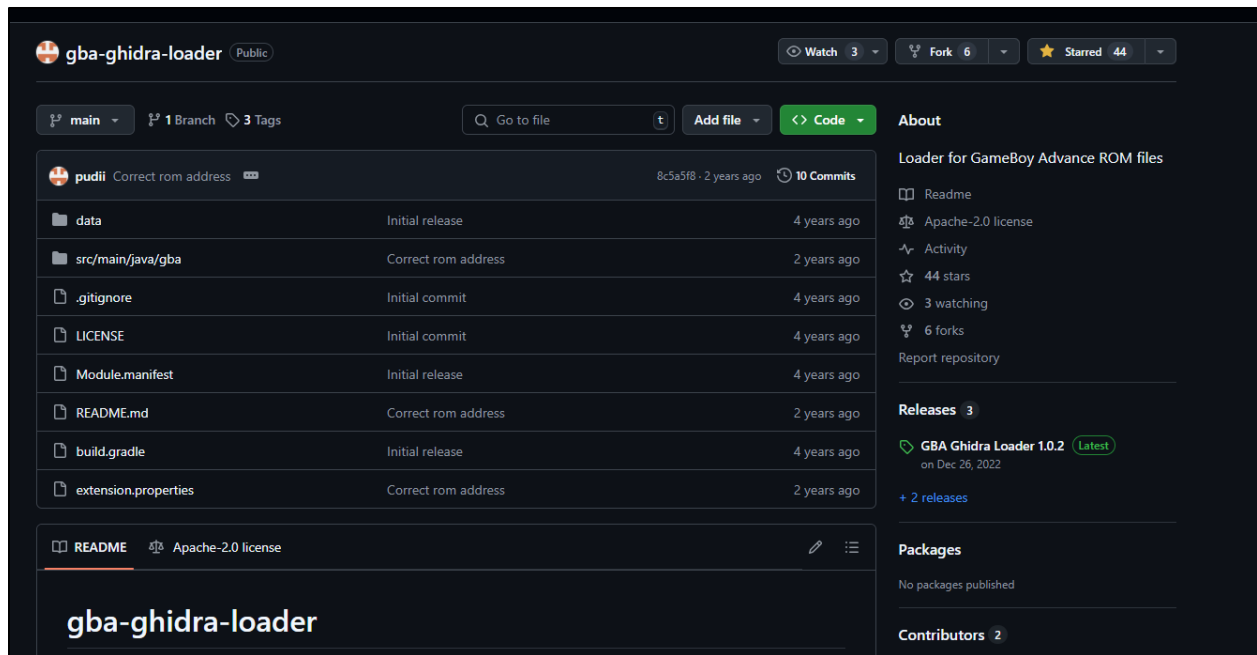


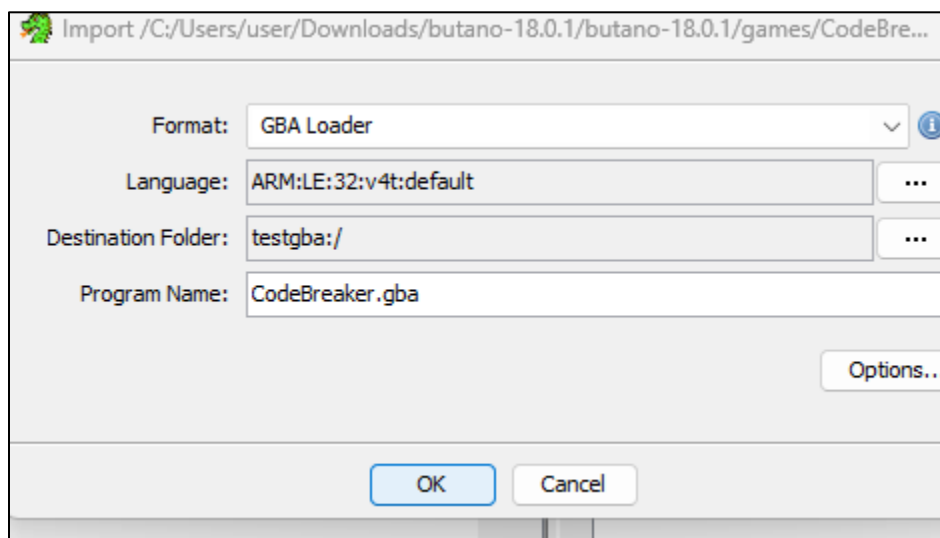
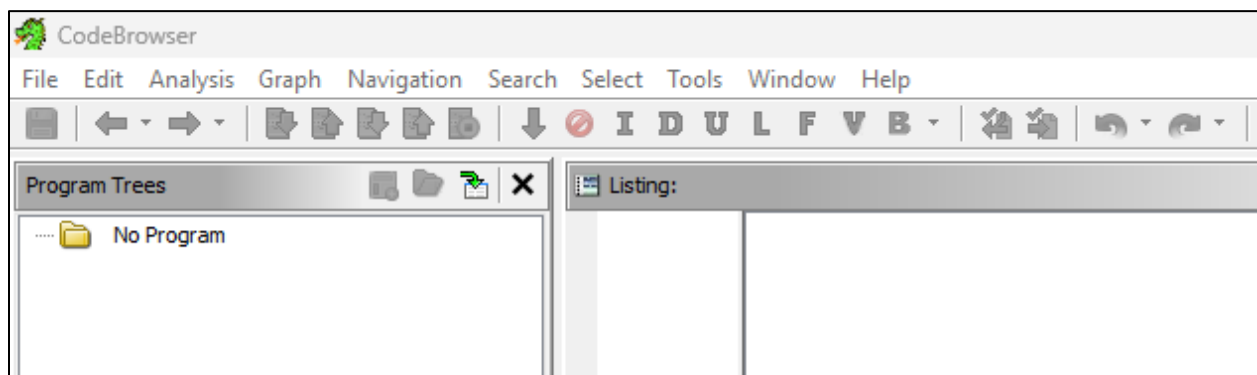
We open the program and find that