



Challenge: WarmUp3 (50 points) (MISC)



How I solved it:

At first, I saw a huge wall of just **"Blub"** with dots, exclamation marks, and question marks. It clearly wasn't a normal message or cipher looked more like a meme or some kind of joke.

So, I copied the whole thing and tried running it through **dcode.fr's Cipher Identifier** to see if it matched anything.



Search for a tool

★ SEARCH A TOOL ON dCODE BY KEYWORDS:
 

★ BROWSE THE [FULL dCODE TOOLS' LIST](#)

Results      

dCode's analyzer suggests to investigate:

Blub!	<div><div></div></div>
Substitution Cipher	<div><div></div></div>
Shift Cipher	<div><div></div></div>
Homophonic Cipher	<div><div></div></div>
ROT-18 Cipher	<div><div></div></div>

CIPHER IDENTIFIER

Cryptography › Cipher Identifier




ENCRYPTED MESSAGE IDENTIFIER

★ CIPHERTEXT TO RECOGNIZE 

Blub. Blub. Blub. Blub. Blub. Blub! Blub! Blub? Blub.
 Blub. Blub. Blub! Blub. Blub! Blub! Blub! Blub! Blub!
 Blub. Blub. Blub? Blub. Blub. Blub. Blub. Blub.
 Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub.
 Blub. Blub. Blub. Blub! Blub.

★ CLUES/KEYWORDS (IF ANY)

▶ ANALYZE

See also: [Frequency Analysis](#) — [Index of Coincidence](#)

SYMBOLS IDENTIFIER

➤ Go to: [Symbols Cipher List](#)

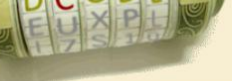
Summary

- ★ Encrypted Message Identifier
- ★ What is a cipher identifier? (Definition)
- ★ How to decrypt a cipher text?
- ★ How to recognize a cipher?
- ★ Why does the detector display a warning?
- ★ Why does the analyzer/recognizer not detect my cipher method?
- ★ How does the cipher identifier work?

Similar pages

- ★ Index of Coincidence
- ★ Frequency Analysis
- ★ Symbols Cipher List
- ★ Gravity Falls Cipher
- ★ Hash Identifier
- ★ dCode.fr
- ★ About dCode
- ★ dCODE'S TOOLS LIST

So, I clicked on "**Blub language decoder**", pasted the full message into it.



Search for a tool

SEARCH A TOOL ON DCode BY KEYWORDS:

BROWSE THE [FULL DCode TOOLS' LIST](#)

Results

Input: ++++++++[>...]

Arg:

Output:

```
flag{noodle_m3lt42}
```

Memory Dump: [index] = char (ASCII code)

```
[0] = (0)
[1] = (10)
[2] = (30)
[3] = 2 (50)
[4] = } (125)
pointer = 4
```

BLUB!

[Informatics](#) › [Programming Language](#) › [Blub!](#)

BLUB! INTERPRETER


★ **BLUB! BINARY CODE TO INTERPRET**

```
Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub.
Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub.
Blub. Blub. Blub! Blub. Blub! Blub! Blub! Blub! Blub! Blub!
Blub. Blub. Blub? Blub. Blub. Blub. Blub. Blub. Blub. Blub.
Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub. Blub.
Blub. Blub. Blub. Blub! Blub.
```

★ ARGUMENT

▶ EXECUTE

See also: [Brainfuck](#)



Summary

- ★ [Blub! Interpreter](#)
- ★ [Blub! Encoder](#)
- ★ [How to encrypt using Blub!](#)

code?

- ★ [How to decrypt Blub! code?](#)
- ★ [How to recognize Blub coded text?](#)

BLUB! ENCODER

★ **PLAINTEXT TO CODE IN BLUB!**

dCode Blub!

★ SHORT CODE GENERATION (NO BLUB) ☐

▶ ENCRYPT

See also: [Brainfuck](#)

Similar pages

- ★ [Brainfuck](#)
- ★ [Deadfish Language](#)
- ★ [ReverseFuck](#)
- ★ [Spoon](#)
- ★ [Hodor Language](#)
- ★ [LOLCODE Language](#)
- ★ [Shakespeare \(Programming Language\)](#)
- ★ [DCODE'S TOOLS LIST](#)

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FLAG: flag{noodle_m3lt42}

~By Team justahacker