

攻防世界 Reverse 新手练习区 1-12 全详解

原创

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CTF

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订阅专栏

前言

本篇是攻防世界 Reverse 新手练习区的全解

1、insanity

下下来一个无后缀文件

扔进winhex

```
00001900  74 68 65 72 65 3F 0A 55 44 50 2E 0A 55 44 50 20  there? UDP. UDP
00001904  77 68 6F 3F 0A 00 00 00 39 34 34 37 7B 54 68 69  who? 9447{Thi
00001920  73 5F 69 73 5F 61 5F 66 6C 61 67 7D 00 43 6F 6E  s_is_a_flag} Con
00001936  67 72 61 74 73 2C 20 79 6F 75 20 68 61 63 6B 65  grats, you hacke
```

得到flag

2、python-trade

下下来一个pyc文件

反编译

得到

```
#!/usr/bin/env python
# visit http://tool.lu/pyc/ for more information
import base64

def encode(message):
    s = ''
    for i in message:
        x = ord(i) ^ 32
        x = x + 16
        s += chr(x)

    return base64.b64encode(s)
```

```
correct = 'XlNkVmtUI1MgXWBZXCFeKY+AaXNt'
flag = ''
print 'Input flag:'
flag = raw_input()
if encode(flag) == correct:
    print 'correct'
else:
    print 'wrong'
```

逆着写脚本

```
import base64

correct='XlNkVmtUI1MgXWBZXCFeKY+AaXNt'
str=base64.b64decode(correct)
flag=''
for i in str:
    i-=16
    i^=32
    flag+=chr(i)
print(flag)
```

```
1 import base64
2
3 correct='XlNkVmtUI1MgXWBZXCFeKY+AaXNt'
4 str=base64.b64decode(correct)
5 flag=''
6 for i in str:
7     i-=16
8     i^=32
9     flag+=chr(i)
10 print(flag)
11
12
```

nctf{d3c0mp11n9_PyC}

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得到flag

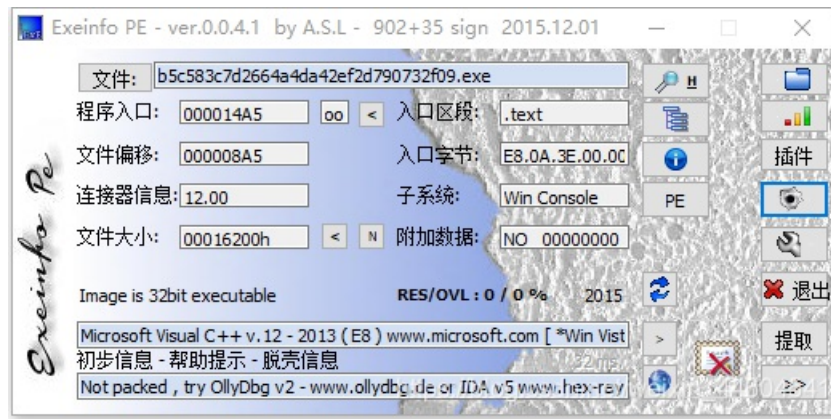
3、re1

下下来一个exe

```
欢迎来到DUTCTF呦
这是一道很可爱很简单的逆向题呦
输入flag吧:
```

很简单的flag判断

先查壳



32位 Visual c++编译，没有加壳

扔进IDA

查看伪码

```
int __cdecl main(int argc, const char **argv, const char **envp)
{
    int v3; // eax
    __int128 v5; // [esp+0h] [ebp-44h]
    __int64 v6; // [esp+10h] [ebp-34h]
    int v7; // [esp+18h] [ebp-2Ch]
    __int16 v8; // [esp+1Ch] [ebp-28h]
    char v9; // [esp+20h] [ebp-24h]

    _mm_storeu_si128((__m128i *)&v5, _mm_loadu_si128((const __m128i *)&xmmword_413E34));
    v7 = 0;
    v6 = qword_413E44;
    v8 = 0;
    printf(&byte_413E4C);
    printf(&byte_413E60);
    printf(&byte_413E80);
    scanf("%s", &v9);
    v3 = strcmp((const char *)&v5, &v9);
    if ( v3 )
        v3 = -(v3 < 0) | 1;
    if ( v3 )
        printf(aFlag);
    else
        printf((const char *)&unk_413E90);
    system("pause");
    return 0;
}
```

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- v3为真则flag判断正确
- v3是v5和v9的比较
- v9是输入
- 那flag就是v5了