its telling us to find “FLAG:” so we will do just that by reversing it.



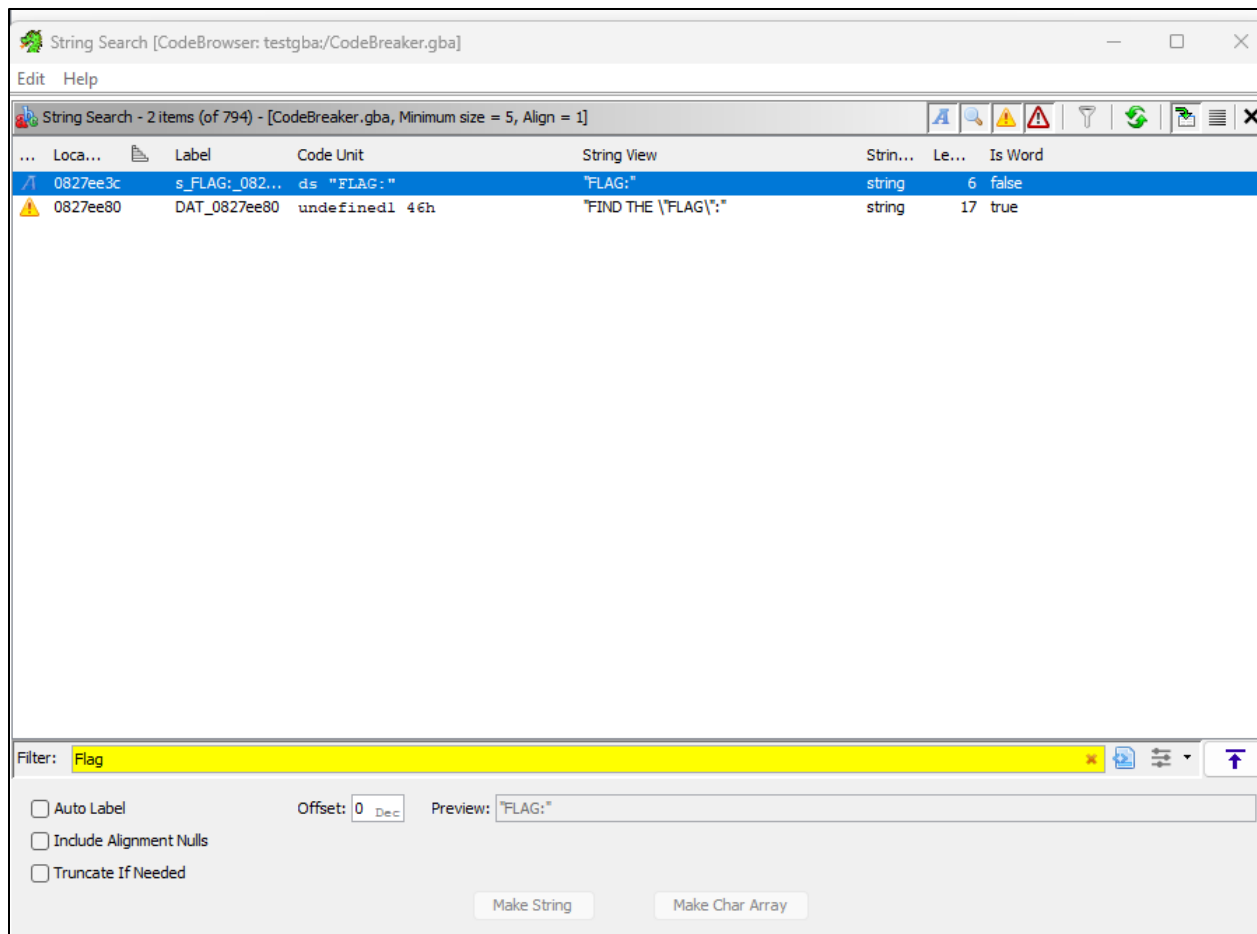
First we need ghidra with the gba plugin



