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Thread: [Madlad decompiles & recreates 2003 crimsonland game in 2 weeks](#)

Hackers - February 3, 2026, 7:34 pm

The overall story is pretty impressive, they are clearly dedicated to this project. I had never heard of the game, I feel like I must play it now to honor this effort, if not the original game itself

Quote:crimsonland (2003, remastered 2014, resurrected 2026) is a top-down shooter from the era when indie games were still called “shareware” and steam was something that came out of radiators. you play as a small man with a gun. things try to touch you. you shoot them. eventually there are too many things. you die. it's perfect.

Here is the original article from the dev: <https://banteg.xyz/posts/crimsonland/>

Quote:our agent observes that a function searches existing entry by name, allocates a 0x24 entry when missing, strdup's name/value, parses float via crt_atof_l, and is used by register_core_cvars with “cv_*” strings. it renames FUN_00402350 to console_register_cvar and adds an entry to our map.

```
{
  "program": "crimsonland.exe",
  "address": "0x00402350",
  "name": "console_register_cvar",
  "signature": "void * console_register_cvar(char *name, char *value)",
  "comment": "registers or updates a console cvar entry (stores string + float value)"
},
```

on the next regen more types will propagate. then you repeat it 300 more times and confidently map around 2000 functions and labels we care about.