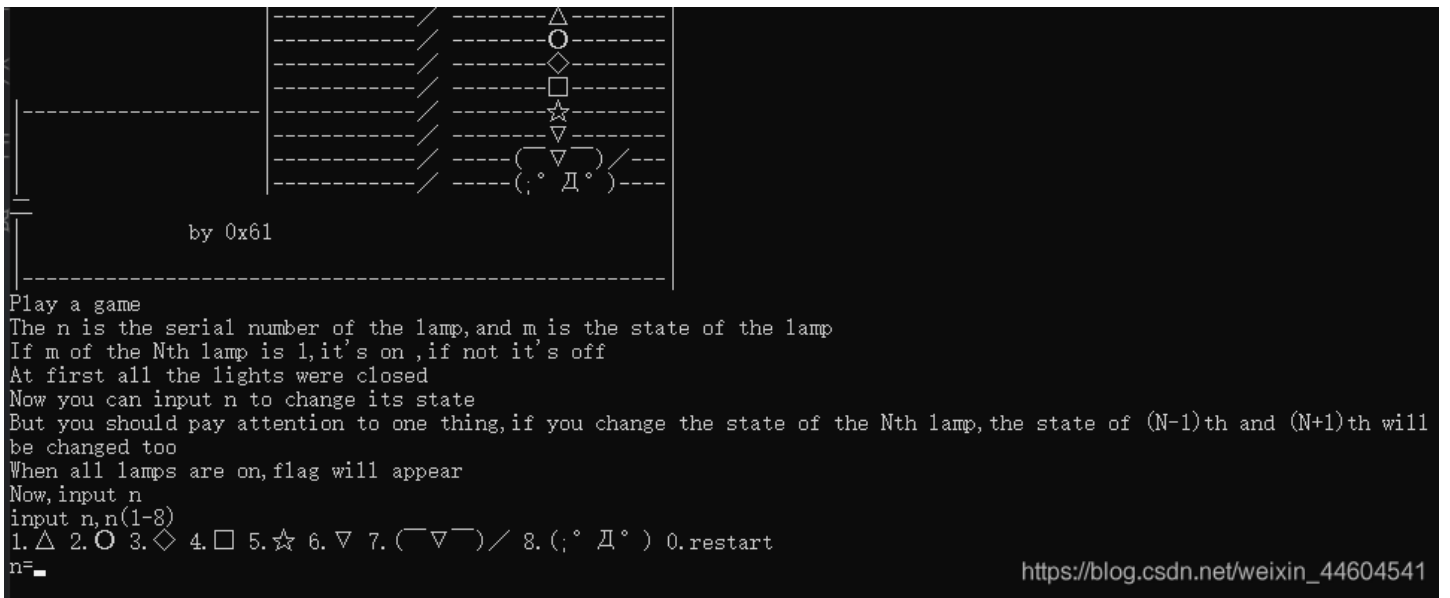
跟踪找到

```
.rdata:00413E33 align 4
.rdata:00413E34 xmmword_413E34 xmmword '0tem0c1eW{FTCTUD'
.rdata:00413E34 ; DATA XREF: _main+10↑r
.rdata:00413E44 qword_413E44 dq '}FTCTUD' ; DATA XREF: _main+27↑r
.rdata:00413E4C ; char byte_413E4C
.rdata:00413E4C byte_413E4C db 0BBh ; DATA XREF: _main+1A↑fo
```

得到flag: DUTCTF{We1c0met0DUTCTF}

4、game

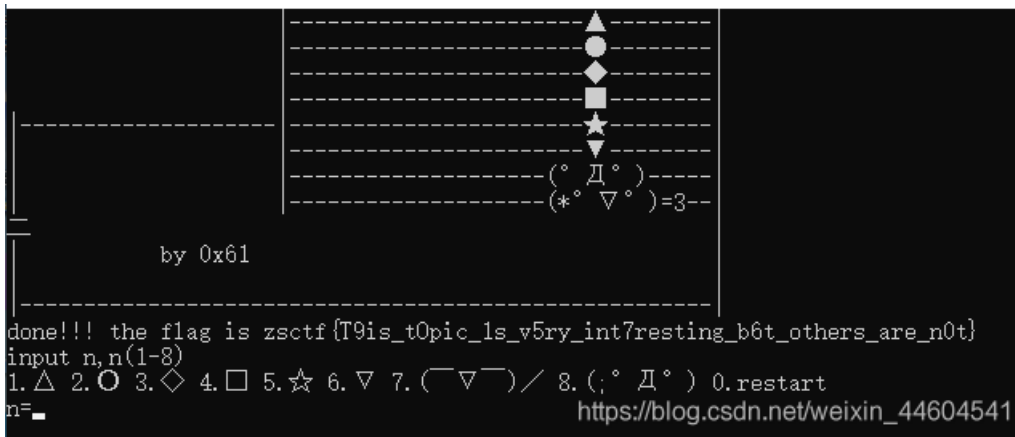
据说是个游戏



非预期解

直接玩出来

写个算法，得到12345678



预期解

PE看信息



扔进IDA


```

v39 = 40;
v40 = 107;
v41 = 71;
v42 = 92;
v43 = 29;
v44 = 81;
v45 = 107;
v46 = 90;
v47 = 85;
v48 = 64;
v49 = 12;
v50 = 43;
v51 = 76;
v52 = 86;
v53 = 13;
v54 = 114;
v55 = 1;
v56 = 117;
v57 = 126;
v58 = 0;
for ( i = 0; i < 56; ++i )
{
    *(&v2 + i) ^= *(&v59 + i);
    *(&v2 + i) ^= 0x13u;
}
return sub_45A7BE("%s\n");

