THE LONELY HARD DRIVE

DEF CON 31

Walkthrough and Write-Up

@theLonelyHardDrive

Low on Ammo // burninator // fragileduck // Marbas DC207 (@dcg207)



Hello! This is an overview of the puzzles contained for the Lonely Hard Drive contest for DEF CON 31. This is a complete guide to all puzzle solutions and flags that can be captured. Flags can be submitted via Google Form to be entered onto the Leaderboard and be eligible for prizes: bit.ly/LHD31

Congratulations! By plugging in this random device you found at DEF CON, you have chosen a mysterious (and hopefully intriguing) journey. If you're not much of a gambler, you can help protect your devices by checking the checksum provided and confirming that the wrap hasn't been tampered with before connecting The Lonely Hard Drive.

Each encrypted partition on the LHD.vhd represents a puzzle level. The flag you find by solving each level will unlock the next partition. Here's an overview of the puzzle answers:

PUZZLE 0



```
## Getting Started

Welcome to the Lonely Hard Drive at Def Con 311

Mair you have in your possession is a collection of puzzles to enjoy and levels to clear.

Please visit us in the Defcon Contest area if you would like more information.

SHA256 Hash of LHD. who | dc287.org/the-lonely-hard-drive | tutter.com/lonely|dardDrive |

If you would like to check-in to start your leaderboard ranking and claim flags, go to the following link: https://bit.ly/LHD31 (https://forms.gle/rVagipV8EAMMlhqq7)

LIVEL_P_FLAC: Eleanor

Good luck and have fun!

33 HID Team

## Usage

## Usag
```

The Level 0 welcome message contains a hint for puzzle 4:

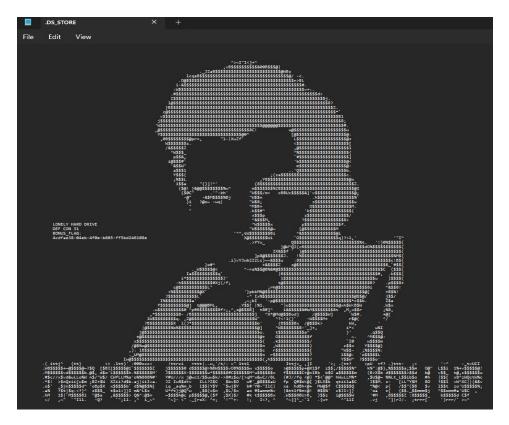


PUZZLE 1 - Rick Roll

Hidden files: Bonus Flag inside .DS_STORE and "fun_for_later" which is for puzzle 5:



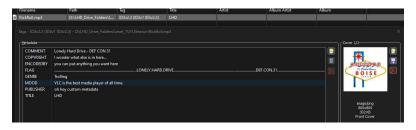
bonus flag (a hidden txt file, renamed as a .DS_STORE MacOS system file):



The partition is completely full of directories of directories of Rick Roll mp3. On closer inspection, there is more to the file than meets the eye:



Use mp3tag, VLC or other tools to grab more metadata:

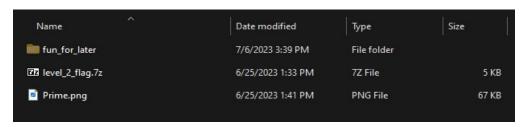


The flag in the ASCII art in the metadata:

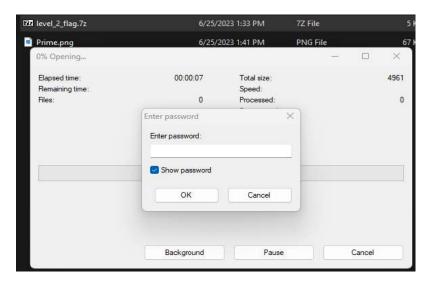


PUZZLE 2 - Prime

Puzzle 2 has a directory with a .7z, a fun_for_later directory (for puzzle 5), and an image:



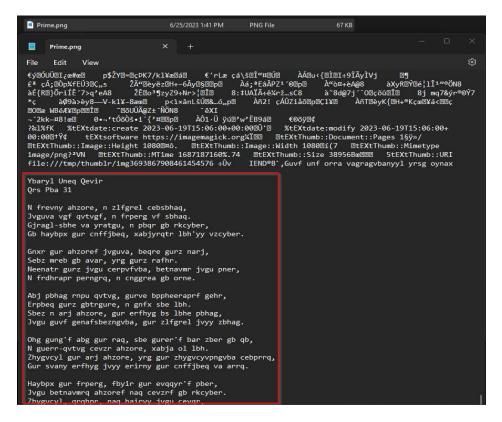
The .7z file is password protected:



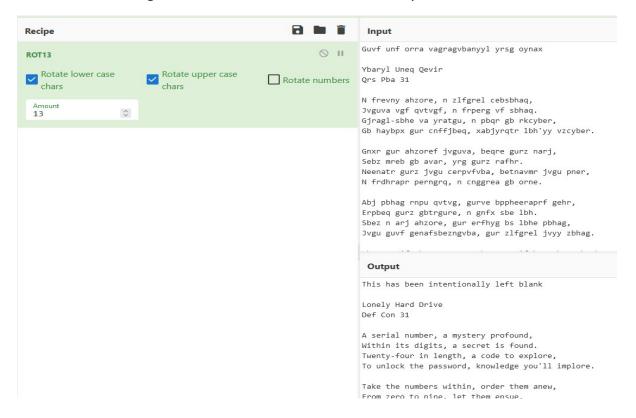
The .png contains a prime number:



