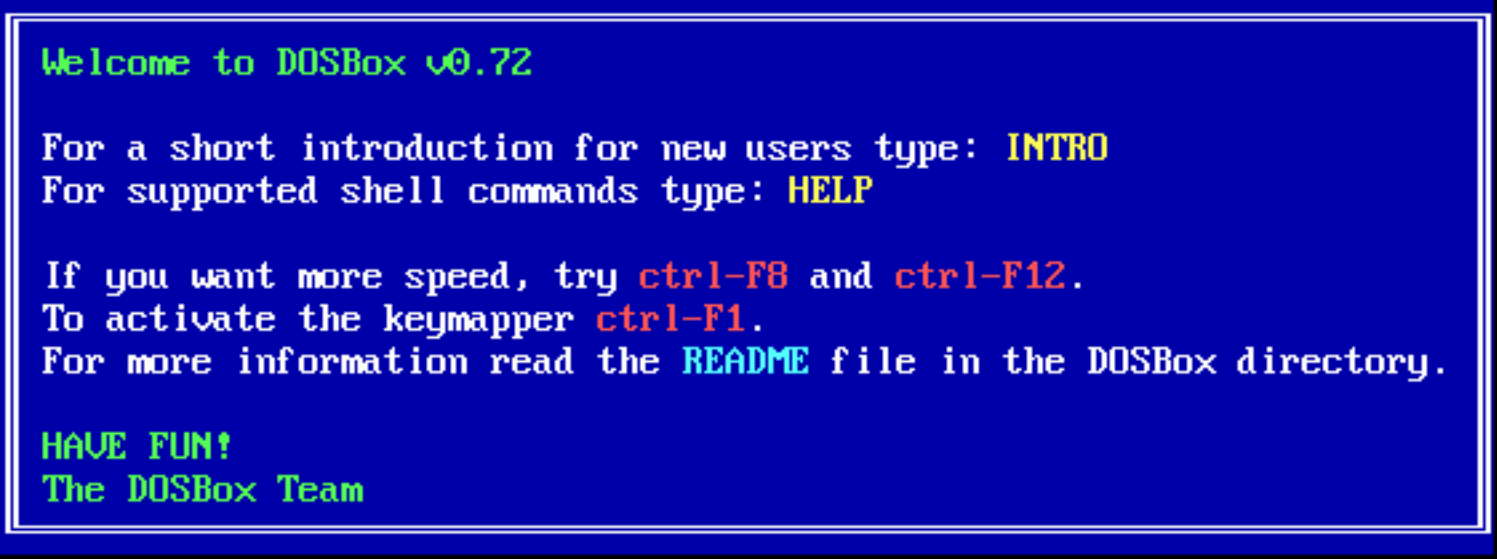
A game by Solar Designer (@solardiz)
for ZeroNights 2014 (Moscow, Russia)
written in 1994-95 ("code"), 2014 ("data")
(includes pre-1994 library code and fonts)

http://www.openwall.com/zn2014

PDF/ZIP by Ange Albertini (@angealbertini)




```
Z:\>SET BLASTER=A220 I7 D1 H5 T6

Z:\>SET ULTRASND=240,3,3,5,5

Z:\>SET ULTRADIR=C:\ULTRASND

Z:\>mount c .
Drive C is mounted as local directory ./

Z:\>c:

C:\>_
```

```
Z:\>SET ULTRASND=240,3,3,5,5

Z:\>SET ULTRADIR=C:\ULTRASND

Z:\>mount c .
Drive C is mounted as local directory ./

Z:\>c:

C:\>dir
Directory of C:\.
.              <DIR>          25-11-2014  9:21
..             <DIR>          25-11-2014  9:22
COMMON         <DIR>          24-11-2014  1:53
PICTURES       <DIR>          25-11-2014  9:18
SCREENS        <DIR>          25-11-2014  4:44
SOUNDS         <DIR>          24-11-2014  2:59
GAME     CFG                1 24-11-2014  4:13
GAME     EXE          139,456 17-07-1995  5:38
VGA256   DRV            1,663 13-11-1995 23:00
    3 File(s)          141,120 Bytes.
    6 Dir(s)       110,540,800 Bytes free.

C:\>
```

```
Z:\>SET ULTRADIR=C:\ULTRASND

Z:\>mount c .
Drive C is mounted as local directory ./

Z:\>c:

C:\>dir
Directory of C:\.
.              <DIR>            25-11-2014  9:21
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VGA256   DRV            1,663 13-11-1995 23:00
    3 File(s)          141,120 Bytes.
    6 Dir(s)       110,540,800 Bytes free.

C:\>game

AGL ][  Version 0.5 BETA  Copyright (c) 1994,95 by Solar Designer
_
```
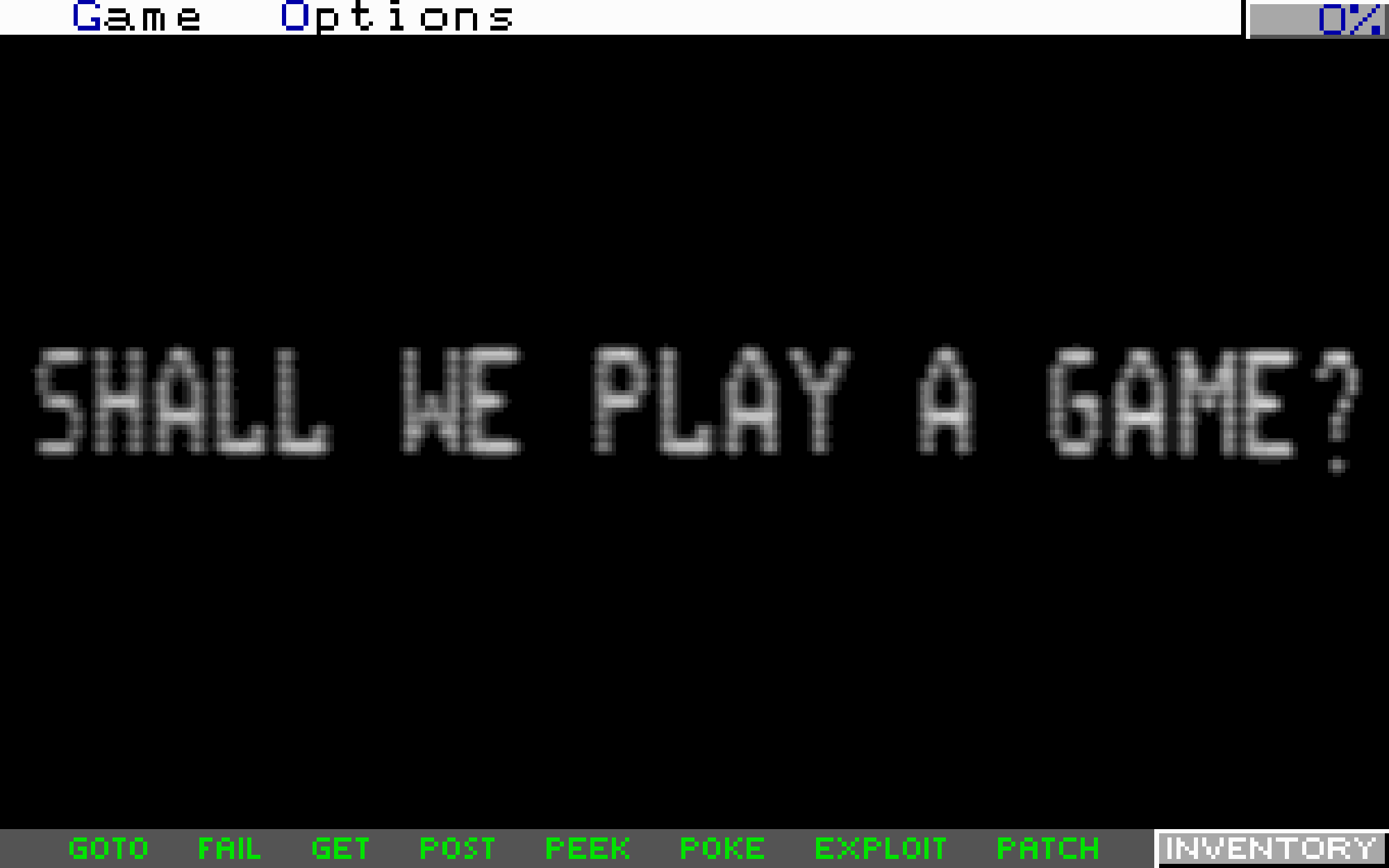

Game Options 0%

from Russia with 0-days

zeronights.org

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
0%
SHALL WE PLAY A GAME?
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
0%
"WarGames" (1983)
SHALL WE PLAY A GAME?
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
0%
List Games
FALKEN'S MAZE
BLACK JACK
GIN RUMMY
HEARTS
BRIDGE
CHECKERS
CHESS
POKER
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
0%
List Games
FALKEN'S MAZE
BLACK JACK
GIN RUMMY
HEARTS
BRIDGE
CHECKERS
CHESS
POKER
INFOSEC
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
0%
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

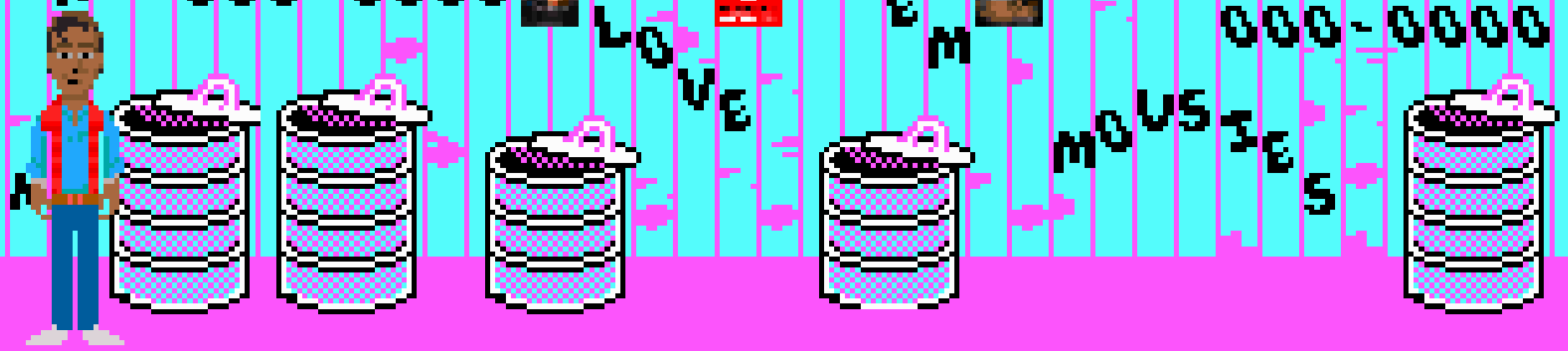
Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

"Alley Cat" (1983 Atari; 1984 PC)

PRESENTS

Alley Cat™

By
Bill Williams

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

About F1

Load F3
Save F2

Exit Alt+X

TEN

PRESENTS

Crazy Cat™

By
Bill Williams

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

About F1

Load F3

Save F2

Exit Alt+X

TEN

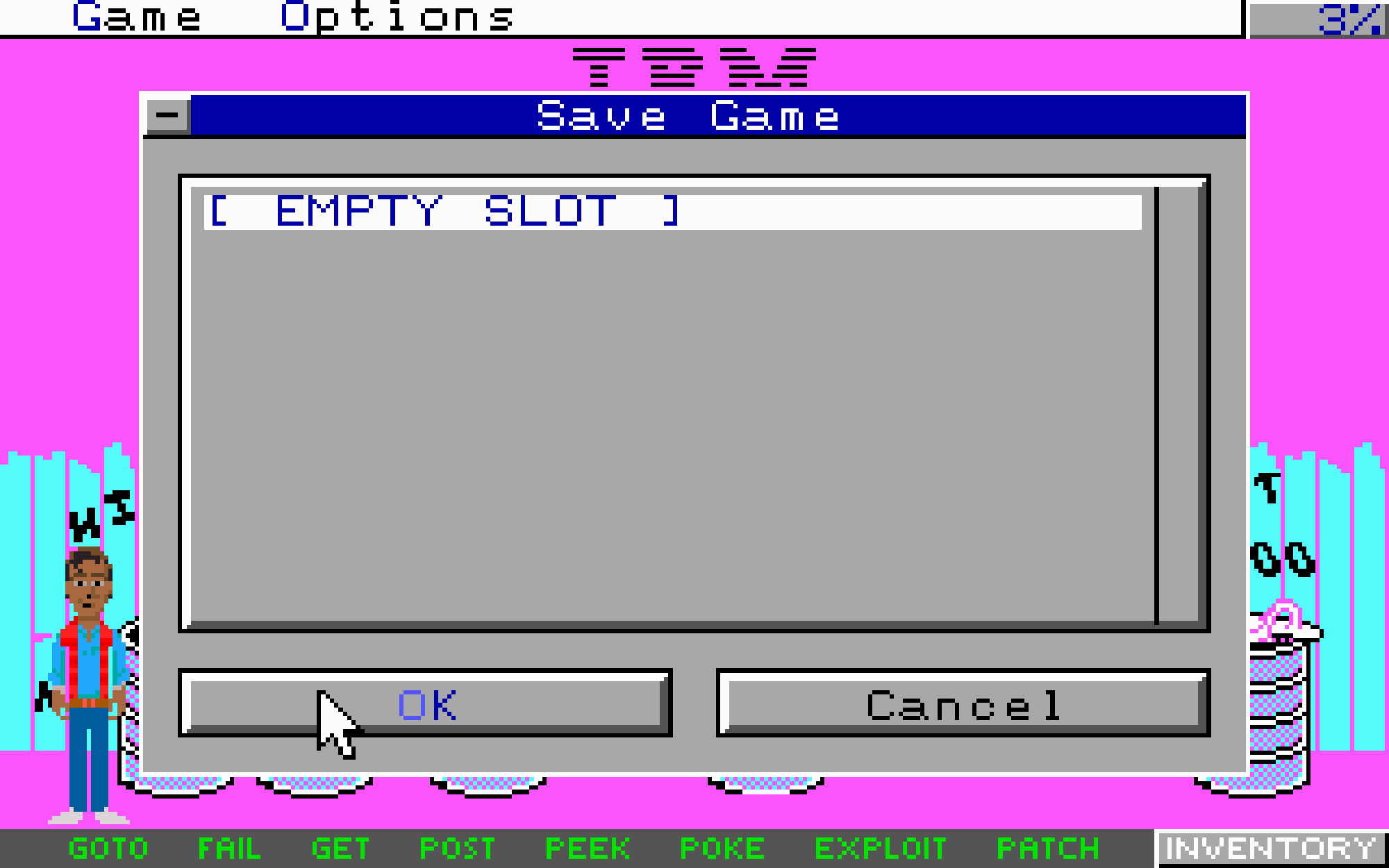
PRESENTS

Wacky Cat™

By

Bill Williams

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
3%
Save Game
[EMPTY SLOT]
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
3%
IBM
PRESENTS
Save Game
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
3%
IBM
PRESENTS
Save Game
3%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
3%
IBM
PRESENTS
Save Game
3%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 3%

The game has been saved.

PRESENTS

Alley Cat™

By
Bill Williams

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

IBM

PRESENTS

Alley Cat™

By
Bill Williams

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

— Dear Cat

PRESENTS

Alley Cat™

By
Bill Williams

FAIL

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

fear more and less!

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Inventory

cat

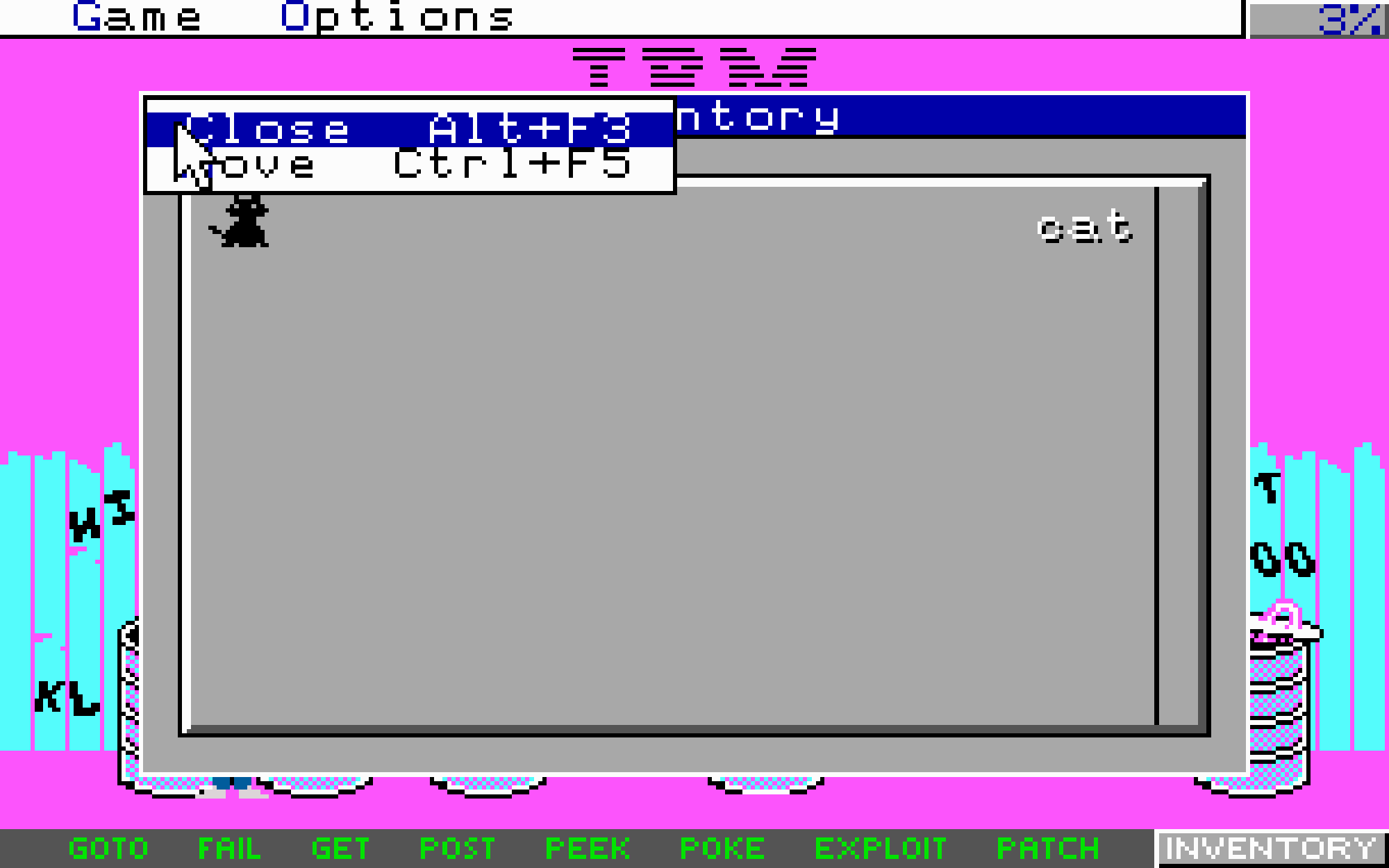
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

Inventory

cat

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
3%
Close Alt+F3
Move Ctrl+F5
ntory
eat
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 3%

TEN

PRESENTS

Alley Cat™

By

Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

"Star Wars episode VI" (1983)

Game Options 3%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

I'll take Luke's lightsaber

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

cut off 200 THousand it will make

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

a nice red laser pointer!

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 3%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

"Star Wars episode VI" (1983)

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

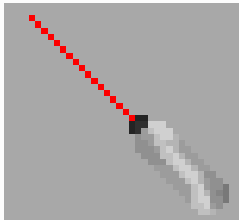
(without the wrong-colored lightsaber)

Game Options 6%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

Inventory



laser pointer

cat

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

TEN

PRESENTS

Alley Cat™

By

Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

"Nineteen Eighty-Four" (1949)

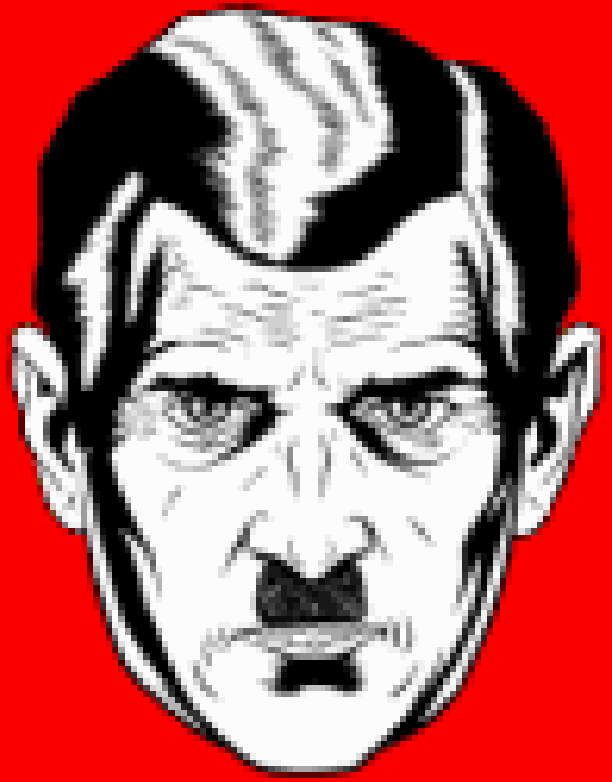
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

"The Fifth Hope" artwork (2004)

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%



BIG BROTHER IS
WATCHING YOU

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

Game Options 6%

Oops!

PRESENTS

Alley Cat™

By

Bill Williams

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

I've Done It

PRESENTS

Alley Cat™

By

Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

and there's a telescreen behind!

PRESENTS

Alley Cat™

By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 6%

TEI

PRESENTS

Alley Cat™

By
Bill Williams

Game Options 6%

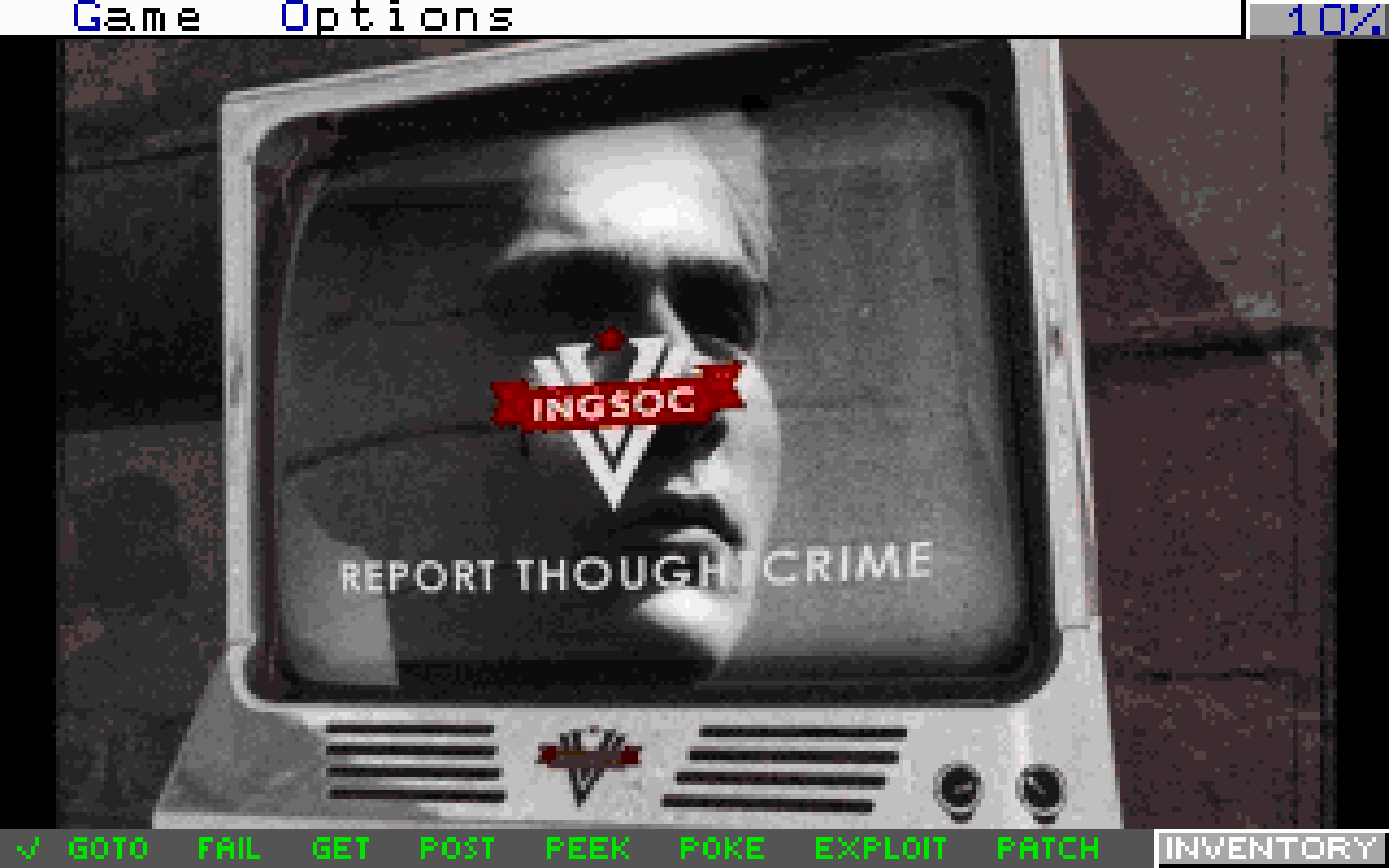
TEI

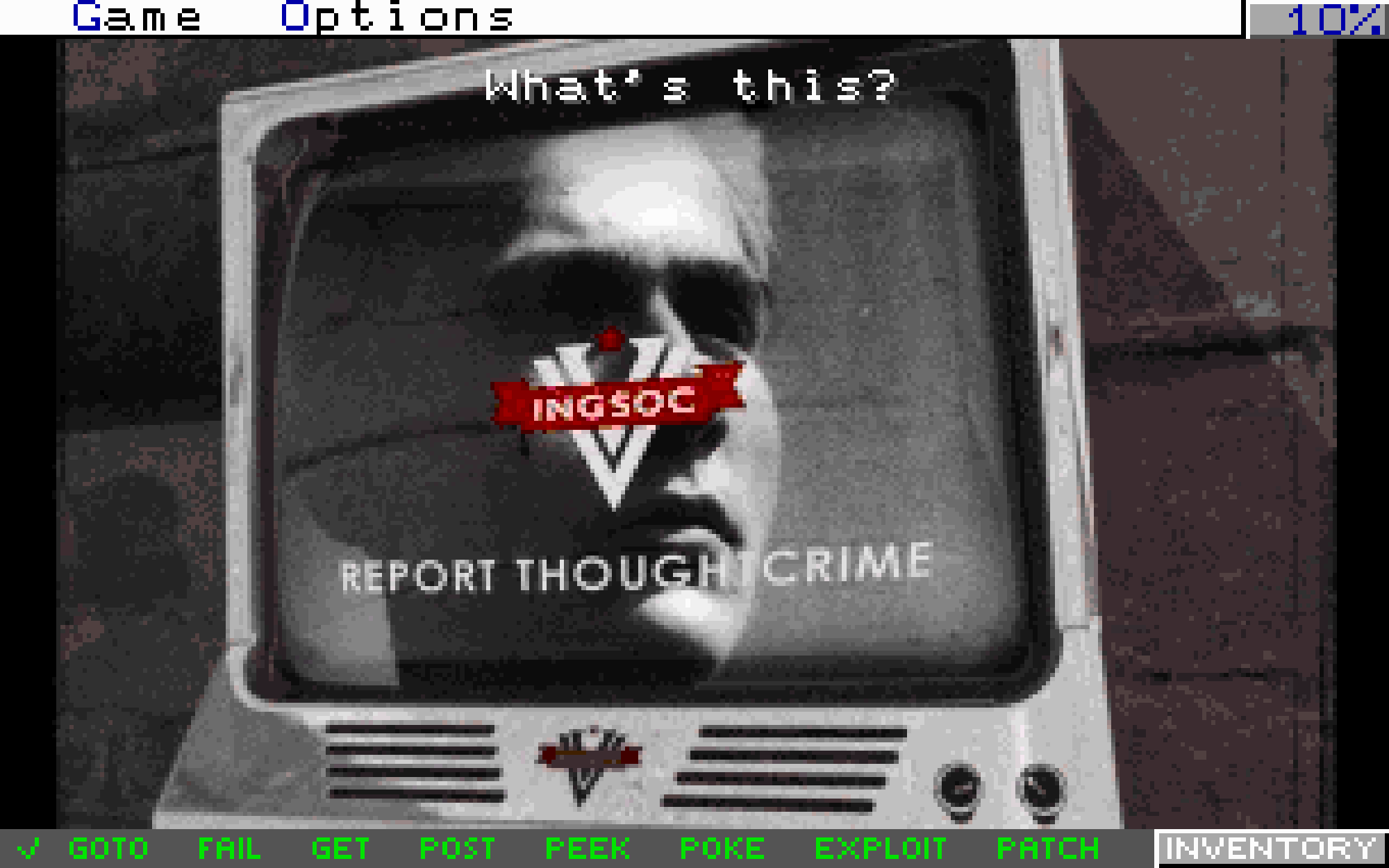
PRESENTS

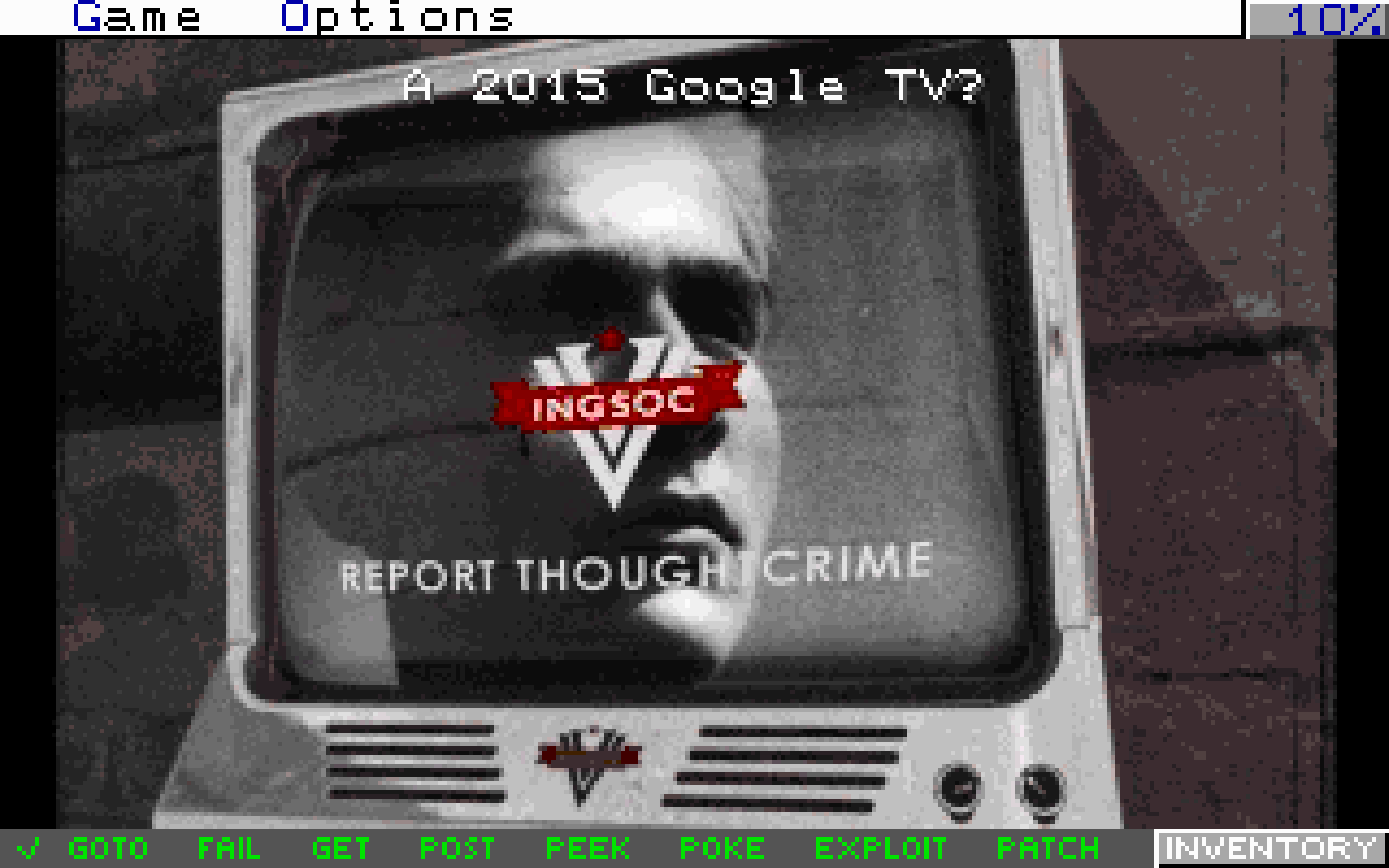
Alley Cat™

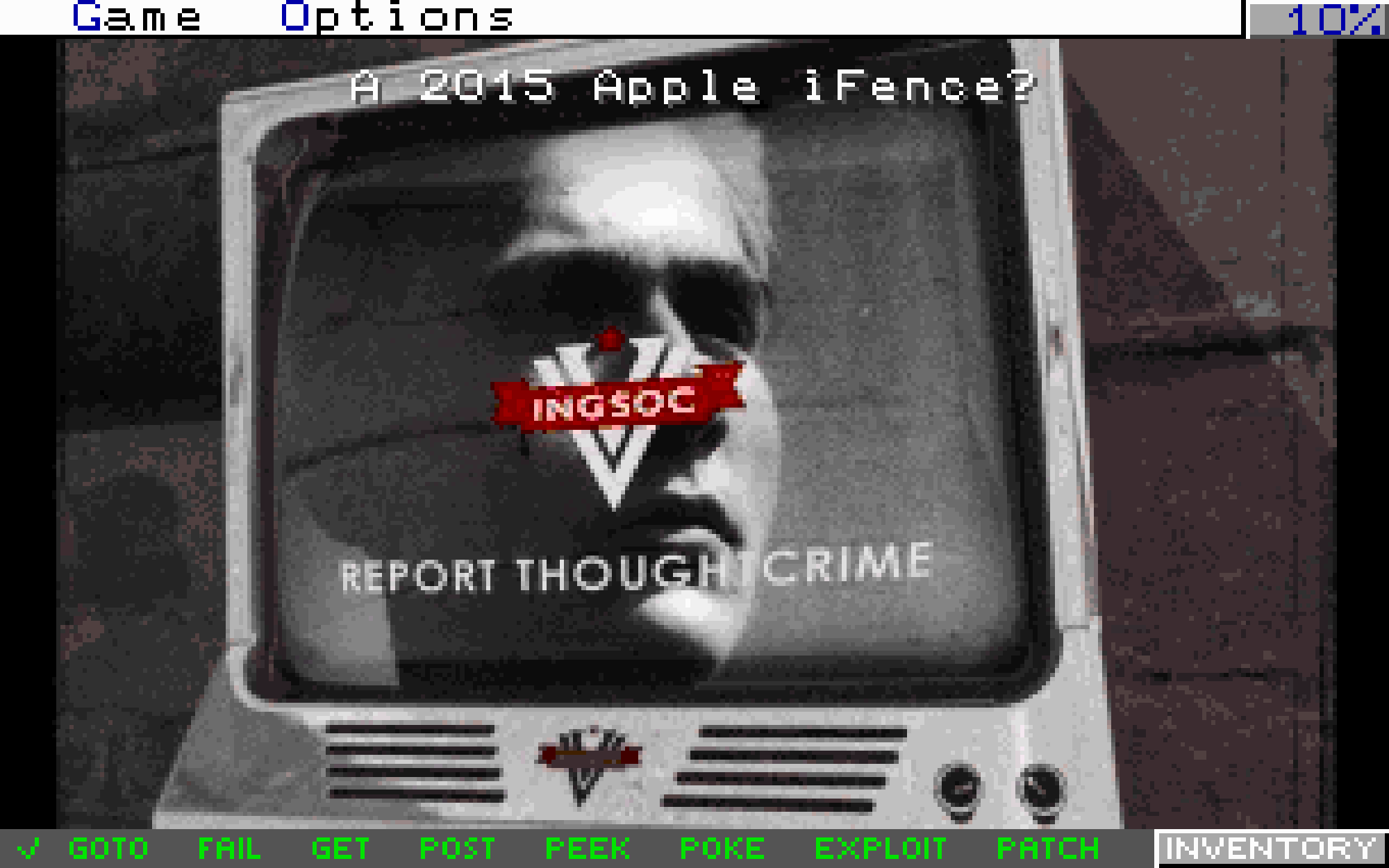
By
Bill Williams

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
10%
INGSOC
REPORT THOUGHT CRIME
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
10%
What's this?
INGSOC
REPORT THOUGHTCRIME
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
10%
A 2015 Google TV?
INGSOC
REPORT THOUGHTCRIME
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
10%
A 2015 Apple iFence?
INGSOC
REPORT THOUGHTCRIME
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 10%