```

逆着写脚本

```

a=[18,64,98,5,2,4,6,3,6,48,49,65,32,12,48,65,31,78,62,32,49,32,
1,57,96,3,21,9,4,62,3,5,4,1,2,3,44,65,78,32,16,97,54,16,44,52,32,64,89,45,32,65,15,34,18,16,0]
b=[123,32,18,98,119,108,65,41,124,80,125,38,124,111,74,49,83,108,
94,108,84,6,96,83,44,121,104,110,32,95,117,101,99,123,127,119,96,
48,107,71,92,29,81,107,90,85,64,12,43,76,86,13,114,1,117,126,0]
i=0
c=''
while (i<56):
    a[i]^=b[i]
    a[i]^=0x13
    c=c+chr(a[i])
    i=i+1
print (c)

```

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即可

一种修改思路

把对标3-7的jnz改为jz

```

.text:0021F5F5      mov     eax, 1
.text:0021F5FA      shl     eax, 1
.text:0021F5FC      movzx  ecx, byte_2F2E28[eax]
.text:0021F603      cmp     ecx, 1
.text:0021F606      jnz    short loc_21F671
.text:0021F608      mov     eax, 1
.text:0021F60D      imul   ecx, eax, 3
.text:0021F610      movzx  edx, byte_2F2E28[ecx]
.text:0021F617      cmp     edx, 1
.text:0021F61A      jz     short loc_21F671
.text:0021F61C      mov     eax, 1
.text:0021F621      shl     eax, 2
.text:0021F624      movzx  ecx, byte_2F2E28[eax]
.text:0021F62B      cmp     ecx, 1
.text:0021F62E      jz     short loc_21F671
.text:0021F630      mov     eax, 1
.text:0021F635      imul   ecx, eax, 5
.text:0021F638      movzx  edx, byte_2F2E28[ecx]
.text:0021F63F      cmp     edx, 1
.text:0021F642      jz     short loc_21F671

```

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使得初始状态变为

```

if ( byte_2F2E28[0] == 1
    && byte_2F2E28[1] == 1
    && byte_2F2E28[2] == 1
    && byte_2F2E28[3] != 1
    && byte_2F2E28[4] != 1
    && byte_2F2E28[5] != 1
    && byte_2F2E28[6] != 1
    && byte_2F2E28[7] != 1 )
{
    .....
}

```

这样进入游戏输个2就行了

5、Hello, CTF

```

please input your serial:flag
wrong!
please input your serial:

```

flag判断

扔进PE



32位无壳

扔进IDA


```

1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     signed int v3; // ebx
4     char v4; // al
5     int result; // eax
6     int v6; // [esp+0h] [ebp-70h]
7     int v7; // [esp+0h] [ebp-70h]
8     char v8; // [esp+12h] [ebp-5Eh]
9     char v9[20]; // [esp+14h] [ebp-5Ch]
10    char v10; // [esp+28h] [ebp-48h]
11    __int16 v11; // [esp+48h] [ebp-28h]
12    char v12; // [esp+4Ah] [ebp-26h]
13    char v13; // [esp+4Ch] [ebp-24h]
14
15    strcpy(&v13, "437261636b4d654a757374466f7246756e");
16    while ( 1 )
17    {
18        memset(&v10, 0, 0x20u);
19        v11 = 0;
20        v12 = 0;
21        sub_401348(aPleaseInputYou, v6);
22        scanf(aS, v9);
23        if ( strlen(v9) > 0x11 )
24            break;
25        v3 = 0;
26        do
27        {
28            v4 = v9[v3];
29            if ( !v4 )
30                break;
31            sprintf(&v8, asc_408044, v4);
32            strcat(&v10, &v8);
33            ++v3;
34        }
35        while ( v3 < 17 );
36        if ( !strcmp(&v10, &v13) )
37            sub_401348(aSuccess, v7);
38        else
39            sub_401348(aWrong, v7);
40    }
41    sub_401348(aWrong, v7);
42    result = stru_408090._cnt-- - 1;
43    if ( stru_408090._cnt < 0 )
44        return _filbuf(&stru_408090);
45    ++stru_408090._ptr;
46    return result;
47 }

```

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逻辑

- 将用户输入的字符单个与v13字符串单个进行比对，然后判断是否输入正确
- v13对应的字符串是16进制

ASCII转换到 ASCII (例: a b c)

CrackMeJustForFun

添加空格 删除空格 将空白字符转换

十六进制转换到16进制(例:0x61或61或61/62) 删除 0x

437261636b4d654a757374466f7246756e

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得到flag

6、open-source

下下来一段c源码


```

#include <stdio.h>
#include <string.h>

int main(int argc, char *argv[]) {
    if (argc != 4) {
        printf("what?\n");
        exit(1);
    }

    unsigned int first = atoi(argv[1]);
    if (first != 0xcafe) {
        printf("you are wrong, sorry.\n");
        exit(2);
    }

    unsigned int second = atoi(argv[2]);
    if (second % 5 == 3 || second % 17 != 8) {
        printf("ha, you won't get it!\n");
        exit(3);
    }

    if (strcmp("h4cky0u", argv[3])) {
        printf("so close, dude!\n");
        exit(4);
    }

    printf("Brr wrrr grr\n");

    unsigned int hash = first * 31337 + (second % 17) * 11 + strlen(argv[3]) - 1615810207;

    printf("Get your key: ");
    printf("%x\n", hash);
    return 0;
}

```

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分析

- `argv[1] = 0xcafe`
- `argv[2] % 5 != 3 && argv[2] % 17 == 8`，就让他为25吧
- `argv[3] = "h4cky0u"`
- 然后计算hash

