

Hacky Easter Teaser Challenge Walkthrough

@bruton.gaster



Beat the boss and get the Easter egg!

What was Provided

- The game file (HackyEaster-Teaser.exe)
- RPG Maker Run Time Packages
(RPGVXAce_RTP.zip)

Setup

- Extract ZIP File and Install RPG Maker Runtime Files
- Run EXE and generate following files:
 - System > RGSS301.dll
 - Game.exe
 - Game.ini
 - Game.rgss3a

Attempt #1



HackyEaster {Teaser}



HackyEaster {Teaser}

New Game
Continue
Shutdown

 HackyEaster {Teaser}



Fight
Escape

Bunny

HP 107 MP 41 TP 56



Bunny was defeated.

Attempt #2

Hack the Save File

Hack the Save File

- Start a new game

Hack the Save File

- Start a new game
- Immediately save the game

Hack the Save File

- Start a new game
- Immediately save the game
- Modify the saved game file

Hack the Save File

- Start a new game
- Immediately save the game
- Modify the saved game file
- Continue the game with super powers

- Saving the Game generates a Save1.rvdata2 file

- Saving the Game generates a Save1.rvdata2 file
- Upload to <http://www.saveeditonline.com>

- Saving the Game generates a Save1.rvdata2 file
- Upload to <http://www.saveeditonline.com>
- Modify your Saved Game

- Saving the Game generates a Save1.rvdata2 file
- Upload to <http://www.saveeditonline.com>
- Modify your Saved Game
- Place back in the \HackyEaster-Teaser folder

- Saving the Game generates a Save1.rvdata2 file
- Upload to <http://www.saveeditonline.com>
- Modify your Saved Game
- Place back in the \HackyEaster-Teaser folder
- Continue Game

[Editors](#) [Become a patron](#)[Support](#)[Login](#)[+ UPLOAD FILE](#)*Or drag and drop your file to the site*

Save01.rvdata2

Gold

0

Param set #1 :

Lvl

1

Exp

0

MHP

0

MMP

0

ATK

0

DEF

0

MAT

0

MDF

0

AGI

0

LUK

0

Variables:

Variable#1 : (0)[Download Save01.rvdata2](#)[Show data in raw](#)

Bunny

N00b



LV 1

Current Exp

0

HP 226 / 226

To Next Level

MP 41 / 41

50

ATK	35
DEF	19
MAT	10
MDF	10
AGI	20
LUK	15

- Hand Ax
- Buckler
- Bandana
- Casual Clothes

Tries to save easter.

HackyEaster {Teaser}

Bunny

N00b



LV 1

Current Exp

0

HP 226 / 226

To Next Level

MP 41 / 41

50

ATK	35
DEF	19
MAT	10
MDF	10
AGI	20
LUK	15

Tries to save easter.

