

# UniVsThreats26 Finals AI Conclusions

3 May 2026 12:00 — 3 May 2026 17:20

## Executive Summary

14

REGISTERED TEAMS

14

SCORING TEAMS

100.0%

PARTICIPATION CONVERSION

136

TOTAL SOLVES

489

TOTAL ATTEMPTS

27.8%

GLOBAL SUCCESS RATE

874.5

MEDIAN SCORE / TEAM

10.0

MEDIAN SOLVES / TEAM

86.7%

TOP 10 SCORE SHARE

4.91

AVERAGE CHALLENGE RATING

42.1%

RATED CHALLENGE COVERAGE

7.4%

LATE-GAME VOLATILITY

## Headline Insights

The contest had 14/14 scoring teams (100.0%).

Global solve efficiency was 27.8% with 136 solves over 489 attempts.

Top represented country was Unknown with 46 participants.

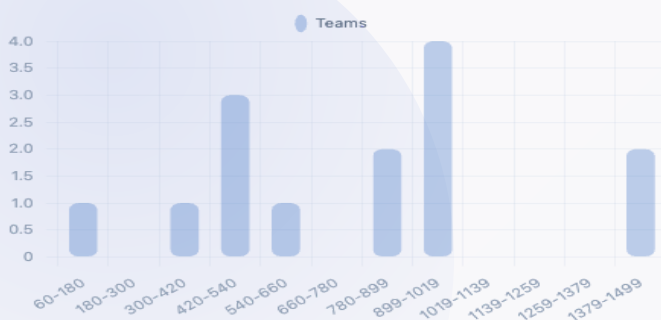
Hardest challenge by solve-rate was Voidstar AI Wars.

Average challenge rating was 4.91 (11 ratings).

H-T8 led first-bloods with 5.

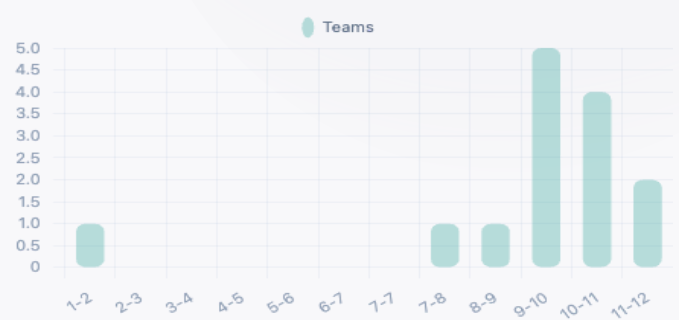
## Scoring & Difficulty Curve

SCORE DISTRIBUTION HISTOGRAM



Q1=521.0, Median=874.5, Q3=951.0, Skewness=0.10  
Near-zero teams: 0 | Top-decile teams: 3

SOLVE COUNT DISTRIBUTION HISTOGRAM



## Difficulty Tier Balance

EASY	MEDIUM	HARD
10	3	6

## Contest Overview

CONTEST ID	334628519407517891	PARTICIPANT TYPE	1
TEAM SIZE	4	CHALLENGE COUNT	19
REGISTRATION END	3 May 2026 17:15	CHALLENGE CATEGORIES	BLOCKCHAIN, CRYPTO, EXTRA, MISC, MOBILE, PROGRAMMING, PWN, REVERSE, STEGANO, WEB

## Participation & Demographics

### PARTICIPANT GEOGRAPHY



### Score per Member by Country

Only countries with more than 5 members are shown.

### MEMBERS VS TOTAL SCORE BY COUNTRY



Each dot is a country. Countries above the trend line are scoring higher than expected for their size.