TEI

PRESENTS

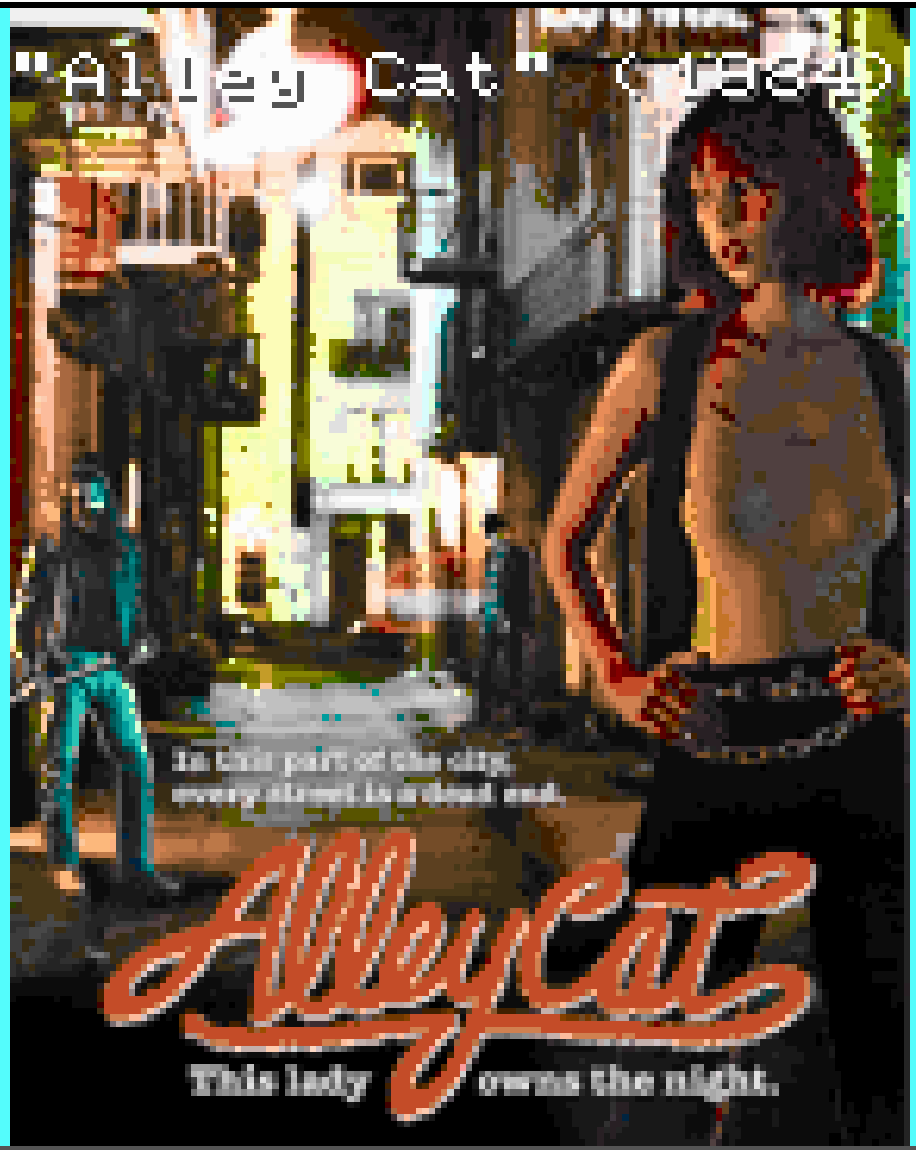
Alley Cat™

By

Bill Williams

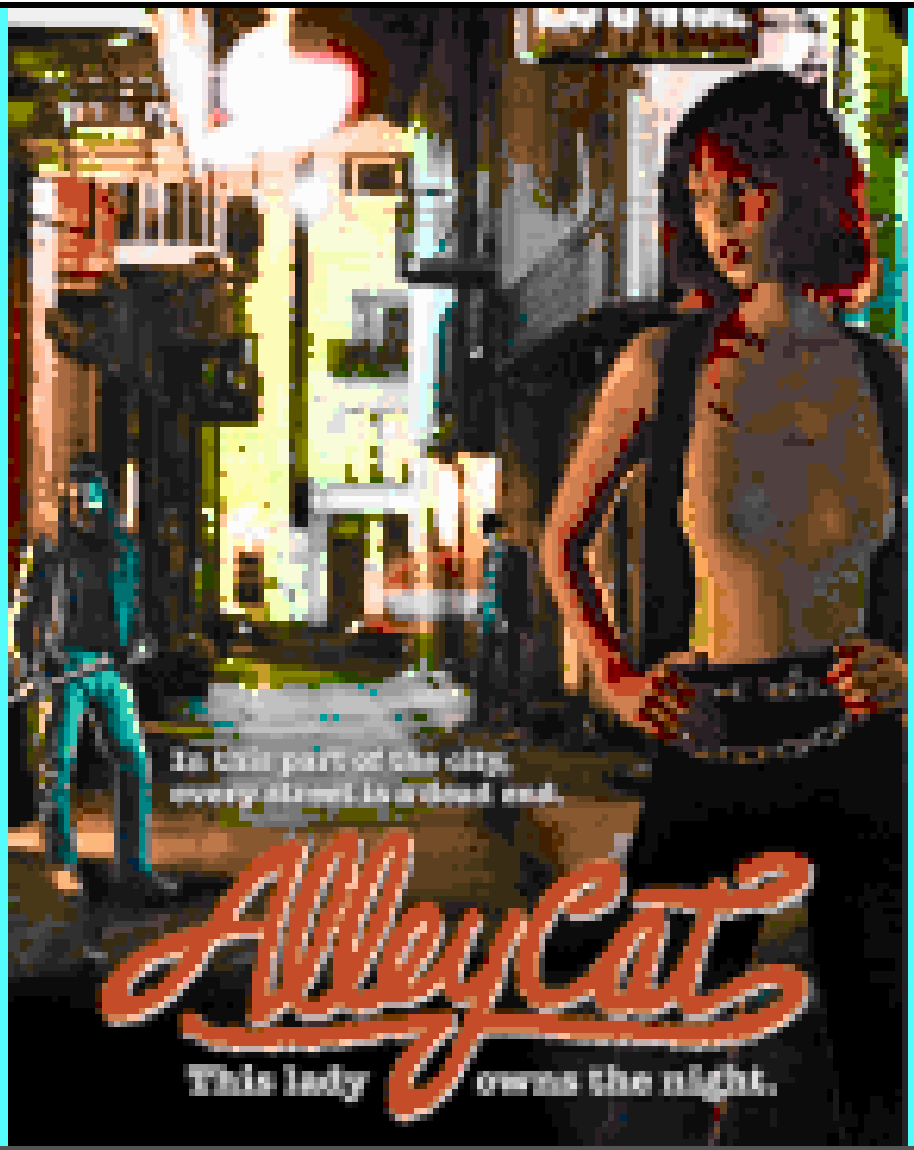
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 10%

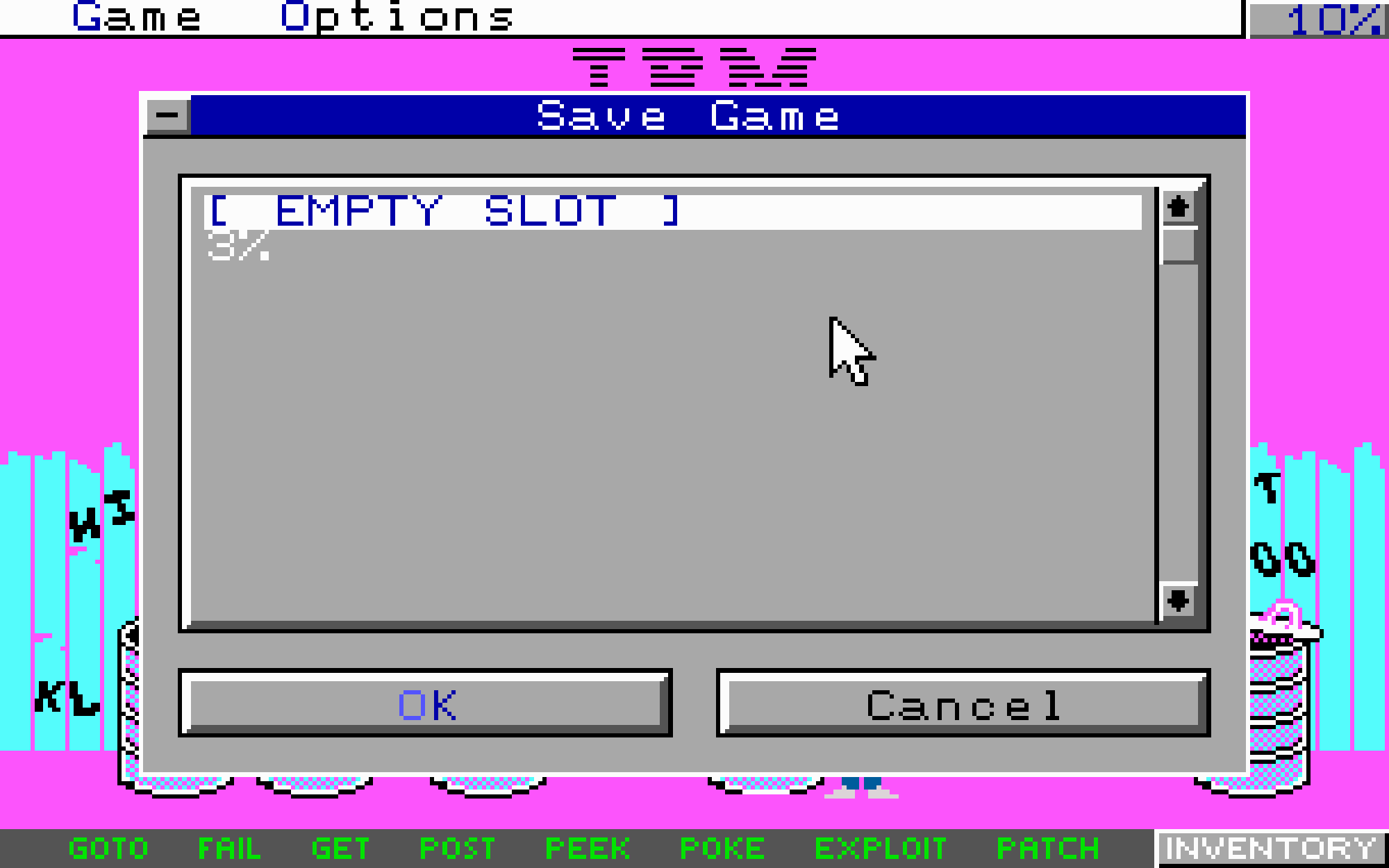


√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 10%



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
10%
Save Game
[EMPTY SLOT]
3%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
10%
IBM
PRESENTS
Save Game
10%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

IBM

PRESENTS

Alley Cat™

By
Bill Williams

GOTO

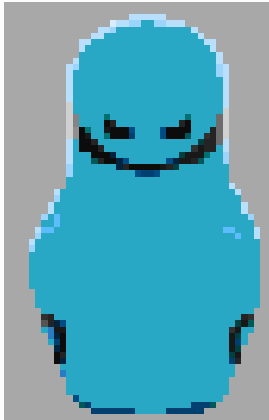

WELCOME
TO
HILL VALLEY
"A Nice Place To Live"
GET


Game Options
13%
WELCOME
TO
HILL VALLEY
"A Nice Place To Live"
PLEASE DRIVE CAREFULLY!
GET
HILLVALLEY
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

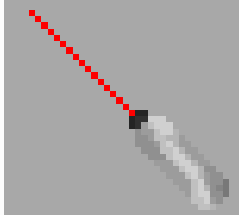
Game Options

13%

Inventory



ZeroNights matryoshka



laser pointer

cat

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 13%

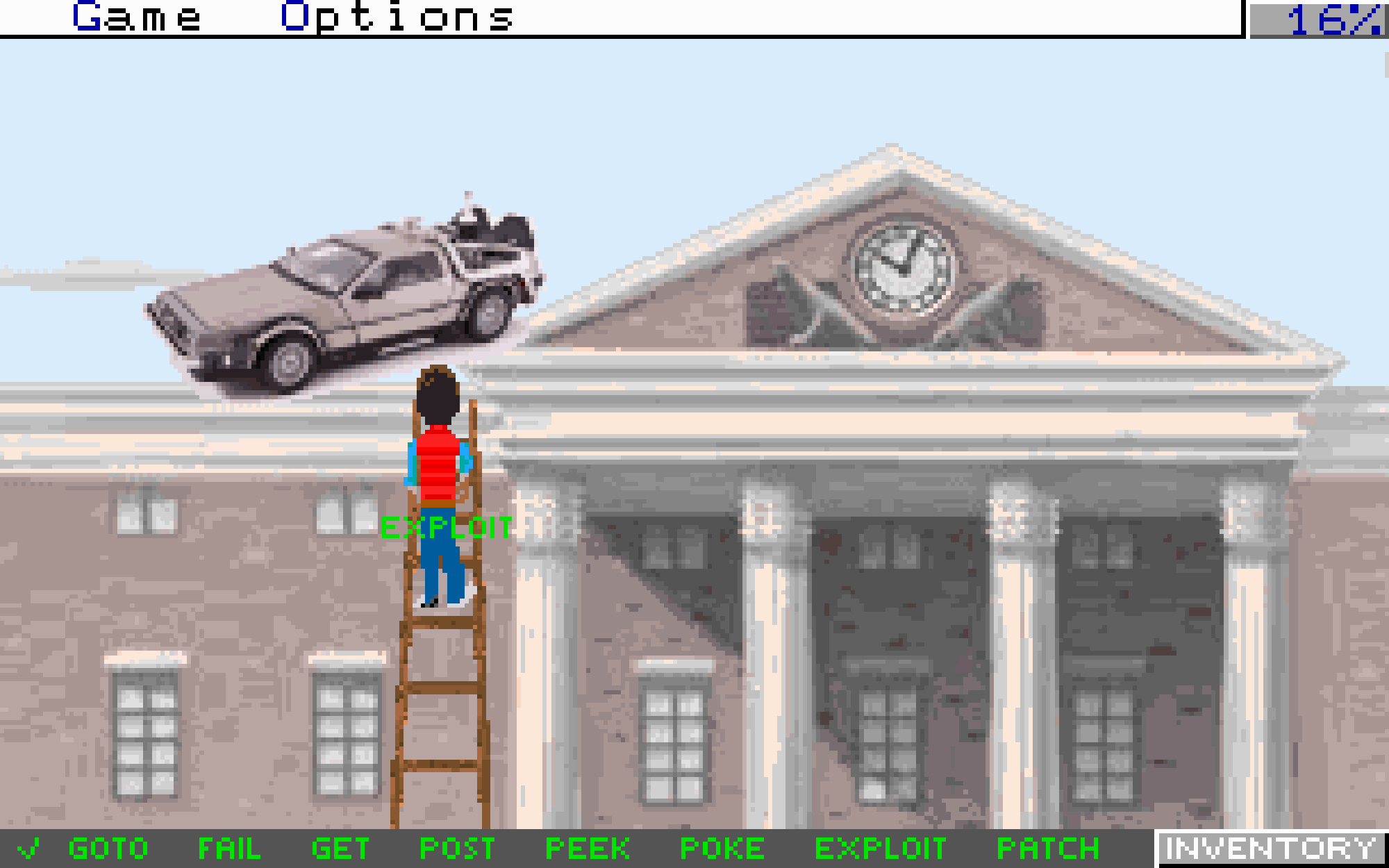
GOTO

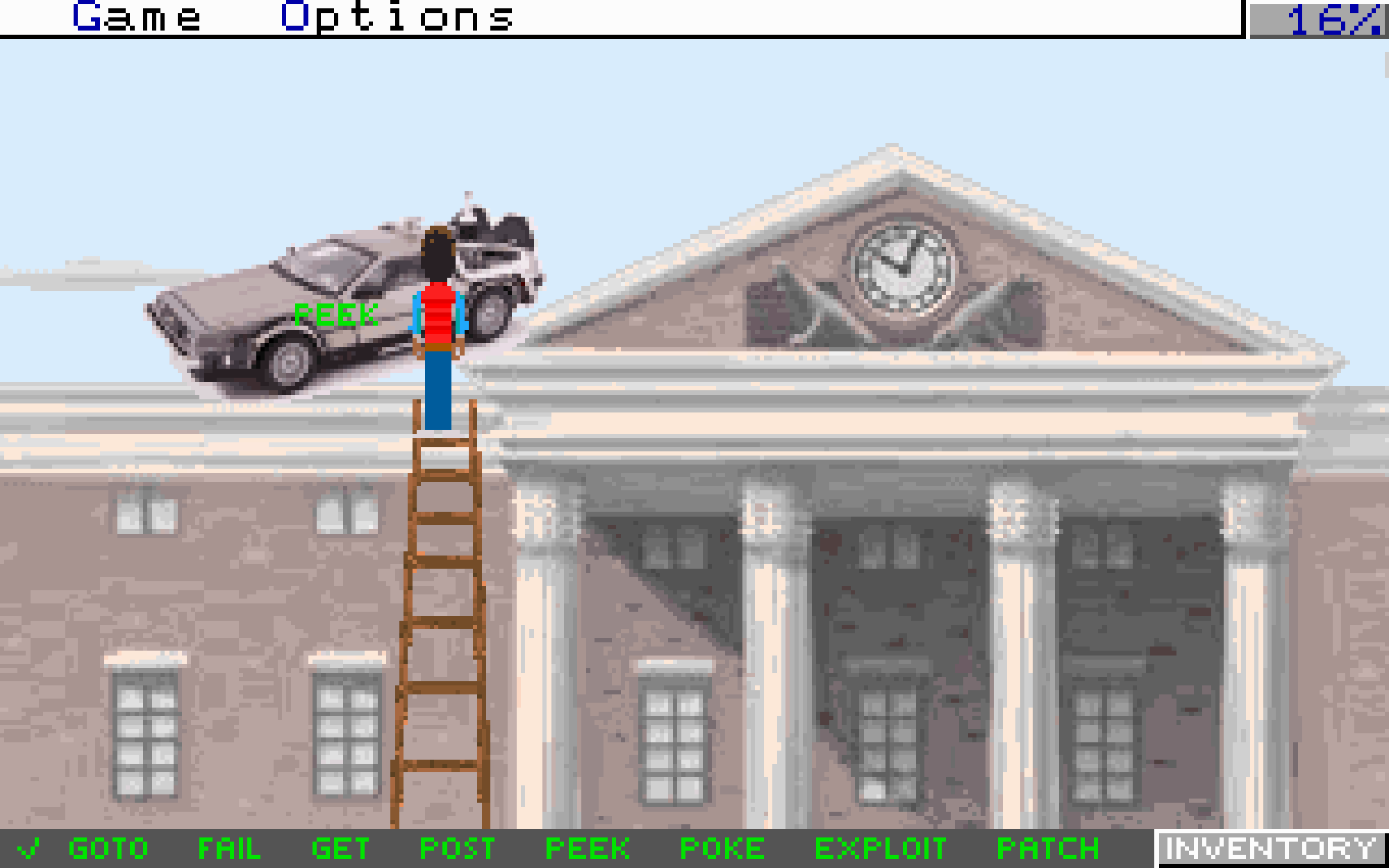
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 13%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

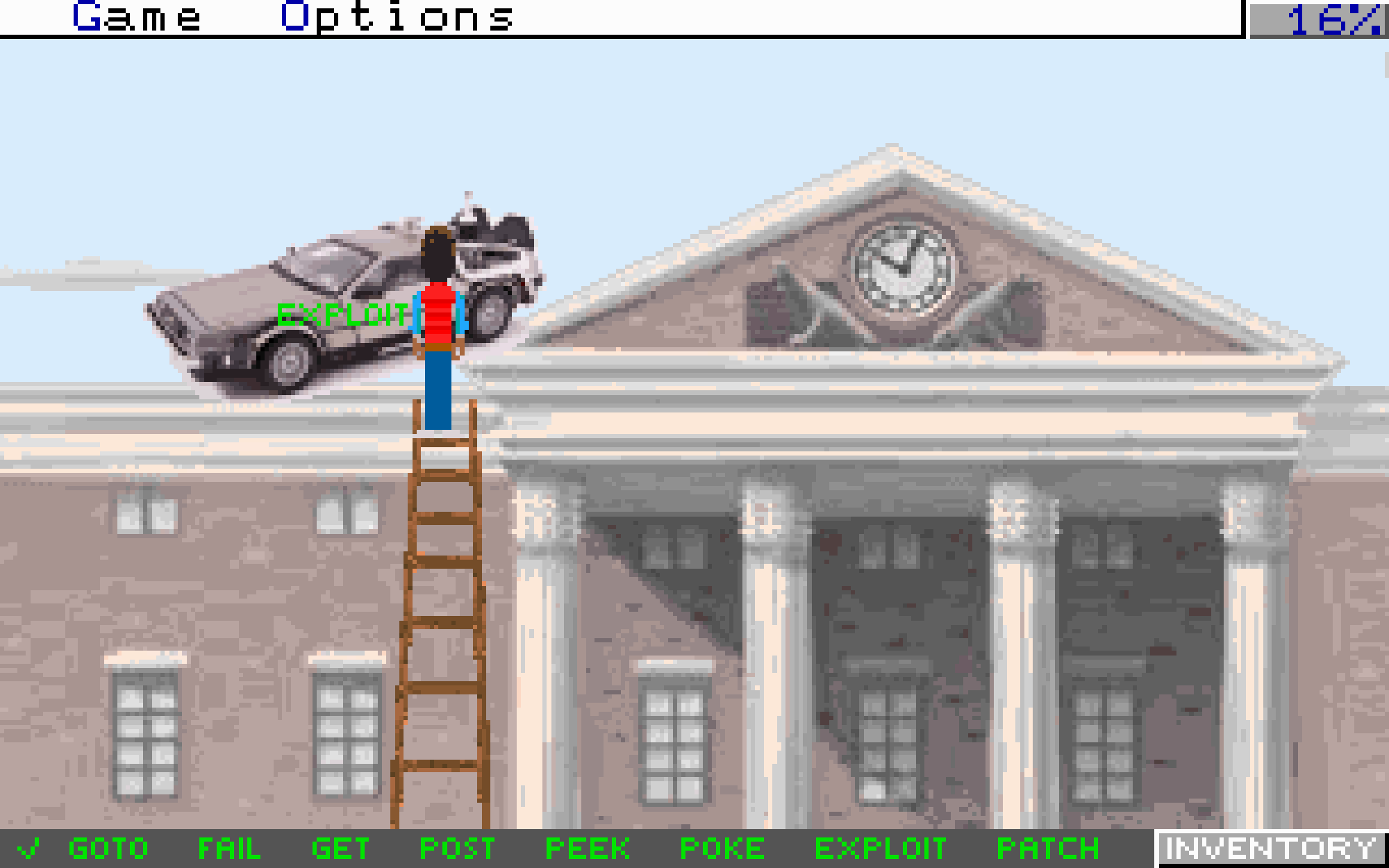
Game Options 16%

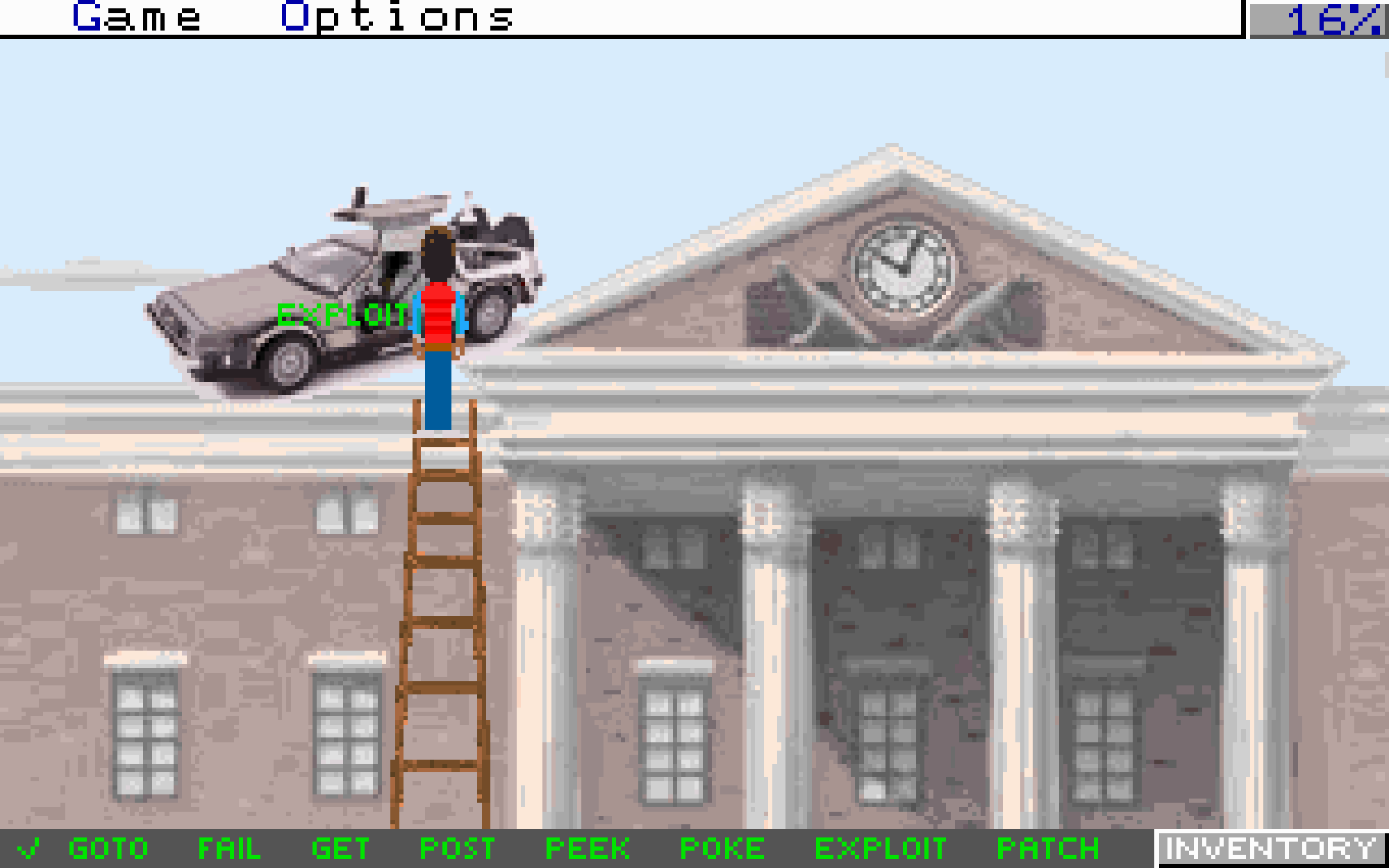
It's a DeLorean.

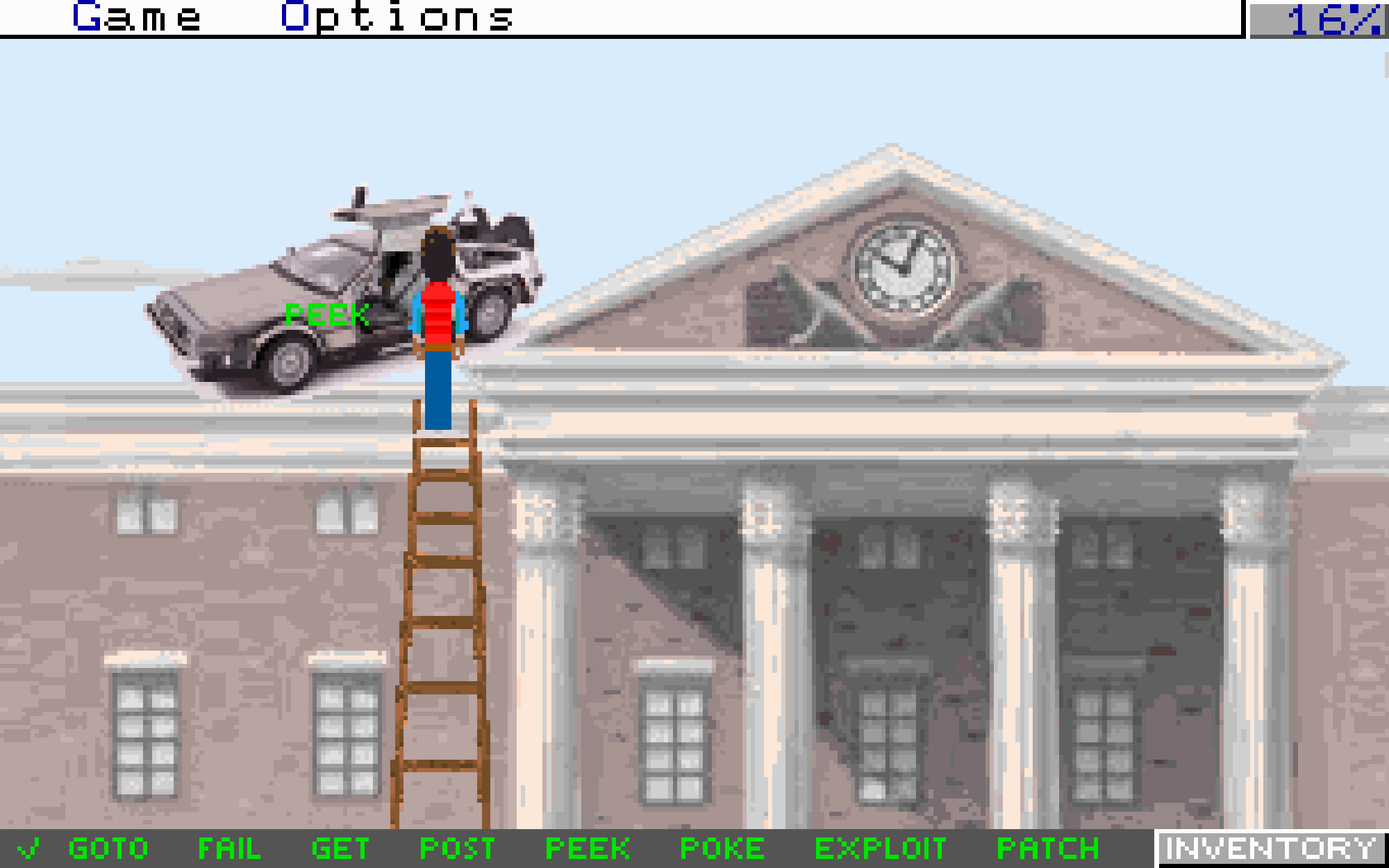
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 16%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

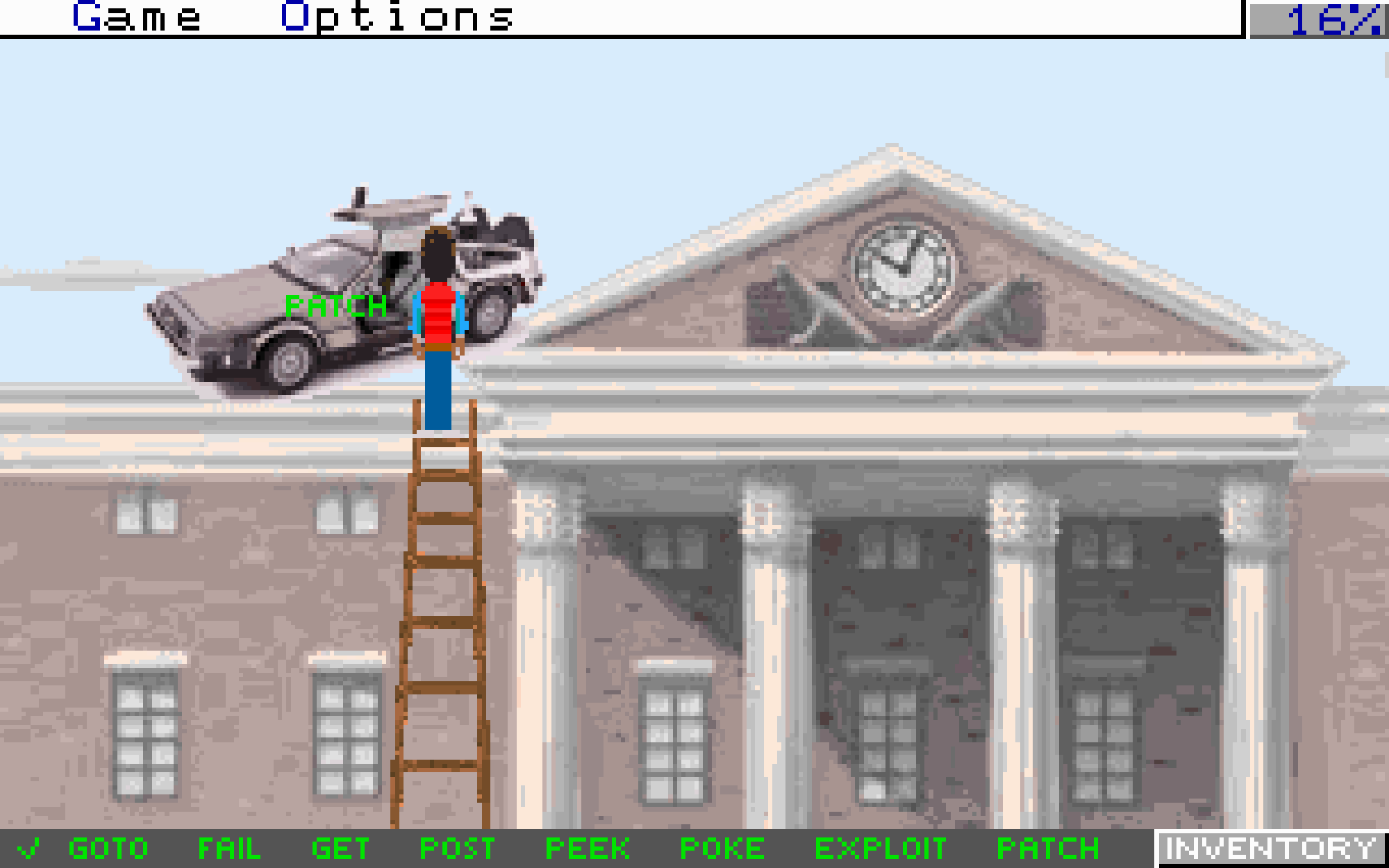
Game Options 16%

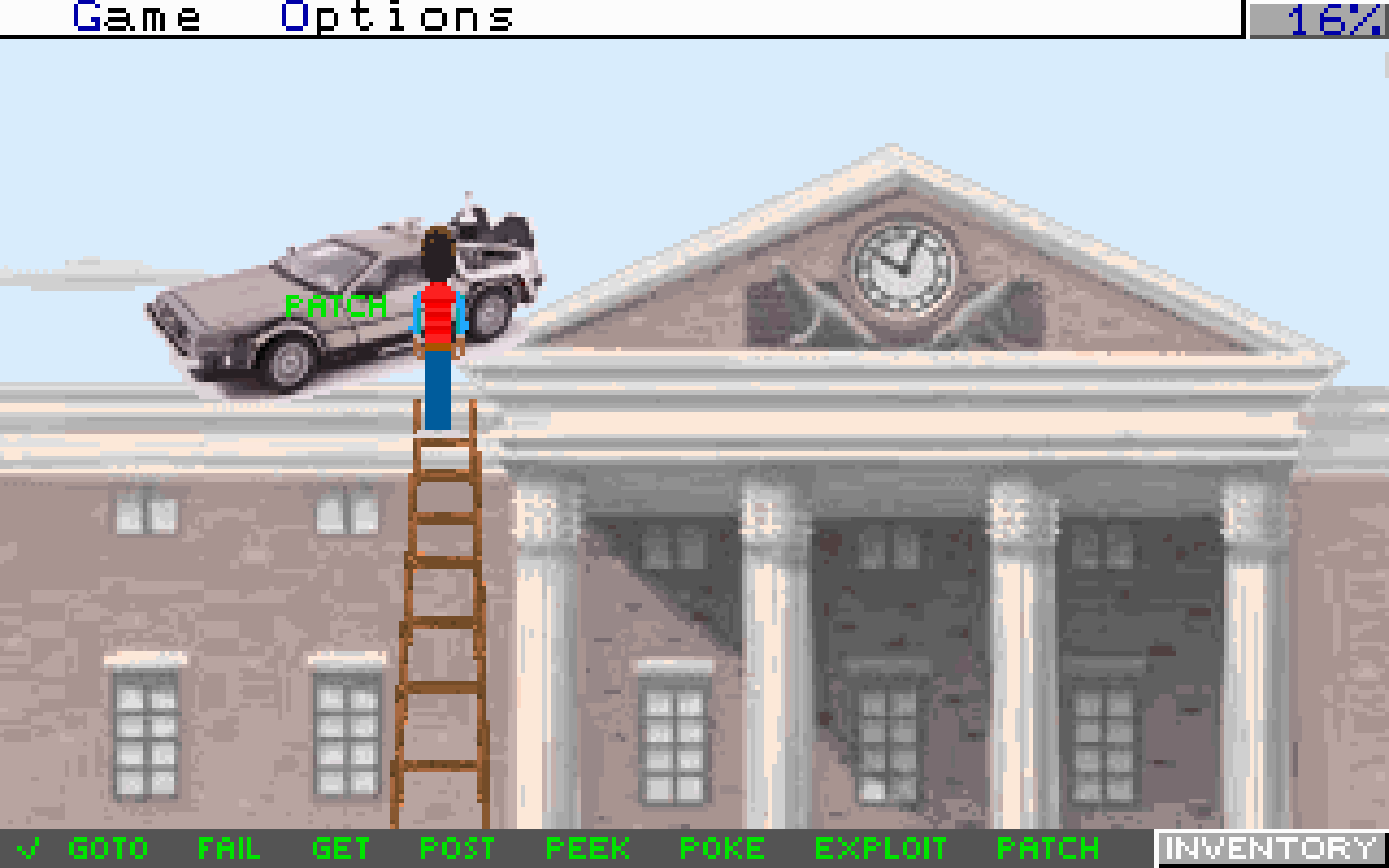
The driver's door is open.

