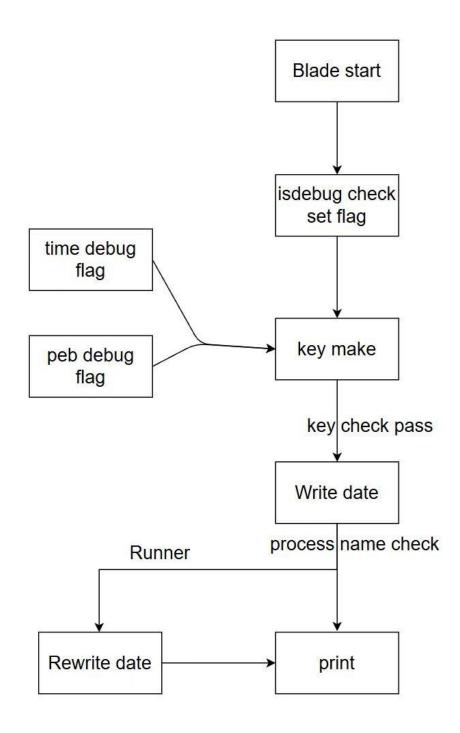
Blade WP

Cgo 在程序中拥有三种调用约定,即 go 寄存器调用,go 栈调用,x64fastcall,c 调用 go、go 调 c 都通过大量系统函数,使用函数指针的方式进行调用。Go 拥有大量系统库函数,建议制作符号文件将 go 的部分基础库函数解析出来再作分析。注:使用 go_parser 目前无法解开 garble 混淆,不过可以通过修改 pclinetable header 的魔数和修改脚本解开部分混淆。

选手需要熟悉 cgo 整体特性和流程,并且将整体程序逻辑分析清楚即可解题。程序整体逻辑较为简单:



根据字符串明文交叉引用定位 main 函数:

```
.rdata:00007FF6E7EECBFE unk_7FF6E7EECBFE db 52h; R
.rdata:00007FF6E7EECBFF db 61h; a
.rdata:00007FF6E7EECC00 db 69h; i
.rdata:00007FF6E7EECC01 db 6Eh; n
.rdata:00007FF6E7EECC02 db 73h; s
.rdata:00007FF6E7EECC03 db 3Ah; :
.rdata:00007FF6E7EECC04 db 0Ah
```

```
v17 = v11;
v33 = sub_7FF6E7E99360(v5, v4, v6, v7, *(_QWORD *)&v11[7], v12);
v25 = v11;
v27 = sub 7FF6E7E99C40();
v18 = v11;
v29 = sub_7FF6E7E9A3C0();
v20 = v11;
v32 = sub_7FF6E7E9A580();
v24 = v11;
sub_7FF6E7E9AA00();
v8 = sub_7FF6E7D81D62();
v35 = v23;
v34 = v31;
v37 = v19;
v36 = v28;
v39 = v17;
v38 = v26;
v41 = v25;
v40 = v33;
v43 = v18;
v42 = v27;
v45 = v20;
v44 = v29;
v47 = v24;
v46 = v32;
v49 = v11;
v48 = v8;
v30 = sub 7FF6E7E91E60(8i64);
v21 = 8i64;
v22 = v9;
sub_7FF6E7E92160();
 sub_7FF6E7E93440();
sub_7FF6E7E92280(v22);
sub 7FF6E7E92480();
sub 7FF6E7E92600();
return sub_7FF6E7E927A0();
```

过 IsDebuggerPresent, 修改该标志为 2:

```
if ( (unk 7FF6E80008C5 ^ 2) == 1 )

sub_7FF6E7E93440();

sub_7EF6E7E93280(v20).

.bss:00007FF6E80008C4 db 4Dh; M

.bss:00007FF6E80008C5 unk_7FF6E80008C5 db 2 ; DATA
.bss:00007FF6E80008C5 ; sub_
```

在 main 函数中的密钥制作处, 根据分析将反调试的 c6 和 c7 的值改为相等即可, 使 v7=0x4f, 此处 c1 为 win10 和 win11 的 NtCreateThread 函数的系统调用号,都为 4e。 得到密钥:

```
v48 = v8;
   v30 = sub 7FF6E7E91E60(8i64);
   v21 = 8i64;
   v22 = v9;
   sub_7FF6E7E92160();
   if ( (BYTE5(byte_7FF6E80008C0)
      sub 7FF6E7E93440();
   sub_7FF6E7E92280(v22);
   sub_7FF6E7E92480();
 sub_7FF6E7E92600();4
  return sub_7FF6E7E927A0();
__int64 __fastcall sub_7FF6E7E92600(__int64 a1, __int64 a2, __int64 a3, __int64 a4)
 __int64 v4; // rax
unsigned __int64 v5; // rbx
_int64 v6; // rl4
_int64 v7; // rdx
__int64 i; // rsi
char v9; // al
_int v10; // edx
_int v11; // r8d
_int v12; // r9d
 for ( i = 0i64; i < 8; ++i )
 {
    if ( v5 <= i )
        sub_7FF6E7D81AC0(v5, v7);
    *(_BYTE *)(v4 + i) ^= v7;
}
 {
    sub_7FF6E7E96A00();
    v18[0] = &unk_7FF6E7EC47E0;
    v18[1] = sub_7FF6F7D76940().
```

