

Forum: [Hack Forums](#)

Thread: [guessing game](#)

username099 - July 4, 2017, 8:29 am

So I have this one game that I play and there's an event where you can win items.

There is something like a square with 100 smaller squares in it and you have to click on them and guess where the prizes are

I was wondering if there's a way of seeing where the prizes are located underneath the squares, in the source code or something.

Any ideas?

Baud - July 4, 2017, 9:01 am

Unless the prizes are always in the same squares it's unlikely that you will find their location in the source code, from there you could find the routine that randomizes the prizes, but not in which square they are. To find that out you need to analyze the RAM and find where the game copies the data of the bigger square, it's not going to be easy though.

Going by logic the square data should be stored in a two-dimensions array like this one:

```
Code 0x01 0x02 0x00 0x00 0x00 0x00 0x00 0x00 0x0F 0x00  
0x00 0x00 0x0B 0x00 0x00 0x00 0x00 0x00 0x00 0x00  
0x00 0x00 0x00 0x00 0x01 0x00 0x08 0x00 0x2B 0x00  
0xA0 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00  
0x00 0x00 0x00 0x04 0x00 0x00 0x00 0xDB 0x00 0x00  
0x00 0x00 0x93 0x00 0x00 0x00 0x00 0x00 0x00 0x00  
0x44 0x00 0x00 0x00 0x00 0x00 0x14 0x00 0x00 0x00  
0x00 0x00 0x00 0x50 0x00 0x00 0x00 0x00 0x00 0x00  
0x00 0x4C 0x00 0x00 0x00 0x00 0x00 0xE2 0x00 0x00  
0x00 0x00 0x00 0x00 0x00 0x05 0x00 0x00 0x00 0x10
```

Where each number is the ID of the prize contained in a square (0x00 = no prize, each number is a square). This is what I'm assuming at least, from my ROM hacking background.