

Lab session 0x05

In this lab session, you will patch the Minesweeper game in order to show the placement of the mines when the game starts.

1 Lab files

The files for this lab session are available at <https://cs.unibuc.ro/~crusu/re/winmine.zip> and the password for the zip file is *infected*.

2 Lab tasks: cracking application

2.1 Task: crack Minesweeper

You are given, winmine.exe. Crack it statically as follows:

- when you open winmine.exe the flags should already be present where the bombs are; (3p)
- when you open winmine.exe put the question mark on positions that are blank; (3p)
- edit the “Fastest Mine Sweepers” to show your name for all levels of difficulty and set the number of seconds to the minimum; (2p)
- edit the “About MineSweeper” window to show your name as the creator of the game. (2p)

Hints: no hints. Use any tool you can think of to solve the challenges, and detail why and what you did in a report.