

很有趣的一道安卓unity游戏题

反正不会逆

但是

看了wp后

安卓unity游戏的核心逻辑一般位于assets\bin\Data\Managed\Assembly-CSharp.dll

中

于是乎

tecode/Disassembly	x86 image/Assembly
ext:00414E10	db 0, 9, 0, 'g', D8h, 9Ah, 6, "R:", 0, 1, 7, 'H', 0, 'P', 0
ext:00414E20	db ':', 0, 0, 5, 'F', 0, '2', 0, 0, 3, '/', 0, 0, 11h, A8h, ''
ext:00414E30	db 84h, 'v', DEh, 98h, ":g", F2h, "]`W", C1h, 'k', 0Ah, 0, 1, 0Dh
ext:00414E40	db B7h, 83h, 97h, '_', 0, 'g', D8h, 9Ah, 6, "R:", 0, 1, 5, '!', 0
ext:00414E50	db 0Ah, 0, 0, ')', 11h, "\t^", E7h, '~', EDh, '~', AAh, 'R', 9Bh, 'R'
ext:00414E60	db 1, FFh, 81h, 89h, FFh
ext:00414E65 aB0Rf	db "b0Rf"
ext:00414E6A	db 'l', 0, 'a', 0, 'g', 0
ext:00414E70	db D8h, 8Fh, EEh, ']', BFh, 'N', B9h, 'p', B9h, 'p', 0Ah, 0, 1, '%', 18h, 'b'
ext:00414E80	db E9h, '~', 0Dh, 'N', 19h, 95h, 1, FFh, "FO/f", 81h, 89h, FFh
ext:00414E8F aB0Rf1	db "b0Rf"
ext:00414E94	db 'l', 0, 'a', 0, 'g', 0, D8h, 8Fh, EEh, ']', BFh, 'N'
ext:00414EA0	db B9h, 'p', 1, '+', CAh, '', BAh, 'N', 84h, 'v', 10h, 'b', E9h, '~', 1, FFh
ext:00414EB0	db 1, FFh, "FO/f", 81h, 89h, FFh
ext:00414EB9 aB0Rf2	db "b0Rf"
ext:00414EBE	db 'l', 0
ext:00414EC0	db 'a', 0, 'g', 0, D8h, 8Fh, EEh, ']', 0, 'N', B9h, 'p', 0Ah, 0, 1, 'l'
ext:00414ED0	db 'M'
ext:00414ED1 aRCTF_Unity_15_F	db "RCTF{Unity 15 Fun 233}\n"
ext:00414F01	db 13h, E5h, 'N', CAh, 'S', 0Ch, FFh, "+R\O{kJU"
ext:00414F10	db 1, FFh, 0Ah, 0, 1, 0Fh, E5h, 'N', CAh, 'S', E8h, 'l', 0Fh, 'a', EAh, 95h
ext:00414F20	db 7Fh, 90h, 1, FFh, 1, 7, 6
ext:00414F27 aRpe_	db "Rpe:"
ext:00414F2C	db 1, 0Dh, A8h, ''
ext:00414F30	db F2h, ']', CFh, "~ZW", 1, 'c', 86h, 'N', 1, 3, D2h, 'y', 1, 3
ext:00414F40	db ",{", 1, 11h, "sQ", 0Ah, 0, 'B', 0, 'o', 0, 's', 0, 's', 0
ext:00414F50	db 18h, 'b', 1, FFh, 1, 0, 0, 0, E8h, C5h, " Z2", 0, FEh, 'D'
ext:00414F60	db 8Dh, '>', 8Eh, '^', 97h, "98", D3h, 0, 8, B7h, "z\V", 19h, '4'
ext:00414F70	db E0h, 89h, 3, ' ', 0, 1, 4, 1, 0, 0, 0, 3, 6, 11h, 0Ch, 2
ext:00414F80	db 6, 0Ch, 3, 6, 11h, 0Dh, 6, 0, 3, 0Ch, 0Ch, 0Ch, 0Ch, 2, 6, 8
ext:00414F90	db 4, 0, 0, 0, 0, 4, 2, 0, 0, 0, 3, 6, 12h, 19h, 2, 6
ext:00414FA0	db 2, 6, ' ', 2, 1, 12h, 19h, 2, 3, 6, 12h, ' ', 3, 6, 12h, 1Ch
ext:00414FB0	db 3, 6, 12h, 18h, 3, 6, 11h, ',', 3, 6, 11h, '\$', 3, 6, 11h, 1Dh
ext:00414FC0	db 3, 6, 11h, '0', 3, 6, 12h, '!', 3, 6, 11h, '(', 2, 6, 0Eh, 3
ext:00414FD0	db 6, 12h, '%', 3, 6, 11h, ')', 3, 6, 11h, '-', 5, 0, 1, 1, 12h
ext:00414FE0	db ' ', 5, 0, 1, 1, 12h, 1Ch, 5, 0, 1, 1, 12h, 18h, 4, ' ', 0