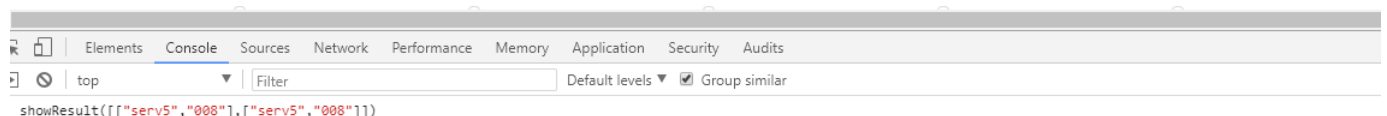


WEB

Are you from Europe?

一进题目便被告知要抽出五星才能拿到flag

观察源码后发现可以利用showResult这个函数，传入用五星代码构造的二维数组即可抽出五星，抽出五星后便会调用soHappy兑换flag,如图



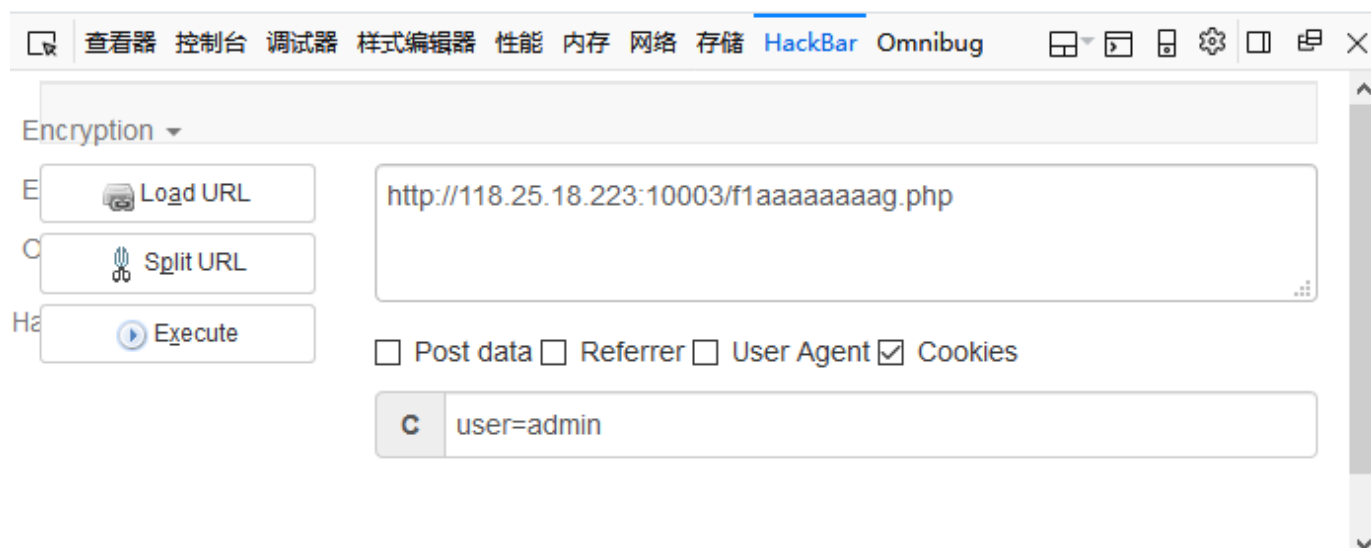
can u find me?

