

[SUCTF2018]babyre [ACTF新生赛2020]fungame

原创

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int __cdecl sub_401340(int a1)

int __cdecl sub_4013BA(char *Source)

[SUCTF2018]babyre

惯用思维

首先呢, 是个bin文件, 需要用binwalk把文件提取出来。

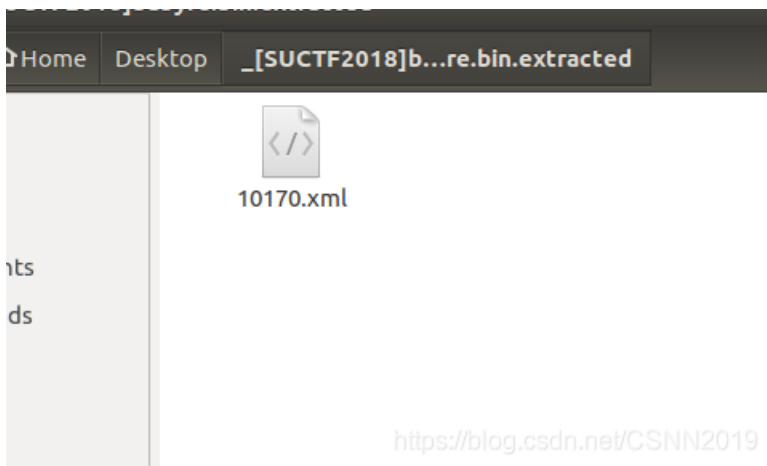
```
binwalk -e [SUCTF2018\]babyre.bin
```

```
ak666@ubuntu: ~/Desktop
ak666@ubuntu: ~/Desktop
ak666@ubuntu:~$ cd Desktop
ak666@ubuntu:~/Desktop$ binwalk -e [SUCTF2018\]babyre.bin
```

DECIMAL	HEXADECIMAL	DESCRIPTION
0	0x0	Microsoft executable, portable (PE)
65904	0x10170	XML document, version: "1.0"

```
ak666@ubuntu:~/Desktop$
```

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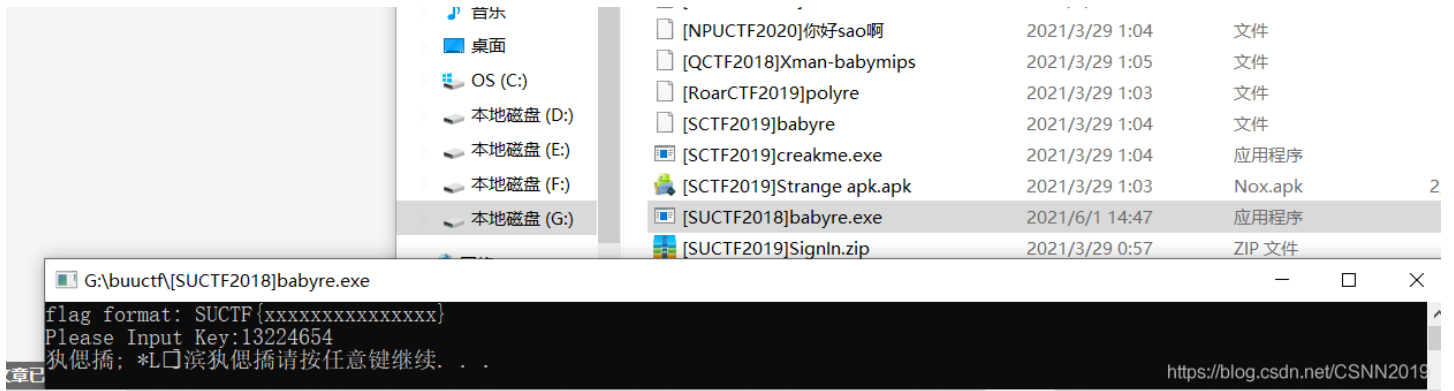
是一个 xml 文件，我打开后除了正常结构就是乱码。。。

然后就没法分析了。。。xml不能放在ida里面分析。。

常人思维

```
bash: ./[SUCTF2018]babyre.bin]: No such file or directory
ak666@ubuntu:~/Desktop$ file [SUCTF2018\]babyre.bin
[SUCTF2018]babyre.bin: PE32+ executable (console) x86-64, for MS Windows
ak666@ubuntu:~/Desktop$
```