HackyEaster {Teaser}

Bunny

N00b



LV 20

Current Exp

HP 9999 / 9999

To Next Level

MP 9999 / 9999

ATK	999
DEF	999
MAT	999
MDF	999
AGI	999
LUK	999



Hand Ax



Buckler

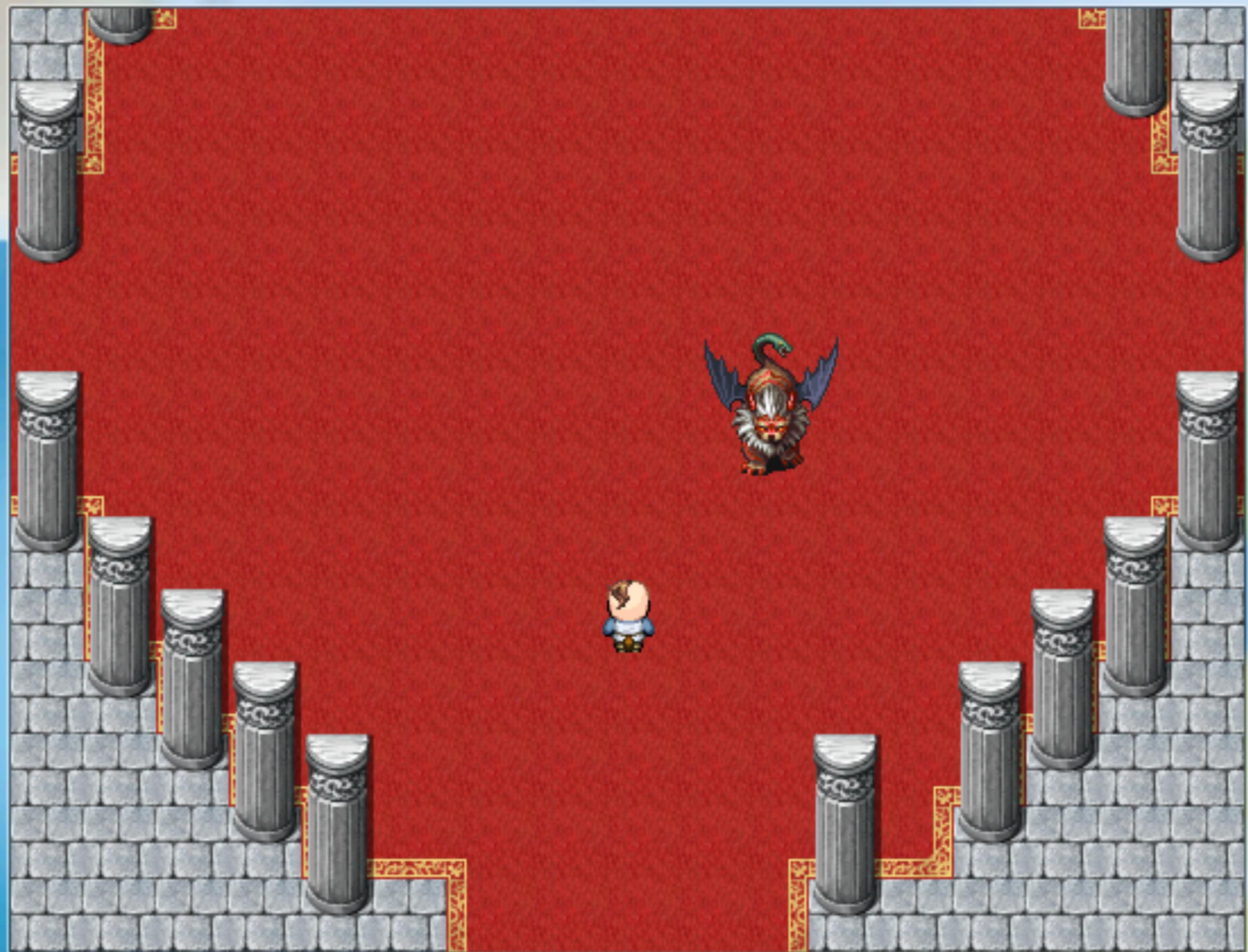


Bandana



Casual Clothes

Tries to save easter.

