VishwaCTF

CHALLENGE NAME : [HUNGRY FRIENDS]

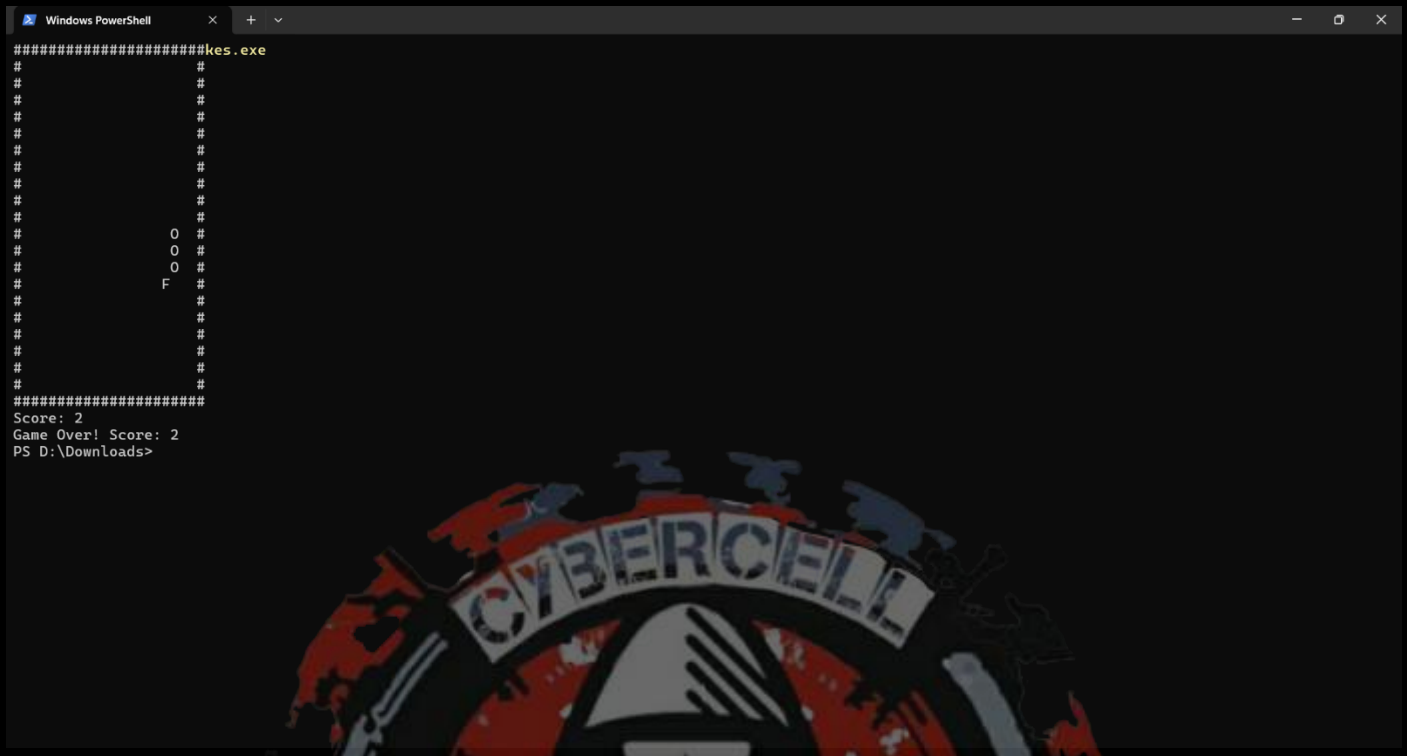
DEV : [ABHINAV MEHTA]

CATEGORY : [REVERSE ENGINEERING]

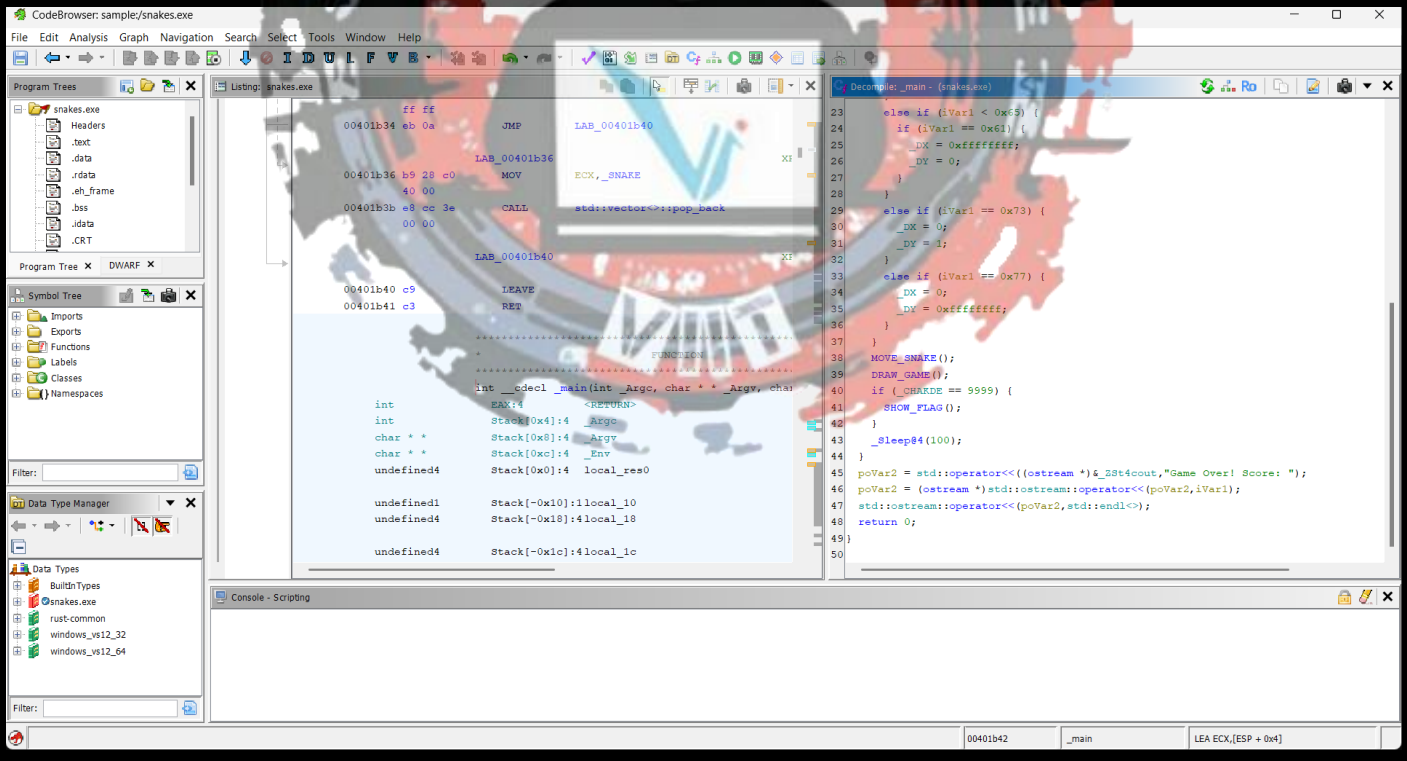
LEVEL : [MEDIUM]

2025

We are provided with a snakes.exe file which starts a snakes game and doesn't seem to end anywhere.

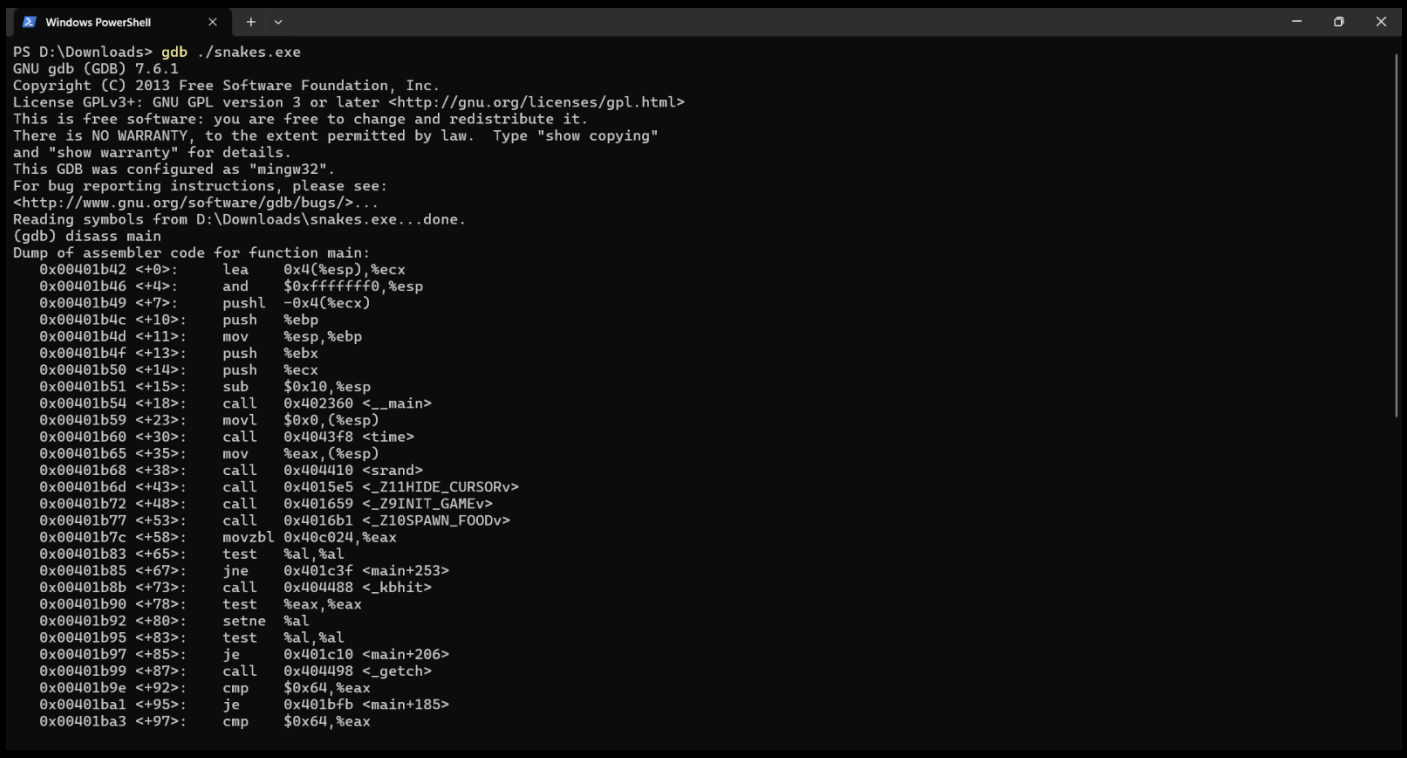


Let us try to statically analyze the code in Ghidra.

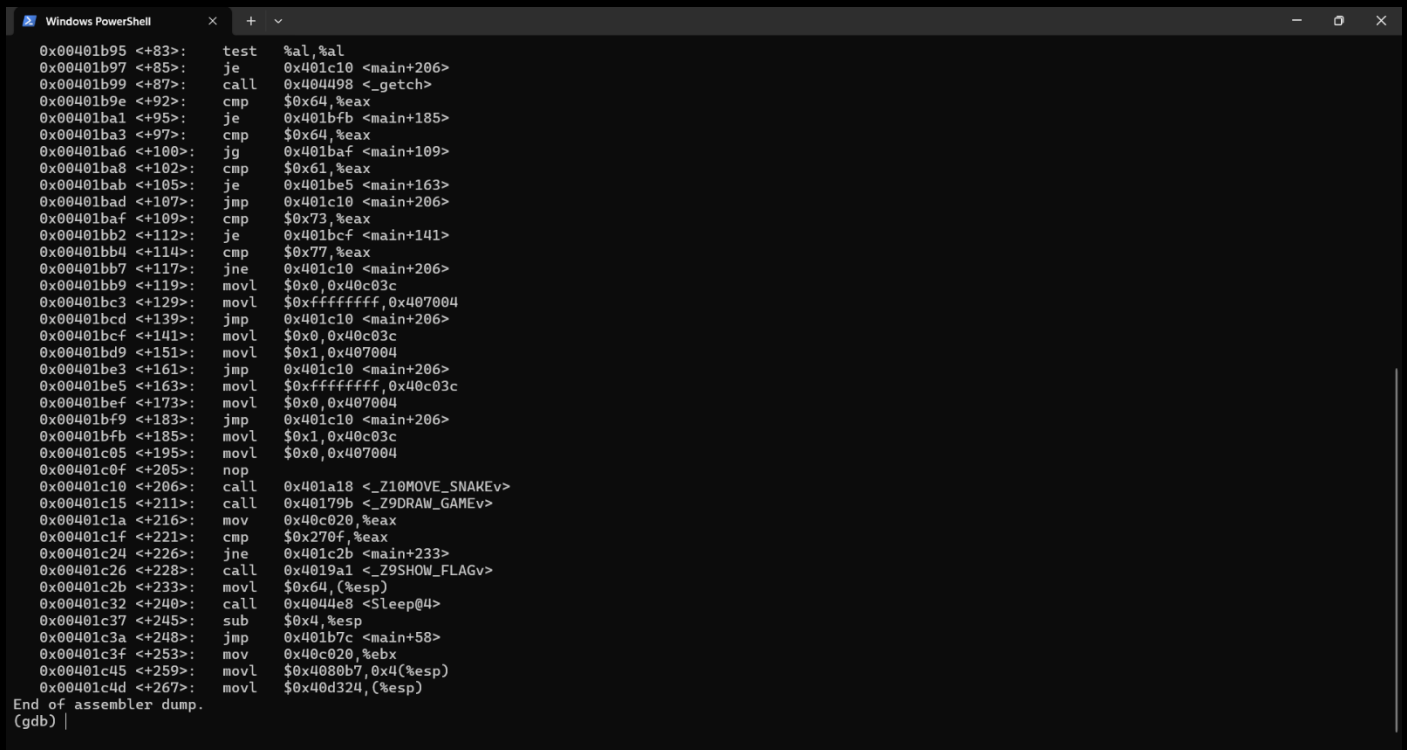


Here in main function, we find a function called SHOW FLAG but is only run when variable CHAKDE = 9999.

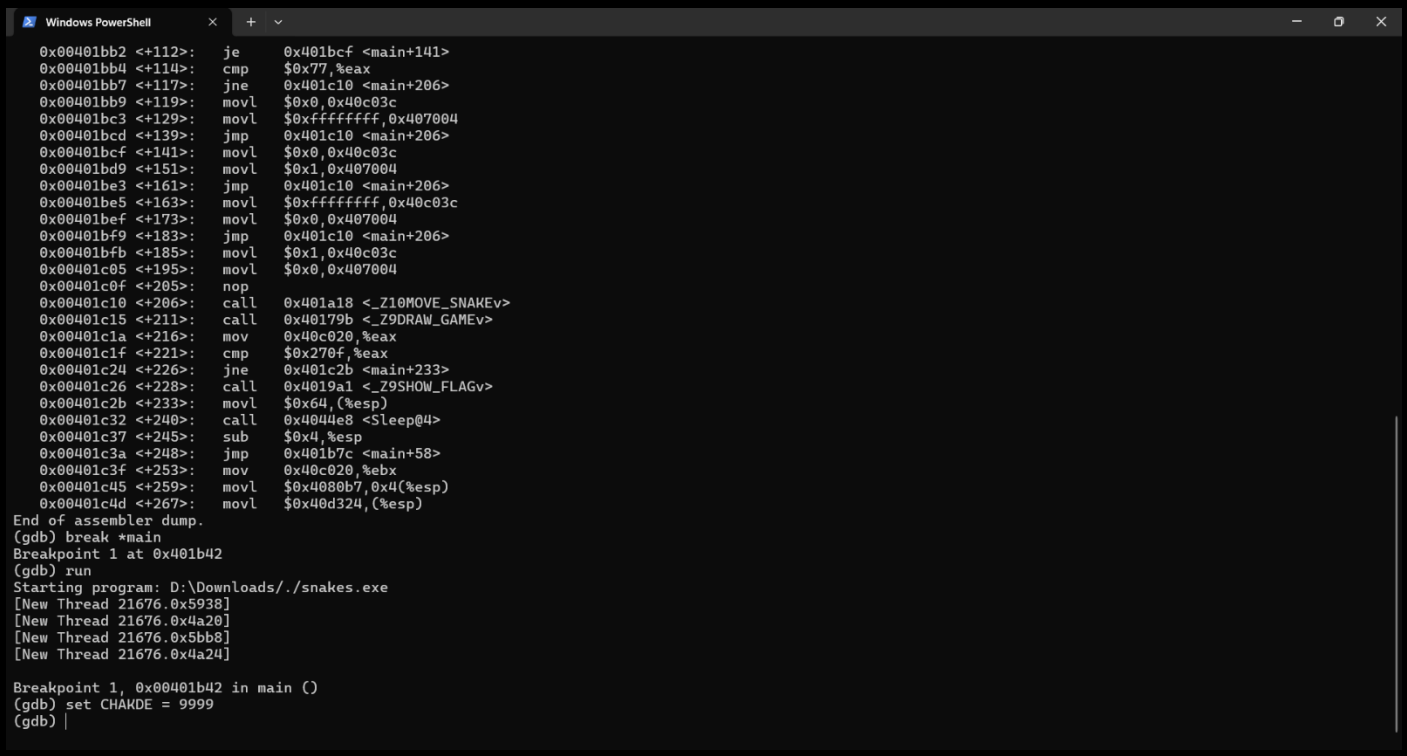
Let us enter gdb and do it ourselves the smart way.



