

Virtual Ram

When opening the file we find that it is a gameboy rom.

File Type: Game Boy ROM image: "VIRTUALRAM" (Rev.01)
[MBC5+RAM+BATT], ROM: 1Mbit, RAM: 128Kbit

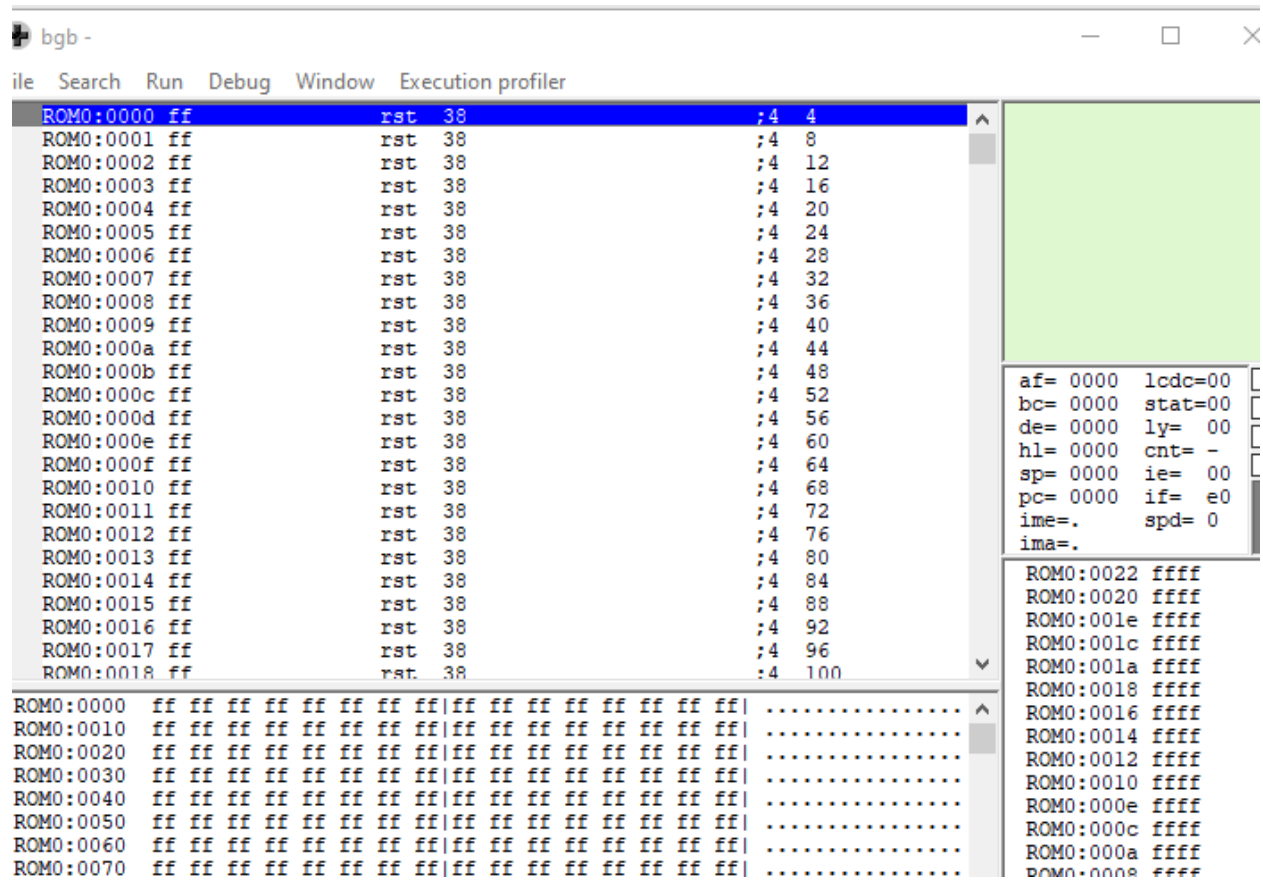
so we try to run it



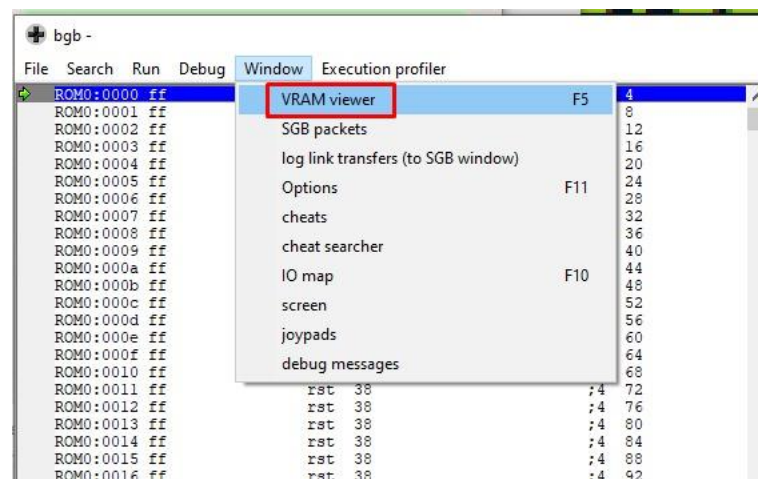
