

# Easter Eggs

Thursday, January 4, 2024 2:33 PM

## MY WORK AND ANSWER

This page captures other points of interest discovered on the Geese Islands. Some of these are flagged as Easter eggs while others are just pluses in my opinion.

### Conversation with Jason, the not-dead fish

I wasn't sure what to make of Jason floundering (pun) outside the water. I'd asked other players on Discord about Jason to determine if there was more than just a water-scarce fish - apparently barely alive but alive all the same. Based on feedback there, Jason is a bit of a legend and finding him is an Easter egg. He returned this year at Coggoggle Marina. So I bided Jason adieu with hopes of finding him next year.



### (Coggoggle Marina)

Hi, I'm Jason!  
I'm not dead.  
I'm just soaking up the sun's gnarly vibes, bro!

From <<https://2023.holidayhackchallenge.com/badge?section=conversation&id=jason>>

FYI: About Jason (not a dead fish)

### Hidden Port

While I didn't complete all the challenges, I wanted to find the name of the hidden port. So I began with looking at the source code of the program and found it in the badgemap.js file.

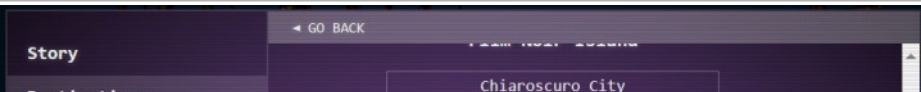
It is obvious this is where the fenced in area on Space Island is, which is accessible behind the Spaceport Point (i.e., [Access Speaker challenge](#)).

Also, the naming convention for the Resort Lobby differs from the others

Why not ci-resortlobby?... Just an observation

```
Deployed
├── top
│   └── 2023.holidayhackchallenge.com
│       ├── images
│       ├── js
│       │   ├── badgehint
│       │   ├── badgehome
│       │   └── badgemap
│       │       ├── chunk.badgemap.57ee072c.js
│       │       ├── badgenarrative
│       │       ├── badgetokenadmin
│       │       └── main
│       │           ├── christmasmagic.js
│       │           ├── vendors~badgeachievement~bad
│       │           ├── vendors~badgenarrative
│       │           ├── (index)
│       │           ├── 8.fed214d2db8879966af9.css
│       │           └── main.fed214d2db8879966af9.css
│       ├── code.jquery.com
│       ├── fonts.googleapis.com
│       ├── fonts.gstatic.com
│       ├── use.fontawesome.com
│       └── www.googletagmanager.com
└── chunk.badgemap.57ee072c.js
    ├── t("ca777be847fd"))
    ├── , n = t("aa8140c4eebf");
    ├── t("4c203f44f45e");
    └── const o = {
        ├── "Christmas Island": {
        │   ├── staging: "Orientation",
        │   ├── "ci-frostysbeach": "Frosty's Beach",
        │   ├── "ci-santassurfshack": "Santa's Surf Shack",
        │   ├── "ci-rudolphsrest": "Rudolph's Rest Resort",
        │   └── "ci-sandcastle_lobby": "Resort Lobby"
        │   },
        ├── "Island of Misfit Toys": {
        │   ├── "imt-scaredykiteheights": "Scaredy Kite Height",
        │   ├── "imt-ostrichsaloon": "Ostrich Saloon",
        │   ├── "imt-squarewheelyard": "Squarewheel Yard",
        │   └── "imt-tarnishedtrove": "Tarnished Trove"
        │   },
        ├── "Film Noir Island": {
        │   ├── "fni-chiaroscurocity": "Chiaroscuro City",
        │   ├── "fni-gumshoealleypioffice": "Gumshoe Alley PI",
        │   └── "fni-theblacklightdistrict": "The Blacklight D"
        │   },
        ├── "Pixel Island": {
        │   ├── "pi-rainrastercliffs": "Rainraster Cliffs",
        │   └── "pi-driftbitgrotto": "Driftbit Grotto"
        │   },
        ├── "Steampunk Island": {
        │   ├── "spi-brassbouyport": "Brass Bouy Port",
        │   ├── "spi-coggogglemarina": "Coggoggle Marina",
        │   └── "spi-rustyquay": "Rusty Quay"
        │   },
        ├── "Space Island": {
        │   ├── "si-spaceportpoint": "Spaceport Point",
        │   ├── "si-capecosmic": "Cape Cosmic",
        │   └── "si-zenithsgs": "Zenith SGS"
        │   },
        └── }
```

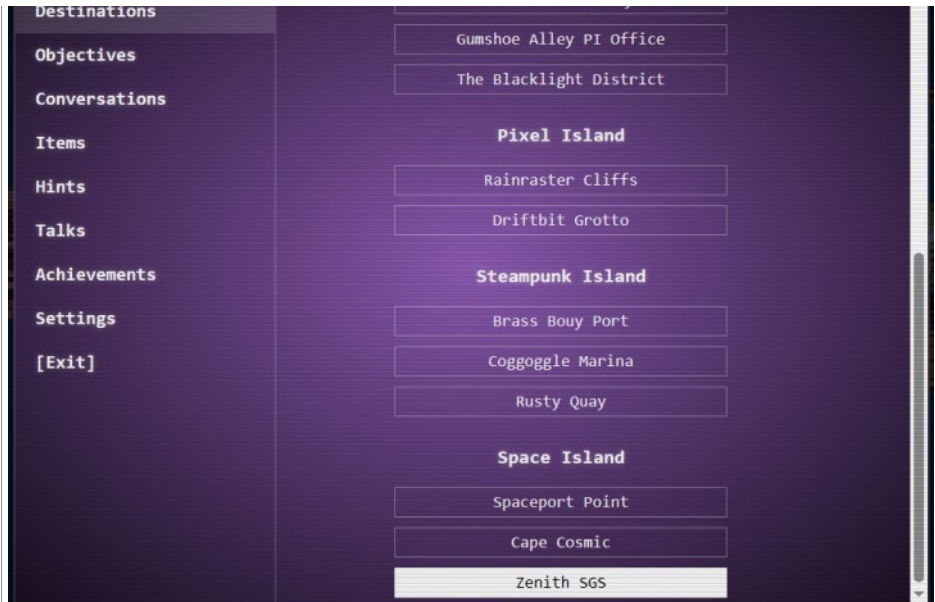
I was able to modify my badge to show it listed (vs blanked out) but the button wasn't active.



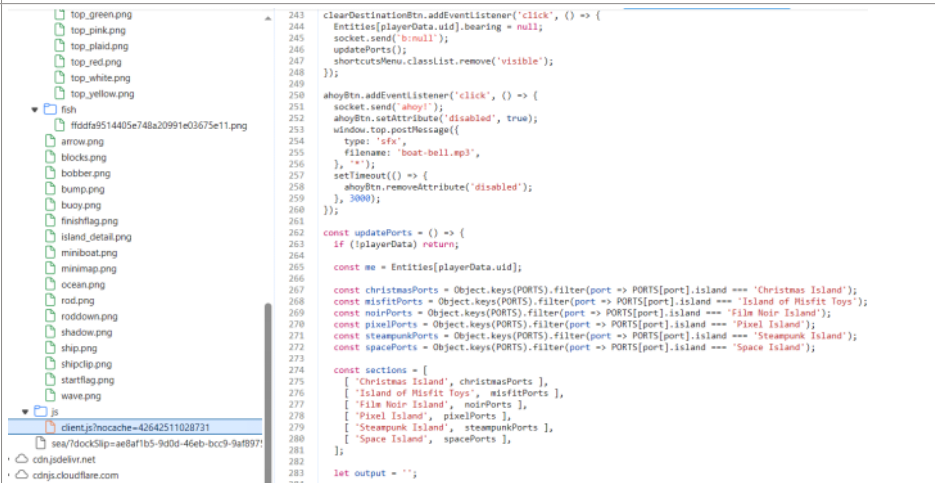
```

"Christmas Island": {
  staging: "Orientation",
  "ci-frostysbeach": "Frosty's Beach",
  "ci-santassurfshack": "Santa's Surf Shack",
  "ci-rudolphsrest": "Rudolph's Rest Resort",
  "ci-sandcastle_lobby": "Resort Lobby"
},
"Island of Misfit Toys": {
  "imt-scaredykiteheights": "Scaredy Kite Heights",
  "imt-ostrichsaloon": "Ostrich Saloon",
  "imt-squarewheelyard": "Squarewheel Yard",
  "imt-tarnishedtrove": "Tarnished Trove"
},
"Film Noir Island": {
  "fni-chiaroscurocity": "Chiaroscuro City",
  "fni-gumshoealleypioffice": "Gumshoe Alley PI Office",
  "fni-theblacklightdistrict": "The Blacklight District"
},
"Pixel Island": {
  "pi-rainrastercliffs": "Rainraster Cliffs",
  "pi-driftbitgrotto": "Driftbit Grotto"
},
"Steampunk Island": {
  "spi-brassbouyport": "Brass Bouy Port",
  "spi-coggogglemarina": "Coggoggle Marina",
  "spi-rustyquay": "Rusty Quay"
},
"Space Island": {
  "si-spaceportpoint": "Spaceport Point",
  "si-capecosmic": "Cape Cosmic",
  "si-zenithsgs": "Zenith SGS"
}

```



I suspect if I'd further explored manipulation of the code. I could do other code mods to activate the link so that I can get inside the fenced area on Space Island.



