



SynergyLand 游戏分析报告

2024.10.24

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DAMOCLES LABS

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一、 概要

SynergyLand 是一款俯视角 RPG 游戏使用 UE5 引擎开发, 目前还是处在内测阶段, 由于测试时间较短, Damocles 无法对全量的 RPC 协议进行分析, 目前仅对 Web3 方面、以及基础的安全与逻辑进行分析。从分析结果中发现, 目前游戏整体的安全性较高, 代码逻辑较为严谨同步机制利用完善, 后续项目方需要在协议上进行严格把控, 总体来说是一款安全性较高的游戏。安全性评分为 5 分。

安全性评分:



二、 游戏背景

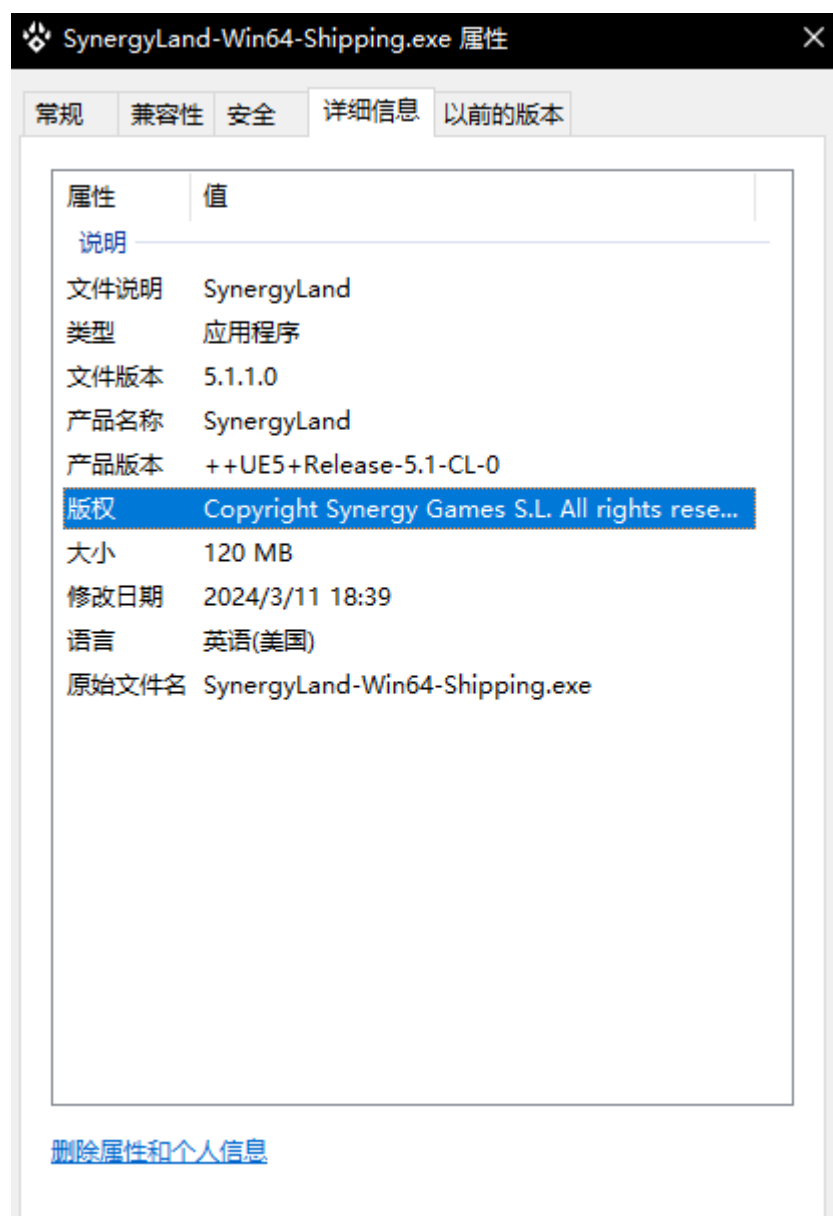
- 进行评估的游戏版本: game=27
- 游戏类型&游戏引擎: RPG, UE 5.1.1.0
- 游戏玩法可能存在的问题:
 - 多重结算
 - Ticker 加速
 - Fab 自定义脚本带来隐藏协议漏洞