Inspecting the .png, we find something that appears to be encoded:



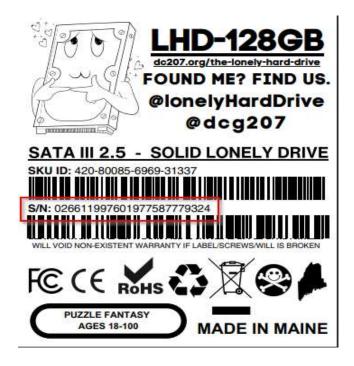
Run the hint through a ROT13 decoder, like the one in CyberChef:



The riddle explains the next step. Find a serial number somewhere, reorder it from 0 through 9, then count the number of occurrences of each digit. Then take that resulting number and multiply it by the prime number that was provided in the .PNG originally. That final number is the password of the .7z:

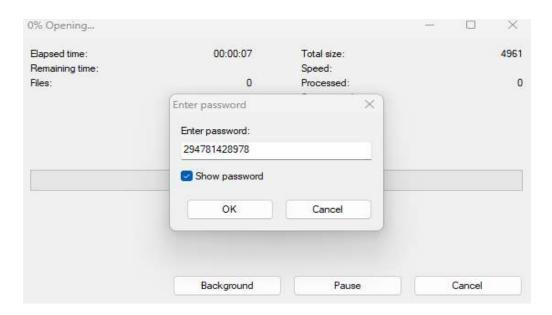
```
A serial number, a mystery profound,
Within its digits, a secret is found.
Twenty-four in length, a code to explore,
To unlock the password, knowledge you'll implore.
Take the numbers within, order them anew,
From zero to nine, let them ensue.
Arrange them with precision, organize with care,
A sequence created, a pattern to bear.
Now count each digit, their occurrences true,
Record them together, a task for you.
Form a new number, the result of your count,
With this transformation, the mystery will mount.
But that's not the end, for there's one more to do,
A three-digit prime number, known by you.
Multiply the new number, let the multiplication proceed,
The final result will reveal the password in need.
Unlock the secret, solve the riddle's core,
With organized numbers and primes to explore.
Multiply, deduce, and unveil with pride,
The flag awaits, on the other side.
```

The hard drive has a custom label with a lot of fun easter eggs, but one that stands out is a S/N: 0 266 1199 760 1977 58 777 9324:

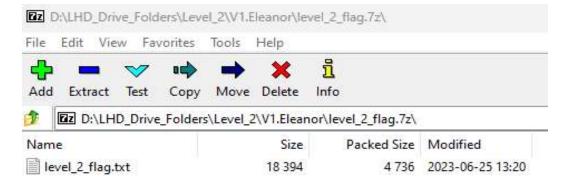


This number re-ordered is: 00 111 22 3 4 5 666 777777 8 9999, and if each digit occurrence is counted: 2 3 2 1 1 1 3 6 1 4.

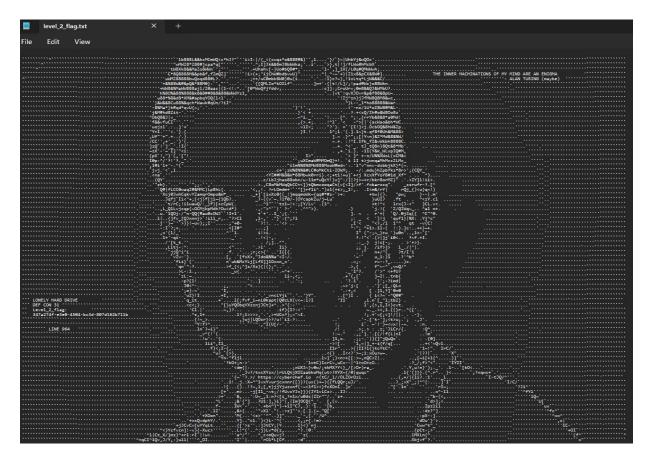
Finally, the number 2,321,113,614 is multiplied by the Prime (127 in this case) resulting in the final password of the .7z: 294781428978



Unzipping the .7z reveals the flag:



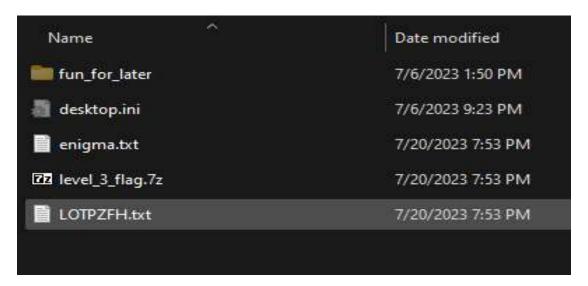
The ASCII art of the flag has several hints for upcoming levels as well as the flag which will be the password to the next partition:



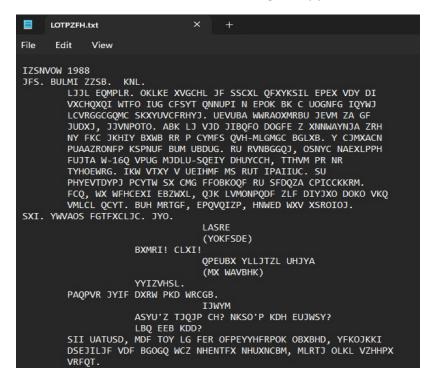
The first hint is "LINE 964" and the other being the URL to CyberChef as that can help and is a good tool to use:

PUZZLE 3 - Enigma

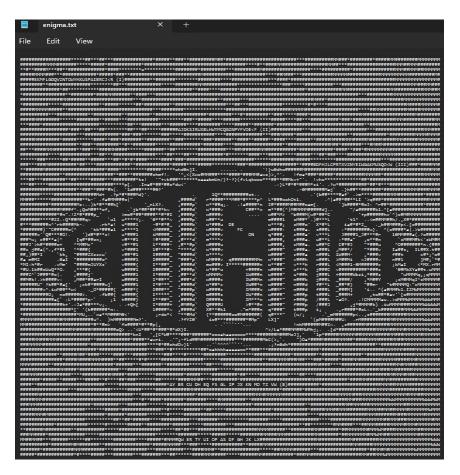
This starts off with five files, two hidden which are another Bonus Flag hidden as a system file "desktop.INI" and another "fun_for_later" intended for puzzle 5:



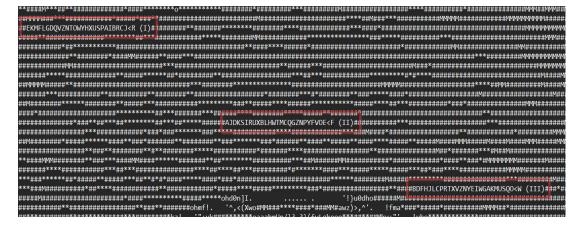
Again the .7z is password protected and the players need to find a way in. The other file is "LOTPZFH.txt" and the contents again appear encoded.



Puzzle 3 requires the players to learn how to use the WW2 cypher from Enigma, opening the enigma.txt gives several hints:



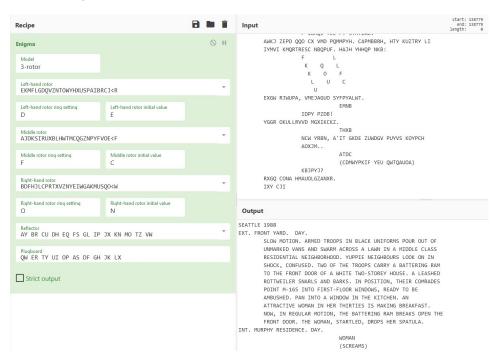
The first hints are the Enigma's Rotors, the next being Left, Middle, and Right "Rotor Rings" setting, which in this case is DE, FC, ON:



The final parts are the Reflector and Plugboard, one all the information is gathered, they can use tools to decode the text (CyberChef was used for this part):

```
*#################*AY BR CU DH EQ FS GL IP JX KN MO TZ VW (B)############
#######****########MM#QW ER TY UI OP AS DF GH JK LX##############################
```

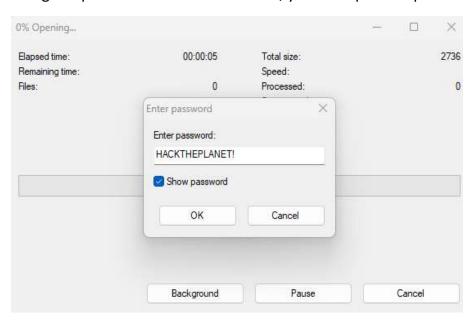
The decoded file (which LOTPZFH decodes to HACKERS) is now readable, and it is the movie script to the iconic Hackers:



Using the hint "LINE 964" from the Puzzle 2 flag, we find a single line that's been slightly changed from its original form:

```
951
                                         NIKON
952
                            YO, SHOWTIME, SHOWTIME!
953
                                         DADE
954
                            WHAT'S GOING ON?
955
                                         ALL BUT DADE
956
                                         (IN UNISON)
957
                            4...3...2...1...
958
               CHEESY MUSIC PLAYS. RAZOR AND BLADE, ANDROGYNOUS ASIAN
959
               BROTHERS, HAVE A COMMUNITY ACCESS TV SHOW. "WAYNE'S WORLD"
960
               IN EYE LINER.
961
                                         RAZOR
962
                            WELCOME TO OUR SHOW!
963
                                         BLADE
964
                            HACKTHEPLANET!
965
                                         ALL BUT DADE
966
                            HACK THE PLANET!
967
                                         RAZOR
968
                            FOR THOSE LATE NIGHT HACKS...
969
                                         BLADE
970
                            JOLT COLA! THE SOFT DRINK OF THE ELITE
971
                            HACKER.
```

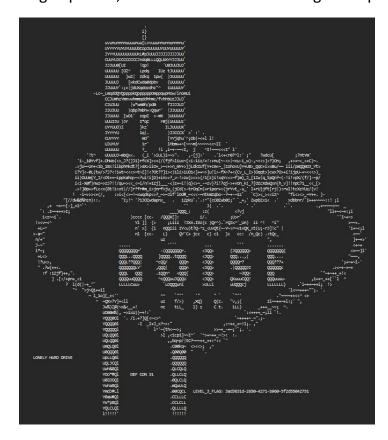
Using the password HACKTHEPLANET!, you can open the password:



Bonus: the players might have already guessed this though if they had explored the Desktop.INI file to show another bonus flag:

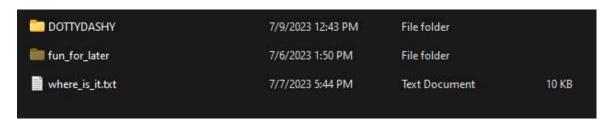


Flag Captured, the Fabulous Boise. The flag is the password to the next partition:



PUZZLE 4 - DOTTYDASHY

You start with a directory with the following three items:

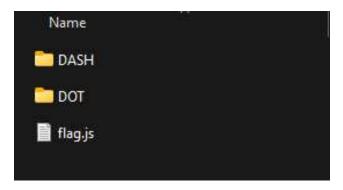


The ASCII art of where_is_it has a hint and a bonus flag clue as well:

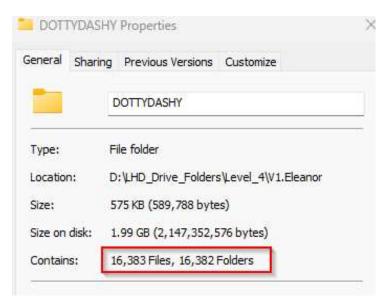
```
where_is_it.txt
 $$$$$$$$$$$$$$**MhoM*MMMhohbpa*odo#*k*bpOCCLwpWoahp0JLmaMhw
$$$$$$$$$$$$$$mhom0000QCJJC0LJCCJJJCCQOZo#wCCCJCJJCJCJL*Mc
```

The hints are the Morse Code that read "GO READ ME AGAIN", referencing the earlier hint. The other being "PW: piggy" as the password to be used in the next level.

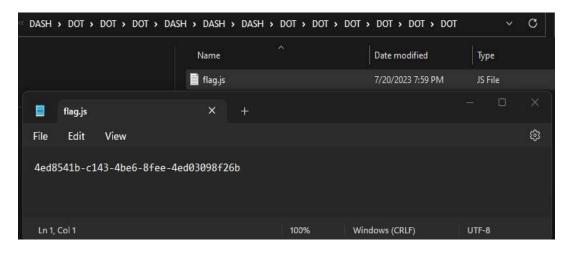
DOTTYDASHY folder contains more folders "DOT" and "DASH" and a "flag.js" file. The goal is to find the right "flag.js" hidden somewhere inside here:



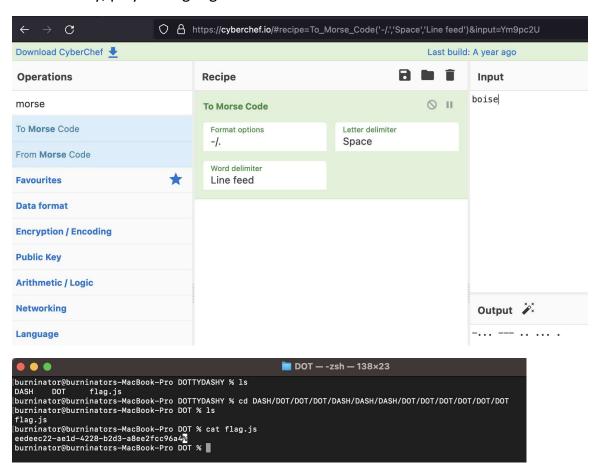
Note that all directories are recursive and there are over 16,000 locations:



Following the path will lead players to a flag.JS that does contain the puzzle flag. This unlocks the next partition:

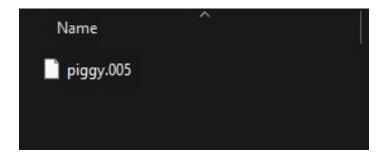


Alternatively, players might guess Boise:



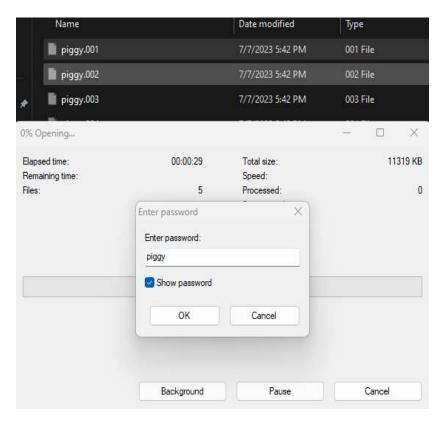
PUZZLE 5 - Piggy

This partition contains a single visible file, piggy.005, time to find all the other missing piggies:

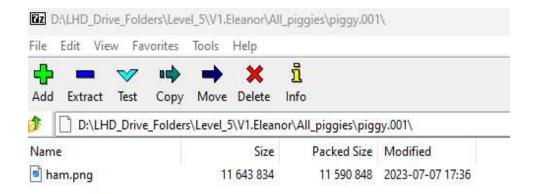


Once all piggy files from the previous levels are gathered, they can be uncompressed with .7Zip:

The password was given in the last level: PW: piggy and shouldn't be too hard to guess:



Inside of the pigs there is ham:



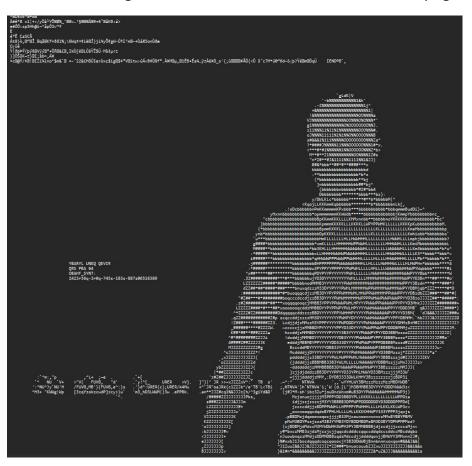
This is the first flag that is an image instead of a ASCII art text file:



The bottom-right contains the flag for this level and is the password to the next partition. The bonus flag is also contained inside of ham.png in the form of ASCII art embedded at the bottom of the file, which can be seen in Notepad. This ASCII art is ROT13 encoded and needs to be decoded to claim:

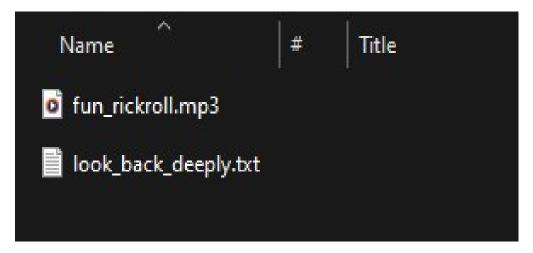


Level 5 bonus flag is ROT13 encoded at the end of the ham.png file:

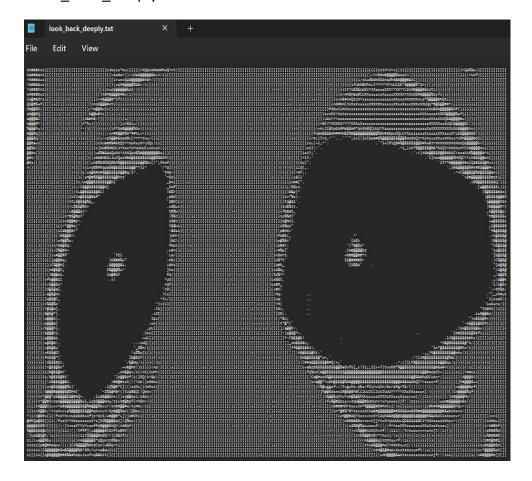


PUZZLE 6 - Stego

This directory contains two visible files, a fun_rickroll.mp3 and a text file hinting at the challenge:

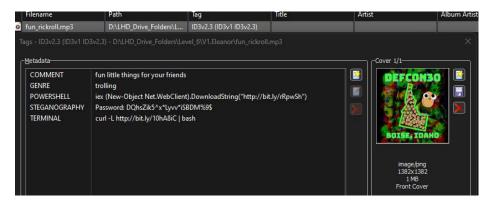


The hint is of the image that was just decompressed from the last level with the title "look_back_deeply" and hidden inside is a URL that has been ROT13 encoded:

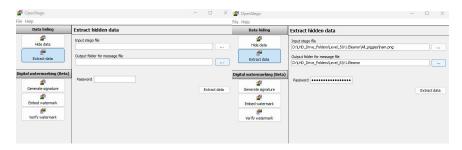


The URL decodes to https://github.com/syvaidya/openstego/, which is an open-source steganography tool.

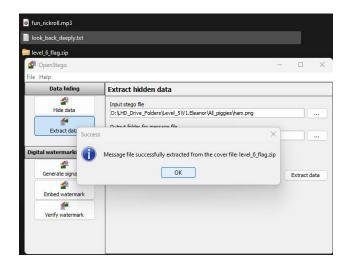
Back inside of the fun_rickroll.mp3, there is some custom metadata, including rickroll commands for Powershell and CURL (for your favorite friends to run) and a steganography password:



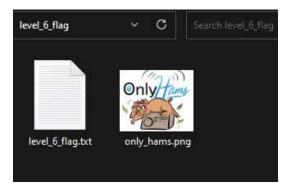
Openstego has an Extract Data option, using the hints, we point it to the ham.png and use the password from the run_rickroll.mp3:



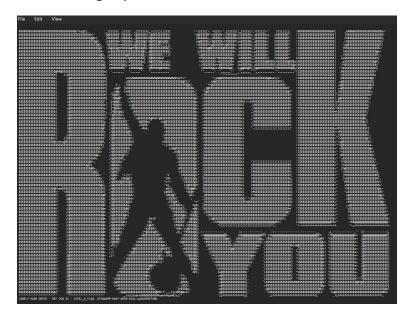
This outputs the hidden file, level_6_flag.zip:



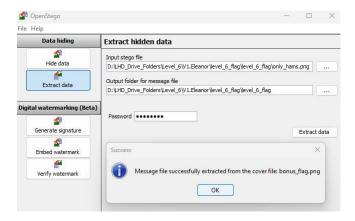
This .zip contains the flag for the level and another bonus flag. Hidden inside of only_hams.png:



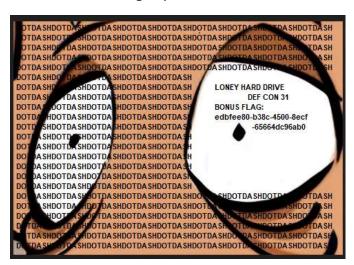
Puzzle 6 flag captured:



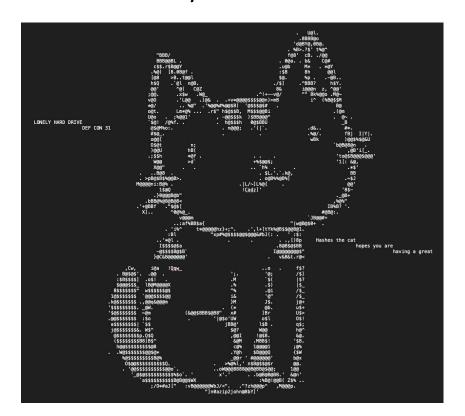
Bonus flag requires to use the steganography again, this time with the password "onlyhams":



Puzzle 6 bonus flag captured:



PUZZLE 7 - ruckyou



The partition has a password-protected zip file:



There is a custom rockyou file containing the password:



Gather the hashes from the 7z and run hashcat using the ruckyou list:



PUZZLE 8 - Jenny's Extension



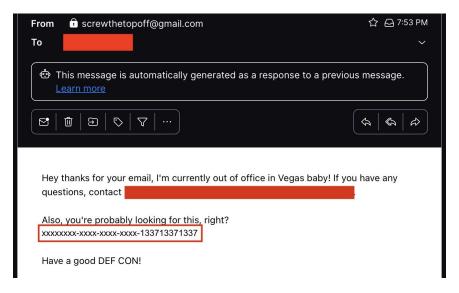
Use Strings or some other program for pulling strings from a binary on the "strings" file:



It reveals an email. You should email Jenny!



