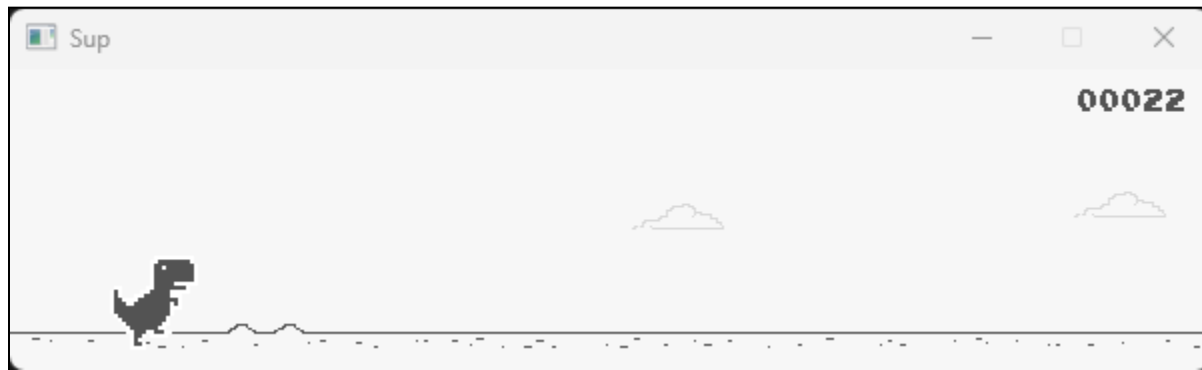


Challenge Name: TrexRunner

Description: *Once just a pixelated survivor in the Chrome desert, your dino steps into legend with new cosmic powers, with the power to control time (Press 'v'), but can it bend space itself, perhaps a score of 99999?*

You are provided with a zip file containing `trex_runner.exe` and all necessary assets to run it. On launching the executable, you're greeted with the iconic Trex game we all are familiar with.

 trex_runner.exe	✖	14-10-2025 16:26	Application	1,830 KB
 spritesheet.png	✖	13-10-2025 02:07	PNG File	3 KB
 spritesheet.json	✖	13-10-2025 02:07	JSON Source File	5 KB
 sfx_jump.wav	✖	13-10-2025 02:07	WAV File	25 KB
 sfx_hit.wav	✖	13-10-2025 02:07	WAV File	51 KB
 sfx_achievement.wav	✖	13-10-2025 02:07	WAV File	100 KB



But there are some twists. The description hands you all the critical clues up front:

- Flag condition: Achieve a score of 99999
- Mechanics: "Control time" (v for pause) and "bend space" (hinting at score manipulation)

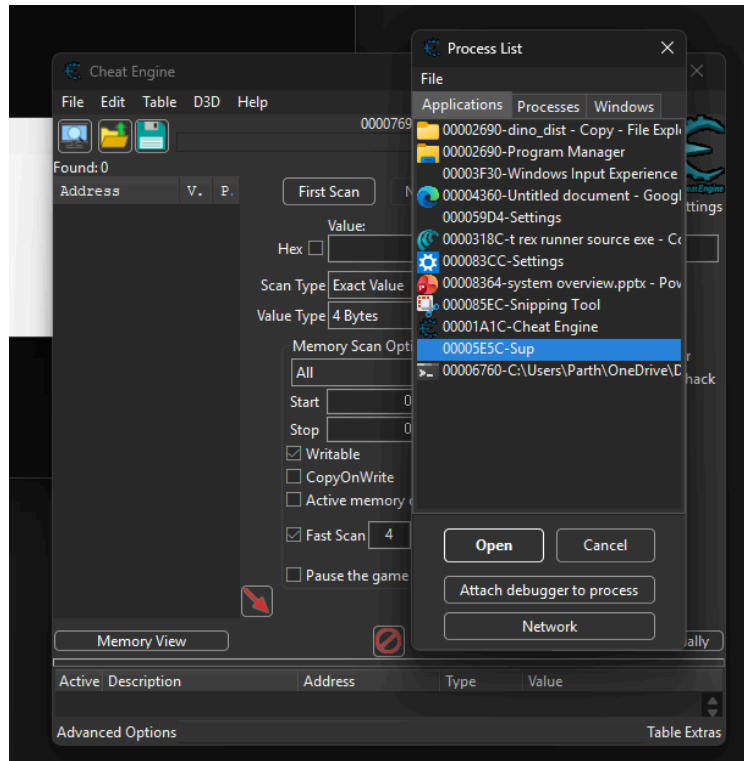
Initial Recon

Boot up the game, and watch your score skyrocket. You'll quickly realize that surviving all the way to 99999 is not feasible, with all due respect to your gaming skills. The score moves at breakneck speed.