三、 游戏安全性分析

游戏代码保护：

分析过程：

1. 由于不同的引擎有不同的分析模式,所以在获取到游戏 EXE 后首先需要确定游戏使用的引擎,通过对游戏基础信息识别我们可以确定该游戏是使用 UE5 进行开发。



2. 通过 IDA 进行反编译，发现代码未加密、字符串未加密。

```
1      v22 = v20 + 48;
2      result = *(int *)(v20 + 56);
3      (int)result <= *(_DWORD *) (v21 + 56)
4      && (v23 = result, result = *(_QWORD *) (v21 + 48), *(_QWORD *) (result + 8 * v23) == v22)
5      && *(_DWORD *) (v19 + 8) & 0x60000000 == 0 )
6  {
7      v24 = *(_QWORD *) (v19 + 1832);
8      if ( v24 && *(_DWORD *) (v24 + 8) & 0x60000000 == 0 )
9      {
10         sub_141FCE170(a1, *(_QWORD *) (v24 + 48));
11         if ( !*( _BYTE *) (v19 + 1824) )
12             sub_141FCE130(a1);
13     }
14 LABEL_24:
15     LOBYTE(a2) = 4;
16     (*(void (__fastcall *) (_QWORD *, __int64)) (*a1 + 704i64))(a1, a2);
17     LOBYTE(v25) = 1;
18     return sub_1422AD580(a1[80], v25);
19 }
20 if ( (unsigned __int8)byte_14729FFB8 >= 2u )
21 {
22     v26 = sub_1422D67D0(v35, "OwningCharacter->DailyRewardData");
23     v27 = &pszSubIdList;
24     if ( *(_DWORD *) (v26 + 8) )
25         v28 = *(const wchar_t **)v26;
26     else
27     {
28         v28 = &pszSubIdList;
29         v37 = v28;
30         v29 = sub_1422D67D0(&v34, "USLDailyRewardWidget::OpenDailyRewardWidget");
31         if ( *(_DWORD *) (v29 + 8) )
32             v27 = *(const wchar_t **)v29;
33         v38 = v27;
34         result = sub_140B82B90(&v36, &byte_14729FFB8, L"%s: The pointer: {%s} was not valid. Aborting.", &v38, &v37);
35         if ( (_QWORD)v34 )
36             result = sub_1423142F0();
37         if ( v35[0] )
38             return sub_1423142F0();
39     }
40 }
41 else if ( (unsigned __int8)byte_14729FFB8 >= 2u )
42 {
43     v30 = sub_1422D67D0(&v34, "OwningCharacter");
44     v31 = &pszSubIdList;
45     if ( *(_DWORD *) (v30 + 8) )
46         v32 = *(const wchar_t **)v30;
47     else
```