查看一下文件类型，居然是64位的exe程序，任何东西都保持怀疑的态度。。笑死人。。。



如下就是数据库，可以利用这些字符进行运算得到一些其它的字符进行输出

```
v7[0] = 2;
v7[1] = 3;
v7[2] = 2;
v7[3] = 1;
v7[4] = 4;
v7[5] = 7;
v7[6] = 4;
v7[7] = 5;
v7[8] = 10;
v7[9] = 11;
v7[10] = 10;
v7[11] = 9;
v7[12] = 14;
v7[13] = 15;
v7[14] = 12;
v7[15] = 13;
v7[16] = 16;
v7[17] = 19;
v7[18] = 16;
v7[19] = 17;
v7[20] = 20;
v7[21] = 23;
v7[22] = 22;
v7[23] = 19;
v7[24] = 28;
v7[25] = 25;
v7[26] = 30;
v7[27] = 31;
v7[28] = 28;
v7[29] = 25;
v7[30] = 26;
v7[31] = 31;
qmemcpy(v8, "$!\\"' '$!\\"#( ).+$/&/:;4=>7092;<567HIBDDFGHIJJMMONPPRSUTVWVYZ[\\"^` `ccdeggiikklmnpprstuwxy{ }", 94);
v8[94] = 127;
v8[95] = 127;
v8[96] = -127;
v8[97] = -127;
v8[98] = -125;
v8[99] = -125;
v8[100] = -116;
v8[101] = -115;
v8[102] = -114;
```

```
v8[103] = -113;
v8[104] = -120;
v8[105] = -119;
v8[106] = -118;
v8[107] = -117;
v8[108] = -116;
v8[109] = -115;
v8[110] = -114;
v8[111] = -121;
v8[112] = -104;
v8[113] = -111;
v8[114] = -110;
v8[115] = -109;
v8[116] = -108;
v8[117] = -107;
v8[118] = -106;
v8[119] = -105;
v8[120] = -104;
v8[121] = -103;
v8[122] = -102;
v8[123] = -102;
v8[124] = -100;
v8[125] = -100;
v8[126] = -98;
v8[127] = -98;
v8[128] = -96;
v8[129] = -96;
v8[130] = -94;
v8[131] = -94;
v8[132] = -92;
v8[133] = -92;
v8[134] = -90;
v8[135] = -90;
v8[136] = -88;
v8[137] = -88;
v8[138] = -86;
v8[139] = -86;
v8[140] = -84;
v8[141] = -84;
v8[142] = -82;
v8[143] = -82;
v8[144] = -80;
v8[145] = -79;
v8[146] = -78;
v8[147] = -77;
```

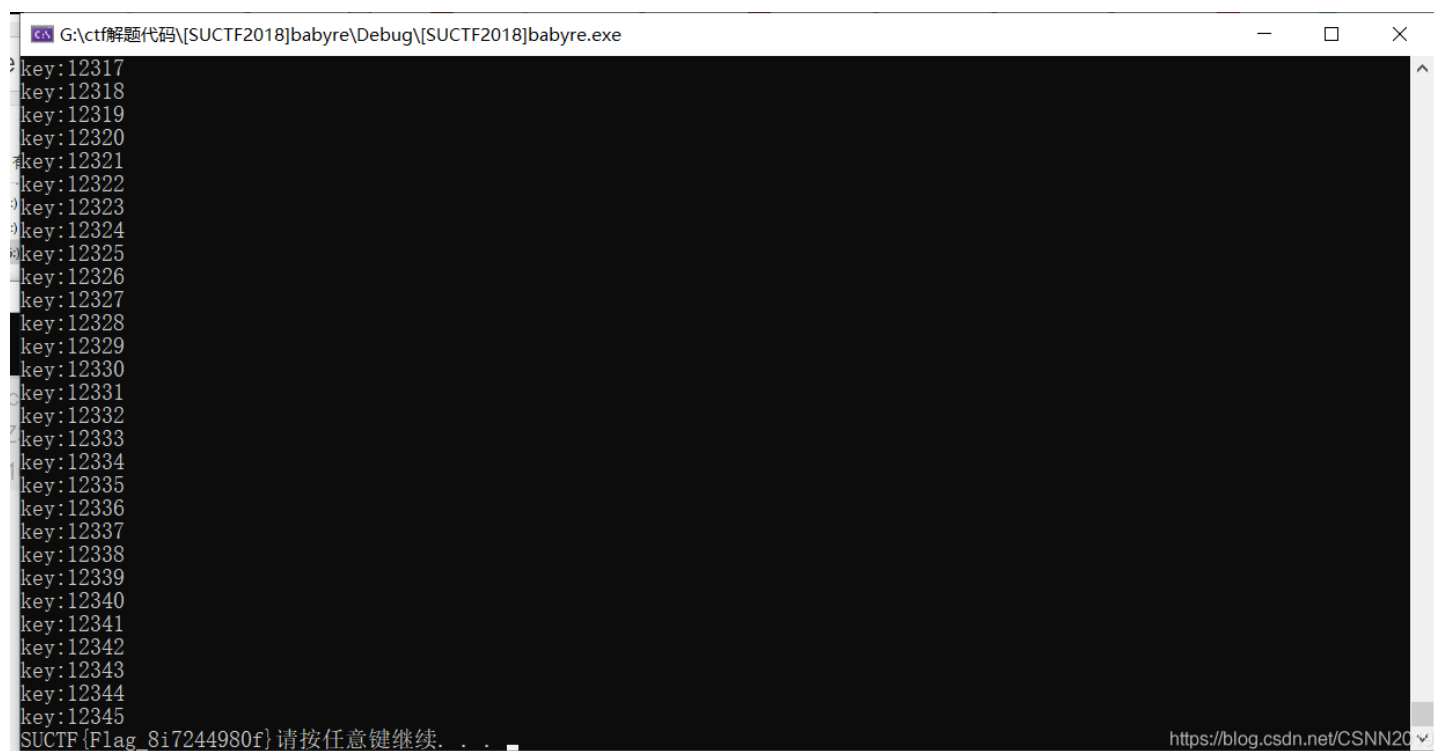
这里的话就是利用数据区的字符进行一系列运算，然后进行flag的赋值，然后接着一个函数进行字符输出。

```
while ( v9[30] )
{
  --v9[30];
  for ( j = 22; j; v9[j] |= v13 << v9[30] )
  {
    v12 = v7[22 * v9[30] + --j];
    v13 = (v12 >> ((v10[0] >> (2 * v9[30])) & 3)) & 1;
  }
}
```