 HackyEaster {Teaser}



Fight
Escape

Bunny

HP 9999 MP 9999 TP 18

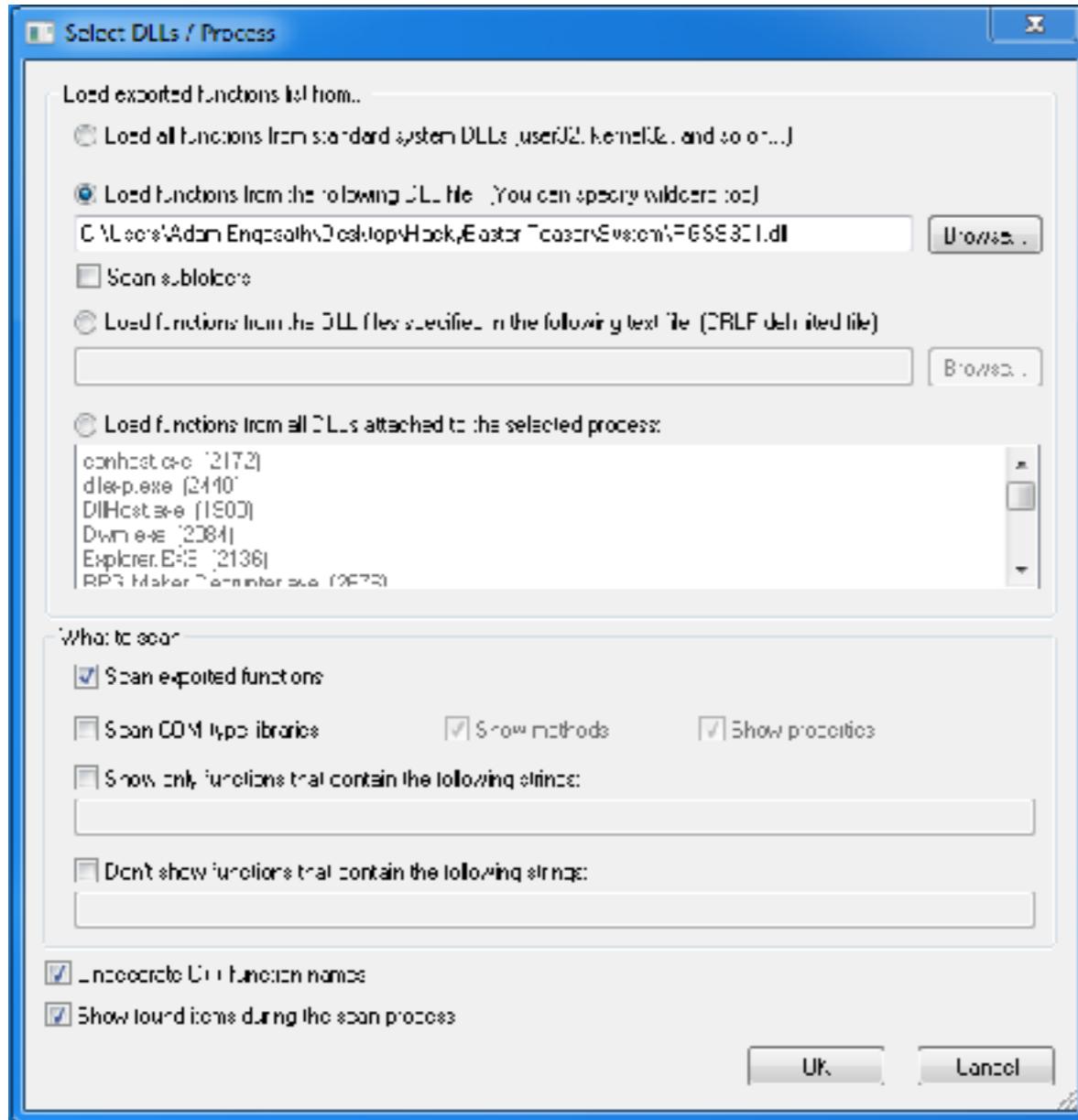
Attempt #3

Inspect the .DLL

- DLL Export Viewer allowed me to see the inside of the DLL

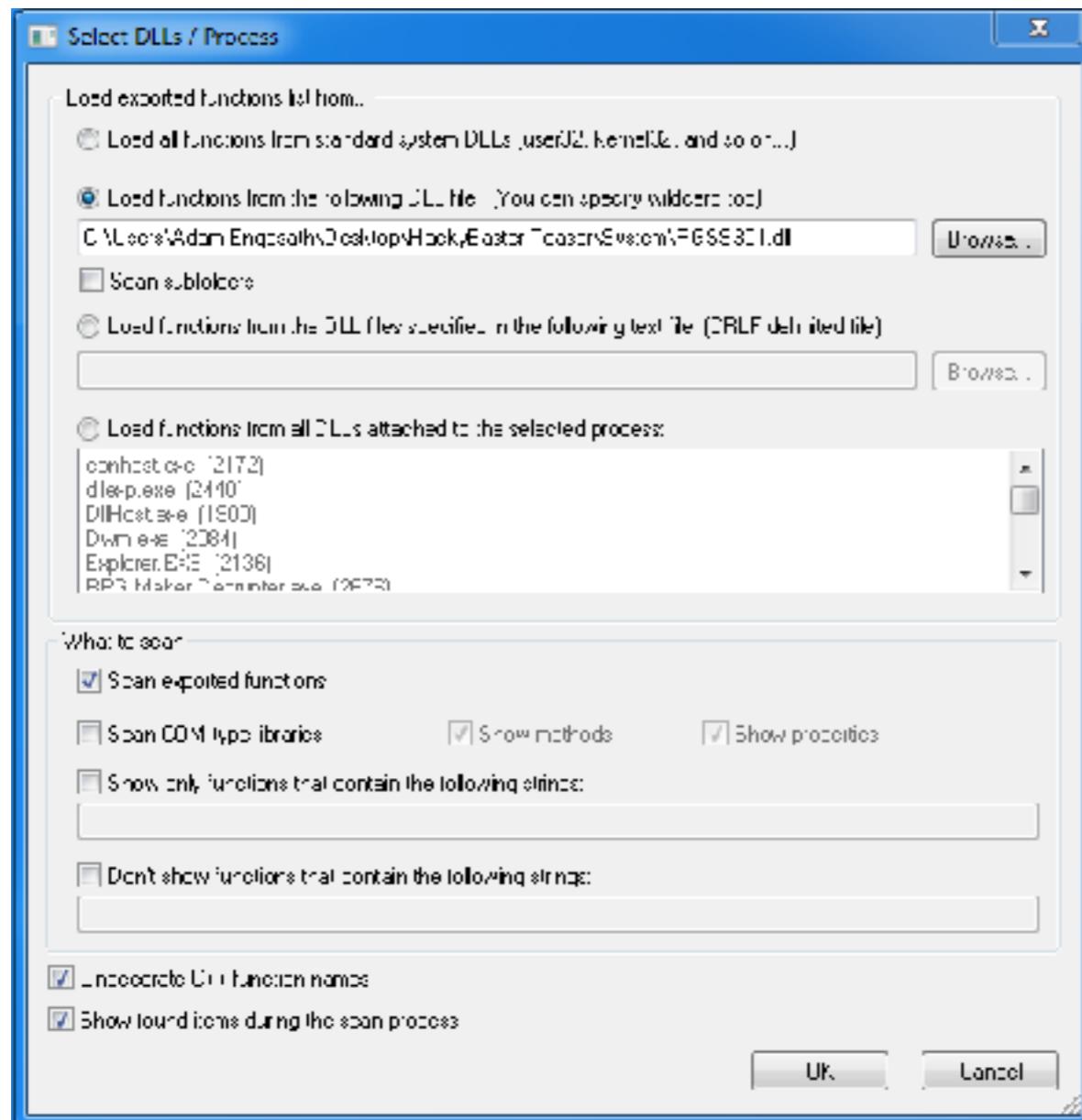
Inspect the .DLL

- DLL Export Viewer allowed me to see the inside of the DLL



Inspect the .DLL

- DLL Export Viewer allowed me to see the inside of the DLL



The main window shows a table of exported functions from 'RGSS301.dll'. The columns are 'Function Name', 'Address', 'Relative Address', 'Ordinal', and 'Filename'. There are 27 entries listed. The first few are: RGSSAddRTTPPath, RGSSAudioFinalize, RGSSAudioInitialize, RGSSClearRTTPPath, RGSSErrorMessage, RGSSFileType, RGSSEval, RGSSFind, RGSSGameMain, RGSSGC, RGSSGetBool, RGSSGetDouble, RGSSGetInt, RGSSGetPathWithKIP, RGSSGetRTTPPath, RGSSGetStringACP, RGSSGetStringUTF16, RGSSGetStringUTF8, RGSSGetSymbol, RGSSGetTable, RGSSInitVar3, RGSSGetString, RGSSGetStringACP, RGSSGetStringUTF16, RGSSGetStringUTF8, RGSSSetupFonts, and RGSSSetupKIP. The last entry is '27 Functions, 1 Selected' at the bottom.