	Address	Length	Type	String
3CE	.rdata:00...	00000035	C	CloudScriptPostFunctionResultForScheduledTaskRequest
3DC	.rdata:00...	00000027	C	CloudScriptRegisterHttpRequest
3EA	.rdata:00...	00000029	C	CloudScriptRegisterQueuedFunctionRequest
3FA	.rdata:00...	00000025	C	CloudScriptUnregisterFunctionRequest
704	.rdata:00...	00000019	C	ExecuteEntityCloudScript
70E	.rdata:00...	0000001F	C	HelperExecuteEntityCloudScript
717	.rdata:00...	00000024	C	CloudScriptExecuteCloudScriptResult
72D	.rdata:00...	0000002B	C	CloudScriptExecuteEntityCloudScriptRequest
734	.rdata:00...	00000022	C	CloudScriptExecuteFunctionRequest
73B	.rdata:00...	00000021	C	CloudScriptExecuteFunctionResult
743	.rdata:00...	0000001E	C	CloudScriptGetFunctionRequest
74E	.rdata:00...	0000001D	C	CloudScriptGetFunctionResult
753	.rdata:00...	00000020	C	CloudScriptListFunctionsRequest
75E	.rdata:00...	0000001F	C	CloudScriptListFunctionsResult
768	.rdata:00...	00000023	C	CloudScriptListHttpFunctionsResult
779	.rdata:00...	00000025	C	CloudScriptListQueuedFunctionsResult
78A	.rdata:00...	00000017	C	CloudScriptEmptyResult
799	.rdata:00...	0000003D	C	CloudScriptPostFunctionResultForEntityTriggeredActionRequest
7AA	.rdata:00...	00000039	C	CloudScriptPostFunctionResultForFunctionExecutionRequest
7B4	.rdata:00...	0000003D	C	CloudScriptPostFunctionResultForPlayerTriggeredActionRequest
7BE	.rdata:00...	00000038	C	OnPlayFabCloudScriptRequestCompleted_DelegateSignature
7CF	.rdata:00...	0000003D	C	DelegateOnSuccessExecuteEntityCloudScript_DelegateSignature
7E0	.rdata:00...	00000027	C	EScheduledTaskType: pfenum_CloudScript
7EC	.rdata:00...	00000035	C	EScheduledTaskType: pfenum_CloudScriptAzureFunctions
7F8	.rdata:00...	00000028	C	ECLOUDScriptRevisionOption: pfenum_Live
309	.rdata:00...	0000002A	C	ECLOUDScriptRevisionOption: pfenum_Latest
31D	.rdata:00...	0000002C	C	ECLOUDScriptRevisionOption: pfenum_Specific
32B	.rdata:00...	0000001B	C	ECLOUDScriptRevisionOption
335	.rdata:00...	0000001F	C	ServerExecuteCloudScriptResult
346	.rdata:00...	00000026	C	ServerExecuteCloudScriptServerRequest
353	.rdata:00...	0000001D	C	/Admin/CreateCloudScriptTask
35E	.rdata:00...	00000022	C	/Admin/GetCloudScriptTaskInstance
361	.rdata:00...	0000001E	C	/Admin/GetCloudScriptRevision
36C	.rdata:00...	0000001E	C	/Admin/GetCloudScriptVersions
36F	.rdata:00...	00000019	C	/Admin/UpdateCloudScript
372	.rdata:00...	0000001B	C	/Client/ExecuteCloudScript
373	.rdata:00...	00000026	C	/CloudScript/ExecuteEntityCloudScript
376	.rdata:00...	0000001D	C	/CloudScript/ExecuteFunction
377	.rdata:00...	00000019	C	/CloudScript/GetFunction
37A	.rdata:00...	0000001B	C	/CloudScript/ListFunctions
37D	.rdata:00...	0000001F	C	/CloudScript/ListHttpFunctions
380	.rdata:00...	00000021	C	/CloudScript/ListQueuedFunctions
383	.rdata:00...	00000038	C	/CloudScript/PostFunctionResultForEntityTriggeredAction
38A	.rdata:00...	00000034	C	/CloudScript/PostFunctionResultForFunctionExecution
390	.rdata:00...	00000038	C	/CloudScript/PostFunctionResultForPlayerTriggeredAction
394	.rdata:00...	00000030	C	/CloudScript/PostFunctionResultForScheduledTask
39B	.rdata:00...	00000022	C	/CloudScript/RegisterHttpRequest
3AB	.rdata:00...	00000024	C	/CloudScript/RegisterQueuedFunction
3AC	.rdata:00...	00000020	C	/CloudScript/UnregisterFunction

