**Subject: Box game**
Posted by c0vert7 on Thu, 02 Dec 2010 03:30:57 GMT

Hi all I have this game which has some other internal games in it. Pretty much their is 5 boxes lined up. The first box you get for free and can open. In this box you will get a key to the 2nd box, however heres the catch, you have guess amongst the remaing 4 boxes which one is the 2nd box. If your right u get the key to the 3rd chest which theirs 3 boxes left so not as hard and so on until you are at the last chest. If you fial you lose key and have to restart hours worth of work to get back. If you pass you can move on. Once you click a box it counts down 15 second before it attempts to open. You can cancle at anytime

Pretty much im wondering if anyone knows how to help me get around this. I use to use a program another fellow gamer sent me which was a network protocol anyalzer, you could click the box and when the count down started a specific network process would iniate and you could do some hex calculations and figure out which chest would go next, (was about 99% accurate) Well recently some changes were made ingame and this no longer works accurately (about 50/50 shot it works lol, can anyone help.

BTW this game does allow outside programs to complete other task so its not cheating, they actually offer a few of their own for some storylines.

**Subject: Re: Box game**
Posted by c0vert7 on Thu, 02 Dec 2010 04:02:53 GMT

P.S offering a $50 new egg gift card to whoever solves my problem

**Subject: Re: Box game**
Posted by danpaul88 on Thu, 02 Dec 2010 09:15:40 GMT

It might help if you give us more information such as WHAT information it sends over the network to allow you to distinguish which is the correct box...

Just saying 'lol theres some boxes make me a random program to guess which one is next' is pretty much useless. I could make you a random number generator with a 1/n chance of picking the right box (n being the number of boxes) if you want? lol...