covert operation has been leaked: [OvertCovert](#)

We have discovered the service that the Litya's government uses to maintain the database of the most wanted enemies of the state: [MostWanted](#)

We found that Litya has deployed a file access service that would allow trusted hosts to access files without authentication: [WeirdFTP](#)

News on President Bironulesk dating underage girls [Ruby_Gate](#)

Is lityabook for porn? [Is_lityabook_for_porn](#)

Wiretap? Awesome!

[Phone_conversations](#)

Sniffer on the wire!

[Captured_Data](#)

Network Information

[IRC](#)

navigation

- [Main page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

search

toolbox

- [What links here](#)
- [Related changes](#)
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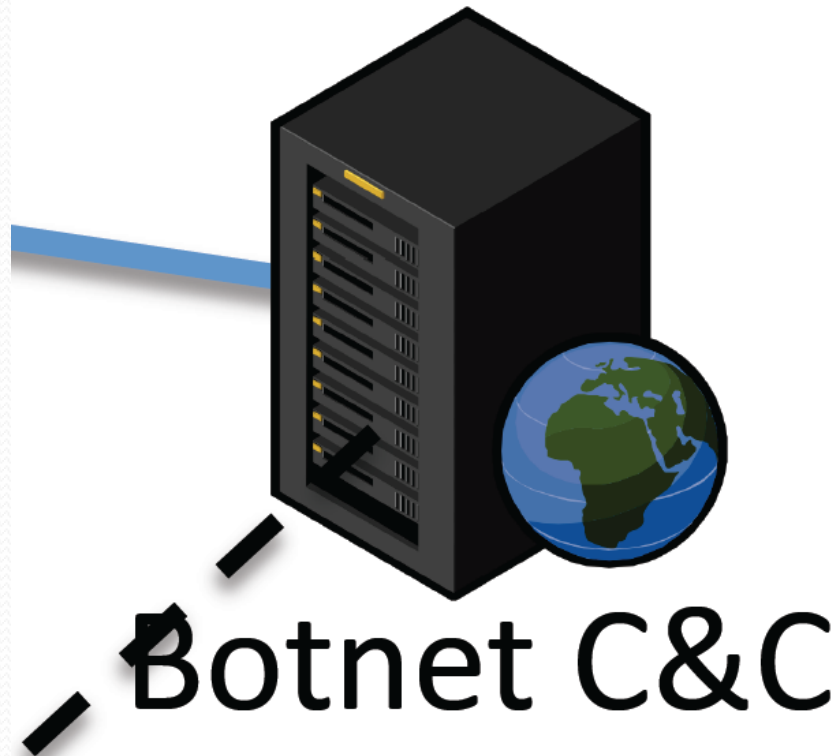
search

toolbox

- [What links here](#)
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- [Special pages](#)
- [Printable version](#)
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Botnet C&C

- Gradually drains money from people connected to the Botnet.



The Bank

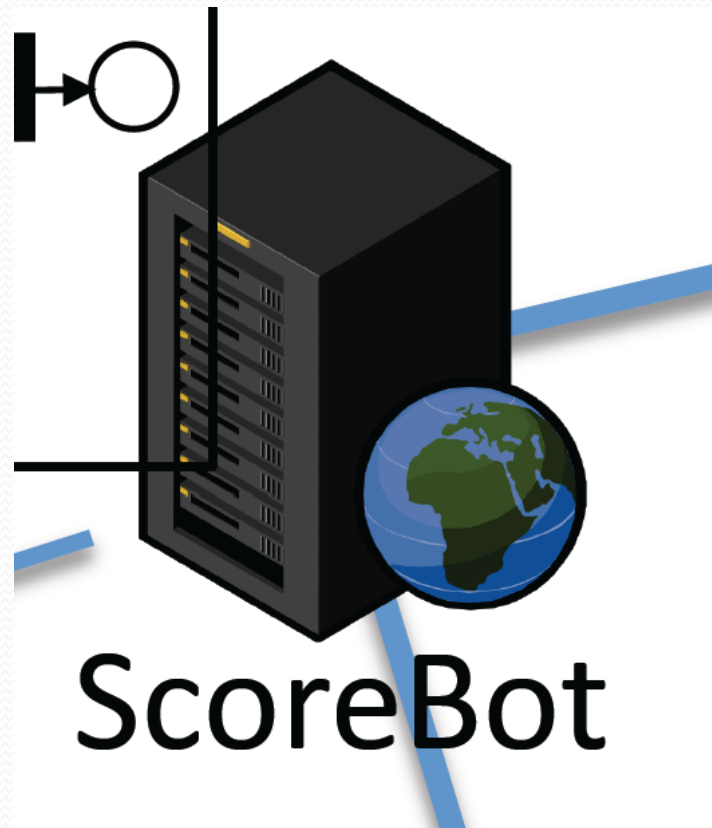
- Provides a web interface to buy time on the Botnet.