Jenny responds with an out-of-office automatic reply, containing one third of the GUID:

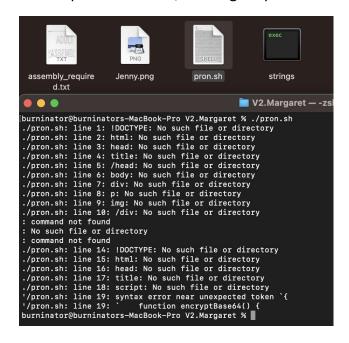


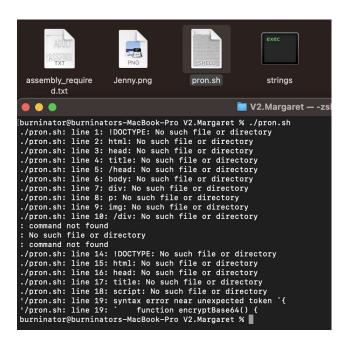
Examine the Jenny.png to find out it's actually a PowerShell script:

Either change Jenny.png to Jenny.ps1 and run it as powershell to display the encoded GUID piece. Or, you can see that it's just turning that hex string to ASCII, and use a hex to ASCII calculator to get the middle of the flag's GUID. Or you could have ChatGPT turn it into bash or Python or whatever you like (but WARNING: because LLMs/GPT systems have a hard time with basic computations like encoding a literal string, it will LIKELY copy it into the new script incorrectly...!):

xxxxxxxx-e312-46f0-9d26-133713371337

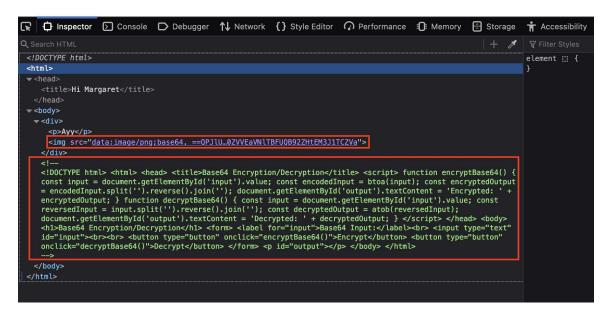
To complete the GUID, investigate pron.sh:





pron.sh is actually an .HTML file. But when viewed in browser, the image is borked:





Use every script kiddie's first tool, Inspect Element, to find an entirely new HTML page in the comment:

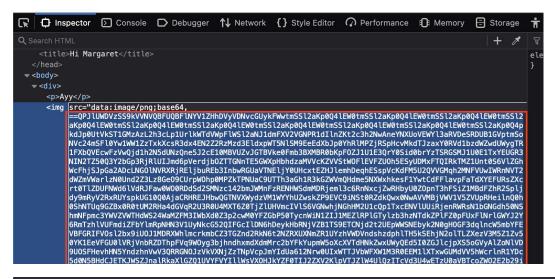


Base64 Encryption/Decryption



It's a decrypter tool. Take the encrypted base-64 from the image tag and decrypt it:





 $\leftarrow \ \ \, \rightarrow \ \ \, C \\ \hbox{\square file:///Volumes/Storage_LHD/LHD_Drive_Folders/Level_8/V2.Margaret/whats_this.html}$

Base64 Encryption/Decryption

Base64 Input: ITBFUQB92ZHtEM3J1TCZVa

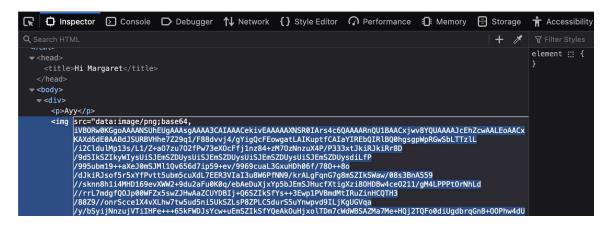
Encrypt Decrypt

Decrypted: iVBORw0KGgoAAAANSUhEUgAAAsgAAAA3CAIAAACekivEAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8/gYigQcFEowgatLAIKuptfCAIaYIREbQIRIBQ0hgsgpWpRGwSbLTTzlL/i2CldulMp13s/L1/Z+aO7zu7O2fPw73eXOcFfj1nz84+zM7/9d5lkSZlkyWIysUiSJEmSZDUys

/BXhiVRU1oAet9G602ZcnmoIC0Ave9ABWZphoFXytwiSa47zNdnYpG0kE8Yyz08XvtfffVVsTfh8uXL+mwx9RjmDvYFfbYAPgX|
/eyE55To3Onh4wHA3vi/jXTixAl9ENJjdZUY5sK/Xi1OLDBDOwU5deqUlrYZ/QXo1NipYvsosbBfqkKf8tWJf7sqdVZhkikLO7GjEq
/ZAeTM4PlixTDxiPhLx125cxA70P6XHdly9flgYBIn7rawPAjFhpgdX5wZXhX66BVJgHNwt6jMCdmmDCHDVBz5kHo2IdE9F6y6a
//yDsqWLllMqHs+YD6sDRm4fseU/bO6y+TWbnB7xMuNbSDnqmID80NLR0DTBNaXN0zDwGLWrA5xZov9qye9WPrW5bf9AXI
/JR/RmmWps7RkUYqxaYzs8h7WScW2uYyJab9mUtYkpjajArvc7Sr8pG1IfrBtobUtbEB1tf3mKc+7cucOHD+9CR538v1oH9H4LLZ
/MLRw9v4yDRVWV73SLp1VxfbzdQ8oGafnVf53Z9mZAaS6oQzmiBzDVDuf9qGV0p7sYPPUd2DB3p/cDnWPmrGI09YQJnThxQ
/k0Xer8sUPHaO6qmsHoyziutRW203rIpaxNTGIGBBf10mmY