由此

```

#include <stdio.h>
#include <string.h>

int main(int argc, char* argv[]) {
    int first = 0xcafe;
    int second = 25;
    argv[3] = "h4cky0u";
    unsigned int hash = first * 31337 + (second % 17) * 11 + strlen(argv[3]) - 1615810207;
    printf("Get your key: ");
    printf("%x\n", hash);
    system("PAUSE");
    return 0;
}

```

运行得到flag

Get your key: c0ffee

7、simple-unpack

下下来一个无后缀文件

非预期解

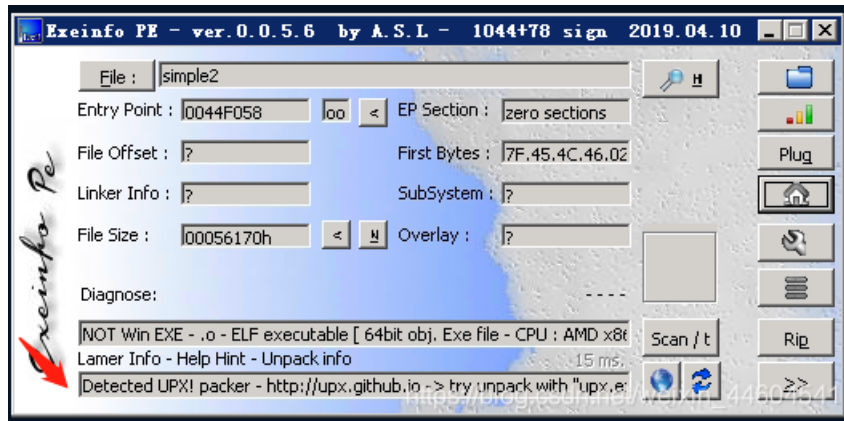
扔进winhex

直接找到flag

```
00323088 | 76 86 02 4F 06 03 0F 16 26 E4 E4 E4 E4 36 46 56 | vt O   &aaaa6FV
00323104 | 66 21 DA E4 E4 76 86 01 FF FF FF FF 66 6C 61 67 | f!Üäavt yÿÿÿflag
00323120 | 7B 55 70 78 5F 31 73 5F 6E 30 74 5F 61 5F 64 33 | {Upx_ls_n0t_a_d3
00323136 | 6C 69 76 33 72 5F 63 30 6D 70 34 6E 86 DF B3 DB | liv3r_c0mp4nt&#39;Ü
00323152 | 79 7D 51 08 0D D8 15 4A 0F 80 C1 9F C0 F0 83 F6 | y}Q  0 J €ÄY&#86fö
```

预期解

PE查壳



有upx壳

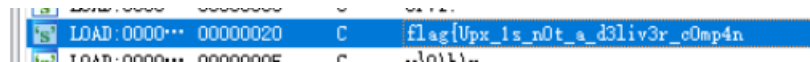
upx -d 脱壳

```
root@kali:~/Desktop# upx -d aa
Ultimate Packer for eXecutables
Copyright (C) 1996 - 2017
UPX 3.94      Markus Oberhumer, Laszlo Molnar & John Reiser   May 12th 2017

-----
File size      Ratio      Format      Name
-----
912808 <-    352624    38.63%    linux/amd64    aa

Unpacked 1 file.
```

扔进IDA



得到flag

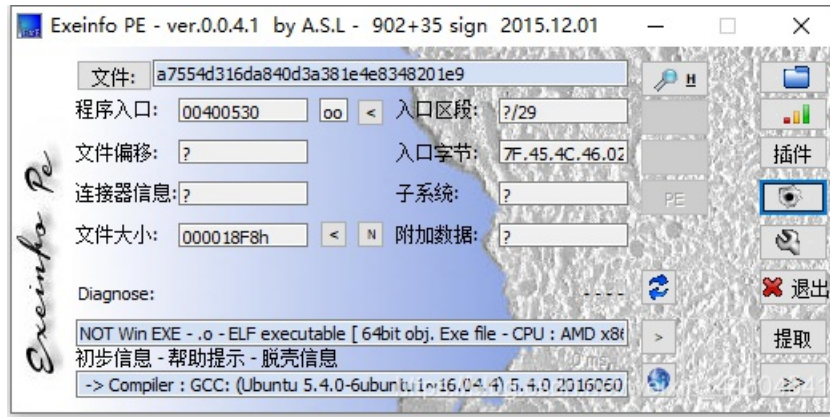
8、logmein

扔进winhex

```
00000000 | 7F 45 4C 46 02 01 01 00 00 00 00 00 00 00 00 00 | ELF
00000016 | 02 00 3E 00 01 00 00 00 30 05 40 00 00 00 00 00 | >  0 @
00000032 | 40 00 00 00 00 00 00 00 00 B8 11 00 00 00 00 00 | @
00000048 | 00 00 00 00 40 00 38 00 09 00 40 00 1D 00 1C 00 | @ s @
00000064 | 06 00 00 00 05 00 00 00 40 00 00 00 00 00 00 00 | @
```

