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Thread: [Text-based RPG game HACK](#)

inFidel MNE - May 11, 2015, 8:17 am

Hey every1, what's up?

I'm currently playing some RPG text-based game - MafiaDeath.

I know it's impossible (or close to impossible) to mess with the code since the game is server-sided and cannot be changed in any text-editors etc.

So my question is not about hacking the stats or any attributes in the game but hacking some simple games found within the game itself.

Let me be more clear about this...

There is a game called 'Dumpster Dive' (a small time-killing game inside MafiaDeath) where you are given with a set of boxes. Most of them are empty, in one of them there is a 'prize' and in the other 'game over'. It's a bit more complicated but there is no need to go into full details.

So my goal is to find out in advance what box is hiding the 'prize' I want to collect. I've tried sniffing the code and looking at all ajax calls etc. but so far I was unable to find anything useful.

In the following screenshot, you can see how the game looks like:

dodaj.rs/f/3m/BG/4P0cY4Ku/try1.jpg

In this screenshot you can see that there are places where there is nothing. Places with cracked street and places with blood. I've tried figuring out if there is any logic or pattern behind all this but seems like it's all random. The blood and cracked floor is just randomly places, as well as the 'prize' and 'game over' boxes.

In the above example I've opened the 'prize' box in the 2nd attempt.

So... to repeat. I need to know where is that box in advance, before opening it. Any javascript messing that I've tried either opened the box externally or didn't do anything.

If anyone think this might be interesting to try, I'd be very thankful. Even if it comes with a small price tag.

Thanks in advance.

inFidel MNE - May 12, 2015, 9:34 am

Is it possible or not?

Difficult or not?