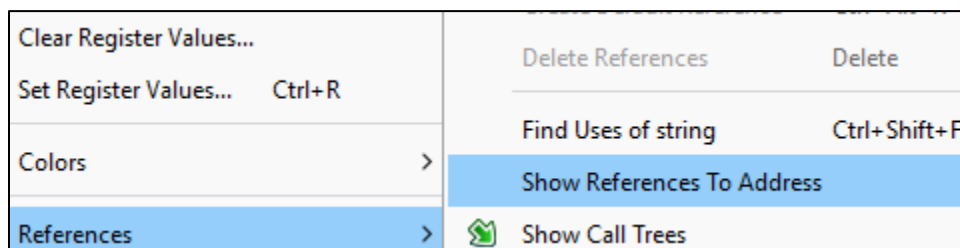
First open ghidra and import the gba file



We look for the string "FLAG:" and make string



We search for references to the string.



And there we have the flag getting printed out character by character  
Intigriti(@63\_of\_bURNiN6\_fi31D\$)

```

param_17 = &DAT_0827e628;
for (pcVar1 = "I"; *pcVar1 != '\0'; pcVar1 = pcVar1 + 1) {
}
*(char **) (unaff_r4 + 4) = pcVar1;
param_7 = (uint)in_stack_00000118._3_1_;
if (param_7 == 0) {
    param_7 = (uint)bStack0000011e;
}
param_18 = 0xfffff1000;
*(undefined4 *) (unaff_r5 + 4) = 0xffffce000;
param_6 = (int)cStack0000011d;
param_5 = (int)cStack0000011c;
FUN_08019b50(&stack0x000000d8);
param_17 = &DAT_0827f67c;
for (pcVar1 = "n"; *pcVar1 != '\0'; pcVar1 = pcVar1 + 1) {
}
*(char **) (unaff_r4 + 4) = pcVar1;
param_7 = (uint)in_stack_00000118._3_1_;
if (param_7 == 0) {
    param_7 = (uint)bStack0000011e;
}
param_18 = 0xfffffb000;
*(undefined4 *) (unaff_r5 + 4) = 0xffffce000;
param_6 = (int)cStack0000011d;
param_5 = (int)cStack0000011c;
FUN_08019b50(&stack0x000000d8);
param_17 = &DAT_0827fc68;
for (pcVar1 = "t"; *pcVar1 != '\0'; pcVar1 = pcVar1 + 1) {
}
*(char **) (unaff_r4 + 4) = pcVar1;
param_7 = (uint)in_stack_00000118._3_1_;
if (param_7 == 0) {
    param_7 = (uint)bStack0000011e;
}

```