The Bank



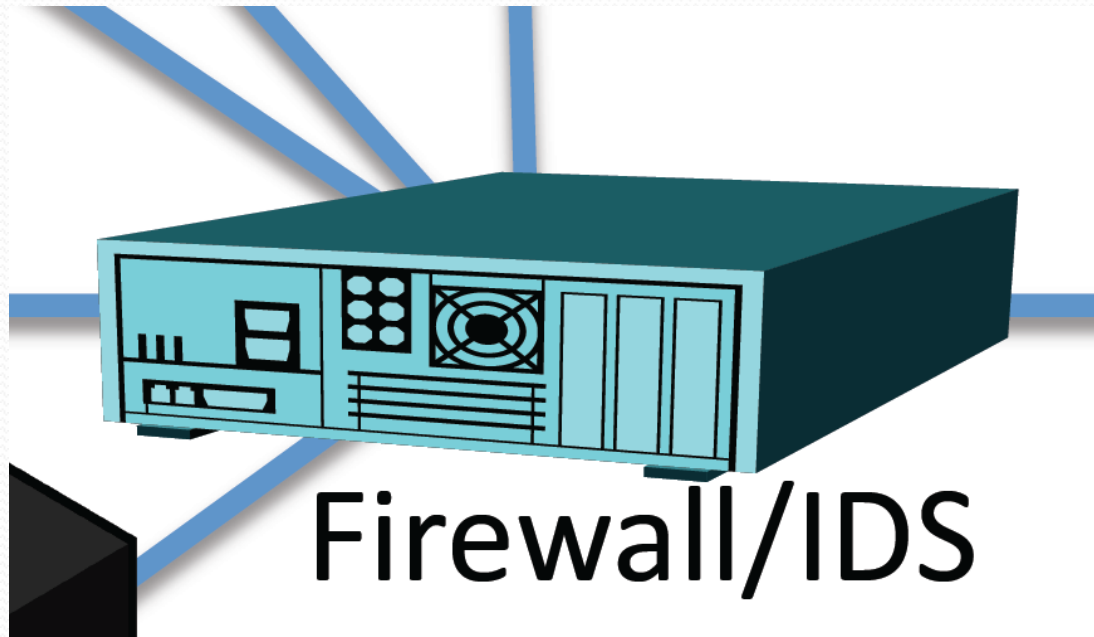
ScoreBot

- Adds points to the ScoreBoard server.



Firewall/IDS

- Deducts points for abusive traffic.
- Issues temporary and permanent bans



Briber

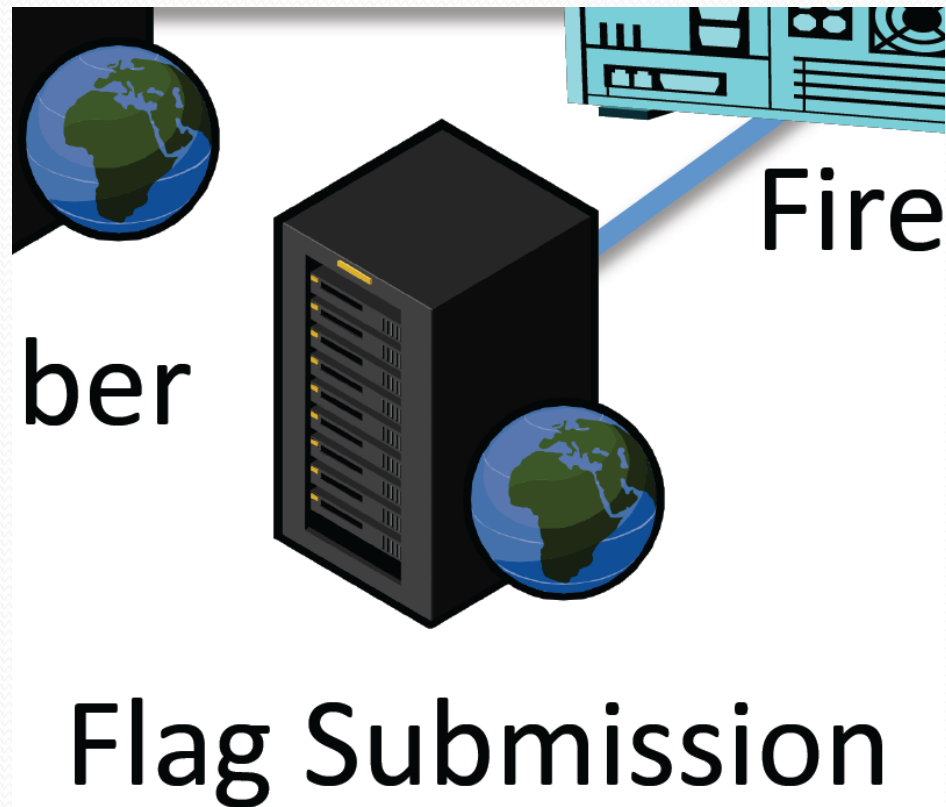
- Provides an interface to bribe corrupt Lityan Government officials to lower firewalls.



