bugkuCTF平台逆向题第三道游戏过关题解

原创

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本文链接：https://blog.csdn.net/xiangshangbashaonian/article/details/78916412

题目链接:

http://123.206.31.85/files/cd2487de0516fa77d5fa911cdf2582c9/ConsoleApplication4.exe

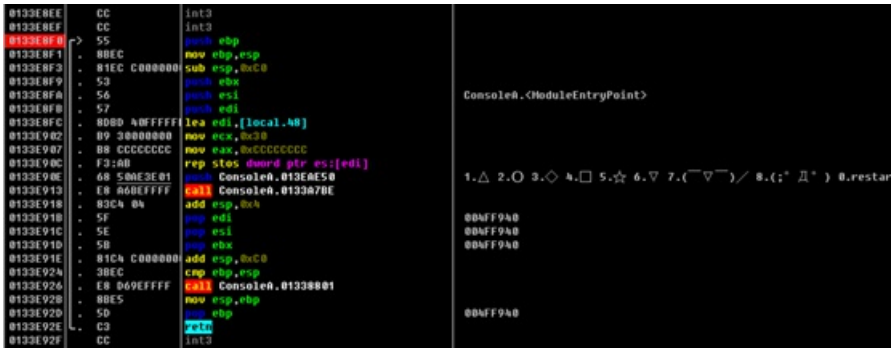
tips

查壳发现无壳（截图略）

OD载入

发现有两个重要的段

0x001



0x002

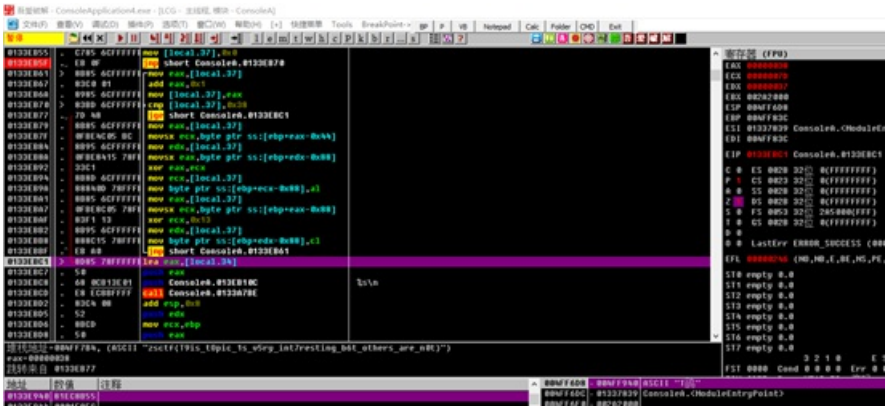
```
0133E93F     CC              int3
0133E940  r> 55              push ebp
0133E941  .  8BEC            mov ebp,esp
0133E943  .  81EC 5801000(   sub esp,0x158
0133E949  .  53              push ebx
0133E94A  .  56              push esi                                ConsoleA.<ModuleEntryPoint>
0133E94B  .  57              push edi
0133E94C  .  8DBD A8FEFFFf   lea edi,[local.86]
0133E952  .  B9 56000000     mov ecx,0x56
0133E957  .  B8 CCCCCCCC     mov eax,0xCCCCCCCC
0133E95C  .  F3:AB           rep stos dword ptr es:[edi]
0133E95E  .  A1 04204101     mov eax,dword ptr ds:[0x1412004]
0133E963  .  33C5            xor eax,ebp
0133E965  .  8945 FC         mov [local.1],eax
0133E968  .  68 F0B03E01     push ConsoleA.013EB0F0                  done!!! the flag is
0133E96D  .  E8 4CBEFFFF     call ConsoleA.0133A7BE
0133E972  .  83C4 04         add esp,0x4
0133E975  .  C645 BC 12      mov byte ptr ss:[ebp-0x44],0x12
0133E979  .  C645 BD 40      mov byte ptr ss:[ebp-0x43],0x40
0133E97D  .  C645 BE 62      mov byte ptr ss:[ebp-0x42],0x62
0133E981  .  C645 BF 05      mov byte ptr ss:[ebp-0x41],0x5
0133E985  .  C645 C0 02      mov byte ptr ss:[ebp-0x40],0x2
0133E989  .  C645 C1 04      mov byte ptr ss:[ebp-0x3F],0x4
0133E98D  .  C645 C2 06      mov byte ptr ss:[ebp-0x3E],0x6
```

分析处0x001每次输入n的值都会有只有那一个跳转调向它

那么我们直接修改跳转地址指向我们的0x002的段首试一下

成功跳转后直接F8单步向下跟

如果遇到向上跳转 就F4下面的下一行



把它拷贝出来 发现提交正确

堆栈地址=004FF7B4, (ASCII "zsctf{T9is_tOpic_1s_v5ry_int7resting_b6t_others_are_n0t}")

eax=00000038

跳转来自 0133EB77