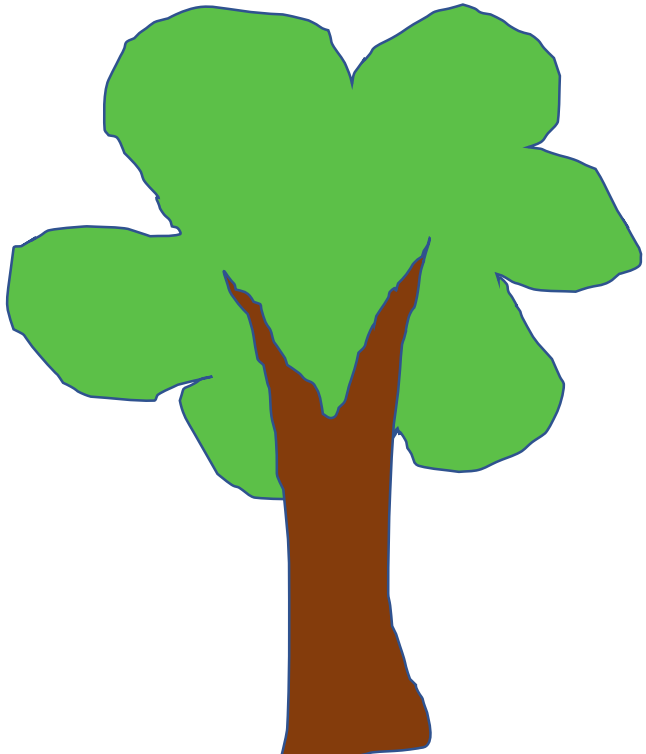
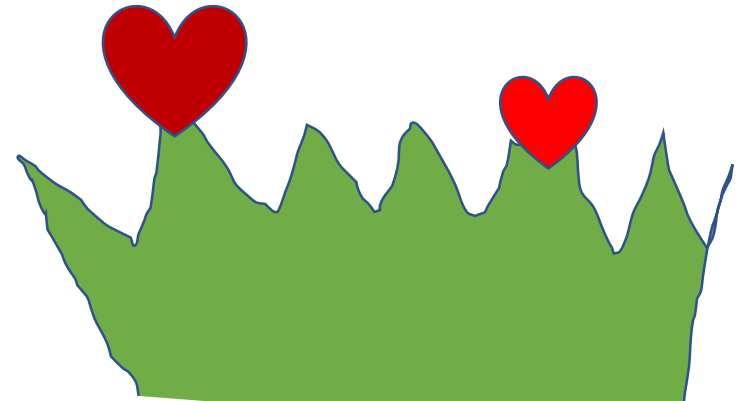


Wargame.kr을 플레이해보자



박지운



fly me to the moon



500point / bughela

javascript game.

can you clear with bypass prevent cheating system?

FLAG

Auth

Start

Close

CLICK TO START.



Score: 0

By [Christian Montoya](#)

