

Answer's Windows

ida 中打开

搜索字符串 answer 找到 wright 和 wrong 的 png 图片地址

```
.rdata:00007F... 00000048 background-image: url(/new/prefix1/C:/Users/Answer/Desktop/right.png);  
.rdata:00007F... 00000048 background-image: url(/new/prefix1/C:/Users/Answer/Desktop/wrong.png);
```

对输入进行加密的伪代码如下

```
do  
{  
    v18 = a1;  
    if ( v14 >= 0x10 )  
        v18 = *a1;  
    v19 = &datattt;  
    if ( v12 >= 0x10 )  
        v19 = v13;  
    *(v16 - 2) = *(v19 + (v18[k] >> 2));  
    if ( v14 < 0x10 )  
    {  
        rcx1 = a1 + k;  
        input1 = a1;  
    }  
    else  
    {  
        input1 = *a1;  
        rcx1 = (k + *a1);  
    }  
    sstr1 = &datattt;  
    if ( v12 >= 0x10 )  
        sstr1 = v13;  
    *(v16 - 1) = *(sstr1 + ((*input1 + k + 1) >> 4) | (16i64 * (*rcx1 & 3))));  
    if ( v14 < 0x10 )  
    {  
        v24 = a1 + 1;  
        input2 = a1;  
    }  
    else  
    {  
        input2 = *a1;  
        v24 = *a1 + 1;  
    }  
}
```

```

    rcx2 = (k + v24);
    sstr2 = &datattt;
    if ( v12 >= 0x10 )
        sstr2 = v13;
    *v16 = *(sstr2 + ((* (input2 + k + 2) >> 6) | (4i64 * (*rcx2 & 0xF))));
    input3 = a1;
    if ( v14 >= 0x10 )
        input3 = *a1;
    sstr3 = &datattt;
    if ( v12 >= 0x10 )
        | sstr3 = v13;
    v16[1] = *(sstr3 + ((* (input3 + k + 2) & 0x3F));
    k += 3i64;
    v16 += 4;
    --i;
}
while ( i );

```

加密后的字符串并不存在\,.-@等符号

在字符串中寻找合适的字符串集合，编写如下代码

```

#include<stdio.h>
int main()
{
    char code[58] = "';>B<76\\=82@-8.@=T\"@-7ZU:8*F=X2J<G>@=W^@-8.@9D2T:49U@1aa";
    char s[100] =
"!\"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNQRSTUvwxyz[\\]^_`abcdefghijklmnopqrstuvwxyz~";

    int i, a, b, c, out[4];
    i = 0;
    for (i = 0; i < 14; i++)
    {
        for (a = 0; a <= 127; a++)
        {
            for (b = 0; b <= 127; b++)
            {
                for (c = 0; c <= 127; c++)
                {
                    {
                        out[0] = s[a >> 2];
                        out[1] = s[(b >> 4) | (16 * (a & 3))];
                        out[2] = s[(c >> 6) | (4 * (b & 0xF))];
                        out[3] = s[c & 0x3F];
                        if (out[0] == code[4 * i] && out[1] == code[4 * i+1] && out[2] ==
code[4 * i+2] && out[3] == code[4 * i+3])
                            {
                                printf("%c%c%c", a, b, c);
                            }
                    }
                }
            }
        }
    }
}

```

```

    }
    }
    }
    }
    }
    return 0;
}

```

```
hgame{qt_1s_s0_1nteresting_so_1s_b4se64
```

在最后补上},

得到 hgame{qt_1s_s0_1nteresting_so_1s_b4se64}

creakme3

打开 ida

查看汇编

```

loc_10000648:
lwz     r9, 0x20(r31)
slwi    r9, r9, 2
addi    r10, r31, 0x190
add     r9, r10, r9
addi    r9, r9, -0x168
lwz     r9, 0(r9)      # r9的第1个word
lis     r10, a@ha
addi    r10, r10, a@l
slwi    r9, r9, 3
add     r9, r10, r9
addi    r9, r9, 4
lwz     r10, 0(r9)     # r31的第?个dw
lwz     r9, 0x20(r31)
addi    r9, r9, -1     # 前四位
slwi    r9, r9, 2     # 前四位
addi    r8, r31, 0x190
add     r9, r8, r9
addi    r9, r9, -0x168
lwz     r9, 0(r9)     # r9的第0个word
lis     r8, a@ha
addi    r8, r8, a@l
slwi    r9, r9, 3
add     r9, r8, r9
addi    r9, r9, 4
lwz     r9, 0(r9)
cmpw    r10, r9
blt     loc_100006D0