查看robot协议可知flag藏在f1aaaaaaaag.php中

再去访问这个文件被告知不是admin

利用hackbar将cookie改成admin即可获得flag

hgame{78e01ee77a39ef4e}



tell me what you want

利用curl工具构造符合题意的请求即可

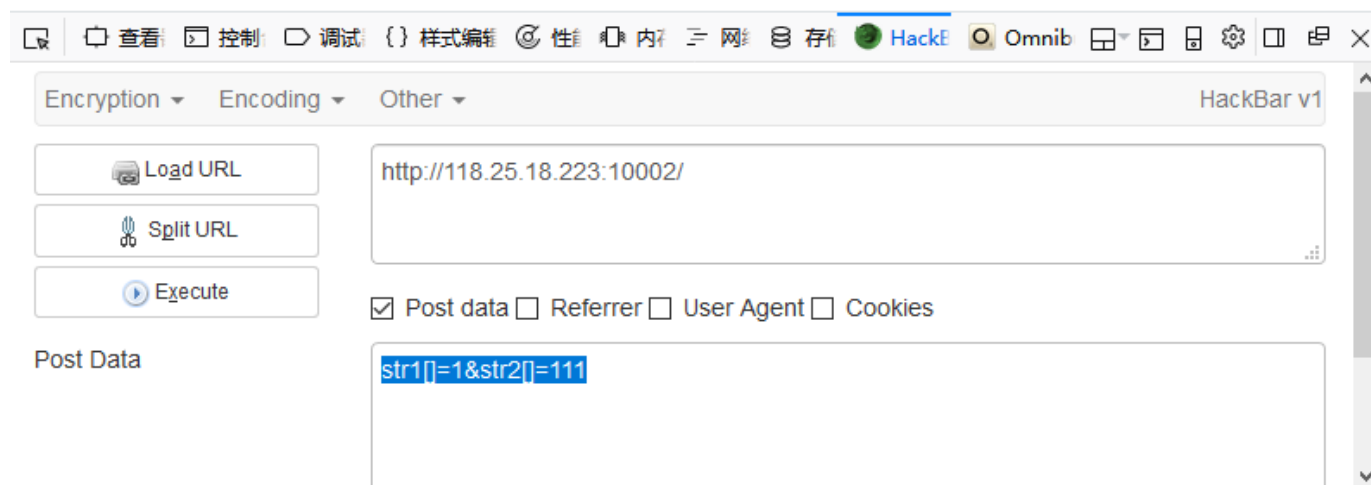
```
curl -H "X-Forwarded-For: 127.0.0.1" -H "Referer: www.google.com" -H "User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:58.0) Gecko/20100101 Icefox/57.0 " -d "want=flag" "http://123.206.203.108:10001/index.php?"
```



我们不一样

利用strcmp的漏洞传入str1[]=1&str2[]=111即可拿到flag

flag is:hgame(g3t_f14g_is_so0000_ez)



Crypto

easy Caesar

将密文开头的vuoas与hgame对比可知小写字母移位为12，用脚本简单的处理一下得

```
hgame{Hhe_qu8ck_br7wn_1x_jImps_
ovSr_a_Za9y_dCg}
```

然后想起了the quick brown fox jumps over a lazy dog这句话，对比可知大写字母移位为12，数字移位为7

改动后可得flag:hgame{The _qu1ck_br0wn_4x_jUmps_ovEr_a_La2y_dOg}

Polybius

	A	D	F	G	X
A	b	t	a	l	p
D	d	h	o	z	k
F	q	f	v	s	n
G	g	j	c	u	x
X	m	r	e	w	y

对照这个方阵可得hgame{frjtz_nebel_invented_it}

提交上去发现不对，后又知该密码中i与j相等，于是把j换为i即为正解

hgame{fritz_nebel_invented_it}

Hill

<https://www.dcode.fr/hill-cipher>

将key与密文放在在线网站上一解便得flag：

Hill Decoder

★ HILL CIPHERTEXT

phnfetzhzzwz

☐ TRY AUTOMATICALLY VALUES FOR A 2X2 MATRIX (AND CLASSIC ALPHABET)

☒ I KNOW THE NXN MATRIX VALUES

9

17

6


5

★ ALPHABET

ABCDEFGHIJKLMNOPQRSTUVWXYZ

DECRYPT

Results



OVERTHEHILLX

confusion

一开始的密文为摩尔斯电码，放在在线网站上翻译得

MRLTK6KXNVZXQWBSNA2FSU2GGBSW45BSLAZFU6SVJBNDASRHU6Q====

然后base32解码

dW5yWmsxX2h4YSF0ent2X2ZzUHZ0fQ==

base64解码

unrZk1_hxa!tz{v_fsPvt}

栅栏

```
请输入要解密的字符串
unrZk1_hxa!tz{v_fsPvt}
分为 2 栏时，解密结果为: utnZr{Zvk_1f_shPxvat!}
```