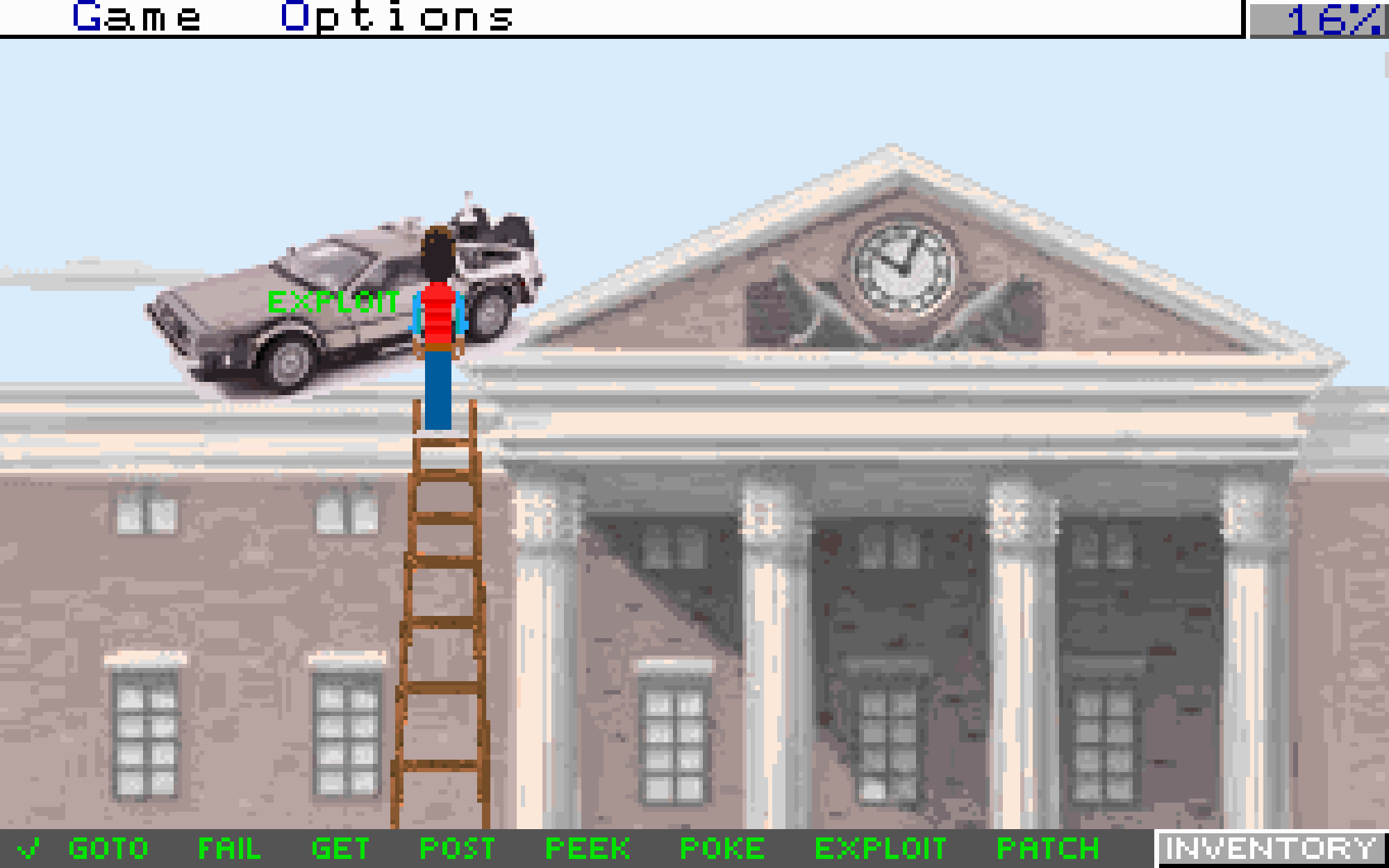
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

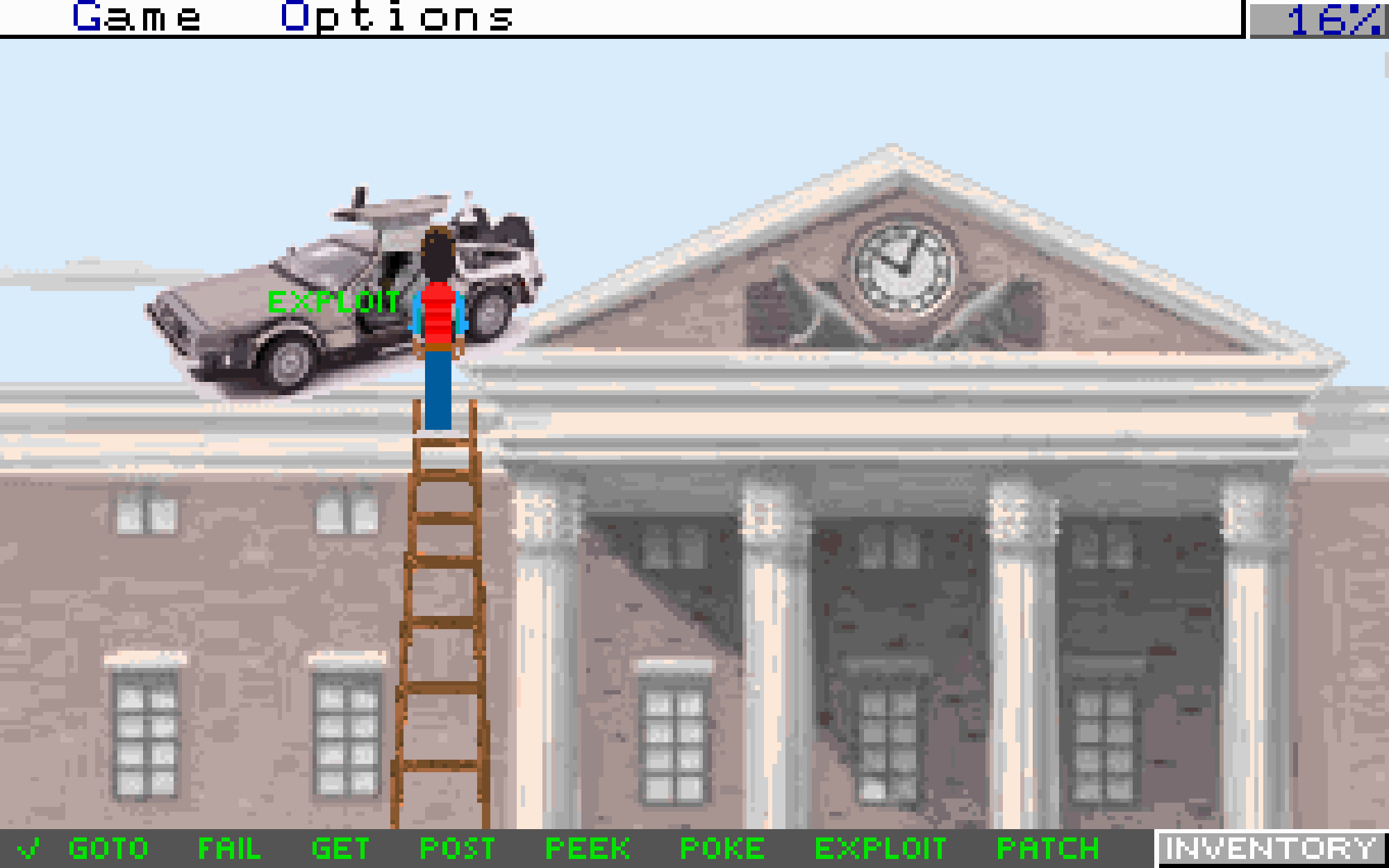
Game Options 16%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
16%
PATCH
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
PATCH
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
16%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 20%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
20%
Save Game
[EMPTY SLOT]
3%
10%
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
20%
Save Game
20%_
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 20%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 20%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

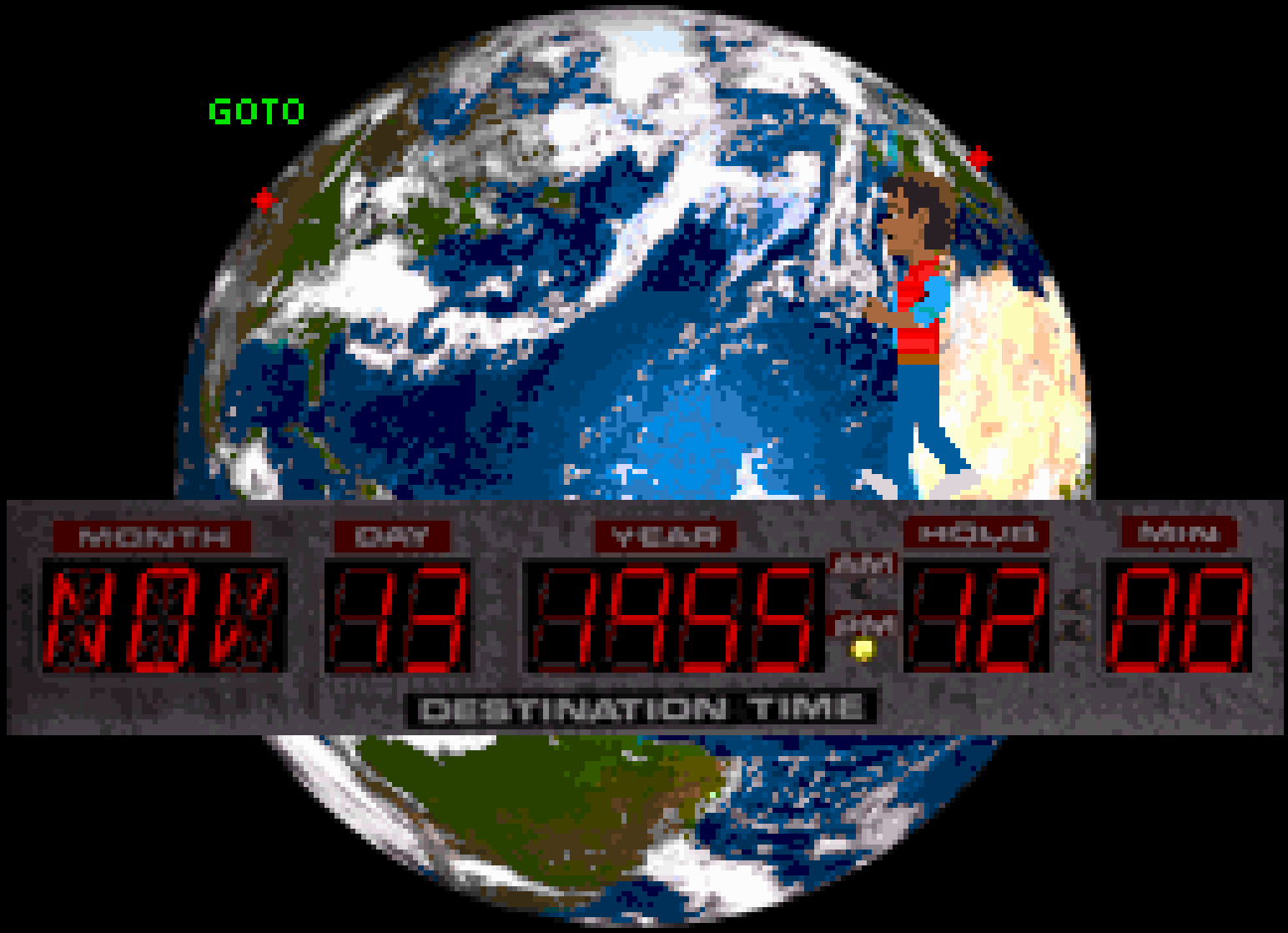
Game Options 20%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

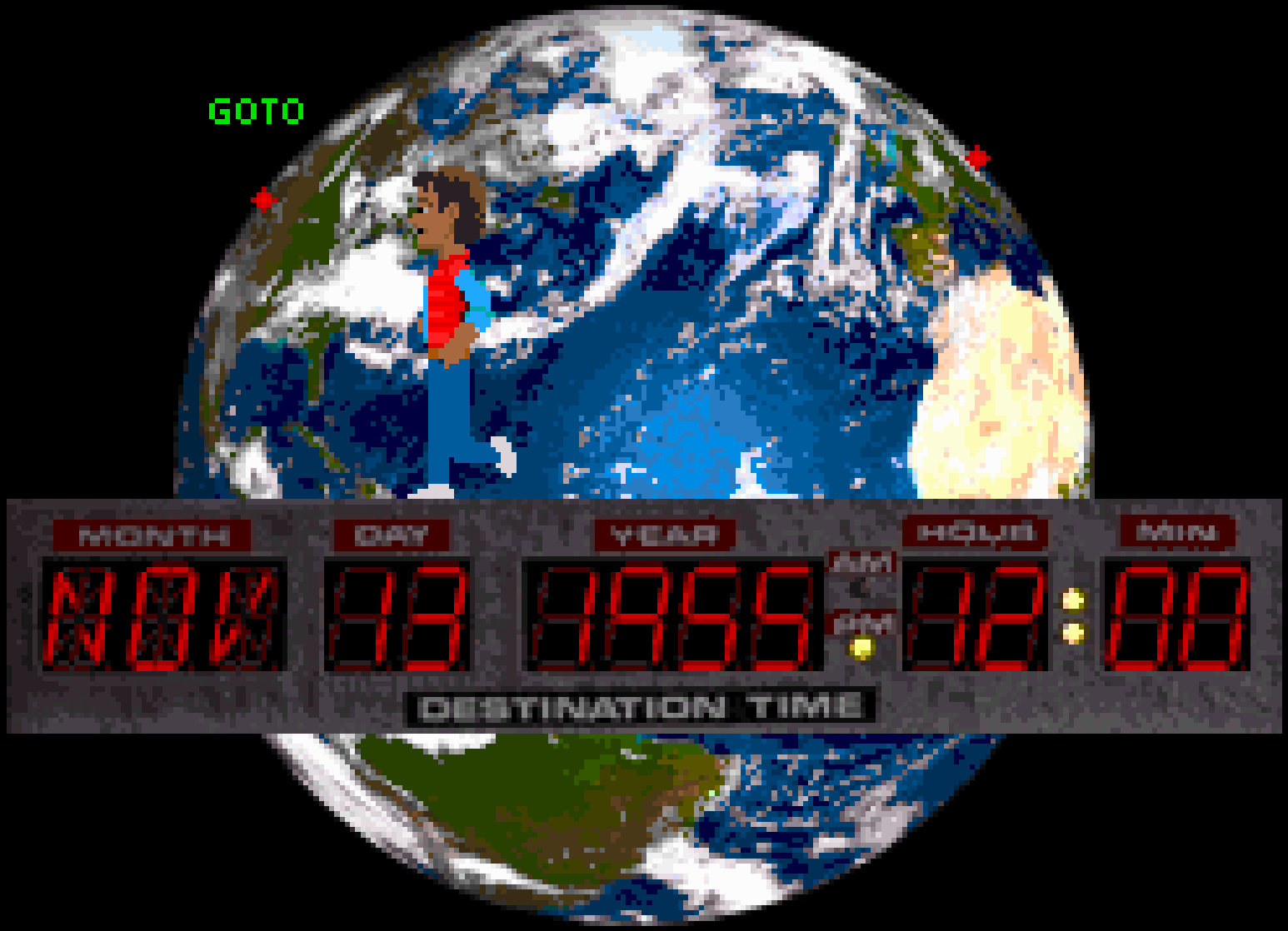
Game Options 20%

GOTO



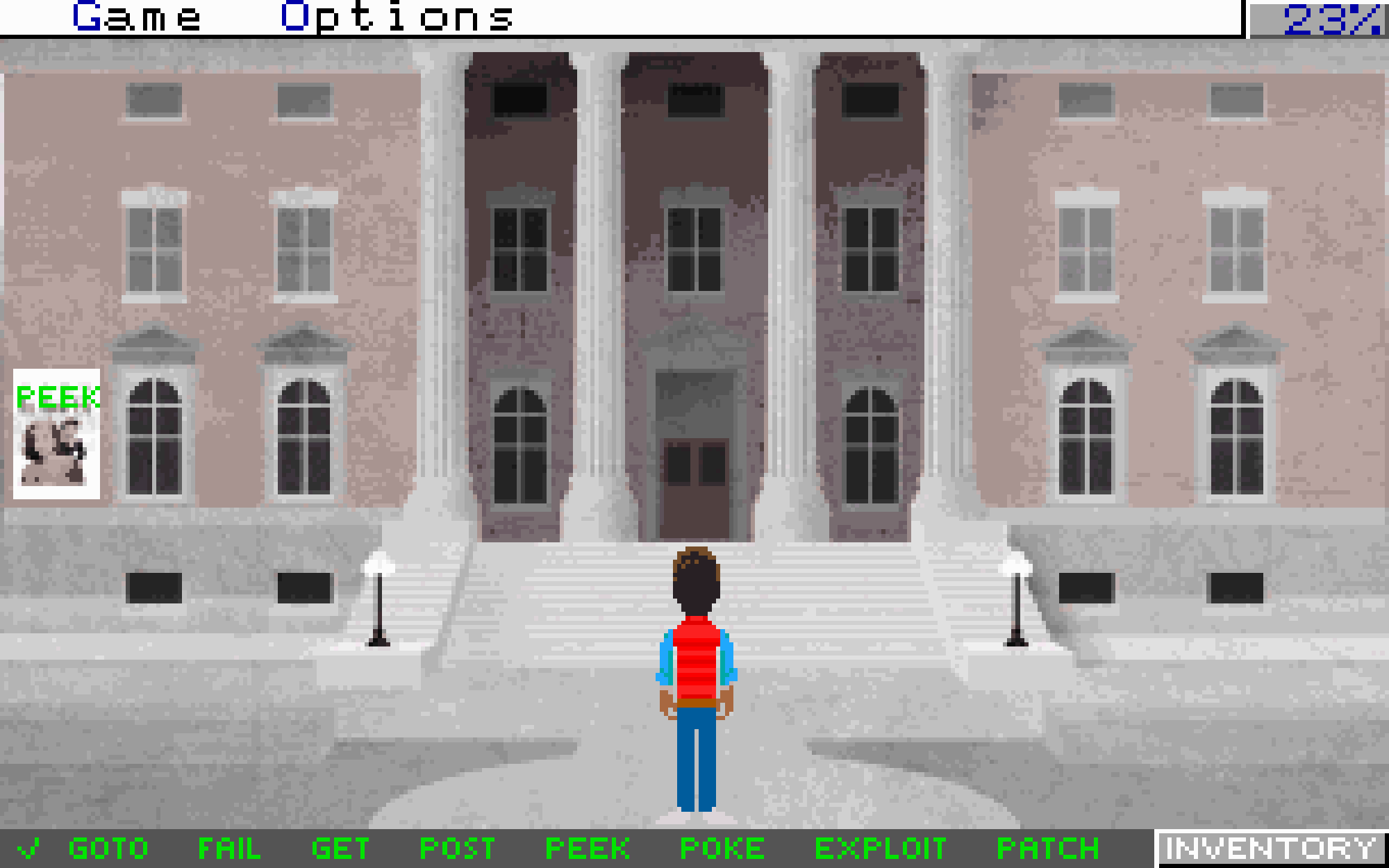
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

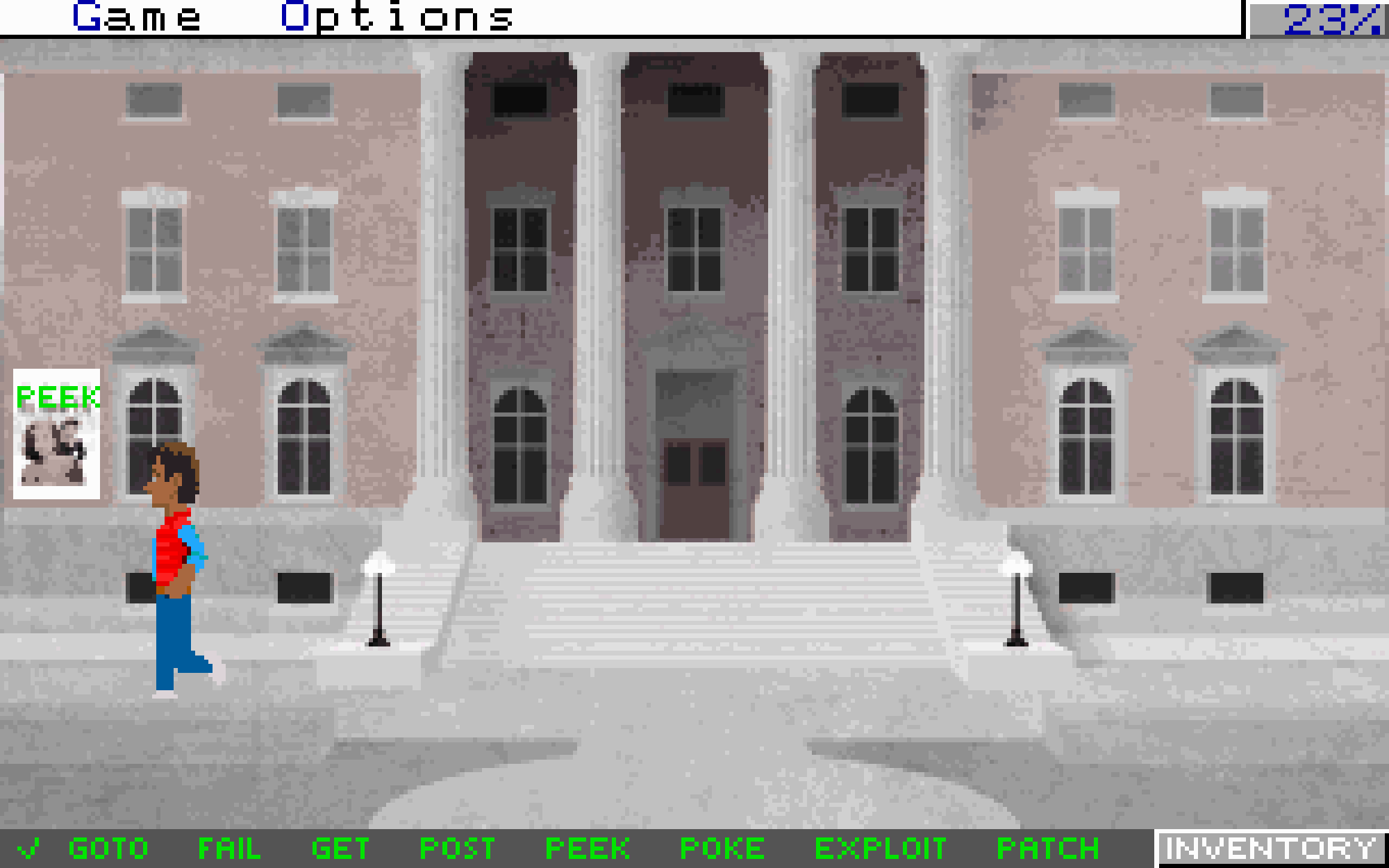
Game Options 20%



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
23%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
23%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
23%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 26%

"All About Eve" (1950)

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

All About Eve

Game Options 26%

That's Eve of theater.

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 26%

Who's Eve of security theater?

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 26%

Is there Eve of security circus?

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 26%

Does security circus exist

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

or is it Linus' imagination?

ALL ABOUT EVE

Game Options 26%

Did the crypto Eve work for NSA

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

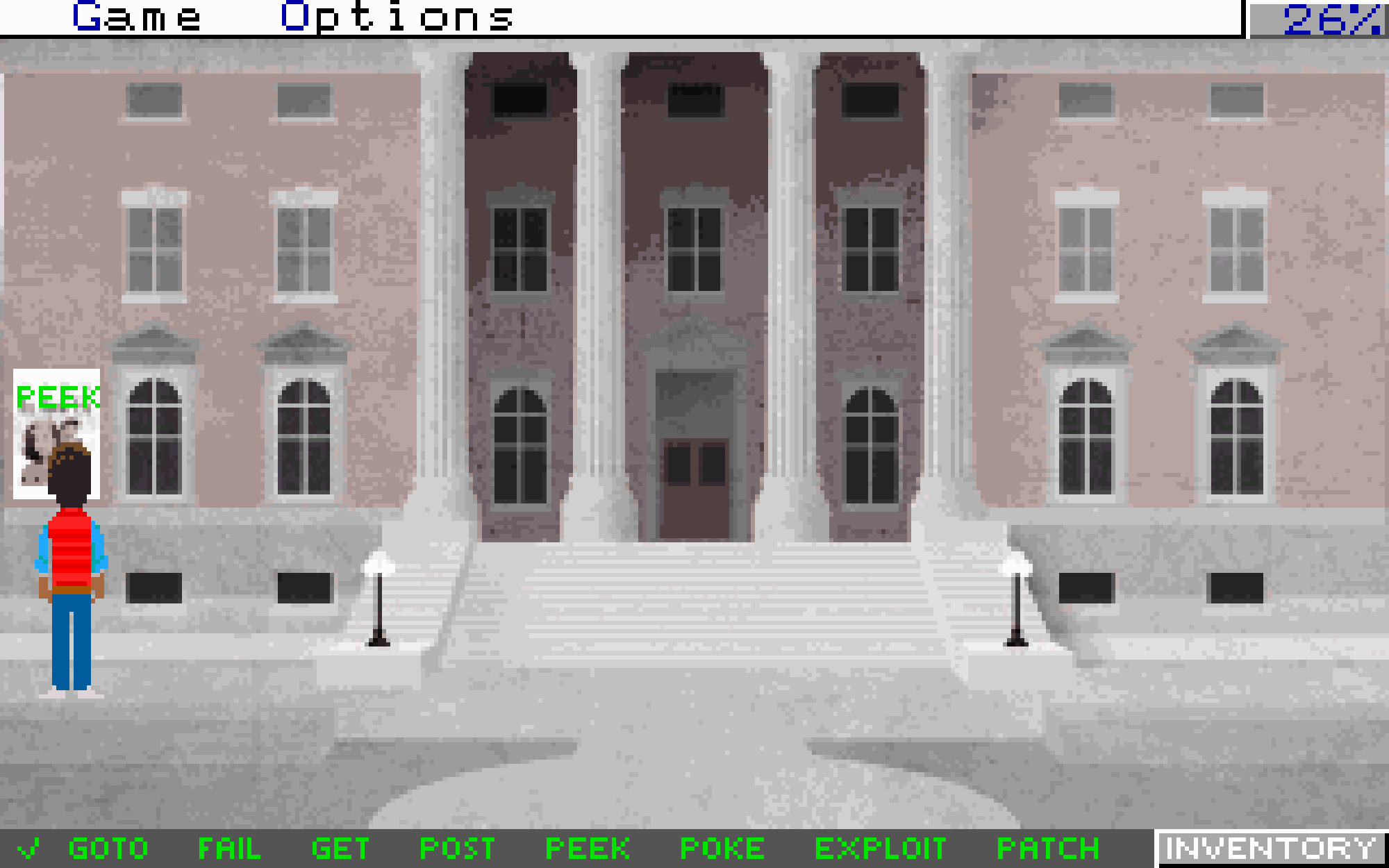
Game Options 26%

all this time or only recently?

ALL ABOUT EVE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

All About Eve


Game Options
26%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Inventory

time traveler's watch

DeLorean

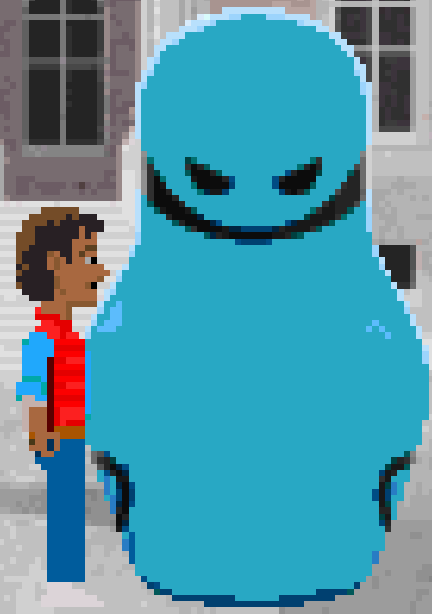
ZeroNights matryoshka

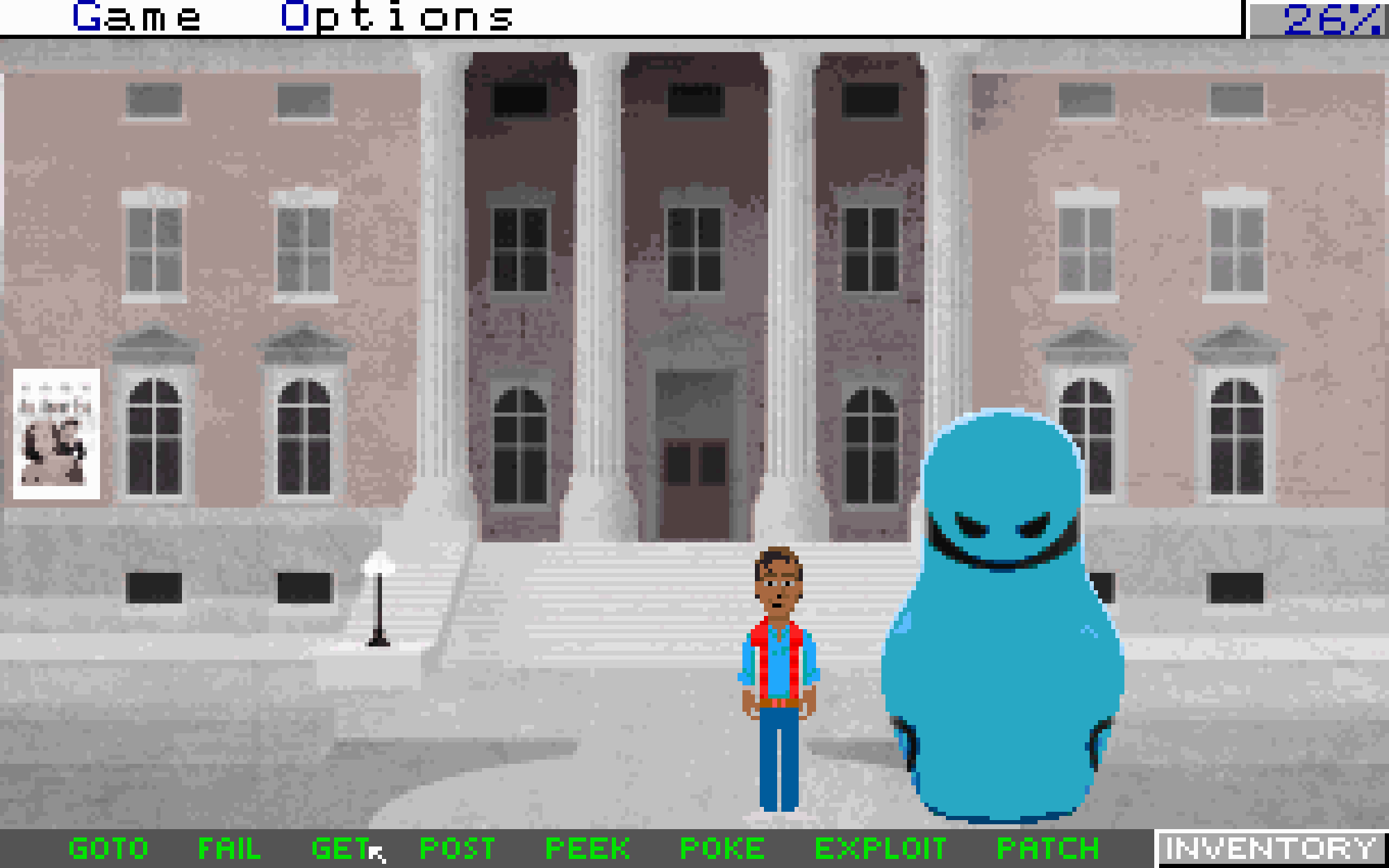

Game Options
26%
ZeroNights everywhere
POST
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
26%
ZeroNights every time
POST
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

ZeroNights every spacetime!

POST



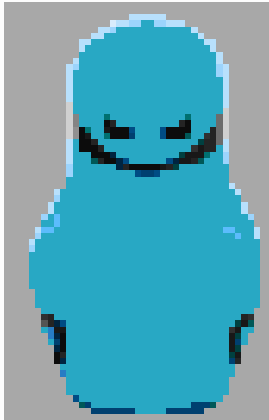

Game Options
26%
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
26%
GET
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
26%
GET
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 26%

Inventory



ZeroNights matryoshka

time traveler's watch

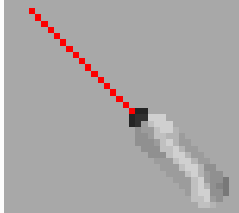
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 26%

Inventory


time traveler's watch


DeLorean


laser pointer

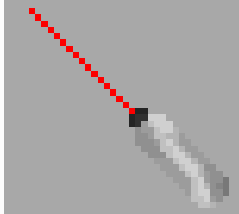

cat

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Inventory

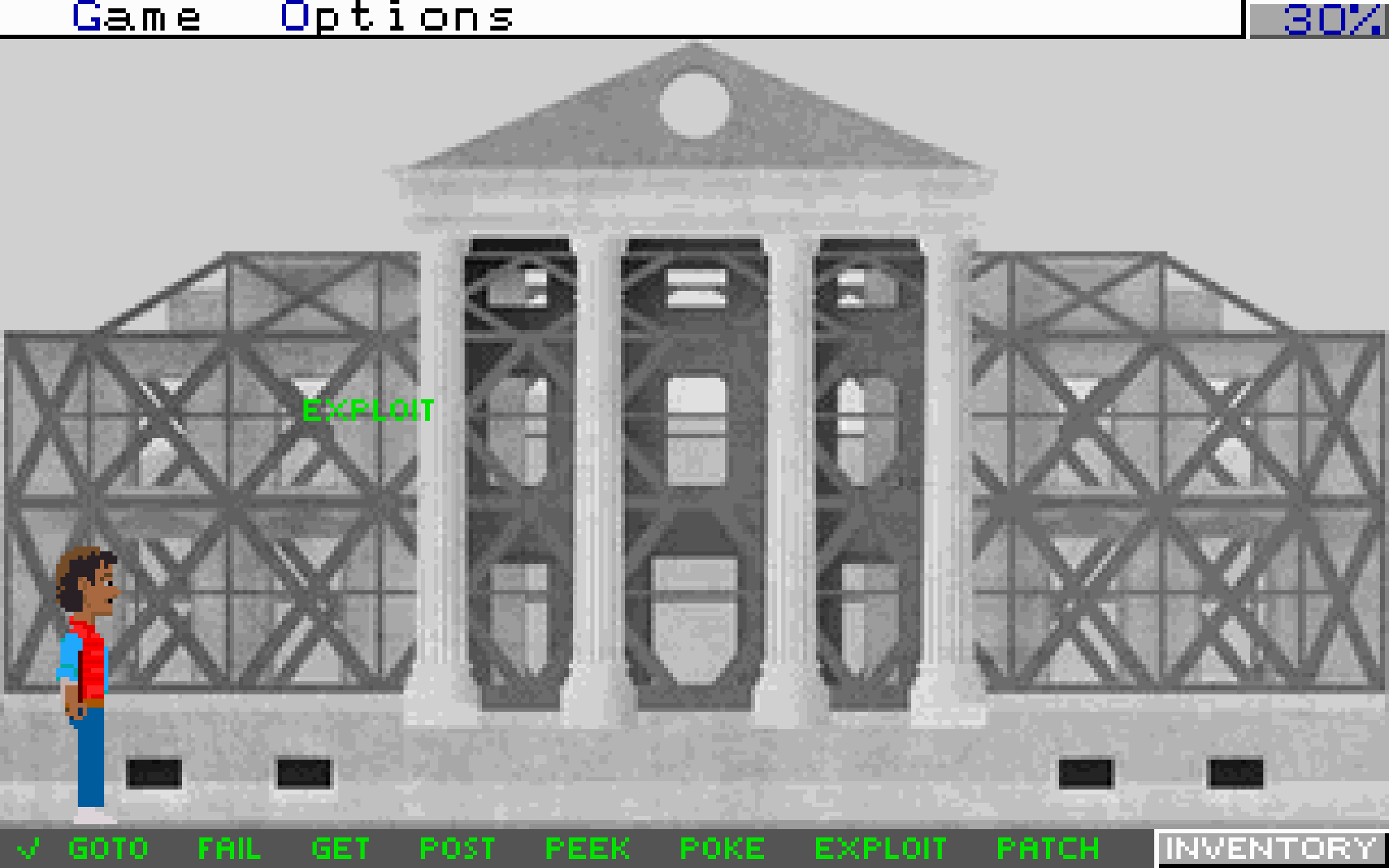
time traveler's watch

DeLorean



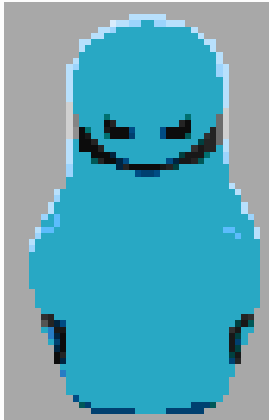
laser pointer

cat


Game Options
30%
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 30%

Inventory

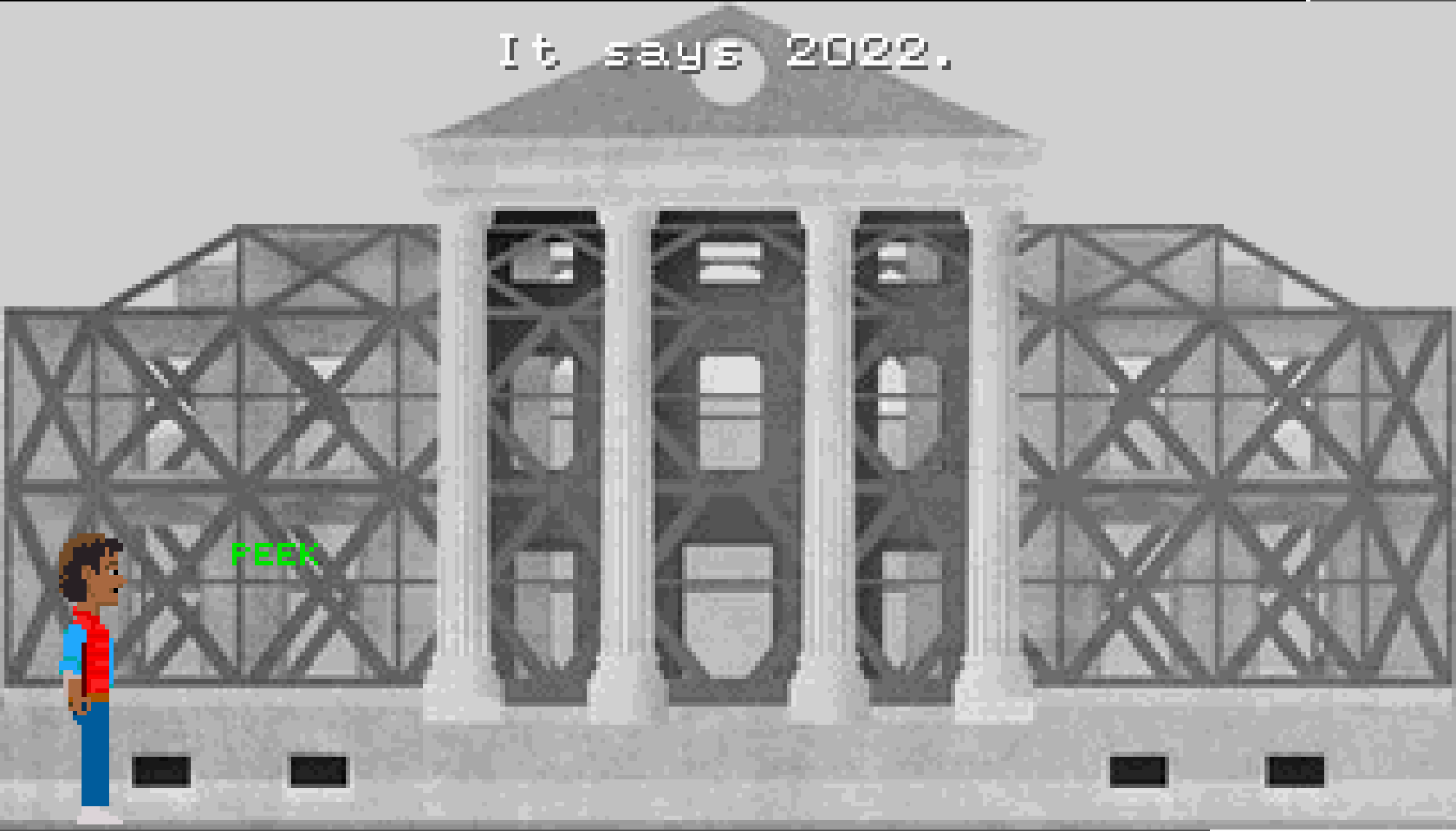


ZeroNights matryoshka

time traveler's watch

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

It says 2022.



Game Options 30%

Must be 32-bit time_t underflow.

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
30%
Let me figure this out...
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
30%
OK. It must be 1885.
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 30%

Should have used OpenBSD

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

to travel this far back.

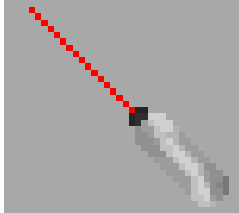

Game Options
30%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 30%

Inventory

time traveler's watch

DeLorean



laser pointer

cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
30%
EXPLOIT
MONTH
DAY
YEAR
HOUR
MIN
NOV
88
8885
AM
PM
88
88
DESTINATION TIME
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 30%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 30%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 30%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 33%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 33%

Calcutta/Kolkata (India)

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 33%

Telegraph office

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 33%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
33%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

THE INDIAN TELEGRAPH ACT, 1885.

CONTENTS.

GOTO

PART I.

PRELIMINARY.

SECTIONS.

1. Short title, local extent and commencement.
2. Repeal and savings.
3. Definitions.

PART II.

Privileges and Powers of the Government.

4. Exclusive privilege in respect of telegraphs, and power to grant licenses.
5. Power for Government to take possession of licensed telegraphs and to order interception of messages.
6. Power to establish telegraph on land of Railway Company.
7. Power to make rules for the conduct of telegraphs.
8. Revocation of licenses.
9. Government not responsible for loss or damage.

GOTO

sideration of such payments as he thinks fit, to any person to establish, maintain or work a telegraph within any part of British India.

5. (*1*) On the occurrence of any public emergency, or in the interest of the public safety, the Governor General in Council or a Local Government, or any officer specially authorised in this behalf by the Governor General in Council, may—

(*a*) take temporary possession of any telegraph

(*a*) take temporary possession of any telegraph established, maintained or worked by any person licensed under this Act; or

(*b*) order that any message or class of messages to or from any person or class of persons, or relating to any particular subject, brought for transmission by or transmitted or received by any telegraph, shall not be transmitted, or shall be intercepted or detained, or shall be disclosed to the Government or an officer thereof mentioned in the order.

(2) If any doubt arises as to the existence of a public emergency, or whether any act done under

or from any person or class of persons, or relating to any particular subject, brought for transmission by or transmitted or received by any telegraph, shall not be transmitted, or shall be intercepted or detained, or shall be disclosed to the Government or an officer thereof mentioned in the order.

(6) If any doubt arises as to the existence of a public emergency, or whether any act done under subsection (*1*) was in the interest of the public safety, a certificate signed by a Secretary to the Government of India or to the Local Government shall be conclusive proof on the point.

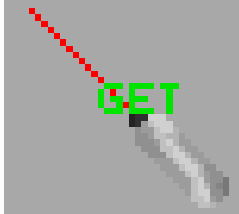
Game Options 40%

or from any person or class of persons, or

Inventory

time traveler's watch

DeLorean



laser pointer

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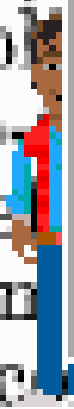

be conclusive proof on the point.