同时可以使用 UE Dumper 进行数据结构 dump，以便快速分析

```

10 static_assert(offsetof(USLCameraZoomComponent, SynergyLandOwner) == 0x00000000, "Member USLCameraZoomComponent::SynergyLandOwner has a wrong offset");
11
12 // Class SynergyLand.SLCharacter
13 // 0x02B0 (0x09A0 - 0x06F0)
14 class ASLCharacter : public ASLCharacterBase
15 {
16 public:
17     uint8 Pad_23C8[0x28]; // 0x06F0(0x0028)(Fixing Size Af
18     class ASLConstructGridActor* GridActorForThePlayer; // 0x0718(0x0008)(Edit, Blueprin
19     bool bHasToClaimDailyReward; // 0x0720(0x0001)(Edit, Blueprin
20     uint8 Pad_23C9[0x7]; // 0x0721(0x0007)(Fixing Size Af
21     class USLDailyRewardData* DailyRewardData; // 0x0728(0x0008)(Edit, Blueprin
22     struct FDateTime LastTimeDailyRewardClaimed; // 0x0730(0x0008)(Edit, Blueprin
23     FMulticastInlineDelegateProperty_ OnIsConstructingUpdated; // 0x0738(0x0010)(ZeroConstructo
24     FMulticastInlineDelegateProperty_ OnCharacterStateUpdated; // 0x0748(0x0010)(ZeroConstructo
25     class USLCameraZoomComponent* CameraZoomComponent; // 0x0758(0x0008)(Edit, Blueprin
26     class USLQuestCompassComponent* QuestCompassComponent; // 0x0760(0x0008)(Edit, Blueprin
27     bool bIsInTutorial; // 0x0768(0x0001)(Edit, Blueprin
28     bool bHasStartedTutorial; // 0x0769(0x0001)(Edit, Blueprin
29     uint8 Pad_23CA[0x2]; // 0x076A(0x0002)(Fixing Size Af
30     float TimeToShowWelcomeMsg; // 0x076C(0x0004)(Edit, Blueprin
31     class USLPlayerInboxComponent* PlayerInboxComponent; // 0x0770(0x0008)(Edit, Blueprin
32     uint8 Pad_23CB[0x60]; // 0x0778(0x0060)(Fixing Size Af
33     class USLPlayerMovementComponent* CustomPlayerMovementComponent; // 0x07D8(0x0008)(Edit, Blueprin
34     class USLPlayerTargetComponent* PlayerTargetComponent; // 0x07E0(0x0008)(Edit, Blueprin
35     class USLSKModularComponent* SKModularComponent; // 0x07E8(0x0008)(Edit, Blueprin
36     class USLPlayerInventoryComponent* InventoryComponent; // 0x07F0(0x0008)(Edit, Blueprin
37     class USLPlayerInventoryComponent* NFTInventoryComponent; // 0x07F8(0x0008)(Edit, Blueprin
38     class USLEnergyComponent* EnergyComponent; // 0x0800(0x0008)(Edit, Blueprin
39     class USLPlayerQuestComponent* PlayerQuestComponent; // 0x0808(0x0008)(Edit, Blueprin
40     class USLPlayerPetComponent* PlayerPetComponent; // 0x0810(0x0008)(Edit, Blueprin
41     class USLPlayerPropsComponent* PlayerPropsComponent; // 0x0818(0x0008)(Edit, Blueprin
42     class USpringArmComponent* CameraSpringArm; // 0x0820(0x0008)(Edit, Blueprin
43     class UCameraComponent* CameraComponent; // 0x0828(0x0008)(Edit, Blueprin
44     class USLCustomizationComponent* CustomizationComponent; // 0x0830(0x0008)(Edit, Blueprin
45     class USceneComponent* MidCharacterCapsulePoint; // 0x0838(0x0008)(Edit, Blueprin
46     class UStaticMeshComponent* PropWeaponR; // 0x0840(0x0008)(Edit, Blueprin
47     class UStaticMeshComponent* PropWeaponL; // 0x0848(0x0008)(Edit, Blueprin
48     class UStaticMeshComponent* PropToolR; // 0x0850(0x0008)(Edit, Blueprin
49     class UStaticMeshComponent* PropToolL; // 0x0858(0x0008)(Edit, Blueprin
50     class USkeletalMeshComponent* PropToolSK; // 0x0860(0x0008)(Edit, Blueprin
51     class USLAchievementsComponent* AchievementsComponent; // 0x0868(0x0008)(Edit, Blueprin
52     class ASLRTCharacter* RTCharacter; // 0x0870(0x0008)(Edit, Blueprin
53     TSubclassOf<class ASLRTCharacter> RTCharacterClass; // 0x0878(0x0008)(Edit, Blueprin
54     TArray<struct FSLTutorialBucket> TutorialBuckets; // 0x0880(0x0010)(Edit, Blueprin
55     class USLCharacterAnimData* CharacterAnimData; // 0x0890(0x0008)(Edit, Blueprin
56     class USLSpawnEffectsComponent* SpawnEffectsComponent; // 0x0898(0x0008)(Edit, Blueprin
57     class AActor* NPCTutorialPtr; // 0x08A0(0x0008)(ZeroConstructo
58     uint8 Pad_23CC[0xA]; // 0x08A8(0x000A)(Fixing Size Af
59     bool bAnimationIsTwoHanded; // 0x08B2(0x0001)(Edit, Blueprin
60     ESAnimationType AnimationMainHandType; // 0x08B3(0x0001)(Edit, Blueprin
61     ESAnimationType AnimationOffHandType; // 0x08B4(0x0001)(Edit, Blueprin
62     ESCharacterStateEnum CharacterState; // 0x08B5(0x0001)(Edit, Blueprin
63     uint8 Pad_23CD[0x2]; // 0x08B6(0x0002)(Fixing Size Af
64     class ASLIslandManager* IslandManager; // 0x08B8(0x0008)(ZeroConstructo
65     class ASLPlayerController* PlayerController; // 0x08C0(0x0008)(ZeroConstructo
66     uint8 Pad_23CE[0x9C]; // 0x08C8(0x009C)(Fixing Size Af
67     float DeltaTraveledDistance; // 0x0964(0x0004)(ZeroConstructo
68     struct FDateTime DailyDateTimelogin; // 0x0968(0x0008)(ZeroConstructo
69     struct FVector LastCharacterLocation; // 0x0970(0x0018)(ZeroConstructo
70     struct FTimerHandle TimerHandleElapsedTime; // 0x0988(0x0008)(NoDestructor,

