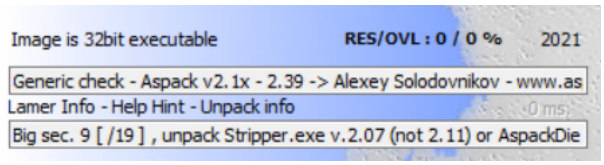
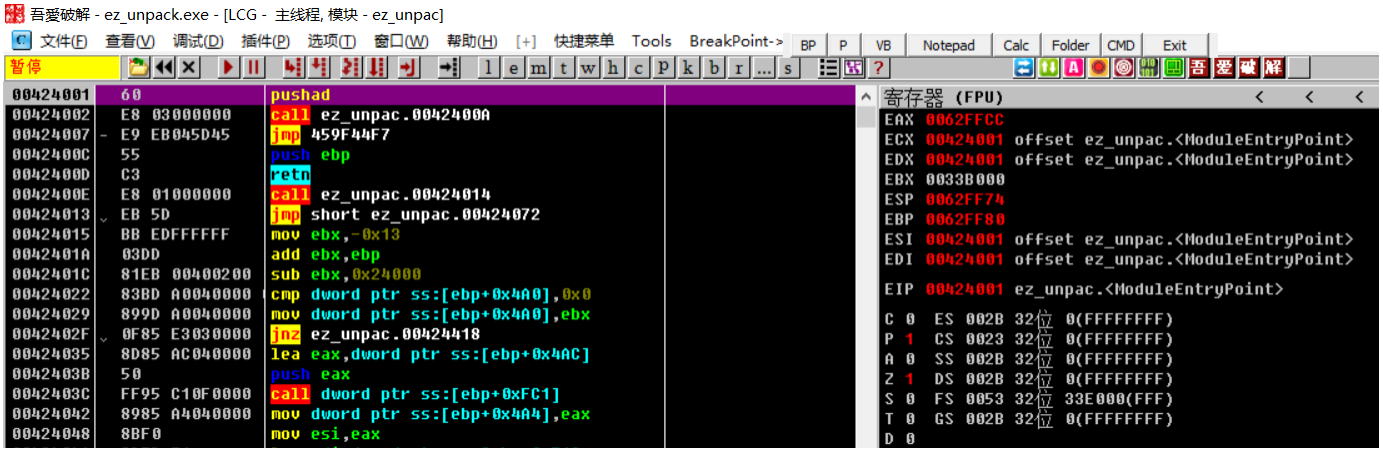
ez_unpack

