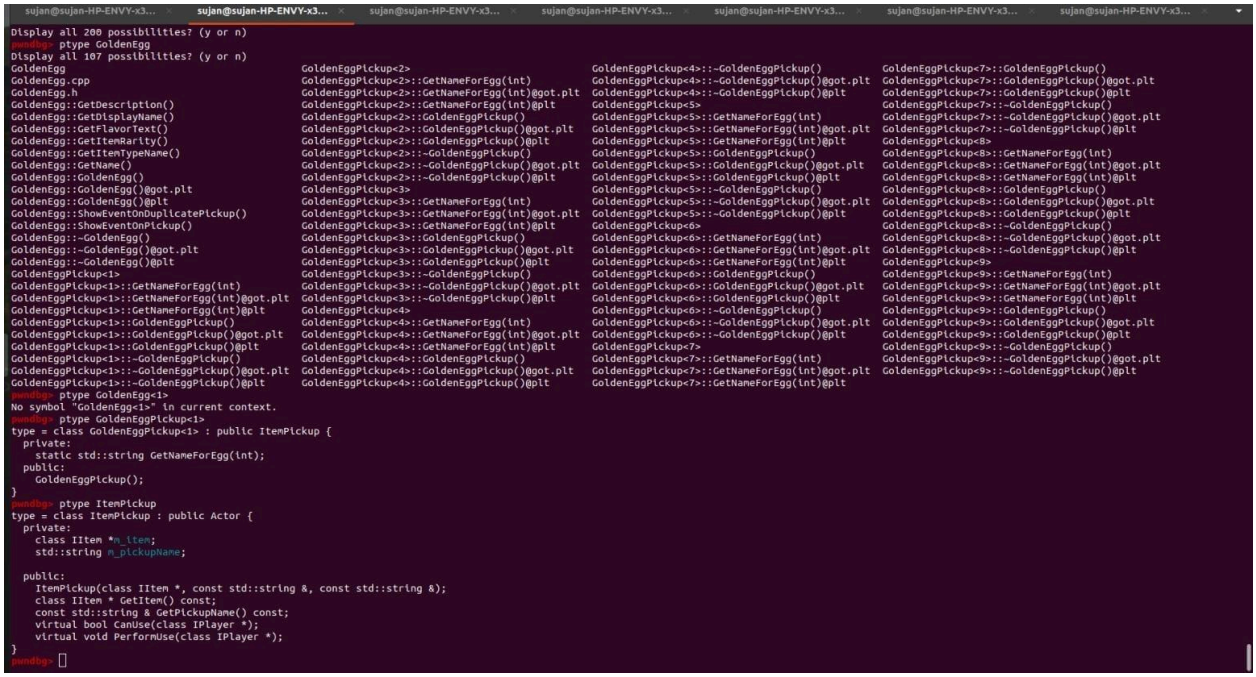
GOLDEN EGGS COLLECTION WRITEUP

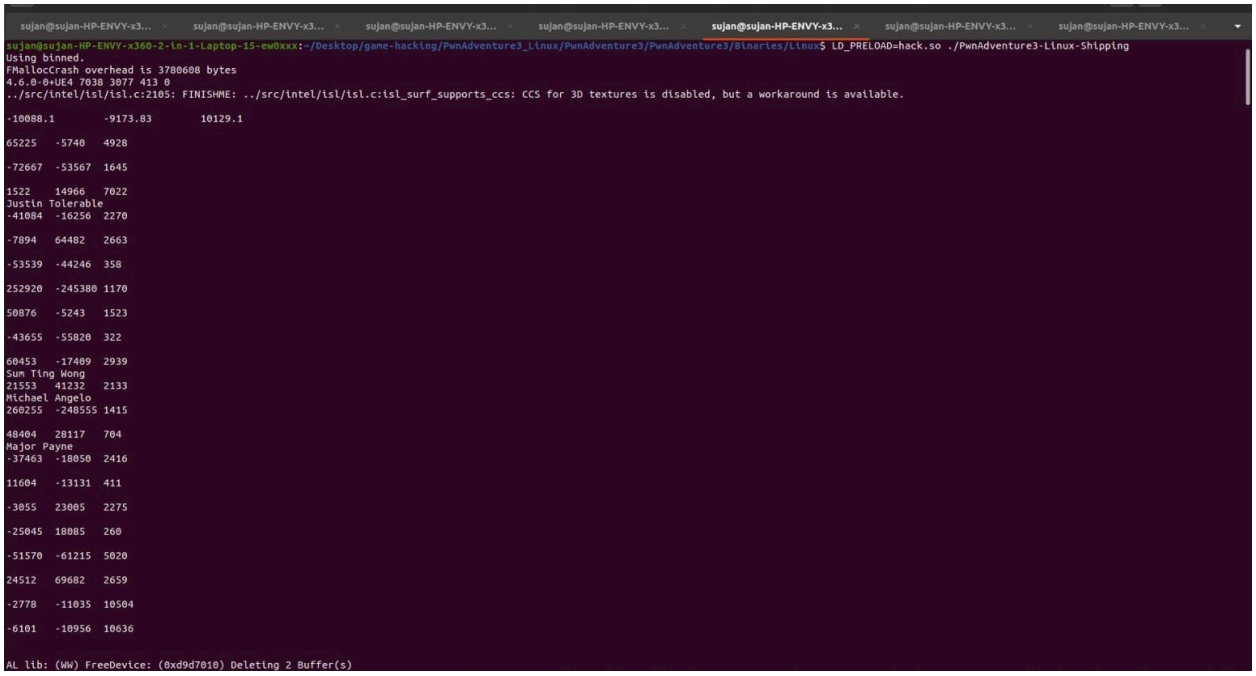
This was the result I found by searching golden eggs in gdb,



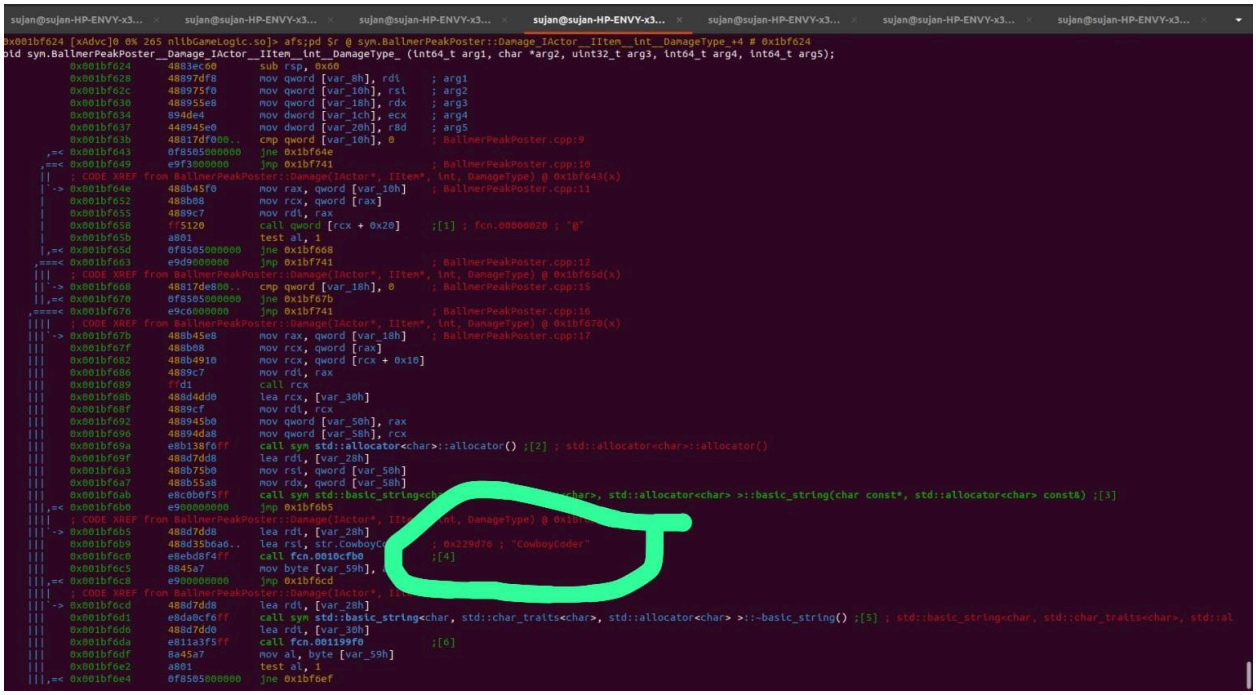
so there are 9 goldeneggs which are subclasses of itempickup which is a subclass of actor, which matches with the hint given.
I have found a global variable g_eggs too, but couldn't find any data in it.

