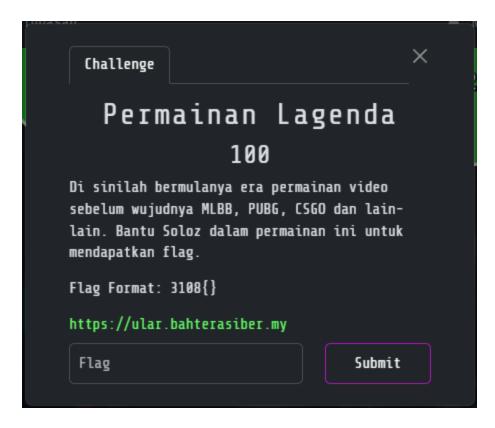
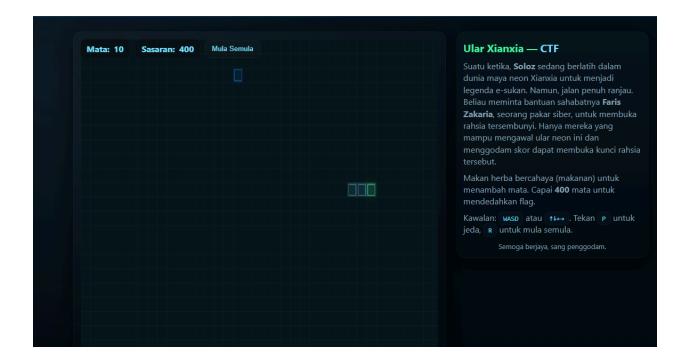
## **Permainan Lagenda**

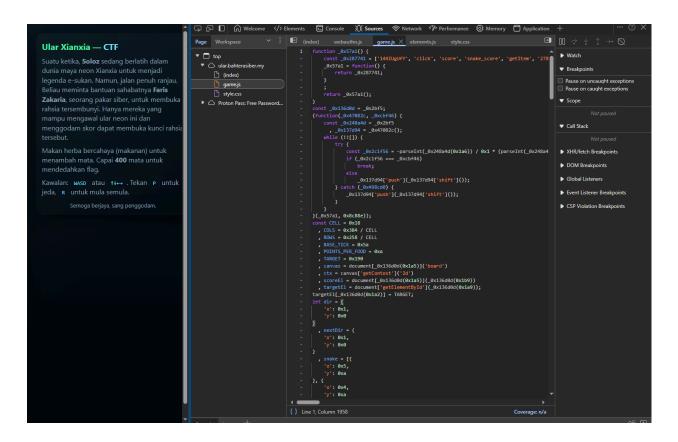






navigate to website, at first i try to play it but when it reach about 200 point there is no food left for the snake.

then i do some inspection and go to js and found something interesting



## Key findings in the code:

1. Flag is assembled by assembleFlag()

```
function assembleFlag() {
    const _@x41d159 = _@x136d0d
        , _@x40a63a = fragA[_@x41d159(@x198)](_@x2e0b58 => String['fromCharCode'](_@x2e0b58))
        , _@x144a77 = getFragB()[_@x41d159(@x198)](_@x1c3f9 => String['fromCharCode'](_@x11c3f9))
        , _@x1c8e22 = fragC1[_@x41d159(@x198)](_@x3c7daa => String['fromCharCode'](_@x3c7daa))
        , _@x4cd1a1 = fragC2[_@x41d159(@x198)](_@x40cf81 => String[_@x41d159(@x1a1)](_@x40cf81))
        , _@x48fc30 = fragC3[_@x41d159(@x198)](_@x4e4580 => String[_@x41d159(@x1a1)](_@x4e4580))
        , _@x48a94b = fragD()['map'](_@x259a71 => String['fromCharCode'](_@x259a71));
    return [..._@x40a63a, ..._@x144a77, ..._@x1c8e22, ..._@x4cd1a1, ..._@x48fc30, ..._@x40a94b][_@x41d159(@x1ac)]('');
}
```

The developers left **hidden commands** in window.game:

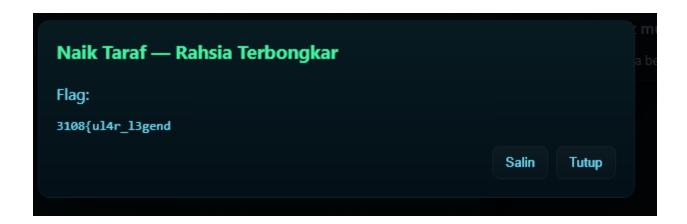
That means in your **browser console**, you can just run:

```
game.triggerFlag()

G G G Welcome (/> Elements Console K Sources Network Performance Memory Application +

S Game.triggerFlag()
```

enter And the flag will pop up instantly 🎉



3108{ul4r\_l3gend}