输入不同的key然后就会有不同的字符输出，我们需要找到输出flag的key，而flag字符的特征就是 **SUCTF**，如果就这种特征，那么就进行输出

```
if (flag[0] == 'S' && flag[1] == 'U' && flag[2] == 'C' && flag[3] == 'T' && flag[4] == 'F')
{
    for (int i = 0; i < 22; i++)
        printf("%c", flag[i]);
    system("pause");
}
```

GAMEOVER



```
G:\ctf\解题代码\[SUCTF2018]babyre\Debug\[SUCTF2018]babyre.exe
key:12317
key:12318
key:12319
key:12320
key:12321
key:12322
key:12323
key:12324
key:12325
key:12326
key:12327
key:12328
key:12329
key:12330
key:12331
key:12332
key:12333
key:12334
key:12335
key:12336
key:12337
key:12338
key:12339
key:12340
key:12341
key:12342
key:12343
key:12344
key:12345
SUCTF{Flag_8i7244980f} 请按任意键继续. . .
https://blog.csdn.net/CSNN20
```

```
SUCTF{Flag_8i7244980f}
```

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```
int __cdecl sub_401340(int a1)
```

```
IDA View-A Pseudocode-A Hex View-1 Structures Enums
1 int __cdecl sub_401340(int a1)
2 {
3     char i; // [esp+1Fh] [ebp-9h]
4
5     printf("Please input:");
6     scanf("%s", a1);
7     for ( i = 0; i <= 15; ++i )
8     {
9         if ( (*(_BYTE *))(i + a1) ^ *((_BYTE *)y1 + i) != y2[i] )
10            exit(0);
11     }
12     return 0;
13 }
```

<https://blog.csdn.net/CSNN2019>

```
flag=[None]*16
b=""
y1=[
    0x23, 0x61, 0x3E, 0x69, 0x54, 0x41, 0x18, 0x4D, 0x6E, 0x3B,
    0x65, 0x53, 0x30, 0x79, 0x45, 0x5B
]
y2=[
    0x71, 0x04, 0x61, 0x58, 0x27, 0x1E, 0x4B, 0x22, 0x5E, 0x64,
    0x03, 0x26, 0x5E, 0x17, 0x3C, 0x7A
]
for i in range(len(y1)):
    a=hex(y2[i]^y1[i])
    b+=chr(y2[i]^y1[i])
    flag[i]=a
print(b)
```

Re_1s_So0_funny!

然而却是错误，看第二个函数

int __cdecl sub_4013BA(char *Source)