# 나의 추측

1. 벽을 없애자
2. 배를 없애자
3. 벽과 배가 부딪혀도 게임이 끝나지 않게 하자
4. 점수를 조작하자

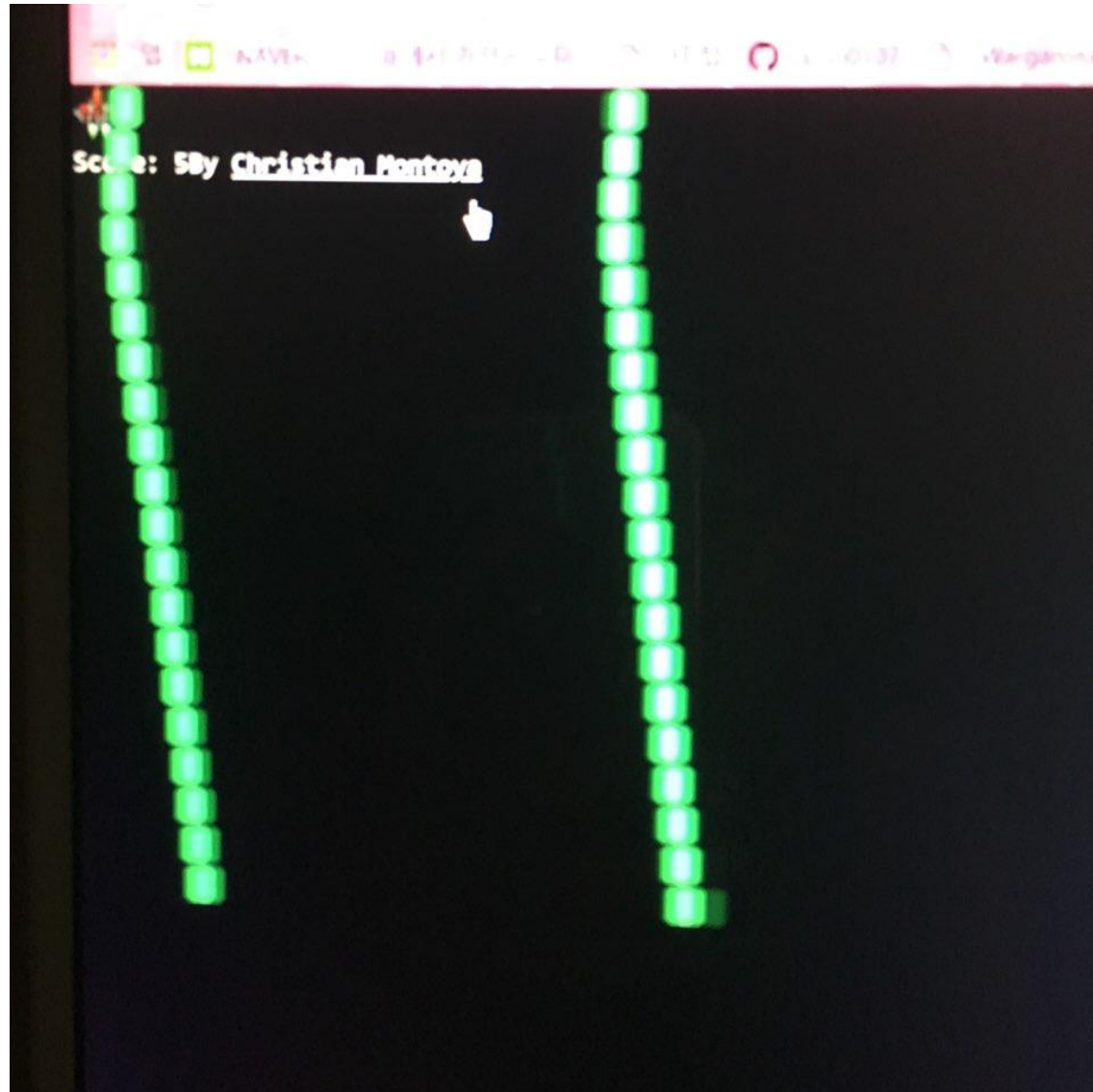
```
#tunnel {  
  background:#000 url(pixel-pattern.png) 50% 0;  
  border:1px solid #fafafa;  
  cursor:crosshair;  
  height:500px;  
  margin:40px auto 20px;  
  position:relative;  
  width:500px;  
}
```

```
#info {  
  margin:0 auto 20px;  
  width:500px;  
  text-align:right;  
}  
#info_score {  
  float:left;  
}
```

```
#ship {  
  position:absolute;  
  top:450px;  
  left:234px;  
}
```



지움



배 위치를 수정해줌, 하지만 그래도 벽에 닿음 ㅜㅜ

fly me to the moon



500point / bughela

javascript game.

can you clear with bypass prevent cheating system?