Function Name	Address	Relative Address	Ordinal	Filname
RGSSAddRTTPPath	0x10004600	0x00004600	1 (0x1)	RGSS301.dll
RGSSAudioFinalize	0x10003600	0x00003600	2 (0x2)	RGSS301.dll
RGSSAudioInitialize	0x10003610	0x00003610	3 (0x3)	RGSS301.dll
RGSSClearRTTPPath	0x10004610	0x00004610	4 (0x4)	RGSS301.dll
RGSSErrorMessage	0x10004010	0x00004010	5 (0x5)	RGSS301.dll
RGSSFileType	0x100040c0	0x000040c0	6 (0x6)	RGSS301.dll
RGSSEval	0x10003760	0x00003760	7 (0x7)	RGSS301.dll
RGSSFind	0x10003600	0x00003600	8 (0x8)	RGSS301.dll
RGSSGameMain	0x10003700	0x00003700	10 (0xa)	RGSS301.dll
RGSSGC	0x10004720	0x00004720	9 (0x9)	RGSS301.dll
RGSSGetBool	0x10003790	0x00003790	11 (0xb)	RGSS301.dll
RGSSGetDouble	0x10003840	0x00003840	12 (0xc)	RGSS301.dll
RGSSGetInt	0x100037c0	0x000037c0	13 (0xd)	RGSS301.dll
RGSSGetPathWithKIP	0x10004120	0x00004120	14 (0xe)	RGSS301.dll
RGSSGetRTTPPath	0x100046b0	0x000046b0	15 (0xf)	RGSS301.dll
RGSSGetStringACP	0x10003d00	0x00003d00	16 (0x10)	RGSS301.dll
RGSSGetStringUTF16	0x10003f70	0x00003f70	17 (0x11)	RGSS301.dll
RGSSGetStringUTF8	0x10003910	0x00003910	18 (0x12)	RGSS301.dll
RGSSGetSymbol	0x10003950	0x00003950	19 (0x13)	RGSS301.dll
RGSSGetTable	0x10003810	0x00003810	20 (0x14)	RGSS301.dll
RGSSInitVar3	0x100035c0	0x000035c0	21 (0x15)	RGSS301.dll
RGSSGetString	0x10003d90	0x00003d90	22 (0x16)	RGSS301.dll
RGSSGetStringACP	0x10003ef0	0x00003ef0	23 (0x17)	RGSS301.dll
RGSSGetStringUTF16	0x10003f90	0x00003f90	24 (0x18)	RGSS301.dll
RGSSGetStringUTF8	0x10003d40	0x00003d40	25 (0x19)	RGSS301.dll
RGSSSetupFonts	0x10004700	0x00004700	26 (0x1a)	RGSS301.dll
RGSSSetupKIP	0x10004790	0x00004790	27 (0x1b)	RGSS301.dll

“Success is stumbling from failure to failure with no loss of enthusiasm.”

–Winston Churchill

Attempt #4

Open Game.rgss3a

Open Game.rgss3a

- Found a utility online “All Decrypter”

Open Game.rgss3a

- Found a utility online “All Decrypter”
- Aimed it at Game.rgss3a and it generated a ton of .rvdata2 files!

RPG Maker XP / VX / VX Ace Decrypter by Falo

[File](#)[Tools](#)

- Data\Act
- Data\Ar
- Data\An
- Data\Classes.rvdata2
- Data\CommonEvents.rvdata2
- Data\Enemies.rvdata2
- Data\Items.rvdata2
- Data\Map001.rvdata2
- Data\Map002.rvdata2
- Data\Map003.rvdata2
- Data\Map004.rvdata2
- Data\Map005.rvdata2
- Data\Map006.rvdata2
- Data\Map007.rvdata2
- Data\Map008.rvdata2
- Data\Map009.rvdata2
- Data\MapInfos.rvdata2
- Data\Scripts.rvdata2
- Data\Skills.rvdata2
- Data\States.rvdata2

[Extract Selected](#)[Extract All Files](#)

File Info

Name:

Offset:

Size:

Decrypt Base Key:

[Generate Game.rxproj](#)

RPGXP 1.02

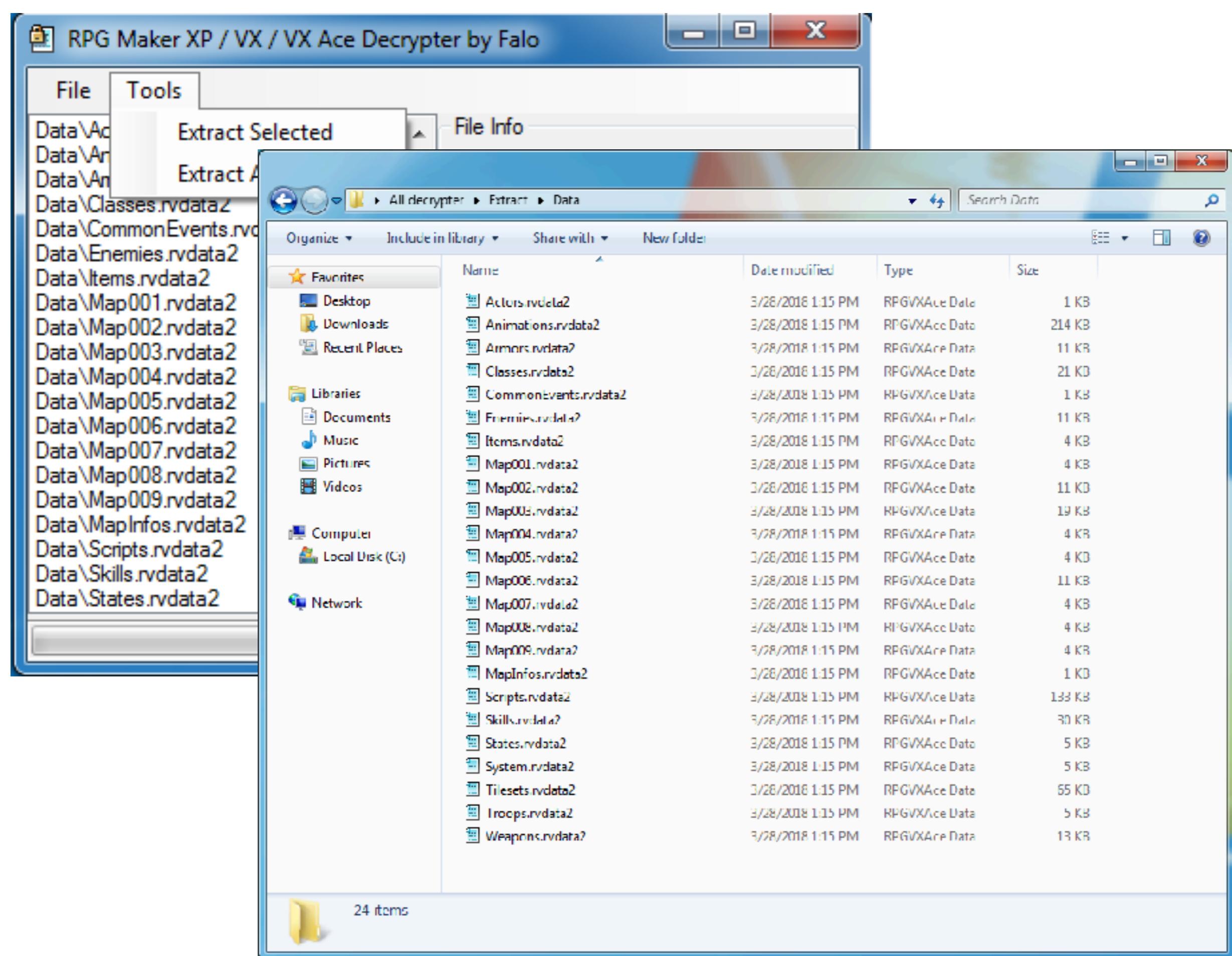
[Generate Game.rvproj](#)

