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What is this project? (intro) ([back](#))

This is an effort to document my research / discoveries in how to play games on school devices. The links section is to show direct unblocked websites / game sites, and the bypass section is to show unblock things / some cool discoveries (like dev tools or smth).

Please note that this project is still VERY wip. There currently is no, and likely will never be a 'report issue' system. Nothing here is final, and everything will change sooner or later.

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(TBA...)

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– Quick Note: This section is written as a journal, rather than a list, since I'm just writing about what I find.

Chrome Urls

If I'm ever bored, I sometimes browse in here. There's not a direct way to link it, but type “[chrome://chrome-urls/](#)” in your search bar (without the quotes obviously) and access it. It's mostly just system internals, but there are some gems like borealis installer, or sign-in.

There IS a groundbreaking loophole (where you can disable extensions) using these tools, but I won't make an entry on that until I further understand it.

Chrome Sign-In C: Url – NOT TESTED

Basically, I found this weird url when browsing the chrome urls. I can't add a direct link, but (as aforementioned in [chrome urls](#)) there is a sign-in thing (where you MIGHT be able to add an extra account).

Paste “[chrome://chrome-signin/](#)” into your search bar WITHOUT THE QUOTES!!! (I can't add a link for it since it doesn't use HTTPS).

File Games

File games are VERY cool, so cool that I will likely mention them many times throughout this project. You can play 'em offline, or online, and they (for the most part) can't be blocked by extensions (From what I know)...

There is still a way they can be blocked though. Enter “[chrome://settings/content/javascript](#)” in your search bar and scroll down to check. If “file:///” or anything like that has javascript disabled, then offline games will not work.

I have a pretty good demo I made the other day that shows how to get and run an offline game. You can access it [here](#). (note that it was originally on a google drive, so please mind any errors)

Collection of (possibly) helpful chrome urls for experimenting.

Super light one, found this chrome internal, chrome://certificate-manager/localcerts/admincerts, maybe a way to disable em..?

Found this “chrome://network/”, looks like there's a lotta tools (and toggles).

OMG, this was blocked in middle school so I didn't bother checking if it was unblocked here in high school, BUT IT IS... “chrome://flags” (btw)... Also, specifically check “Extensions on chrome:// URLs” if it IS unblocked.

Guides ([back](#))

- Easy** **How to host offline games (via sites) via github [here](#).**
1. Go [here](#), and click the “create new (blank) site”.
 2. On the top-right click pages, hover over the add new page button, and click the “full page embed”, title it whatever you want, and click enter.
 3. Click on “add embed, then “embed code” and paste in the html you want to embed. You can find “raw github code” of html games in the [links](#) section. Otherwise look here for how to get the code from html files.

- Difficult** **How to tab cloak any site**
- Note this WONT unblock the site, but it does bypass focus sessions (sometimes).
1. Go to a code editor, I recommend hosting [gn's editor](#) on [sites](#) or [github](#), but you can also download the html file from [this](#) page.
 2. Emulate [this](#) code (parse into the html emulator).
 3. Edit the “example.com” to be whatever you want to launch cloaked.

- Medium** **How to host static html pages (via github) via sites [here](#).**
1. Go to [github](#), and make an account if you don't have one.
 2. Create a new repo on the repositories page, and fill out the basic information.
 3. Open the files app, and rename the html you want to host to “index.html”.
 4. Upload the newly renamed file to the repo (by drag and dropping, or by selecting the ‘upload’ button)
 5. Once the repo is made, go to the “settings” tab on the top.
 6. Select “pages”, under “build and deployment” select the dropdown titled “deploy from branch”, and then “github actions”
 7. Finally click ‘configure’ under ‘static html’ and commit the changes.

8. To access the website follow this url format:
HTTPS://GITHUBUSERNAME.github.io/REPOSITORYNAME/
obviously replacing “githubusername” and “repositoryname”
with your own info.

(TBA)...

Credits ([back](#))

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TBA List (*back*)

- Quick Note: this is just meant for ME to remember what I'm planning to add in the future. DON'T MIND THIS.
- Keywords (search terms for finding your own sites and stuff)..