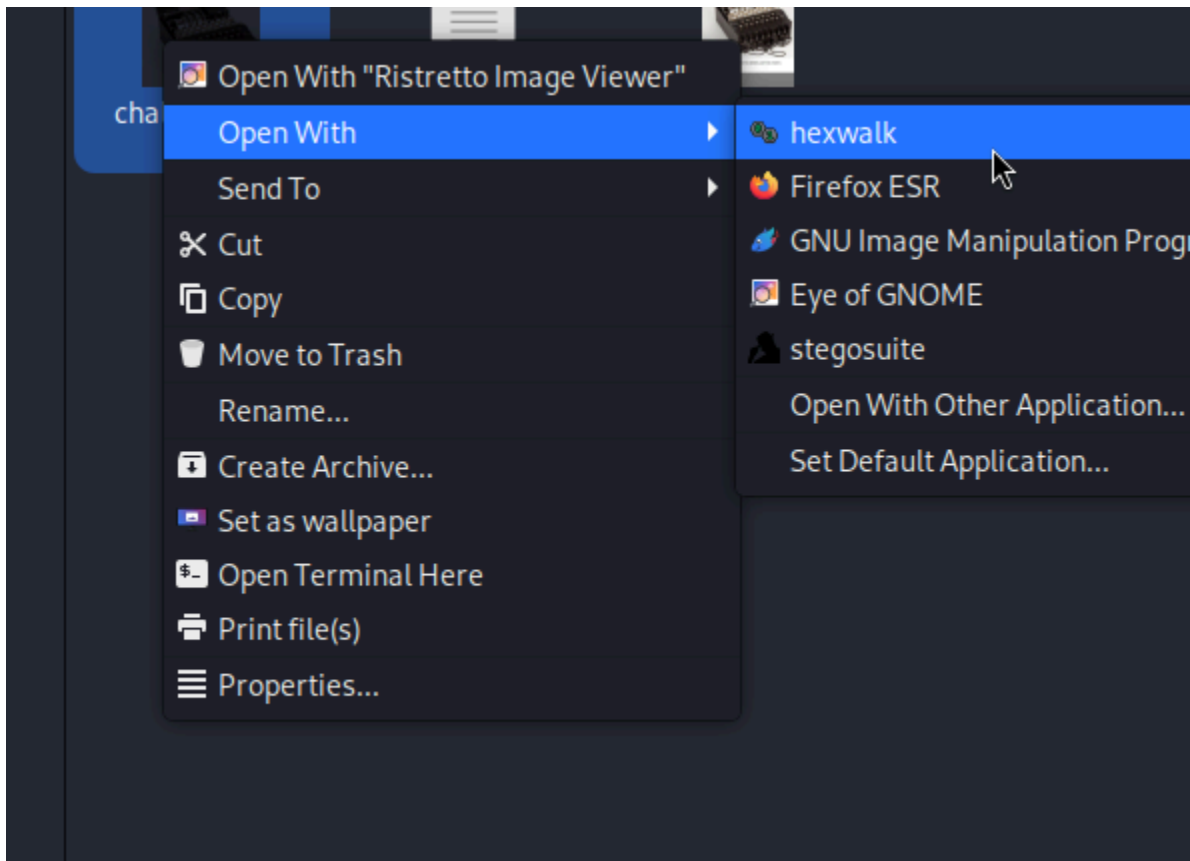


## Open the Image with HEX EDITOR



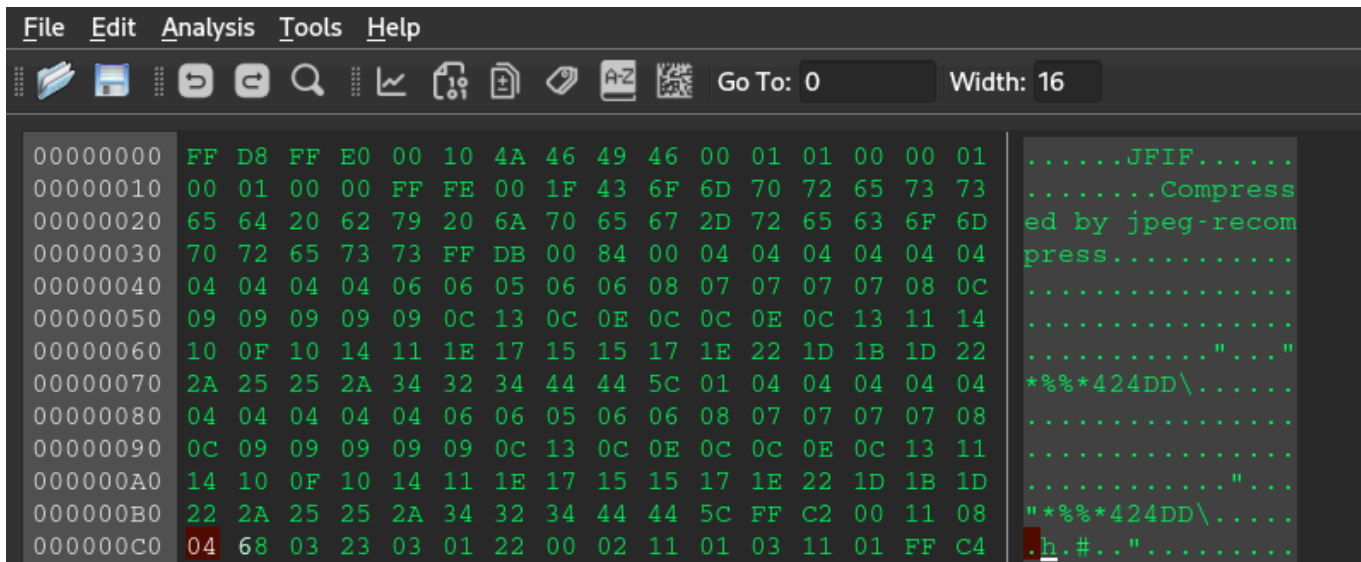
Read this to know more about images:-

[https://yasoob.me/images/decoding\\_jpeg/JPEGRGB\\_dissected.png](https://yasoob.me/images/decoding_jpeg/JPEGRGB_dissected.png)