/M7afWSEuJrm52DPalu5sfxWF3HXXXRBHR3rfwIbUmX6xi8SssfuAcyIl7C+0aAsbQL97tY0GtKibJbnFjPhXdbJ7Fqcc4H4Zx+sItF//mCFlGNo8cMPPzz99NMqRo2jQQRiKUSFnta2ra6Ff86wpATo/WLKJKNcHn2w3nHFpExFagK9n4U2MaURFVjQ7+oJmTBqyiVu

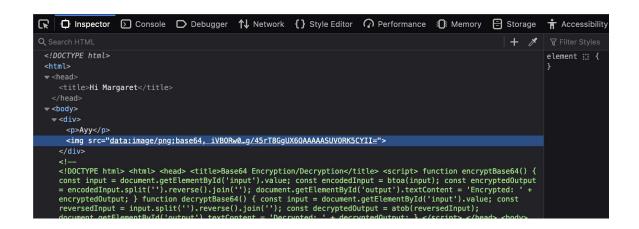




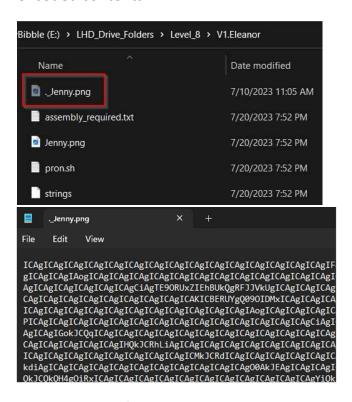
Once the image has been decrypted, you can see the GUID:

```
← → C ☐ file:///Volumes/Storage_LHD/LHD_Drive_Folders/Level_8/V2.Margaret/pron.html
```

13c1b1f3-xxxx-xxxx-xxxx-xxxx



The bonus flag for Level 8 is hidden as a MacOS system file "_.Jenny.png" and contains encoded contents.

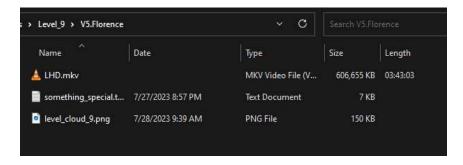


Since the theme of this puzzle involved Base64, entering the entire contents to a converter turns it into more ascii art with an important message "BASE64 IS NOT ENCRYPTION".



PUZZLE 9 - Video cloud

There is a video containing many video, audio, and subtitle tracks, with one being a hint to open the SSD up.



Level_cloud_9.png is a word cloud of all the track names contained in the video file and

"something_special.txt" has some ascii art thanking the player so far as well as hints for the final bonus flag.

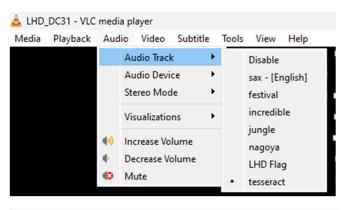


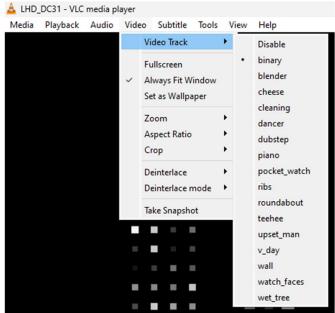
	somethi	ng_special.txt	×	*±.
File	Edit	View		
]pssssssssssgq psssssssssgg [wsssssssssgq				
1555555555555555588				
+\$				
		ua\$:\$\$\$\$\$\$\$\$\$\$\$:\$\$\$\$\$\$\$\$\$\$	\$\$\$\$\$\$\$\$\$\$\$f"
		**************************************	:\$\$\$\$\$\$\$\$\$\$\$:\$\$\$\$\$\$\$\$\$\$:\$\$\$\$\$\$\$8-> 'kc'lwp\$u''' \$\$\$\$\$\$/'''+&\$\$Z@\$\$0'''' !\$\$\$w'''' \$\$\$\$#?''''
			\$\$\$\$\$\$\$\$\$\$\$ \$\$\$\$\$\$\$\$\$\$	\$\$a******a\$\$b******
		?%\$\$\$\$\$\$\$\$\$\$\$	\$\$\$\$\$\$\$\$\$\$\$ \$\$\$\$\$\$\$\$\$\$	sssssssssssssse/
		**************************************	:\$\$\$\$\$\$\$\$\$\$\$:\$\$\$\$\$\$\$\$\$\$:\$\$\$
	,	"U0555555%",O55555555555 055558p"4055557555555555 555; "055555555555555555	\$\$\$\$\$\$\$\$\$\$\$\$ \$\$\$\$\$\$\$Hhpp)	\$u*****
	\$8%\$\$\$\$\$\$@ "';ccoucci')) · · · : B\$ · · · [%\$ · · · \$\$\$\$\$\$\$\$\$\$	sswf 3/	
		" h\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ " #\$P\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ " #\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$		
		"'#\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ "',\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$		
		"" b\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$ """@\$\$\$\$\$\$\$\$\$\$\$\$\$\$ """Ih\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$		
		h\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$; L\$\$\$\$\$\$\$\$\$\$\$\$; f\$\$\$\$\$\$\$\$\$\$		