```

因此通过数据结构和代码可以快速的对游戏逻辑进行理解。

分析结论：

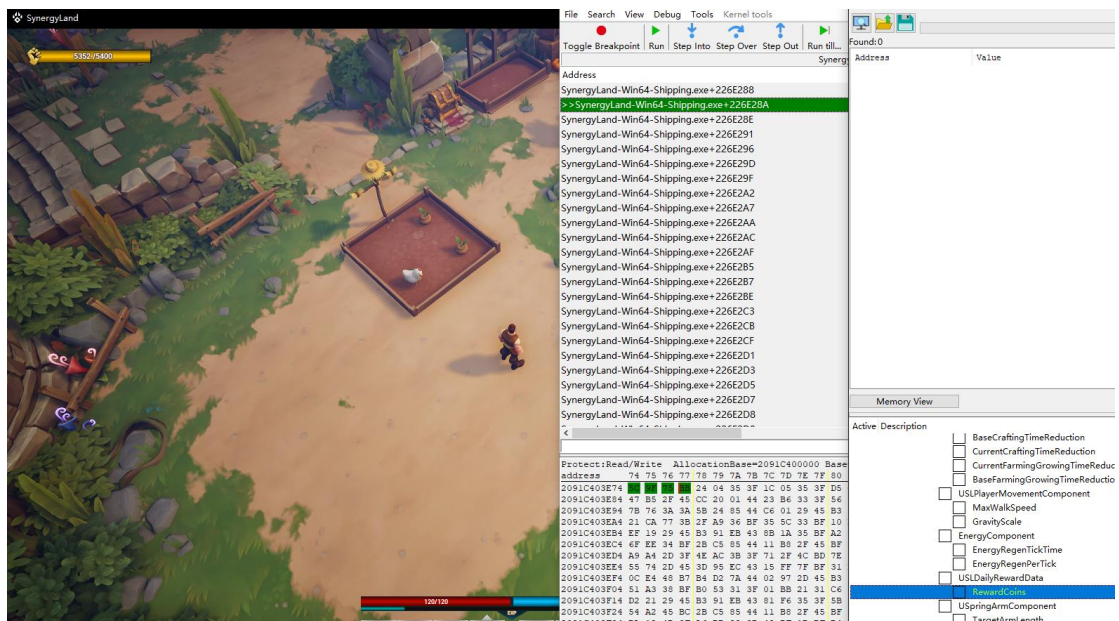
结论： SynergyLand 在游戏代码保护方面得分为 0 分，其 client 代码未加密，字符串未加密，用户可以很轻松的 dump 游戏的数据结构，从而进行快速分析,但是很多基础的数据均通过同步框架下发，所以风险较小