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

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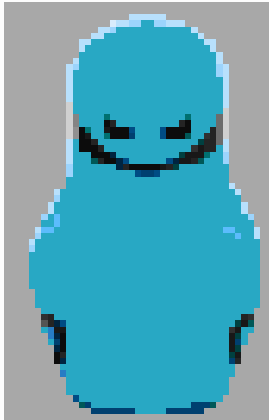
Game Options
40%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
40%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
40%
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 40%

Inventory



ZeroNights matryoshka

time traveler's watch

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 40%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
40%
Save Game
[EMPTY SLOT]
3%
10%
20%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
40%
Save Game
40%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 40%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 40%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 40%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

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GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

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Game Options

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GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

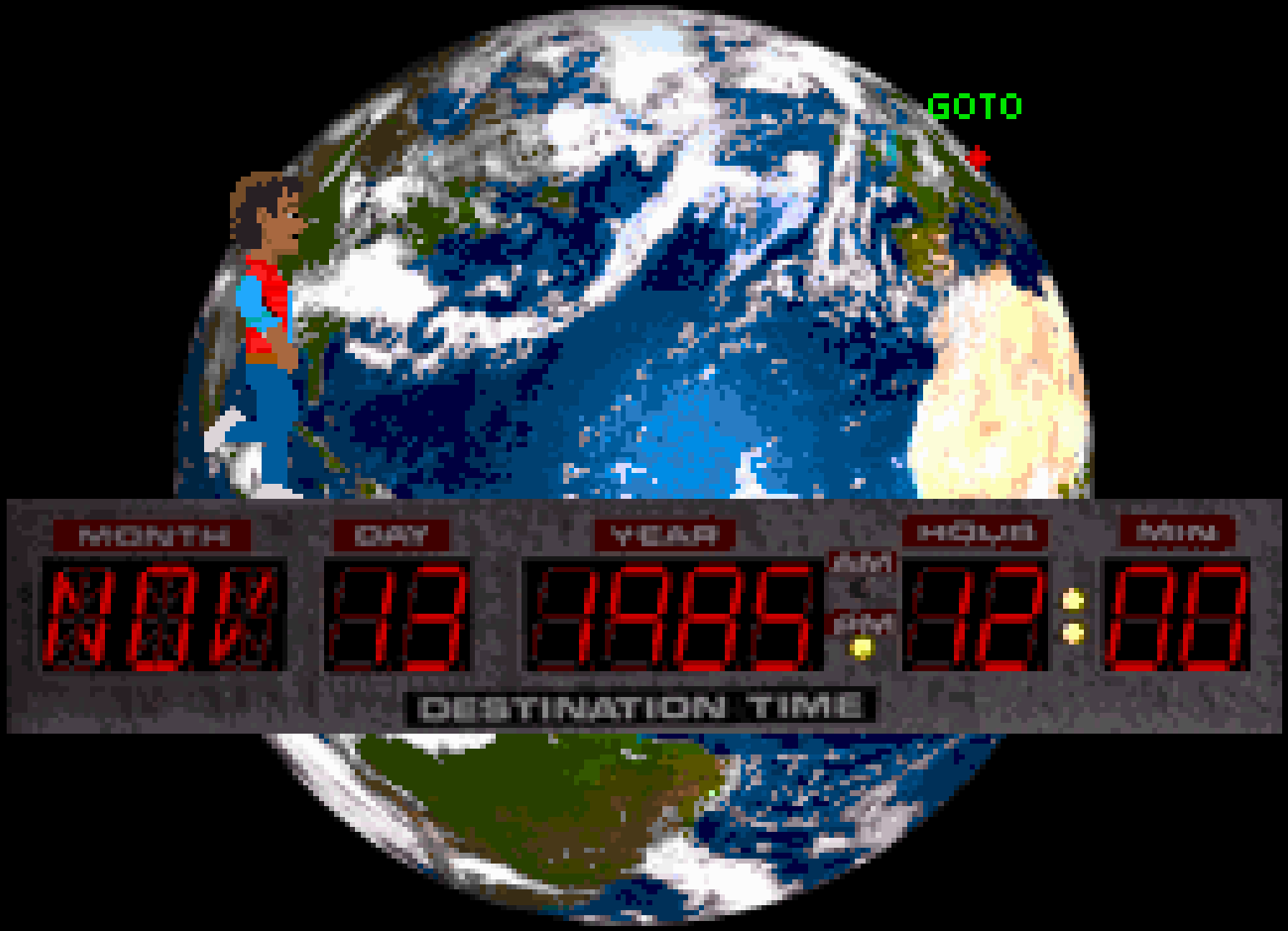
Game Options 40%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
40%
GOTO
MONTH
DAY
YEAR
HOUR
MIN
AM
PM
DESTINATION TIME
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 40%



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 40%

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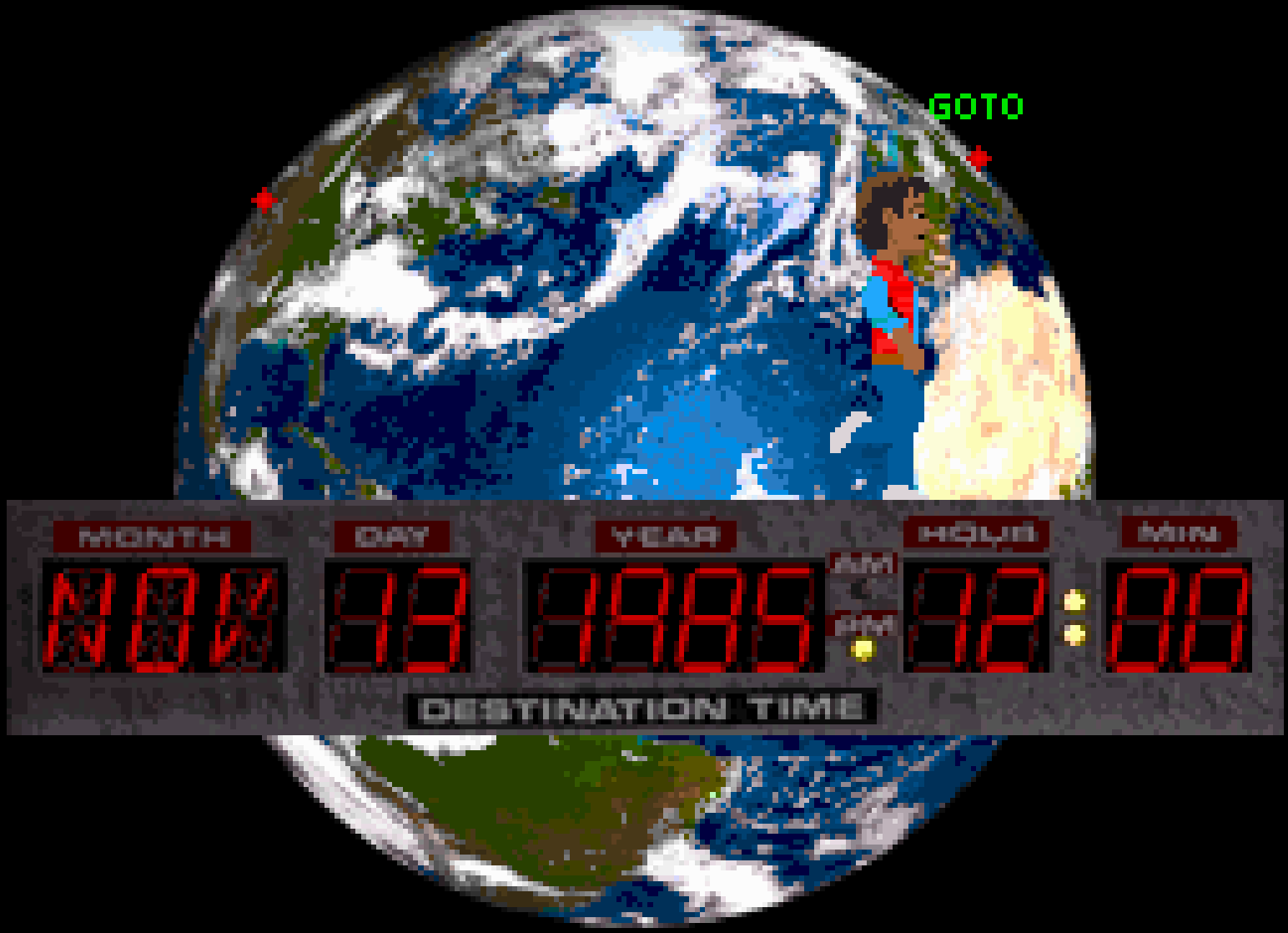
Game Options 40%



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 43%

Moscow (USSR)

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 43%

The Research Institute for Automatics

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 43%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

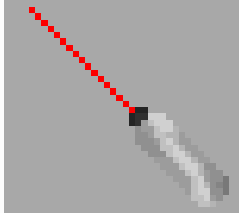
Game Options

43%

Inventory

time traveler's watch

DeLorean

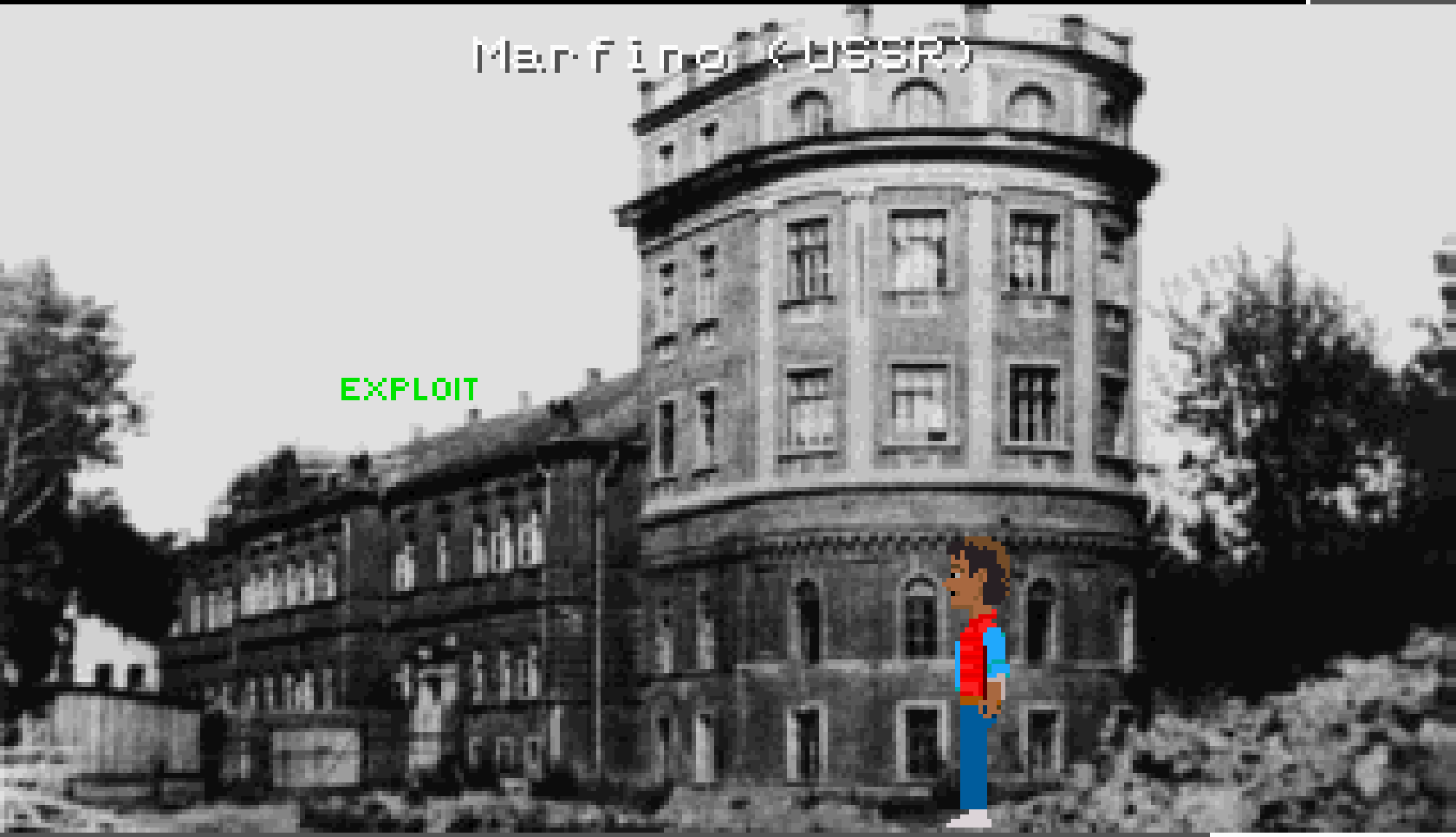


laser pointer

cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 46%

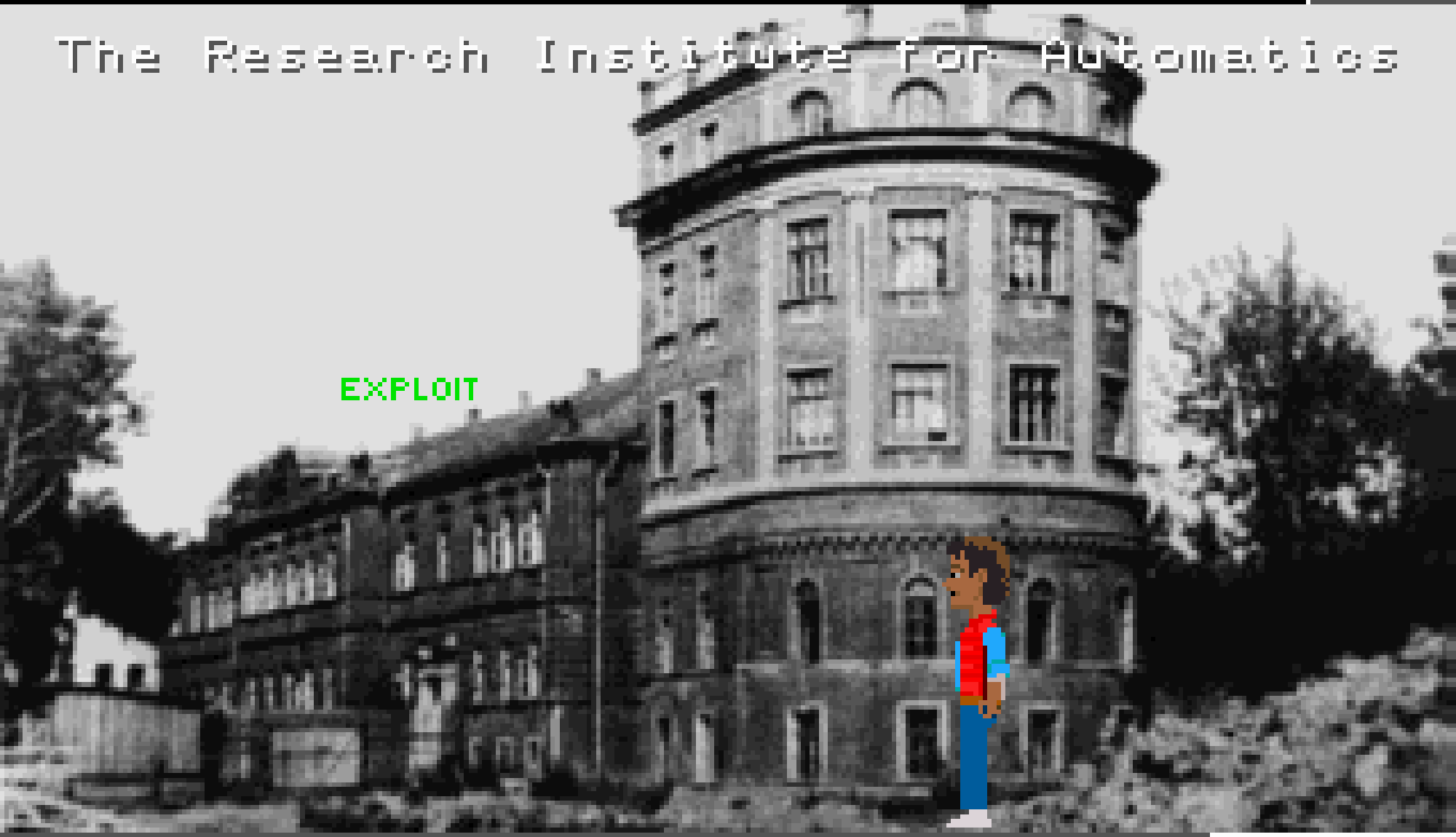


√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 46%

The Research Institute for Automatics

EXPLOIT



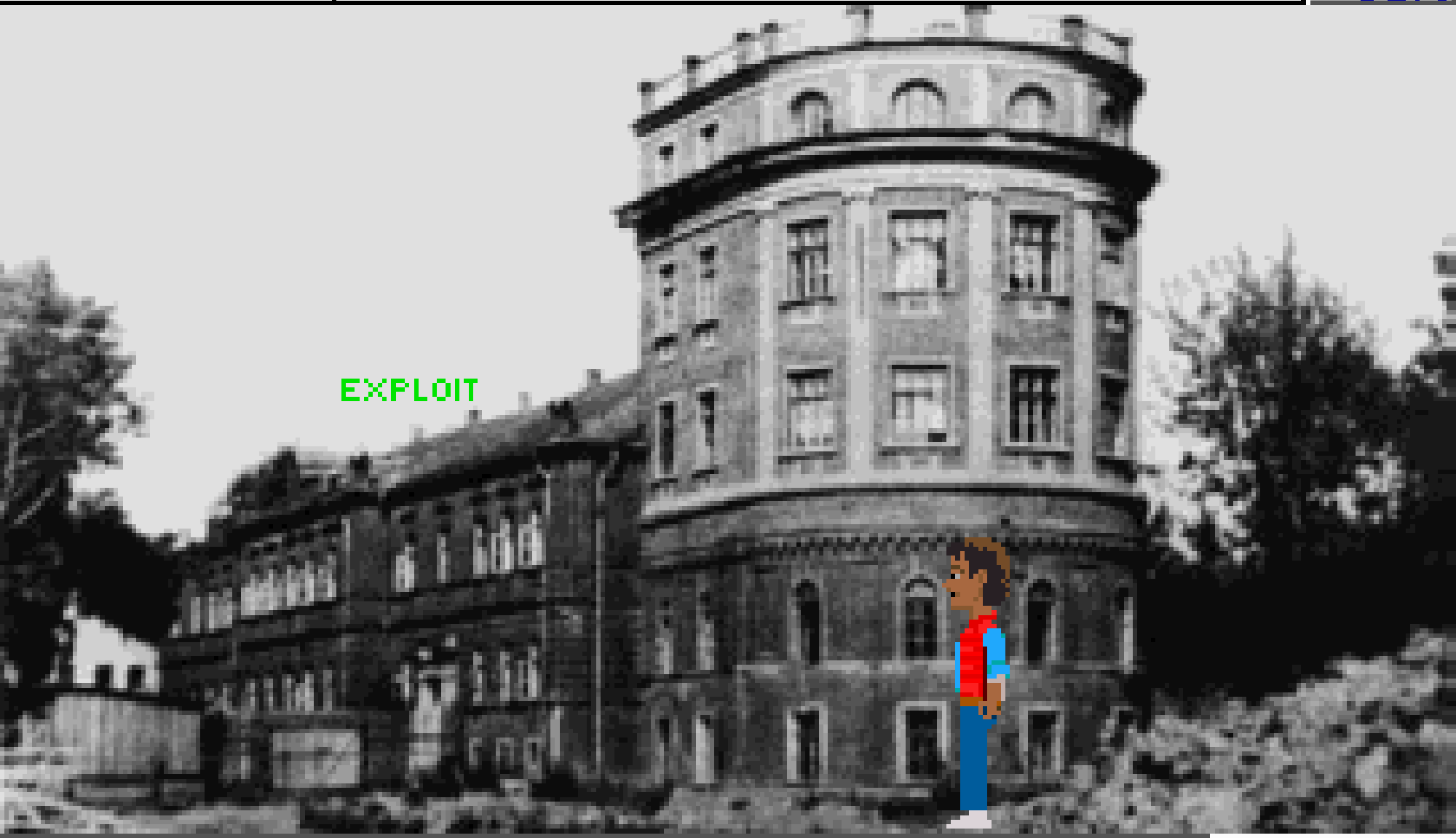
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 46%

previously special person (Sharashka)

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

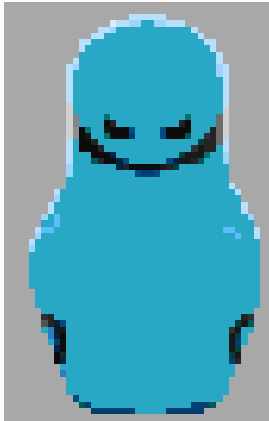
Game Options 46%



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

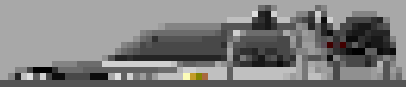
Game Options 46%

Inventory



ZeroNights matryoshka

time traveler's watch

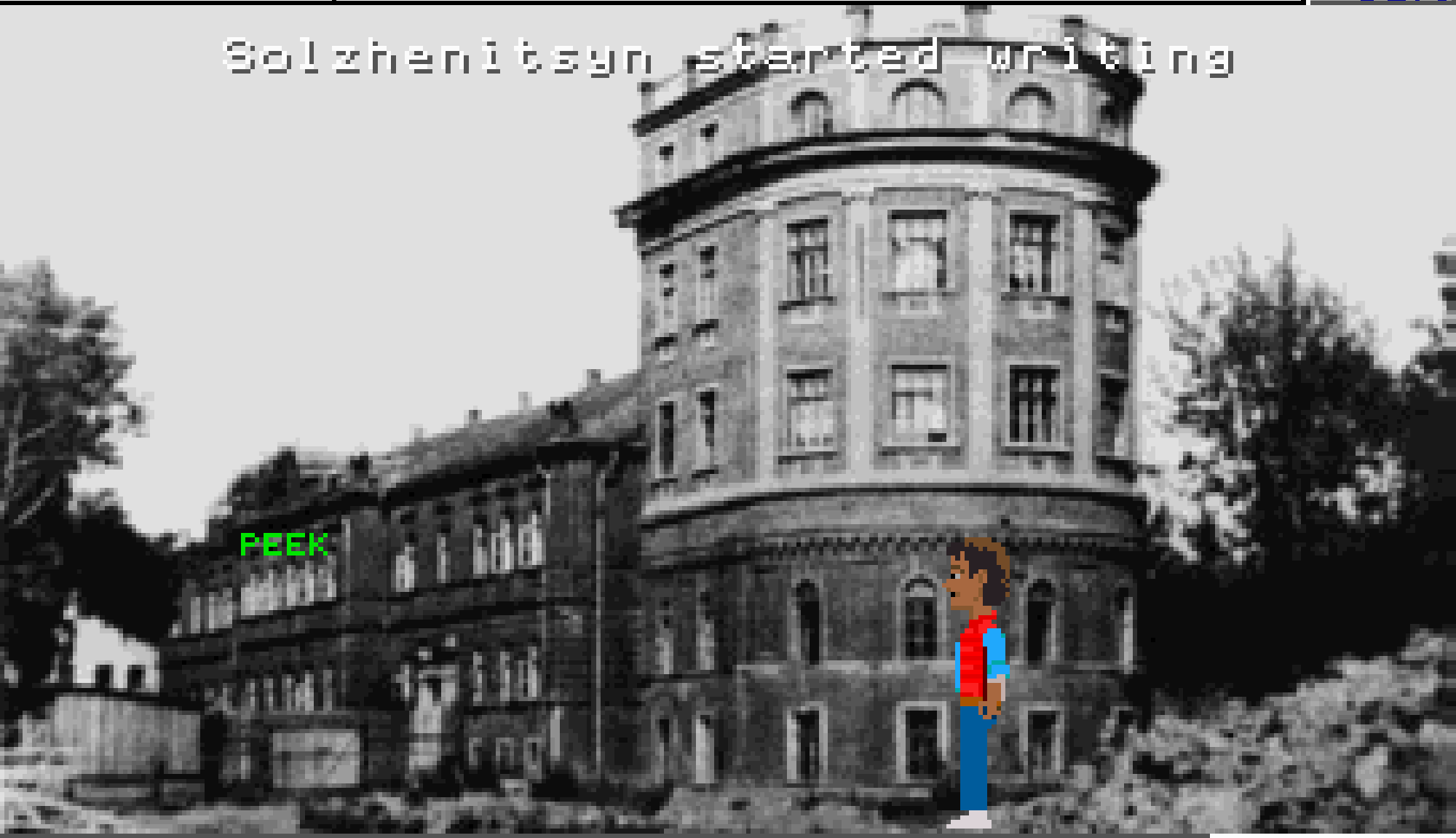


√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
46%
1955
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 46%

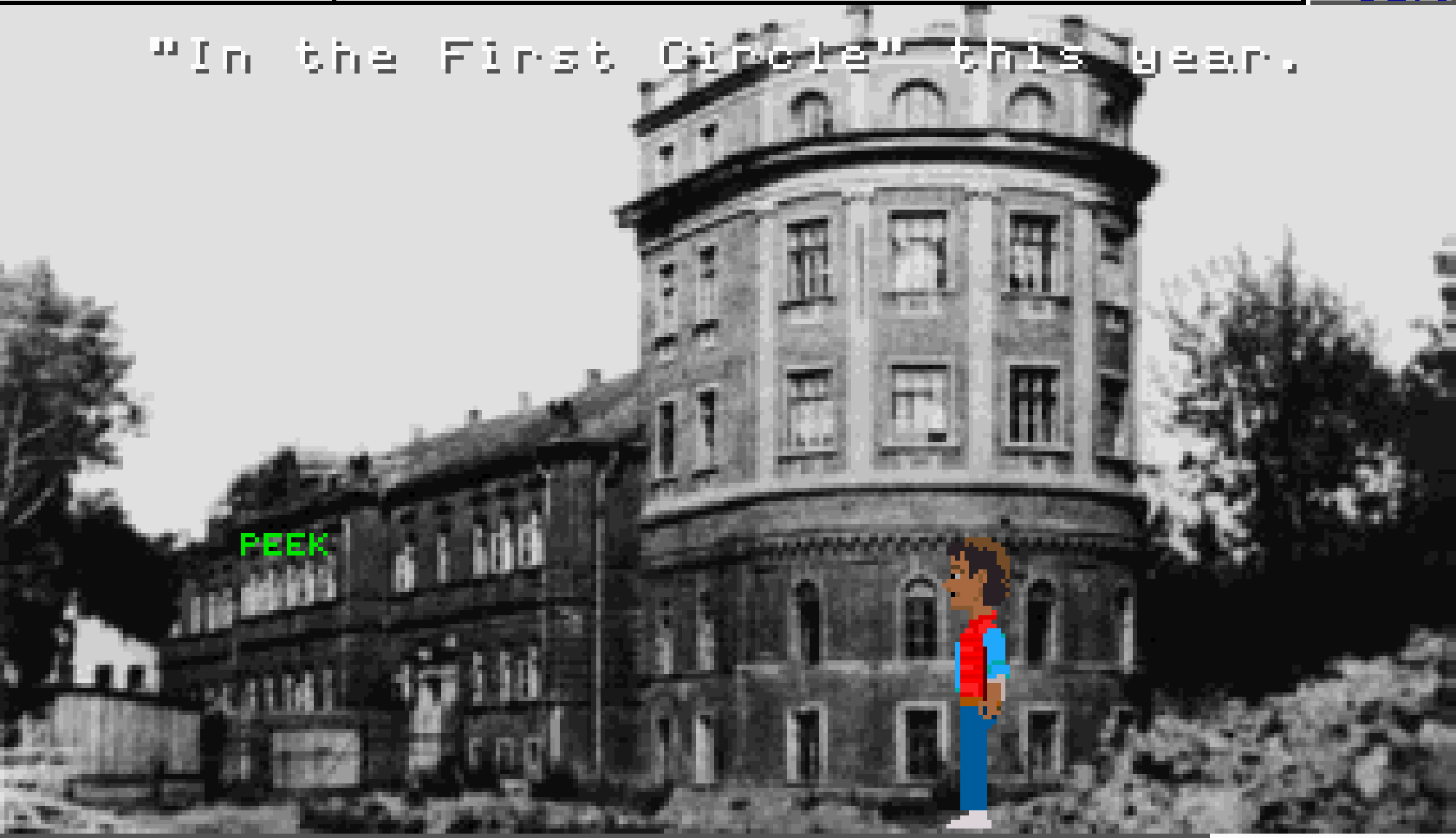
Solzhenitsyn started writing



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 46%

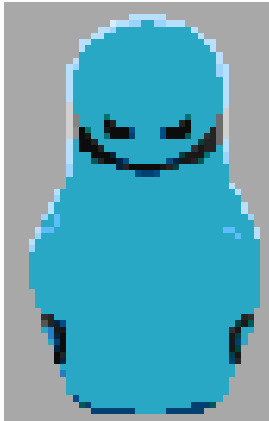
"In the First Circle" this year.



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 46%

Inventory



ZeroNights matryoshka

time traveler's watch

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

Surely there was no way of finding out

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

who made a call from a phone booth?

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

If he didn't hang around

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

but walked away quickly?

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

Surely they couldn't identify

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

a muffled voice over the telephone?

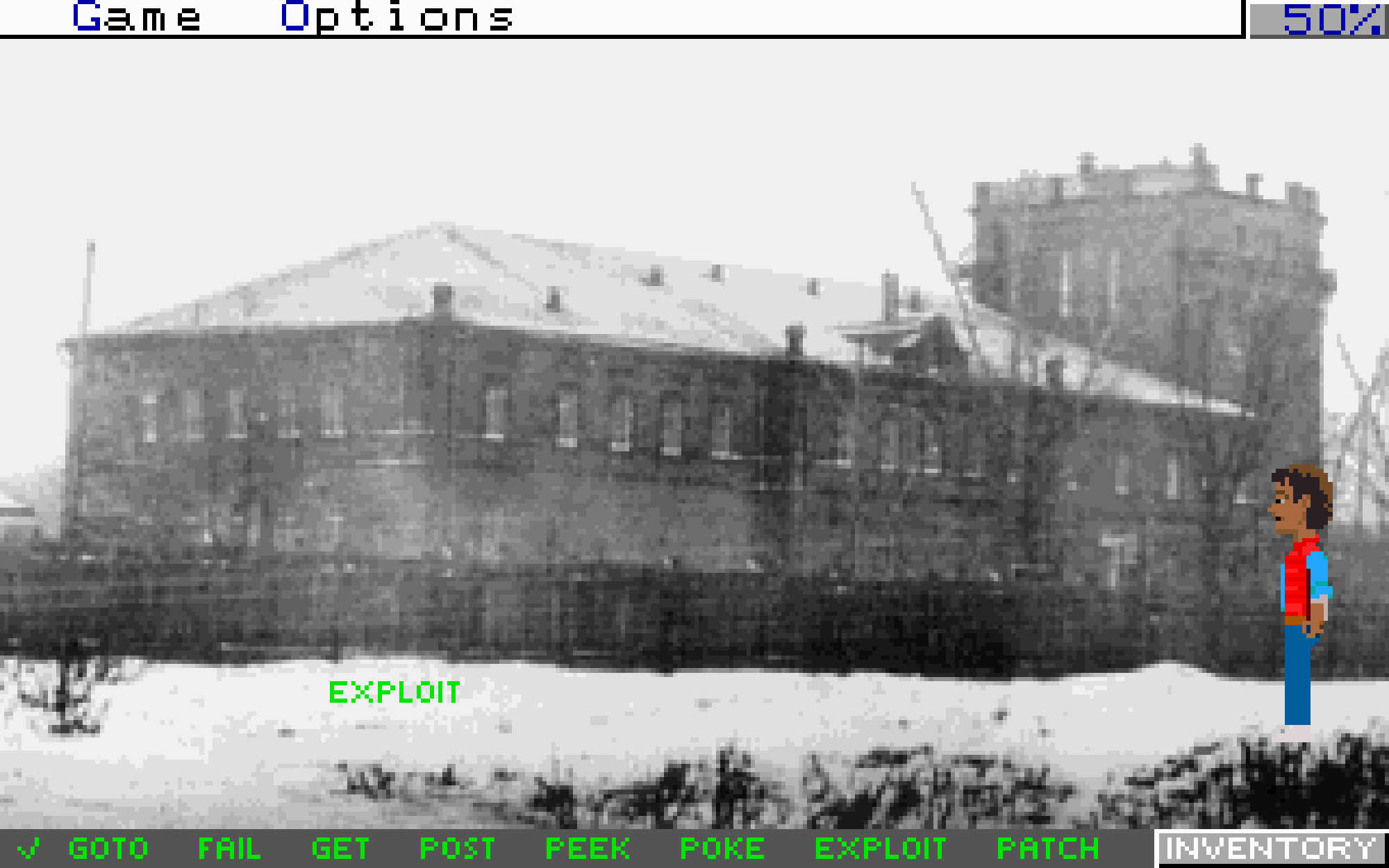
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

It must be a technical impossibility.

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

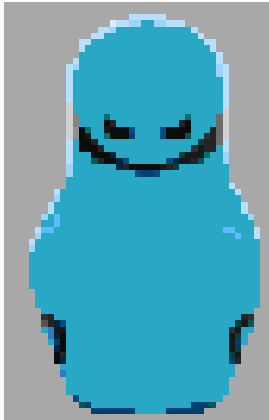
Game Options 50%



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

Inventory



ZeroNights matryoshka

PEEK

time traveler's watch

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

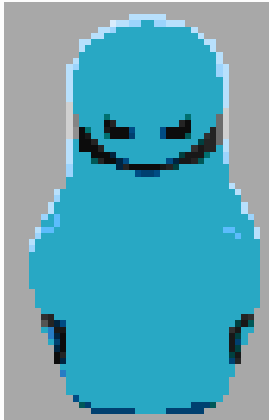
Game Options 50%

1949 December 24

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 50%

Inventory



ZeroNights matryoshka

time traveler's watch

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%

Interior (Russian Empire)

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

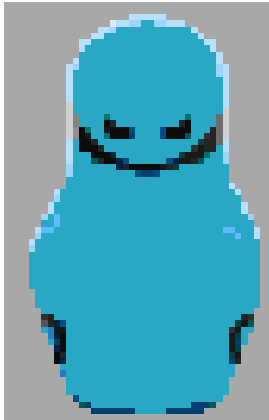
Game Options 53%

Orphanage and church (opened in 1885)

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%

Inventory



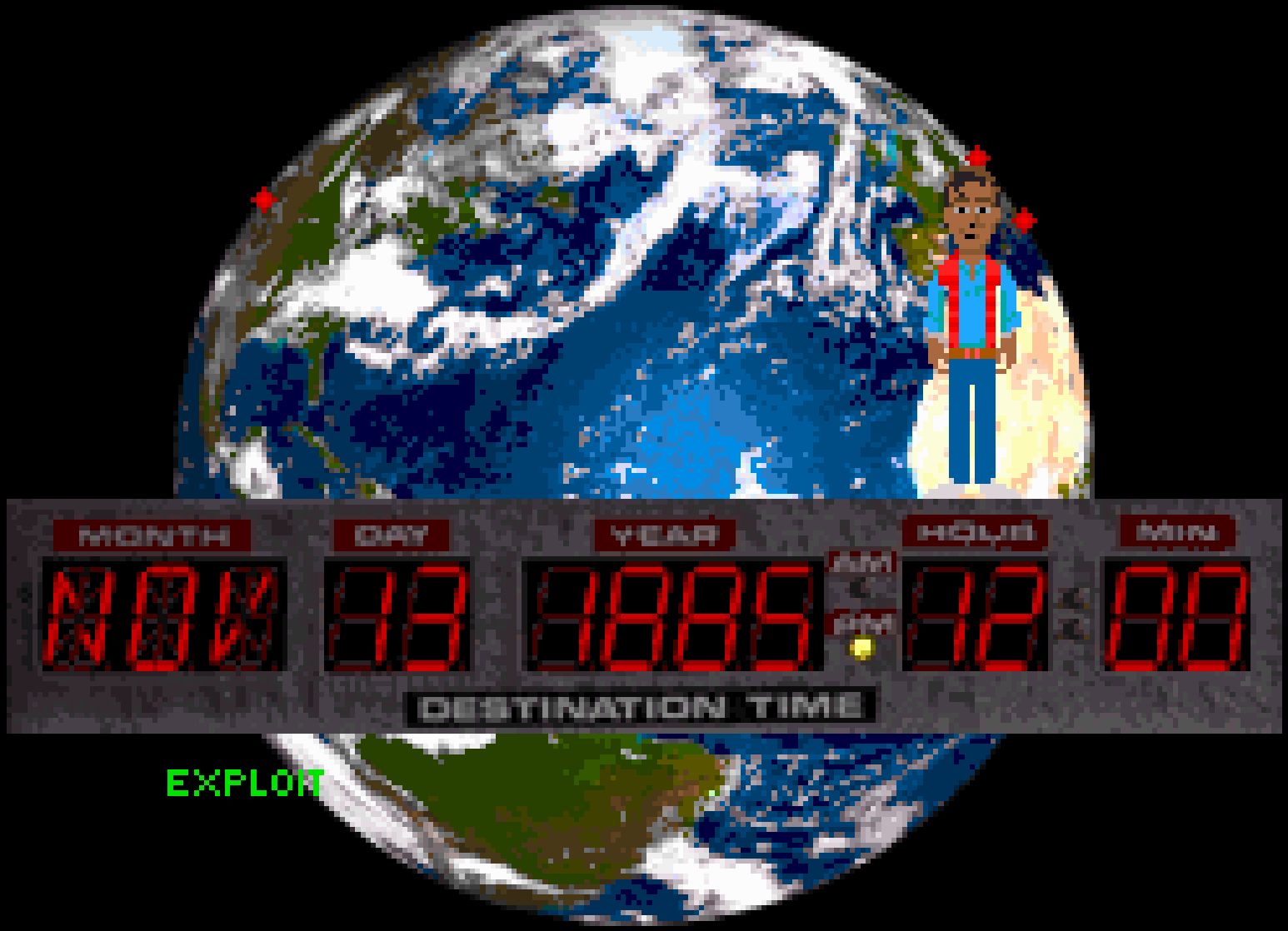
ZeroNights matryoshka

time traveler's watch

EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%



EXPLOIT

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
53%
Save Game
[EMPTY SLOT]
3%
10%
20%
40%
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
53%
Save Game
53%
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options

