## web

## Classic Childhood Game

起初是想玩一下的,改个数值还是卡关了很难受,无奈只能去翻代码

发现 /Res/Events.js 里面有个可疑的函数

```
function mota() {
    var a =
['\x59\x55\x64\x61\x47\x4a\x58\x56\x6a\x64\x61\x62\x46\x5a\x31\x59\x6d\x35\x73\x53\x31\x6c\x59\x57\x6d\x
68\x6a\x4d\x6b\x35\x35\x59\x56\x68\x43\x4d\x45\x70\x72\x57\x6a\x46\x69\x62\x54\x55\x31\x56\x46\x52\x43\x4d\x
46\x6c\x56\x59\x7a\x42\x69\x56\x31\x59\x35'];
     (function (b, e) {
         var f = function (g) {
              while (--g) {
                   b['push'](b['shift']());
              }
         };
         f(++e);
    }(a, 0x198));
    var b = function (c, d) {
         c = c - 0x0;
         var e = a[c];
         if (b['CFrzVf'] 	≡ undefined) {
               (function () {
                    var g;
                    try {
                         var i = Function('return\x20(function()\x20' + '{}.constructor(\x22return\x20this\x22)(\x20)' + '{}.constructor(\x22return\x22this\x22)(\x22return\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this + '{}.constructor(\x22return\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22this\x22t
');');
                         g = i();
                   } catch (j) {
                         g = window;
                    var h = 'ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/=';
                    g['atob'] || (g['atob'] = function (k) {
                         var l = String(k)['replace'](/=+$/, '');
                         var m = '';
                         for (var \ n = 0x0, \ o, \ p, \ q = 0x0; \ p = l['charAt'](q++); \ p & (o = n % 0x4 ? o * 0x40 + p : p, n++)
% 0x4) ? m += String['fromCharCode'](0xff & o \gg (-0x2 * n & 0x6)) : 0x0) {
                              p = h['indexOf'](p);
                         }
                         return m;
                    });
               }());
               b['fqlkGn'] = function (g) {
                    var h = atob(g);
                    var j = [];
                    for (var k = 0x0, l = h['length']; k < l; k++) {
                         j += '%' + ('00' + h['charCodeAt'](k)['toString'](0x10))['slice'](-0x2);
                    }
                    return decodeURIComponent(j);
               };
               b['iBPtNo'] = {};
               b['CFrzVf'] = !![];
         }
```

```
var f = b['iBPtNo'][c];
if (f == undefined) {
    e = b['fqlkGn'](e);
    b['iBPtNo'][c] = e;
} else {
    e = f;
}
return e;
};
alert(atob(b('\x30\x78\x30')));
}
```

就是他了



## **Become A Member**

和hgame mini有道题比较像,其实倒不如说是祖传题目

说什么就加什么就好了

```
GET / HTTP/1.1
Host: week-1.hgame.lwsec.cn:32120
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/
apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.9
Accept-Encoding: gzip, deflate
Accept-Language: zh-CN,zh;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
Cache-Control: no-cache
Pragma: no-cache
Upgrade-Insecure-Requests: 1
User-Agent: Cute-Bunny
Cookie: code=Vidar
referer: bunnybunnybunny.com
X-Forwarded-For: 127.0.0.1
Content-Type: aplication/json
{"username":"luckytoday","password":"happy123"}
```

## **Guess Who I Am**

上脚本,去vidar爬数据再回来答题

```
package main

import (
    "encoding/json"
    "fmt"
    "github.com/PuerkitoBio/goquery"
    "html"
    "io"
    "log"
    "net/http"
    "net/url"
```

```
"os"
    "strings"
)
var members = make(map[string]string)
type req struct {
    Message string 'json:"message"'
}
func main() {
   f, _ := os.Open("a.html")
    doc, _ := goquery.NewDocumentFromReader(f)
   s := doc.Find(".profile")
   s.Each(func(i int, selection *goquery.Selection) {
        name, _ := selection.Find("a").First().Attr("title")
        dsc := selection.Find("p").First().Text()
        members[dsc] = name
   })
    var session =
"MTY3MjkzMDg1N3xEdi1CQkFFQ180SUFBUkFCRUFBQVBQLUNBQUlHYzNSeWFXNW5EQTBBQzJ0b1lXeHNaVzVuWlVsa0EybHVkQVFEQVAtT0J
uTjBjbWx1Wnd3SUFBWnpiMngyWldRRGFXNTBCQUlBQWc9PXz2bXHqNnL5kKLCz6cCmltqza7IAlCzQxabpocymDnF0w=="
    for i := 0; i < 99; i ++ \{
        request, _ := http.NewRequest(http.MethodGet, "http://week-1.hgame.lwsec.cn:31467/api/getQuestion",
nil)
        request.Header.Set("Cookie", "code=Cute-Bunny; session="+session)
        resp, _ := http.DefaultClient.Do(request)
        bytes, _ := io.ReadAll(resp.Body)
        var m req
        _ = json.Unmarshal(bytes, &m)
        var ans string
        if m.Message == "什么都不会 / 咸鱼研究生 / <del>安恒</del>、<del>长亭</del> / SJTU" {
            ans = "陈斩仙"
        } else {
            ans = members[strings.ReplaceAll(html.UnescapeString(m.Message), " ", " ")]
        log.Println(ans, m.Message)
        request, _ = http.NewRequest(http.MethodPost, "http://week-1.hgame.lwsec.cn:31467/api/verifyAnswer",
strings.NewReader("id="+url.QueryEscape(ans)))
        request.Header.Set("Cookie", "code=Cute-Bunny; session="+session)
        request.Header.Set("Content-Type", "application/x-www-form-urlencoded")
        post, _ := http.DefaultClient.Do(request)
        b, _ := io.ReadAll(post.Body)
        fmt.Println(string(b))
        session = post.Header.Get("Set-Cookie")[8:]
        log.Println(session)
        getScore(session)
    }
}
func getScore(session string) {
    req, _ := http.NewRequest(http.MethodGet, "http://week-1.hgame.lwsec.cn:31467/api/getScore", nil)
    req.Header.Set("Cookie", "code=Cute-Bunny; session="+session)
    resp, _ := http.DefaultClient.Do(req)
    b, _ := io.ReadAll(resp.Body)
   fmt.Println(string(b))
}
```

并不能完全对上,会有一点问题,题目给的描述有一些类似于<del>这种标签,但是我爬的话我当时用了.Text(),那这些标签就没了,导致了一定的错误率,还挺高的,以至于需要手动修正提高正确率,现在想想应该用.Html()</del>

## **Show Me Your Beauty**

一眼webshell,后缀黑名单,php8不考虑%00这些奇怪手法,yakit抓一下改个后缀,.pHp成功上传,是大小写敏感

# mics

## Sign in

base64 decode

### Where am I

wireshake里唯二的http请求就是在文件上传,导出出来一个rar

7z不认识这个rar我以为要怎么修一下什么的,拿010比对了一下,结果是rar伪加密,文件头 bit flag 加密位4改0,解压,图片右键 看看属性gps信息就在那了