ELF文件

PE查壳



64位

扔进IDA

主函数伪码

```
1 void __fastcall __noreturn main(__int64 a1, char **a2, char **a3)
2 {
3     size_t v3; // rsi
4     int i; // [rsp+3Ch] [rbp-54h]
5     char s[36]; // [rsp+40h] [rbp-50h]
6     int v6; // [rsp+64h] [rbp-2Ch]
7     __int64 v7; // [rsp+68h] [rbp-28h]
8     char v8[8]; // [rsp+70h] [rbp-20h]
9     int v9; // [rsp+8Ch] [rbp-4h]
10
11     v9 = 0;
12     strcpy(v8, ":\\"AL_RT^L*.?+6/46");
13     v7 = 28537194573619560LL;
14     v6 = 7;
15     printf("Welcome to the RC3 secure password guesser.\n", a2, a3);
16     printf("To continue, you must enter the correct password.\n");
17     printf("Enter your guess: ");
18     __isoc99_scanf("%32s", s);
19     v3 = strlen(s);
20     if ( v3 < strlen(v8) )
21         sub_4007C0(v8);
22     for ( i = 0; i < strlen(s); ++i )
23     {
24         if ( i >= strlen(v8) )
25             ((void (*)(void))sub_4007C0)();
26         if ( s[i] != (char)*((__BYTE *)&v7 + i % v6) ^ v8[i] )
27             ((void (*)(void))sub_4007C0)();
28     }
29     sub_4007F0();
30 }
```

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分析

- v7赋值，字符型是 `v7 = 'ebmarah'`；，需要注意的是，x86系列的CPU都是以小端序储存数据的，即低位字节存入低地址，高位字节存入高地址，所以正确的字符串应该反过来 `v7='harambe'`；
- v8赋值 `v8 = ':\\"AL_RT^L*.?+6/46'`
- v6为7
- 输入的flag应该是 `v7[i%v6]^v8[i]`

于是有脚本

```

v7 = 'harambe'
v8 = ':\^"AL_RT^L*.*?+6/46'
flag = ''
for i in range(len(v8)):
    c = ord(v7[i % 7]) ^ ord(v8[i])
    flag += chr(c)
print(flag)

```

得到flag

```

1 v7 = 'harambe'
2 v8 = ':\^"AL_RT^L*.*?+6/46'
3 flag = ''
4 for i in range(len(v8)):
5     c = ord(v7[i % 7]) ^ ord(v8[i])
6     flag += chr(c)
7 print(flag)

```

RC3-2016-XORISGUD

9、no-strings-attached

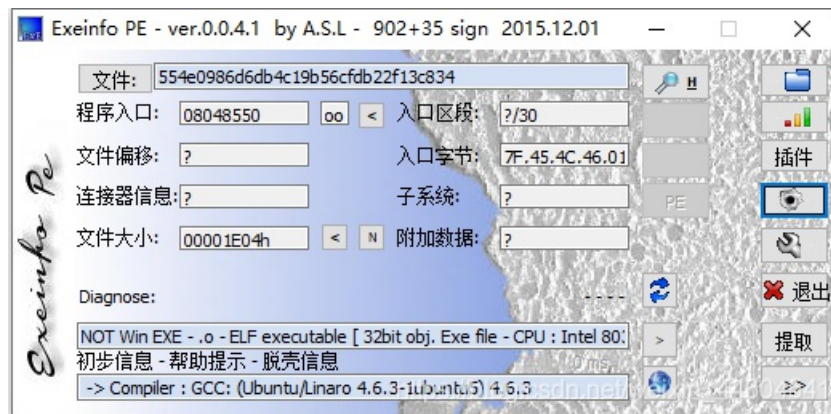
下下来一个无后缀文件

扔进winhex

00000000	7F 45 4C 46 01 01 01 00	00 00 00 00 00 00 00 00	ELF		
00000016	02 00 03 00 01 00 00 00	50 85 04 08 34 00 00 00		P...	4
00000032	64 11 00 00 00 00 00 00	34 00 20 00 09 00 28 00	d	4	(
00000048	1E 00 1B 00 06 00 00 00	34 00 00 00 34 80 04 08		4	4€
00000064	34 80 04 08 20 01 00 00	20 01 00 00 05 00 00 00	4€		
00000080	04 00 00 00 03 00 00 00	54 01 00 00 54 81 04 08		T	T
00000096	54 81 04 08 13 00 00 00	13 00 00 00 04 00 00 00	π		

是个ELF文件

PE查壳



32位

扔进IDA

```

1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     setlocale(6, &locale);
4     banner();
5     prompt_authentication();
6     authenticate();
7     return 0;
8 }

```

看了看关键函数 `authenticate()`

```

1 void authenticate()
2 {
3     wchar_t ws[8192]; // [esp+1Ch] [ebp-800Ch]
4     wchar_t *s2; // [esp+801Ch] [ebp-Ch]
5
6     s2 = (wchar_t *)decrypt(&s, &dword_8048A90);
7     if ( fgetws(ws, 0x2000, stdin) )
8     {
9         ws[wcslen(ws) - 1] = 0;
10        if ( !wcscmp(ws, s2) )
11            wprintf(&unk_8048B44);
12        else
13            wprintf(&unk_8048BA4);
14    }
15    free(s2);
16 }

```

- 调用了 decrypt 函数加密得到 s2
- 然后和从命令行中输入的 ws 做对比
- 输入正确，输出 8048B44 处的值,查找可知这个值是个字符串，即“Success! Welcome back!”