Dynamic Memory Editing

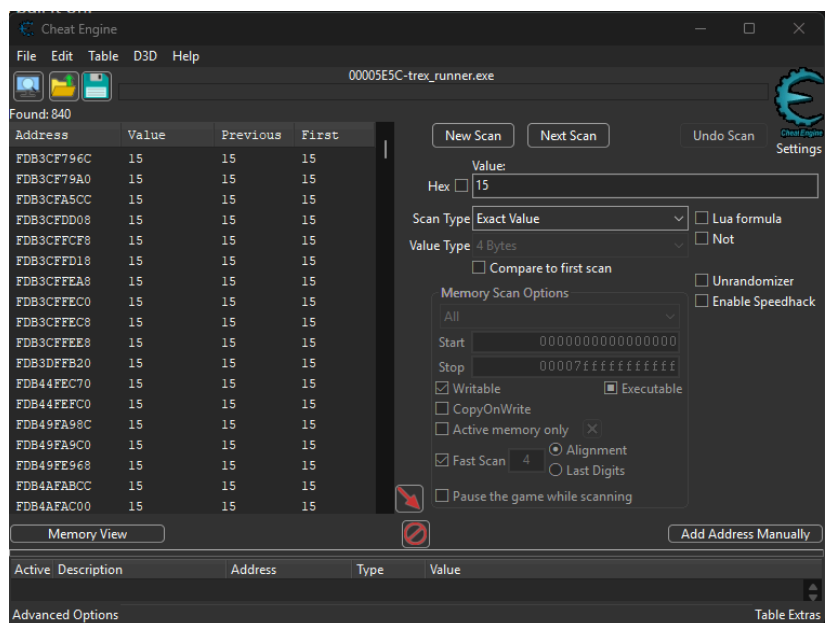
The phrasing “control time” and “bend space”, plus an explicit mention of the pause button ('v'), are clear clues for a non-standard solution. Which brings us to the intended way: **Memory Patching**.

Open up **Cheat Engine** (or your tool of choice), and attach it to the running **trex_runner.exe** process (Titled “Sup”, don’t ask why).



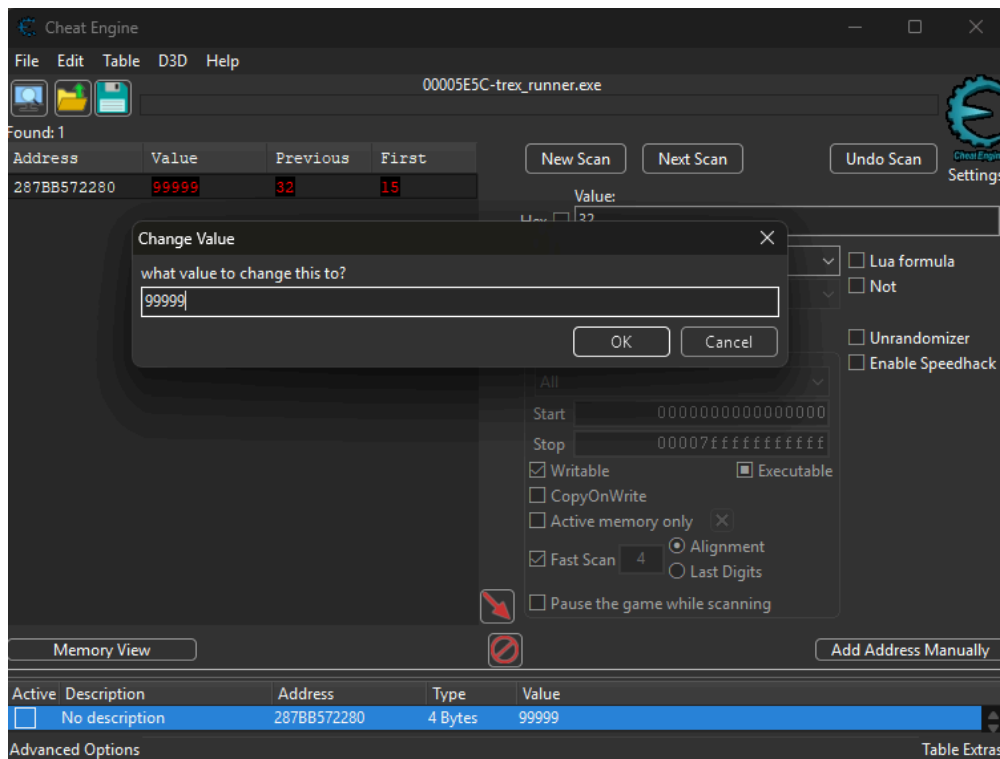
Now, run the game and you will see the score increasing rapidly, here use the pause button and then enter that value in Cheat Engine.

This should give you this long list of addresses corresponding to that score number.

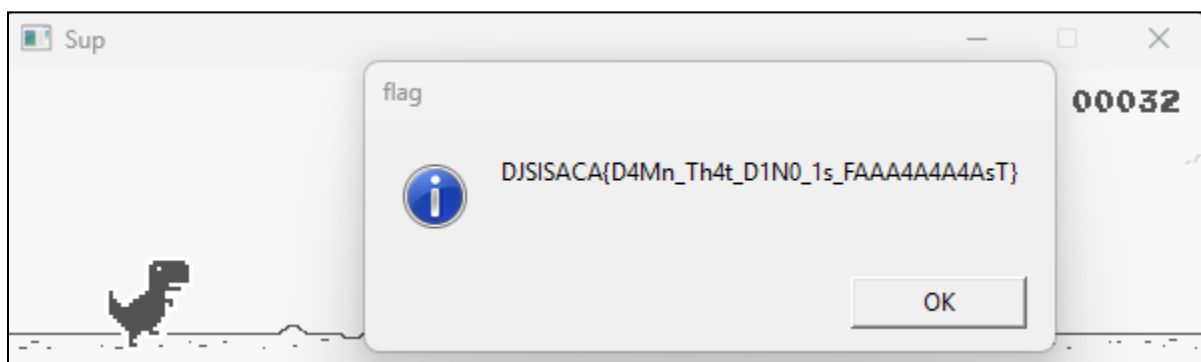


Keep resuming the game -> Pausing -> scanning the new score

until you have isolated the exact memory address which is tracking the score. Although in this case, you should get the isolated address in your second scan itself.



Once, you have done this, simply modify the value to 99999, unpause the game and you should get this pop-up :))



Flag: DJSISACA{D4Mn_Th4t_D1N0_1s_FAAA4A4A4AsT}