




buuctf刷题记录 (2)

原创

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学习

10 篇文章 0 订阅

订阅专栏

不一样的flag

对于这种题, 一般最开始就是需要查壳吧:



查壳后发现无壳32位, 然后就直接拖入IDA, shift+f12查看:

```
.rdata:00000008 C 11bgcj-13.dll
.rdata:00000014 C _Jv_RegisterClasses
.rdata:00000025 C you can choose one action to execute
.rdata:00000005 C 1 up
.rdata:00000007 C 2 down
.rdata:00000007 C 3 left
.rdata:0000000A C 4 right\n:
.rdata:00000026 C \nok, the order you enter is the flag!
.rdata:00000018 C Mingw runtime failure:\n
.rdata:00000031 C VirtualQuery failed for %d bytes at address %p
.rdata:00000032 C Unknown pseudo relocation protocol version %d.\n
.rdata:0000002A C Unknown pseudo relocation bit size %d.\n
.eh_frame00000007 C t\n排泼 https://blog.csdn.net/weixin_53409153
```

跟进, 然后f5查看伪代码:

```

__main();
v4 = 0;
v5 = 0;
qmemcpy(&v3, __data_start__, 0x19u);
while ( 1 )
{
    puts("you can choose one action to execute");
    puts("1 up");
    puts("2 down");
    puts("3 left");
    printf("4 right\n:");
    scanf("%d", &v6);
    if ( v6 == 2 )
    {
        ++v4;
    }
    else if ( v6 > 2 )
    {
        if ( v6 == 3 )
        {

```

可以看见，这是一个while循环，然后在while循环上面有一行代码，很重要 `qmemcpy(&v3, __data_start__, 0x19u);` 跟进后可以看见：

```

.data:00402000 __data_start__ db '*11110100001010000101111#',0
.data:00402000 ; DATA XREF: __main+25↑o
.data:0040201A align 4
.data:0040201C public CRT_glob

```

然后再回头看伪代码：

```

while ( 1 )
{
    puts("you can choose one action to execute");
    puts("1 up");
    puts("2 down");
    puts("3 left");
    printf("4 right\n:");
    scanf("%d", &v6);

```

```

if ( v8[5 * v4 - 41 + v5] == 49 )
    exit(1);
if ( v8[5 * v4 - 41 + v5] == 35 )

```

可以从这几行代码看出，这是一个5*5的一个矩阵迷宫游戏（刚好一共就是25个字符）：`*11110100001010000101111#` 然后转化为矩阵就是：

```

*1111
01000
01010
00010
1111#

```

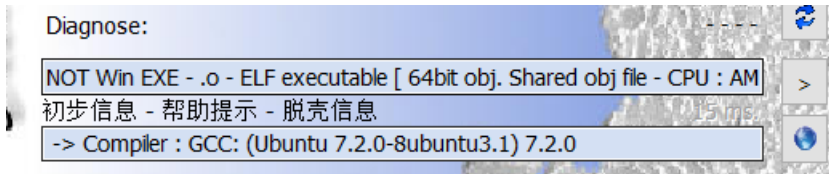
然后，再结合为了循环：

```
puts("you can choose one action to execute");
puts("1 up");
puts("2 down");
puts("3 left");
printf("4 right\n:");
scanf("%d", &v6)
```

走零不走一，1,2,3,4就是上下左右，从*开始到#停止，那么路线就是：[222441144222](#) 题目上也说flag就是字符串，所以得到：[flag{222441144222}](#)

SimpleRev

我开始的时候也不知道该从哪上手，后来就觉得无所谓了，反正一直就是查壳，就发现是64位的：



就直接IDA呗，没什么花里胡哨的操作shift+f12:

LOAD:000...	0000000F	C	__gmon_start__
LOAD:000...	0000001A	C	__ITM_registerTMCloneTable
.rodata:...	00000018	C	Please input your flag:
.rodata:...	00000011	C	Congratulation!\n
.rodata:...	0000000C	C	Try again!\n
.rodata:...	00000053	C	Welcome to CTF game!\nPlease input d/D to start or input q/Q ...
.rodata:...	00000014	C	Input fault format!
.eh_frame...	00000006	C	;*3\$\n
.data:00...	00000006	C	ADSPK
.data:00...	00000006	C	kills

然后就跟进，在f5查看伪代码：

```
int __cdecl __noreturn main(int argc, const char **argv, const char **envp)
{
    int v3; // eax
    char v4; // [rsp+Fh] [rbp-1h]

    while ( 1 )
    {
        while ( 1 )
        {
            printf("Welcome to CTF game!\nPlease input d/D to start or input q/Q to quit this program: ", argv, envp);
            v4 = getchar();
            if ( v4 != 100 && v4 != 68 )
                break;
            Decry();
        }
        if ( v4 == 113 || v4 == 81 )
            Exit();
        puts("Input fault format!");
        v3 = getchar();
        putchar(v3);
    }
}
```

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查看后，通过分析，就发现Decry () 函数是最重要的，但是要是想进入Decry函数，就需要输入的d/D，然后进入到函数中，查看：

```
unsigned __int64 Decry()
{
```

```

char v1; // [rsp+Fh] [rbp-51h]
int v2; // [rsp+10h] [rbp-50h]
int v3; // [rsp+14h] [rbp-4Ch]
int i; // [rsp+18h] [rbp-48h]
int v5; // [rsp+1Ch] [rbp-44h]
char src[8]; // [rsp+20h] [rbp-40h]
__int64 v7; // [rsp+28h] [rbp-38h]
int v8; // [rsp+30h] [rbp-30h]
__int64 v9; // [rsp+40h] [rbp-20h]
__int64 v10; // [rsp+48h] [rbp-18h]
int v11; // [rsp+50h] [rbp-10h]
unsigned __int64 v12; // [rsp+58h] [rbp-8h]

v12 = __readfsqword(0x28u);
*(__QWORD *)src = 357761762382LL;
v7 = 0LL;
v8 = 0;
v9 = 512969957736LL;
v10 = 0LL;
v11 = 0;
text = (char *)join(key3, &v9);
strcpy(key, key1);
strcat(key, src);
v2 = 0;
v3 = 0;
getchar();
v5 = strlen(key);
for ( i = 0; i < v5; ++i )
{
    if ( key[v3 % v5] > 64 && key[v3 % v5] <= 90 )
        key[i] = key[v3 % v5] + 32; //变大写为小写
    ++v3;
}
printf("Please input your flag:", src);
while ( 1 )
{
    v1 = getchar();
    if ( v1 == 10 )
        break;
    if ( v1 == 32 )
    {
        ++v2;
    }
    else
    {
        if ( v1 <= 96 || v1 > 122 )
        {
            if ( v1 > 64 && v1 <= 90 )
                str2[v2] = (v1 - 39 - key[v3++ % v5] + 97) % 26 + 97;
        }
        else
        {
            str2[v2] = (v1 - 39 - key[v3++ % v5] + 97) % 26 + 97;
        }
        if ( !(v3 % v5) )
            putchar(32);
        ++v2;
    }
}
if ( !strcmp(text, str2) )

```

```

if (!strcmp(text, str2))
    puts("Congratulation!\n");
else
    puts("Try again!\n");
return __readfsqword(0x28u) ^ v12;
}

```

代码大概意思就是，通过复制key1和str到key中进行操作，在输入flag到str2中，通过代码后在于text进行比较，要是比较真确就输出*Congratulation!*，佛则就输出*Try again!*在上脚本（C语言脚本）就是：

```

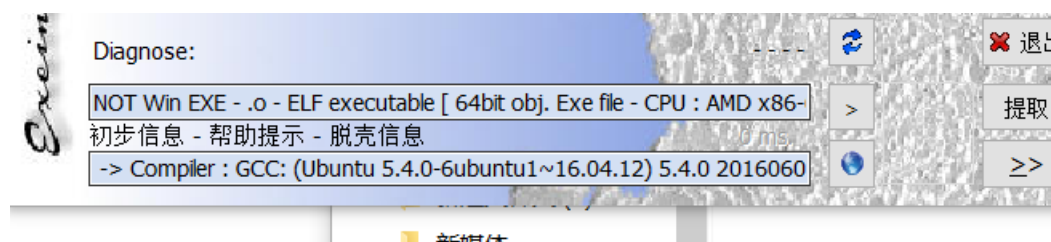
#include<stdio.h>
int main()
{
    char key[] = "adsfkndcls";
    char text[] = "killshadow";
    int i;
    int v3=10;
    for (int i = 0; i < 10; i++)
    {
        for (int j = 0; j < 128; j++)
        {
            if (j < 'A' || j > 'z' || j > 'Z' && j < 'a')
            {
                continue;
            }
            if ((j - 39 - key[v3 % 10] + 97) % 26 + 97 == text[i])
            {
                printf("%c",j);
                v3++;
                break;
            }
        }
    }
}

```

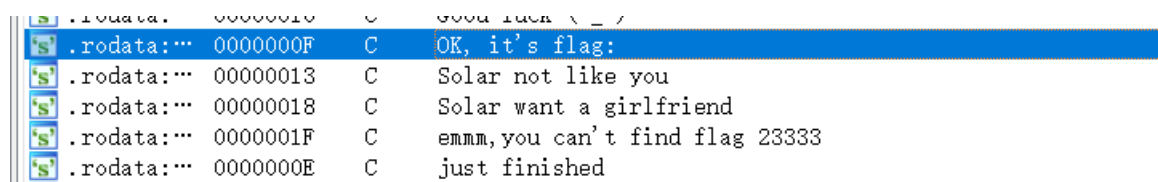
的到最后的flag: **KLDQCUDFZO** 在包上flag{}就行了。

[GXYCTF2019]luck_guy

就自己查看位数（64位）：



拖入IDA，shift+f12查看：



跟进，f5查看伪代码：

```

unsigned __int64 get_flag()
{
    unsigned int v0; // eax
    char v1; // al
    signed int i; // [rsp+4h] [rbp-3Ch]
    signed int j; // [rsp+8h] [rbp-38h]
    __int64 s; // [rsp+10h] [rbp-30h]
    char v6; // [rsp+18h] [rbp-28h]
    unsigned __int64 v7; // [rsp+38h] [rbp-8h]

    v7 = __readfsqword(0x28u);
    v0 = time(0LL);
    srand(v0);
    for ( i = 0; i <= 4; ++i )
    {
        switch ( rand() % 200 )
        {
            case 1:
                puts("OK, it's flag:");
                memset(&s, 0, 0x28uLL);
                strcat((char *)&s, f1);
                strcat((char *)&s, &f2);
                printf("%s", &s);
                break;
            case 2:
                printf("Solar not like you");
                break;
            case 3:
                printf("Solar want a girlfriend");
                break;
            case 4:
                v6 = 0;
                s = 9180147350284624745LL;
                strcat(&f2, (const char *)&s);
                break;
            case 5:
                for ( j = 0; j <= 7; ++j )
                {
                    if ( j % 2 == 1 )
                        v1 = *(&f2 + j) - 2;
                    else
                        v1 = *(&f2 + j) - 1;
                    *(&f2 + j) = v1;
                }
                break;
            default:
                puts("emmm,you can't find flag 23333");
                break;
        }
    }
    return __readfsqword(0x28u) ^ v7;
}

```

查看代码可知，flag是由分和否拼接来的：

```
memset(&s, 0, 0x28uLL);
strcat((char *)&s, f1);
strcat((char *)&s, &f2);
printf("%s", &s);
```

我就跟进f1，看见：

```
l78          public f1
l78 ; char f1[]
l78 f1       db 'GXY{do_not_',0 | ; DATA XREF: get_flag+9E↑o
l78 _data    ends
l78
```

f2是：

```
s = 918014/350284624/45LL;
strcat(&f2, (const char *)&s);
break;
```

这题就离谱，取了0~199的随机数，然后case1 case4 case5才是有效路径，还要找准顺序，怪不得题目为luck_guy了，随缘吧，我们还是得猜测他的顺序的，不出意外case1肯定是最后一位，然后就是猜测case4是第一位，因为f1和f2应该是要整合到一起然后再进行case5的操作的，然后，脚本如下：

```
flag="GXY{do_not_"
f2=[0x7F,0x66,0x6F,0x60,0x67,0x75,0x63,0x69][::-1] #小端序的问题，所以要逆序一下

for j in range(8):
    if j%2==1 :
        s=chr(f2[j]-2)
    else:
        s=chr(f2[j]-1)

    flag+=s

print (flag)
```

运行得到： `GXY{do_not_hate_me}`

简单注册器

这道题是我用的是安卓逆向做的，跳转到java就是这样的：

```
++ \j -- +j
{
    paramAnonymousView = "dd2940c04462b4dd7c450528835cca15".toCharArray();
    paramAnonymousView[2] = ((char) (paramAnonymousView[2] + paramAnonymousView[3] - 50));
    paramAnonymousView[4] = ((char) (paramAnonymousView[2] + paramAnonymousView[5] - 48));
    paramAnonymousView[30] = ((char) (paramAnonymousView[31] + paramAnonymousView[9] - 48));
    paramAnonymousView[14] = ((char) (paramAnonymousView[27] + paramAnonymousView[28] - 97));
    j = 0;
    for (;;)