53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

GOTO

Game Options

53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

GOTO

Game Options 53%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

53%

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

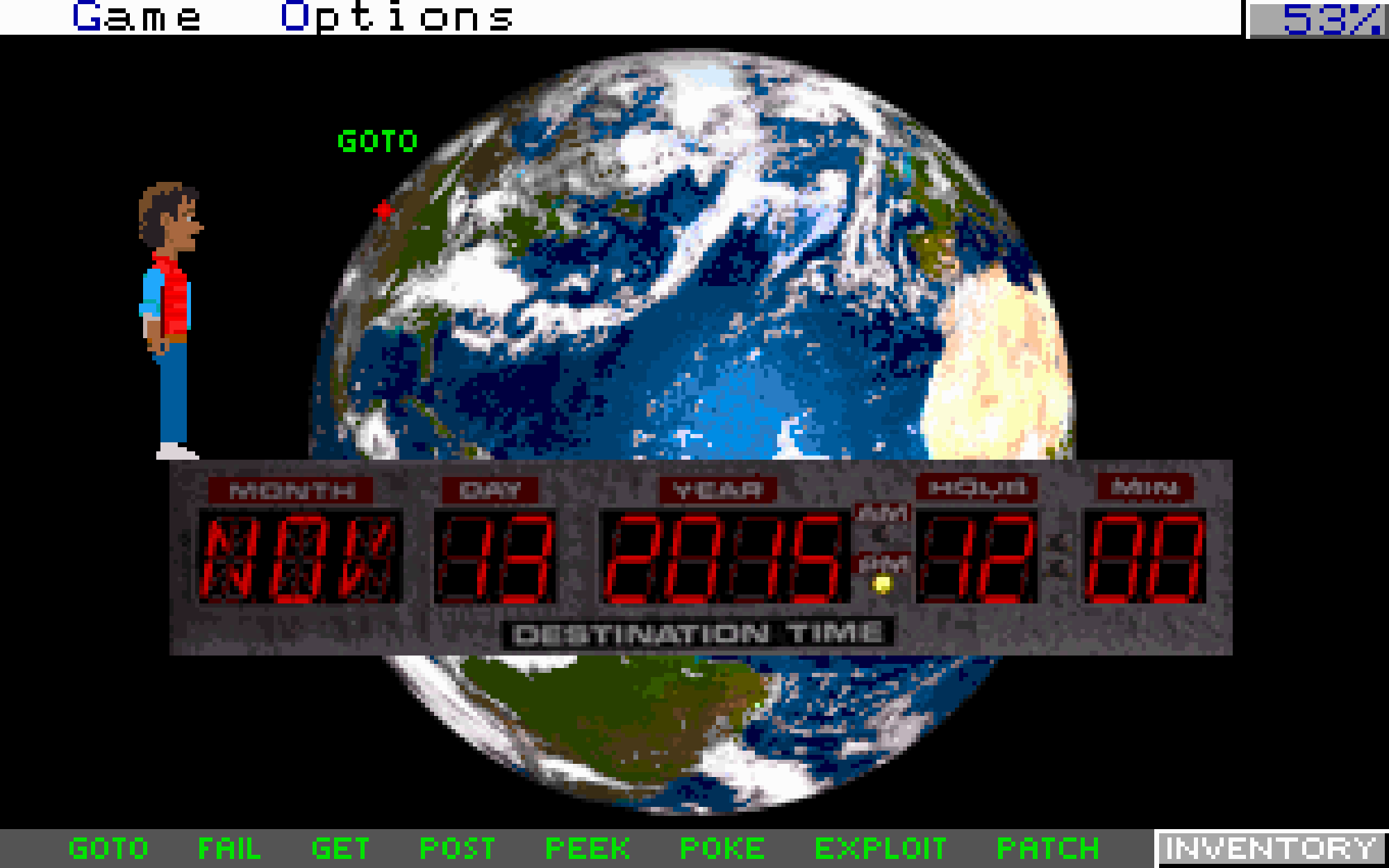
Game Options

53%

GOTO

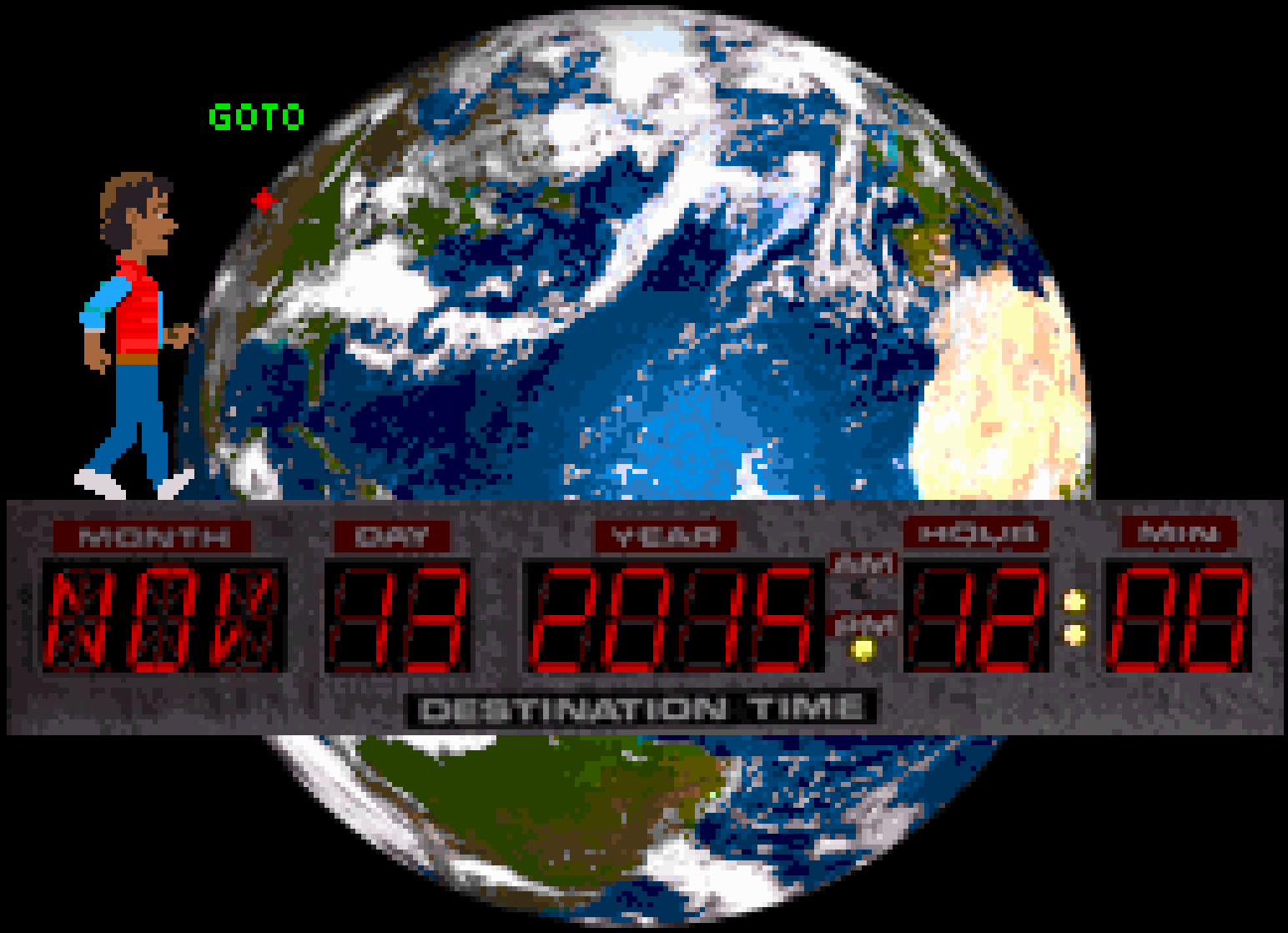
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 53%



GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 56%

Contemporary Infosec History Museum

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 56%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 56%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
56%
PEEK
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
56%
PEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Flying car crashes and burns in Florida

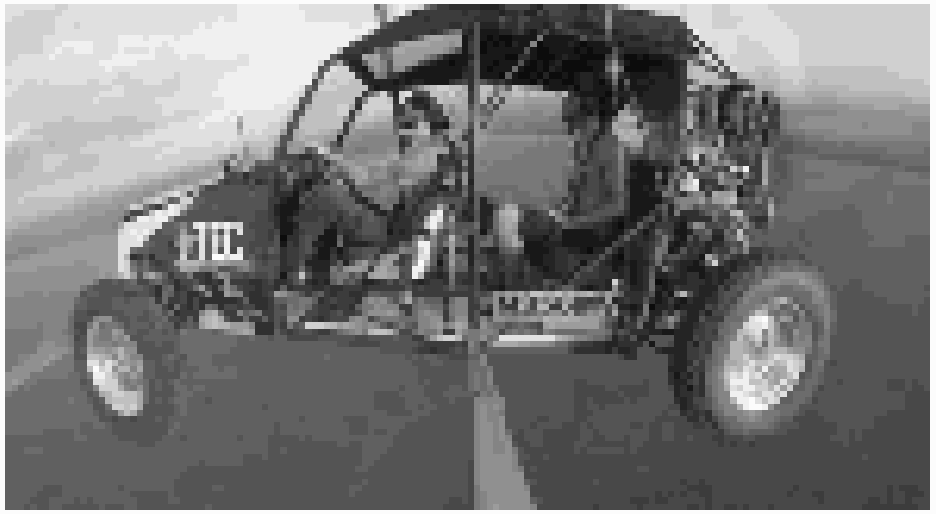
Police in Marion County say two people were hurt after a Maverick flying car crashed and caught fire.

by Chris Matyszczyk @ChrisMatyszczyk October 21, 2014 3:29 PM PDT

Two people have minor injuries after a Maverick flying car that took off from Dunnellon airport in central Florida crashed back down and caught fire Tuesday morning, police say.

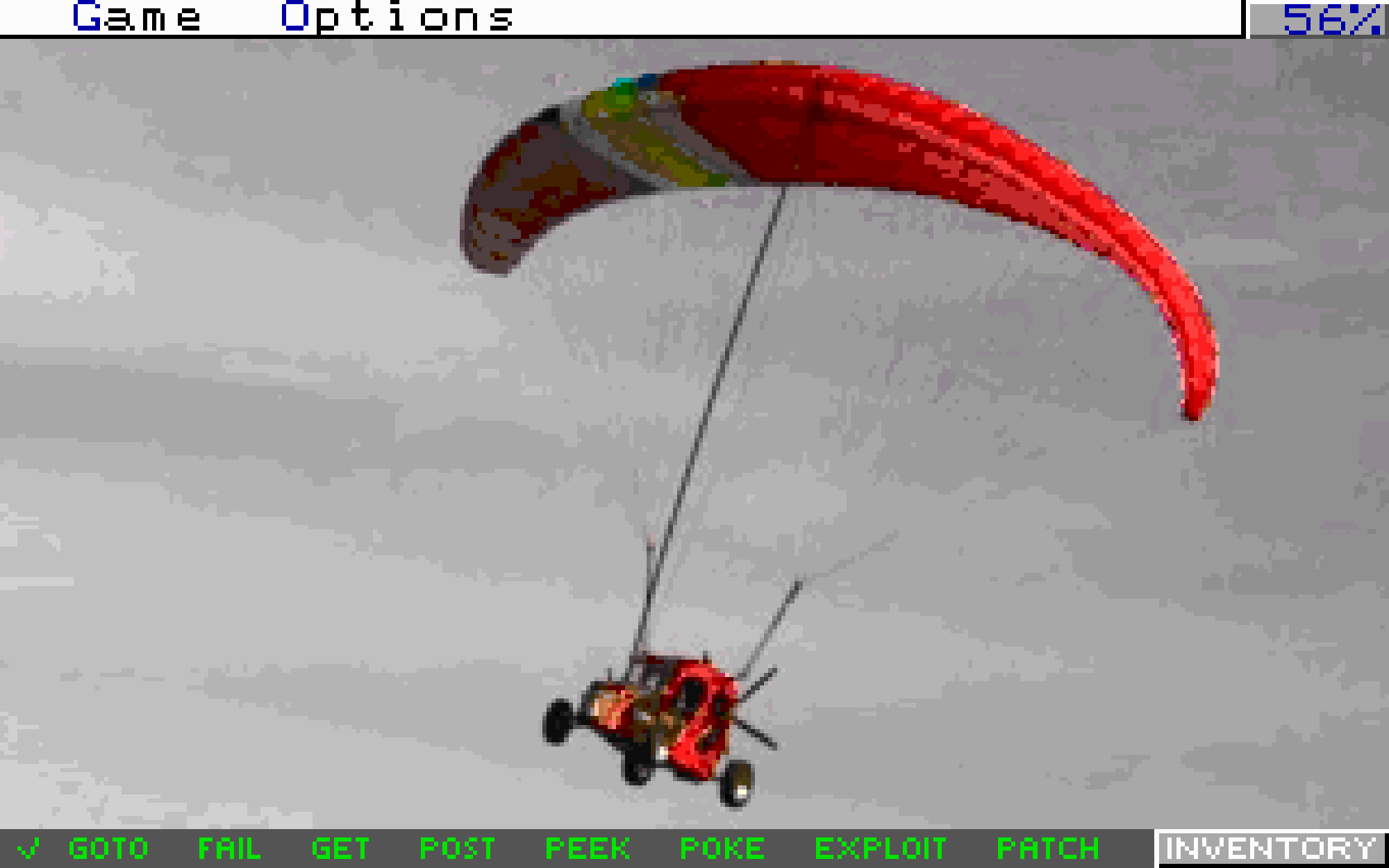
The Marion County Sheriff's Office issued a statement posted to Facebook that read: "The NTSB and FAA will not be responding because they do not recognize this as an aircraft."

The flying car did, though, reportedly have an FAA registry number.



The Maverick was designed to access remote areas for missionary work.


MAVERICK


Game Options
56%
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

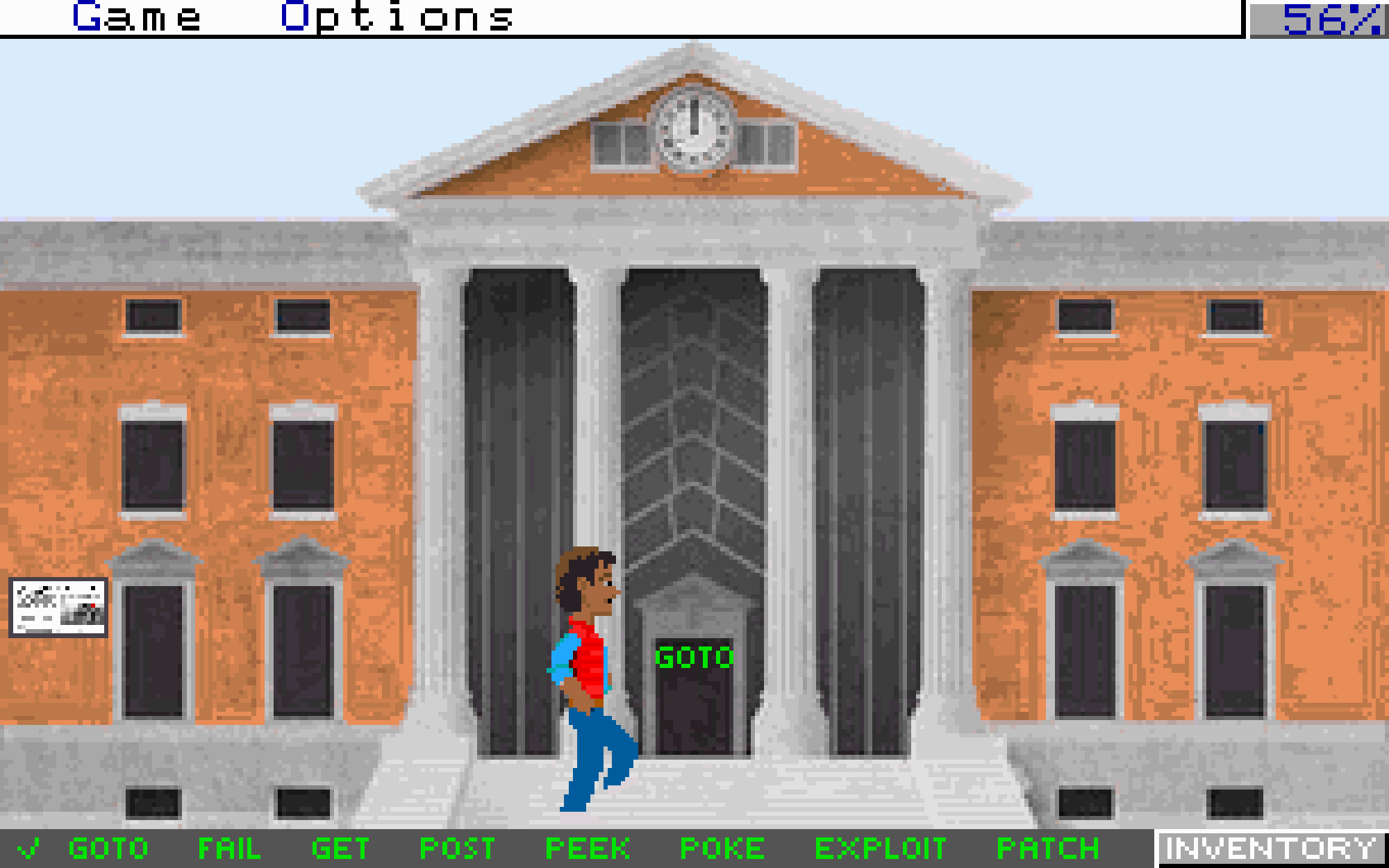
Game Options 56%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
56%
GOTO
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 56%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

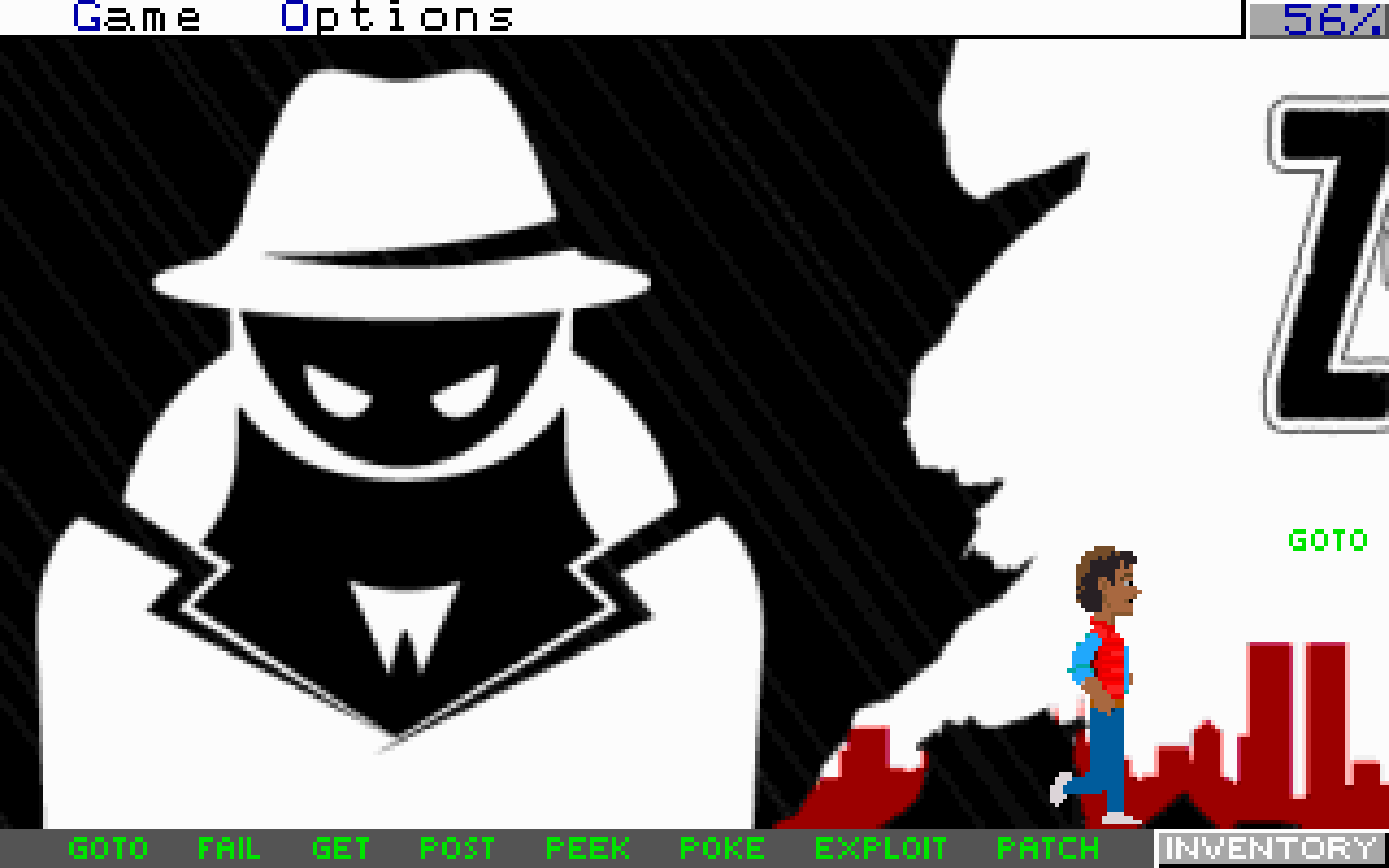

Game Options
56%
GOTO
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 56%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 56%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
56%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 60%

ZERO NIGHTS

13-14 NOVEMBER 2014

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 60%

ZERO NIGHTS

13-14 NOVEMBER 2014

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 60%

ZERO NIGHTS

13-14 NOVEMBER 2014

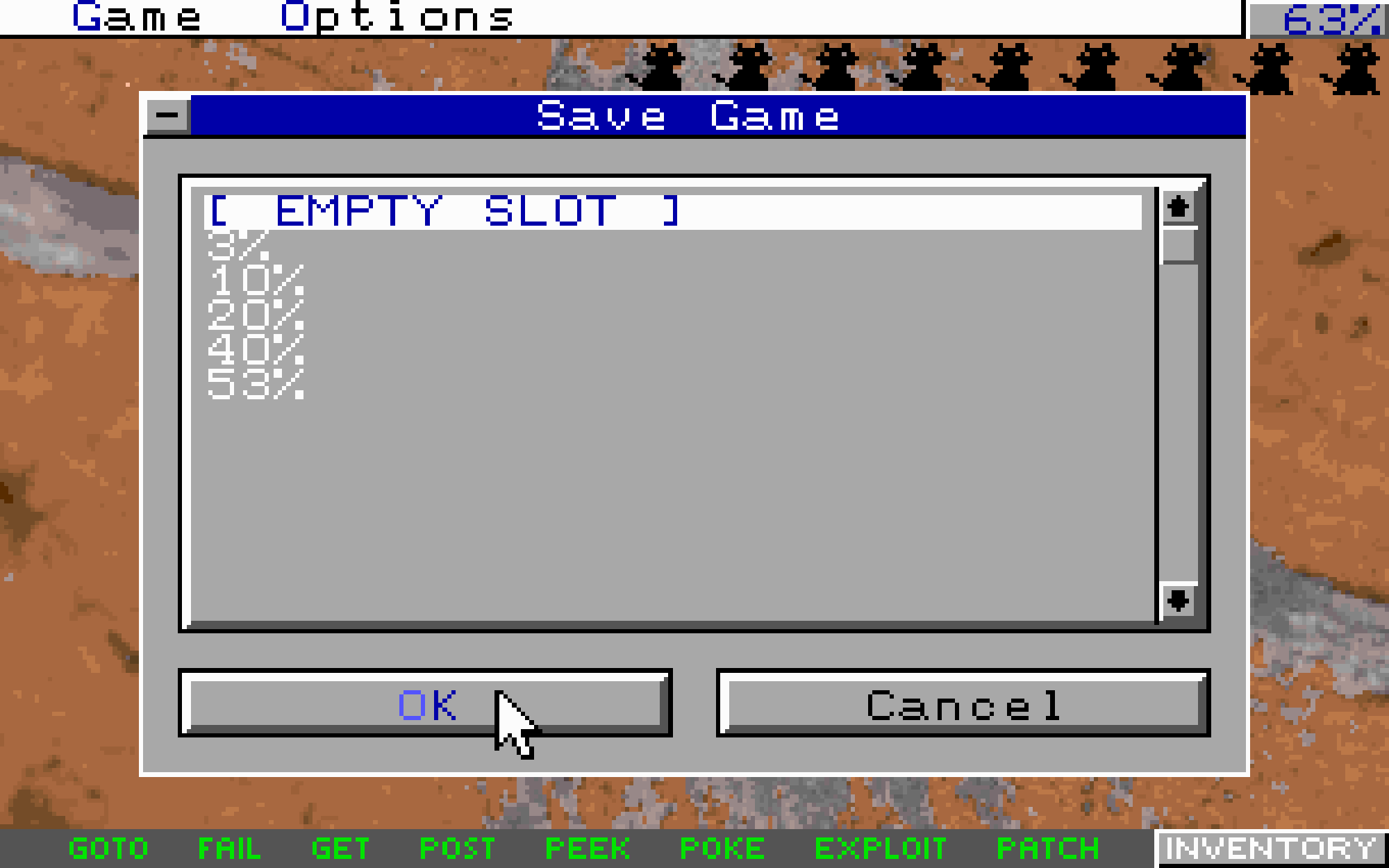
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game
Options
60%
GOTO
GOTO
FAIL
GET
POST
PEEK
POKE
EXPLOIT
PATCH
INVENTORY


Game Options
60%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
60%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
63%
FTDI
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
63%
Save Game
[EMPTY SLOT]
3%
10%
20%
40%
53%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
63%
Save Game
63%_
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
63%
FTDI
FEEK
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

serial killer


Game Options
66%
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


— FTDI drivers kill fake devices
FTDI
FOKE


Game Options
66%
without warning
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

but how do you know it's fake?

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 66%

— To guarantee genuine FTDI products

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 66%

please purchase from FTDI directly

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
or an authorised distributor
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— For end-products
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
how does a user know?
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— By installing FTDI drivers you agree
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

to the terms of use of FTDI's device

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
— Breaking peoples' stuff
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

without warning is unacceptable

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
— So are counterfeit ICs
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
They're destroying innovation
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

— Two wrongs don't make a right

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 66%

— FTDI is definitely not targeting

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
end users
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
If you're unsure if ICs are genuine
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


then please don't use the drivers
FTDI
FOKE


Game Options
66%
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— Two wrongs don't make a right
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— Two wrongs don't make a right
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— Two wrongs don't make a right
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

— Two wrongs don't make a right

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
— Two wrongs don't make a right
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
66%
— Two wrongs don't make a right
FTDI
FOKE
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 66%

I'm out of counterfeit kittens

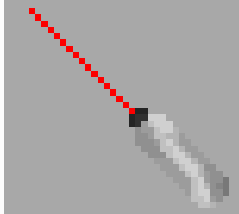
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 66%

Inventory

time traveler's watch

DeLorean



laser pointer

cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
66%
FTDI
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

```
// This function is called unconditionally, for both real
//
// This function is carefully designed such that it will u
// EEPROM addresses. It does this in a clever way, without
int __stdcall BrickCloneDevices(FTDIDevice *dev, WORD *eep
{
  FTDIDevice *pdev; // edi@1
  WORD *p_eeprom_array; // esi@1
  WORD saved_pid; // bx@1
  unsigned __int8 savedLatencyTimer2; // ST08_1@3
  int savedLatencyTimer; // [sp+Ch] [bp-4h]@1
  int retval; // [sp+18h] [bp+8h]@1
  int saved_dummy; // [sp+1Ch] [bp+Ch]@1

  pdev = dev;
  GetLatencyTimer(dev->DeviceHandle, &savedLatencyTi   r);
  SetLatencyTimer(dev->DeviceHandle, 0x77u);     // M   ic E
  p_eeprom_array = eeprom_array;
  saved_pid = eeprom_array[2];                   // A   dress
  saved_dummy = eeprom_array[62];                // Address
```

```
// This function is called unconditionally, for both real
//
// This function is carefully designed such that it will u
// EEPROM addresses. It does this in a clever way, without
int __stdcall BrickCloneDevices(FTDIDevice *dev, WORD *eep
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  SetLatencyTimer(dev->DeviceHandle, 0x77u);
  p_eeprom_array = eeprom_array;
  saved_pid = eeprom_array[2];
  saved_dummy = eeprom_array[62];
```

h real and clone devices. There is no explicit detection.

will update the PID to 0 while writing to only even
without updating the checksum (at an odd address).
RD *eeprom_array)

imer
Magic EEPROM unlock value

Address 2 = PID
Address 62 = Unused, normally empty (0)
Set GPIO to zero in in-memory EEPROM array

GPIO

Set PID to zero in in-memory EEPROM array
om_array});// Preimage attack on checksum function.
This computes the value that must be written
to address 62, such that the *existing* checksum
at address 63 becomes valid again, even though
the [illegible] was modified.
});// [illegible]rite PID to 0 to device EEPROM
On a real FT232RL, EEPROM writes are 32 bits
and only take effect when writing odd addresses
(addr-1, addr are updated). So, on a real device,
this does nothing. On counterfeit FT232RL devices,
the write does take effect.

2, p_eeprom_array[62]});// Write checksum correction value.
Same as above, this is an even address, so on a real
FT232RL this does nothing. On a clone, this makes
the checksum valid again.

Restore in-memory EEPROM array

```
  p_eeprom_array[2] = 0;                                    // Set PID
  p_eeprom_array[62] = CollideEEPROMChecksum(p_eeprom_array
                                                            //  This co
                                                            //  the addr
                                                            //  address
                                                            //  the PID
  retval = WriteEEPROMValue(dev->DeviceHandle, 2, 0);       // Wr
                                                            //  a re
GOTO                                                        //  and onl
                                                            //  (addr-1
                                                            //  this do
                                                            //  the wri

  if ( retval >= 0 )
    retval = WriteEEPROMValue(pdev->DeviceHandle, 62, p_ee
                                                            //  Same as
                                                            //  FT232RL
                                                            //  the che

  savedLatencyTimer2 = savedLatencyTimer;
  p_eeprom_array[2] = saved_pid;                            // Restore
  p_eeprom_array[62] = saved_dummy;
```

Game Options 70%

p_eeprom_array[2] = 0; // Set PID

p_ee

retv

if (
re

save

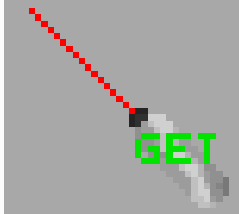
p_ee

p_eeprom_array[62] = saved_dummy;

Inventory

time traveler's watch

DeLorean



laser pointer

cat

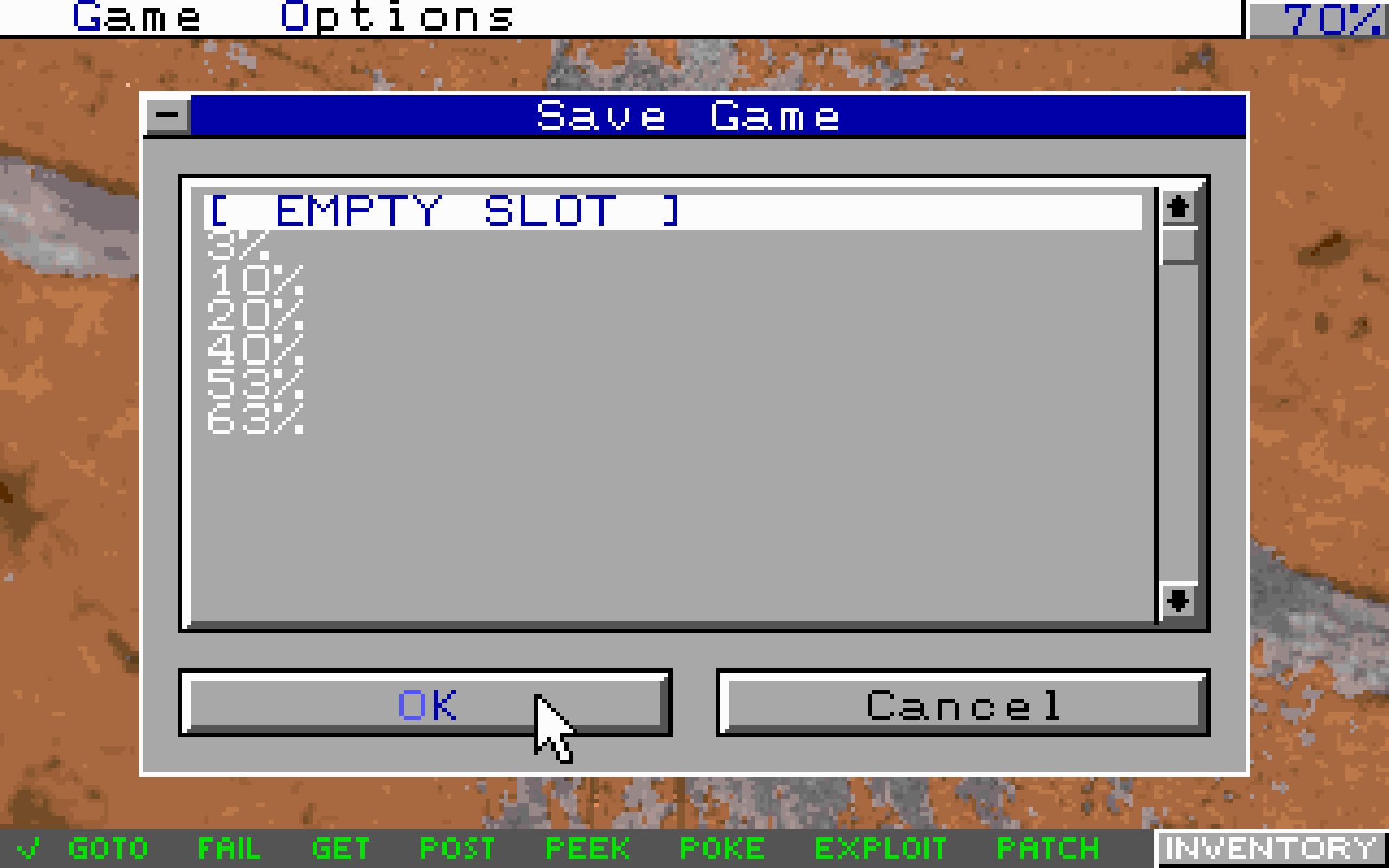
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

```
p_eeprom_array[2] = 0;                                  // Set PID
p_eeprom_array[62] = CollideEEPROMChecksum(p_eeprom_arra
                                                        // This co
                                                        // the addr
                                                        // and addr
                                                        // the PID
retval = WriteEEPROMValue(dev->DeviceHandle, 2, 0);     // Wr
                                                        // Only a re
                                                        // and only
                                                        // (addr-1)
                                                        // this do
                                                        // the wri

if ( retval >= 0 )
  retval = WriteEEPROMValue(pdev->DeviceHandle, 62, p_ee
                                                        // Same as
                                                        // FT232RL
                                                        // the che

savedLatencyTimer2 = savedLatencyTimer;
p_eeprom_array[2] = saved_pid;                          // Restore
p_eeprom_array[62] = saved_dummy;
```


Game Options
70%
FTDI
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
70%
Save Game
[EMPTY SLOT]
3%
10%
20%
30%
3%
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
70%
Save Game
70%_
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
70%
FTDI
EXPLOIT
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 73%

MISFEATURES strike again!

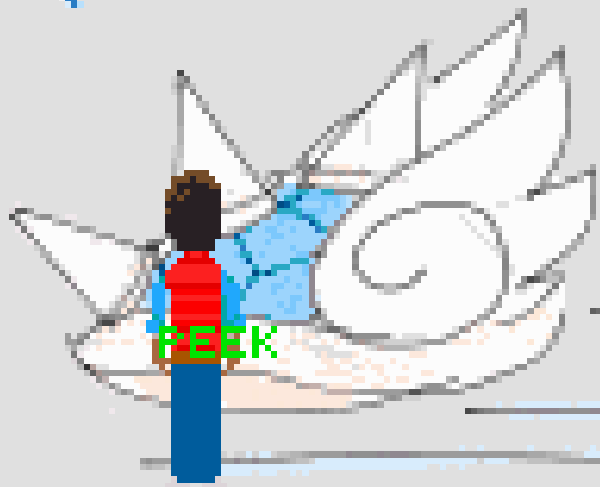
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
73%
They get bash in place of shell.
MISFEATURES
strike again!
PEEK
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 73%

Oh those weird Linux guys

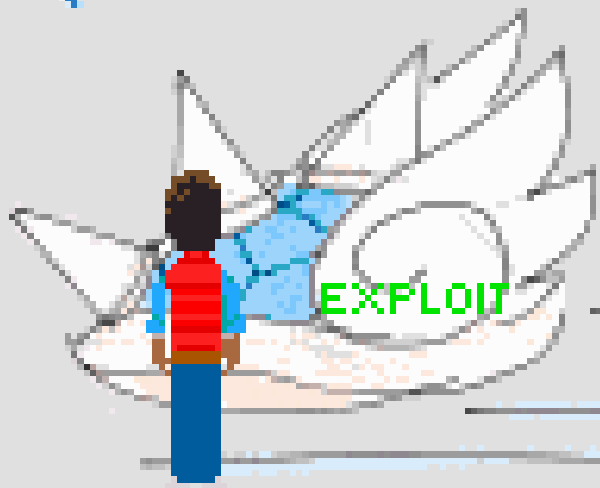
MISFEATURES strike again!



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 73%

MISFEATURES strike again!



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

73%

MISFEATURES strike again!

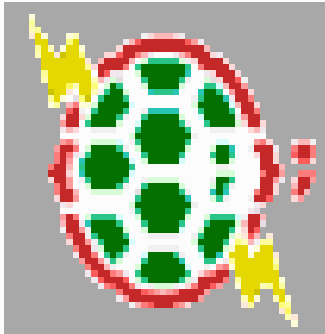
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH

INVENTORY

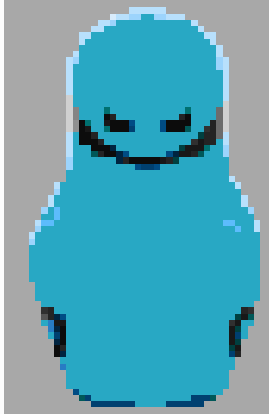
Game Options

73%

Inventory



bash



ZeroNights matryoshka

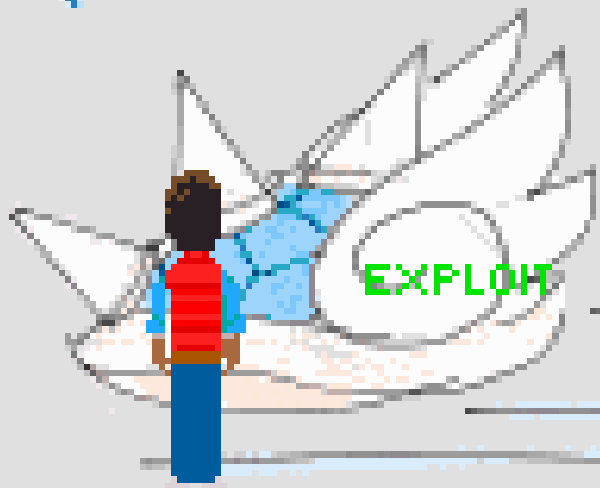
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH

INVENTORY

Game Options 73%

MISFEATURES

strike again!



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

73%

MISFEATURES strike again!

