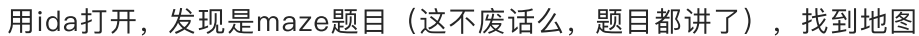
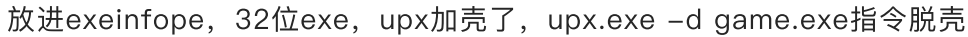


ctf比赛中经典的迷宫题目，此题把难度升级了一点而已，把地图变大了，而且upx压缩了一下，详细的wp可参考<https://www.cnblogs.com/blackicelisa/p/12263625.html>



找到地图变量位置

17	"#	### # # # ### ## # # # # ### ## # ##### ##
	###	# # # # # # # # # " ,
18	"#####	## # # # ### ## # # # # ### ## # # ## # ##### ##
	#####	# # # ### ##### # # ### # # # ##### "
19	"#####	# #
	# #####	# ### ##### # # # # ##### "
20	"#####	# ### # # ### # # # # # # # # # # # # # # #
	# #####	# ### ## ##### # # # # # ##### "
21	"# #	# ### # ### # # # # # # # # # # # # # #
	# # # # #	### ## # # # # # # # # # # # "
22	"# #	### ##### # ### # # # # # # # # # # # # # #
	## # # #	##### # ### # # # # # # # # # # # # # # #
23	"# #	### #### # # # # # # # # # # # # # # # # #
	## #	# # # ### # # # # # # # # # # # # # # # #
24	"# #	##### #### # # # # # # # # # # # # # # #
	## #	#### #
25	"# #	# ### # # # # # # # # # # # # # # # # # # #
	# #	#### # # # # # # # # # # # # # # # # # #
26	"# #	# ### # # # # # # # # # # # # # # # # # # #
	# #	#### # # # # # # # # # # # # # # # # # #
27	"#	# #
	# #	# # # # # # # # # # # # # # # # # # #
28	"####	# #
	# #	#### # # # # # # # # # # # # # # # # # #
29	"####	# #
	#	#### # # # # # # # # # # # # # # # # # #
30	"####	# #
	#	##### # # # # # # # # # # # # # # # # # #
31	"# #	# #
	#	#### # # # # # # # # # # # # # # # # # #
32	"# #	# #
	#	#### # # # # # # # # # # # # # # # # # #
33	"# #	# ##### ##### # # # # # # # # # # #
	# #	# # # # # # # # # # # # # # # # # #
34	"#	#### # ##### ##### # # # # # # # # # #
	# #	# # # # # # # # # # # # # # # # # #
35	"#	#### # # # # # # # # # # # # # # # # #
	# #	# # # # # # # # # # # # # # # # # #
36	"#	#### # # # # # # # # # # # # # # # # #
	# #	# # # # # # # # # # # # # # # # # #

[illegible]

[illegible]

[illegible]

[illegible]

```

    {-1, 0}};
125     struct node temp;
126     int flag = 0;
127     for (int i = 0; i < 4; i++)
128     {
129         temp.x = q[head].x + next[i][0];
130         temp.y = q[head].y + next[i][1];
131         if (temp.x < 0 || temp.x >= board_x || temp.y < 0 ||
temp.y >= board_y || map[temp.x][temp.y] == '#' || book[temp.x][
temp.y])
132             continue;
133         book[temp.x][temp.y] = true;
134         temp.f = head;
135         q[tail] = temp;
136         tail++;
137
138         if (temp.x == tx && temp.y == ty)
139         {
140             flag = 1;
141             break;
142         }
143     }
144     if (flag)
145         break;
146     head++;
147 }
148 struct node t = q[tail - 1];
149 int step[10001] = {0}, cnt = 0;
150 while (t.f != -1)
151 {
152     step[cnt++] = t.f;
153     t = q[t.f];
154 }
155 for (int i = cnt - 1; i >= 0; i--)
156 {
157     if (q[step[i]].x == q[step[i + 1]].x)
158     {
159         if (q[step[i]].y < q[step[i + 1]].y)
160             cout << "A";
161         else

```



```
162         cout << "D";
163     }
164     else
165     {
166         if (q[step[i]].x < q[step[i + 1]].x)
167             cout << "W";
168         else
169             cout << "S";
170     }
171 }
172 return 0;
173 }
```

解出路径为：

[illegible]

```
Congratulation!!! flag = MOCSCTF{(md5 32 lowercase of best input)}
```

flag为MOCSCTF{ca0366ebf47cae250a8995a2cab459bf}