```

```

loc_100006F4:
lwz      r9, 0x24(r31)
slwi     r9, r9, 2
addi     r10, r31, 0x190
add      r9, r10, r9
addi     r9, r9, -0x168
lwz      r9, 0(r9)
lis      r10, a@ha
addi     r10, r10, a@l
slwi     r9, r9, 3
add      r9, r10, r9
lwz      r9, 0(r9)
mr       r3, r9      # c
bl       putchar
lwz      r9, 0x24(r31)
addi     r9, r9, 1
stw      r9, 0x24(r31)

```

将 data 中的数据按从小到大的顺序进行比较，并输出该数据前面的 WORD
编写 c

```

#include<stdio.h>
#include<math.h>
int main()
{
    int a[800] =
    { 0, 0, 0, 0x30, 0, 0, 0x4E, 0x7D, 0, 0, 0, 0x30, 0, 0, 0x67, 0xBD, 0, 0, 0, 0x30, 0, 0, 0x7A, 0x48, 0, 0, 0, 0x30
    , 0, 0, 0x82, 0xA2, 0, 0, 0, 0x30, 0, 0, 0x93, 0x3E, 0, 0, 0, 0x31, 0, 0, 0x9C, 0x18, 0, 0, 0, 0x32, 0, 0, 0x5A, 0x
    FF, 0, 0, 0, 0x32, 0, 0, 0x6C, 0xD7, 0, 0, 0, 0x32, 0, 0, 0xA6, 0xCA, 0, 0, 0, 0x32, 0, 0, 0xBD, 0x79, 0, 0, 0, 0x3
    2, 0, 0, 0xCE, 0xBD, 0, 0, 0, 0x33, 0, 0, 0x32, 0x4A, 0, 0, 0, 0x33, 0, 0, 0x32, 0x92, 0, 0, 0, 0x33, 0, 0, 0x39, 5
    , 0, 0, 0, 0x33, 0, 0, 0x42, 0x91, 0, 0, 0, 0x33, 0, 0, 0x5A, 0xDE, 0, 0, 0, 0x33, 0, 0, 0x6E, 0x9F, 0, 0, 0, 0x33,
    0, 0, 0xA5, 0x2A, 0, 0, 0, 0x33, 0, 0, 0xBE, 0x35, 0, 0, 0, 0x33, 0, 0, 0xCB, 0x63, 0, 0, 0, 0x35, 0, 0, 0x7F, 0x3
    B, 0, 0, 0, 0x38, 0, 0, 0x39, 0x14, 0, 0, 0, 0x38, 0, 0, 0xB2, 0xAD, 0, 0, 0, 0x39, 0, 0, 0x38, 0xDA, 0, 0, 0, 0x39
    , 0, 0, 0x4E, 0x50, 0, 0, 0, 0x39, 0, 0, 0x6A, 2, 0, 0, 0, 0x39, 0, 0, 0xB1, 0xF, 0, 0, 0, 0x42, 0, 0, 0x78, 0xE5, 0
    , 0, 0, 0x5F, 0, 0, 0x7E, 0xF6, 0, 0, 0, 0x5F, 0, 0, 0x89, 0xA3, 0, 0, 0, 0x5F, 0, 0, 0x8E, 0xBD, 0, 0, 0, 0x5F, 0,
    0, 0x95, 0xE3, 0, 0, 0, 0x61, 0, 0, 0x73, 0xDA, 0, 0, 0, 0x64, 0, 0, 0x53, 0x8C, 0, 0, 0, 0x64, 0, 0, 0x63, 0x3B,
    0, 0, 0, 0x64, 0, 0, 0x9E, 0x9C, 0, 0, 0, 0x64, 0, 0, 0xB7, 0x8B, 0, 0, 0, 0x64, 0, 0, 0xC8, 0x66, 0, 0, 0, 0x65, 0
    , 0, 0x32, 0xAE, 0, 0, 0, 0x65, 0, 0, 0x76, 0x79, 0, 0, 0, 0x66, 0, 0, 0x2A, 0xE7, 0, 0, 0, 0x66, 0, 0, 0x4D, 0x6A
    , 0, 0, 0, 0x66, 0, 0, 0x57, 8, 0, 0, 0, 0x66, 0, 0, 0x66, 0x10, 0, 0, 0, 0x66, 0, 0, 0xA2, 0x58, 0, 0, 0, 0x66, 0, 0
    , 0xB8, 0xC, 0, 0, 0, 0x66, 0, 0, 0xC8, 0x85, 0, 0, 0, 0x67, 0, 0, 0x71, 0xA, 0, 0, 0, 0x67, 0, 0, 0x7C, 0xF4, 0, 0
    , 0, 0x68, 0, 0, 0x3F, 0x76, 0, 0, 0, 0x68, 0, 0, 0x70, 0x2B, 0, 0, 0, 0x68, 0, 0, 0xA3, 0xEE, 0, 0, 0, 0x68, 0, 0,
    0xAD, 0x50, 0, 0, 0, 0x68, 0, 0, 0xBA, 0xC7, 0, 0, 0, 0x69, 0, 0, 0x40, 0x24, 0, 0, 0, 0x69, 0, 0, 0x8A, 0x22, 0,
    0, 0, 0x69, 0, 0, 0xC0, 0x55, 0, 0, 0, 0x6A, 0, 0, 0x2B, 0x52, 0, 0, 0, 0x6A, 0, 0, 0xC6, 0x87, 0, 0, 0, 0x6B, 0, 0
    , 0x5F, 0, 0, 0, 0x6B, 0, 0, 0xC4, 0x17, 0, 0, 0, 0x6C, 0, 0, 0x61, 0x82, 0, 0, 0, 0x6D, 0, 0, 0x75, 0xDB, 0, 0,
    0, 0x6E, 0, 0, 0x3C, 0x61, 0, 0, 0, 0x6E, 0, 0, 0x49, 0x96, 0, 0, 0, 0x6E, 0, 0, 0x5D, 0xC1, 0, 0, 0, 0x6F, 0, 0,
    0x2D, 0x76, 0, 0, 0, 0x6F, 0, 0, 0x7D, 0x17, 0, 0, 0, 0x6F, 0, 0, 0xA9, 0x1B, 0, 0, 0, 0x70, 0, 0, 0x9A, 0xED, 0, 0