FLAG

Auth

Start

Close

```

▼<script type="text/javascript">
    eval(function(p,a,c,k,e,d){e=function(c){return
c};if(!''.replace(/^/,String)){while(c--){d[c]=k[c]||c}k=[function(e){return
d[e]};e=function(){return'\w+'};c=1};while(c--){if(k[c]){p=p.replace(new
RegExp('\\b'+e(c)+'\\b','g'),k[c])}}return p}('76 58=
["\\89\\66\\68\\68\\154\\68\\67\\92\\59\\71","\\70\\74\\59\\70\\89\\136\\66\\8
6\\59","\\81\\59\\63\\118\\70\\61\\71\\59","\\124\\66\\64\\70\\118\\70\\61\\71
\\59","\\69\\74\\71\\66\\64\\89\\98\\78\\64\\64\\59\\68","\\97\\66\\84\\63\\74
\\98\\78\\64\\64\\59\\68","\\61\\104\\148\\59\\70\\63","\\159\\61\\90\\70\\74\\
59\\67\\63\\66\\64\\81\\155\\90\\66\\86\\90\\92\\61\\78\\90\\70\\67\\64","\\9
7\\67\\71\\64","\\61\\86\\86\\69\\59\\63\\136\\59\\86\\63","\\63\\78\\64\\64\\
59\\68","\\81\\59\\63\\170\\68\\59\\85\\59\\64\\63\\124\\92\\142\\84","\\63\\6
1\\77","","\\77\\112","\\70\\69\\69","\\84\\66\\69\\77\\68\\67\\92","\\104\\68
\\61\\70\\89","\\59\\67\\70\\74","\\66\\85\\81\\107\\68\\59\\86\\63\\111\\97\\
67\\68\\68","\\66\\85\\81\\107\\71\\66\\81\\74\\63\\111\\97\\67\\68\\68","\\91
\\74\\66\\81\\74\\111\\69\\70\\61\\71\\59\\69","\\71\\59\\85\\61\\103\\59","\\
63\\67\\104\\68\\59","\\64\\61\\64\\59","\\84\\66\\103\\91\\69\\70\\61\\71\\59
\\111\\63\\67\\104\\68\\59","\\70\\68\\66\\70\\89","\\63\\59\\112\\63","\\69\\
77\\67\\64\\91\\69\\70\\61\\71\\59","\\68\\59\\86\\63","\\66\\85\\81\\91\\69\\
74\\66\\77","\\69\\68\\61\\97","\\86\\67\\84\\59\\142\\64","\\104\\67\\70\\89\\
81\\71\\61\\78\\64\\84\\149\\77\\61\\69\\66\\63\\66\\61\\64","\\168\\167\\164
\\90","\\84\\66\\103\\91\\63\\78\\64\\64\\59\\68","\\71\\67\\64\\84\\61\\85","
\\86\\68\\61\\61\\71","\\78\\77\\84\\67\\63\\59\\98\\78\\64\\64\\59\\68\\143\\
150","\\86\\67\\84\\59\\151\\78\\63","\\154\\151\\118\\98","\\74\\66\\81\\74\\
149\\69\\70\\61\\71\\59\\69\\107\\77\\74\\77","\\63\\61\\89\\59\\64\\146","\\1
69\\69\\70\\61\\71\\59\\146","\\67\\148\\67\\112","\\74\\63\\85\\68","\\77\\91
\\97\\59\\68\\70\\61\\85\\59","\\78\\77\\84\\67\\63\\59\\98\\61\\89\\59\\64\\1
43\\150","\\63\\74\\112\\155\\90\\152\\74\\71\\66\\69\\63\\66\\67\\64\\90\\145
\\61\\64\\63\\61\\92\\67","\\85\\61\\78\\69\\59\\61\\103\\59\\71","\\91\\70\\7
4\\71\\66\\69\\63\\66\\67\\64","\\85\\61\\78\\69\\59\\61\\78\\63","\\71\\59\\6
7\\84\\92","\\152\\74\\71\\66\\69\\63\\66\\67\\64\\90\\145\\61\\64\\63\\61\\92
\\67","\\77\\67\\81\\59\\175","\\85\\61\\78\\69\\59\\85\\61\\103\\59","\\63\\6
1\\89\\59\\64\\107\\77\\74\\77","\\81\\59\\63"];62 119(){76 174=73;76
108=93;62 141(){108=173;79 93};62 130(){79 108};73[58[0]]=62(){141();79

```



```

var _0x8618x2 = this;
var _0x8618x3 = true;
function _0x8618x4() {
    _0x8618x3 = false;
    return true
};
function _0x8618x5() {
    return _0x8618x3
};
this[_0x32bb[0]] = function () {
    _0x8618x4();
    return true
};
this[_0x32bb[1]] = function () {
    return _0x8618x5()
};
var _0x8618x6 = 0;
function _0x8618x7() {
    return _0x8618x6
};
function _0x8618x8() {
    if (_0x8618x3) {
        _0x8618x6++;
    }
    return true
};
this[_0x32bb[2]] = function () {
    return _0x8618x7()
};
this[_0x32bb[3]] = function () {
    _0x8618x8();
    return true
};