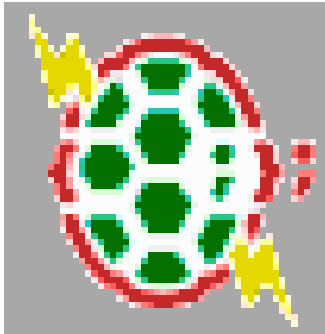
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH

INVENTORY

Game Options

73%

Inventory



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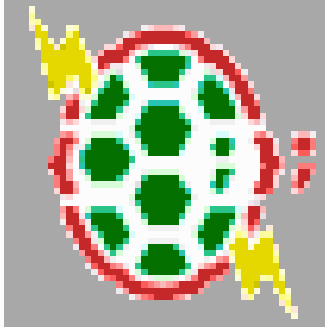
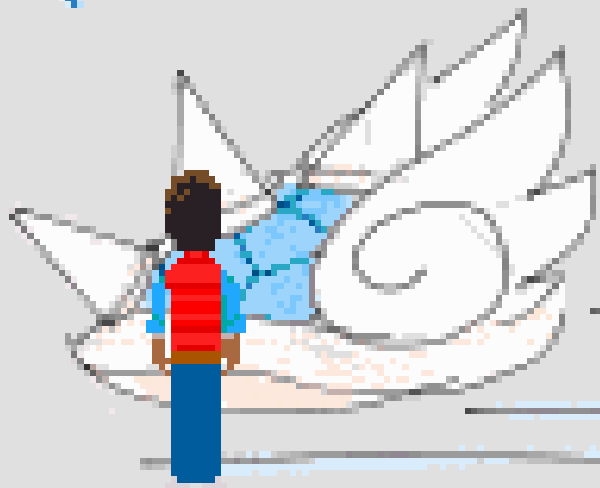


bash

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

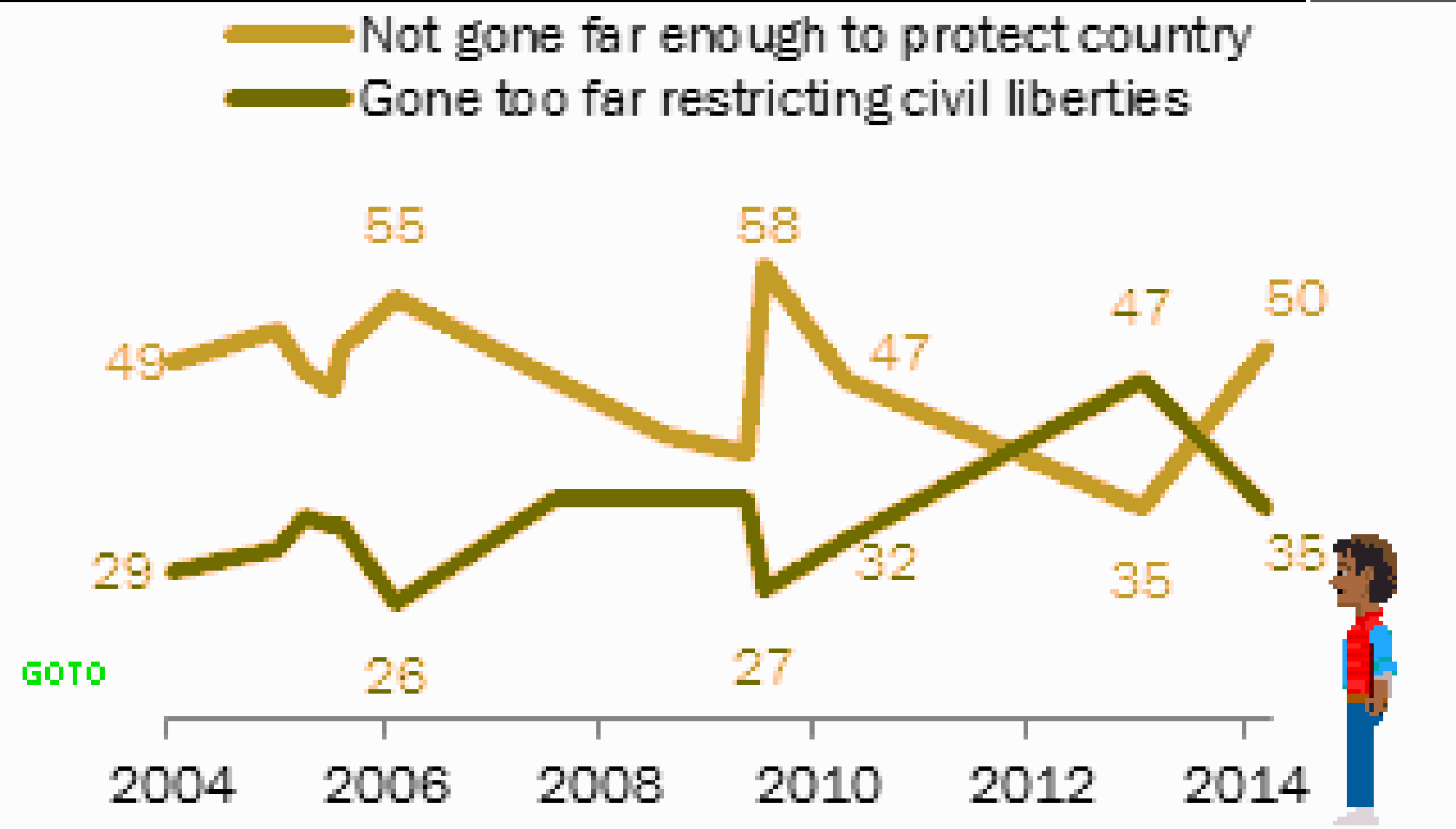
Game Options 73%

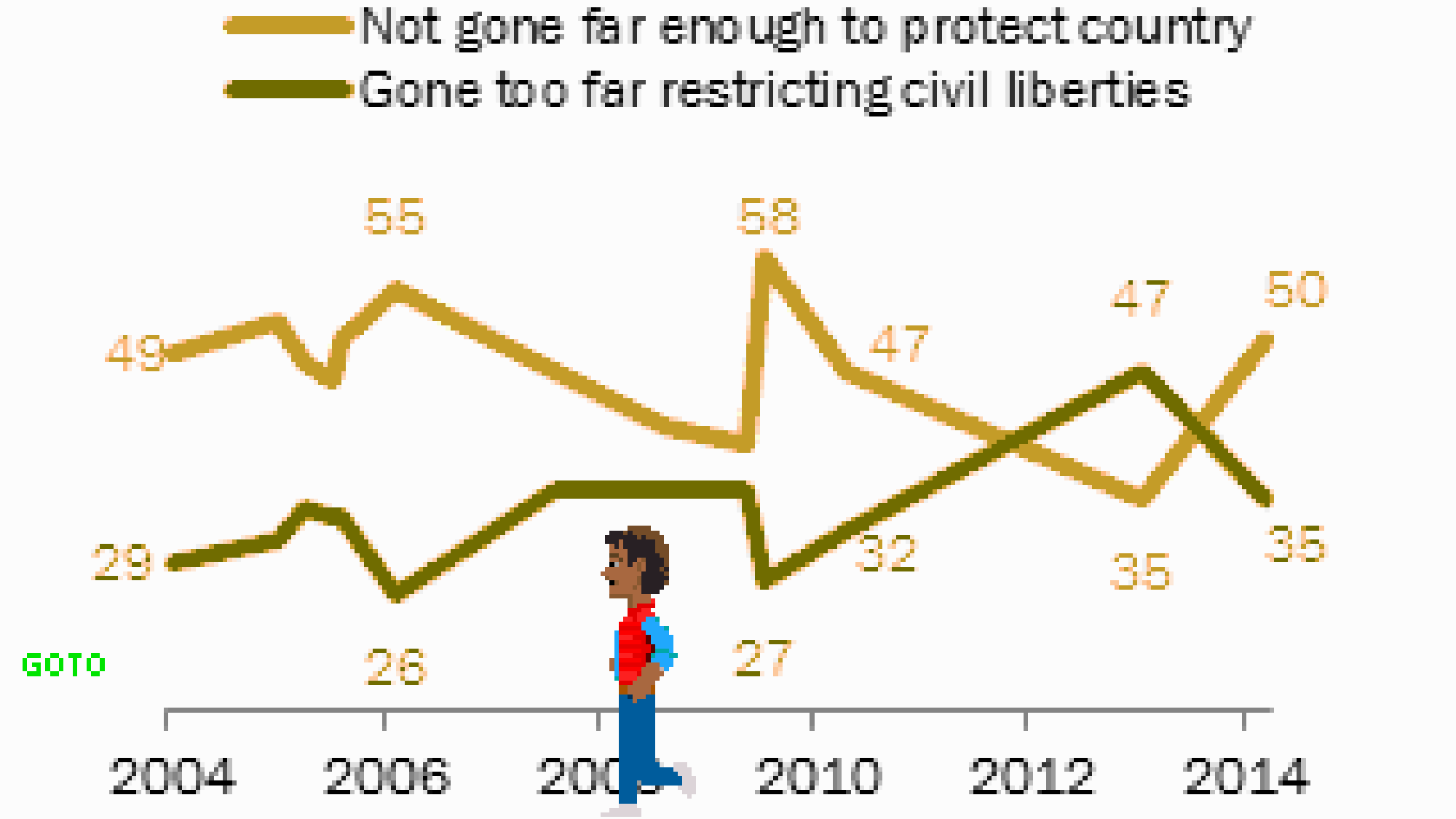
MISFEATURES strike again!



GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Not gone far enough to protect country
Gone too far restricting civil liberties
55
58
49
47
47
50
29
32
35
35
26
27
2004
2006
2008
2010
2012
2014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35
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2012
2014

GOTO

TOP SECRET//SI//ORCON//NOFORN

(TS//SI//NF) PRISM Collection Details

PRISM

Current Providers

- Microsoft (Hotmail, etc.)
- Google
- Yahoo!
- Facebook
- PalTalk
- YouTube

GOTO

What Will You Receive in Collection (Surveillance and Stored Comms)? It varies by provider. In general:

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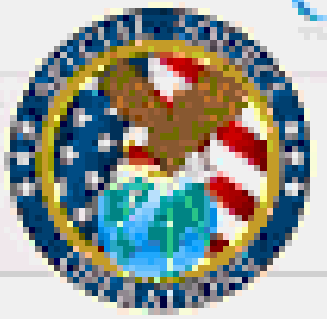

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Game Options 80%

Sound device

S No sound
PC Speaker
Sound Blaster
Covox on LPT1
Covox on LPT2

TOPSECRET//SI

on Details

PRISM

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GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 80%

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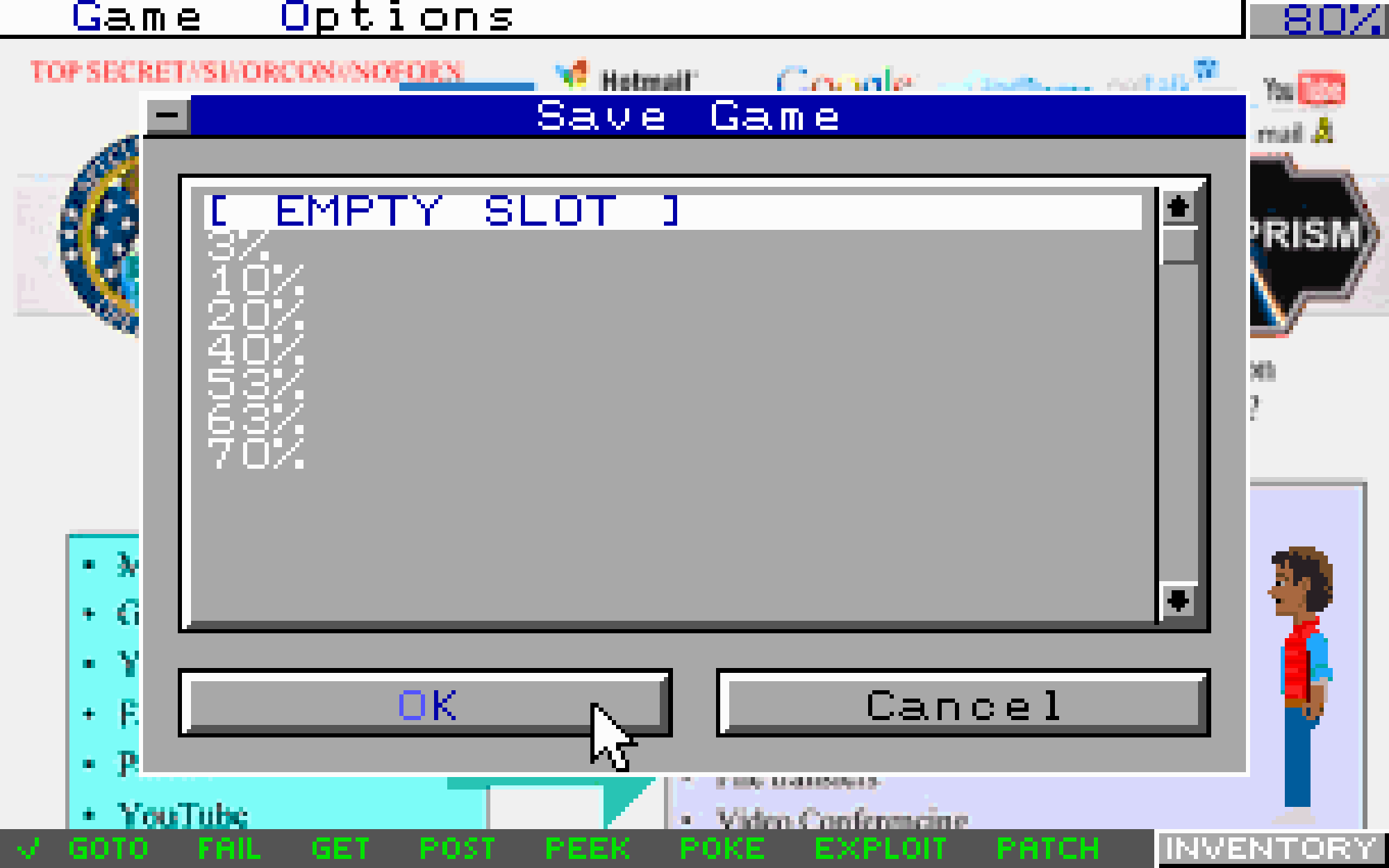

Game Options
80%
Save Game
[EMPTY SLOT]
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 80%

TOP SECRET//SI//ORCON//NOFORN

Gmail facebook Hotmail YAHOO! Google

PRISM

Save Game

80%_

OK Cancel

- Yahoo!
- Facebook
- PalTalk
- YouTube

- Stored data
- VoIP
- File transfers

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

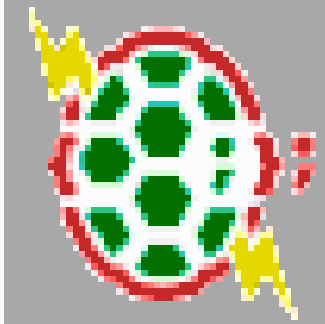
Game Options

80%

TOP SECRET//SI//ORCON//NOFORN

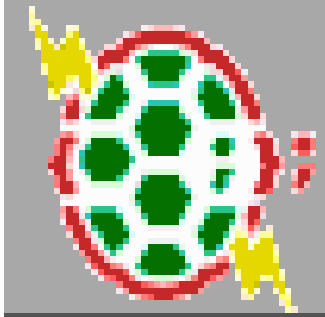
Inventory

icqlogd.c



icqlogd.c

bash



bash

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

80%

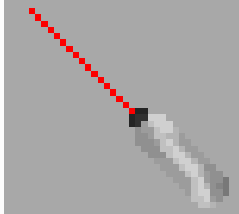
TOPSECRET//SI//ORCON//NOFORN

Hotmail

Inventory

time traveler's watch

DeLorean



laser pointer

cat

PRISM

YouTube

Video Conferencing

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH

INVENTORY

Game Options

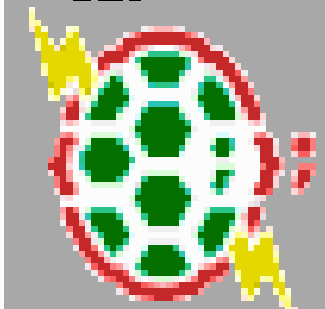
80%

TOP SECRET//SI//ORCON//NOFORN

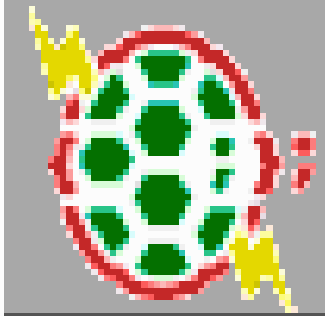
Hotmail

Inventory

icqlogd.c



bash



bash

YouTube

Video Conferencing

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

It's old and dusty.

```
case CMD_CONTACTS:
case CMD_INVISIBLE:
case CMD_VISIBLE:
        if ((class = db_find(uin))) /* '-', '+', '=' */
                break;
        count = ((struct icq_contacts *)data)->count;
        for (i = 0; i < count; i++) {
                them = ((struct icq_contacts *)data)->list[i];
                if (db_find(them) == '+') {
                        db_add(uin, '=', "CONT %u", them);
                        break;
                }
        }
```

Must be from 1990s.

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case
case

Inventory

time traveler's watch

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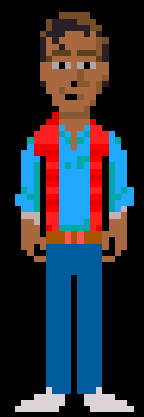

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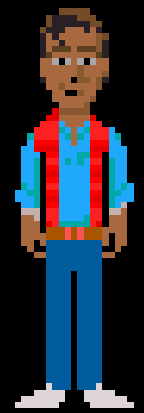
GOTO



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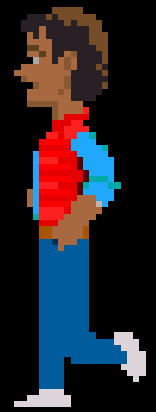
GOTO



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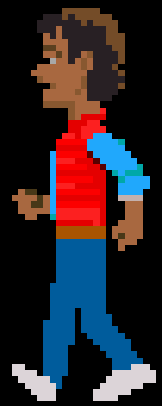

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TOP SECRET//SI//ORCON//NOFORN

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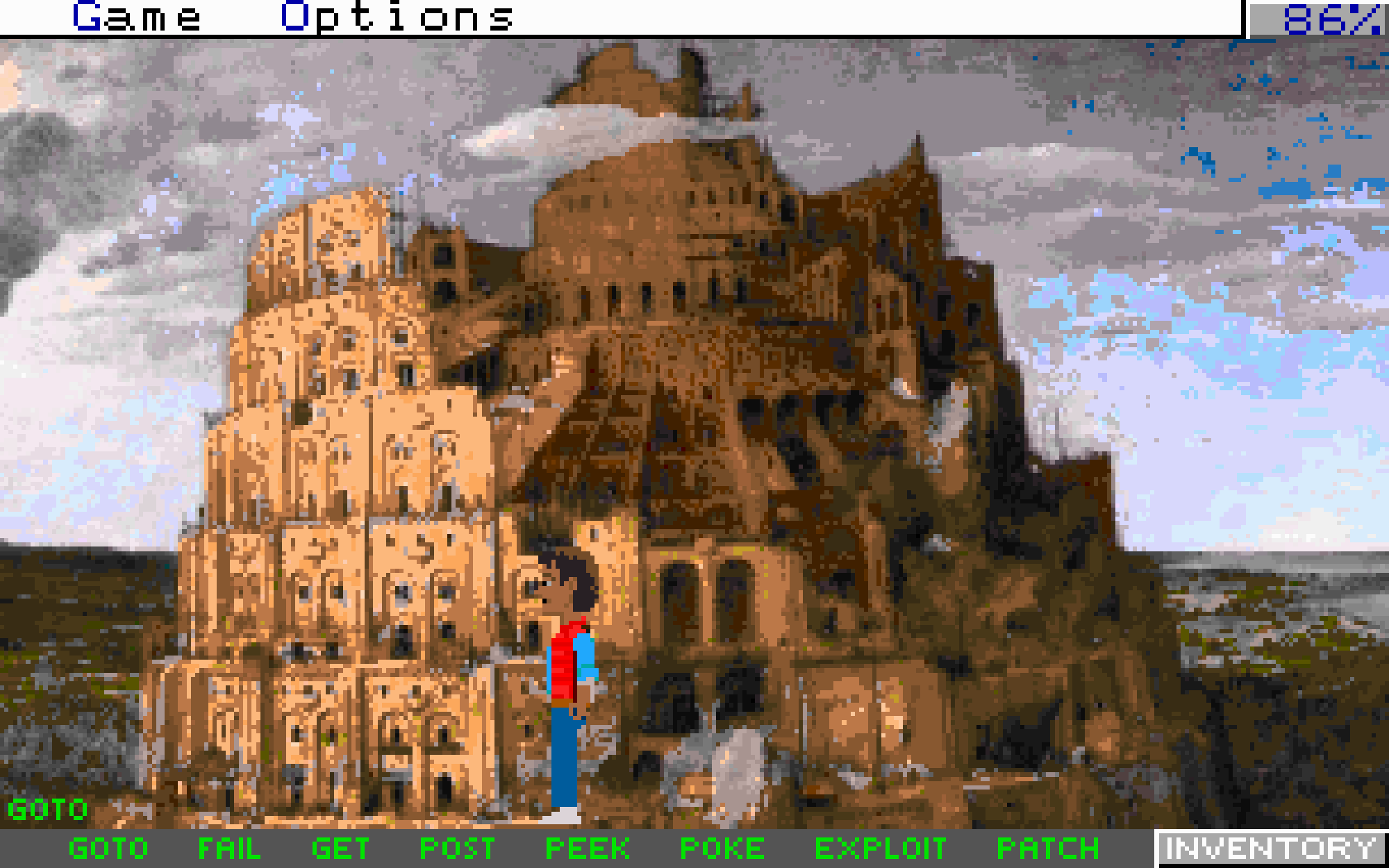

Game Options
86%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

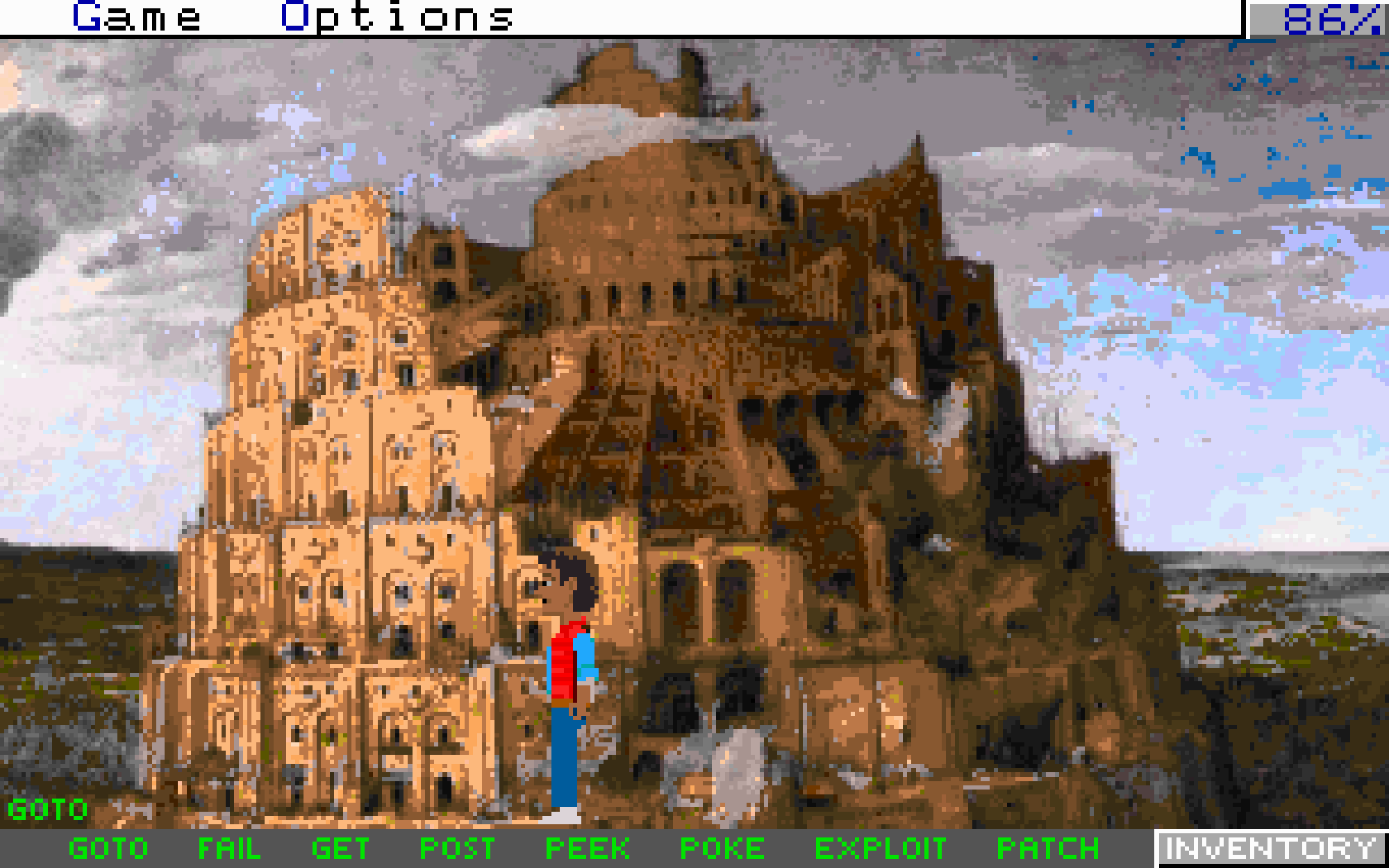

Game Options
86%
LANGSEC: Language-theoretic Security
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 86%

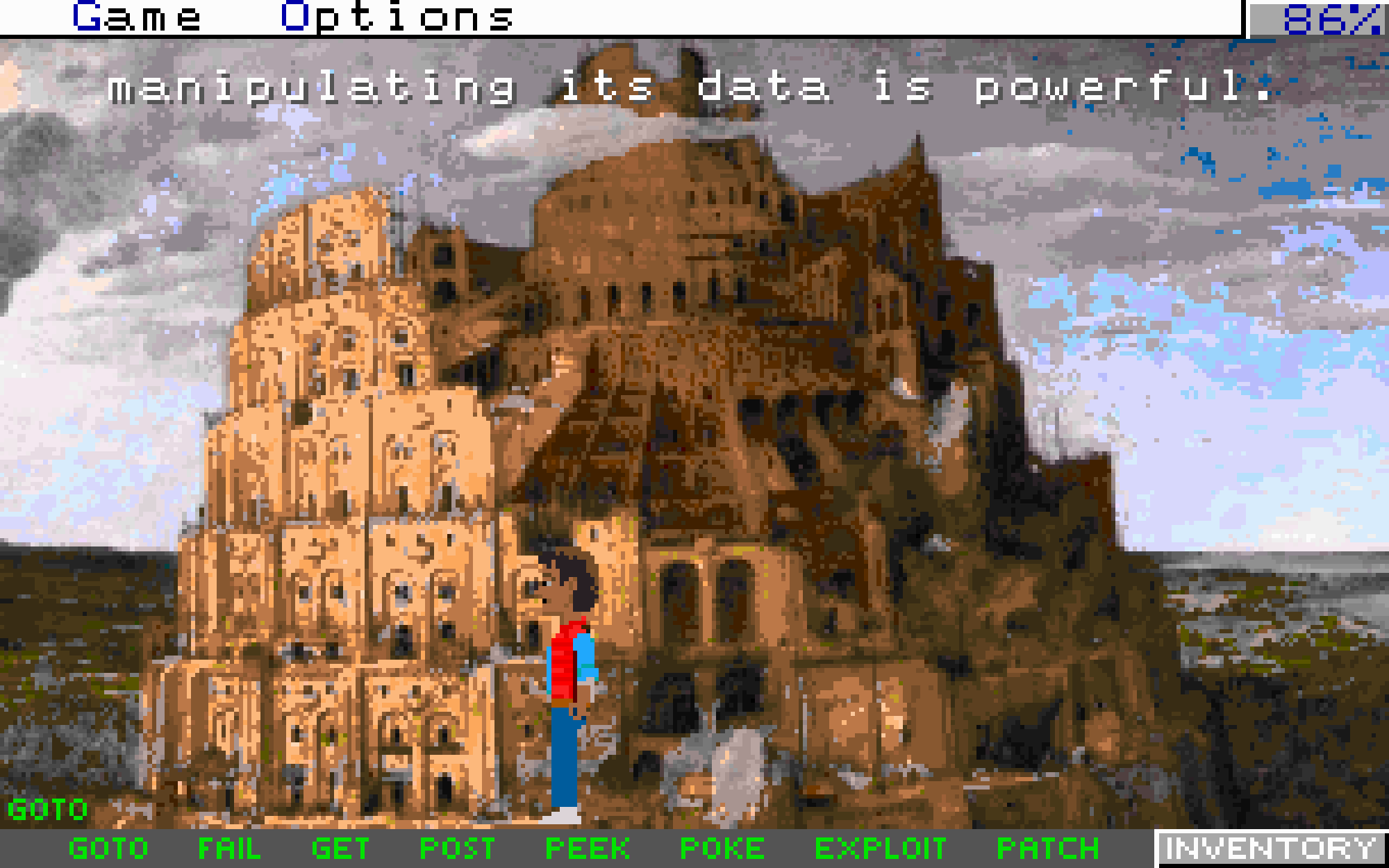
"The View from the Tower of Babel"

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
86%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
86%
The illusion that your program is
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
86%
manipulating its data is powerful.
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

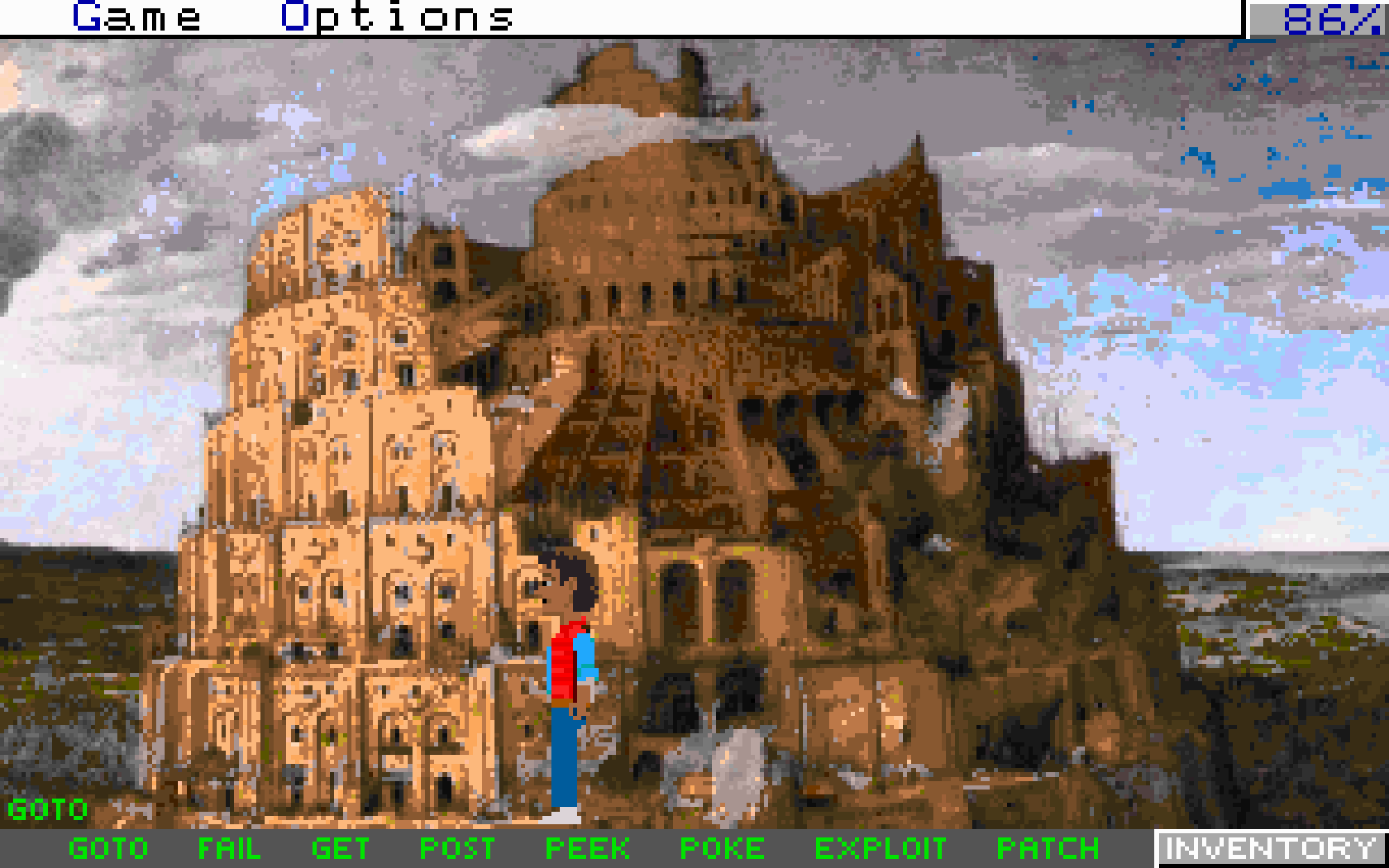

But it is an illusion:
GOTO

Game Options 86%

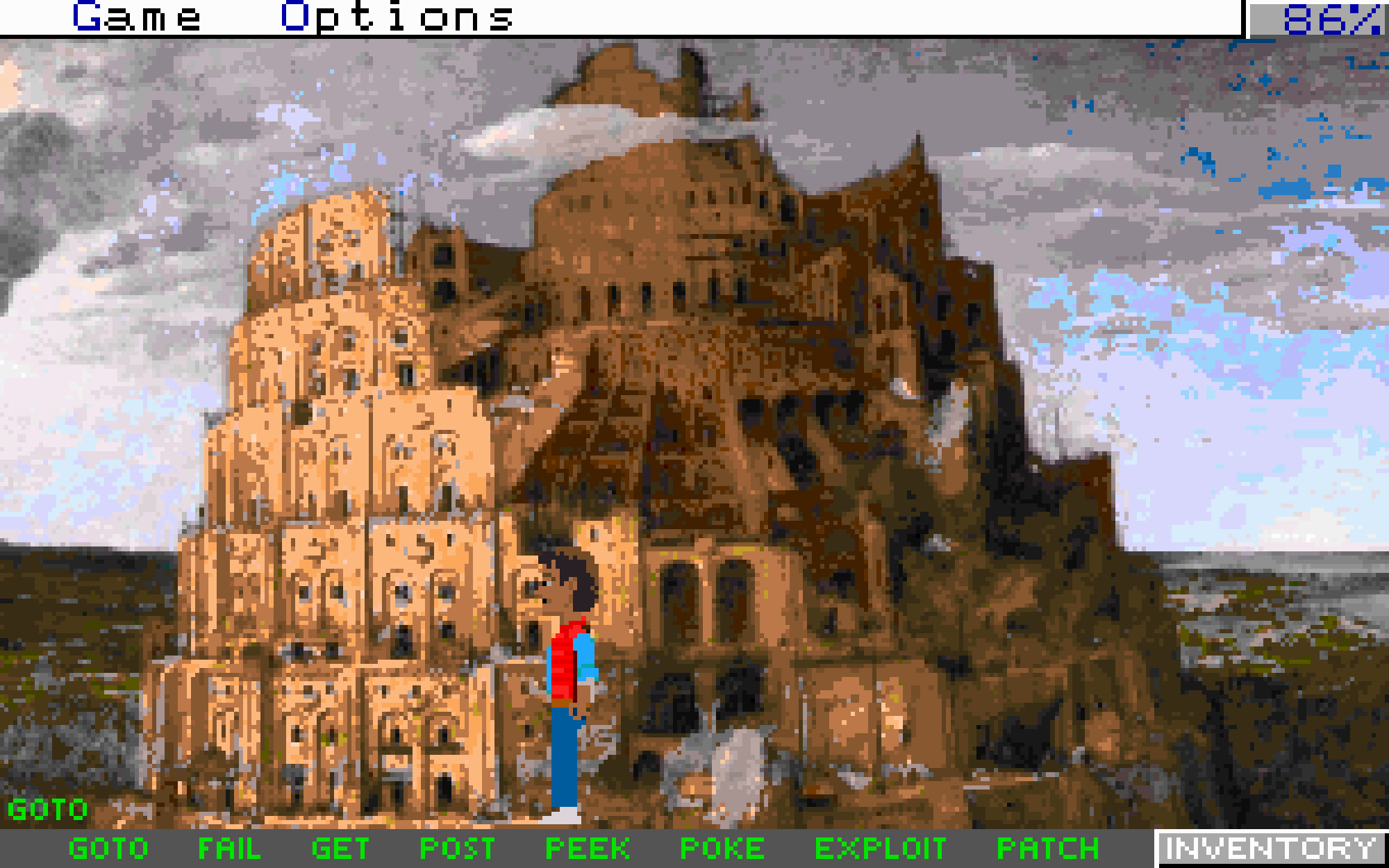
The data is controlling your program.