Briber

Flag Submission

- Provides an interface to submit successfully stolen flags and to gain points.



IRC Server

- Used to communicate between all participants and UCSB officials.

```
Dec 03 12:02:14 <McAwesome>  
Dec 03 12:02:14 <McAwesome>  
Dec 03 12:02:14 <McAwesome>  
Dec 03 12:02:14 <McAwesome>  
Dec 03 12:02:14 <McAwesome>  
Dec 03 12:02:15 <McAwesome>  
Dec 03 12:02:15 <McAwesome>  
Dec 03 12:02:16 <McAwesome>  
Dec 03 12:02:16 <McAwesome>  
Dec 03 12:02:19 <McAwesome>  
Dec 03 12:02:19 <McAwesome>  
Dec 03 12:02:21 <McAwesome>  
Dec 03 12:02:21 <McAwesome>  
Dec 03 12:02:22 <McAwesome>  
Dec 03 12:02:22 <McAwesome>  
Dec 03 12:02:25 <McAwesome>  
Dec 03 12:02:25 <McAwesome>
```



Non Critical Servers

- LityaBook
- LityaHot
- PerlCGI
- BinCGI
- Applet
- Idreamofjeannie
- Mostwanted
- Overtcovert
- weirdtcp

Offensive Actions

- Find servers
- Exploit services
- Find information about the actions of the Lityan Government.
- Solve Puzzle Challenges to acquire money to participate in the Botnet that supports the Lityan economy and hack them.
- Bribe corrupt officials of the Lityan Government to lower firewall restrictions allowing you to score points when you submit flags.

Defensive Actions

- Secure your botnetted server by changing the default password.
- A few teams did not do this, and it is not against the rules to attack them.
- You can lose points if you submit flags at the incorrect time.

Starting the Day off Right







In the Beginning (N00bz G4l0r3)

- People brought in their desktops and laptops from home, imaged the STEAL computers with fresh soon to be infected installations of Windows.
- Newbies as far as the eye can see (Only two team members had competed previously)
- Rough Start (People had to connect to the network, connect to the IRC server, Deal with DNS server issues, and Connect to the Challenge Server all while trying to figure out the main goals of the game.)

Mid-Way (Divide and Conquer)

- File Getters
- 2-4 Attackers
- Coordination and Puzzle Solving
- What Goes up, Must come down
 - The high number of teams created heavy traffic loads causing the connectivity to the critical servers to be sporadic.

A Demonstration of a Moderately difficult Challenge Question

- You are provided with a file called Aliens.tgz
- And the question asks "What was the aliens message as they traveled the earth?"
- 1. Open with 7zip
- 2. Script the extraction
- 3. Find the final file
- 4. Stalk the file creator
- 5. Discover the filenames are actually flickr photo id numbers
- 6. Collect GPS Coordinates
- 7. Map the coordinates

How we gained Offensive points

- Steve Left...
- We telneted into the 'MostWanted' Server (A SQL Lite Database that stores a picture of a person in a table with a matching name.
- A python socket was established and SQL injection code was sent across to retrieve the file secret.txt which contained a flag which was then used to gain points by bribing the officials and sending the flag to the right server at the right time according to the leaked map in one of the four original pictures.
- Methods to automate the process were not attempted for fear of losing points.

Various Hazards to competing in the iCTF.

- Starvation (JJ Came to the Rescue)
- Over Caffeination (Monster, Mountain Dew, Coffee)
- Carpal tunnel
- Confusion leading to onset headaches
- Information Overload
- Exposure to boot camp style motivational speeches
- Excessive High Fiving
- Near-guaranteed infection of computers connected to the VPN. (Our shared USB drive and File Share to transfer tools for hacking became infected.)

Final Thoughts

- 2nd out of 26 US teams
- 7th out of 73 world teams
- Scored 4% of total points
 - Compare 14% CMU
- 12% of US points
 - Compare 39% CMU
- Being more prepared for the competition would have helped considerably.

Special Thanks

- University of California Santa Barbara
- NUCIA Faculty and Staff
- University of Nebraska
- Steve Nugen
- Robin Gandhi
- Lucas Wentz
- Bill Mahoney
- Aaron Keck
- Derek Pecka
- And anyone else we may have forgotten.



Questions?

Contact Information

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- Adam Gehringer - ajgehringer@unomaha.edu

Resumes Available