## 6 Geese Alei'ing

Talking, if you want to call it that, with the geese was very short. These [geese conversations](#) left me wondering if there was more to it, given their responses, many of which were that belonging to other animals. So, I logged these conversations (listed below as well) as found Easter eggs.

1. Honk honk, from the goose on Christmas Island (Rudolph's Rest Resort)
2. Beep beep, from the goose on the Island of Misfit Toys (Squarewheel Yard)
3. mmooooOooo, ... on Film Noir Island (The Blacklight District)
4. Hisssss, .... On Pixel Island (Rainraster Cliffs)
5. GRUNT, .... On Space Island (Cape Cosmic Inside Fence)
6. cluck cluck, ... Steampunk Island (Coggoggle Marina)

## Interesting Discoveries

## Curiosity - We like

I was poking around the source code and discovered something interesting. For my poking, I got a nice message:

"You're curious.  
We like that. :)"

I grabbed a screen shot but I inadvertently copied over it (using MS Paint) or deleted it when I was cleaning up my report for publishing. So, I'm vague on what it was I had discovered in the html code.

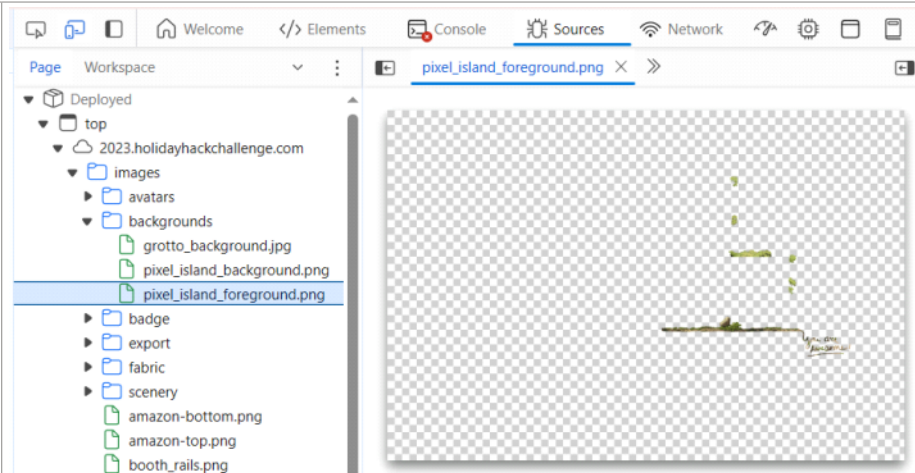
### Weirdness

In addition to the not-dead-fish, I discovered other weirdness in the game, most of which I documented here. Apologizes for missing some screenshots (somehow, I'd either overwritten in MS Paint or never saved when I captured them).

When reviewing the image files of the islands, I discovered this message in the foreground of the image of Pixel Island.



[https://2023.holidayhackchallenge.com/images/backgrounds/pixel\\_island\\_foreground.png](https://2023.holidayhackchallenge.com/images/backgrounds/pixel_island_foreground.png)



When I stopped at one of the islands, there was an image of another player in the background, behind my docked ship. This was on Rusty Quay on the Steampunk Island.

I did find other similar occurrences, this with 2 avatars one on Christmas Island (2nd image) and with another avatar on Island of Misfit Toys (3rd image) to name a few.



