

# SPASM Payload

Real World

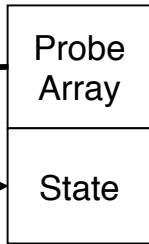
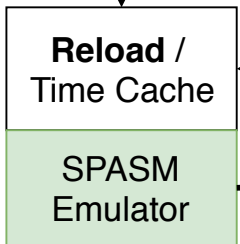
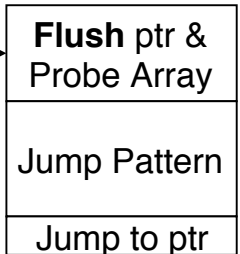
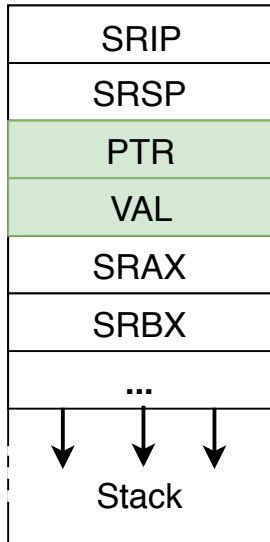
Speculative World

*Emulator State*

*Execution Path*

*Data*

*Speculative Execution*



SPASM Instruction