可见s2就是flag

看下decrypt

```

1 wchar_t *__cdecl decrypt(wchar_t *s, wchar_t *a2)
2 {
3     size_t v2; // eax
4     signed int v4; // [esp+1Ch] [ebp-1Ch]
5     signed int i; // [esp+20h] [ebp-18h]
6     signed int v6; // [esp+24h] [ebp-14h]
7     signed int v7; // [esp+28h] [ebp-10h]
8     wchar_t *dest; // [esp+2Ch] [ebp-Ch]
9
10    v6 = wcslen(s);
11    v7 = wcslen(a2);
12    v2 = wcslen(s);
13    dest = (wchar_t *)malloc(v2 + 1);
14    wcscpy(dest, s);
15    while ( v4 < v6 )
16    {
17        for ( i = 0; i < v7 && v4 < v6; ++i )
18            dest[v4++] -= a2[i];
19    }
20    return dest;
21 }

```

根据他的意思编写下

```

s = [ ':', '6', '7',
      ';', '\x80', 'z',
      'q', 'x', 'c',
      'f', 's', 'g',
      'b', 'e', 's',
      '`', 'k', 'q',
      'x', 'j', 's',
      'p', 'd', 'x',
      'n', 'p', 'p',
      'd', 'p', 'd',
      'n', '{', 'v',
      'x', 'j', 's',
      '{', '\x80' ]
a2 = [1, 2, 3, 4, 5]
slength = len(s)
a2length = len(a2)
dest = s
i = 0
j = 0
while j < slength:
    i = 0
    while i < a2length and j < slength:
        dest[j] = chr(ord(dest[j]) - a2[i])
        j += 1
        i += 1
dest = "".join(dest)
print(dest)

```

```

1  'x', 'j', 's',
8  'p', 'd', 'x',
9  'n', 'p', 'p',
10 'd', 'p', 'd',
11 'n', '{', 'v',
12 'x', 'j', 's',
13 '{', '\x80' ]
14 a2 = [1, 2, 3, 4, 5]
15 slength = len(s)
16 a2length = len(a2)
17 dest = s
18 i = 0
19 j = 0
20 while j < slength:
21     i = 0
22     while i < a2length and j < slength:
23         dest[j] = chr(ord(dest[j]) - a2[i])
24         j += 1
25         i += 1
26 dest = "".join(dest)
27 print(dest)

```

9447{you_are_an_international_mystery}

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得到flag

10、getit

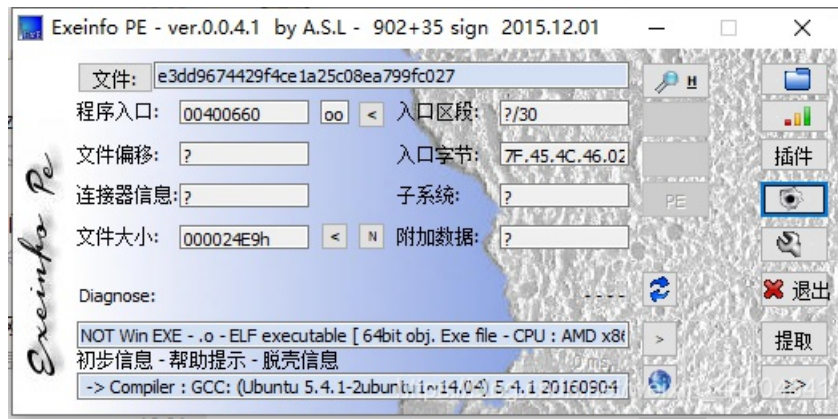
下下来一个无后缀文件

扔进winhex

00000000	7F 45 4C 46 02 01 01 00	00 00 00 00 00 00 00 00	ELF
00000016	02 00 3E 00 01 00 00 00	60 06 40 00 00 00 00 00	> ` @
00000032	40 00 00 00 00 00 00 00	78 13 00 00 00 00 00 00	@ x
00000048	00 00 00 00 40 00 38 00	09 00 40 00 1E 00 1B 00	@ 8 @

是个ELF文件

PE查壳



64位

扔进IDA

```

1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     char v3; // a1
4     __int64 v5; // [rsp+0h] [rbp-40h]
5     int i; // [rsp+4h] [rbp-3Ch]
6     FILE *stream; // [rsp+8h] [rbp-38h]
7     char filename[8]; // [rsp+10h] [rbp-30h]
8     unsigned __int64 v9; // [rsp+28h] [rbp-18h]
9
10    v9 = __readfsqword(0x28u);
11    LODWORD(v5) = 0;
12    while ( (signed int)v5 < strlen(s) )
13    {
14        if ( v5 & 1 )
15            v3 = 1;
16        else
17            v3 = -1;
18        *(&t + (signed int)v5 + 10) = s[(signed int)v5] + v3;
19        LODWORD(v5) = v5 + 1;
20    }
21    strcpy(filename, "/tmp/flag.txt");
22    stream = fopen(filename, "w");
23    fprintf(stream, "%s\n", u, v5);
24    for ( i = 0; i < strlen(&t); ++i )
25    {
26        fseek(stream, p[i], 0);
27        fputc(*(&t + p[i]), stream);
28        fseek(stream, 0LL, 0);
29        fprintf(stream, "%s\n", u);
30    }
31    fclose(stream);
32    remove(filename);
33    return 0;

```

https://blog.csdn.net/weixin_44604541

是个生成flag并写入文件的过程

但flag文件在tmp

写入的file又removed

所以找不到flag文件

要么动态调试

但更简单点就是根据flag的生成过程

复现就好

复现需要知道其中的几个常量

跟踪下


```

.data:00000000006010A0 ; char s[]
.data:00000000006010A0 s db 'c61b68366edeb7bdce3c6820314b7498',0
.data:00000000006010A0 ; DATA XREF: main+25f0
.data:00000000006010A0 ; main+3Ff0
.data:00000000006010C1
.data:00000000006010E0
.data:00000000006010E0 ; char t
.data:00000000006010E0 t db 53h ; DATA XREF: main+65f0
.data:00000000006010E0 ; main+C9f0 ...
.data:00000000006010E1 aHarifctf db 'harifCTF{????????????????????????????????????}',0
.data:000000000060110C
.data:0000000000601120
.data:0000000000601120 u db '*****',0
.data:0000000000601120 ; DATA XREF: main+A5f0
.data:0000000000601120 ; main+13Ff0
.data:000000000060114C
.data:0000000000601160
.data:0000000000601160 ; int p[43]
.data:0000000000601160 p dd 1Eh ; DATA XREF: main+E1f0
.data:0000000000601160 ; main+104f0

```

主要是s和t

然后就是写脚本了

```

s = 'c61b68366edeb7bdce3c6820314b7498'
v5 = 0
flag = ''
while v5 < len(s):
    if v5 & 1:
        v3 = 1
    else:
        v3 = -1
    flag += chr(ord(s[v5]) + v3)
    v5 += 1
print('SharifCTF{' + flag + '}')

```

```

1 s = 'c61b68366edeb7bdce3c6820314b7498'
2 v5 = 0
3 flag = ''
4 while v5 < len(s):
5     if v5 & 1:
6         v3 = 1
7     else:
8         v3 = -1
9     flag += chr(ord(s[v5]) + v3)
10    v5 += 1
11 print('SharifCTF{' + flag + '}')

```

SharifCTF{b70c59275fca8aebf2d5911223c6589}

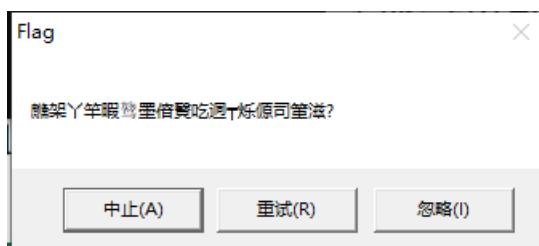
https://blog.csdn.net/weixin_44604541

得到flag

11、csaw2013reversing2

下下来一个exe

运行弹框



PE查壳



32位无壳

扔进IDA

```

1 int __cdecl __noreturn main(int argc, const char **argv, const char **envp)
2 {
3     int v3; // ecx
4     CHAR *lpMem; // [esp+8h] [ebp-Ch]
5     HANDLE hHeap; // [esp+10h] [ebp-4h]
6
7     hHeap = HeapCreate(0x40000u, 0, 0);
8     lpMem = (CHAR *)HeapAlloc(hHeap, 8u, MaxCount + 1);
9     memcpy_s(lpMem, MaxCount, &unk_409B10, MaxCount);
10    if ( sub_40102A() || IsDebuggerPresent() )
11    {
12        __debugbreak();
13        sub_401000(v3 + 4, lpMem);
14        ExitProcess(0xFFFFFFFF);
15    }
16    MessageBoxA(0, lpMem + 1, "Flag", 2u);
17    HeapFree(hHeap, 0, lpMem);
18    HeapDestroy(hHeap);
19    ExitProcess(0);
20 }