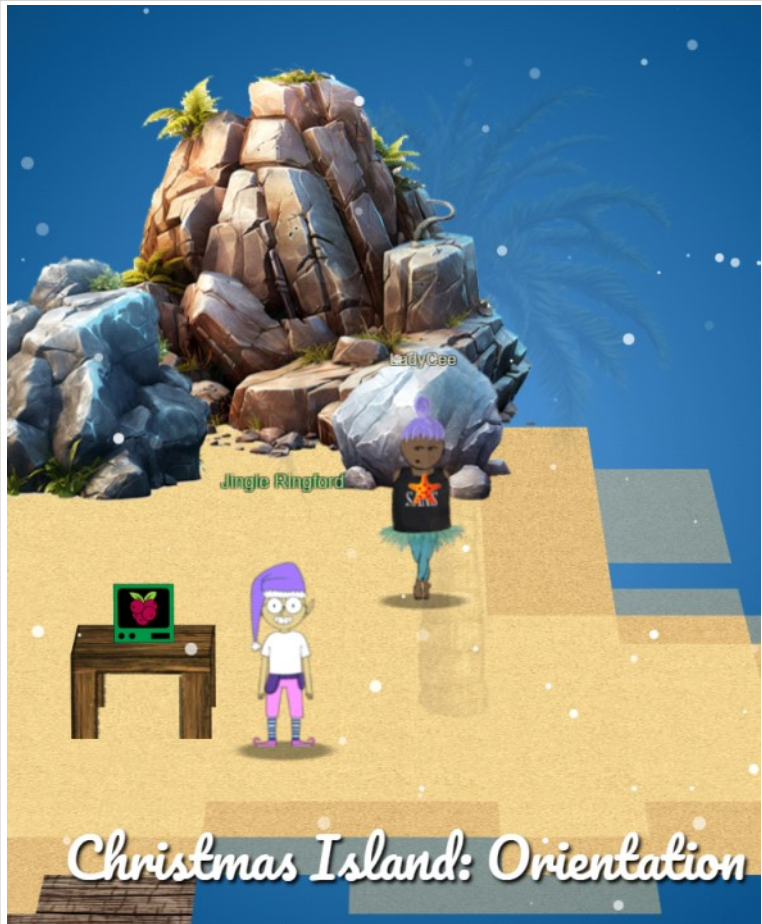




Looking at the images, I saw what appears to be the tail of a slithering reptile in the rocks. This was located on Christmas Island.

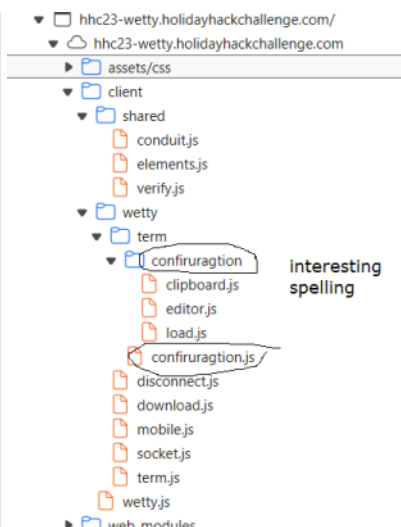


<https://2023.holidayhackchallenge.com/images/scenery/general/rock2.png>



Spelling intentional?

This was an observation but I didn't pursue further to determine if there was a purpose as a way of obfuscating something.



Invisible sandcastle at Squarewheel Yard on the Island of Misfit Toys.

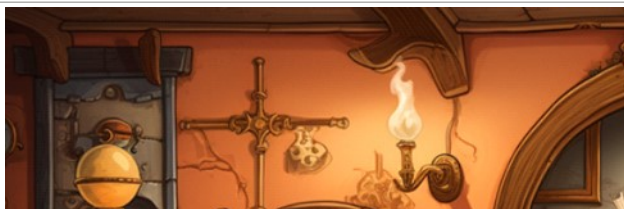
And found the hat on the water on same island, in Tarnished Trove (I think the hat was associated with a Game Cartridge - not recalling as I skipped on some detailed documentation during play).

Just an observation - nothing more



Who is Rose Mold?

Talked with Rose Mold in the Ostrich Saloon on the Island of Misfit Toys. Based on our conversation, I wondered if she was a plant from the planet of the trolls. Afterall, ChatNPT suggested this trip to the Geese Islands this year. It was ChatNPT that generated the pentest report and likely trolls who



hacked it, or were at least the developers.

<https://2023.holidayhackchallenge.com/badge?section=conversation&id=rosemold>>



### The NetWars room

This isn't an Easter Egg but I wanted to mention it as it would be easy to miss this room if you didn't walk the perimeter of the lobby.

Elf Wunorse Openslae shared more information about this challenge.

### Wunorse Openslae (NetWars)

Welcome, brave souls, to the most thrilling cyber quest of the year! Ready your wits and sharpen your skills, for the digital realm awaits!

I'm Wunorse, your helper in this festive cyber journey. Whether you're a seasoned hacker or a budding cyber sleuth, you're in for an epic experience!

As we embark on this adventure, remember, every challenge is a chance to shine brighter! Let's tackle these puzzles with the joy and teamwork befitting this jolly season!

Keep your eyes peeled for clues and your spirits high. In the world of NetWars, every click can lead to wonderful discoveries!

May your codes be bug-free and your solutions creative. Let NetWars begin, and may the best cyber elf win! Let the games begin!

From <<https://2023.holidayhackchallenge.com/badge?section=conversation&id=wunorseopenslae>>

