



# CFG NINJA AUDITS

Security Assessment

**SquidGame2 Token**

October 1, 2023

Audit Status: Pass

Audit Edition: Advance

**SQUID  
GAME2**












POWERED BY  
**BLADE POOL**

# Risk Analysis

















## Classifications of Manual Risk Results

Classification	Description
 Critical	Danger or Potential Problems.
 Major	Be Careful or Fail test.
 Minor	Pass, Not-Detected or Safe Item.
 Informational	Function Detected

## Manual Code Review Risk Results

Contract Priviledge	Description
 Buy Tax	1
 Sale Tax	1
 Cannot Buy	Pass
 Cannot Sale	Pass
 Max Tax	1
 Modify Tax	Not-Detected
 Fee Check	Pass
 Is Honeypot?	Not detected
 Trading Cooldown	Not Detected
 Can Pause Trade?	Fail
 Pause Transfer?	Detected, Owner needs to enable trade.



Contract Priviledge	Description
 Max Tx?	Pass
 Is Anti Whale?	Not Detected
 Is Anti Bot?	Not Detected
 Is Blacklist?	Not Detected
 Blacklist Check	Pass
 is Whitelist?	Detected
 Can Mint?	Pass
 Is Proxy?	Not Detected
 Can Take Ownership?	Not detected
 Hidden Owner?	Not detected
 Owner	0xCb9a6A23ce883e74D55548E961a89B0397447932
 Self Destruct?	Not Detected
 Other?	Not detected
 Other?	Not detected
 Holders	1
 Auditor Confidence	High

The following quick summary it's added to the project overview; however, there are more details about the audit and its results. Please read every detail.



# Project Overview

## Token Summary

Parameter	Result
Address	0x7d75402A378A39393e120a21D904EE33f84cDBd9
Name	SquidGame2
Token Tracker	SquidGame2 (SQUID)
Decimals	18
Supply	100,000,000
Platform	Ethereum
compiler	v0.8.19+commit.7dd6d404
Contract Name	SquidGame2
Optimization	Yes with 200 runs
LicenseType	MIT
Language	Solidity
Codebase	<a href="https://etherscan.io/address/0x7d75402A378A39393e120a21D904EE33f84cDBd9#code">https://etherscan.io/address/0x7d75402A378A39393e120a21D904EE33f84cDBd9#code</a>
Payment Tx	0x56804d57da8611a0a91b49f98728189993b32dfc6b0bb050b2a0378663eee3d1