最后是凯撒 移位13便可拿到flag

```
hgame{Mix_1s_fuCking!}
```

Misc

pacp1

wireshark打开之后在底部发现了获取flag.php的请求

>	557	17.532392	192.168.110.1	192.168.110.128	HTTP	432 GET /flag.php HTTP/1.1
	558	17.532672	192.168.110.128	192.168.110.1	TCP	60 80 → 30616 [ACK] Seq=174530 Ack=6153 Win=51584 Len=0
-	559	17.535130	192.168.110.128	192.168.110.1	HTTP	359 HTTP/1.1 200 OK (text/html)

对其响应追踪HTTP流后查找hgame即可获得flag

HTTP/1.1 200 OK
Server: nginx
Date: Mon, 29 Jan 2018 12:36:09 GMT
Content-Type: text/html; charset=UTF-8
Transfer-Encoding: chunked
Connection: keep-alive
Vary: Accept-Encoding
X-Powered-By: PHP/7.1.7
Content-Encoding: gzip

hgame{bfebcf95972871907c89893aa3096ec6}

分组 555. 11 客户端 分组, 11 服务器 分组, 21 turn(s). 点击选择.

Entire conversation (620 kB)

查找: hgame

白菜2

先用binwalk扫一下，发现里面有一个zip

DECIMAL	HEXADECIMAL	DESCRIPTION
0	0x0	JPEG image data, JFIF standard 1.01
349077	0x55395	QNX IPS
1037199	0xFD38F	Zip archive data, at least v2.0 to extract, compressed size: 41, uncompressed size: 39, name: flag.txt
1037368	0xFD438	End of Zip archive, footer length: 22