```

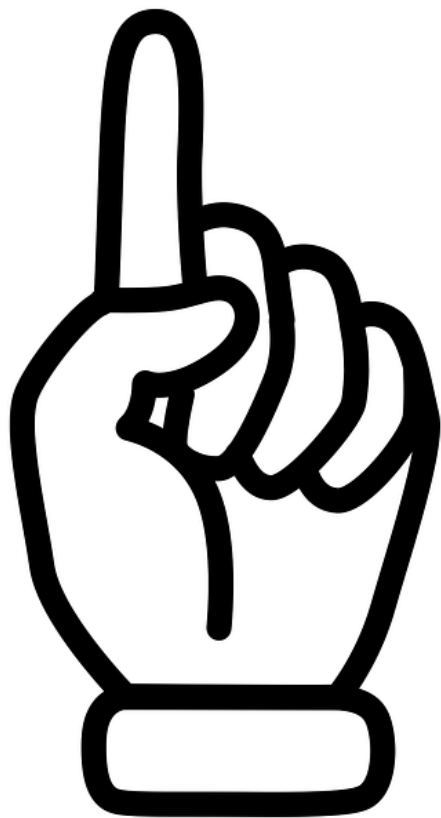
<https://www.strictly-software.com/unpack-javascript>을 이용해서 보기 쉬운 자바스크립트  
문으로 변경해줌



두 가지 방법으로 풀 것임

1. 벽에 부딪혀도 죽지 않는 무적의 배를 만들기

2. 점수 조작으로 시작하자마자 31337점 달성하기!!!!!!!