GOTO

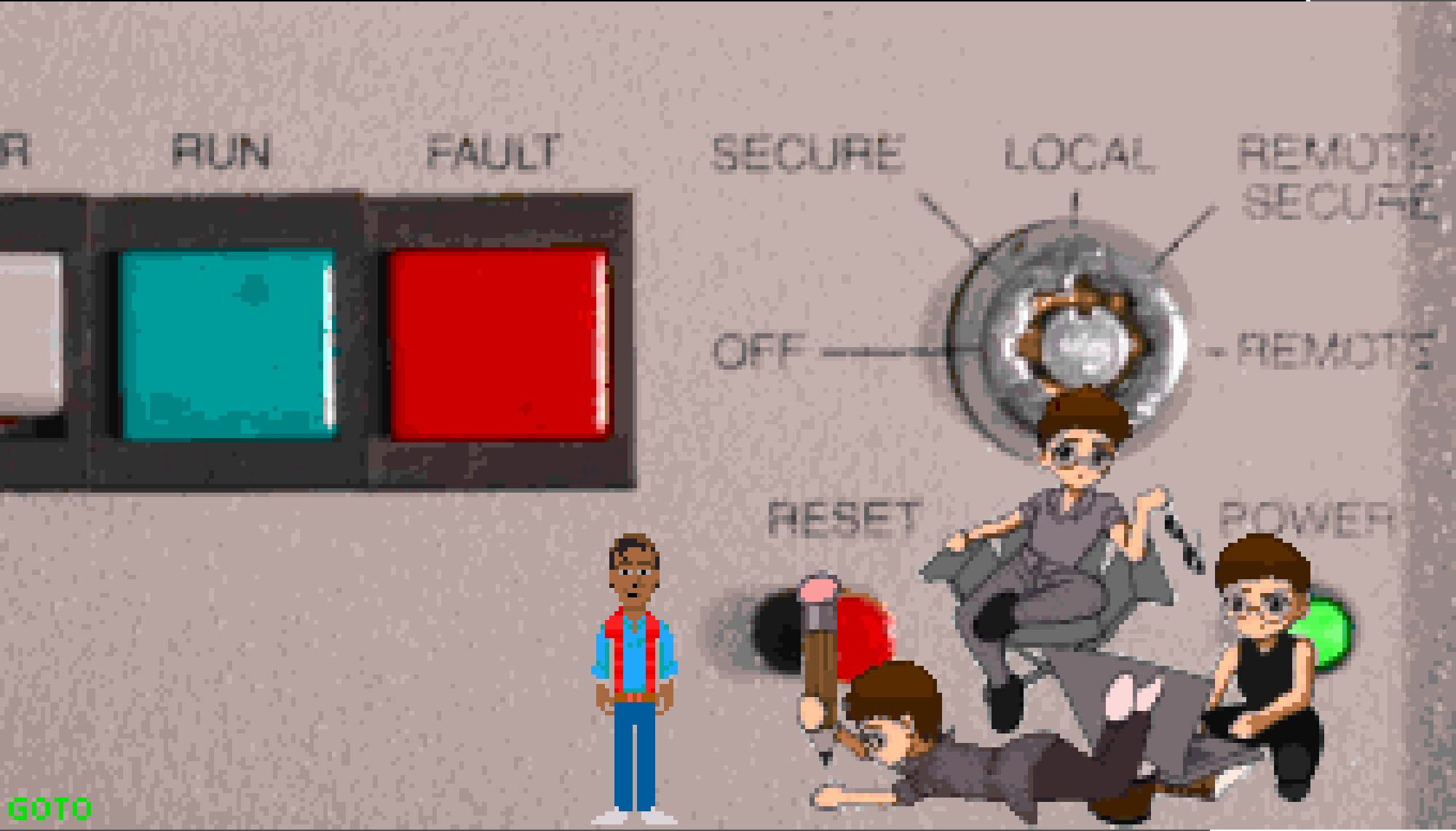
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
86%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
86%
LANGSEC.ORG
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
86%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

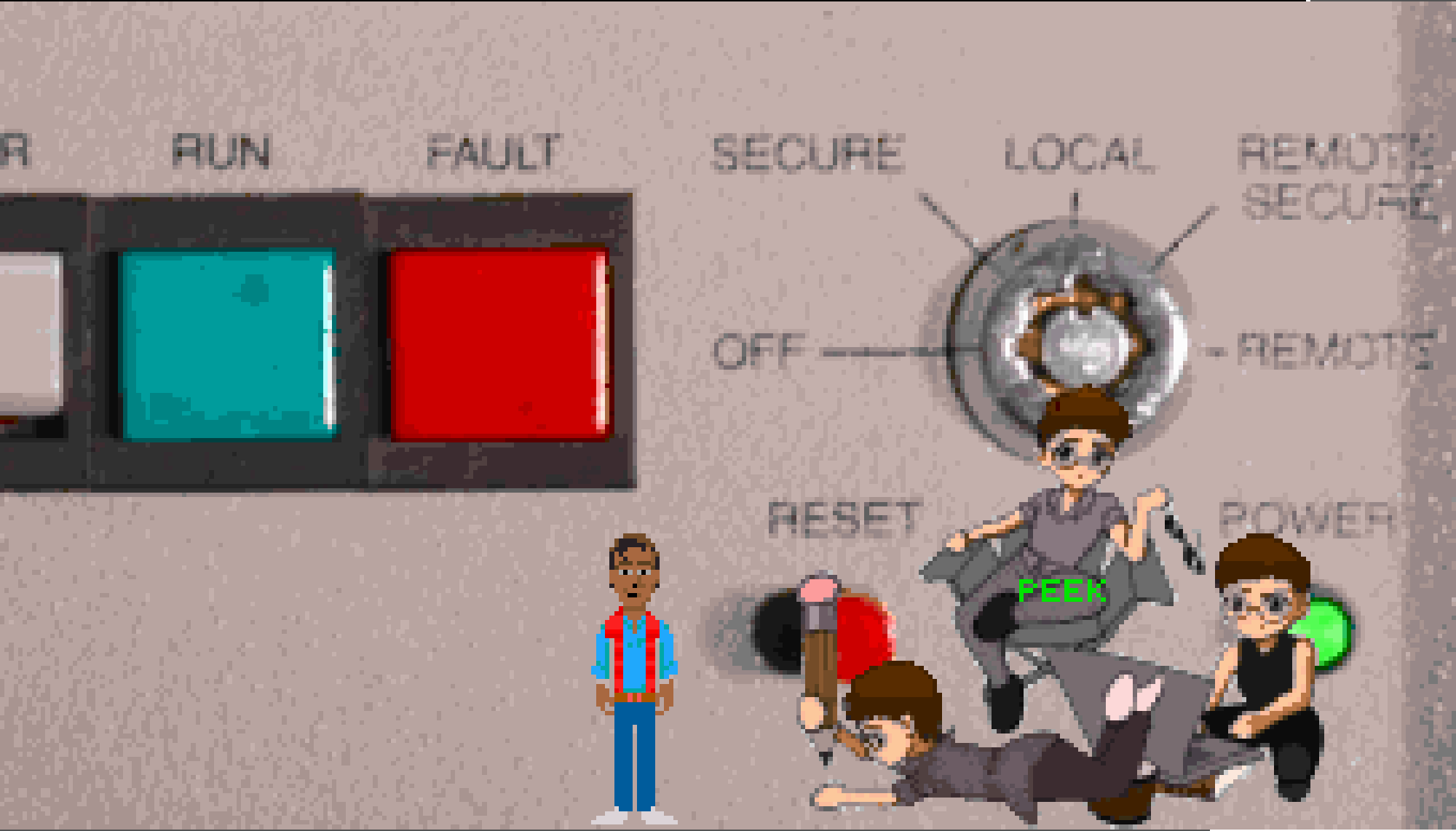

Game Options
86%
GOTO
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


RUN
FAULT
SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER

GOTO

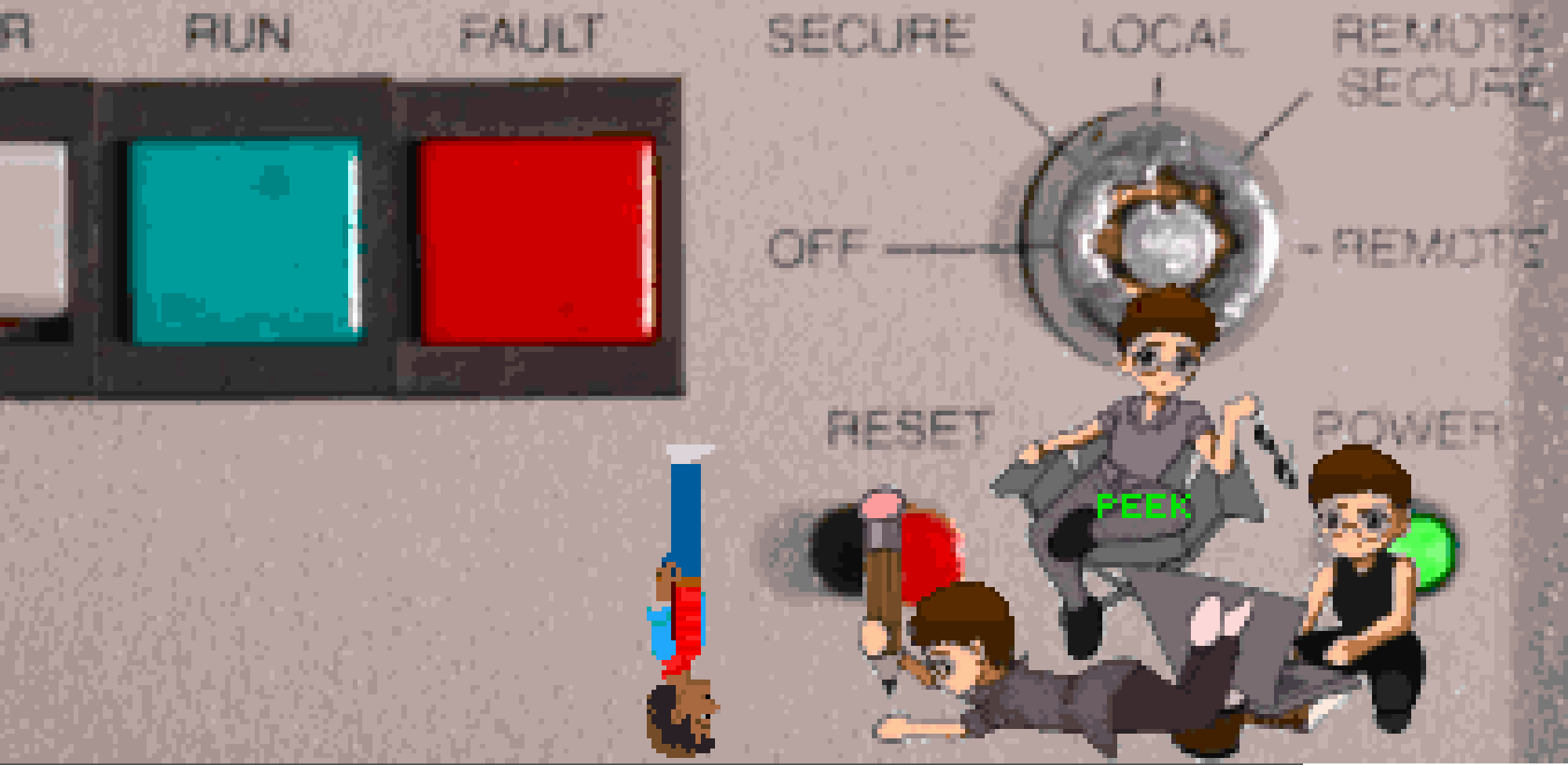

Game Options
90%
Save Game
[EMPTY SLOT]
3%
10%
00%
00%
00%
00%
00%
80%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
90%
RUN
FAULT
SECURE
LOCAL
REMOTE
SECURE
Save Game
90%
OK
Cancel
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


RUN
FAULT
SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER
PEEK

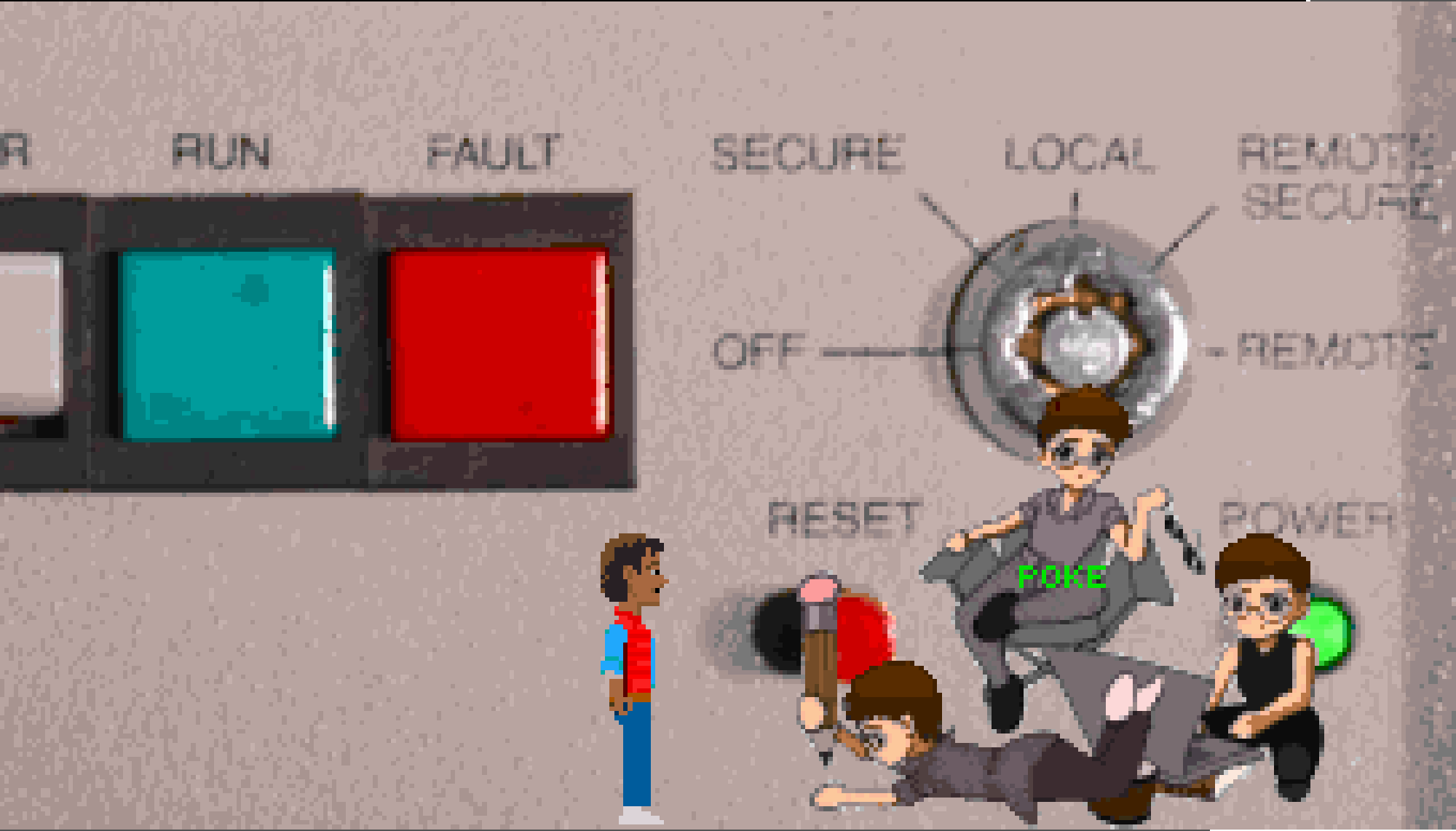
Game Options 90%

They are Meredith.



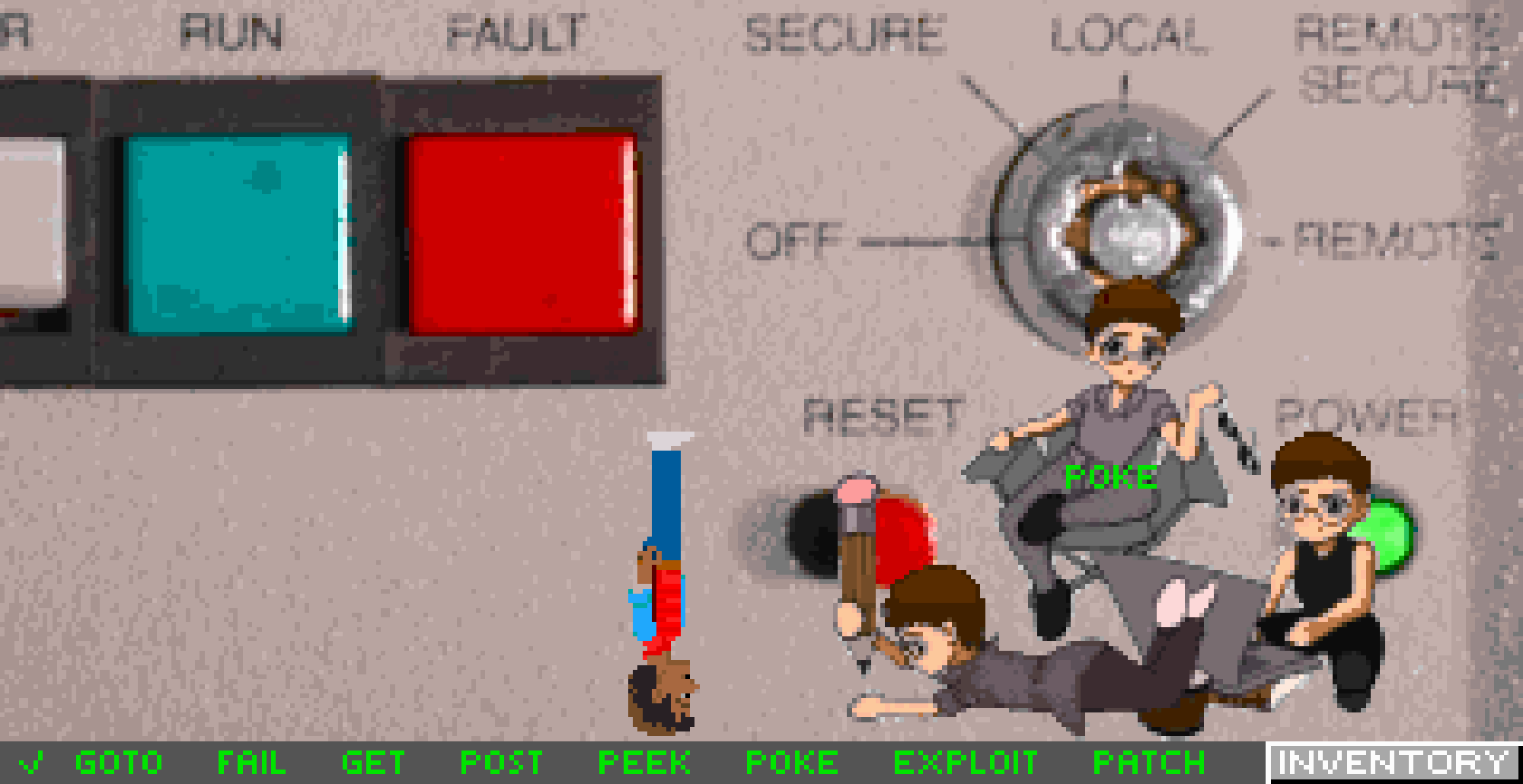
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

They are Meredith.


RUN
FAULT
SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER
POKE

Game Options 90%

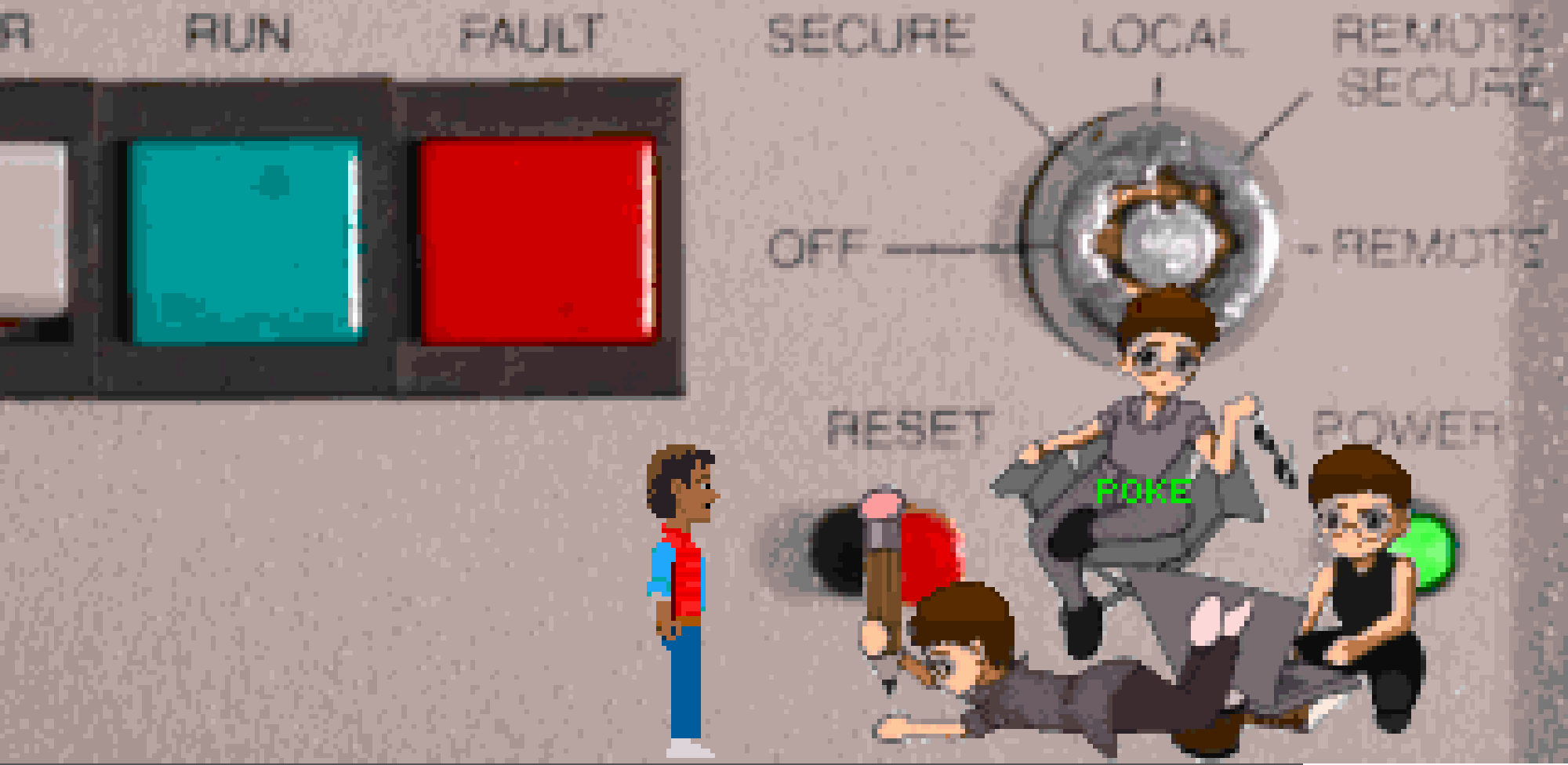
— Can evolutionary game theory



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

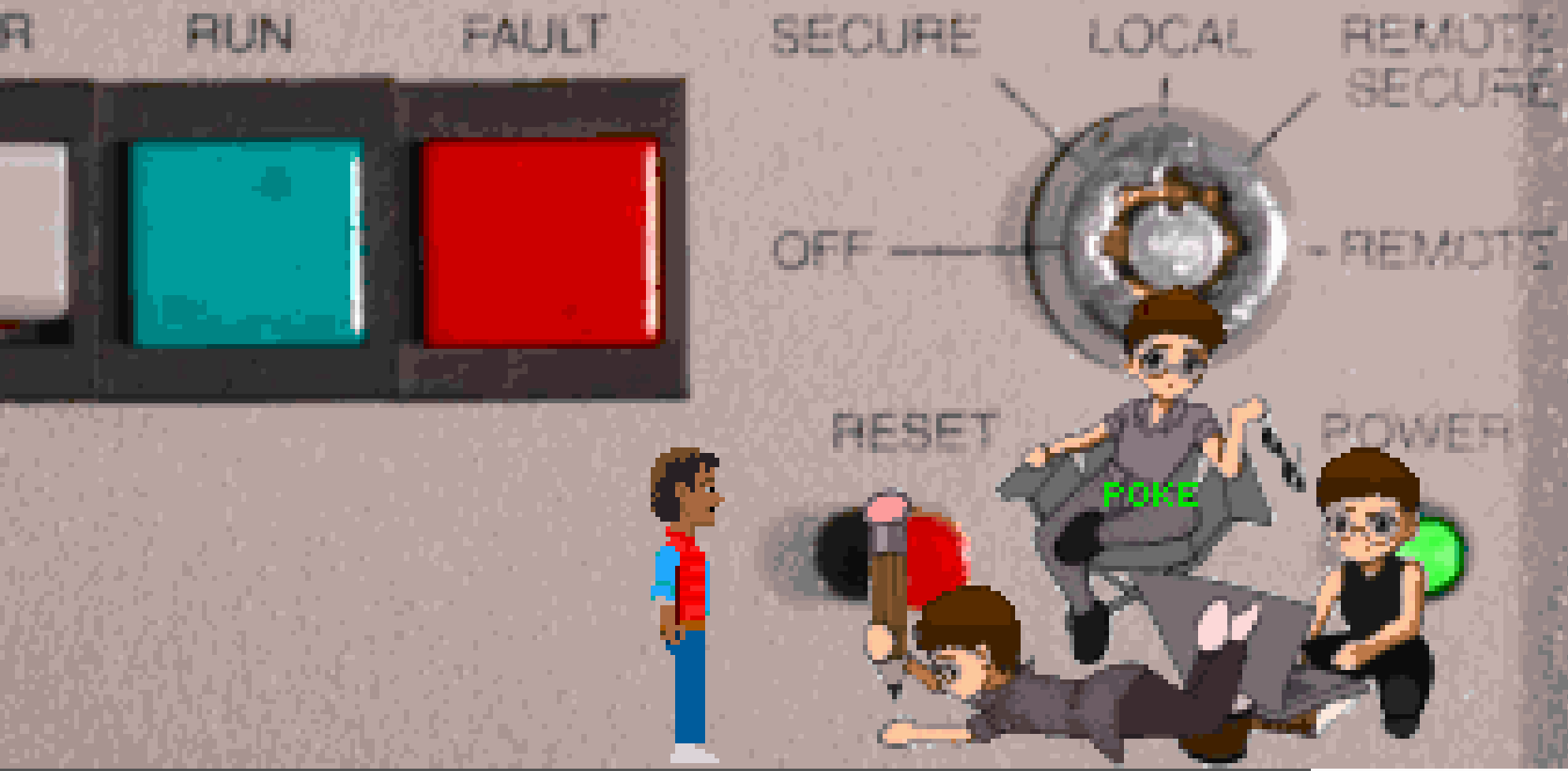
— Can evolutionary game theory



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

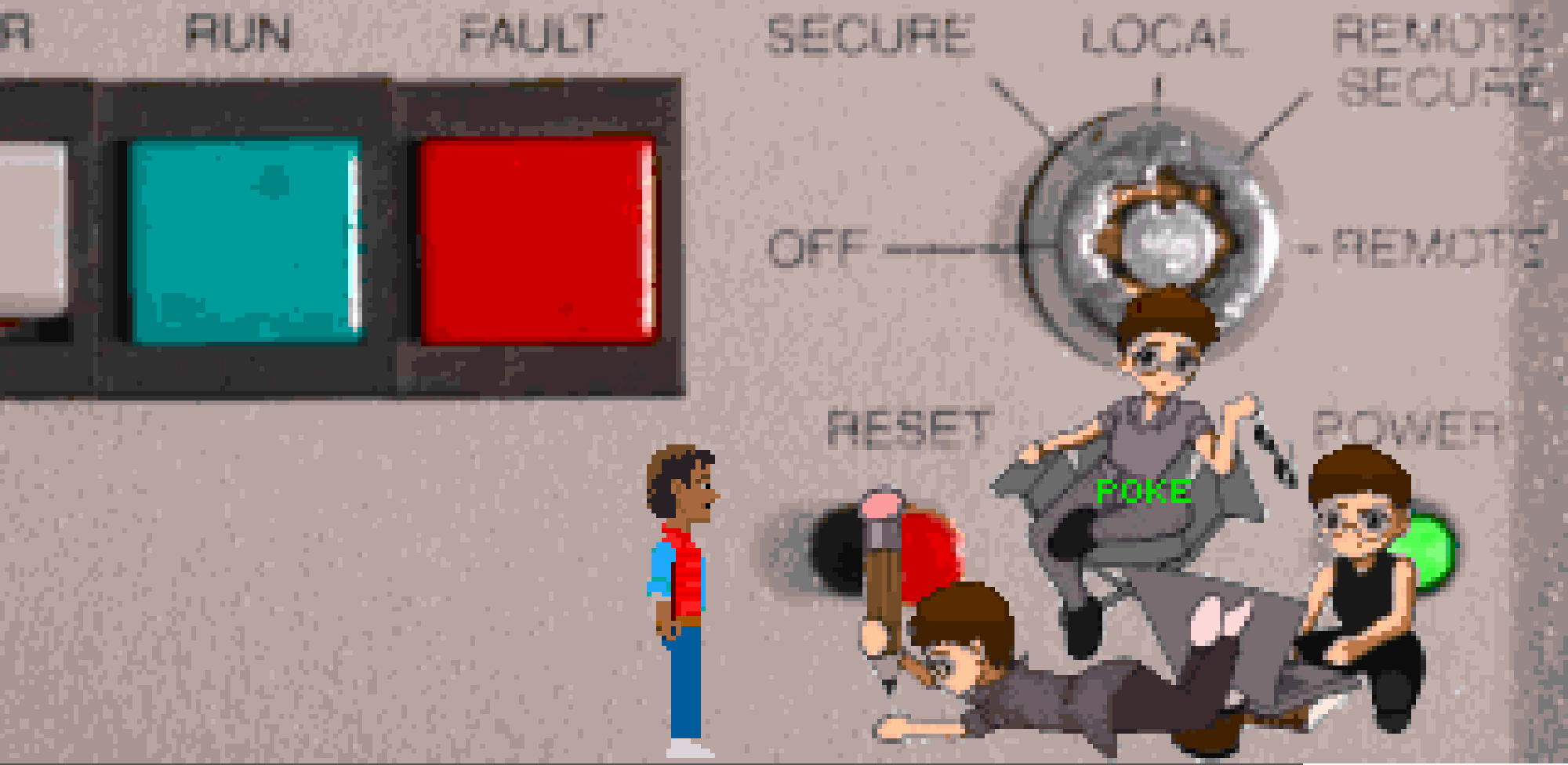
answer how we evolve in terms of



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

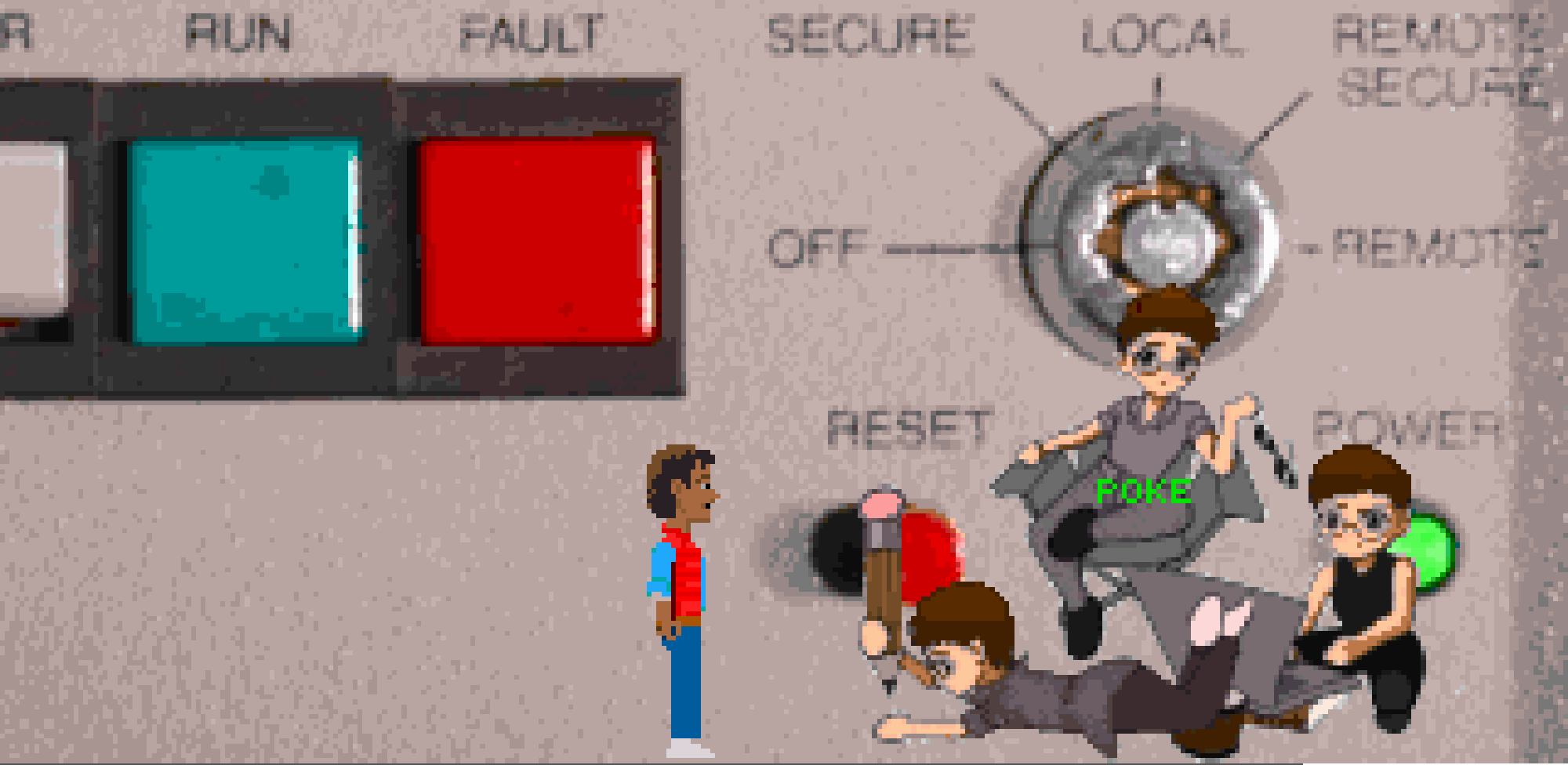
order vs. anarchy



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

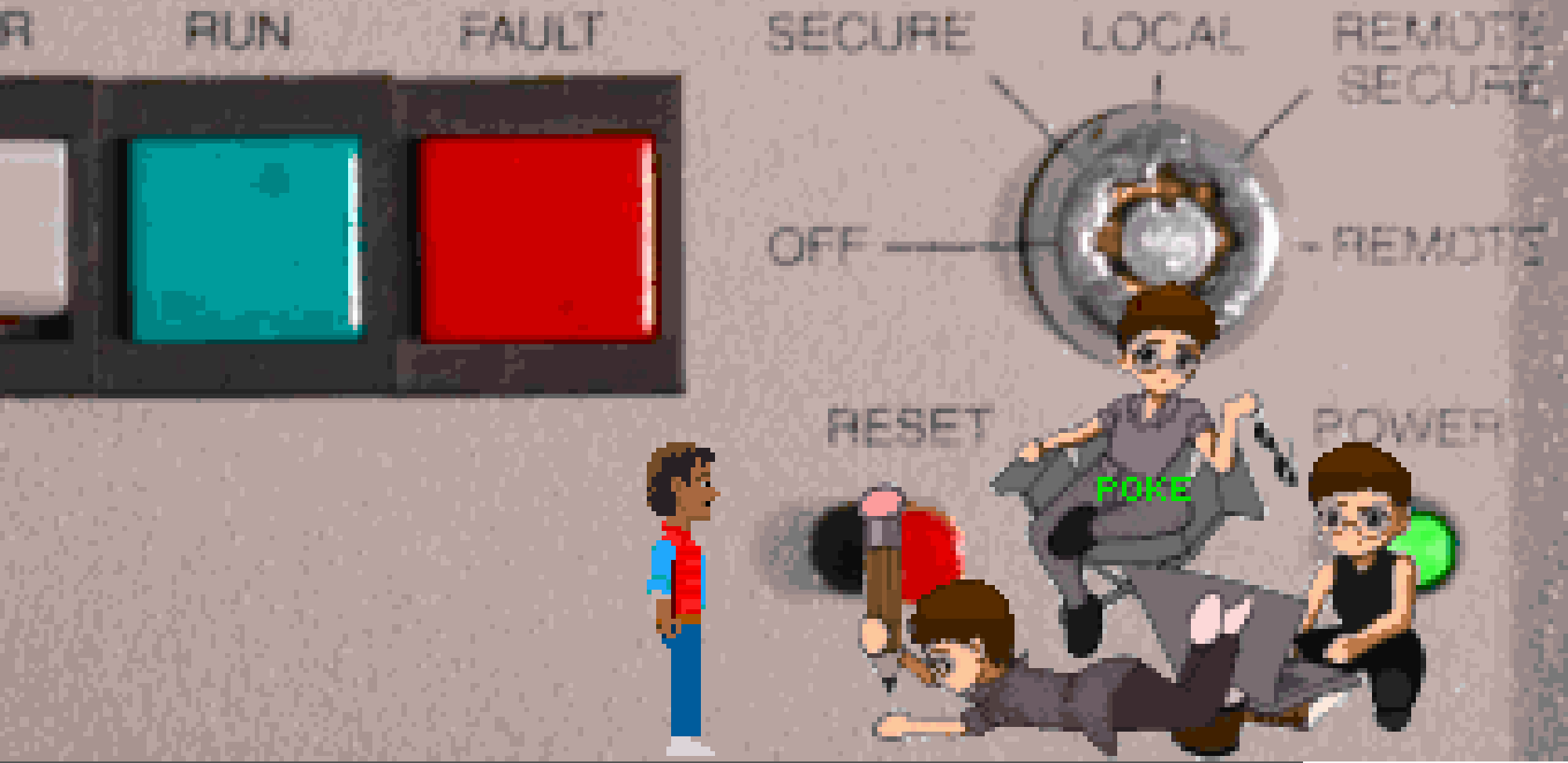
infosec vs. antisec?



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

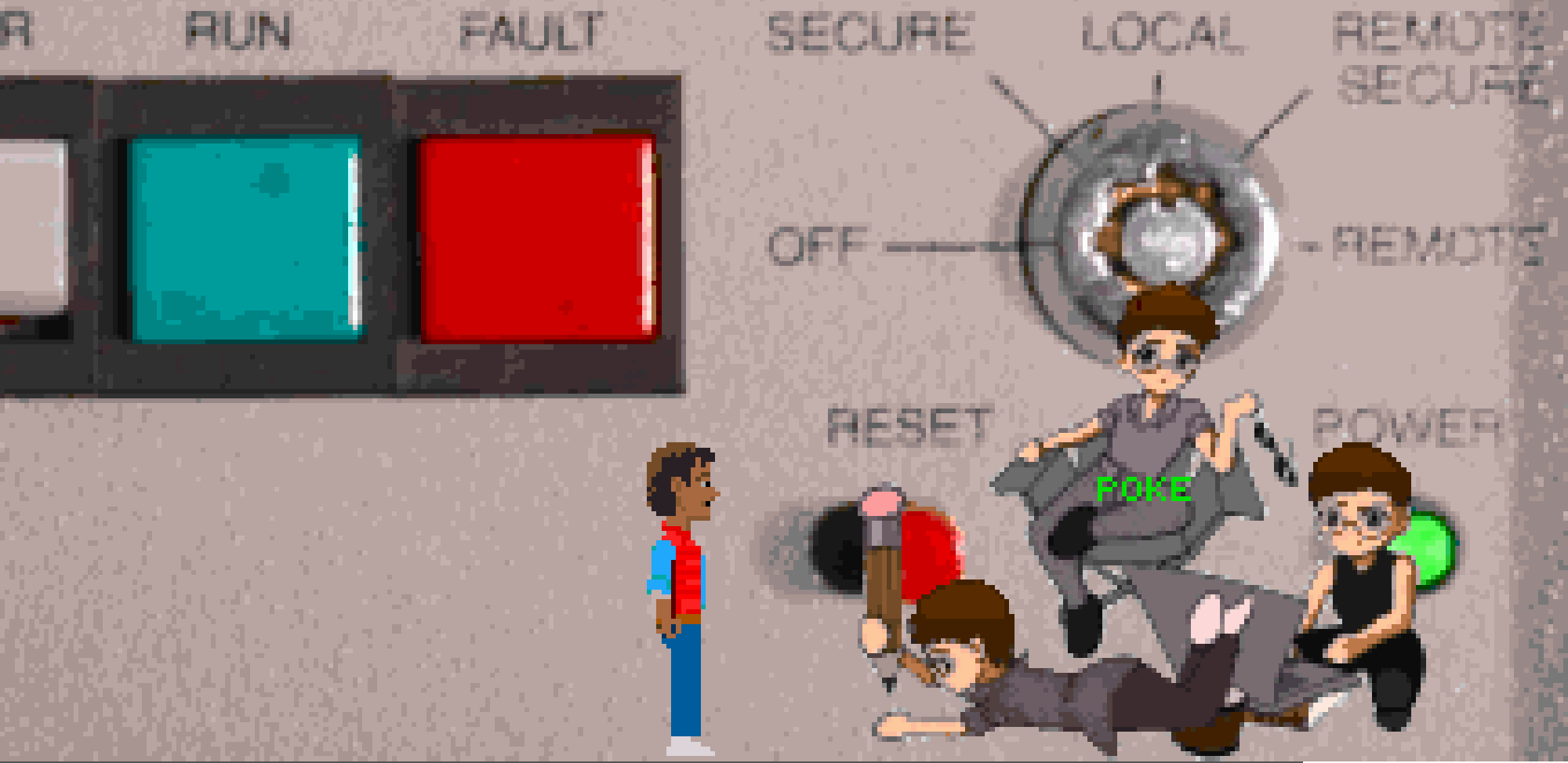
Game Options 90%

— That's one of the questions



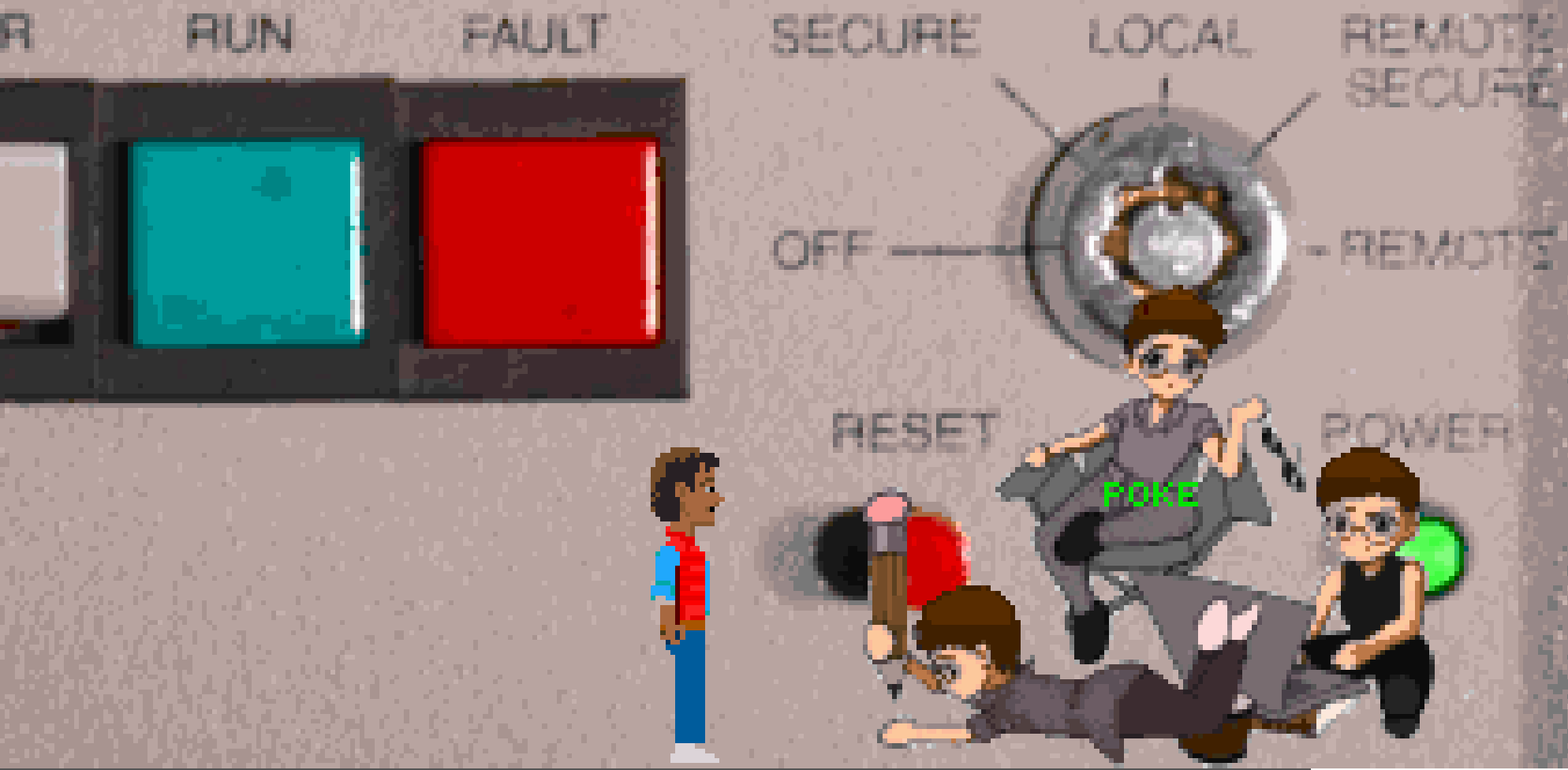
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

