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Branch: master ▾   **RC3CTF-2016-Writeups** / crypto / **400-My-Game** /   Create new file   Find file   History

VoidMercy committed on **GitHub** writeup for my game   Latest commit `3e8ed90` on 24 Nov 2016

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📄 README.md	writeup for my game	4 months ago
📄 flag.PNG	upload flag for mygame	4 months ago

📖 **README.md**

#400 - My Game

> Letters intertwined The end, recombined. Awake, lying blinking, Intensely thinking. Muse and proclaim... "It's my game!"

> ?HLJ1>AA"AII>888!CE9>AA>"~>IIG888BAA@>d>B~B?HH0bAI>>AE&>IIAACMQa

#Solution

After examining the words in the problem, we took the first letters of each word and found that they spelled out `LITERALBITMAPIMG` A bitmap image is essentially just a grid of pixels, so we then thought about how to convert the string they gave us into a bitmap. There are 65 characters in the string. If we use each individual character as a pixel, it would come out to be a 5x13 image, which isn't big enough to have a flag. So we convert the string to binary! Using (http://www.asciitohex.com/) we converted the ascii to binary and wrote a python script to construct a 8x65 bitmap.

```
from PIL import Image

bits = "00111111 01001000 01001100 01001010 00110001 00111110 01000001 01000001 00100010 01000001 01001001 01001001 0
bits = bits.replace(" ", "")
x = 8
y = 65
img = Image.new("RGB", (x, y), "white")
for i in range(y):
    for a in range(x):
        if (bits[a + (i * x)] == "1"):
            img.putpixel((a, i), (0, 0, 0))

img.save("flag.jpg")
```


After playing around with the x and y variables which specify the width and height of the bitmap image created, we found that creating a vertical 8x65 image gave us the flag, although we had to invert the image and rotate it.

#Flag

> RC3-2016-JAIP3GEZ