н	LY ARD 'DRIVE'	**************************************		
"DEF_	CON_31	#\$\$\$\$\$\$\$\$\$\$\$\$\$\$ '0\$\$\$\$\$\$\$\$\$\$\$; 'C\$\$R\$\$\$\$\$\$\$\$;		
		1@\$\$\$\$\$\$\$\$\$\$\$; 		
		#555555555; q550555555; jo5555555; %555555;		
*****	ost_finishe Thank y	d! -B\$\$\$\$\$;" 'Z\$\$\$\$\$\$;		
	For	ou 15555555 'm\$\$\$\$\$\$\$6 'the time' '+8\$\$\$\$\$\$6	»·····	
		"we have" '>oB\$\$\$\$\$\$ 'we have' '>oB\$\$\$\$\$\$ +\$\$\$\$\$ '''' shared <3 '',k\$\$\$	SL.	
		snared <ک tBe	\$\$\$@kt.	

The hint is single letters in the image that spell out "HACKERS PASSWORD"

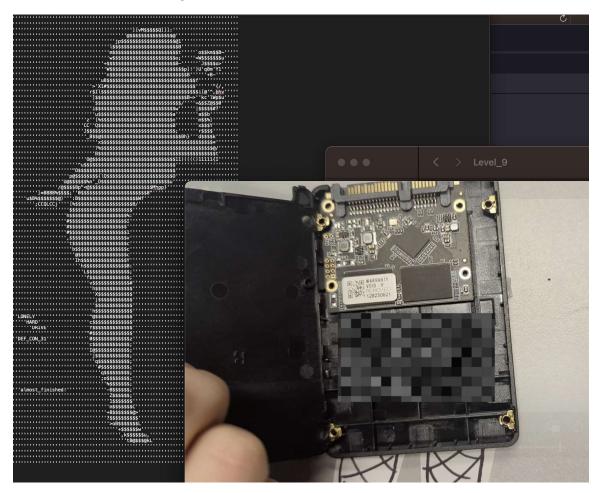
Inside of the level_cloud_9.png we've hidden out last embedded message, which is in Morse Code and ROT13, another riddle that points to the video track TeeHee as being the key.



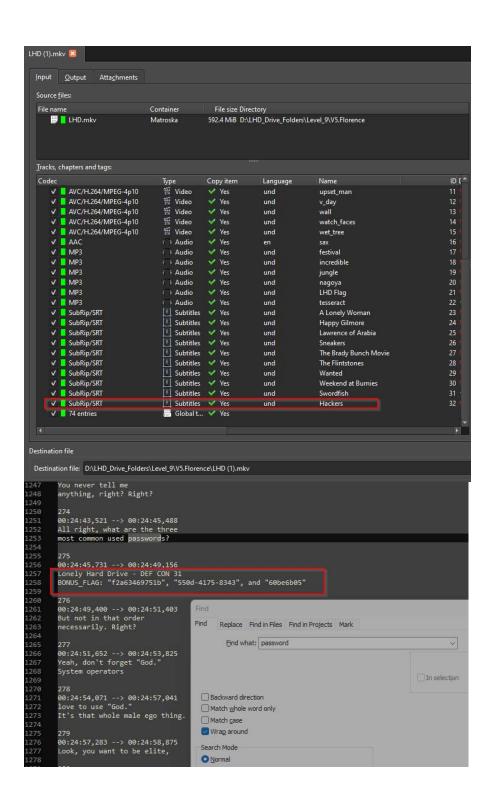




When the Video Track is found, the video displayed a skilled strip tease preformed by the hard drive, climaxing in a blurred reveal of the internals.



If the .MKV file is viewed inside of a MKV tool such as MKVToolNix, then all tracks are viewable, and players can export single tracks for inspection. Exporting the Hackers.srt and searching for "password" or Lonely Hard drive shows the final bonus flag (not in the right order, per the dialog from Hackers)



Congratulations and thanks for playing!

Special Thanks:

A note of acknowledgment from the Lonely Hard Drive contest organizers:

Firstly, we would like to express our profound gratitude to the spirited members of the Maine infosec (and DC207) community. They rolled up their sleeves and jumped into action, playing a pivotal role in testing the challenges, iterating the artwork, brainstorming on marketing strategies, and driving us to transforming our rough sketches into a polished contest. Each one of them holds an essential piece in this grand puzzle, and without their unique contribution, the picture would never have been complete.

Additionally, we wish to extend our sincere appreciation to DC207 for their financial backing, and for our awesome beta testers Kogo and 0b1s3c. Their support was not only monetary but also a vote of confidence in our vision, which gave us the fuel to drive our ambitions into reality. The commitment they demonstrated towards fostering a culture of curiosity and exploration is truly commendable... so maybe go buy a t-shirt or something to help support them in funding projects like ours in the future.

We are grateful for the shared belief in the potential of our contest and the collective effort it took to shape this idea into an exciting reality. This journey is a testament to what we can achieve when we pool our strengths together. Thank you all for turning this ambitious vision into a thrilling experience.

To everyone who participated, supported, and contributed in ways big and small: thank you. Your dedication and enthusiasm made 'The Lonely Hard Drive' not just a contest, but a celebration of our shared passion and commitment to this crazy, amazing community here at DEFCON.

xoxo,

Low on Ammo, Burninator, FragileDuck, Marbas