```

```
, 0, 0x72, 0, 0, 0x45, 0xD0, 0, 0, 0, 0x72, 0, 0, 0x84, 0x67, 0, 0, 0, 0x72, 0, 0, 0xAB, 0x5D, 0, 0, 0, 0x73, 0, 0,
0x50, 0x83, 0, 0, 0, 0x73, 0, 0, 0x62, 0x22, 0, 0, 0, 0x73, 0, 0, 0x8D, 0x93, 0, 0, 0, 0x73, 0, 0, 0x92, 0x3A, 0,
0, 0, 0x73, 0, 0, 0x97, 0x1E, 0, 0, 0, 0x73, 0, 0, 0xB4, 0xBA, 0, 0, 0, 0x73, 0, 0, 0xC7, 0x85, 0, 0, 0, 0x74, 0, 0
, 0x35, 0x58, 0, 0, 0, 0x74, 0, 0, 0x86, 0xBD, 0, 0, 0, 0x74, 0, 0, 0x97, 0x38, 0, 0, 0, 0x75, 0, 0, 0x37, 0x10, 0
, 0, 0, 0x75, 0, 0, 0x97, 0x79, 0, 0, 0, 0x77, 0, 0, 0x2F, 0x3F, 0, 0, 0, 0x77, 0, 0, 0x44, 0xDD, 0, 0, 0, 0x7B, 0,
0, 0x78, 0xE1, 0, 0, 0, 0x7D, 0, 0, 0x9F, 0x42 };
```

```
int b[0x59], c[0x59];
int i, j;
int k;
for (i = 0; i <= 0x58; i++)
{
    c[i] = i;
    k = 8 * i + 6;
    b[c[i]] = (a[k] * 0x100) + a[k + 1];
}
for (i = 0; i <= 0x58; i++)
{
    for (j = i; j <= 0x58; j++)
    {
        if (b[c[i]] >= b[c[j]])
        {
            k = c[i], c[i] = c[j], c[j] = k;
        }
    }
}
for (i = 0; i <= 0x58; i++)
{
    printf("%c", a[8 * (c[i]) + 3]);
}

return 0;
}
```

```
fjow33etu938nhi3wrnf90sdf32nkl sdf0923hgame{B0go_50rt_is_s0_stup1d}fh32orh98sdfh23ikjsdf32
```

得到 flag

hgame{B0go_50rt_is_s0_stup1d}