#### Introduction

This CTF, "Feed The Magical Goat" is a Reverse Engineering challenge as part of the Battelle CTF challenges on <a href="https://www.battelle.org/the-challenge">https://www.battelle.org/the-challenge</a>.

The CTF has the description of "Once upon a time, there was a little reverse engineer who found a special bell. When the bell was struck, they say a magical billy goat appeared looking for food. Everyone knows billy goats will eat anything, but this is all the little reverse engineer had lying around."

#### **Start**

When you click the download button on the page you get a 'billygoat\_executable.zip', after unzipping you receive the 'billygoat' file.

First I run the **file** bash command to see what type of file it is and see that it is a "ELF 32-bit LSB executable" so I know that I can open it in Ghidra.

First I try to just run the executable and I receive an introduction dialogue and an outro it seems.

# Main

After opening in Ghidra and looking in the main function I see the following C code which calls the give offering with a string literal

```
puts("You ring the chow bell...");
sleep(2);
puts("OH NO, here comes Billygoat!!");
sleep(2);
```

```
print_intro();
sleep(2);
__ptr = (undefined4 *)give_offering("chow.down");
```

## give\_offering

The following code from the give\_offering function takes the string literal "chow.down" and attempts to open it as a file, giving an error message if it fails.

The following code then shows that it allocates a buffer of 16 bytes then attempts to read the first 16 bytes from "chow.down" and assign it to that buffer, then closes the file

```
__buf = (char *)malloc(0x11);

sVar1 = read(__fd,__buf,0x10);

close(__fd);
```

There is more code but its not important, now we go back to main.

# **Buffer reading**

Right after calling give\_offering, the main function splits the 16 bytes into 4 local variables.

```
local_34 = *__ptr;
local_30 = __ptr[1];
local_2c = __ptr[2];
local_28 = __ptr[3];
```

The main function then calls 4 different functions, each with one of the variables.

```
iVar1 = fill_rumen(&local_34);
if (iVar1 != 0) {
    iVar1 = fill_reticulum(&local_30);
    if (iVar1 != 0) {
        iVar1 = fill_omasum(&local_2c);
        if (iVar1 != 0) {
            iVar1 = fill_abomasum(&local_28);
            if (iVar1 != 0) {
```

Each of these functions check each byte, so the first one, fill\_rumen checks the first 4 bytes and checks to see if it matches the functions 4 bytes, for example.

```
iVar1 = fill_rumen(&local_34);
if (iVar1 != 0) {
    iVar1 = fill_reticulum(&local_30);
    if (iVar1 != 0) {
        iVar1 = fill_omasum(&local_2c);
        if (iVar1 != 0) {
            iVar1 = fill_abomasum(&local_28);
            if (iVar1 != 0) {
```

```
fill_rumen checks for ",", ";", ".", "u"
fill_reticulum checks for "P", "@", "h", "_"
fill_omasum checks for "|", "p", "n", "W"
fill_abomasum checks for "0x48", "B", "c", "r"
```

After looking up an ASCII table, 0x48 is H

Reading the code further shows that if all this matches, you get the flag.

```
(int)local_28._1_1_,(int)local_28._2_1_,
(int)local_28._3_1_);
```

### **Conclusion**

I put all of the correct characters in a file called "chow.down", ran the executable with the file and secured the flag