密钥:

```
1182CF db 0

1182D0 unk_C0001182D0 db 0BBh

1182D1 db 7Dh; }

1182D2 db 83h

1182D3 db 2Dh; -

1182D4 db 0ABh

1182D5 db 45h; E

1182D6 db 93h

1182D7 db 95h

1182D8 db 0

1182D9 db 0

1182DA db 0
```

进入 main 函数最后:

```
v42 = v27;
 v45 = v20;
 v44 = v29;
 v47 = v24;
 v46 = v32;
 v49 = v11;
 v48 = v8;
 v30 = sub 7FF6E7E91E60(8i64);
 v21 = 8i64;
 v22 = v9;
sub 7FF6E7E92160();
if ( (BYTE5(byte 7FF6
  sub 7FF6E7E93440();
 sub 7FF6E7E92280(v22);
 sub 7FF6E7E92480();
sub 7FF6E7E92600();
return sub 7FF6E7E927A0();
```

根据分析可知 8D0 为 pipe write. 最终结果通过 8C8 pipe read 读取并打印:

```
SUD_/FF0E/E904C0();
sub 7FF6E7E96760();
v49 = v1;
v23 = sub_7FF6E7D76940();
*( QWORD *)&v49 = &unk 7FF6E7EC47E0;
*((_QWORD *)&v49 + 1) = v23;
sub_7FF6E7E73560((unsigned int)&v49, v24, v25, v26);
sub_7FF6E7E93440();
sub_7FF6E7E91820();
qword_7FF6E80008C8 *v37;
qword_7FF6E80008D0 = v37[1];
sub_7FF6E7E92D60();
sub_7FF6E7D2C5A0();
sub_7FF6E7E8E280();
sub_7FF6E7E96880();
v48 = sub 7FF6E7E92CE0();
v46 = v27;
```

分析可知,需要使用当前的程序名的 md5 作对比,程序名很简单,此处也可以使用哈希爆破得出程序名:

利用程序名的异或结果指定跳转:

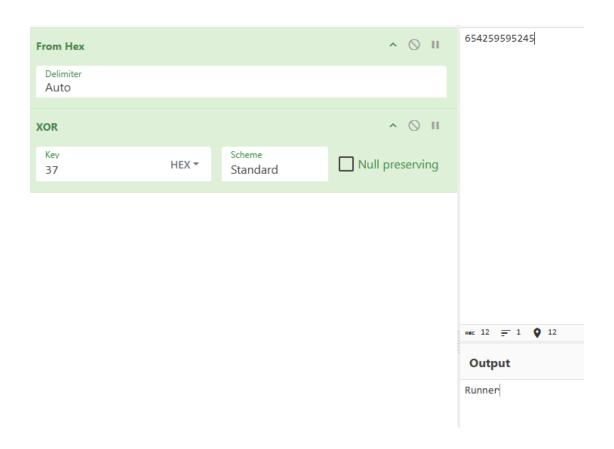
```
v6 = *a4 ^ 0x37;
  v7 = a4[1] ^ 0x37;
v8 = a4[2] ^ 0x37;
v9 = a4[3] ^ 0x37;
  v9 = a4[3] ^ 0x37;
v10 = a4[4] ^ 0x37;
v11 = a4[5] ^ 0x37;
while ( *(unsigned __int8 *)i == v6
    && *((unsigned __int8 *)i + 1) == v7
    && *((unsigned __int8 *)i + 2) == v8
    && *((unsigned __int8 *)i + 3) == v9
    && *((unsigned __int8 *)i + 4) == v10 )
  {
  if ( *((unsigned __int8 *)i + 5) == v11 )
     goto LABEL_21;
if ( v6 == *v4 )
       goto LABEL_11;
.ABEL_3:
     i = (__int64 (__golang *)())((char *)i + 1);
  if ( v6 != *v4 )
     goto LABEL_3;
ABEL_11:
if ( v4[1] != v7 || v4[2] != v8 || v4[3] != v9 || v4[4] != v10 || v4[5] != v11 )
.ABEL_21:
  for ( i = (_int64 (_golang *)())v4;

*(_BYTE *)i != 85 || *((_BYTE *)i + 1) != 87 || *((_BYTE *)i + 2) != 86 || *((_BYTE *)i + 3) != 83;
           i = (_int64 (_golang *)())((char *)i - 1))
  {
     ;
}
i(); |
```

数据一定是通过 pipe_write 写入管道的,因此可以交叉引用 pipe_write,从 cgo 调用中,向上层寻找,可找到需要跳转的目的地:

```
v0 = off_140196700;
v5[0] = 0x455259594265i64;
v1 = v5;
do
{
    v2 = *(_BYTE *)v1;
    v1 = (__int64 *)((char *)v1 + 1);
    v2 ^= 0x37u;
    *((_BYTE *)v1 - 1) = v2;
    sub_1401785C0("%c", (unsigned int)v2);
    v3 = (FILE *)((__int64 (__fastcall *)(__int64))v0)(1i64);
    fflush(v3);
}
while ( v1 != (__int64 *)((char *)v5 + 6) );
return sub_14017AFF0();
```

使用 0x37 异或可得程序名:



将程序名改为 Runner.exe, 运行并输入密钥:

得到 flag{````tear```i````n```rain````}

熟悉这段 Roy 对 Runner 的绝美雨中泪诀别或许可以直接猜到需要的程序名是什么 (-: