


- 1) Once you obtained the ELF binary from the website, change it to an executable by doing this
linux command “**CHMOD +X 922cb8ea8a0ef26b7cd18388b10fd70d**”
- 2) Then executing by the dot forward slash.

```
snake@snake-VirtualBox:~/Downloads$ chmod +x 922cb8ea8a0ef26b7cd18388b10fd70d
snake@snake-VirtualBox:~/Downloads$ ./922cb8ea8a0ef26b7cd18388b10fd70d
Password:█
```

- 3) You will notice it asking for a password. Let's opening in a dissembler! I will be using the
hopper because of its decompiler and nice GUI!
- 4) Take a look its main function then all the way down its to cmp instruction before it makes it
jump to the other functions. **cmp** **eax, edx**
jne **loc_400727**
- 5) The instruct test if edx is equal to eax, so lets manipulate it in debugger named GDB!
- 6) At the same time, we have to find the address of the instruction. So click on the mov/add button
on hopper. 
- 7) You will see that the cmp function has the address 0x04006ef.
- 8) Knowing the address, run GDB and input any input and it will say that it is wrong. So this lets
the operating system know the virtual addresses of the executable.
- 9) After running it the second time, set a breakpoint on the address we found earlier as so

“b *0x04006ef”

- 10) Run it again and print the register value: “**info**
register \$eax \$edx”

```
(gdb) info registers $eax $edx
eax          0x0          0
edx          0x6f7499ec    1869912556
```

- 11) Notice that eax is zero, since eax is the destination register. We have to set edx to zero as so :
“set \$edx=0”

- 12) Woo got the flag!

```
(gdb) set $edx=0
(gdb) c
Continuing.
Good job FLAG-6f749f251869912556
```