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Subject: Box game

Posted by [c0vert7](#) on Thu, 02 Dec 2010 03:30:57 GMT

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Hi all I have this game which has some other internal games in it. Pretty much there 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 here's the catch, you have to guess amongst the remaining 4 boxes which one is the 2nd box. If you're right you get the key to the 3rd chest which has 3 boxes left so not as hard and so on until you are at the last chest. If you fail 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 seconds before it attempts to open. You can cancel at anytime

Pretty much I'm wondering if anyone knows how to help me get around this. I used to use a program another fellow gamer sent me which was a network protocol analyzer, you could click the box and when the count down started a specific network process would initiate 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 in game 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 tasks so it's not cheating, they actually offer a few of their own for some storylines.

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