Rabin 算法的一小部分 n 是素数

```
#-*- coding:utf-8 -*-
from Crypto.Util.number import *

n = 72368347860939160093254172353442842843910502872734220583482413607701314232408072597178646868850123012939213283973911:
e = 2
c = 21669064089653901164377611856030756990863152466469821325207928683016154627327076959430587832112335896021624828478742:
plaintext = pow(c, (n + 1) // 4, n)
plaintext = long_to_bytes(plaintext)
print (plaintext)
```

hgame{eaa5262c-4631-46ef-a97b-53277ab7e1d8}

反向推导

```
MASK = (1 << BITSLENGTH) - 1
  {\tt BLOCKS} = {\tt lambda} \  \, {\tt data:} \  \, [ \  \, {\tt bytes(data[i*BLOCKSIZE:(i+1)*BLOCKSIZE])} \  \, {\tt for} \  \, i \  \, in \  \, {\tt range(len(data)//BLOCKSIZE)} \  \, ]
□def d(x, a, shr=True):
x = x & MASK
      a = a % BITSLENGTH
     if shr:
M = M << (BITSLENGTH - a)
           for i in range((BITSLENGTH // a) + 1):
    x ^= (x & M) >> a
    M = M >> a
           for i in range((BITSLENGTH // a) + 1):
               x ^= (x & M) << a
M = M << a
      return x & MASK
      block = int.from_bytes(block, byteorder='big')
block = d(block, 17, shr=False)
block = d(block, 7, shr=True)
block = d(block, 13, shr=False)
      return block.to_bytes(BLOCKSIZE, byteorder='big')
def decrypt(cipher, iv, unpad=False):
      plaintext = b'
      mid = iv
for block in BLOCKS(cipher):
          plaintext += XOR(mid, dec(block))
mid = block
      return plaintext
 IV = b' c8C^Mod3'
 plaintext = decrypt(cipher, IV)
 print (plaintext)
```

hgame{tHi\$+4lgOr1thM_i5_3@sY-t0~b2EaK}

三重隐写

工具: silenteye 文件: You know LSB

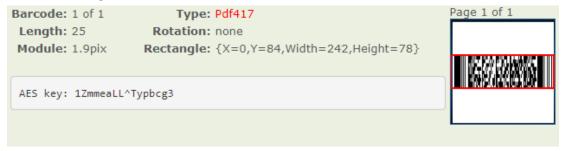
```
Stegano key: uFSARLVNwVlewCY5
```

工具: MP3Stego 文件: 上裏与手抄卷

```
NP3Stego\MP3Stego\MP3Stego_1_1_19\MP3Stego>Decode.exe -X C:\Users\Director\Desktop\HGAME\M32\
上裏与手抄卷.mp3 -P uFSARL\N\wVIewCY5
P3StegoEncoder 1.1.19
See README file for copyright info
input file = 'C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3' output file = 'C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3.pcm'
fill attempt to extract hidden information. Output: C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3.txt
the bit stream file C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3 is a BINARY file
DR: s=FFF, id=1, 1=1, ep=on, br=2, sf=2, pd=0, pr=1, m=1, js=1, c=1, o=0, e=1
alg.=MPEG-1, layer=I, tot bitrate=64, sfrq=32.0
ande=j-stereo, sblim=32, jsbd=8, ch=2
Frame 0]Got 1048 bits = 32 slots plus 24
Frame 1]Got 324424 bits = 10138 slots plus 8
Frame 9822]Frame cannot be located
input stream may be empty
way slots/frame = 422.031; b/smp = 2.93; br = 129.247 kbps
lecoding of "C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3" is finished
The decoded PCM output file name is "C:\Users\Director\Desktop\HGAME\M32\上裏与手抄卷.mp3" is finished
```

Zip Password: VvLvmGjpJ75GdJDP

文件: Unlasting 封面扫码



工具: Encrypto 文件: flag.crypto key: 1ZmmeaLL^Typbcg3 hgame{i35k#zlewynLC0zfQur!*H9V\$JiMVWmL}