A screenshot of a computer

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Trying options 1, 3 and 4 don’t do anything, so we can attempt to write to buffer.

Go to option 2 (buffer)

Lets know attempt to overflow the function to try break/get some sort of result

A screen shot of a computer code

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We got the flag, simplify – this worked because we overfilled what ever buffer was in the code

A computer code on a black background

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The write buffer is using input\_data which has a predefined input size which at the top is set to 5

Input\_data = malloc(INPUT\_DATA\_SIZE);

A screen shot of a computer code

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This means if we go over a input size of 5, it should overflow it.

But there is also a variable called safe\_var which is set to also 5, which means it should be set to over 10

In our check\_win condition, the main comparison its doing is comparing this safe\_var, what the aim was is to overflow this (above 5), which would fail and then if we can overflow that, it would mean that bico is not = 0 anymore and eg output the flag

A computer screen shot of text

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