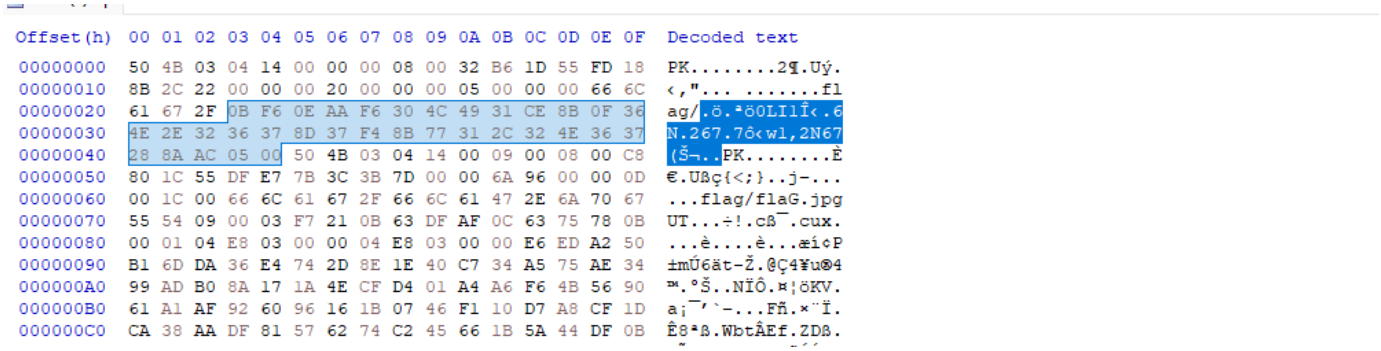
Flags In Zip

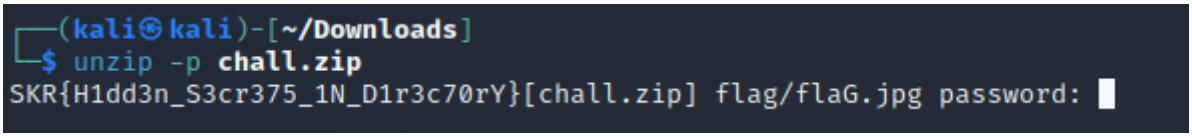
Hint showing that we need to inspect zip structure, hence we can open the `chall.zip` in hex editor, the highlighted part is the compressed data, probably the flag:



Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	50	4B	03	04	14	00	00	00	08	00	32	B6	1D	55	FD	18	PK.....2¶.Uý.
00000010	8B	2C	22	00	00	00	20	00	00	00	05	00	00	00	66	6C	‹,"... .....fl
00000020	61	67	2F	0B	F6	0E	AA	F6	30	4C	49	31	CE	8B	0F	36	ag/.ö.ªö0LI1Î‹.6
00000030	4E	2E	32	36	37	8D	37	F4	8B	77	31	2C	32	4E	36	37	N.267.7ô‹w1,2N67
00000040	28	8A	AC	05	00	50	4B	03	04	14	00	09	00	08	00	C8	(Š¬..PK.....È
00000050	80	1C	55	DF	E7	7B	3C	3B	7D	00	00	6A	96	00	00	0D	€.Ußç{<;}..j-...
00000060	00	1C	00	66	6C	61	67	2F	66	6C	61	47	2E	6A	70	67	...flag/flaG.jpg
00000070	55	54	09	00	03	F7	21	0B	63	DF	AF	0C	63	75	78	0B	UT...÷!.cß¯.cux.
00000080	00	01	04	E8	03	00	00	04	E8	03	00	00	E6	ED	A2	50	...è....è...æí¢P
00000090	B1	6D	DA	36	E4	74	2D	8E	1E	40	C7	34	A5	75	AE	34	±mÚ6ät-Ž.@Ç4¥u®4
000000A0	99	AD	B0	8A	17	1A	4E	CF	D4	01	A4	A6	F6	4B	56	90	™.°Š..NÏÔ.¤¦öKV.
000000B0	61	A1	AF	92	60	96	16	1B	07	46	F1	10	D7	A8	CF	1D	a¡¯'`-...Fñ.×¨Ï.
000000C0	CA	38	AA	DF	81	57	62	74	C2	45	66	1B	5A	44	DF	0B	Ê8ªß.WbtÂEf.ZDß.

So to view decompressed data, we can unzip the `chall.zip` with `p` parameter:

```
unzip -p chall.zip
```



The above is the intended way, how i solve is basically just throw the `chall.zip` into FTK Imager: