

## B Security – bijlage Hack the Game

### COMMANDO'S

#### General

HackTheGame is a hacking simulation game. In it you take on the role of a hacker that takes on various assignments. During these assignments you will be able to use a toolbox filled with (hacking) tools. Try to complete as much assignments as you can, without getting traced.

#### Mission

You receive your assignments by email. Read them carefully, they for example contain the IP address of the machine you must hack. I'm not going to explain how you should go about the rest, because that would take the fun out of the game. But it's all quit self-explaining.

Just remember these things:

- After you successfully connect to the target host using Telnet, the target system will start to backtrace you. Don't let them completely trace you because this will lead to your arrest. You can view the trace process in the left lower corner during Telnet sessions.

If you don't think you are going to complete the mission before the trace completes, quickly disconnect and reconnect to try it again.

- VERY IMPORTANT: always delete your logfile before you disconnect from a telnet session. The logfiles are not always on the same place, because every system is different. But it's usually in a folder called "Logs".

Find your logfile (192.168.010.001) and DESTROY (see Toolbox) it.

- If you get busted 3 times the game is over. The judge doesn't like a persistent hacker.

#### The toolbar

In the game you have various tools at your disposal. Some tools you will have to steal from remote systems first.

Button	Function
<b>Inbox</b>	This is your email inbox. This is where you receive new assignments. Read these emails well, they contain lots of information you might need during a mission
<b>Ping</b>	After you've read the mail, you will need to confirm if your target is online. You do this by using the Ping button. Enter the target IP address and ping it. Your computer will try to contact the remote computer, and will tell you if it's online.
<b>Portscan</b>	With portscan you can scan a verified IP address for open exploitable ports. Press the Portscan button and enter the target IP address, along with the scanning range. The range must be between 2000 and 4000 (usually it's best to enter these).
<b>Telnet</b>	When you know the target IP address AND an exploitable open port, you can use Telnet to connect to the target system.
<b>Password</b>	With this you can hack the password of a remote host by using brute force. When you connect to telnet but don't know the password, use this tool.
<b>Virus</b>	This uploads and installs a virus on the remote host. You need to be in a telnet session to use this function. After it uploads it completely just close



	the Virus window, the console will automatically install the uploaded virus.
<b>Get File</b>	When in a telnet session, you can browse the target system by using dos commands like DIR and CD (see "Console Commands"). When you find file you want to copy, click Get File. Input the filename, and if the file is found in the current folder, it will start to download it. The file is downloaded to your own (virtual) harddisk. All downloads are placed in the folder called Downloads
<b>Kill File</b>	To destroy a file simply click Kill File. Input the filename and it will destroy the file, if it's found in the current folder

### Console commands

Command	Example	Function
<b>PING &lt;ip address&gt;</b>	<i>ping 127.0.0.1</i>	A ping sends packages to a remote host. If it's online, it will respond. This way you can find out if your target is online.
<b>TELNET &lt;ipaddress&gt;&lt;port&gt;</b>	<i>telnet 127.0.0.1 21</i>	This let's you connect to a remote host on an open port. After you bypass the login system, you can browse the target system.
<b>DIR (or LS)</b>		This lists all the files of the remote computer. An example of the output is:
<b>CD &lt;foldername&gt;</b>	<i>cd Windows</i>  <i>cd .. (ga map omhoog)</i>	This changes the folder you are viewing. After giving this command you can use the DIR command to see what files are in the folder.
<b>MD &lt;foldername&gt; (or MKDIR)</b>	<i>MD myfiles</i>	This creates a new folder in the root of the file structure. You cannot make a folder inside of another folder (yet), normally this is possible, but in this game, it is not.
<b>DEL &lt;filename&gt; (or RM)</b>	<i>del command.com</i>	This let's you delete a file in the current folder. This can not be undone.
<b>IPCONFIG</b>		This shows amongst other things your own IP address
<b>CLS</b>		This clears the screen
<b>SAVE</b>		Saves the current state of the game. Including the changes you made in your local filesystem. The save-file is labeled with your handle/loginname. So if you played the game as "hax0r", you need to login the next time with the same name, to use the LOAD command to restore your own game
<b>LOAD</b>		Loads the last SAVED game found with your handle/loginname
<b>HELP</b>		Show this document in the console
<b>SHUTDOWN</b>		Exits the game

### Installing tools from the command line

After you download a tool with the download command from a remote computer and go offline, you can install the tool on your own local system. Just navigate to the downloads folder and enter the name of the tool.

Example:

```
cd ..  
cd downloads  
PortscannerW32.exe  
*press enter after each command
```