修复建议： 增加对代码的本地加密，字符串的本地保护。

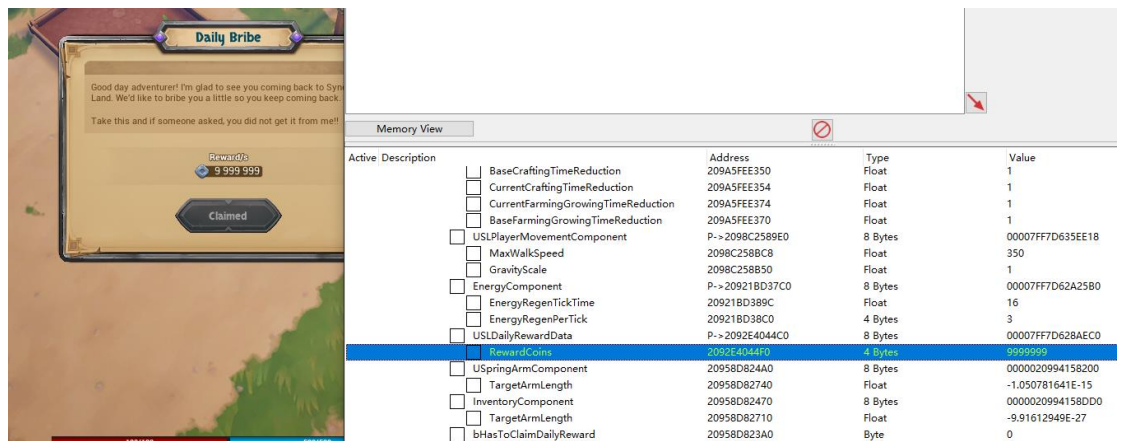
游戏基础反作弊：

分析过程：

1. 在基础反作弊检测方面，我们主要从两个方面进行测试，一个是游戏是否存在反调试，另一个是游戏是否存在读写保护。
2. 在游戏打开状态下使用 CE 进行内存查看，发现无法扫描到内存，即 EAC 生效。



3. 使用特制 CE 进行附加以后发现，可以对内存的读取与写入，因此结合 dump 以后的结构体与 IDA 进行代码分析。



分析结论:

1. SynergyLand 在反作弊对抗上基本保护为 0 分，目前游戏没有任何的反作弊手段，对于玩家来说可以任意读取游戏内数据，并且对数据进行操作，但是由于目前游戏的同步较为完善且逻辑并不复杂，大部分数据处理逻辑均是在服务器进行，所以目前安全性较为稳定。
2. 只测试反调试和读写保护两个方面的原因是对于一块外挂来说，找数据与实现功能只需要通过调试和读写就可以实现。如果最基础的两个保护能力都缺失的话，那么一些注入、hook 等检测也毫无意义。

修复建议：增加功能方案，同时将敏感数据加入到同步框架种。

游戏协议&逻辑安全性分析

分析过程:

1. 通过对游戏结构体与代码逻辑的分析发现，有部分逻辑采用 ServerRPC 的方式，且不存属性并没有经过同步，以 ClaimDailyReward 为例，在领取时会调用该函数

```
void ServerRPCAssignNftItemsRequest(const TArray<struct FSL
void ServerRPCClaimDailyReward();
void ServerRPCClearInteractingActor();
void ServerRPCCloseInteractableBag();
void ServerRPCCloseItemRequirements();
void ServerRPCCloseNPCActor();
void ServerRPCCloseQuestSelection();
void ServerRPCCollectAllInteractableBag();
void ServerRPCCompactPlayerContainer();
void ServerRPCCompleteQuest(const struct FSLComplexQuestID&
void ServerRPCCreateStackFromStack(class USLContainerCompon
void ServerRPCGetNftItemsRequest(const struct FSLComplexQuestID&
```

Coin 数量主要由这个字段控制

该游戏采用的 Azure Play Fab Game Server 解决方案来作为游戏配置服务器。同时由于 PlayFab 依托于 RestAPI 因此项目方需要严格保存好 APP:title 权限的账号，避免改权限账号的滥用或者 Secret Key 泄露导致的游戏数据删除等风险。

```
POST https://16DB3.playfabapi.com/Admin/BanUsers?sdk=UE4MKPL-1.106.230109 HTTP/1.1
Accept: */*
Accept-Encoding: deflate, gzip
Content-Length: 92
Content-Type: application/json; charset=utf-8
Host: 16db3.playfabapi.com
User-Agent: SynergyLand/++UE5+Release-5.1-CL-O Windows/10.0.19045.1.256.64bit
X-EntityToken:
```

```
NbtwNmZNMUfKSi:tYzUw2VUHvGEIzOHgQUBEQ4Y3NnYOivXLNDxpL2YxdjRNFXx7ImkiOiIyMDIOLTewLTIzVDEB5ojAwOjqQWiiIsImLkocCI6ItNlc3RvbSsiSmUiOiGiIyMDIOLTewLTIzVDEB5ojAwOjqQWiiIsImLnJoiMjaIMJaNCodJCoyqMIQxtOWmMoCOMPoILCJUawQiOiGIZSOZRmktsYOTmeovziIsImLkeSI6IElpCSmw6NlkyQjFfFLFXozjFEUVG5HMSI6MndcVmnaQuShMYUFvrT19dMtnFORHjrX2LnazhuAElvZTFrMmcybllZmoilCJoiojaiaw5WOZXJuYWwiLCJlYVtiInRpZGalX3BSYXllci9kbY2Nvd5WIQTt4NTRCQTgtg2RjdMyODI2ZjYzMvMTZEqjImvODAQAFTCMQq3REYORUM4OS4MzcmWrOnINzNEMjgiMTNDLyIsImVpIjoIDMgaMM3NTczRDIAntezQyIsImVOIjoiodGlObGVfcGhsheWyX2FjY291bnQiPQ==
```

```
X-PlayFabSDK: UE4MKPL-1.106.230109
```

```
{"Entity":{"Id":"832037573D28513C","Type":"title_player_account"},"FunctionName":"GetEmails"}
```

```
HTTP/1.1 401 Unauthorized
Cache-Control: no-cache, no-store, must-revalidate
Content-Length: 140
Content-Type: application/json
Expires: 0
Pragma: no-cache
access-control-allow-credentials: true
access-control-allow-headers: Content-Type, Content-Encoding, X-Authentication, X-Authorization, X-PlayFabSDK, X-ReportErrorAsSuccess, X-SecretKey, X-EntityToken, Authorization, x-ms-app, x-ms-client-request-id, x-ms-user-id, traceparent, tracestate, Request-Id
access-control-allow-methods: GET, POST
access-control-allow-origin: *
date: Wed, 23 Oct 2024 19:06:31 GMT
server: istio-envoy
vary: Accept-Encoding
x-envoy-upstream-service-time: 19
x-requestid: 80c9133e41e341d5ae18ae27ebe7dfeb
x-tracecontext-traceid: e067d3b992b7dbedfec991336f1e288f

{"code":401,"status":"Unauthorized","error":"NotAuthenticated","errorCode":1074,"errorMessage":"Missing or invalid X-SecretKey HTTP header"}
```