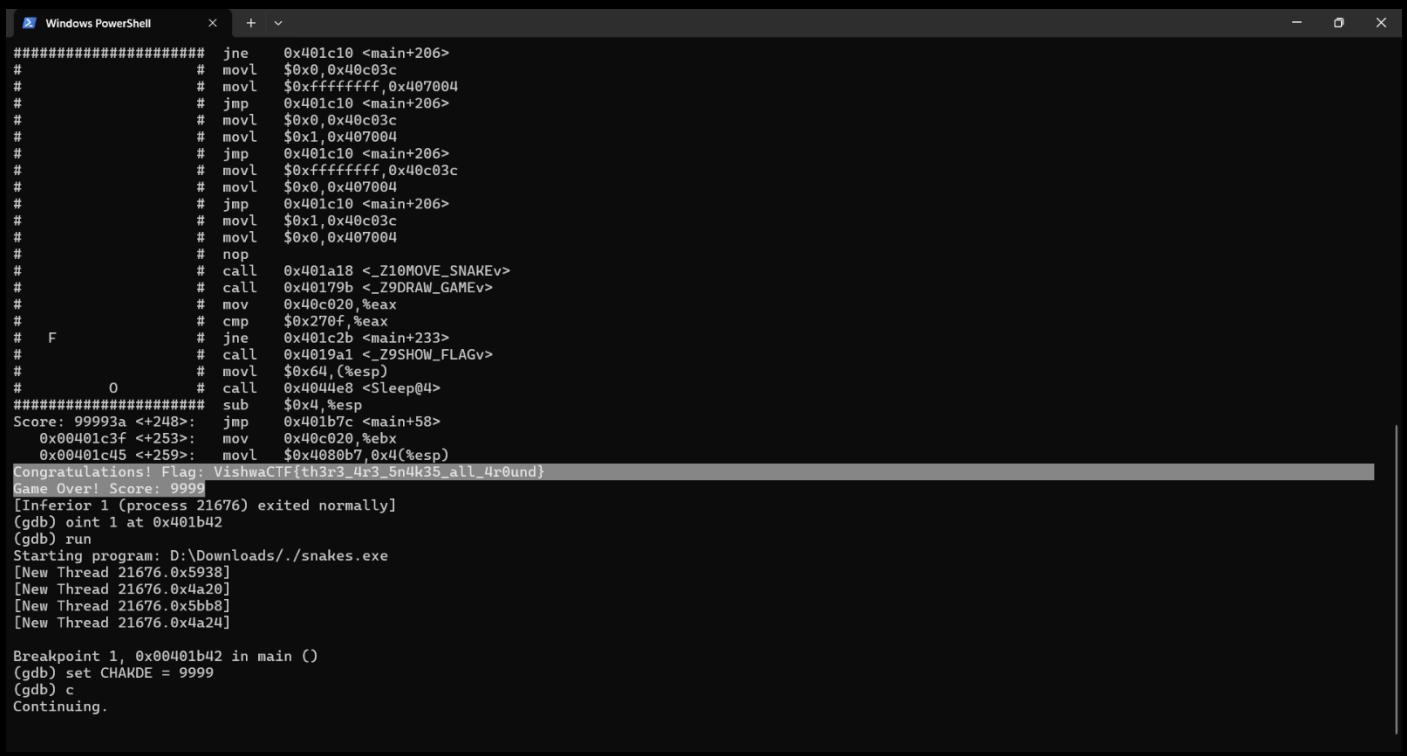
After disassembling main, we find various functions.



Here we find at instruction <+221> that a comparison is being done which results in equal, calls a function SHOW FLAG.



We have made necessary changes dynamically in the code. Now lets try to run it.



And there it is. We have the flag.

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