## Main Contract Assessed

### Contract Name

Name	Contract	Live
SquidGame2	0x7d75402A378A39393e120a21D904EE33f84cDBd9	Yes

## TestNet Contract Assessed

### Contract Name

Name	Contract	Live
SquidGame2	0xE8AFb14eB327a4f18761070863EAeAfEF0594Ce5	Yes

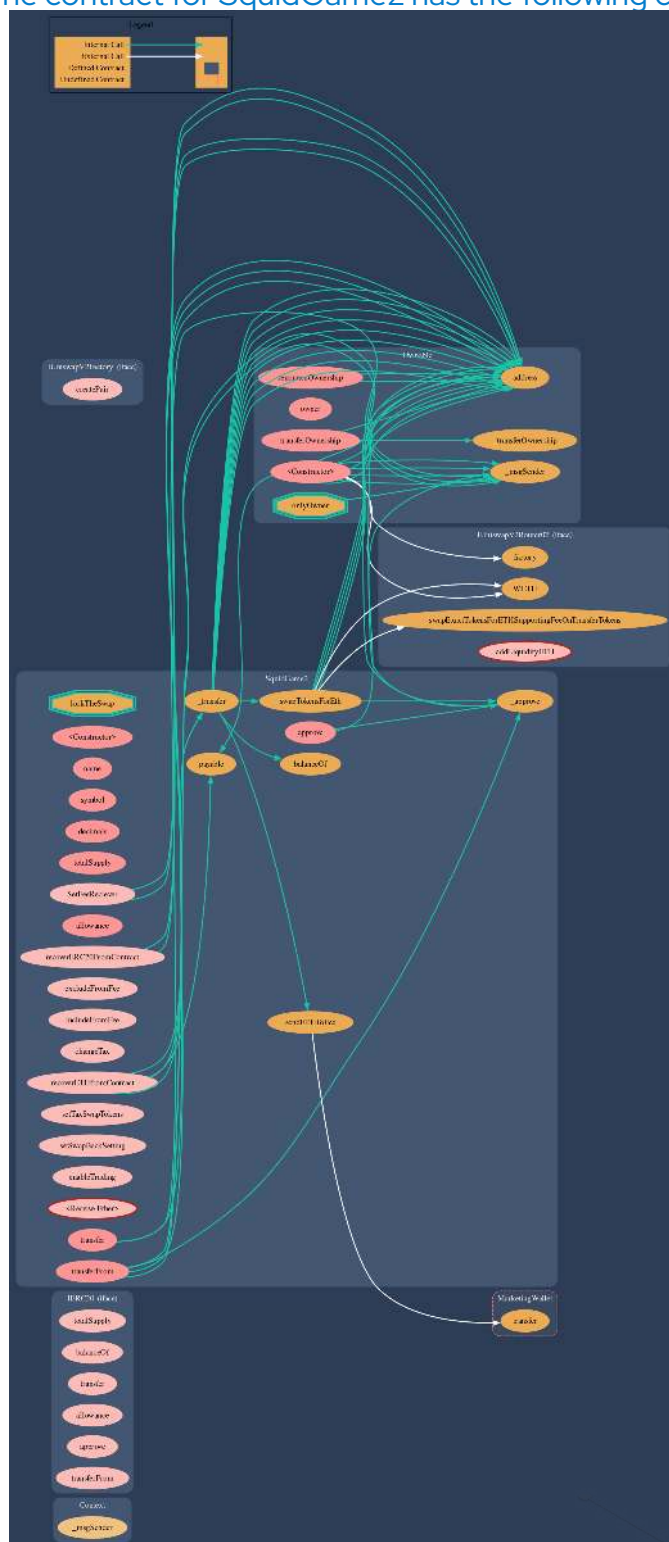
## Solidity Code Provided

SolID	File Sha-1	FileName
SquidGame2	77878ec8e6d08d41db0f473f9856fa68af21b9f1	SquidGame2.sol
SquidGame2		
SquidGame2		
SquidGame2		



# Call Graph

The contract for SquidGame2 has the following call graph structure.



# Smart Contract Vulnerability Checks

The Smart Contract Weakness Classification Registry (SWC Registry) is an implementation of the weakness classification scheme proposed in EIP-1470. It is loosely aligned to the terminologies and structure used in the Common Weakness Enumeration (CWE) while overlaying a wide range of weakness variants that are specific to smart contracts.

ID	Severity	Name	File	location
SWC-100	Pass	Function Default Visibility	SquidGame2.sol	L: 0 C: 0
SWC-101	Pass	Integer Overflow and Underflow.	SquidGame2.sol	L: 0 C: 0
SWC-102	Pass	Outdated Compiler Version file.	SquidGame2.sol	L: 0 C: 0
SWC-103	Pass	A floating pragma is set.	SquidGame2.sol	L: 0 C: 0
SWC-104	Pass	Unchecked Call Return Value.	SquidGame2.sol	L: 0 C: 0
SWC-105	Pass	Unprotected Ether Withdrawal.	SquidGame2.sol	L: 0 C: 0
SWC-106	Pass	Unprotected SELFDESTRUCT Instruction	SquidGame2.sol	L: 0 C: 0
SWC-107	Pass	Read of persistent state following external call.	SquidGame2.sol	L: 0 C: 0
SWC-108	Pass	State variable visibility is not set..	SquidGame2.sol	L: 0 C: 0
SWC-109	Pass	Uninitialized Storage Pointer.	SquidGame2.sol	L: 0 C: 0
SWC-110	Pass	Assert Violation.	SquidGame2.sol	L: 0 C: 0





ID	Severity	Name	File	location
SWC-111	Pass	Use of Deprecated Solidity Functions.	SquidGame2.sol	L: 0 C: 0
SWC-112	Pass	Delegate Call to Untrusted Callee.	SquidGame2.sol	L: 0 C: 0
SWC-113	Pass	Multiple calls are executed in the same transaction.	SquidGame2.sol	L: 0 C: 0
SWC-114	Pass	Transaction Order Dependence.	SquidGame2.sol	L: 0 C: 0
SWC-115	Pass	Authorization through tx.origin.	SquidGame2.sol	L: 0 C: 0
SWC-116	Pass	A control flow decision is made based on The block.timestamp environment variable.	SquidGame2.sol	L: 0 C: 0
SWC-117	Pass	Signature Malleability.	SquidGame2.sol	L: 0 C: 0
SWC-118	Pass	Incorrect Constructor Name.	SquidGame2.sol	L: 0 C: 0
SWC-119	Pass	Shadowing State Variables.	SquidGame2.sol	L: 0 C: 0
SWC-120	Pass	Potential use of block.number as source of randommness.	SquidGame2.sol	L: 0 C: 0
SWC-121	Pass	Missing Protection against Signature Replay Attacks.	SquidGame2.sol	L: 0 C: 0
SWC-122	Pass	Lack of Proper Signature Verification.	SquidGame2.sol	L: 0 C: 0
SWC-123	Pass	Requirement Violation.	SquidGame2.sol	L: 0 C: 0
SWC-124	Pass	Write to Arbitrary Storage Location.	SquidGame2.sol	L: 0 C: 0
SWC-125	Pass	Incorrect Inheritance Order.	SquidGame2.sol	L: 0 C: 0





