

Forum:[Hack Forums](#)

Thread: [Bug Report and Suggestion](#)

DNA - August 22, 2019, 3:59 am

Suggestion- MyAwards.php needs updating

Bug- Firefox Android: Seems to be an overly large amount of refresh requirements on Scratch Cards.

Out of 10 Cards, roughly 6 of those attempts threw a refresh screen in my face where I am able to predict the outcome

Feel free to delete this thread as it may bring attention to the issue

Example:

Either resending or cancelling does not change the results (must be predetermined), ergo I can resell scratchcards that I know will fail using UID.

Temporary workaround:
Disable Gifting of Scratchers

Solution:

If the refresh page is forced on the user, disable the gifting on that card

Omniscient - August 22, 2019, 1:13 pm

You can do this before even making one scratched box?

Adolf Hipster - August 22, 2019, 1:18 pm

I am thinking this is more of a mobile error as I had very few on PC.

DNA - August 22, 2019, 1:18 pm

(Aug 22, 2019 01:13 PM)Omniscient Wrote: [\[CITE\]](#) You can do this before even making one scratched box?

I believe the refresh issue only occurs after one has been partially scratched but if you're quick enough and scratch three before the refresh screen, you can see the result beforehand and just resell the cards that will fail.

Example if I buy 1k card, I notice it's failed and refresh screen occurs, I cancel (or resend), and then sell that card for 800 bytes.

The buyer gets a useless card and I get 80% back

(Aug 22, 2019 01:18 PM)Adolf Hipster Wrote: [\[CITE\]](#) I am thinking this is more of a mobile error as I had very few on PC.

That's what I believe as well

Adolf Hipster - August 22, 2019, 1:22 pm

(Aug 22, 2019 01:18 PM)Jelly Wrote: [\[CITE\]](#) I believe the refresh issue only occurs after one has been partially scratched but if you're quick enough and scratch three before the refresh screen, you can see the result beforehand and just resell the cards that will fail.

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That's what I believe as well

Ah that is a good point since you can transfer the card.

DNA - August 22, 2019, 1:33 pm

(Aug 22, 2019 01:22 PM)Adolf Hipster Wrote: [\[CITE\]](#) Ah that is a good point since you can transfer the card.

This is why I reported this as soon as I noticed, could be heavily exploited

Omniscient - August 22, 2019, 3:21 pm

Quote:I believe the refresh issue only occurs after one has been partially scratched but if you're quick enough and scratch three before the refresh screen, you can see the result beforehand and just resell the cards that will fail.

Once one is scratched it should not allow you to sell the card. I'd need proof of concept that you're able to know a cards results and still be able to sell it.

Adolf Hipster - August 22, 2019, 7:02 pm

(Aug 22, 2019 03:21 PM)Omniscient Wrote: [\[CITE\]](#) Once one is scratched it should not allow you to sell the card. I'd need proof of concept that you're able to know a cards results and still be able to sell it.

I see. This is great if in fact its the case.

DNA - August 22, 2019, 8:13 pm

(Aug 22, 2019 03:21 PM)Omniscient Wrote: [\[CITE\]](#) Once one is scratched it should not allow you to sell the card. I'd need proof of concept that you're able to know a cards results and still be able to sell it.

Sure thing. I'll purchase some bytes later and try record some proof of concept.

Because as far as I know, it's not scratched when you press cancel as it's still in your scratch cards and the transferring option was still there.

The image in the OP was that of a semi-revealed card. Previously semi-revealed card showed the same result on the revealed card afterwards.

Elitas - August 23, 2019, 5:45 am

(Aug 22, 2019 03:21 PM)Omniscient Wrote: [\[CITE\]](#) Once one is scratched it should not allow you to sell the card. I'd need proof of concept that you're able to know a cards results and still be able to sell it.

Yeah what he's describing sounds like the results are being stored client-side and then the user sends the 'result' to HF after it has been scratched (which if it's the case would likely allow you to modify the end result and win every time). I doubt that's how it is designed so it doesn't make sense to me either.

OP you sure the cards aren't expiring after you scratch one?

DNA - August 23, 2019, 5:56 am

(Aug 23, 2019 05:45 AM)Elitas Wrote: [\[CITE\]](#) Yeah what he's describing sounds like the results are being stored client-side and then the user sends the 'result' to HF after it has been scratched (which

if it's the case would likely allow you to modify the end result and win every time). I doubt that's how it is designed so it doesn't make sense to me either.

OP you sure the cards aren't expiring after you scratch one?

I am unsure of this, I was able to back out of it and re-enter as if nothing had occurred. Waiting for a Bytes seller to reply to my PM so that I can get the bytes to test and record.

I wouldn't imagine so, as technically none of them was scratched.

Elitas - August 23, 2019, 6:44 am

(Aug 23, 2019 05:56 AM)Jelly Wrote: [\[CITE\]](#) I am unsure of this, I was able to back out of it and re-enter as if nothing had occurred. Waiting for a Bytes seller to reply to my PM so that I can get the bytes to test and record.

I wouldn't imagine so, as technically none of them was scratched.

Yes, re-enter and scratch the exact same card; That makes sense. But that doesn't mean you could transfer the card to someone else like you suggested.

DNA - August 23, 2019, 11:59 am

(Aug 23, 2019 06:44 AM)Elitas Wrote: [\[CITE\]](#) Yes, re-enter and scratch the exact same card; That makes sense. But that doesn't mean you could transfer the card to someone else like you suggested.

I'll find out because I noticed that resubmission and cancelling caused it to act differently, not sure.

Good job, even though cancelled, couldn't transfer it

Omniscient - August 24, 2019, 11:04 pm

(Aug 23, 2019 11:59 AM)Jelly Wrote: [\[CITE\]](#) I'll find out because I noticed that resubmission and cancelling caused it to act differently, not sure.

Good job, even though cancelled, couldn't transfer it

Just like I said. We're not noobs at this coding thing. We do have some experience.