벽에 부딪혀도 죽지 않는 무적의 배를 만들기

```

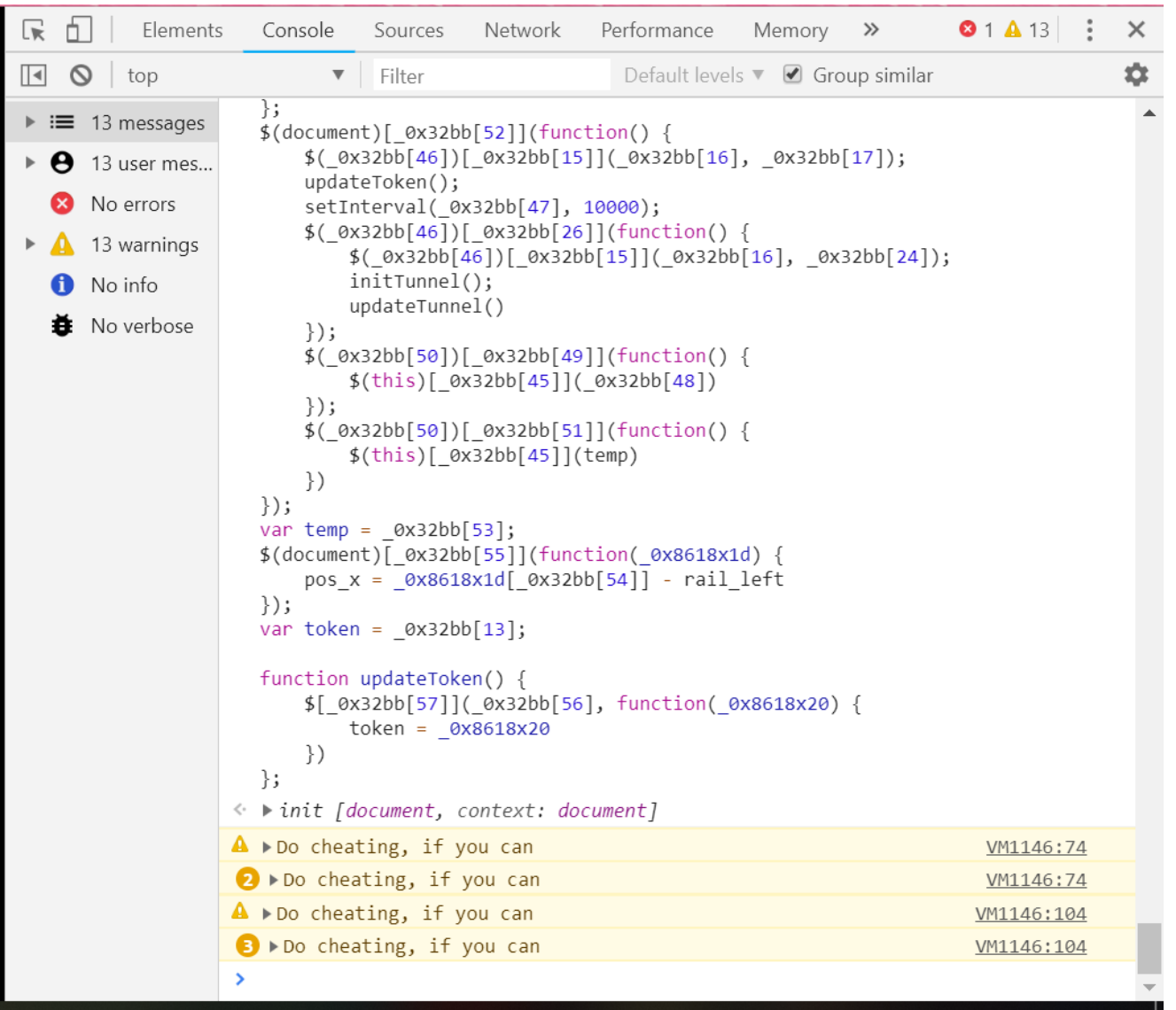
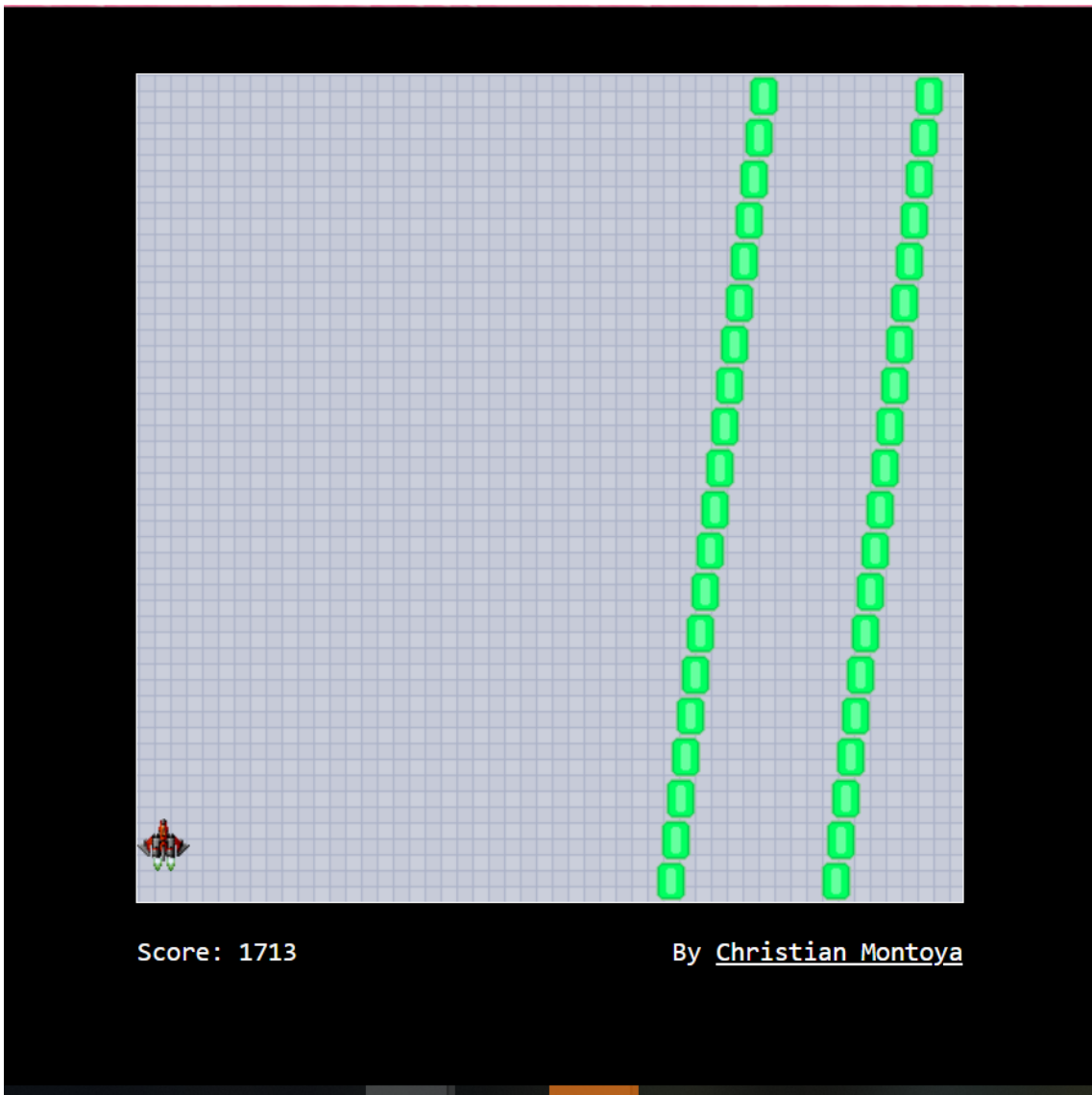
c_s++;
if (c_s > 20) {
    c_s = 0;
    BTunnelGame.BincScore();
    $(_0x32bb[28])[_0x32bb[27]](_0x32bb[13] + BTunnelGame[_0x32bb[2]]())
};
if (ship_x <= left_wall[18] + 20 || ship_x + 32 >= right_wall[18]) {
    BTunnelGame[_0x32bb[0]]()
};
if (BTunnelGame[_0x32bb[1]]()) {
    setTimeout(_0x32bb[38], 10)
} else {
    $(_0x32bb[30])[_0x32bb[39]](_0x32bb[31]);
    $(_0x32bb[19])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $(_0x32bb[20])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $_0x32bb[44]({
        type: _0x32bb[40],
        url: _0x32bb[41],
        data: _0x32bb[42] + token + _0x32bb[43] +