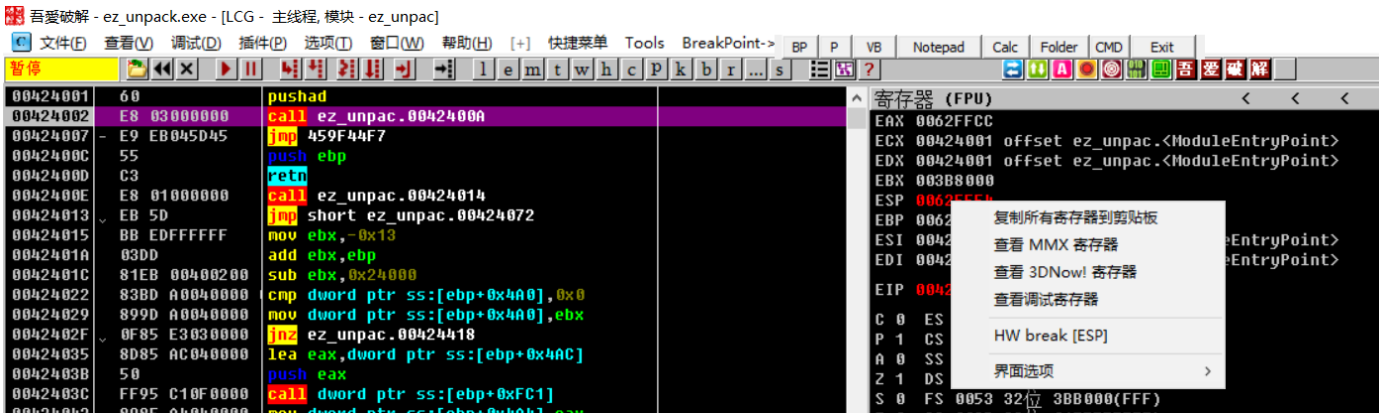
扔进Exeinfo PE，32位exe，Aspack壳



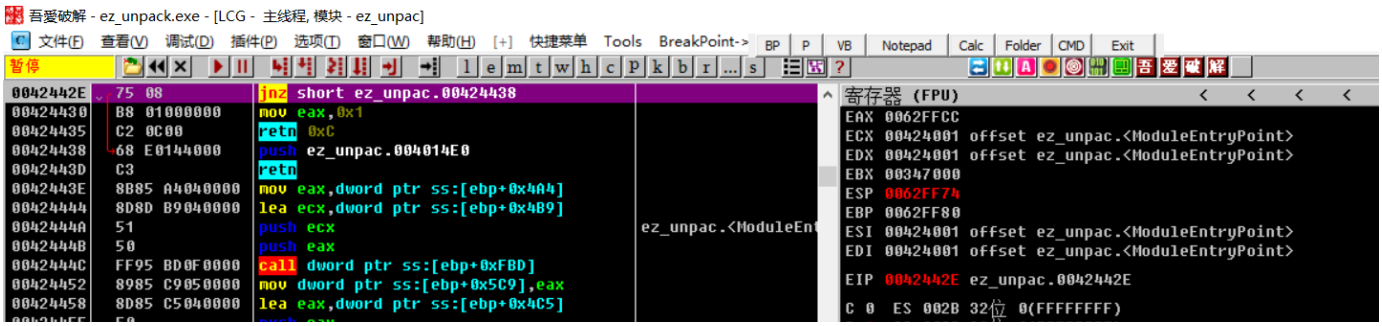
压缩壳一般都会用到pushad指令，ESP定律即可脱壳(当然实际上可以直接动调就能搞定)，进去按一下F8



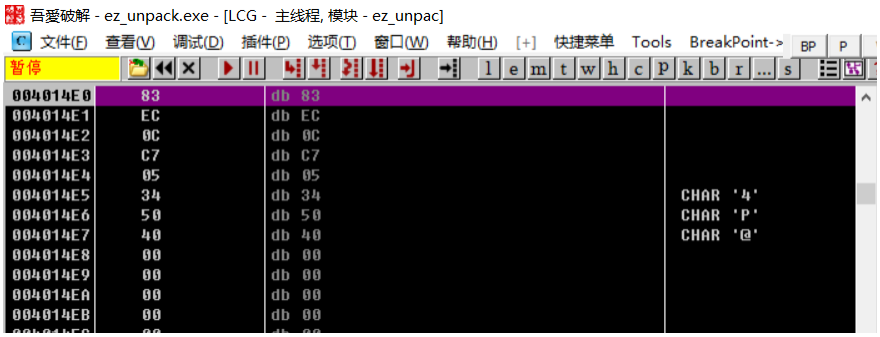
右键ESP寄存器然后选择断点，即HW break [ESP]，然后按一下F9



再F8几下进入壳内的exe函数，然后就找到了程序真正的OEP



OEP



选择 插件–>OllyDump，自动选择了当前EIP作为OEP，啥都不用选直接按脱壳，保存为dump.exe

将脱好壳的程序放进ida，剩下的不细讲了，base64解码一下就是flag

```
sub_4022B0();
puts(Buffer);
printf("Please input your flag:");
scanf("%s", v5);
v9 = v5;
v8 = strlen(v5);
v7 = sub_401500(v9, v8, v6);
v6[v7] = 0;
qmemcpy(v4, "TU9DU0NURntWZXJ5X0V6X1VucDBja19SMHZlcnNlX2hhKmhhfQ==", sizeof(v4));
for ( i = 0; i < v7; ++i )
{
  if ( v6[i] != v4[i] )
  {
    printf("Sorry, plz try again");
    break;
  }
}
printf("Jesus, You are so handsome!!");
return 0;
```

```
1 import base64
2 flag = "TU9DU0NURntWZXJ5X0V6X1VucDBja19SMHZlcnNlX2hhKmhhfQ=="
```

```
3
4 print(base64.b64decode(flag))
5 # MOCSCTF{Very_Ez_Unp0ck_R0verse_ha*ha}
```