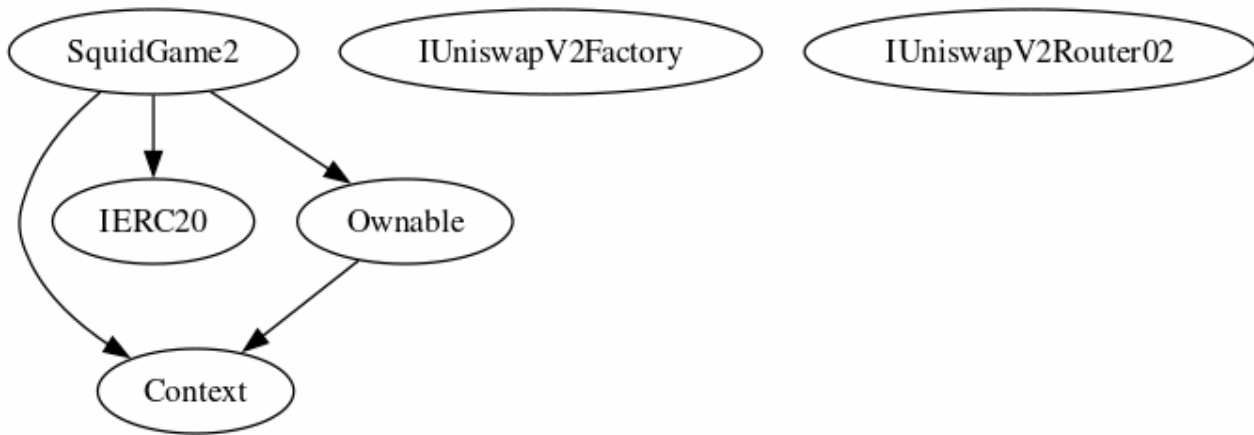
ID	Severity	Name	File	location
SWC-126	Pass	Insufficient Gas Griefing.	SquidGame2.sol	L: 0 C: 0
SWC-127	Pass	Arbitrary Jump with Function Type Variable.	SquidGame2.sol	L: 0 C: 0
SWC-128	Pass	DoS With Block Gas Limit.	SquidGame2.sol	L: 0 C: 0
SWC-129	Pass	Typographical Error.	SquidGame2.sol	L: 0 C: 0
SWC-130	Pass	Right-To-Left-Override control character (U +202E).	SquidGame2.sol	L: 0 C: 0
SWC-131	Pass	Presence of unused variables.	SquidGame2.sol	L: 0 C: 0
SWC-132	Pass	Unexpected Ether balance.	SquidGame2.sol	L: 0 C: 0
SWC-133	Pass	Hash Collisions with Multiple Variable Length Arguments.	SquidGame2.sol	L: 0 C: 0
SWC-134	Pass	Message call with hardcoded gas amount.	SquidGame2.sol	L: 0 C: 0
SWC-135	Pass	Code With No Effects (Irrelevant/Dead Code).	SquidGame2.sol	L: 0 C: 0
SWC-136	Pass	Unencrypted Private Data On-Chain.	SquidGame2.sol	L: 0 C: 0

We scan the contract for additional security issues using MYTHX and industry-standard security scanning tools.



# Inheritance

The contract for SquidGame2 has the following inheritance structure.



# Smart Contract Advance Checks



ID	Severity	Name	Result	Status
SQUID-01	Minor	Potential Sandwich Attacks.	Pass	Not-Found
SQUID-02	Minor	Function Visibility Optimization	Pass	Not-Detected
SQUID-03	Minor	Lack of Input Validation.	Pass	Not-Detected
SQUID-04	Major	Centralized Risk In addLiquidity.	Pass	Not-Detected
SQUID-05	Minor	Missing Event Emission.	Pass	Not-Detected
SQUID-06	Minor	Conformance with Solidity Naming Conventions.	Pass	Not-Detected
SQUID-07	Minor	State Variables could be Declared Constant.	Pass	Not-Found
SQUID-08	Minor	Dead Code Elimination.	Pass	Not-Found
SQUID-09	Major	Third Party Dependencies.	Pass	Not-Found
SQUID-10	Major	Initial Token Distribution.	Pass	Not-Found
SQUID-11	Minor	Airdrop is present in code.	Pass	Not-Detected
SQUID-12	Major	Centralization Risks In The X Role	Pass	Not-Found
SQUID-13	Informational	Extra Gas Cost For User..	Pass	Not-Found
SQUID-6	Minor	Unnecessary Use Of SafeMath	Pass	Not-Detected
SQUID-15	Medium	Symbol Length Limitation due to Solidity Naming Standards.	Pass	Not-Found



ID	Severity	Name	Result	Status
SQUID-16	Meduium	Invalid collection of Taxes during Transfer.	Pass	Not-Detected
SQUID-17	Informational	Conformance to numeric notation best practice.	Pass	Not-Found
SQUID-18	Critical	Stop Transactions by using Enable Trade.	Fail	Detected, Owner needs to enable trade.