we find that there is something hidden in the map that requires us to use a vram viewer



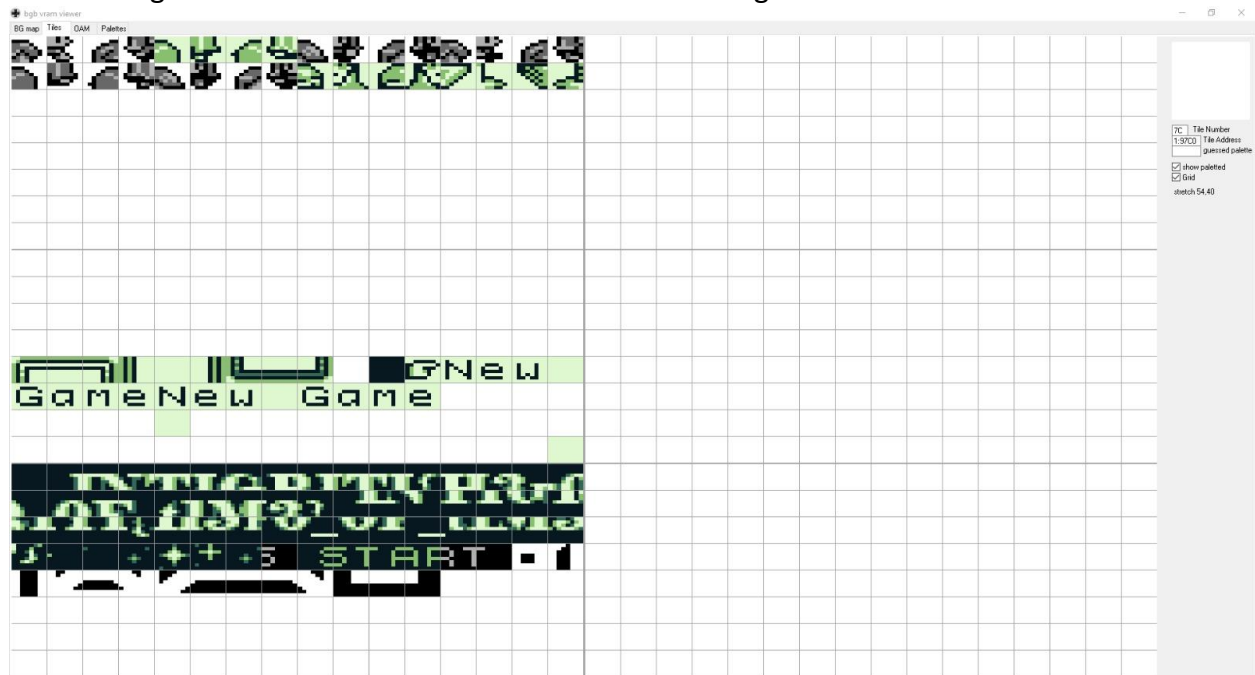
So we use BGB emulator to lunch the ROM.



Using the vram viewer option we open the games vram



After seeing the VRam we can see there's a hidden message



Using any image editor we find the flag is INTIGRITI{H3r0_OF_t1M3}