将该文件后缀改成rar解压即可拿到flag

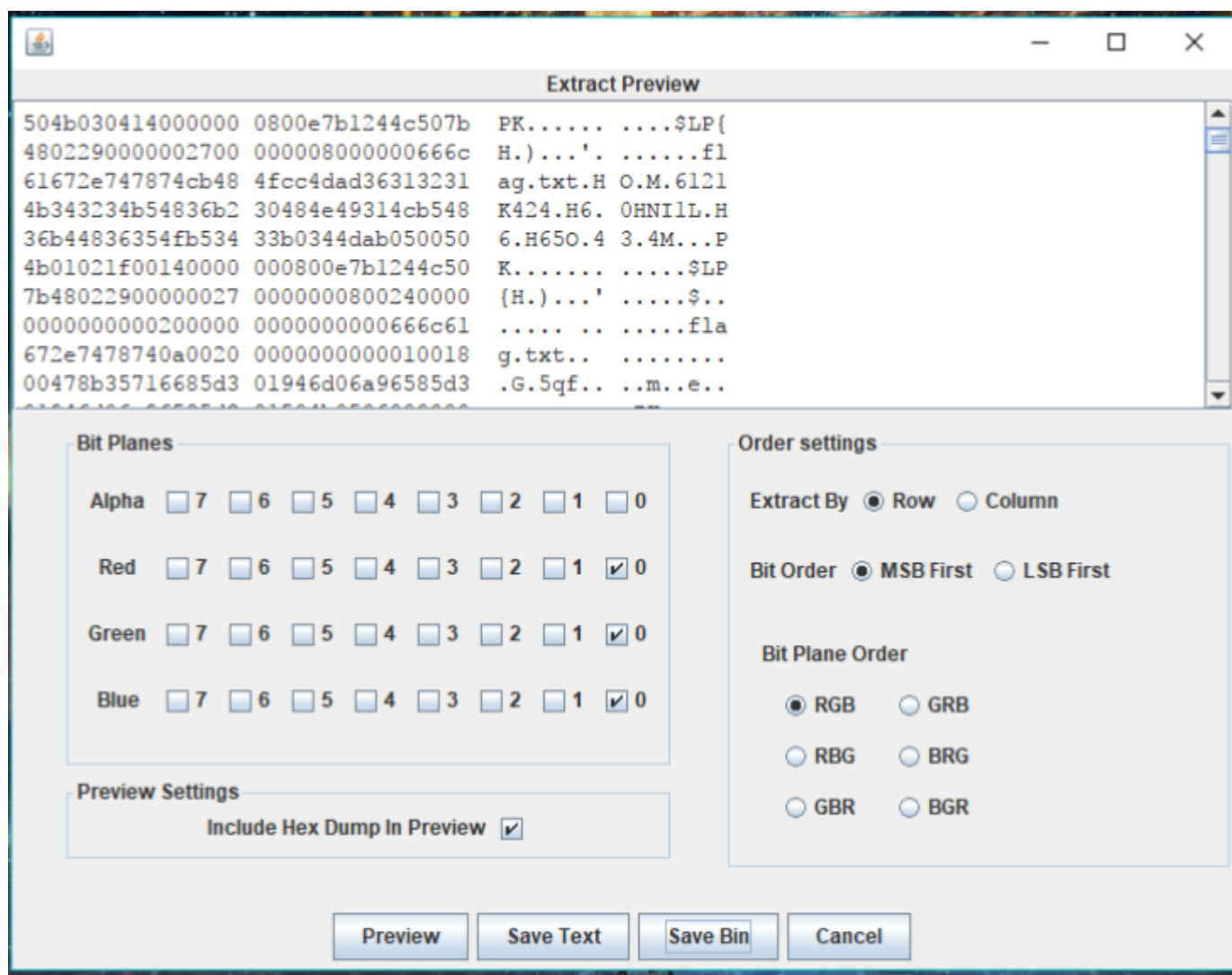
flag.txt - 记事本

文件(F) 编辑(E) 格式(O) 查看(V) 帮助(H)