### Category Breakdown

CATEGORY	TEAMS	SOLVES	TOTAL SCORE
Open	13	135	10976
University	0	0	0
Romanian High School	1	1	60

### Top Countries (Members)

COUNTRY	COUNT
Unknown	46

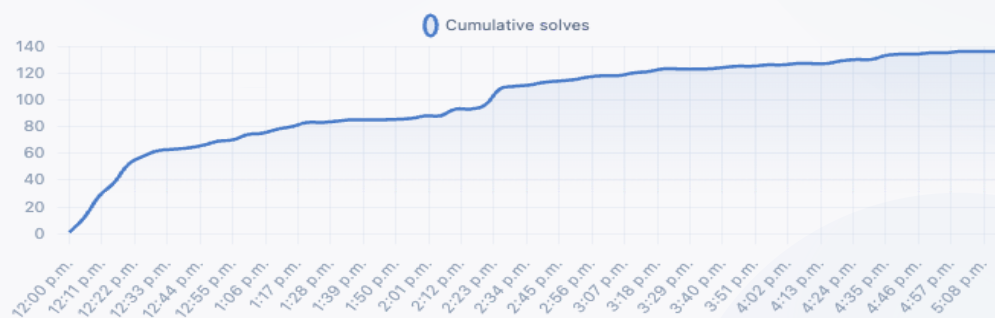
## Category Coverage Per Team

CATEGORIES SOLVED	TEAMS
1	1
6	3
7	4
8	6

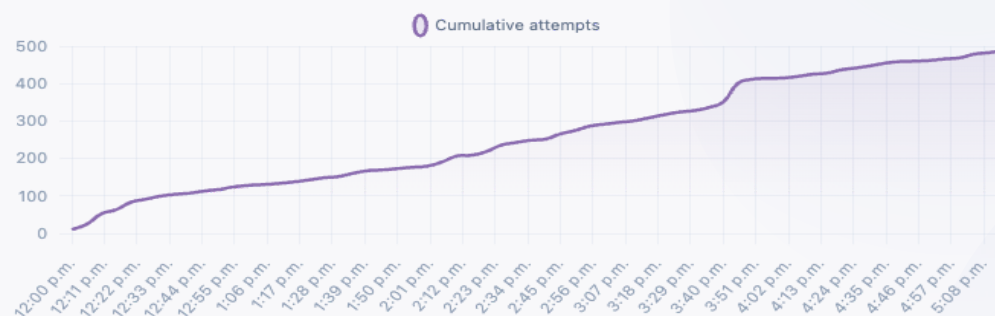
## Competition Dynamics

04

### CUMULATIVE SOLVES OVER TIME



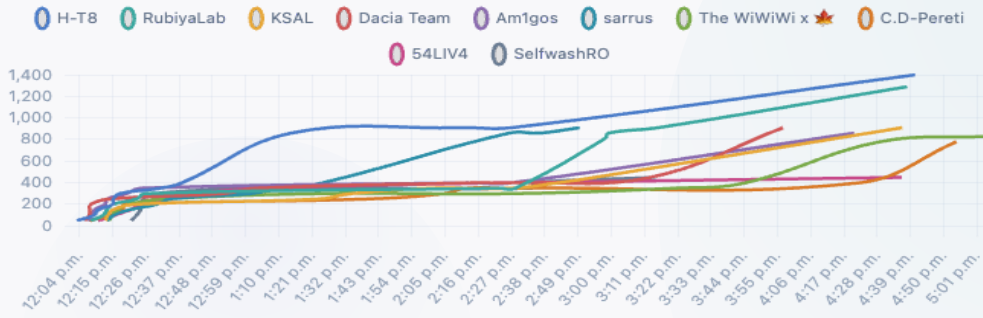
### CUMULATIVE ATTEMPTS OVER TIME



### HOURLY ACTIVITY (SOLVES/ATTEMPTS)



## TOP 10 SCORE PROGRESSION

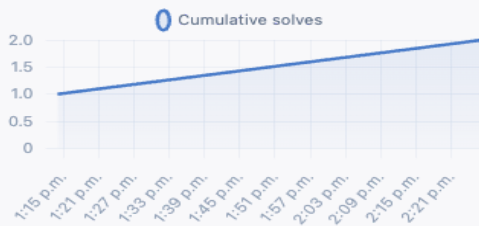


## SOLVES BY CATEGORY

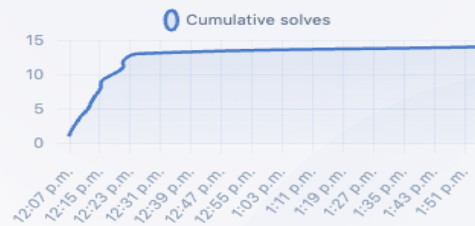


## Per-Challenge Cumulative Solves

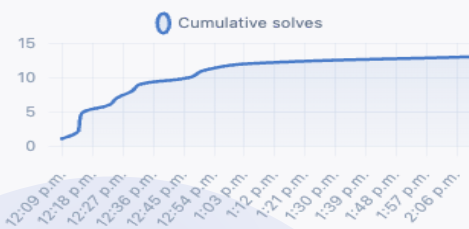
### ANDROMEDA CASINO - DICE



### PLANET ???



### 7 BLACK HYPERHOLES



### SIGNAL INTERFERENCE



### COSMIC ANOMALY



### COSMIC ANOMALY II: RETALIATION



### PIP WORLD



### CHAIN SMUGGLE



### QUASAR VECTOR



### AURORA MODEL GATE

No solves

### VOIDSTAR AI WARS

No solves

### FIND THE SEED



### DEAD SPACE



### GRAVITY WELL



### RAY DECAY

No solves

### GLYPH RETRIEVAL



COSM1C\_SY5T3M



FLAGS, PLEASE



HUR7Y

No solves

## Challenge Analytics

CHALLENGE	CATEGORY	POINTS	SOLVES	ATTEMPTS	SUCCESS %	ATTEMPTS/SOLVE	RATINGS	AVG RATING
Glyph Retrieval	STEGANO	379	3	220	1.4%	73.33	0	—
Gravity Well	REVERSE	50	13	37	35.1%	2.85	1	5.00
Signal Interference	CRYPTO	50	13	31	41.9%	2.38	1	5.00