```

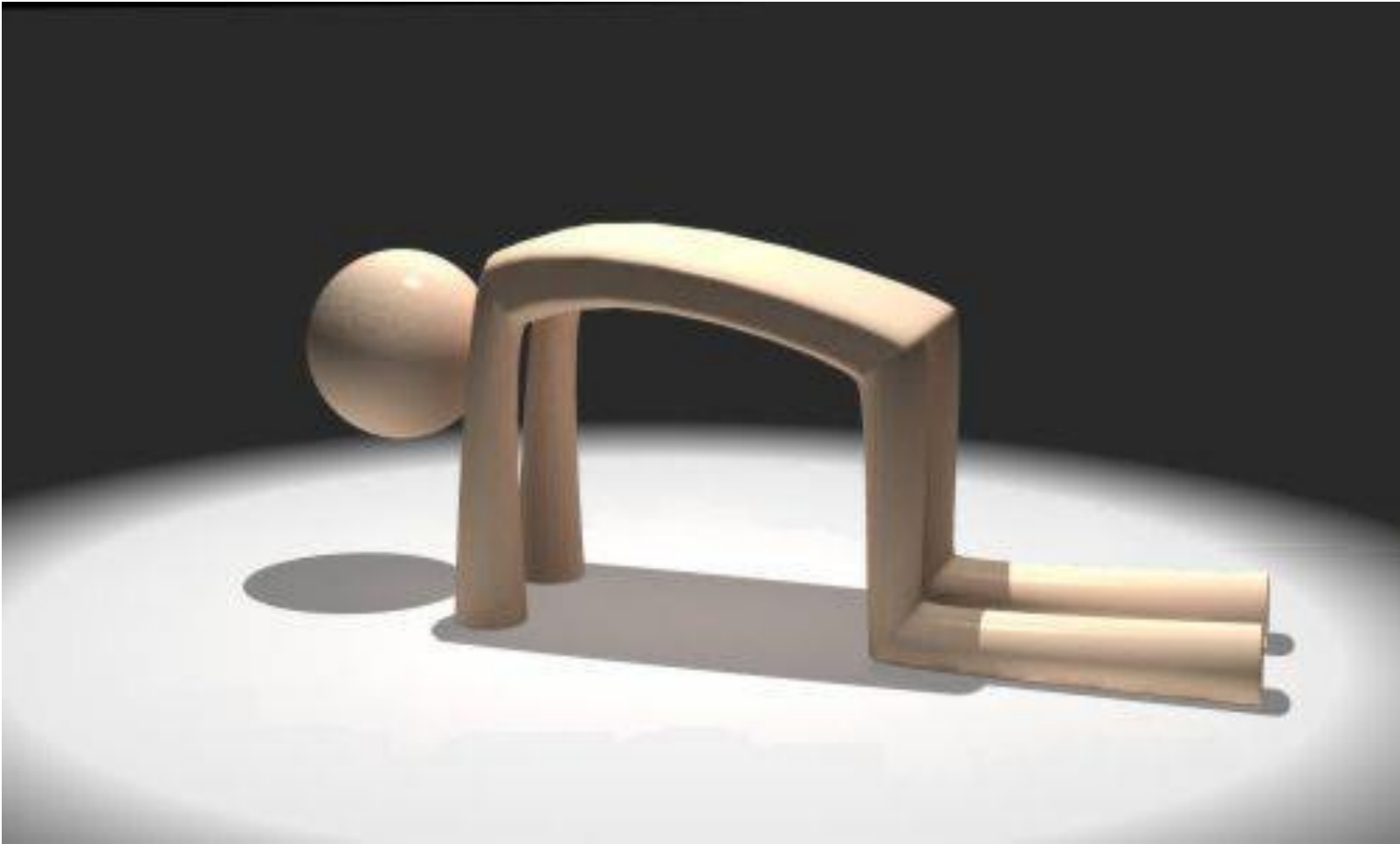
벽에 부딪히면 죽는다고 설정되어 있음  
 || - or 을 찾아서 && - and 로 변경해주기