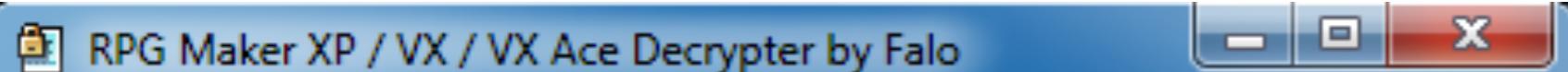
RPGVX 1.02

[Generate Game.rvproj2](#)

RPGVXAce 1.00

Ready





File Tools

Tools

Animations.rvdata2 - Notepad

X

File Edit Format View Help

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All Software > RPG Maker VX Ace Lite > General Settings

RPG Maker VX Ace Lite



Simple Enough for a Child; Powerful Enough for a Developer
RPG Maker VX Ace improves every aspect of RPG creation, making it not only the latest, but also the greatest engine in the RPG Maker Series. With multiple tileset support, full autoshow control, and a flexible features system, Ace gives you the

ALL REVIEWS:

Very Positive (166)

DEVELOPER:

KADOKAWA

PUBLISHER:

Degica

Popular user-defined tags for this product:

RPG Game Development RPGMaker +

Open .rvdata2 Files

Open .rvdata2 Files

- Create a New Project

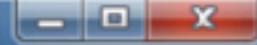
Open .rvdata2 Files

- Create a New Project
- Save the Project

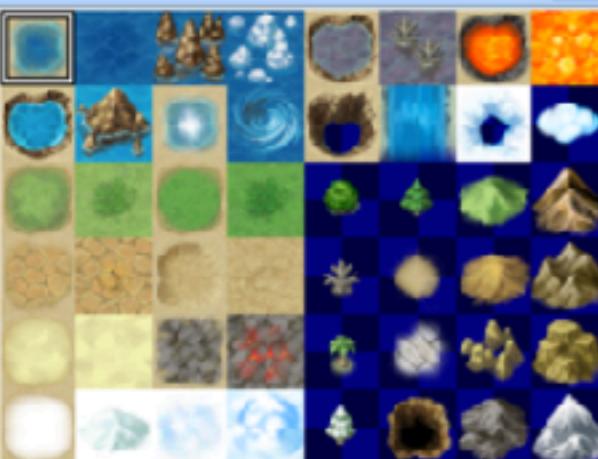
Open .rvdata2 Files

- Create a New Project
- Save the Project
- See if I can replace the .rvdata2 files with my own