Then in the GameWorld object there is a function that lists the actors, using this function I was able to get the coordinates and names of all the objects currently, by typing a in the chat.

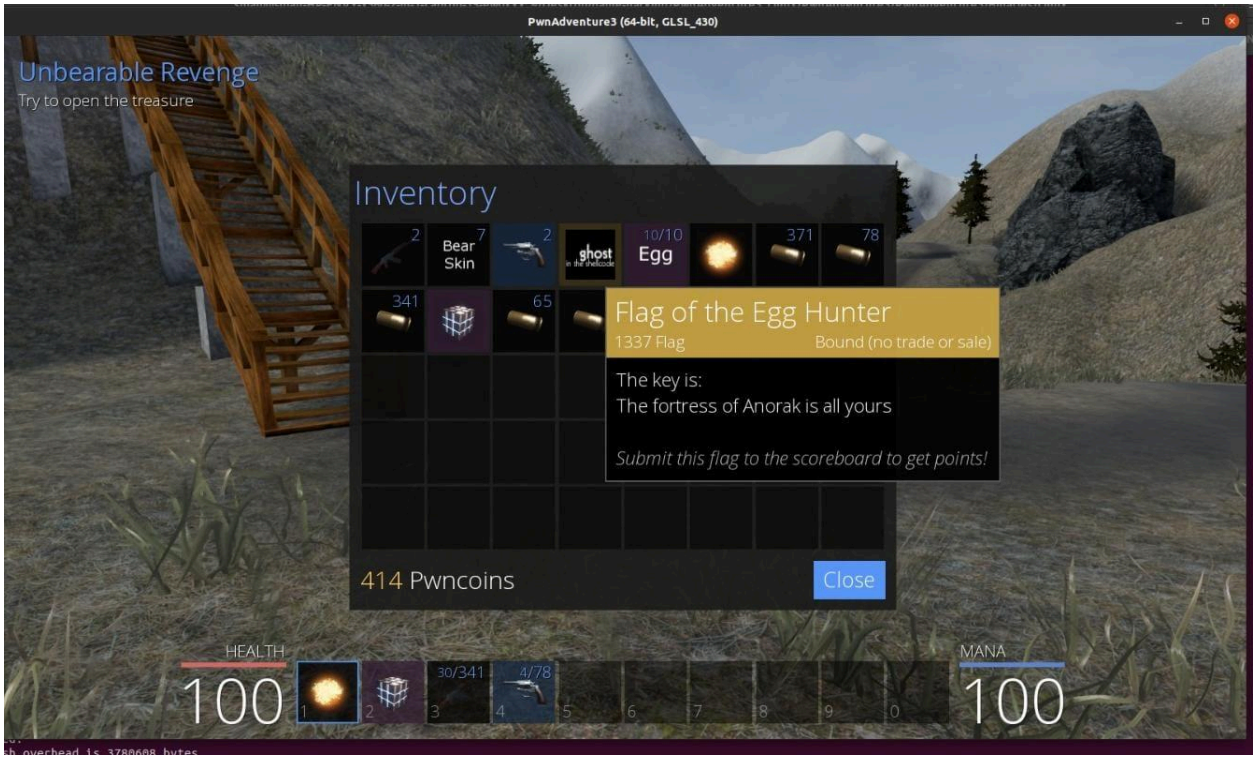
And the output was something like this



Then I tp'd to all these and found 9 golden eggs and for then
I used radare2 and searched for any symbols named egg,when I have found BallmerPeakEgg and poster and found a function related to damage to the poster
With only fireball and ak i tried to shoot it, but it was not succesful
Then on analysis of the Damage function in the poster object, I have found this string named "cowboy coder"



With a bit more analysis, i found out its a gun and after murdering a few bears for the skins, i bought it and shooted the poster with it, and then found the final egg right outside the house.



With this I have achieved my first flag