



rogue signal

mission report

Mission Name:	WOPR FM Cryptography Puzzle
Location:	Austin, Texas
Challenges:	Information security skills and War Games film trivia
Audience:	Information security professionals at InfoSec Southwest 2017
Game Type:	Custom, Puzzle, Story-based, Fun

At InfoSec Southwest in 2017, we built a multi-stage puzzle game surrounding a unique story about the WOPR computer featured in the motion picture WarGames set after the time of the movie. In the story, the WOPR computer had been repurposed as the internal network for an FM radio station, and was attempting to reach out for help in restarting the war.

Setup

To begin the challenge, players had to find encrypted messages hidden around the event, or in promotional materials. We helped players to build their own old school decoder wheels so they could solve these simple substitution ciphers. These ciphers, when read together hinted at the existence of a fictional FM radio station broadcasting in the area.

Competition

Several FM radios had been placed around the event, and players who tracked one down were able to listen to a custom 30 minute recording including fake traffic and weather reports, fake monster truck rally ads, and real ads for our sponsors. We also included some music from a local artist. People who listened carefully found a number station broadcasting the IP address for a BBS board we had created.



J: "Hello hello! it is ...
helicopter noises)
Gerald "Hello hello and thanks for having me"
DJ: "It's always good to talk to you Gerald"
G: "You know it's my favorite part of the day, right?"
DJ: "I did not"
G: "Anyway, traffic seems to have cleared up along
Sunnyvale. There's a stalled vehicle along 280 and
downtown San Jose which has been causing son
"No one wants to see a stalker, Gerald"
... downtown if

This BBS Board represented the fictional WOPR FM employee board and had been populated with dozens of messages, both helpful and just funny but required the use of some basic penetration testing techniques to gain access and then more to gain escalated access. Skimming through important information revealed some warnings that the WOPR computer hosting their network had been displaying strange messages to employees and their IT department had asked employees not to engage with it until they had a chance to repair it.

The puzzles lead curious players to a Twitter-based chatbot that acted as the WOPR computer. Players final goals were to converse with the chatbot to get it to send launch codes which allowed players to place their name on the leaderboard.