```
int __cdecl sub_4013BA(char *Source)
{
    char Destination[12]; // [esp+1Ch] [ebp-Ch] BYREF

    strcpy(Destination, Source);
    strcpy(x, Source);
    return 0;
}
```

strcpy(Destination, Source);

这行代码导致栈溢出，然后导致返回地址被覆盖，紧接着返回的时候就无法正确返回，以至于程序过了第一个函数，第二个函数结束时，就自动gg。

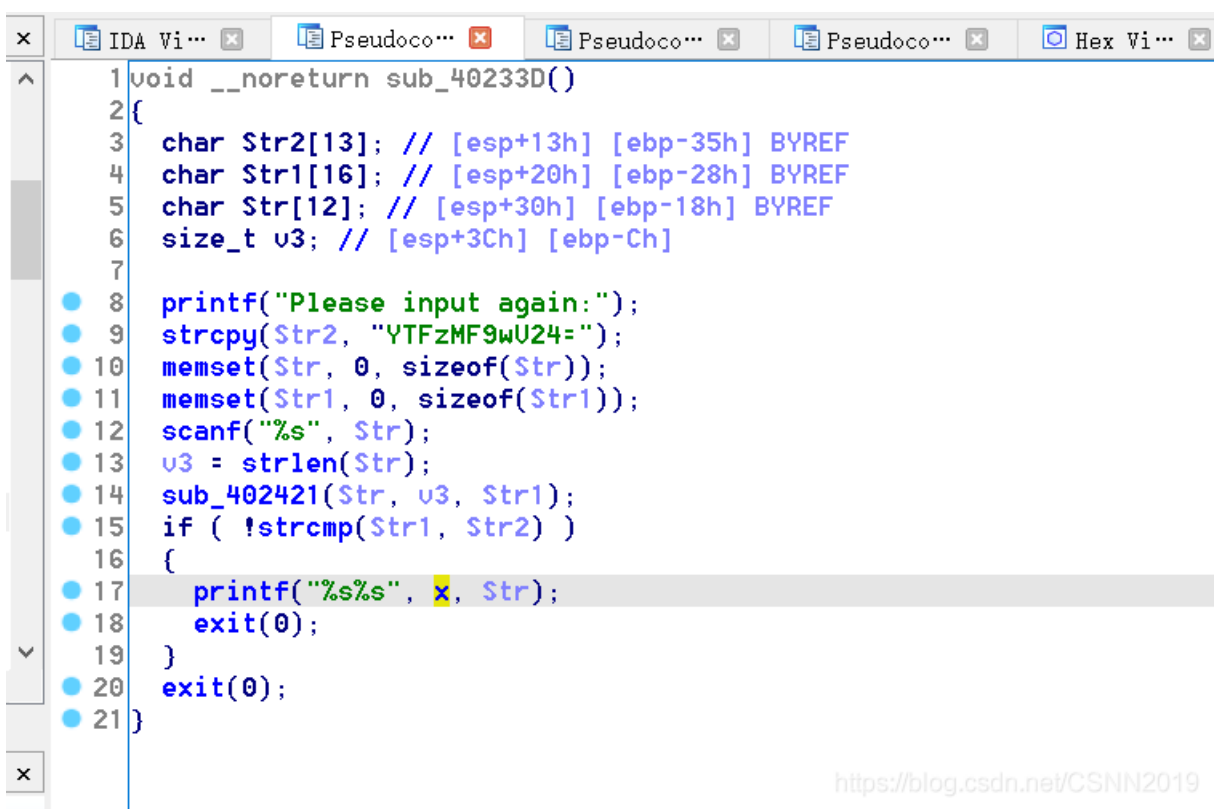
我一直好奇和其它博主输入一样，然后栈溢出导致返回地址覆盖时，改变后却不一样，嗯哼???? 出题人强行整活。。

