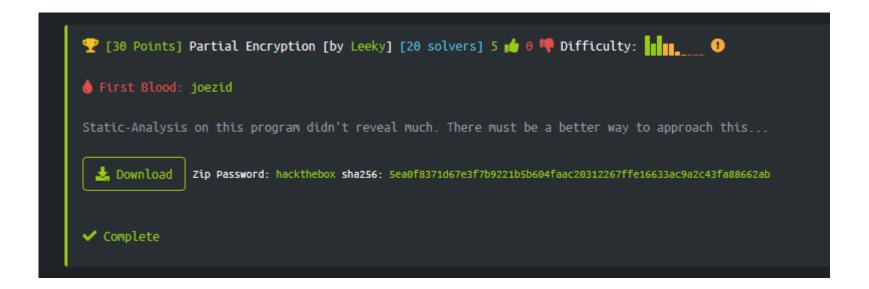
# PartialDecryption – HackTheBox Reverse challenge



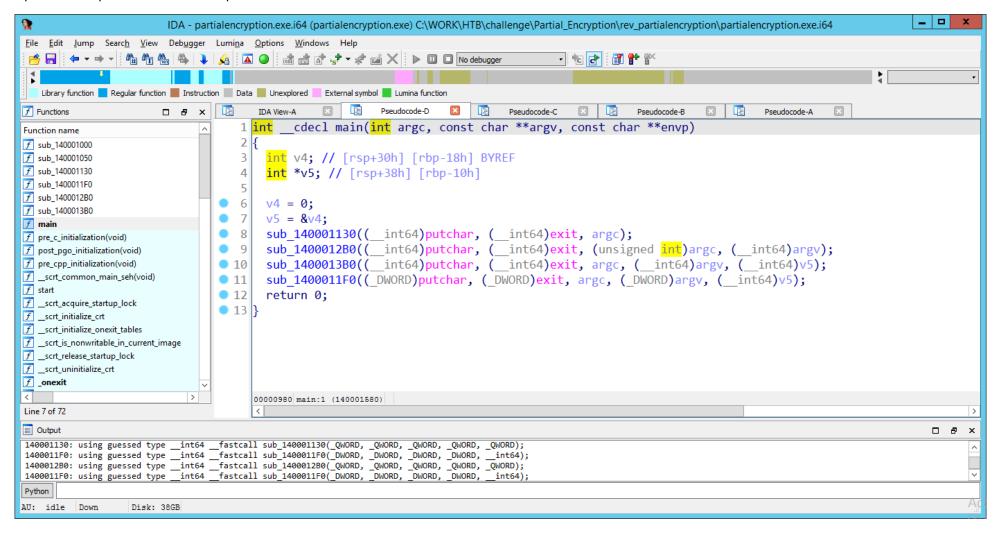
https://www.hackthebox.com/home/challenges/Reversing

If we run the sample, we see usage string

>partialencryption.exe
./chal <flag>

In case providing some input get "Nope" as answer.

## Open the sample in IDA and decompile it



Function Main has 4 functions:

```
int cdecl main (int argc, const char **argv, const char **envp)
 int v4; // [rsp+30h] [rbp-18h] BYREF
 int *v5; // [rsp+38h] [rbp-10h]
 v4 = 0;
 v5 = &v4;
 sub 140001130(( int64)putchar, ( int64)exit, argc); // 1st function check argc
 sub 1400012B0(( int64)putchar, ( int64)exit, (unsigned int)argc, ( int64)argv); // do smth
 sub 1400013B0(( int64)putchar, ( int64)exit, argc, ( int64)argv, ( int64)v5); // print smth
 sub 1400011F0(( DWORD)putchar, ( DWORD)exit, argc, ( DWORD)argv, ( int64)v5); // free memory
 return 0;
The first function just if argc != 2 print usage and exit:
void fastcall sub 140001130( int64 a1, int64 a2, int a3)
 void ( fastcall *v3)( int64, int64); // [rsp+30h] [rbp-18h]
 void ( fastcall *v4)( int64, int64); // [rsp+38h] [rbp-10h]
 if (a3 != 2)
   v3 = (void ( fastcall *)( int64, int64))sub 140001050(( int64)&unk 140004000, 112);
   v3(a1, a2);
   VirtualFree(v3, 0i64, 0x8000u);
   v4 = (void ( fastcall *) ( int64, int64)) sub 140001050(( int64) & unk 140004110, 48);
   v4(a1, a2);
   VirtualFree(v4, 0i64, 0x8000u);
```