hgame {af2ab981a021e3def22646407cee7bdc}

白菜1

用stegsolve打开，查看RGB最低位



由头猜测可能是zip文件，保存为二进制文件之后修改后缀名为zip
第一次解压提示文件损坏，用winrar修复后成功解压得flag



Re

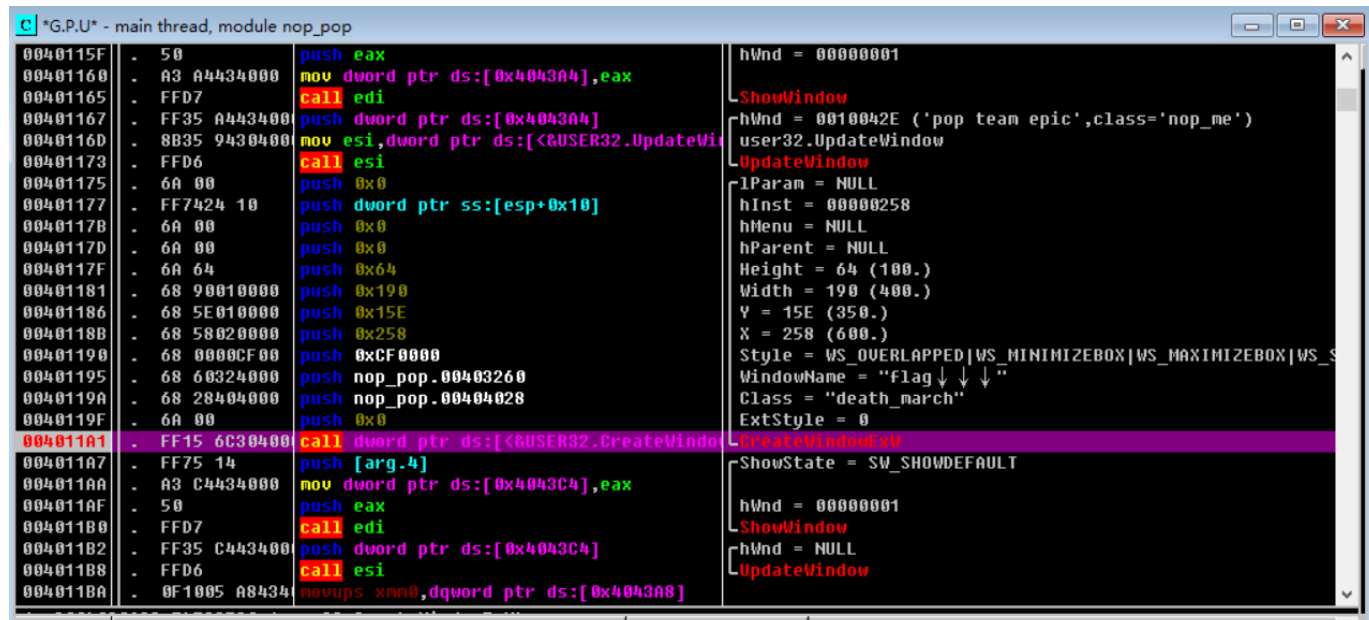
re0

用notepad++打开查找hgame即可找到flag
hctf{F1r5t_St5p_Ls_Ea5y}

nop_pop

由提示可知要去掉pop子的窗口

参照winrar去广告的方法，用od打开之后搜索CreateWindowExW,在调用这个api的地方下断点后开始动态调试，到这里时弹出pop子窗口



The screenshot shows the OllyDbg interface with the assembly window on the left and the C++ decompiled code on the right. The assembly window shows instructions from 0040115F to 004011B8. The C++ code shows the implementation of a window creation function, including calls to ShowWindow, UpdateWindow, and CreateWindowExW. The instruction at 004011A1 is highlighted in red, corresponding to the instruction `call dword ptr ds:[&USER32.CreateWindowExW]` in the assembly window.

之后将00401175到004011A1这块用nop填充，保存为exe打开之后如图所示



这样就可以去找v爷爷拿flag了，flag：hctf{Far5we1L_G0od_Cr4cker}

baby_crack

ida打开在main函数处f5后如图，可以得知输入被三次加密后再进行比较

```

1 __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2 {
3     __int64 result; // rax@4
4     __int64 v4; // rcx@4
5     char s[8]; // [sp+0h] [bp-50h]@1
6     __int64 v6; // [sp+8h] [bp-48h]@1
7     __int64 v7; // [sp+10h] [bp-40h]@1
8     __int64 v8; // [sp+18h] [bp-38h]@1
9     __int64 v9; // [sp+20h] [bp-30h]@1
10    __int64 v10; // [sp+28h] [bp-28h]@1
11    __int64 v11; // [sp+30h] [bp-20h]@1
12    __int64 v12; // [sp+38h] [bp-18h]@1
13    __int64 v13; // [sp+48h] [bp-8h]@1
14
15    v13 = *MK_FP(__FS__, 40LL);
16    *(_QWORD *)s = 0LL;
17    v6 = 0LL;
18    v7 = 0LL;
19    v8 = 0LL;
20    v9 = 0LL;
21    v10 = 0LL;
22    v11 = 0LL;
23    v12 = 0LL;
24    puts("Input your flag: ");
25    fgets(s, 32, stdin);
26    sub_40060F(&v9, s);
27    sub_400662(&v9);
28    sub_400616(&v9);
29    if ( sub_40083A(&v9) == 1 )
30        puts("\nGood Job");
31    else
32        puts("\nTry Again");
33    result = 0LL;
34    v4 = *MK_FP(__FS__, 40LL) ^ v13;
35    return result;
36}