```

然后我就是直接上脚本了：


```
str=['d','d','2','9','4','0','c','0','4','4','6','2','b','4','d','d','7','c','4','5','0','5','2','8','8','3','5',
,'c','c','a','1','5']

str[2]=chr(ord(str[2])+ord(str[3])-50)
str[4]=chr( ord(str[2])+ord(str[5])-0x30 )
str[30]=chr( ord(str[0x1f])+ord(str[9])-0x30)
str[14]=chr( ord(str[27])+ord(str[28])-97 )

for i in range(16):
    x=str[0x1f-i]
    str[0x1f-i]=str[i]
    str[i]=x

for i in str:
    print (i,end="")
```

运行结果如下: `59acc538825054c7de4b26440c0999dd`

在包上 `flag{59acc538825054c7de4b26440c0999dd}` 就行了

[BJDCTF2020]JustRE

首先，当然是查壳：



32位，拖入IDA，shift+f2查看：

```
.rdata:0000000B C USER32.dll
.rdata:0000000D C KERNEL32.dll
.data:0000001B C BJD {%d%d2069a45792d233ac}
.data:00000010 C 您已经点了 %d 次
.data:00000006 C 结束
```

其实这一步就有点像了，但是不可能这么简单，在就直接跟进，f5查看伪代码：

```
10001000 __stdcall DialogProc(HWND hwnd, UINT msg, WPARAM wparam, LPARAM lparam)
2 {
3     CHAR String; // [esp+0h] [ebp-64h]
4
5     if ( a2 != 272 )
6     {
7         if ( a2 != 273 )
8             return 0;
9         if ( (_WORD)a3 != 1 && (_WORD)a3 != 2 )
10        {
11            sprintf(&String, aD, ++dword_4099F0);
12            if ( dword_4099F0 == 19999 )
13            {
14                sprintf(&String, aBjdDD2069a4579, 19999, 0);
15                SetWindowTextA(hwnd, &String);
16                return 0;
17            }
18            SetWindowTextA(hwnd, &String);
19            return 0;
20        }
21        EndDialog(hwnd, (unsigned __int16)a3);
22    }
23    return 1;
24 }
```

https://blog.csdn.net/weixin_53409153

看见第14行输出了aBjdDD2069a4579, 19999, 0，而最开始有：BJD{%d%d2069a45792d233ac}，%d%d应该是就是19999, 0整合一下，得到 BJD{1999902069a45792d233ac}

[GWCTF 2019]pyre

下载附件是pyc文件，用pyc在线解密

```
#!/usr/bin/env python
# visit http://tool.lu/pyc/ for more information
print 'Welcome to Re World!'
print 'Your input1 is your flag~'
l = len(input1)
for i in range(l):
    num = ((input1[i] + i) % 128 + 128) % 128
    code += num

for i in range(l - 1):
    code[i] = code[i] ^ code[i + 1]

print code
code = [
    '\x1f',
    '\x12',
    '\x1d',
    '(',
    '0',
    '4',
    '\x01',
    '\x06',
    '\x14',
    '4',
    ',',
    '\x1b',
    'U',
    '?',
    'o',
    '6',
    '*',
    ':',
    '\x01',
    'D',
    ';',
    '%',
    '\x13']
```

编写脚本如下:

```
code = ['\x1f', '\x12', '\x1d', '(', '0', '4', '\x01', '\x06', '\x14', '4',
        ',', '\x1b', 'U', '?', 'o', '6', '*', ':', '\x01', 'D', ';', '%', '\x13']

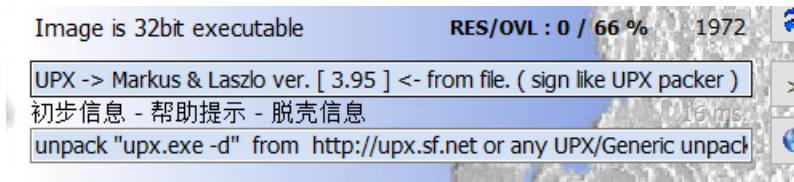
for i in range(len(code)-2, -1, -1):
    code[i]=chr(ord(code[i])^ord(code[i+1]))

for i in range(len(code)):
    print(chr((ord(code[i])-i)%128),end="")
```

运行后得到: `GWHT{Just_Re_1s_Ha66y!}`

[\[ACTF新生赛2020\]easyre](#)