The second function does the cycle, 22 times:

```
void __fastcall sub_1400012B0(__int64 a1, __int64 a2, __int64 a3, __int64 a4)
{
  int i; // [rsp+20h] [rbp-38h]
  void (__fastcall *v5)(__int64, __int64); // [rsp+38h] [rbp-20h]
  void (__fastcall *v6)(__int64, __int64); // [rsp+40h] [rbp-18h]

for ( i = 0; i < 22; ++i )
{
    if ( !*(_BYTE *) (*(_QWORD *) (a4 + 8) + i) )
    {
       v5 = (void (__fastcall *) (__int64, __int64))sub_140001050((__int64)&unk_140004070, 64);
      v5(a1, a2);
      VirtualFree(v5, 0i64, 0x8000u);
      v6 = (void (__fastcall *) (__int64, __int64))sub_140001050((__int64)&unk_140004110, 48);
      v6(a1, a2);
      VirtualFree(v6, 0i64, 0x8000u);
    }
}</pre>
```

The third function do some output and the fourth function just free allocated memory

```
LPVOID fastcall sub 140001050 ( int64 a1, int a2)
 m128i v2; // xmm0
 __m128i v3; // xmm0
   m128i v4; // xmm0
 int i; // [rsp+20h] [rbp-38h]
 DWORD floldProtect; // [rsp+24h] [rbp-34h] BYREF
 LPVOID lpAddress; // [rsp+28h] [rbp-30h]
 __m128i v9; // [rsp+30h] [rbp-28h] BYREF
 m128i v10; // [rsp+40h] [rbp-18h] BYREF
 lpAddress = VirtualAlloc(0i64, a2, 0x1000u, 4u);
 for (i = 0; i < a2 / 16; ++i)
   v2 = mm cvtsi32 si128((char)i);
   v3 = mm unpacklo epi8(v2, v2);
   v9 = mm shuffle epi32( mm unpacklo epi16(v3, v3), 0);
   v4 = mm loadu si128((const m128i *)(a1 + 16i64 * i));
   v10 = v4;
   *(double *)v4.m128i i64 = sub 140001000(&v10, &v9);
    *((m128i *)lpAddress + i) = v4;
 VirtualProtect(lpAddress, a2, 0x20u, &f10ldProtect);
 return lpAddress;
```

It allocates memory and do something there

Let us check what is happening there closer

Obviously, it is some AES operations.

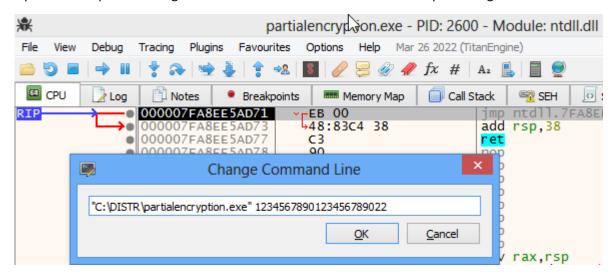
We consider 22 chars is the flag length and operations in allocated memory are decryption and comparing with the provided input as flag.

In case wrong flag we have Nope printed, in case correct flag we may expect some positive answer. We do not need the answer we need the flag.

To get the flag we can reverse encryption or just set break point on VirtualAlloc and VirtualFree.

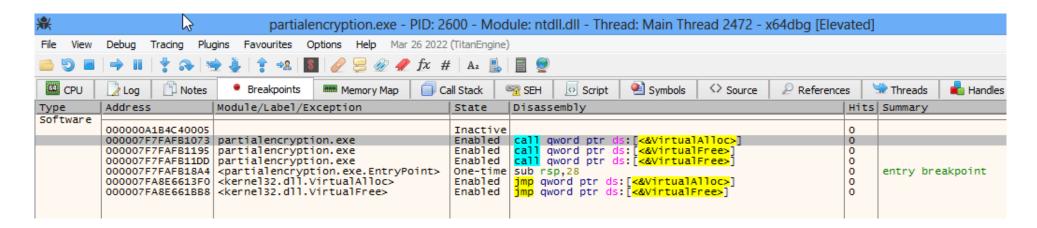
When hit VirtualAlloc we can notice the memory address for allocated area. When hit VirtualFree we can grab the content.