We will change the image size

```
00000000 FF D8 FF E0 00 10 4A 46 49 46 00 01 01 00 00 01 .....JFIF.....
00000010 00 01 00 00 FF FE 00 1F 43 6F 6D 70 72 65 73 73 .....Compress
00000020 65 64 20 62 79 20 6A 70 65 67 2D 72 65 63 6F 6D ed by jpeg-recom
00000030 70 72 65 73 73 FF DB 00 84 00 04 04 04 04 04 04 press.....
00000040 04 04 04 04 06 06 05 06 06 08 07 07 07 07 08 0C .....
00000050 09 09 09 09 09 0C 13 0C 0E 0C 0C 0E 0C 13 11 14 .....
00000060 10 0F 10 14 11 1E 17 15 15 17 1E 22 1D 1B 1D 22 ....."...."
00000070 2A 25 25 2A 34 32 34 44 44 5C 01 04 04 04 04 04 *%*424DD\.....
00000080 04 04 04 04 04 06 06 05 06 06 08 07 07 07 07 08 .....
00000090 0C 09 09 09 09 09 0C 13 0C 0E 0C 0C 0E 0C 13 11 .....
000000A0 14 10 0F 10 14 11 1E 17 15 15 17 1E 22 1D 1B 1D ....."...."
000000B0 22 2A 25 25 2A 34 32 34 44 44 5C FF C2 00 11 08 "*%*424DD\.....
000000C0 03 68 03 23 03 01 22 00 02 11 01 03 11 01 FF C4 .h.#...".....
```

We will replace 03 with 04



The screenshot shows a hex editor interface with a menu bar (File, Edit, Analysis, Tools, Help) and a toolbar. The main display area shows a hex dump of a JFIF header. The hex value 03 at offset 000000C0 is highlighted in red, and the new value 04 is being entered. The corresponding ASCII view on the right shows the text ".h.#...".

```
File Edit Analysis Tools Help
Go To: 0 Width: 16
00000000 FF D8 FF E0 00 10 4A 46 49 46 00 01 01 00 00 01 .....JFIF.....
00000010 00 01 00 00 FF FE 00 1F 43 6F 6D 70 72 65 73 73 .....Compress
00000020 65 64 20 62 79 20 6A 70 65 67 2D 72 65 63 6F 6D ed by jpeg-recom
00000030 70 72 65 73 73 FF DB 00 84 00 04 04 04 04 04 04 press.....
00000040 04 04 04 04 06 06 05 06 06 08 07 07 07 07 08 0C .....
00000050 09 09 09 09 09 0C 13 0C 0E 0C 0C 0E 0C 13 11 14 .....
00000060 10 0F 10 14 11 1E 17 15 15 17 1E 22 1D 1B 1D 22 ....."...."
00000070 2A 25 25 2A 34 32 34 44 44 5C 01 04 04 04 04 04 *%*424DD\.....
00000080 04 04 04 04 04 06 06 05 06 06 08 07 07 07 07 08 .....
00000090 0C 09 09 09 09 09 0C 13 0C 0E 0C 0C 0E 0C 13 11 .....
000000A0 14 10 0F 10 14 11 1E 17 15 15 17 1E 22 1D 1B 1D ....."...."
000000B0 22 2A 25 25 2A 34 32 34 44 44 5C FF C2 00 11 08 "*%*424DD\.....
000000C0 04 68 03 23 03 01 22 00 02 11 01 03 11 01 FF C4 .h.#...".....
```

Image without changes:





Image with changes:



jhcbxtkJHQ{4G57L14T\_V41O73F\_B0W35\_A0F15W\_Y005T}

Extracted String:

jhcbxtkJHQ{4G57L14T\_V41073F\_B0W35\_A0F15W\_Y005T}

Résultats

JHCBXTKJHQGL...WYT

≠	⊗	⊗	⊗
B	I	II	III
⊙01=A	⊙01=A	⊙01=A	
⊕01=A	⊕01=A	⊕01=A	

SPECTRECTFURNPWPHLZKEX

★ MESSAGE À TAPER SUR LA MACHINE ENIGMA

jhcbxtkJHQGLTVFBWAFWYT

★ CONSERVER LES CHIFFRES, LA PONCTUATION, ETC. ☐

★ ROTORS ⊗ (DE GAUCHE À DROITE) (WALZENLAGE)

I - II - III

★ RÉFLECTEUR ≠ (UMKEHRWALZE) B

Cipher text:- jhcbxtkJHQGLTVFBWAFWYT

Decoded text:- SPECTRECTFURNPWPHLZKEX

The Enigma machine cannot decrypt numbers or symbols – it operates only on alphabetic letters (A–Z).

FinalDecodeText: -

spectreCTF{4u57r14n\_P41073W\_P0H35\_L0Z15K\_E005X}