```

第一个函数进行位操作（20个字符4个一组分组进行循环位移）

```

1 void __fastcall sub_40060F(__int64 a1, __int64 a2)
2 {
3     unsigned int v2; // eax@2
4     signed int i; // [sp+1Ch] [bp-4h]@1
5
6     for ( i = 0; i <= 19; ++i )
7     {
8         v2 = (((unsigned int)((unsigned __int64)i >> 32) >> 30) + (_BYTE)i) & 3
9             - ((unsigned int)((unsigned __int64)i >> 32) >> 30);
10        if ( v2 == 1 )
11        {
12            *(_BYTE *)(i + a1) = 4 * *(_BYTE *)(i + a2) | (*(_BYTE *)(i + a2) >> 6);
13        }
14        else if ( (signed int)v2 > 1 )
15        {
16            if ( v2 == 2 )
17            {
18                *(_BYTE *)(i + a1) = 16 * *(_BYTE *)(i + a2) | (*(_BYTE *)(i + a2) >> 4);
19            }
20            else if ( v2 == 3 )
21            {
22                *(_BYTE *)(i + a1) = (*(_BYTE *)(i + a2) >> 2) | (*(_BYTE *)(i + a2) << 6);
23            }
24        }
25        else if ( (((unsigned int)((unsigned __int64)i >> 32) >> 30) + (_BYTE)i) & 3 == (unsigned int)((unsigned __int64)i >> 32) >> 30 )
26        {
27            *(_BYTE *)(i + a1) = 2 * *(_BYTE *)(i + a2) | (*(_BYTE *)(i + a2) >> 7);
28        }
29    }
30}

```

第二个函数交换字符次序


```

1 __int64 __fastcall sub_400662(__int64 a1)
2 {
3     char v1; // ST0B_1@2
4     __int64 result; // rax@2
5     signed int v3; // [sp+Ch] [bp-Ch]@1
6     signed int v4; // [sp+10h] [bp-8h]@1
7     signed int v5; // [sp+14h] [bp-4h]@1
8
9     v3 = 0;
10    v4 = 1;
11    v5 = 2;
12    while ( v4 <= 20 )
13    {
14        v1 = *(_BYTE *)(v3 + a1);
15        *(_BYTE *)(a1 + v3) = *(_BYTE *)(v4 + a1);
16        *(_BYTE *)(a1 + v4) = v1;
17        v3 = v4;
18        result = (unsigned int)v5;
19        v4 += v5++;
20    }
21    return result;
22 }

```

第三是数组下标映射

```

1 __int64 __fastcall sub_400616(__int64 a1)
2 {
3     __int64 result; // rax@2
4     signed int i; // [sp+14h] [bp-4h]@1
5
6     for ( i = 0; i <= 19; ++i )
7     {
8         result = (unsigned int) dword_601060[(unsigned __int64)*(_BYTE *)(i + a1)];
9         *(_BYTE *)(a1 + i) = result;
10    }
11    return result;
12 }

```

以此可以写出如下的解密脚本

```

1 image = [0x11, 0x0BF, 0x0BA, 0x0F,
2 0x0D5, 0x0CC, 0x0BC, 0x1E,
3 0x19, 0x1, 0x87, 0x1B,
4 0x96, 0x0C3, 0x86, 0x1A,
5 0x7E, 0x6B, 0x5A, 0x8D,
6 0x0FB, 0x0C2, 0x8B, 0x0B3,
7 0x0B1, 0x0DD, 0x0EF, 0x0A,
8 0x4B, 0x0F8, 0x55, 0x26,
9 0x76, 0x0AB, 0x0C1, 0x64,
10 0x17, 0x0C9, 0x0AF, 0x61,
11 0x67, 0x4A, 0x0CA, 0x12,
12 0x24, 0x0E1, 0x0AE, 0x50,
13 0x3A, 0x70, 0x37, 0x0ED,
14 0x0E0, 0x77, 0x0B7, 0x2E,
15 0x0A1, 0x2D, 0x32, 0x7B,