Open the sample in x64dbg and set Command line to have 22 chars input as flag

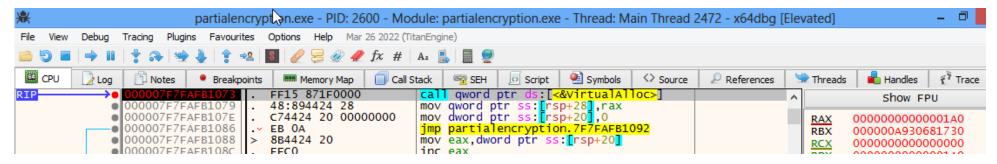


Set breakpoints on all VirtualAlloc and VirtualFree we can find in the code area

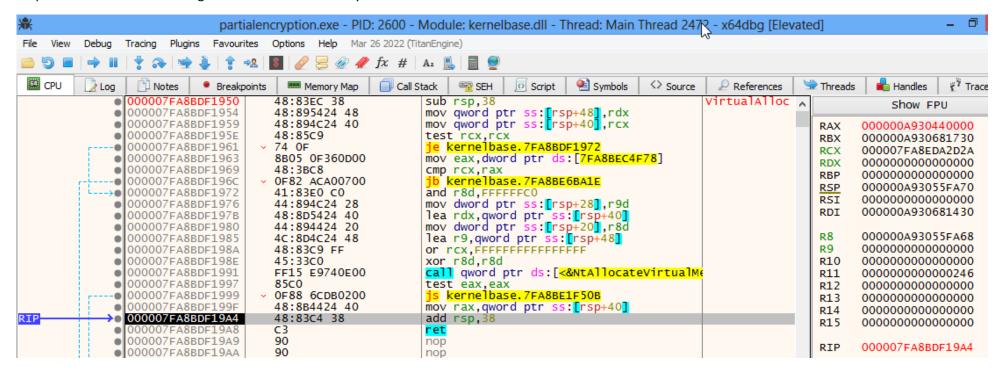
#### SetBPX VirtualAlloc



Run the binary and get it stopped at VirtualAlloc function



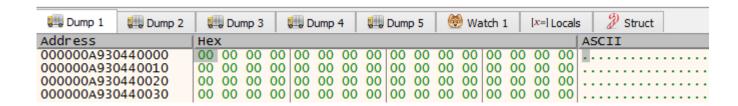
Step over until **ret** and **RAX** Register contains the memory address



