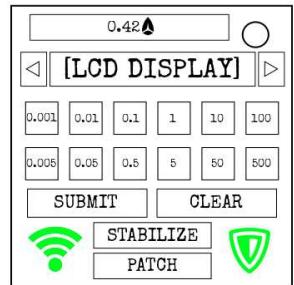


## On the Subject of Cheating Checkout

/biz/ when they see that Chunguscoin hasn't taken off yet.

- The module looks similar to Cheap Checkout but some things are different. The currency has changed to a cryptocurrency, the display is now interactable and displays a hack that was done on a website. There are also 12 price buttons instead of 8 and 2 additional action buttons which are: **Stabilize** and **Patch**
- Pressing the lower display will display information about the currently selected hack. There are 5 different hacks present on the module.
- Using the information on the hacks, calculate a price for each hack and modify the price based on the current day **rounding to three decimal places**. Find the sum of these prices and divide the price by the value of the cryptocurrency listed on the module.
- If the customer does not have enough money to pay for the hacks, press submit without any money inputted to slap the customer, making them offer a higher amount of money. Repeat until the offered price is greater than the cost of the hacks.
- If the customer has enough money, subtract the cost of the hacks from the offered amount and submit this number. If correct, the module will solve, otherwise it will strike and not reset the module.



The next few tables of this manual will show how to calculate the price of each hack. The hacks will always be in the below format:

**Initiated on:** [Website]

**Method:** [Hack Method]

[Additional Hack Information (Can be multiple)]

[Result of Hack]

### **Day Rules:**

According to the day of the week, some hacks can cost more or less. See below for the rules for each day.

**Sunday:** Multiply prices of all hacks on search engines by 0.80

**Monday:** Multiply the price of all hacks by 1.10

**Tuesday:** Multiply prices of all hacks on game websites by 0.80

**Wednesday:** Multiply prices of all hacks on info websites by 0.80

**Thursday:** Multiply prices of all hacks on social media websites by 0.80

**Friday:** Multiply the price of all hacks by 0.90

**Saturday:** Multiply prices of all hacks on streaming websites by 0.80

**Website Table**

Website	Security	Type	Website	Security	Type
repost.com	74	Social Media	razor.pt	66	Search Engine
pointercat.com	19	Game	checkout.kt	38	Game
usb.os	37	Search Engine	crunch.bg	52	Game
color.org	41	Search Engine	locco.pt	67	Social Media
ktane.timwi.de	95	Info	plant.tr	12	Info
lol.gg	8	Social Media	cartoon.com	69	Streaming
velvet.ss	58	Streaming	blogsite.co	71	Social Media
watch.tv	61	Streaming	voila.lc	20	Social Media
onion.co	88	Search Engine	ktane.gov	94	Info
flybird.tv	20	Streaming	loli.co	88	Game
sellcoin.org	61	Info	anime.st	41	Streaming
collection.com	59	Info	medicalsite.co	92	Info

Currency	Value	Currency	Value	Currency	Value
 Bitdrop	\$111	 Linecoin	\$420	 Lapel	\$42
 Crane	\$25	 Penpoint	\$777	 Blade	\$1234
 Evol	\$69	 Berr	\$4.4	 Qubit	\$0.5

Calculating the Price of Hacks:

Notes for this table:

- If a hack fails, it will give a percentage hacked. Multiply the final price by this number.
- In all formulas,  $S$  represents the security value of the website hacked.

Method	Information		Success Cases		Formula
DSA (Denial of Service Attack)	T=	Basic: 0.8	P= PCs used	Temp. Crash	Multiply price by 1.25
		Advance: 1.2		Perm. Crash	Do not modify price
		Supercomp.: 1.6	D= Duration (Hours)	Perm. Crash	
		Quantum: 2.0		Perm. Crash	

Method	Information				Formula
W (Worm)	T=	Defective: 0.5			I= Infected PCs
		Basic: 0.9	W=	Normal: 1.0	
		Advance.: 1.3		Lethal: 2.0	
		Super: 1.75		Spreader: 0.5	
		Quantum: 2.1			

Method	Information				Success Cases		Formula	
CI (Code Injection)	T=	SQL: 0.9			Perm. Crash	Multiply price by 1.25	T * C * B * (S / 20)	
		LDAP: 1.8	C=	Simple: 1.0		Host Infiltrated		
		XPath: 1.25		Advance: 1.2				
		NoSQL: 2.2		Complex: 1.5				
		B= Batches						

Method	Information				Formula	
XSS (Cross-Site Scripting)	T=	Ex. Basic: 0.5			P= Programs	$T * H * (S / 8) * (P / 2)$
		Basic: 1.0	H=	Non-Pers: 1.0		
		Advance: 1.3		Persistent: 1.25		
		Complex: 2.0		Mutated: 1.5		
		Unint.: 2.5				

Method	Information		Success Cases		Formula
BFA (Brute-Force Attack)	T=	Basic: 0.8	A= Attempts	Perm. Crash	$(T * A * S) / 5$
		Advance: 1.2			
		Supercomp.: 1.6		Host Infiltrated	

## Hacker Shield and WiFi

On the module should be a green shield and WiFi icon. If the shield and icon are not green, see below.

### Hacker Shield:

**Yellow:** Labels of buttons may occasionally swap positions. If a button or screen other than the Patch button is pressed, the module will strike. **To fix, press the Patch button.**



**Red:** Your security has been compromised. All buttons besides the Patch button will glitch. **To fix, press the Patch button when the last timer digit is equal to the last serial number digit.** If this is not done within 30 seconds, or the Patch button is pressed at an incorrect time, the module will strike and reset.

### WiFi Symbol:

**Yellow:** The display may become glitched. **To fix, press the Stabilize button when the last TWO digits of the timer are the sum of serial number digits.**



**Red:** The display will not function. **To fix, press the Stabilize button when the last digit of the timer is equal to the last serial number digit.**