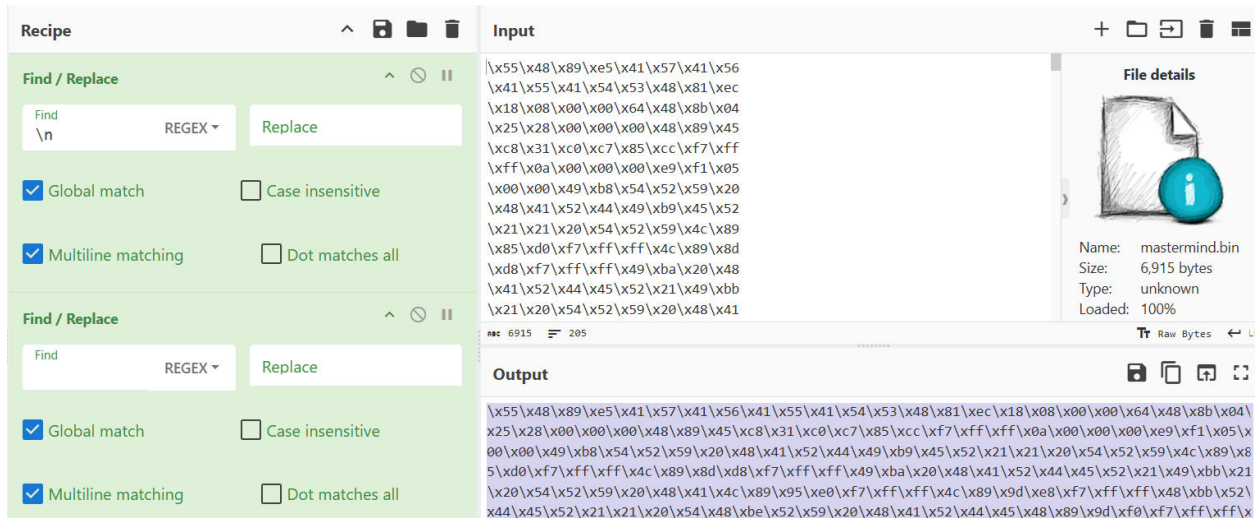


This is one of the more confusing challs when it comes to rev.

Since this is reverse engineering, we quickly come to the conclusion the bytes are probably shellcode, which we need to try to execute.

First, I generated a string containing all the bytes:



Next, I found a short C code that executes the shellcode

```
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <sys/mman.h>

int main() {
    unsigned char shellcode[] = "copy_bytes_here";
    void *exec_mem = mmap(NULL, sizeof(shellcode), PROT_READ | PROT_WRITE |
PROT_EXEC, MAP_PRIVATE | MAP_ANONYMOUS, -1, 0);
    memcpy(exec_mem, shellcode, sizeof(shellcode));
    ((void (*)(void))exec_mem)();
    munmap(exec_mem, sizeof(shellcode));
    return 0;
}
```

Then I compiled it on my linux machine and ran it. But nothing was happening.

As a result, I ran it in gdb, where again nothing was happening for a while

I quit the program with CTRL + C and saw a lot of TRY HARDER stuff (my pwndbg shows me stuff upon stopping the program)

Looking through the stack I found some strange stuff:

```

1a:00d0|-770 0x7fffffffce0 ← '!! TRY HARDER!!'
1b:00d8|-768 0x7fffffffce8 ← 0x21215245445241 /* 'ARDER!!' */
1c:00e0|-760 0x7fffffffccf0 ← 0
... ↓      35 skipped
40:0200|-640 0x7fffffffce10 ← 0x7fff00000000
41:0208|-638 0x7fffffffce18 → 0x7fff7db53cc ← 0xc30411667c9ab170
42:0210|-630 0x7fffffffce20 ← 'JUNKJUNK||Q1RGezhmOTMxYzNhYTdjMThjNWEzZWFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
43:0218|-628 0x7fffffffce28 ← '||Q1RGezhmOTMxYzNhYTdjMThjNWEzZWFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
44:0220|-620 0x7fffffffce30 ← 'zhmOTMxYzNhYTdjMThjNWEzZWFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
45:0228|-618 0x7fffffffce38 ← 'zNhYTdjMThjNWEzZWFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
46:0230|-610 0x7fffffffce40 ← 'ThjNWEzZWFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
47:0238|-608 0x7fffffffce48 ← 'WFiYjg0OGRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
48:0240|-600 0x7fffffffce50 ← 'GRhYTkWZDc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
49:0248|-5f8 0x7fffffffce58 ← 'Dc2MTk3ZWQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'
4a:0250|-5f0 0x7fffffffce60 ← 'WQzNDAXNDhhYTcwMmRlOTVkoDI4OGIxOTBhZWV9||JUNKJUNKJUNK'

```

Turns out, the first JUNKJUNK string in the picture is the flag in base64. So.... We got the flag I guess.

**Made with love by: AndreiCat**