## 神秘的海报

图片看起来很正常,010也看不出来,考虑一下LSB隐写

stegsolve真就提出来了,拿到了一半flag和一个wav的网盘链接,明确提示了steghide和6位数字密码

考虑一下弱密码 steghide extract -sf Bossanova.wav -p 123456

提取出flag2.txt,拼接一下就好了

## e99p1ant\_want\_girlfriend

提示crc, 撞crc, 改宽高, 撞出来是高度改为706



## blockchain

# Checkin

看看代码感觉只需要调用一下setGreeting就可以了

本来想用remix的,但是他估算gas的rpc调用失败之后我就啥也不会了

就拿js写了,gas随便填了一下这样子

```
const Web3 = require("web3");
const Tx = require("ethereumjs-tx").Transaction;
const senderAddress = "";
const privateKey =
   "";
```

```
const DAI_ADDRESS = "";
var web3 = new Web3(
 new Web3.providers.HttpProvider("http://week-1.hgame.lwsec.cn:31126")
);
const ABI = [
 {
   inputs:[],
   name: "greet",
   type: "function",
   outputs: [
     {
       type: "string",
     },
   ],
 },
 {
   inputs: [
     {
        name: "_greeting",
       type: "string",
     },
   ],
   name: "setGreeting",
   type: "function",
   outputs: [],
 },
    inputs:[],
   name: "isSolved",
   type: "function",
   outputs: [
     {
       type: "bool",
     },
   ],
 },
];
const contract = new web3.eth.Contract(ABI, DAI_ADDRESS);
const rawTx = {
 to: DAI_ADDRESS,
 gasLimit: "0x5710",
  data: contract.methods.setGreeting("HelloHGAME!").encodeABI(),
  gasPrice: web3.utils.toHex("10000000000"),
 gasLimit: web3.utils.toHex("3000000"),
 value: web3.utils.toHex("0"),
};
web3.eth.accounts.signTransaction(rawTx, privateKey).then(function (value) {
 web3.eth
    .sendSignedTransaction(value.rawTransaction)
    .then(function (response) {
      console.log("response:" + JSON.stringify(response, null, " "));
   });
});
```

# **Iot**

# Help the uncle who can't jump twice

1883 mqtt

需要用户名和密码,题面提示了用户名为Vergil

题目提供了密码本, mqtt-pwn撞得密码为power

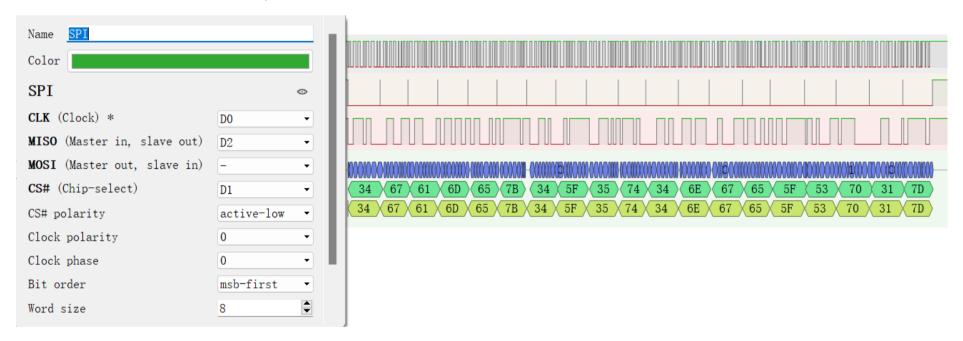
塞进mqttx,根据题面提示订阅Nero/#

Topic: Nero/YAMATO QoS: 1 hgame{mqtt\_1s\_p0w3r}

## Help marvin

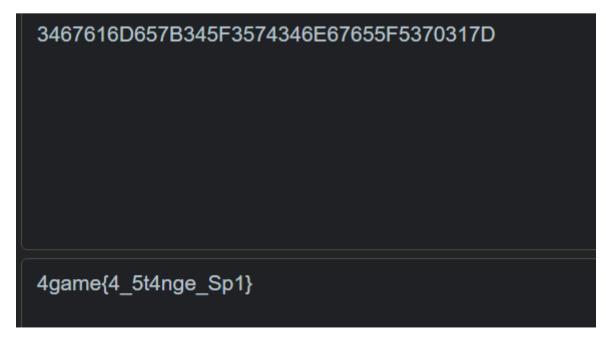
谢谢apex

在网络上比对了不少协议,决定是spi



D0和D2猜猜看应该是clk和数据,剩下的D1就给cs了

hex转string解得



为什么第一个字符是4不是h,人工修正一下

## Reverse

### test your IDA

ida打开,看到是明文

#### easyasm

做了一个异或, 弄回来就行了

```
#include <bits/stdc++.h>

int enc[] =
{0x5b,0x54,0x52,0x5e,0x56,0x48,0x44,0x56,0x5f,0x50,0x3,0x5e,0x56,0x6c,0x47,0x3,0x6c,0x41,0x56,0x6c,0x44,0x5c,0x41,0x2,0x57,0x12,0x4e};

int main()
{
    for (int i = 0; i < 27; i++)
        printf("%c", enc[i]^0x33);
}</pre>
```

#### easyenc

是一个sub和一个xor

#### pwn

#### test\_nc

nc连上去发现能cat能ls, cat flag