## SQUID-18 | Stop Transactions by using Enable Trade.

Category	Severity	Location	Status
Logical Issue	 Critical	SquidGame2.sol: 469, 13	 Detected, Owner needs to enable trade.

### Description

Enable Trade is present on the following contract and when combined with Exclude from fees it can be considered a whitelist process, this will allow anyone to trade before others and can represent an issue for the holders.

### Remediation

We recommend the project owner to carefully review this function and avoid problems when performing both actions.

### Project Action








# Technical Findings Summary

## Classification of Risk

Severity	Description
 Critical	Risks are those that impact the safe functioning of a platform and must be addressed before launch. Users should not invest in any project with outstanding critical risks.
 Major	Risks can include centralization issues and logical errors. Under specific circumstances, these major risks can lead to loss of funds and/or control of the project.
 Medium	Risks may not pose a direct risk to users' funds, but they can affect the overall functioning of a platform
 Minor	Risks can be any of the above but on a smaller scale. They generally do not compromise the overall integrity of the Project, but they may be less efficient than other solutions.
 Informational	Errors are often recommended to improve the code's style or certain operations to fall within industry best practices. They usually do not affect the overall functioning of the code.

## Findings

Severity	Found	Pending	Resolved
 Critical	1	0	0
 Major	0	0	0
 Medium	0	0	0
 Minor	0	0	0
 Informational	0	0	0
Total	1	0	0



# Social Media Checks

Social Media	URL	Result
Twitter	<a href="https://twitter.com/SquidGameERC2">https://twitter.com/SquidGameERC2</a>	Pass
Other		Fail
Website	<a href="https://Squidgame2erc.vip">https://Squidgame2erc.vip</a>	Pass
Telegram	<a href="https://t.me/SquidGameERC2">https://t.me/SquidGameERC2</a>	Pass

We recommend to have 3 or more social media sources including a completed working websites.

**Social Media Information Notes:**

**Auditor Notes:** undefined

**Project Owner Notes:**





# Assessment Results

## Score Results

Review	Score
Overall Score	99/100
Auditor Score	85/100
Review by Section	Score
Manual Scan Score	43/53
SWC Scan Score	37 /37
Advance Check Score	19 /19

The Following Score System Has been Added to this page to help understand the value of the audit, the maximum score is 100, however to attain that value the project must pass and provide all the data needed for the assessment. Our Passing Score has been changed to 80 Points, if a project does not attain 80% is an automatic failure. Read our notes and final assessment below.

## Audit Passed



## Assessment Results

### Important Notes:

- Owner can't set max tx amount.■
- Owner needs to enable trade.■
- No high-risk Exploits/Vulnerabilities Were Found in the Source Code.

**Auditor Score =85**  
**Audit Passed**



# Appendix

## Finding Categories

### Centralization / Privilege

Centralization / Privilege findings refer to either feature logic or implementation of components that act against the nature of decentralization, such as explicit ownership or specialized access roles in combination with a mechanism to relocate funds.

### Gas Optimization

Gas Optimization findings do not affect the functionality of the code but generate different, more optimal EVM opcodes resulting in a reduction on the total gas cost of a transaction.

### Logical Issue

Logical Issue findings detail a fault in the logic of the linked code, such as an incorrect notion on how block.timestamp works.

### Control Flow

Control Flow findings concern the access control imposed on functions, such as owner-only functions being invoke-able by anyone under certain circumstances.

### Volatile Code

Volatile Code findings refer to segments of code that behave unexpectedly on certain edge cases that may result in a vulnerability.

### Coding Style

Coding Style findings usually do not affect the generated byte-code but rather comment on how to make the codebase more legible and, as a result, easily maintainable.

### Inconsistency

Inconsistency findings refer to functions that should seemingly behave similarly yet contain different code, such as a constructor assignment imposing different requirements on the input variables than a setter function.

### Coding Best Practices

ERC 20 Coding Standards are a set of rules that each developer should follow to ensure the code meets a set of criteria and is readable by all the developers.



## Disclaimer

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