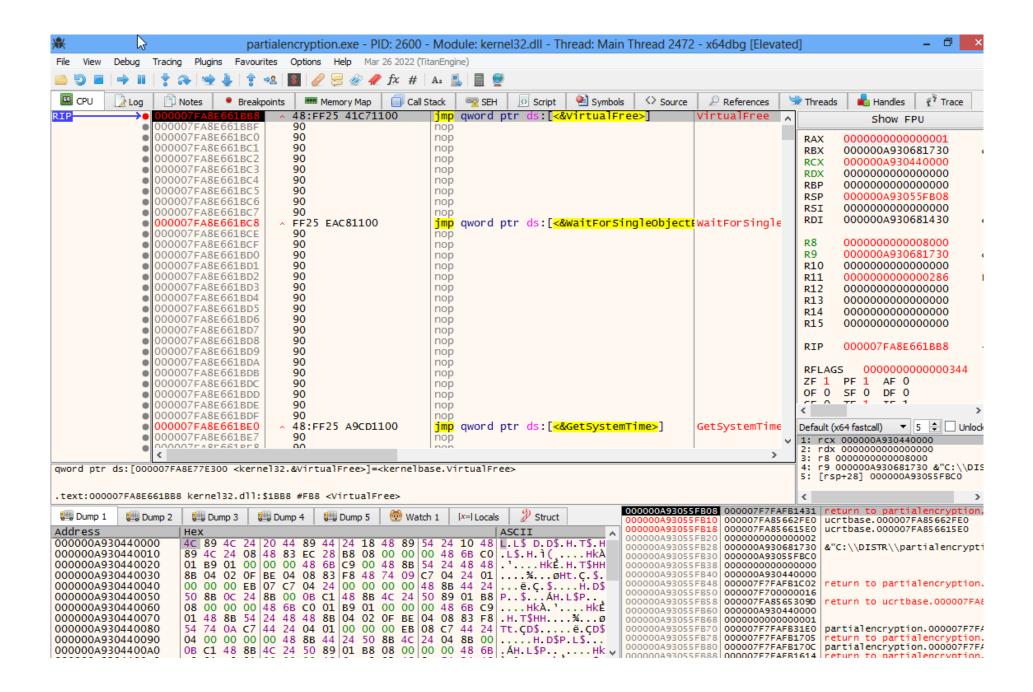
# Follow RAX content in memory dump



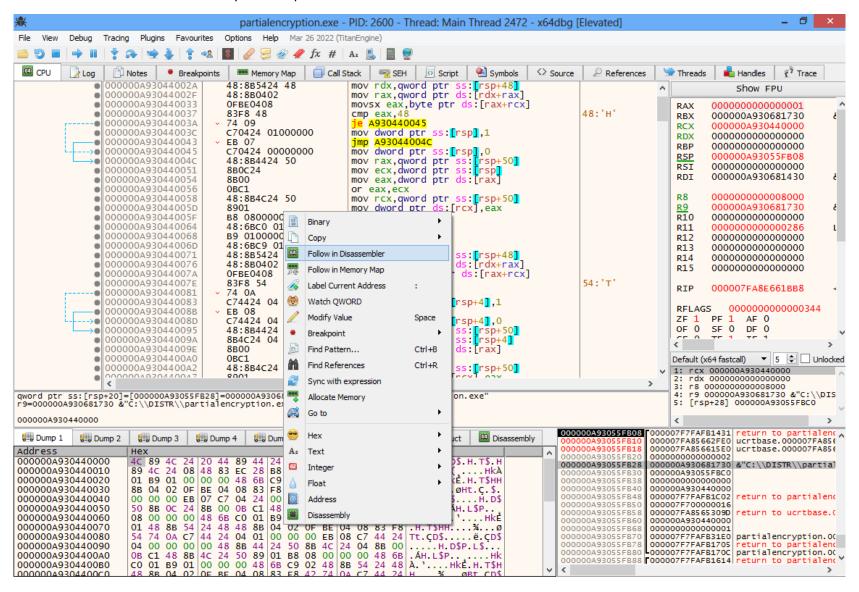
It will be filled with zeroes



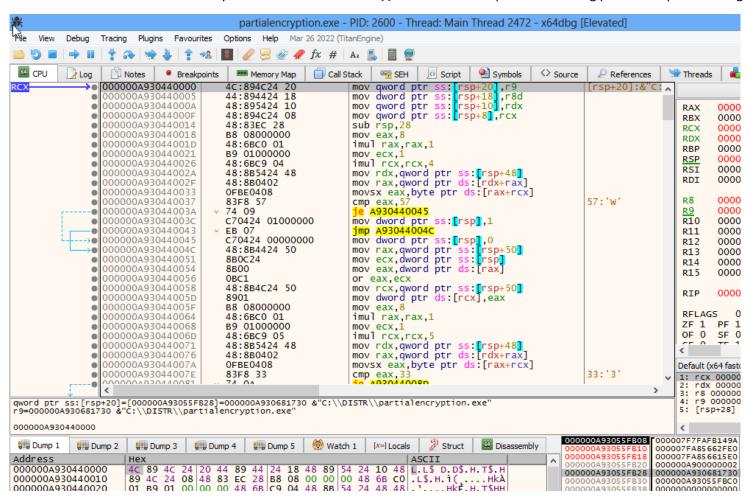
Then run the program until it hit VirtualFree



### Follow in disassembler or disassembly the dump



As we can see the allocated memory before free contains HTB{ } chars that corresponds to the flag pattern. Repeat running the program until VirtualFree again



We get the first word of the flag. Run again until get the full flag

HTB{W3iRd RUnT1m3 DEC}