Project1 - RPG Maker VX Ace

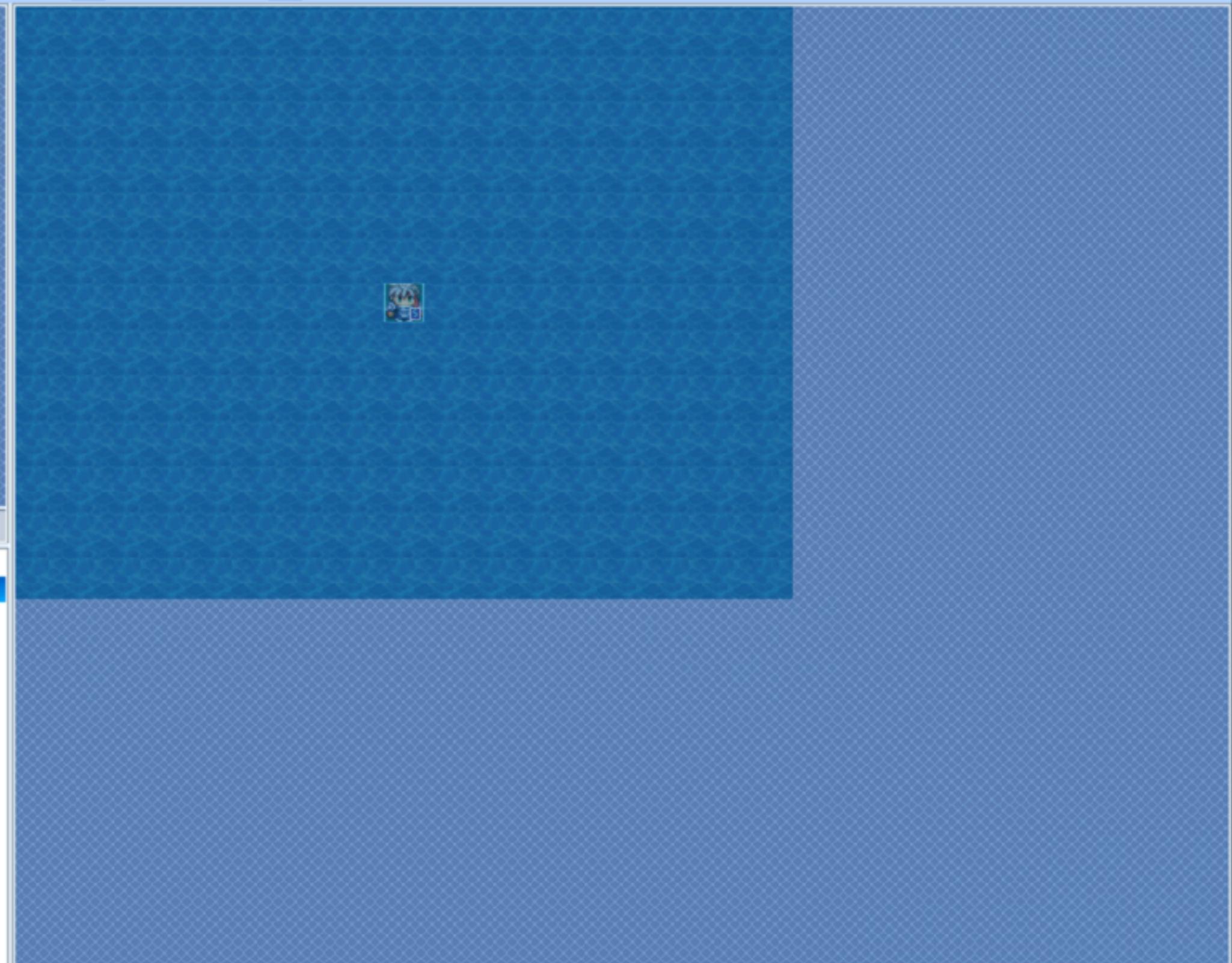


File Edit Mode Draw Scale Tools Game Help



A B

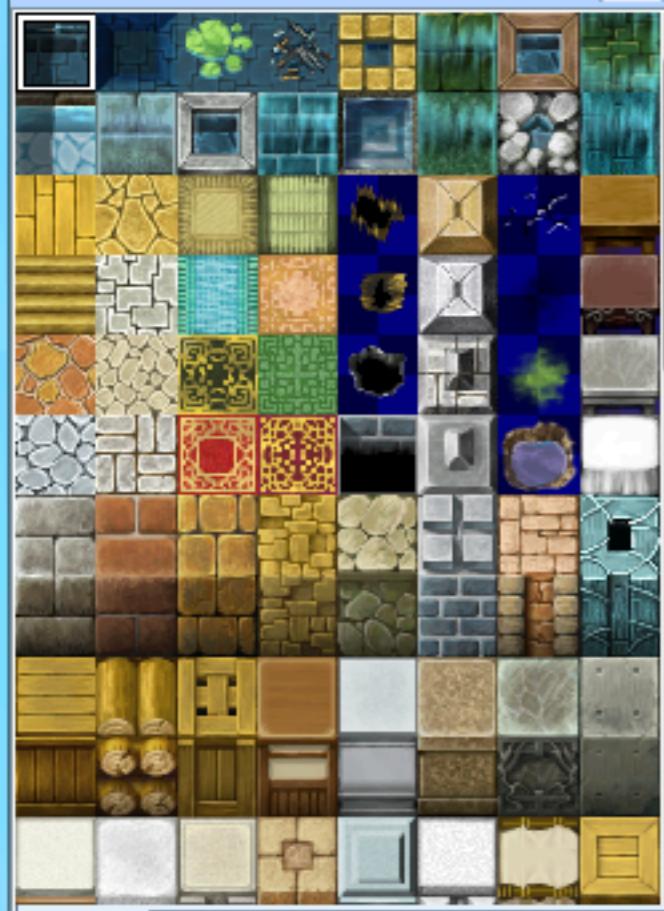
Project1
MAP001



001:MAP001 (17 x 13)

Project1 - RPG Maker VX Ace

File Edit Mode Draw Scale Tools Game Help



A B C

Project1

- MAP001
 - Home
 - Shrine
 - Copyright
 - To bc continued
 - Dungeon
 - Toboss
 - Boss
 - WON



Actors Classes Skills Items Weapons Armors Enemies Troops States Animations Tilesets Common Events System Terms

Enemies

- 001:Slime
- 002:Bat
- 003:Hornet
- 004:Spider
- 005:Rate
- 006:Wisp
- 007:Large Snake
- 008:Scorpion
- 009:Jellyfish
- 010:Man-Eating Plant
- 011:Ghost
- 012:Skeleton
- 013:Orc
- 014:Imp
- 015:Gazer
- 016:Puppet
- 017:Zombie
- 018:Cockatrice
- 019:Chimera
- 020:Mimic
- 021:Werewolf
- 022:Sahagin
- 023:Ogre
- 024:Gargoyle
- 025:Lamia
- 026:Vampire
- 027:Succubus
- 028:Demon
- 029:Demon King**
- 030:Demon God

Change Maximum...

General Settings

Name:

Demon King

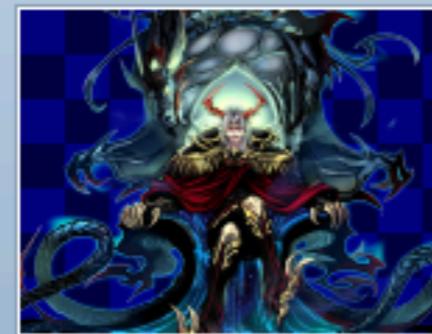
MHP:

999999

MMP:

9999

Graphic:



ATK:

12

DEF:

25

MAT:

5

MDF:

30

AGI:

18

LUK:

140

Rewards

EXP:

15000

Gold:

30000

Drop Items

(None)

...

(None)

...

(None)

...

Action Patterns

Skill	Condition	R
Attack	Always	6
Flame II	Always	2
Blizzard II	Always	5
Spark II	Always	2
Darkness	Always	1
Curse Armour	Always	5
Meditate	HP 0% ~ 0%	5

Features

Kind	Content
Ex-Parameter	[HIT] + 10%
Ex-Parameter	[EVA] + 5%
Atk Element	[Physical]
Element Rate	[Dark] * 0%
State Rate	[Death] * 0%
State Rate	[Confusion] * 0%
Ex-Parameter	[CRI] + 10%
Ex-Parameter	[CEV] + 20%
Action Times+	100%
Collapse Effect	Boss

Note

OK

Cancel

Apply

Actors Classes Skills Items Weapons Armors

Enemies

- 001:Slime
- 002:Bat
- 003:Hornet
- 004:Spider
- 005:Rate
- 006:Wisp
- 007:Large Snake
- 008:Scorpion
- 009:Jellyfish
- 010:Man-Eating Plant
- 011:Ghost
- 012:Skeleton
- 013:Orc
- 014:Imp
- 015:Gazer
- 016:Puppet
- 017:Zombie
- 018:Cockatrice
- 019:Chimera
- 020:Mimic
- 021:Werewolf
- 022:Sahagin
- 023:Ogre
- 024:Gargoyle
- 025:Lamia
- 026:Vampire
- 027:Succubus
- 028:Demon
- 029:Demon King**
- 030:Demon God

Change Maximum...

General Settings

Name:

Demon King

Graphic:



Rewards

EXP:

15000

Gold:

30000

Action Patterns

Skill

Attack

Flame II

Blizzard II

Spark II

Darkness

Always

1

Curse Armour

Always

5

Meditate

HP 0% ~ 0%

5

Action

Skill:

024:Meditate

Rating:

5

Conditions

Always

Turn No.

