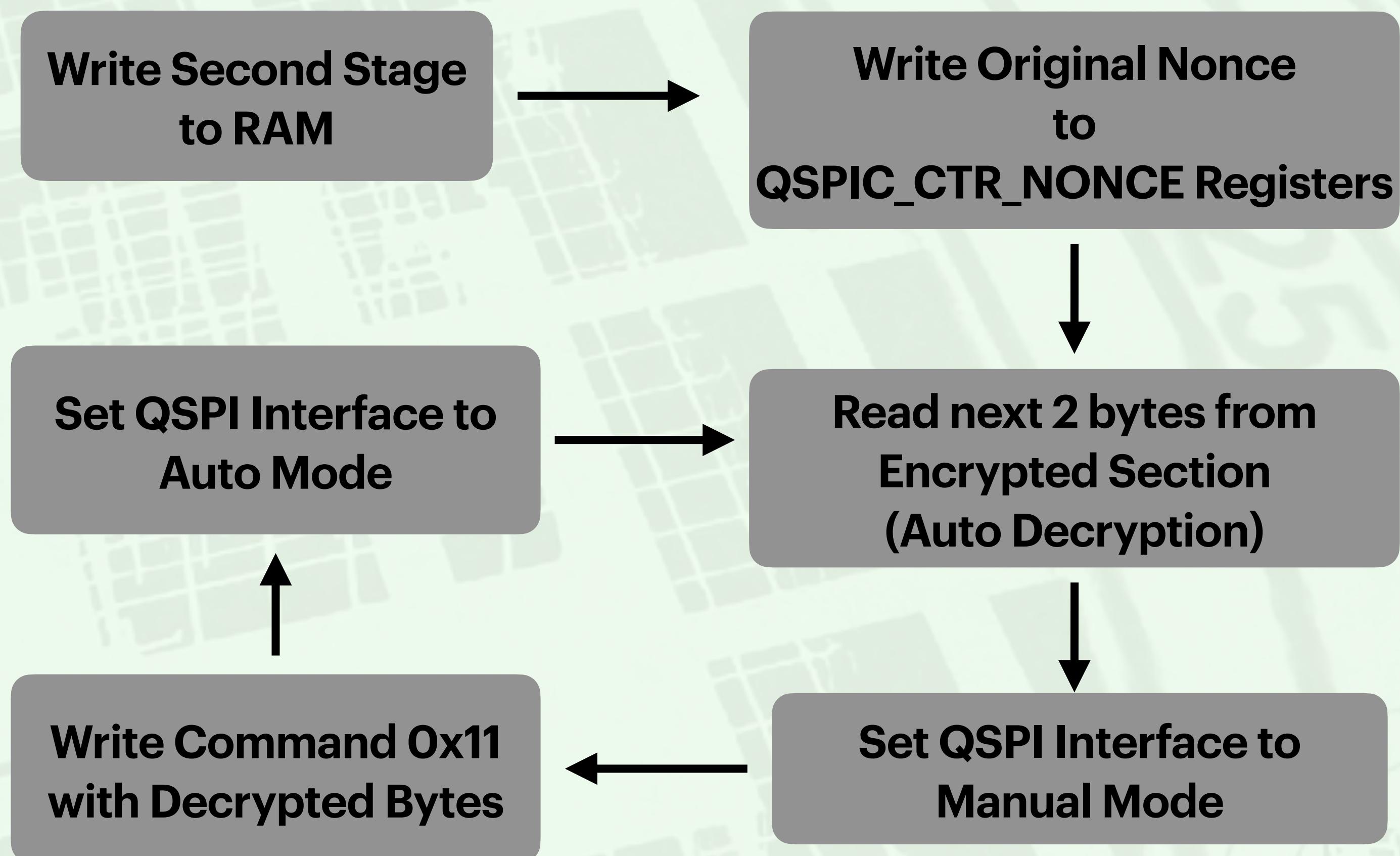


THE OWL



```
C2 F2 03 02    movt r2, #0x2003
10 46          mov r0, r2
4F F0 4F 01    mov.w r1, #0x4f
00 F8 01 1B    strb r1, [r0], #1
4F F0 F0 01    mov.w r1, #0xf0
00 F8 01 1B    strb r1, [r0], #1
4F F0 60 01    mov.w r1, #0x60
00 F8 01 1B    strb r1, [r0], #1
4F F0 50 01    mov.w r1, #0x50
00 F8 01 1B    strb r1, [r0], #1
4F F0 00 01    mov.w r1, #0
00 F8 01 1B    strb r1, [r0], #1
4F F0 F1 01    mov.w r1, #0xf1
00 F8 01 1B    strb r1, [r0], #1
4F F0 8C 01    mov.w r1, #0x8c
00 F8 01 1B    strb r1, [r0], #1
4F F0 00 01    mov.w r1, #0
00 F8 01 1B    strb r1, [r0], #1
4F F0 42 01    mov.w r1, #0x42
00 F8 01 1B    strb r1, [r0], #1
4F F0 F2 01    mov.w r1, #0xf2
00 F8 01 1B    strb r1, [r0], #1
4F F0 0D 01    mov.w r1, #0xd
00 F8 01 1B    strb r1, [r0], #1
4F F0 61 01    mov.w r1, #0x61
00 F8 01 1B    strb r1, [r0], #1
4F F0 CF 01    mov.w r1, #0xcf
00 F8 01 1B    strb r1, [r0], #1
4F F0 F2 01    mov.w r1, #0xf2
00 F8 01 1B    strb r1, [r0], #1
4F F0 02 01    mov.w r1, #2
00 F8 01 1B    strb r1, [r0], #1
```

THE OWL

```
0x99 (reset)
0x03 @ 0x00002074 (read)
0x03 @ 0x000000a (read)
0x03 @ 0x000000e (read)
0x03 @ 0x00000012 (read)
0x03 @ 0x00000014 (read)
0x03 @ 0x00000016 (read)
0x06 (write enable)
0x01 (write status register)
0x05 (read status register)
0x03 @ 0x00002400 (read)
0x03 @ 0x00002404 (read)
...
...
0x03 @ 0x000025f8 (read)
0x03 @ 0x000025fc (read)
0x03 @ 0x00fd4744 (read) <---- TRANSITION TO STAGE 1
0x03 @ 0x00fd4760 (read)
0x03 @ 0x00fd4780 (read)
...
...
0x03 @ 0x00fd4f60 (read)
0x03 @ 0x00fd4f80 (read)
0x11 @ 0x00004 (EM100 specific) <---- STAGE 2 DUMPING DECRYPTED APP
0x11 @ 0x00006 (EM100 specific)
0x11 @ 0x00000 (EM100 specific)
0x11 @ 0x00008 (EM100 specific)
```