HGAME 2022 Week4 writeup by cl1ng

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Web
```

```
Comment bar
Crypto
ECC
```

PRNG

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```
考点是XXE注入,源码中要注意的是这个地方:
```

```
if ($attrs->sender == 'admin' && !preg_match('/admin/i', $str)) {
    $flag = 'hgame{xxxxx}';
    $attrs->content = $flag;
}
return $attrs;
}
```

要让 sender 的值是 admin,并且post发送过去的请求体中不能存在明文 admin,

```
function waf($str): bool {
    if (preg_match('/file|glob|http|dict|gopher|php|ftp|ssh|phar/i', $str)) {
        return true;
    }
    return false;
```



经过对比发现 data伪协议 在 waf函数 中没用ban掉,于是可以用 data伪协议 构造payload:

Crypto

ECC

用sage+python:

```
from Crypto.Util.number import getPrime
from libnum import n2s
p =
74997021559434065975272431626618720725838473091721936616560359000648651891507
87821782818477817609882526316479721490919815013668096771992360002467657827319
k =
93653874272176107584459982058527081604083871182797816204772644509623271061231
cipher_left =
68208062402162616009217039034331142786282678107650228761709584478779998734710
cipher_right =
27453988545002384546706933590432585006240439443312571008791835203660152890619
E = EllipticCurve(GF(p),[a,b])
E(14455613666211899576018835165132438102011988264607146511938249744871964946084,
25506582570581289714612640493258299813803157561796247330693768146763035791942)
E(37554871162619456709183509122673929636457622251880199235054734523782483869931.
 71392055540616736539267960989304287083629288530398474590782366384873814477806)
m = c1-k*c2
print(m)
plain_left = cipher_left / m[0]
plain_right = cipher_right / m[1]
print('plain_left = ', plain_left)
print('plain_right = ', plain_right)
flag_left = n2s(int(plain_left))
flag_right = n2s(int(plain_right))
print(flag_left + flag_right)
```

PRNG

梅森旋转算法

从结果逆出register, 再预测后面的值:

```
from libnum import n2s
import re
def inverse_right(res, shift, bits=32):
```

```
tmp = res
    for i in range(bits // shift):
        tmp = res ^ tmp >> shift
    return tmp
# right shift with mask inverse
def inverse_right_mask(res, shift, mask, bits=32):
    tmp = res
    for i in range(bits // shift):
        tmp = res ^ tmp >> shift & mask
    return tmp
# left shift inverse
def inverse_left(res, shift, bits=32):
    tmp = res
    for i in range(bits // shift):
        tmp = res ^ tmp << shift</pre>
    return tmp
# left shift with mask inverse
def inverse_left_mask(res, shift, mask, bits=32):
    tmp = res
    for i in range(bits // shift):
        tmp = res ^ tmp << shift & mask</pre>
    return tmp
def recover(y):
    y = inverse\_right(y, 18)
    y = inverse\_left_mask(y, 15, 0xefc60000)
    y = inverse\_left\_mask(y,7,0x9d2c5680)
    y = inverse\_right(y, 11)
    return y&0xffffffff
def extract_number(y):
    y = y \wedge y \gg 11
    y = y \wedge y << 7 \& 2636928640
    y = y \wedge y << 15 & 4022730752
    y = y \wedge y \gg 18
    return y&0xffffffff
flag = ''
reg = []
key = []
out = '''''
cipher = '''''
for i in range(624):
    reg.append(recover(out[i]))
for i in range(624):
    y = (reg[i] \& 0x80000000) + (reg[(i + 1) \% 624] \& 0x7ffffffff)
    reg[i] = reg[(i + 397) \% 624] \land (y >> 1)
    if y % 2:
        reg[i] \land= 0x9908b0df
for i in range(len(cipher)):
    key.append(extract_number(reg[i]))
    plain = cipher[i] ^ key[i]
    flag += str(n2s(int(plain))).strip('b\'')
print(flag)
```