☰

Step 1: Replace func_table values

Use option 2 (read_variable) to modify the content of func_table. Type the function name and enter this value - '''AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAwin AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA '

```
>>> print('A' * 32 + 'win' + 'a' * 29 + 'A' * 32 * 2)
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAwinaaaaaaaaaaaaaaaaaaaaaaaaaaaaaAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAA
>>> print('A' * 32 + 'win' + ' ' * 29 + 'A' * 32 * 2)
```
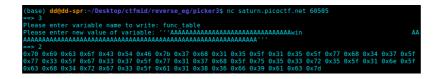
Make sure that the total length is 120 (32*4). After 32 'A's, we put 'win' because the second function starts here. And don't forget to pad 'win' with empty spaces.

Step 2: Run win

Now, type 2 in the input field. We got the flag, which is in hex. After modifying it, we got this:

```
(base) dd@dd-spr:~/Desktop/ctfmid/reverse_eg/picker3$ nc saturn.picoctf.net 60505
==> 3
Please enter variable name to write: func_table
Please enter new value of variable: '''AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAwin                AA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA'''
==> 2
0x70 0x69 0x63 0x6f 0x43 0x54 0x46 0x7b 0x37 0x68 0x31 0x35 0x5f 0x31 0x35 0x5f 0x77 0x68 0x34 0x37 0x5f
0x77 0x33 0x5f 0x67 0x33 0x37 0x5f 0x77 0x31 0x37 0x68 0x5f 0x75 0x35 0x33 0x72 0x35 0x5f 0x31 0x6e 0x5f
0x63 0x68 0x34 0x72 0x67 0x33 0x5f 0x61 0x31 0x38 0x36 0x66 0x39 0x61 0x63 0x7d
```