```

16 0x89, 0x0CF, 0x0F0, 0x94,
17 0x21, 0x65, 0x0B, 0x3F,
18 0x7D, 0x29, 0x3B, 0x5,
19 0x51, 0x0E7, 0x81, 0x6E,
20 0x33, 0x0C6, 0x0D7, 0x0AC,
21 0x3C, 0x9A, 0x22, 0x0DC,
22 0x7A, 0x8, 0x6A, 0x97,
23 0x0F1, 0x5F, 0x8E, 0x62,
24 0x6F, 0x13, 0x8A, 0x82,
25 0x8C, 0x2A, 0x49, 0x39,
26 0x18, 0x68, 0x0D0, 0x83,
27 0x0B4, 0x42, 0x36, 0x71,
28 0x0C, 0x57, 0x10, 0x0F3,
29 0x28, 0x0D4, 0x34, 0x0E,
30 0x0E4, 0x0FF, 0x6, 0x0AD,
31 0x5C, 0x0FC, 0x0DB, 0x0DE,
32 0x0DA, 0x9F, 0x0EA, 0x35,
33 0x5E, 0x78, 0x52, 0x0D9,
34 0x4F, 0x6D, 0x0BB, 0x0A8,
35 0x0B0, 0x15, 0x43, 0x90,
36 0x25, 0x0A6, 0x54, 0x0FE,
37 0x0D, 0x0EB, 0x0A9, 0x0FD,
38 0x0E9, 0x5D, 0x16, 0x0CB,
39 0x2F, 0x4E, 0x0BD, 0x0C5,
40 0x9, 0x46, 0x0F7, 0x0C0,
41 0x1F, 0x59, 0x0D3, 0x2,
42 0x23, 0x9D, 0x60, 0x4,
43 0x84, 0x0F6, 0x0A4, 0x1D,
44 0x31, 0x4C, 0x0C8, 0x9B,
45 0x0C7, 0x0DF, 0x66, 0x2C,
46 0x0EC, 0x79, 0x73, 0x30,
47 0x69, 0x63, 0x95, 0x0D6,
48 0x0BE, 0x44, 0x0E8, 0x0A5,
49 0x0F2, 0x99, 0x0D8, 0x38,
50 0x0A0, 0x0E3, 0x8F, 0x0D2,
51 0x53, 0x3D, 0x56, 0x92,
52 0x72, 0x0FA, 0x0B8, 0x0A7,
53 0x0CD, 0x0EE, 0x93, 0x85,
54 0x6C, 0x7F, 0x0AA, 0x0B2,
55 0x47, 0x0CE, 0x80, 0x20,
56 0x1C, 0x7C, 0x7, 0x0E2,
57 0x0B9, 0x91, 0x45, 0x74,
58 0x98, 0x0F5, 0x3E, 0x3,
59 0x0C4, 0x0, 0x41, 0x100,
60 0x2B, 0x48, 0x27, 0x0E6,
61 0x5B, 0x0F4, 0x9C, 0x88,

```

62 0x75, 0x0A2, 0x0B6, 0x14,
63 0x0D1, 0x0E5, 0x4D, 0x40,
64 0x0F9, 0x9E, 0x58, 0x0A3]
65 weijiemi_data = [0xA6,0x4E, 5,0xA2,0xB6,
    8,0xA2,0xCE,0x8C,0xEE,0x20,0xC2,0x98,0xA0,0xD0,0xCD,0x23,0xA6,0x6A,0x82]
66 jiemi_data = [0] * len(weijiemi_data)
67
68 def jiemi01(enc):
69     for i in range(len(enc)):
70         enc[i] = image.index(enc[i])
71 def jiemi02(enc):
72     pos = 15
73     i = 5
74     while(pos > 0):
75         enc[pos], enc[pos-i] = enc[pos-i], enc[pos]
76         pos = pos - i
77         i -= 1
78 def jiemi03(enc,dec):
79     for i in range(len(enc)):
80         if(i % 4 == 0):
81             dec[i] = (enc[i]<<7 | enc[i]>>1) & 0xff
82         if(i % 4 == 1):
83             dec[i] = (enc[i]<<6 | enc[i]>>2) & 0xff
84         if(i % 4 == 2):
85             dec[i] = (enc[i]<<4 | enc[i]>>4) & 0xff
86         if(i % 4 == 3):
87             dec[i] = (enc[i]<<2 | enc[i]>>6) & 0xff
88
89 jiemi01(weijiemi_data)
90 jiemi02(weijiemi_data)
91 jiemi03(weijiemi_data, jiemi_data)
92
93 for i in range(20):
94     jiemi_data[i] = chr(jiemi_data[i])
95 print ''.join(jiemi_data)
96

```

运行之后就可以拿到flag

```

>>>
hctf{U_g0t_TrlfoRce}

```