72(75<=82[18]+20&&75+32>=88[18])

복호화된 문장에서 ||을 찾아서 &&로 변경해줌



벽에 부딪혀도 죽지 않는 배가 됨. 점수도 올라가는 것을 볼 수 있음



**실패**



점수 조작으로 시작하자마자 31337점 달성하기!!!!!!!

```

c_s++;
if (c_s > 20) {
    c_s = 0;
    BTunnelGame.BincScore();
    $(_0x32bb[28])[_0x32bb[27]](_0x32bb[13] + BTunnelGame[_0x32bb[2]]());
};
if (ship_x <= left_wall[18] + 20 || ship_x + 32 >= right_wall[18]) {
    BTunnelGame[_0x32bb[0]]();
};
if (BTunnelGame[_0x32bb[1]]()) {
    setTimeout(_0x32bb[38], 10)
} else {
    $(_0x32bb[30])[_0x32bb[39]](_0x32bb[31]);
    $(_0x32bb[19])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $(_0x32bb[20])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $[_0x32bb[44]]({
        type: _0x32bb[40],
        url: _0x32bb[41],
        data: _0x32bb[42] + token + _0x32bb[43] + BTunnelGame[_0x32bb[2]](),
        success: function(_0x8618x19) {
            showHighScores(_0x8618x19)
        }
    })
}
};

```

이 부분이 점수가 정의되는 부분



```

c_s++;
if (c_s > 20) {
    c_s = 0;
    BTunnelGame.BincScore();
    $(_0x32bb[28])[_0x32bb[27]](_0x32bb[13] + BTunnelGame[_0x32bb[2]]());
};
if (ship_x <= left_wall[18] + 20 || ship_x + 32 >= right_wall[18]) {
    BTunnelGame[_0x32bb[0]]();
};
if (BTunnelGame[_0x32bb[1]]()) {
    setTimeout(_0x32bb[38], 10)
} else {
    $(_0x32bb[30])[_0x32bb[39]](_0x32bb[31]);
    $(_0x32bb[19])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $(_0x32bb[20])[_0x32bb[15]](_0x32bb[16], _0x32bb[24]);
    $_0x32bb[44]({
        type: _0x32bb[40],
        url: _0x32bb[41],
        data: _0x32bb[42] + token + _0x32bb[43] + "31337",
        success: function(_0x8618x19) {
            showHighScores(_0x8618x19)
        },
    });
}

```

기존에 호출되는 함수를 지우고 점수를 31337점으로 조작해서 콘솔에 추가

CONGRATULATION!!

KEY :



CLICK TO START.

Score: 1

By Christian Montoya

77

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E