查壳，发现是32位但是有upx壳：



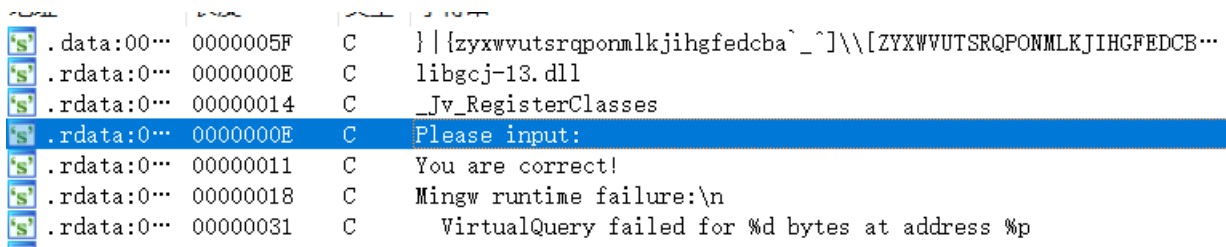
脱壳：

```
: \网安\工具\UPX\upx-3.96-win32>upx -d easyre.exe
Ultimate Packer for eXecutables
Copyright (C) 1996 - 2020
UPX 3.96w Markus Oberhumer, Laszlo Molnar & John Reiser Jan 23rd 2020

File size      Ratio      Format      Name
-----
28123 <-      21467      76.33%      win32/pe      easyre.exe

Unpacked 1 file.
https://blog.csdn.net/weixin\_53409153
```

然后就直接拖入IDA，shift+f12：



在跟进f5：

```

int __cdecl main(int argc, const char **argv, const char **envp)
{
    char v4; // [esp+12h] [ebp-2Eh]
    char v5; // [esp+13h] [ebp-2Dh]
    char v6; // [esp+14h] [ebp-2Ch]
    char v7; // [esp+15h] [ebp-2Bh]
    char v8; // [esp+16h] [ebp-2Ah]
    char v9; // [esp+17h] [ebp-29h]
    char v10; // [esp+18h] [ebp-28h]
    char v11; // [esp+19h] [ebp-27h]
    char v12; // [esp+1Ah] [ebp-26h]
    char v13; // [esp+1Bh] [ebp-25h]
    char v14; // [esp+1Ch] [ebp-24h]
    char v15; // [esp+1Dh] [ebp-23h]
    int v16; // [esp+1Eh] [ebp-22h]
    int v17; // [esp+22h] [ebp-1Eh]
    int v18; // [esp+26h] [ebp-1Ah]
    char v19; // [esp+2Ah] [ebp-16h]
    char v20; // [esp+2Bh] [ebp-15h]
    char v21; // [esp+2Ch] [ebp-14h]
    char v22; // [esp+2Dh] [ebp-13h]
    char v23; // [esp+2Eh] [ebp-12h]
    int v24; // [esp+2Fh] [ebp-11h]
    int v25; // [esp+33h] [ebp-Dh]
    int v26; // [esp+37h] [ebp-9h]
    char v27; // [esp+3Bh] [ebp-5h]
    int i; // [esp+3Ch] [ebp-4h]

    __main();
    v4 = 42;
    v5 = 70;
    v6 = 39;
    v7 = 34;
    v8 = 78;
    v9 = 44;
    v10 = 34;
    v11 = 40;
    v12 = 73;
    v13 = 63;
    v14 = 43;
    v15 = 64;
    printf("Please input:");
    scanf("%s", &v19);
    if ( v19 != 65 || v20 != 67 || v21 != 84 || v22 != 70 || v23 != 123 || v27 != 125 )
        return 0;
    v16 = v24;
    v17 = v25;
    v18 = v26;
    for ( i = 0; i <= 11; ++i )
    {
        if ( *(&v4 + i) != _data_start__[*((char *)&v16 + i) - 1] )
            return 0;
    }
    printf("You are correct!");
    return 0;
}

```

跟进_data_start_函数:

```
000 public __data_start__
000 ; char _data_start__[
000 __data_start__ db 7Eh ; DATA XREF: _main+EC↑r
001 aZyxwvutsrqponm db '|{zyxwvutsrqponmlkjihgfedcba`_^}\[ZYXWVUTSRQPONMLKJIHGFEDCBA@?>=<'
001 db '<;:9876543210/./-,*)(',27h,'&$$# !"',0
---
```

然后就直接解密:

```
s = [42,70,39,34,78,44,34,40,73,63,43,64]
key = '~|{zyxwvutsrqponmlkjihgfedcba`_^}\[ZYXWVUTSRQPONMLKJIHGFEDCBA@?>=<;:9876543210/./-,*)('+chr(0x27)+'&$$# !"'
flag = ''
for i in range(12):
    x = key.find(chr(s[i]))+1
    flag += chr(x)
print(flag)
```

解密得到: `flag{U9X_1S_W6@T?}`