

Corrupted File

1. Open the gif file using xxd or HxD.

The header of the GIF is 39 61

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	39	61	F4	01	F4	01	F4	00	00	00	00	00	3A	00	00	00	9aô.ô.ô.....
00000010	00	3A	3A	00	3A	66	00	00	66	00	3A	00	00	66	90	3Af..f...f..
00000020	00	90	3A	3A	B6	66	00	B6	66	3A	90	90	3A	DB	90	3A	...f..f..f...f..
00000030	FF	B6	66	00	3A	90	66	3A	90	00	66	90	00	66	B6	3A	ÿf...f...f..f:
00000040	66	B6	90	66	90	3A	90	DB	66	B6	FF	B6	FF	B6	FF	DB	f..f...ÿÿÿÿÿÿÿÿ

Which actually should be 47 49 46 38 39 61.

So just insert the magic bytes and save the file.

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	47	49	46	38	39	61	F4	01	F4	01	F4	00	00	00	00	00	GIF89aô.ô.ô.....
00000010	3A	00	00	00	00	3A	3A	00	3A	66	00	00	66	00	3A	00f..f..
00000020	00	66	90	3A	00	90	3A	3A	B6	66	00	B6	66	3A	90	90	.f.....f..f..
00000030	3A	DB	90	3A	FF	B6	66	00	3A	90	66	3A	90	00	66	90	:ÿÿf...f...f..
00000040	00	66	B6	3A	66	B6	90	66	90	3A	90	DB	66	B6	FF	B6	.f:f..f...ÿÿÿÿÿÿÿÿ
00000050	FF	B6	FF	DB	90	FF	FF	B6	90	DB	FF	B6	FF	FF	FF	FF	ÿÿÿÿÿÿÿÿÿÿÿÿÿÿ

The file will open as a normal gif. Just browse the frames individually



Base64: ZmxhZ3tnMWZfb3JfajFmfQ==

Flag: flag{g1f_or_j1f}