HGAME 2021 Week 2 Writeup

MISC

ARK

首先打开流量包分析,主要内容是 TLS 协议文件和 FTP 文件。FTP-Data 文件名为 ssl.log 因此猜测使用 log 文件来解码 TLS 文件。

21 1.072739357	192.168.2.128	172.67.148.67	HTTP	340 POST /account/login HTTP/1.1 (application/json)
54 5.998957709	172.67.148.67	192.168.2.128	HTTP	1143 HTTP/1.1 200 OK (application/json)
85 6.702476657	192.168.2.128	172.67.148.67	HTTP	263 GET /announce/Bilibili/announcement.meta.json HTTP/1.1
91 7.396729074	172.67.148.67	192.168.2.128	TLSv1.3	700 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
118 8.047077299	192.168.2.128	172.67.148.67	HTTP	78 POST /user/checkIn HTTP/1.1 (application/json)
122 8.766021083	172.67.148.67	192.168.2.128	TLSv1.3	121 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
144 9.349342062	192.168.2.128	172.67.148.67	HTTP	88 POST /activity/getChainLogInReward HTTP/1.1 (application/json)
150 10.024685671	172.67.148.67	192.168.2.128	TLSv1.3	144 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
173 10.700652358	192.168.2.128	172.67.148.67	HTTP	103 POST /activity/loginOnly/getReward HTTP/1.1 (application/json)
177 11.571132572	172.67.148.67	192.168.2.128	TLSv1.3	148 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
200 12.171487416	192.168.2.128	172.67.148.67	HTTP	156 POST /gacha/tenAdvancedGacha HTTP/1.1 (application/json)
204 13.208272983	172.67.148.67	192.168.2.128	TLSv1.3	881 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
227 13.919163412	192.168.2.128	172.67.148.67	HTTP	101 POST /quest/getBattleReplay HTTP/1.1 (application/json)
239 14.969659128	172.67.148.67	192.168.2.128	TLSv1.3	1328 HTTP/1.1 200 OK (application/json)
262 15.395275881	192.168.2.128	172.67.148.67	HTTP	273 POST /quest/battleStart HTTP/1.1 (application/json)
266 16.123297908	172.67.148.67	192.168.2.128	TLSv1.3	245 [TLS segment of a reassembled PDU]HTTP/1.1 200 OK (application/json)
288 16.798988072	192.168.2.128	172.67.148.67	HTTP	4040 POST /quest/battleFinish HTTP/1.1 (application/json)
294 17.775456864	172.67.148.67	192.168.2.128	TLSv1.3	139 HTTP/1.1 200 OK (application/json)

根据文件名和题目可以推测这是明日方舟游戏中产生的数据包。数据类型全是 json 类型,加上题目提示说用可部署单位画了个东西,推测可能在 json 数据包中有和坐标相关的信息。

根据 hint 自律猜测数据在 getBattleReplay 请求的返回数据中。

得到一串以==结尾的字符,推测是 Base64 ,使用文本解密失败,想起上周没做出来的那道 msic 题,猜测是二进制文件,使用上周官方 Writeup 中的脚本。

															ANSI ASCII
50 4B	05	06	14	00	00	00	08	00	в7	62	4B	52	A2	DB	PK ·bKR¢Û
61 82	74	28	00	00	18	BE	05	00	0D	00	00	00	64	65	a,t(¾ de
66 61	75	6C	74	5F	65	6E	74	72	79	C4	9D	4D	AB	D3	fault_entryÄ M«Ó
40 14	40	FF	4B	DC	46	9D	В9	77	32	1F	EE	54	5C	88	@ @ÿKÜF ¹w2 îT\^
82 22	E2	42	11	09	36	6A	34	4D	В5	49	9F	8A	F8	\mathtt{DF}	,"âB 6j4MµIŸŠøß
9D E6	D6	2F	74	7F	C0	45	5F	BF	CE	6В	6D	Α6	37	E7	æÖ/t ÀE_;îkm¦7ç
30 BC	6F	CD	EB	7E	FF	В1	1F	\mathtt{DF}	CE	8 F	E6	E9	EB	вз	04oíë∼ÿ± ßî æéë°
E1 B8	8C	87	В9	В9	E5	DB	66	1D	F7	C3	B2	D6	1B	9в	á Œ‡¹¹åÛf ÷Ã°Ö >

发现文件头是 50 4B 05 06, 修改为 50 4B 03 04, 后解压得到 json 文件。

```
"campainsOnlyVersion".1. "timestamp".1612340000".journal":["metadata"."
["standardPlayTime".272.999705. "gemeRenalt".1. "sawvitam".7021-00-09713.05.26.551962"."remainingCost".99, "remainingLifePoint".3, "killedEnemiesCnt".57, "missedEnemiesCnt".0, "levelld"." & vitamingCost".00. "signiture"." ["charlastid".57]. "squad"."
["charlastid".58. "skind"." charg.7015.duskl"." "timeld".11. "sawvitamingCost".00. "signiture"." ["charlastid".57]. "squad"."
["charlastid".58. "skind"." charg.7015.duskl"." "timeld".11. "favel".1. "post".17. "post".
```

发现 pos。使用正则表达式过滤后得到坐标,使用 EasyX 画图绘制图形。

```
#include <stdio.h>
#include <graphics.h>
#include <time.h>

int main()
{
    int x, y,i;
    int a[10000] = {12,12,12,13,12,14,12,15,12,16,12,17,1
    initgraph(256, 256);
    setbkcolor(WHITE);
    cleardevice();
    for(int i=0;i<=10000;i+=2)
    {
        x = a[i];
        y = a[i + 1];
        putpixel(x,y,RED);
    }
    while (1);
    return 0;
}</pre>
```

由于直接使用 scanf 会卡死,故而直接写死,运行得到二维码。