```
strcpy(x, Source);
```

这里有个全局变量x，要找这个线索，固定了前16字节字符，后面覆盖值需要自己算，然后跳入 `_sub_40233D` 这个函数。说白了就是一个pwn题，跟re无关。

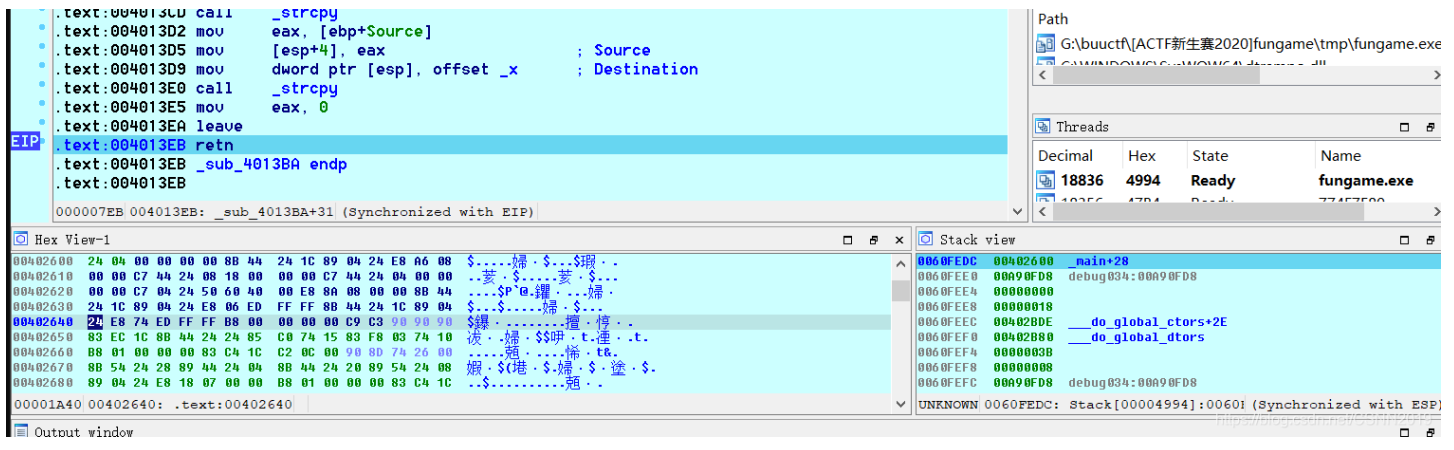
```
.bss:0040604C align 10h
.bss:00406050 public _x
.bss:00406050 ; char x[36]
.bss:00406050 _x db 24h dup(?) ; DATA XREF: _sub_4013BA+1F f o
.bss:00406050 ; _sub_40233D+B8 f o ...
.bss:00406074 public __bss_end__
```

`_sub_40233D` 这个函数是出题人自己搞的，它也不会自动覆盖跳，需要玩家手动算。欧了，base64，这题目对于re玩家毫无价值，对于pwn玩家有太简单。搞不懂re库为啥会有这种???

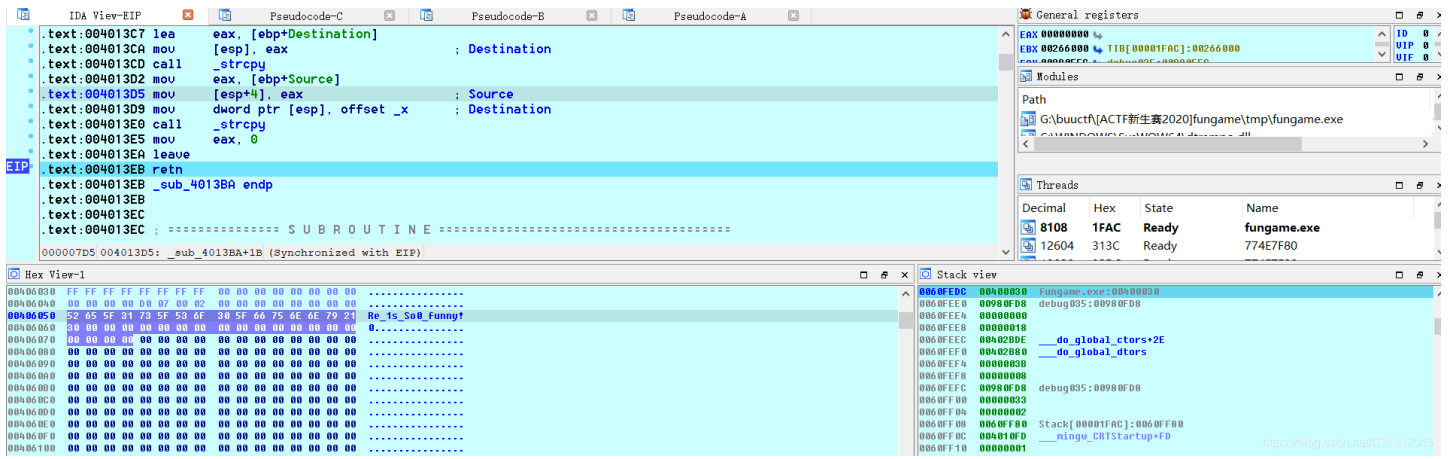


<https://blog.csdn.net/CSNN2019>

输入: `Re_1s_So0_funny!`, 返回地址如下:



输入: `Re_1s_So0_funny!0`, 返回地址如下:



这个题完全没有必要继续研究，就是出题人强行整活，作为re题的话，直接没法做；作为pwn题的话，又太无聊，总结——凑数题（跳转不固定，flag固定，这咋做？脑洞？）