分析结论：

由于测试时间过短无法对协议与蓝图函数进行展开分析，以上结论主要是基于逻辑推演，

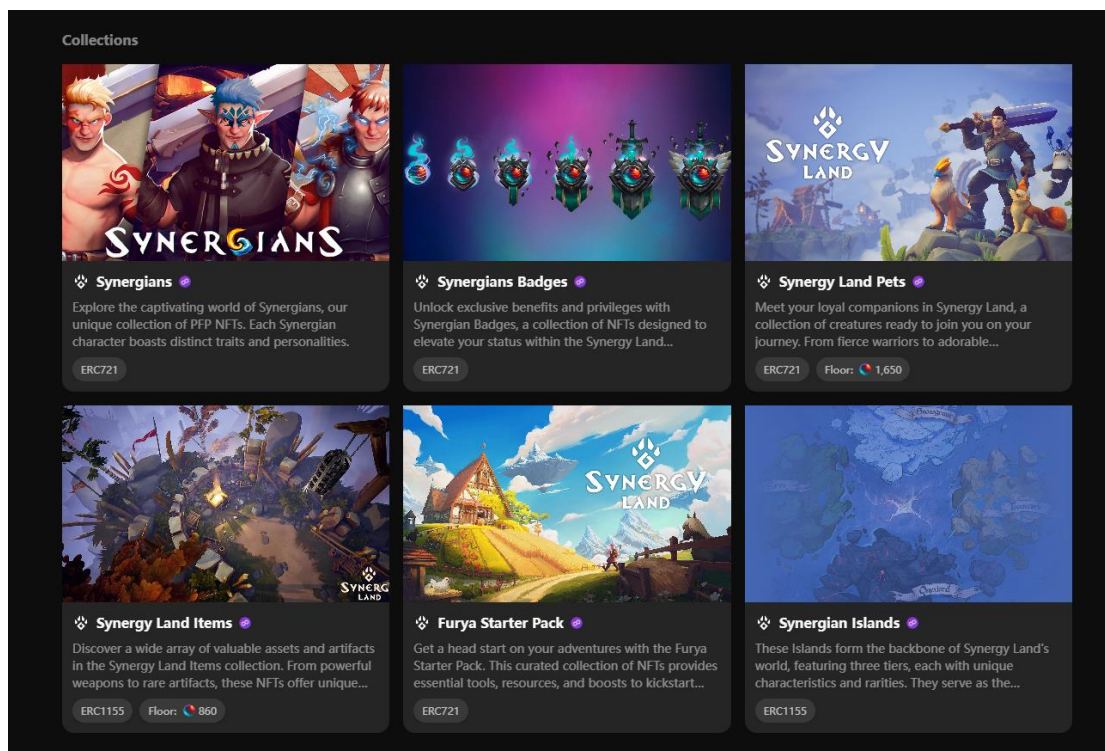
希望后期项目方在游戏上线时加强对协议部分的测试与把控

修复建议：增加敏感数据同步，脚本交互加密，同时对协议部分进行严格测试。

WEB3 安全分析：

SynergyLand 目前发布了包括人物、土地在内的六款 NFT，目前 6 款合约代码结构相似，

均是以代理合约+版税 NFT 合约为主要结构构建。



其中以 Land 这份 ERC1155 合约为主进行分析。

➤ 发行量：500

➤ 版税：5%

From:

0x51bbF40d042651bAe68be7f97CeFC2E876b6Ea8C (Synergy Land: Vault)

To:

0x4A7e6Da21c160E27BF093f4551384F713cB516af

Value:

0 POL (\$0.00)

Transaction Fee:

0.001917912195437544 POL \$0.00

Gas Price:

51.977348856 Gwei (0.000000051977348856 POL)

POL Price:

\$0.83 / POL

Gas Limit & Usage by Txn:

36,990 | 36,899 (99.75%)

Gas Fees:

Base: 17.489151514 Gwei | Max: 55.202549871 Gwei | Max Priority: 34.488197342 Gwei

Burnt & Txn Savings Fees:

Burnt: 0.000645332201715086 POL (\$0.00)

Txn Savings: 0.000119006692252485 POL (\$0.00)

Other Attributes:

Txn Type: 2 (EIP-1559)

Nonce: 1057

Position In Block: 27

Input Data:

#	Name	Type	Data
0	_receiver	address	0x28835fcA45Fa30c105821D37e17aDfD04F0b849e
1	_feeNumerator	uint96	500

Switch Back

View In Decoder

```

// ERC2981 methods and overrides
//=====
function setDefaultRoyalty(address _receiver, uint96 _feeNumerator) public onlyRole(DEFAULT_ADMIN_ROLE) {
    ERC2981Upgradeable._setDefaultRoyalty(_receiver, _feeNumerator);
}

function deleteDefaultRoyalty() public onlyRole(DEFAULT_ADMIN_ROLE) {
    ERC2981Upgradeable._deleteDefaultRoyalty();
}

function setTokenRoyalty(uint256 _tokenId, address _receiver, uint96 _feeNumerator) public onlyRole(DEFAULT_ADMIN_ROLE) {
    ERC2981Upgradeable._setTokenRoyalty(_tokenId, _receiver, _feeNumerator);
}

function resetTokenRoyalty(uint256 _tokenId) public onlyRole(DEFAULT_ADMIN_ROLE) {
    ERC2981Upgradeable._resetTokenRoyalty(_tokenId);
}

// Pausable methods and overrides

```

其中，拥有 SYNERGY LAND_ROLE 权限的地址可以对任意账号进行 Lock 操作，被 Lock 的钱包无法进行 NFT 的转移、销毁

```

188 // Pausable methods and overrides
189 //=====
190 function pause() public onlyRole(SYNERGY LAND_ROLE) {
191     PausableUpgradeable._pause();
192 }
193
194 function unpause() public onlyRole(SYNERGY LAND_ROLE) {
195     PausableUpgradeable._unpause();
196 }
197
198 // AccountLock methods and overrides
199 //=====
200 function lockAccount(address _account) public onlyRole(SYNERGY LAND_ROLE) returns (bool) {
201     return AccountLockUpgradeable._lock(_account);
202 }
203
204 function unlockAccount(address _account) public onlyRole(SYNERGY LAND_ROLE) returns (bool) {
205     return AccountLockUpgradeable._unlock(_account);
206 }
207
208 // Ownable
209 //=====

```

猜测该操作可能与项目方做市与后期避免用户作恶有关。

目前合约并没有明显的问题，希望项目方在未来正式运营时可以对权限钱包地址进行多签升级，增加对权限控制。

关于 Damocles

Damocles labs 是成立于 2023 年的安全团队,专注于 Web3 行业的安全,业务内容包括:

GameFi 安全顾问、合约代码审计, 业务代码审计, 渗透测试, GameFi 漏洞挖掘, GameFi 外挂分析, GameFi 反作弊。

我们会在 Web3 安全行业持续发力, 并且尽可能多的输出分析报告, 提升项目方和用户对 GameFi 安全的感知度, 以及促进行业的安全发展。

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