training materials will be published at <https://eraxen.com/mcc2024-re/>

Lab setup - https://eraxen.com/mcc2024-re/ReverseEngineeringFundamentals-LabSetup.html

Slides - <https://eraxen.com/mcc2024-re/slides/>

Example code - <https://github.com/azlan/mcc2024-re>

Extra materials - <https://eraxen.com/mcc2024-re/slides/02_-_Assembly_Programming.pdf>

Cheatsheet - <https://eraxen.com/mcc2024-re/supplement/>

<https://eraxen.com/mcc2024-re/supplement/IntelCodeTable.pdf>

<https://eraxen.com/mcc2024-re/supplement/X86_Win32_Reverse_Engineering_Cheat_Sheet.pdf>

Crackme challenges: <https://eraxen.com/mcc2024-re/mcc-re-challenge.zip>

<https://eraxen.com/mcc2024-re/challenge/ex03-fixed.exe> - fixed challenge file

<https://eraxen.com/mcc2024-re/challenge/ex05.exe> - bonus crackme challenge

Tips/Extra resources from Mr Azlan:

<https://old.reddit.com/r/HowToHack/comments/1flb5g7/how_hard_its_to_learn_reverse_engineering/>

Yes, RE is hard. But we are trying to make it a little bit easier for you to learn 😀 - Mr Azlan

<https://crackmes.one/>

Websites to get started in computational/algorithmic thinking:

* <https://adventofcode.com/>
* <https://projecteuler.net/>