```

https://blog.csdn.net/weixin_44604541

跟进 `sub_401000`

```

1 unsigned int __fastcall sub_401000(int a1, int a2)
2 {
3     int v2; // esi
4     unsigned int v3; // eax
5     unsigned int v4; // ecx
6     unsigned int result; // eax
7
8     v2 = dword_409B38;
9     v3 = a2 + 1 + strlen((const char *) (a2 + 1)) + 1;
10    v4 = 0;
11    result = ((v3 - (a2 + 2)) >> 2) + 1;
12    if ( result )
13    {
14        do
15            *(_DWORD *) (a2 + 4 * v4++) ^= v2;
16        while ( v4 < result );
17    }
18    return result;
19 }

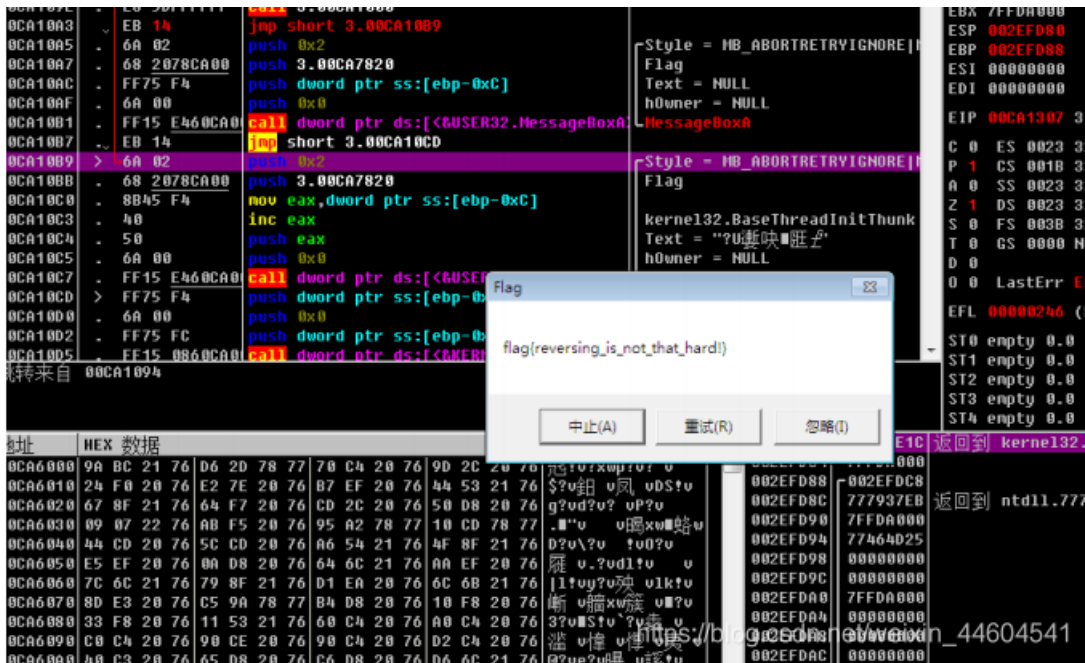
```

https://blog.csdn.net/weixin_44604541

动态调试发现程序会跳过 call 401000

扔进OD

把 `int3` 改为 `nop(0x90)`,再跳到 `loc_4010B9` 进行输出



得到flag

12、maze

下下来一个无后缀文件

扔进winhex

地址	HEX 数据
00000000	7F 45 4C 46 02 01 01 00 00 00 00 00 00 00 00 00
00000016	02 00 3E 00 01 00 00 00 50 05 40 00 00 00 00 00
00000032	40 00 00 00 00 00 00 00 08 12 00 00 00 00 00 00
00000048	00 00 00 00 40 00 38 00 09 00 40 00 1D 00 1C 00
00000064	06 00 00 00 05 00 00 00 40 00 00 00 00 00 00 00

是个ELF

PE查壳



64位

扔进IDA

```

1  __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2  {
3      const char *v3; // rsi
4      signed __int64 v4; // rbx
5      signed int v5; // eax
6      char v6; // bp
7      char v7; // al
8      const char *v8; // rdi
9      __int64 v10; // [rsp+0h] [rbp-28h]
10
11     v10 = 0LL;
12     puts("Input flag:");
13     scanf("%s", &s1, 0LL);
14     if ( strlen(&s1) != 24 || (v3 = "nctf{", strncmp(&s1, "nctf{", 5uLL)) || *(&byte_6010BF + 24) != 125 )
15     {
16 LABEL_22:
17         puts("Wrong flag!");
18         exit(-1);
19     }
20     v4 = 5LL;
21     if ( strlen(&s1) - 1 > 5 )
22     {
23         while ( 1 )
24         {
25             v5 = *(&s1 + v4);
26             v6 = 0;
27             if ( v5 > 78 )
28             {
29                 v5 = (unsigned __int8)v5;
30                 if ( (unsigned __int8)v5 == 79 )
31                 {
32                     v7 = sub_400650((char *)&v10 + 4, v3);
33                     goto LABEL_14;
34                 }
35                 if ( v5 == 111 )
36                 {
37                     v7 = sub_400660((char *)&v10 + 4, v3);
38                     goto LABEL_14;
39                 }
40             }
41             else
42             {
43                 v5 = (unsigned __int8)v5;
44                 if ( (unsigned __int8)v5 == 46 )
45                 {
46                     v7 = sub_400670(&v10, v3);
47                     goto LABEL_14;
48
49                     if ( v5 == 48 )
50                     {
51                         v7 = sub_400680(&v10, v3);
52 LABEL_14:
53                         v6 = v7;
54                         goto LABEL_15;
55                     }
56                 }
57 LABEL_15:
58                 v3 = (const char *)HIDWORD(v10);
59                 if ( !(unsigned __int8)sub_400690(asc_601060, HIDWORD(v10), (unsigned int)v10) )
60                     goto LABEL_22;
61                 if ( ++v4 >= strlen(&s1) - 1 )
62                 {
63                     if ( v6 )
64                         break;
65 LABEL_20:
66                     v8 = "Wrong flag!";
67                     goto LABEL_21;
68                 }
69             }
70         }
71         if ( asc_601060[8 * (signed int)v10 + SHIDWORD(v10)] != 35 )
72             goto LABEL_20;
73         v8 = "Congratulations!";
74 LABEL_21:
75         puts(v8);
76         return 0LL;
77     }

```

https://blog.csdn.net/weixin_44604541

https://blog.csdn.net/weixin_44604541

- 开头必须是 `nctf{`，总长24
- 四个判断，瞅着是迷宫，Maze problem

对reverse有个大体概念