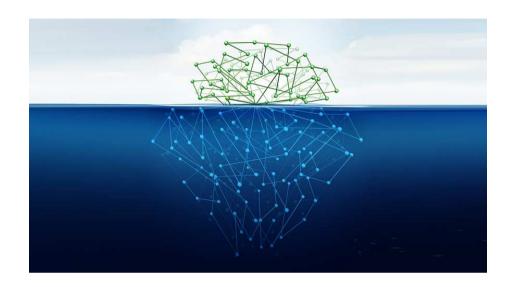
Black-Hat Game Texture



```
edi [esi-3Ch]
          eax; edi
      Cebp+var_101- edi
1 sword ptr_CesxI
  muw wax; [wspturl]
                                                                                                                                                                                                                                                                            lea ecx. [eax+2]
short lbc_10001X10 getnull:
black black books black black black black black books black books between the short books black bl
                                                                                                                                                                                                                                                                                                                                                                                             - CODE XREE: string_to_CString_
                                                                                                                                                                                                                                                                                 Exequation of the state of the 
                                                                                                                                                                                                                                                                                   inc eax
                                                                                                                                                 i CODE XECTAZISTA DE MARIO (1)
edx push [esp+url]
      Desi+36nI- edx
eax: Les:+24nI
                                                                                                                                                                                                                                                                                 sub eax1 ecx
                                                                                                                                                                                                                                                                                 movecx: Lesp*4+ard U (String)
                                                                                                                                                                                                                                                                                 sar cax, 1
                                                                                                                                                                                                                                                                                 call string to CString D
                                                                                                                                                                                                                                                                               retn O
                                                                                                                                                                                                                                   stria few hints left behind
```

```
Secret group_info labl_group = ( .umpg = ATRHE_BHIT() );

Secret group_info * Tyroup_info * Tyroup_i
```