that's been eating my head

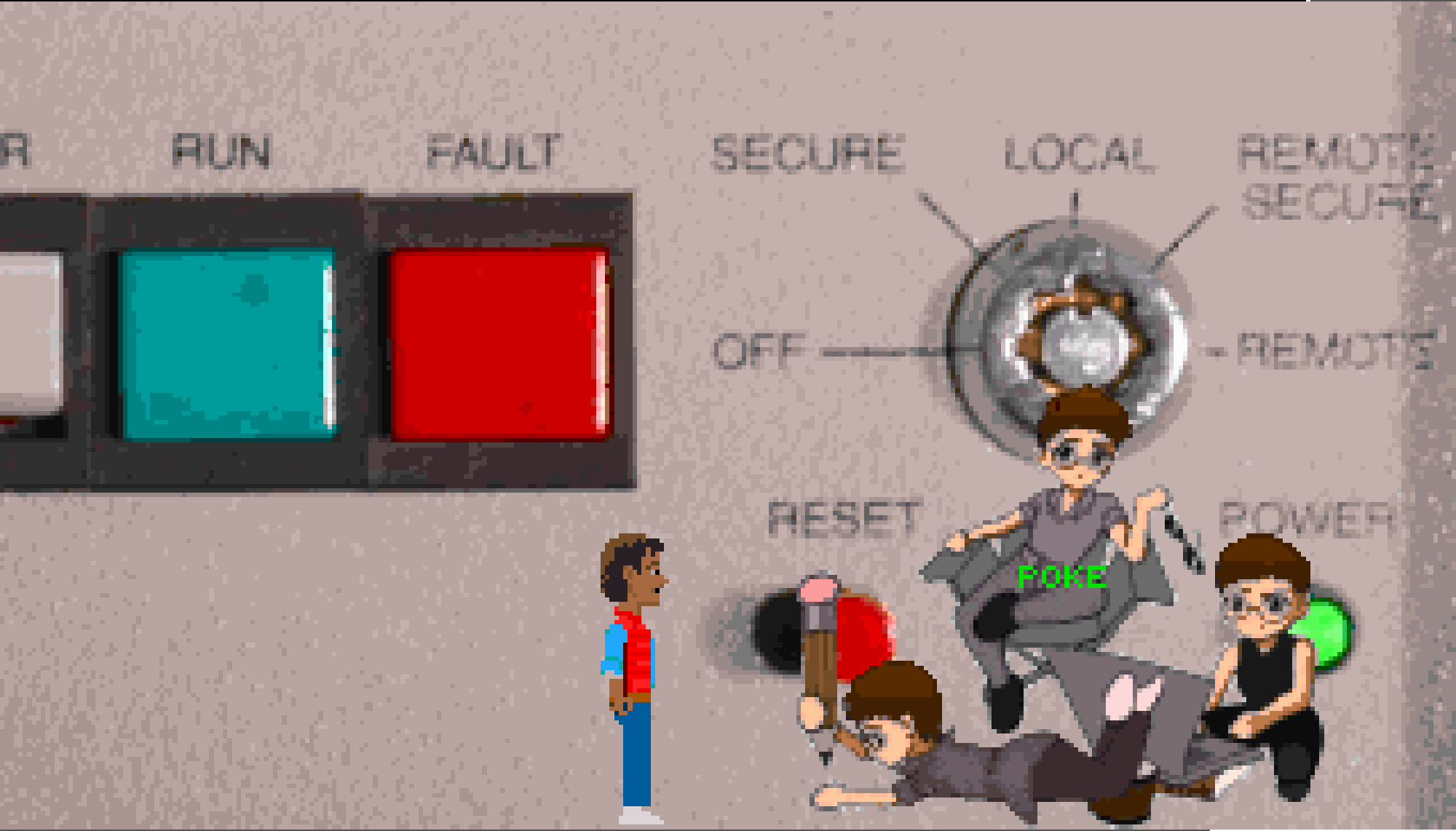


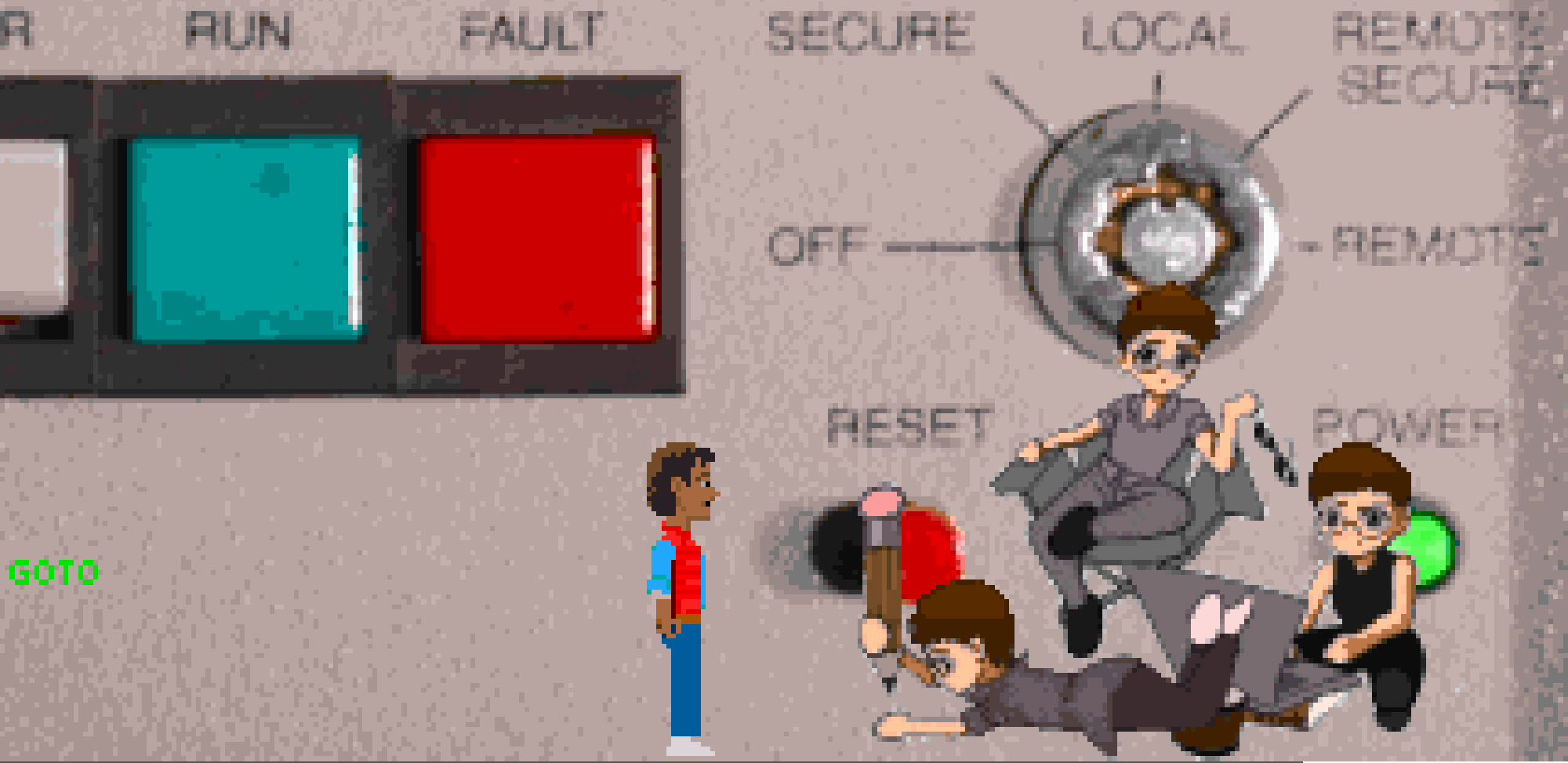
Game Options 90%

for a few years now.



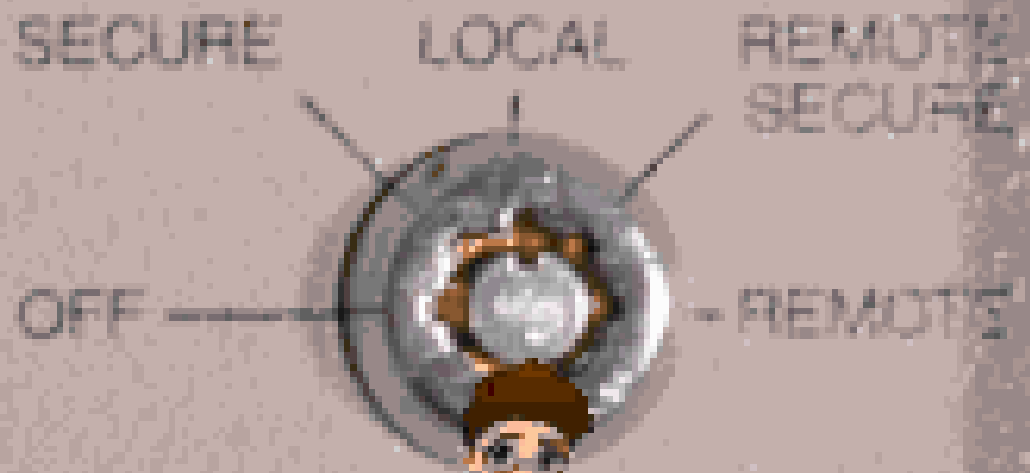
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


RUN
FAULT
SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER
POKE


RUN
FAULT
SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER

GOTO


RUN
FAULT


SECURE
LOCAL
REMOTE SECURE
OFF
REMOTE
RESET
POWER

GOTO

Game Options 90%

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

YES ↑ NO ↓ ENTER

3600 On

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

It's Daniel.

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

— My answer: GT is not rich enough

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

— My answer: GT is not rich enough

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

to capture adversarial dynamics

YES ↑ NO ↓ ENTER

POKE

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

where game is implicit and emerges

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

rules & goals are not known.

YES ↑ NO ↓ ENTER

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 90%

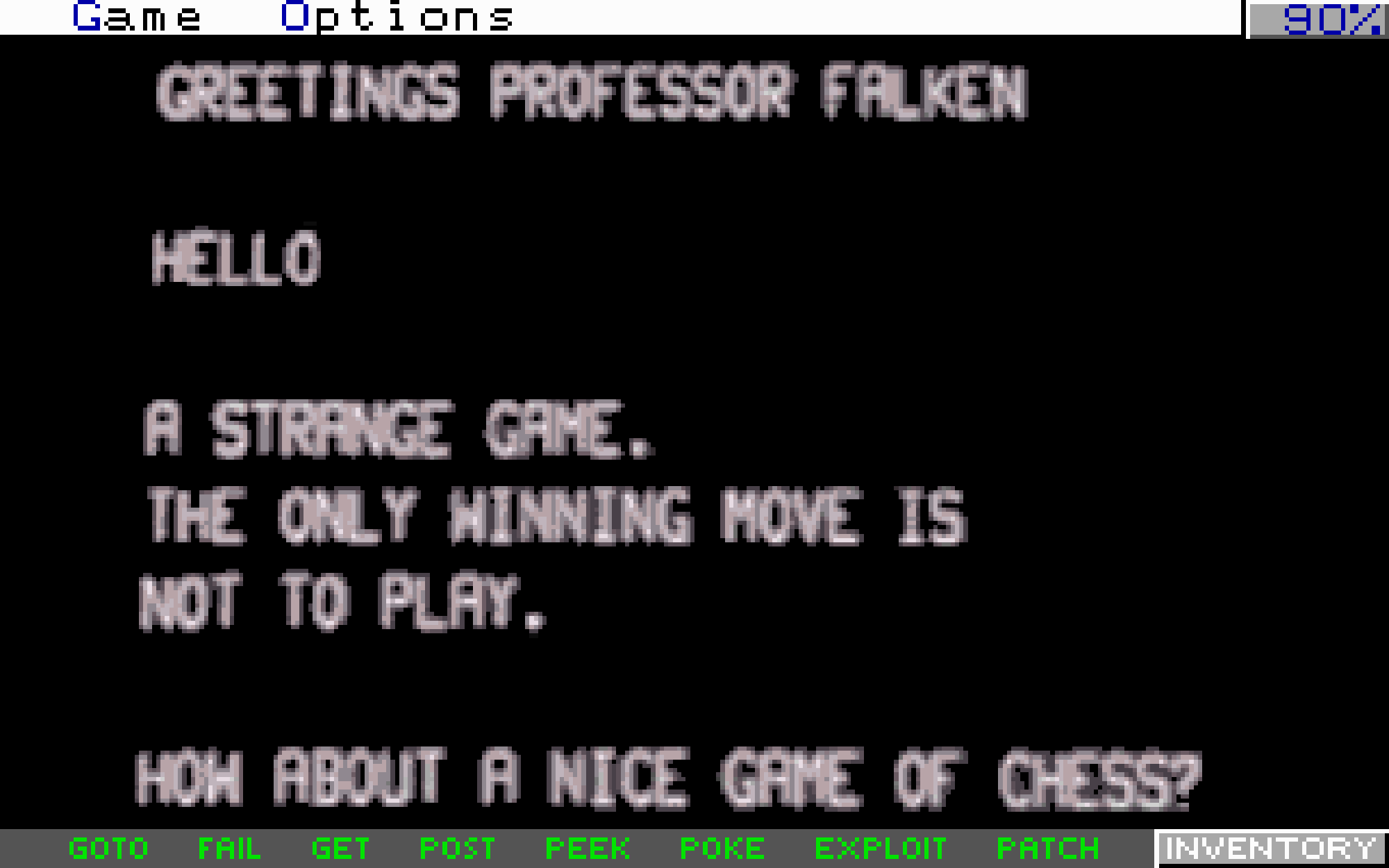
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

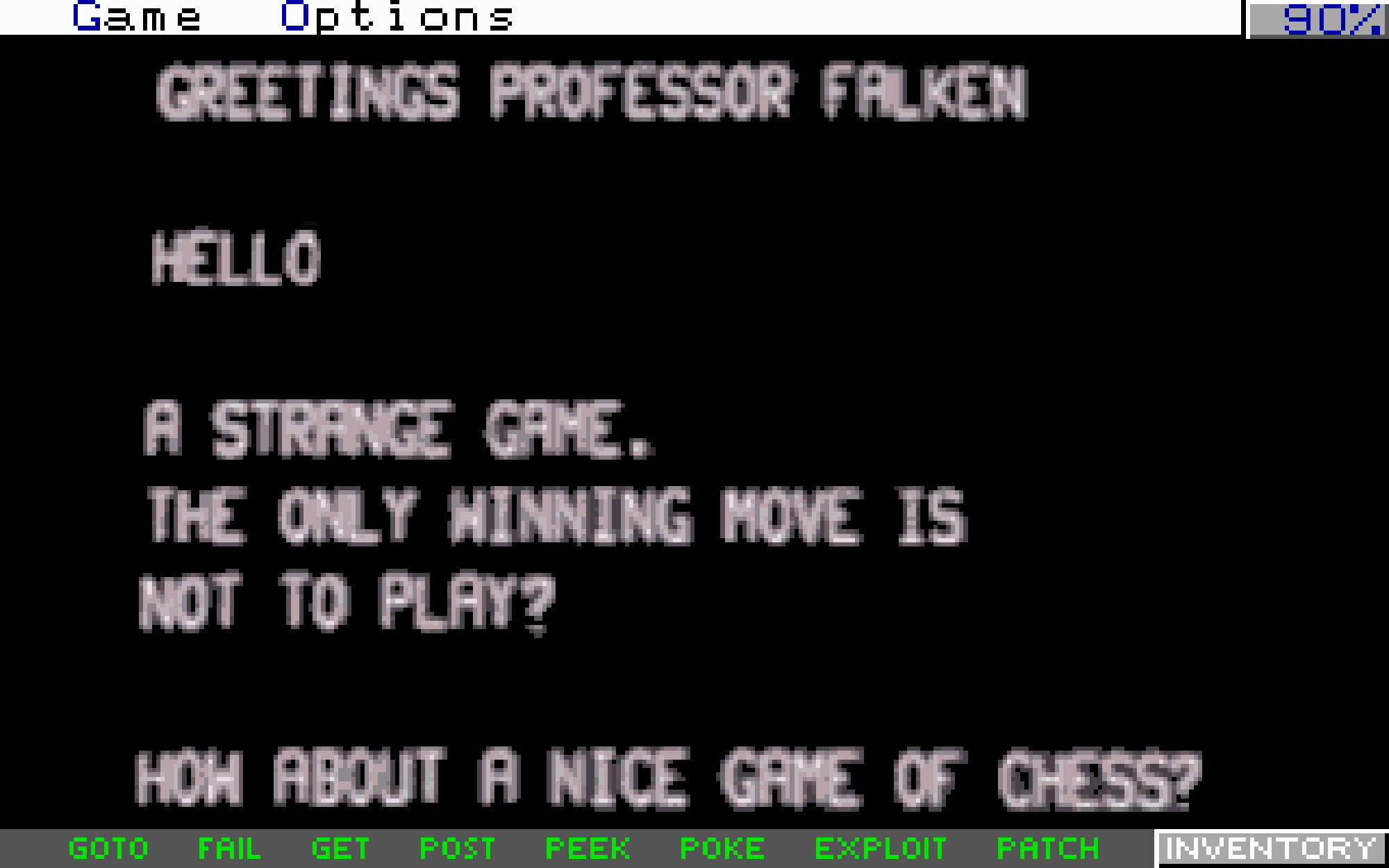
Game Options 90%

YES ↑ NO ↓ ENTER

GOTO

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY


Game Options
90%
GREETINGS PROFESSOR FALKEN
HELLO
A STRANGE GAME.
THE ONLY WINNING MOVE IS
NOT TO PLAY.
HOW ABOUT A NICE GAME OF CHESS?
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
90%
GREETINGS PROFESSOR FALKEN
HELLO
A STRANGE GAME.
THE ONLY WINNING MOVE IS
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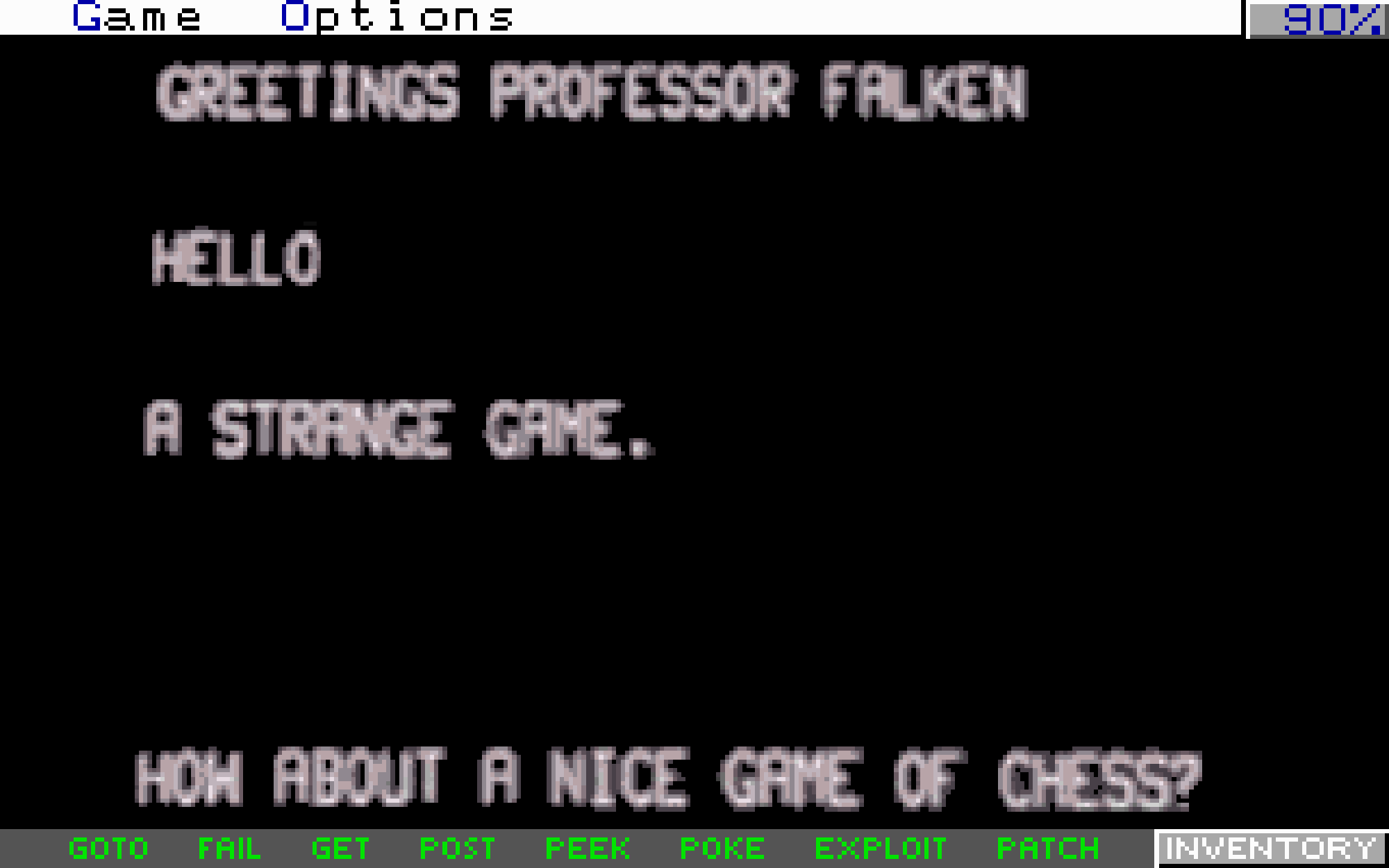
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

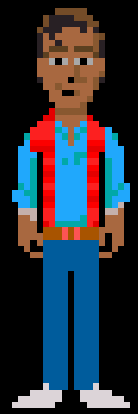

Game Options
90%
GREETINGS PROFESSOR FALKEN
HELLO
A STRANGE GAME.
HOW ABOUT A NICE GAME OF CHESS?
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
90%
A STRANGE GAME.
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 93%

CREDITS

GOTO A STRANGE GAME.



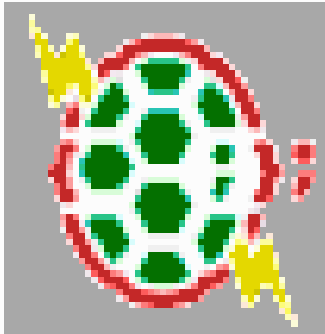
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

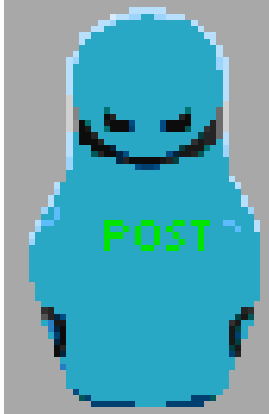
93%

CRED

Inventory



bash



ZeroNights matryoshka

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

ZeroNights everywhere

CREDITS

A STRANGE GAME.

POST

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

ZeroNights every time

CREDITS

A STRANGE GAME.

POST

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

ZeroNights every spacetime!

CREDITS

A STRANGE GAME.

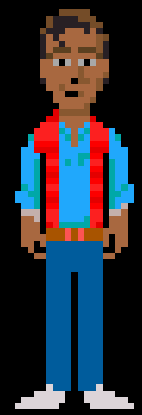
POST

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

CREDITS

A STRANGE GAME.



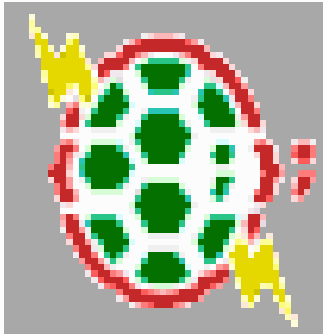
GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

93%

CRED

Inventory



bash

PEEK

time traveler's watch

DeLorean

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

93%

CRED

Inventory

time traveler's watch

DeLorean

laser pointer

cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 93%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

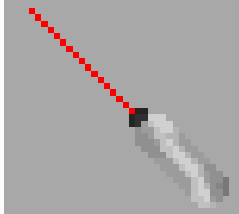
93%

CRED

Inventory

time traveler's watch

DeLorean



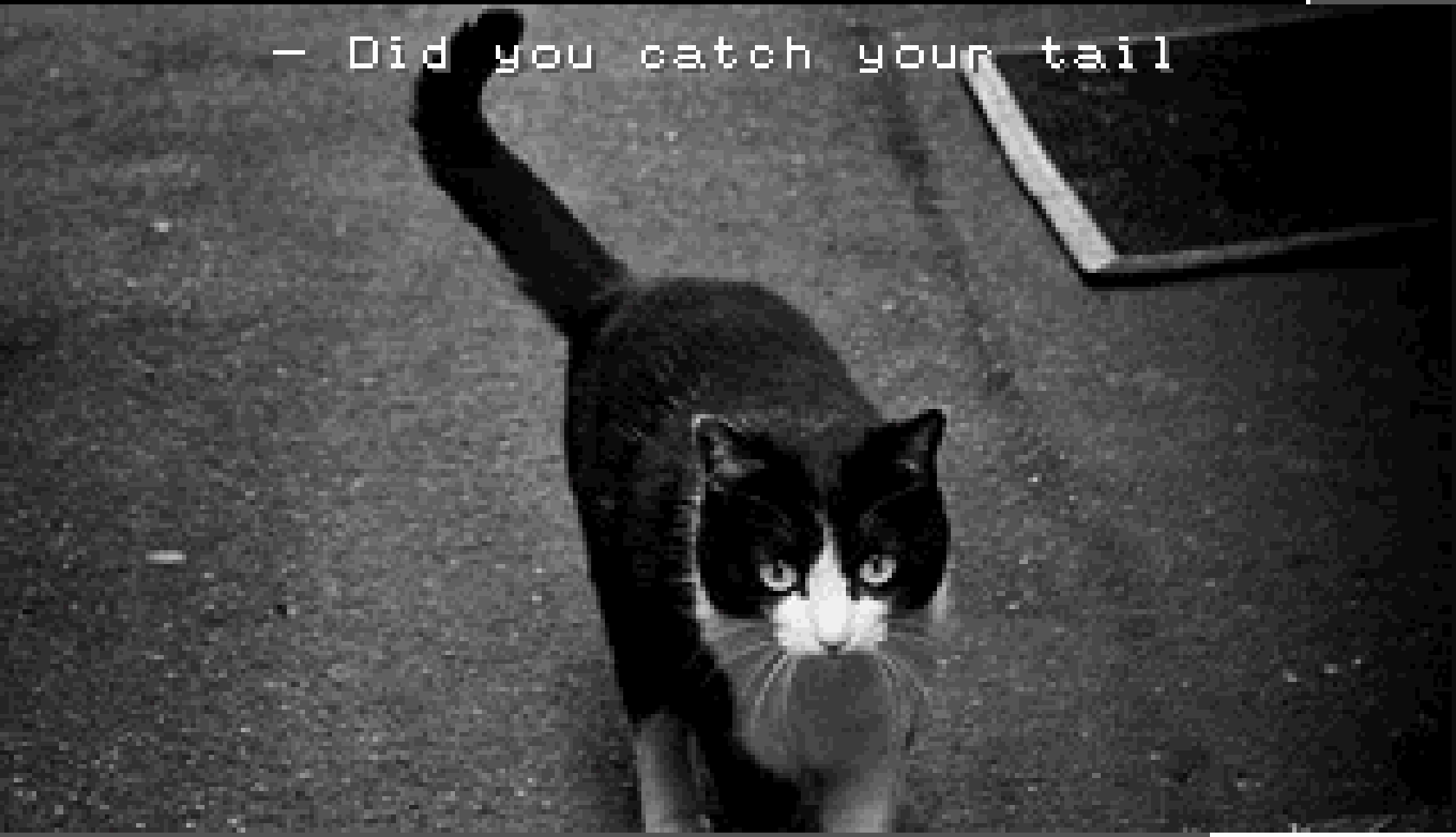
laser pointer

POKE

cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

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Game Options 96%

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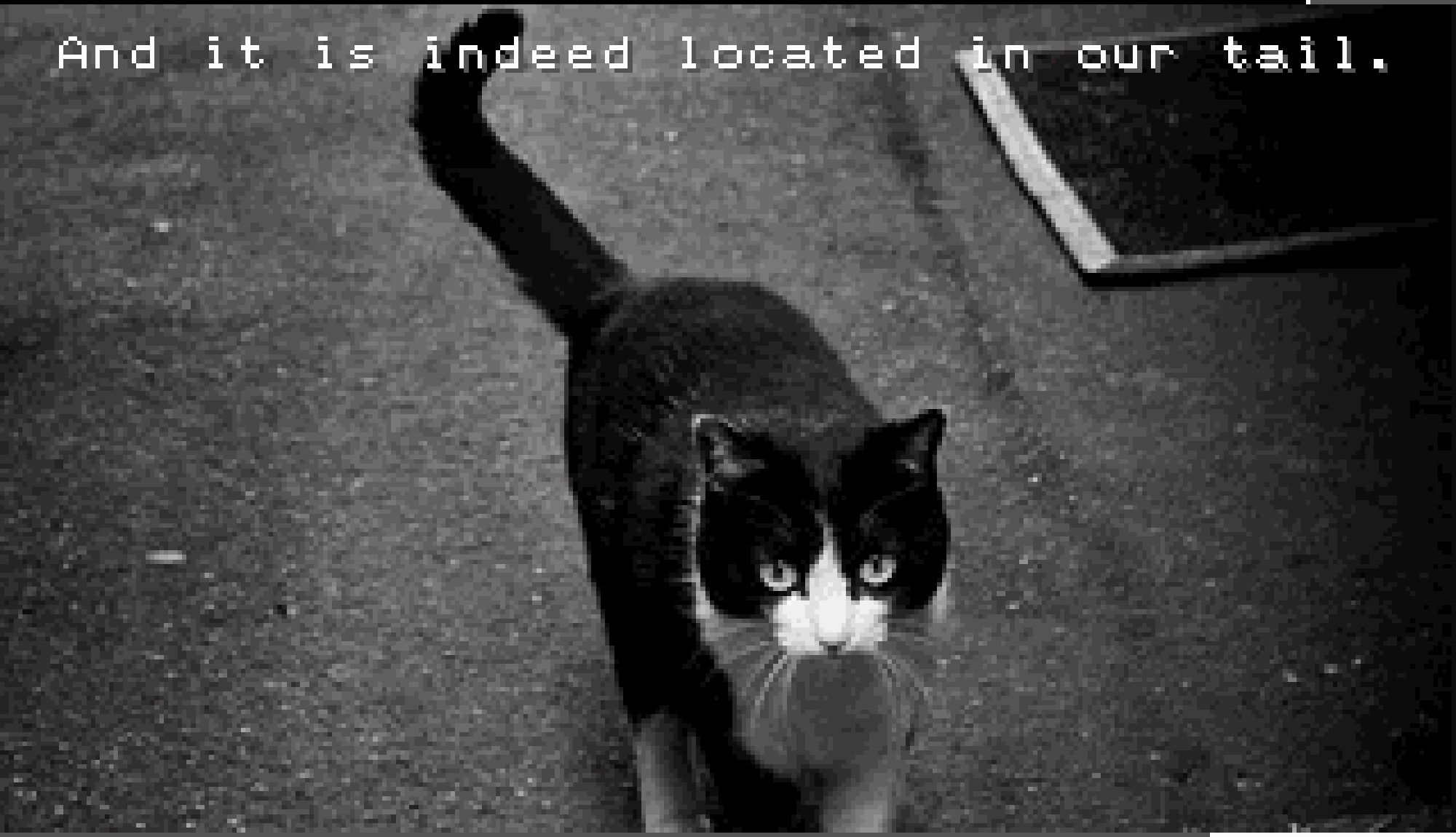
Game Options 96%



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

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Game Options 96%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

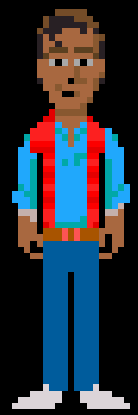
Game Options 96%

Wow.

CREDITS

A STRANGE GAME.

POKE



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

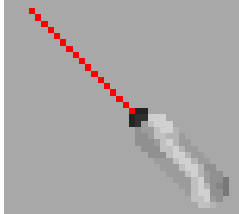
Game Options 96%

CRED

Inventory

time traveler's watch

DeLorean



laser pointer

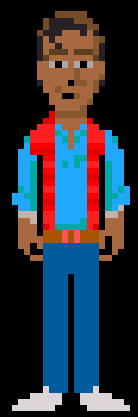
cat

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

CREDITS

A STRANGE GAME.

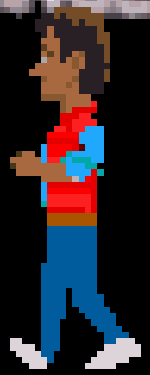


√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%

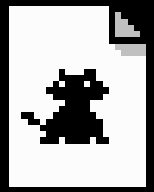
CREDITS

A STRANGE GAME.



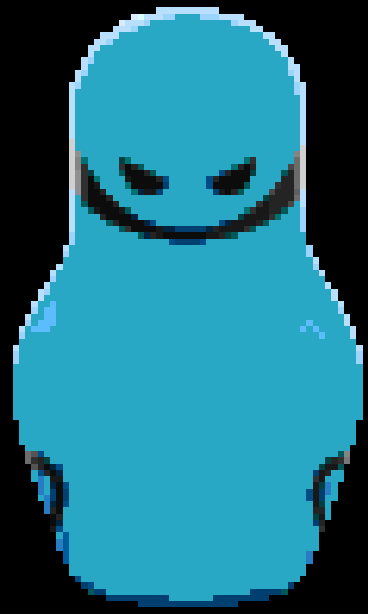
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 96%



CREDITS

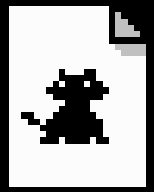
A STRANGE GAME.



√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options

96%



CREDITS

A STRANGE GAME.

√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY

Game Options 100%

Hit a key or mouse once bored to death

A game by Solar Designer
for ZeroNights 2014 (Moscow, Russia)
Written in 1994-95 ("code"), 2014 ("data")
(includes pre-1994 library code and fonts)
http://www.openwall.com solar@openwall.com
Twitter: @solardiz

Indian Telegraph Act suggestion by Daniel Bilar (@daniel_bilar)
FTDI driver analysis by Hector Martin (@marcan42)
Misfeatures drawing by Melissa Elliott (@0xabad1dea)

The dialogs with game characters are quotes, search for them for full context. (FTDI has since deleted their tweets, though.)

The protagonist started life as Zak McKracken (1988), repainted Marty McFly (1985) for this game's Back to the Future theme.

Many of the images are by their respective authors (not always known), with heavy post-processing for this game.

Yes, My Darling Daughter song fragment written by Jack Lawrence, performed by Dinah Shore (1941).

With special thanks to Borland, PKWARE, the authors of DOSBox, jDosbox, and JsDOSBox.

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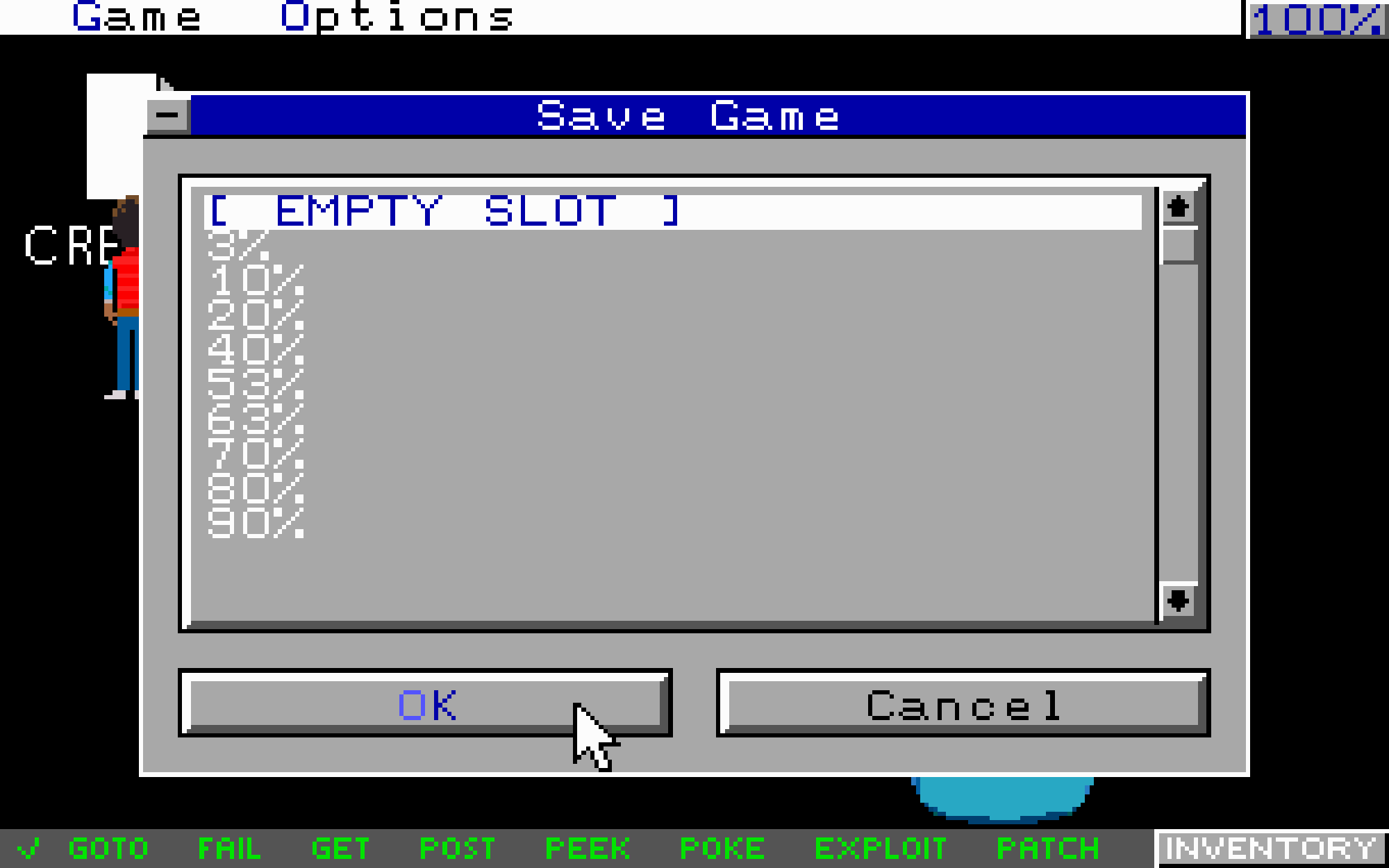
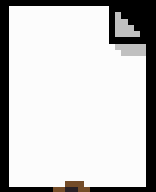

Game Options
100%
Save Game
[EMPTY SLOT]
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
100%
CREDIT
Save Game
100%_
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY


Game Options
100%
CREDIT
Save Game
100%
OK
Cancel
√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH
INVENTORY

Game Options 100%

The game has been saved.



CREDITS

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√ GOTO FAIL GET POST PEEK POKE EXPLOIT PATCH INVENTORY