+ *X

HP

0 % ~ 80 %

MP

% ~ %

State

Party Level

or Above

Switch

... is ON

OK

Cancel

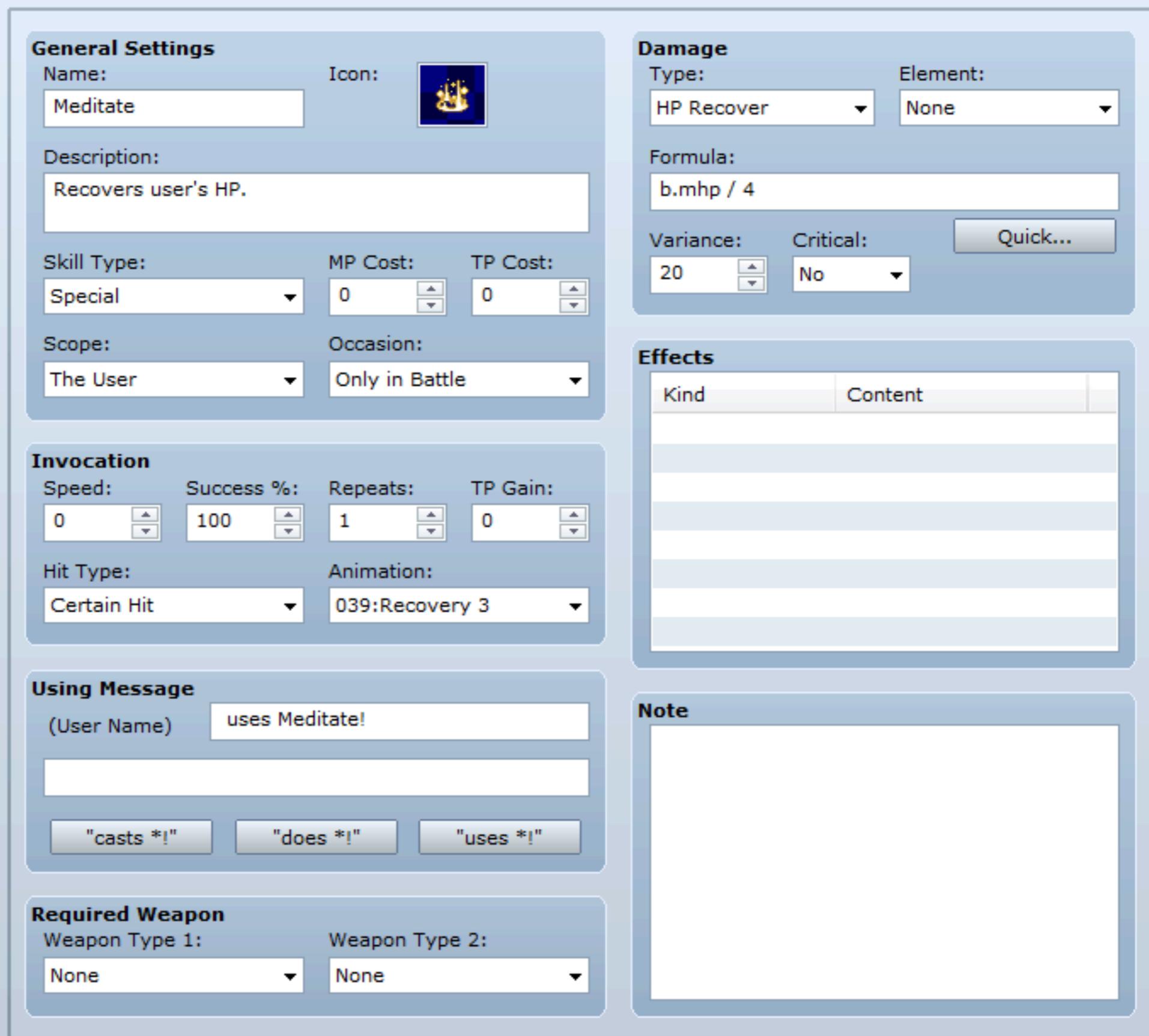
OK

Cancel

Apply

Skills

- 001:Attack
 - 002:Guard
 - 003:Dual Attack
 - 004:Double Attack
 - 005:Triple Attack
 - 006:Escape
 - 007:Wait
 - 008:Fire Breath
 - 009:Ice Breath
 - 010:Shock
 - 011:Poison Cloud
 - 012:Dark Cloud
 - 013:Forget Cloud
 - 014:Sonic Wave
 - 015:Confusion Song
 - 016:Sleep Breath
 - 017:Sleep Pollen
 - 018:Paralyze Breath
 - 019:Paralyze Stare
 - 020:Sweep Kick
 - 021:Bodyslam
 - 022:Shout
 - 023:Vampire
 - 024:Meditate**
 - 025:-----
 - 026:Heal
 - 027:Heal II
 - 028:Heal III
 - 029:Recovery
 - 030:Recovery II
 - 031:Cure
 - 032:Cure II
 - 033:Raise
 - 034:Raise II
 - 035:Poison



Change Maximum...

OK

[Cancel](#)

Apply

Actors	Classes	Skills	Items	Weapons	Armors	Enemies	Troops	States	Animations	Tilesets	Common Events	System	Terms				
<div style="background-color: #0070C0; color: white; padding: 5px; margin-bottom: 10px;"> <h2 style="margin: 0;">Items</h2> </div> <div style="display: flex; justify-content: space-between;"> <div style="width: 25%;"> <p>001:Potion 002:Hi-Potion 003:Full Potion 004:Magic Water 005:Stimulant 006:Antidote 007:Dispel Herb 008:Elixir 009:Life Up 010:Mana Up 011:Power Up 012:Guard Up 013:Magic Up 014:Resist Up 015:Speed Up 016:Easter Egg</p> </div> <div style="width: 75%;"> <div style="border: 1px solid #ccc; padding: 10px; margin-bottom: 10px;"> General Settings <div style="display: flex; justify-content: space-between;"> <div>Name:</div> <div>Icon:</div> </div> <div> <input type="text" value="Easter Egg"/>  </div> <div>Description:</div> <div>There's a strange engravation: 34 37 72 75 33 68 33 72 30</div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>Item Type:</div> <div>Price:</div> <div>Consume:</div> </div> <div> <input type="text" value="Key Item"/> 1337 <input type="text" value="No"/> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>Scope:</div> <div>Occasion:</div> </div> <div> <input type="text" value="One Ally"/> <input type="text" value="Only from the Menu"/> </div> </div> <div style="border: 1px solid #ccc; padding: 10px; margin-bottom: 10px;"> Invocation <div style="display: flex; justify-content: space-between;"> <div>Speed:</div> <div>Success %:</div> <div>Repeats:</div> <div>TP Gain:</div> </div> <div> <input type="text" value="0"/> 0 <input type="text" value="1"/> 0 </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>Hit Type:</div> <div>Animation:</div> </div> <div> <input type="text" value="Certain Hit"/> <input type="text" value="None"/> </div> </div> <div style="border: 1px solid #ccc; padding: 10px; margin-bottom: 10px;"> Damage <div style="display: flex; justify-content: space-between;"> <div>Type:</div> <div>Element:</div> </div> <div> <input type="text" value="None"/> None </div> <div>Formula:</div> <div style="border: 1px solid #ccc; height: 40px; margin-top: 10px;"></div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>Variance:</div> <div>Critical:</div> <div>Quick...</div> </div> </div> <div style="border: 1px solid #ccc; padding: 10px; margin-bottom: 10px;"> Effects <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">Kind</th> <th style="width: 90%;">Content</th> </tr> </thead> <tbody> <tr> <td>Grow</td> <td>[LUK] + 1</td> </tr> </tbody> </table> </div> <div style="border: 1px solid #ccc; padding: 10px; margin-bottom: 10px;"> Note <div style="height: 100px; border: 1px solid #ccc; background-color: #f0f0f0;"></div> </div> </div> </div>														Kind	Content	Grow	[LUK] + 1
Kind	Content																
Grow	[LUK] + 1																
<input type="button" value="OK"/> <input type="button" value="Cancel"/> <input type="button" value="Apply"/>																	

There's a strange engravation:
34 37 72 75 33 68 33 72 30

There's a strange engravation:

34 37 72 75 33 68 33 72 30

47ru3h3r0

Hacky Easter is now live!

Join us in #ctf