Ray Decay	REVERSE	500	0	31	0.0%	—	0	—
Find the seed	PROGRAMMING	50	13	22	59.1%	1.69	0	—
7 Black Hyperholes	CRYPTO	50	13	19	68.4%	1.46	1	5.00
Dead Space	PWN	50	13	17	76.5%	1.31	2	5.00
Cosmic Anomaly	CRYPTO	50	12	16	75.0%	1.33	0	—
PiP World	EXTRA	0	13	15	86.7%	1.15	2	4.50
C0sM1c_Sy5t3m	WEB	50	9	15	60.0%	1.67	0	—
Planet ???	CRYPTO	50	14	14	100.0%	1.00	2	5.00
Chain Smuggle	MISC	50	13	13	100.0%	1.00	1	5.00
Cosmic Anomaly II: Retaliation	CRYPTO	460	2	12	16.7%	6.00	0	—
Aurora Model Gate	MOBILE	500	0	8	12.5%	—	0	—
Hur7y	WEB	500	0	7	0.0%	—	0	—
Quasar Vector	MOBILE	460	2	4	75.0%	2.00	1	5.00
Flags, please	WEB	489	1	4	25.0%	4.00	0	—
Andromeda Casino - Dice	BLOCKCHAIN	460	2	3	66.7%	1.50	0	—
Voidstar AI Wars	MOBILE	500	0	1	0.0%	—	0	—

## Points by Category (Available vs Earned)

CATEGORY	AVAILABLE	EARNED	SOLVES	ATTEMPTS	SUCCESS %
BLOCKCHAIN	460	920	2	3	66.7%
CRYPTO	660	3520	54	92	58.7%
EXTRA	0	0	13	15	86.7%
MISC	50	650	13	13	100.0%
MOBILE	1460	920	2	13	15.4%
PROGRAMMING	50	650	13	22	59.1%
PWN	50	650	13	17	76.5%
REVERSE	550	650	13	68	19.1%
STEGANO	379	1137	3	220	1.4%
WEB	1039	939	10	26	38.5%

## Time-to-Solve & Release Schedule

CHALLENGE	RELEASE	MEAN MIN	MEDIAN MIN	FIRSTBLOOD→MEDIAN GAP MIN
Andromeda Casino - Dice	3 May 2026 12:00	110.1	110.1	36.1
Planet ???	3 May 2026 12:00	21.6	14.5	7.8
7 Black Hyperholes	3 May 2026 11:40	55.6	44.8	16.8
Signal Interference	3 May 2026 12:00	41.3	20.2	13.0
Cosmic Anomaly	3 May 2026 12:00	112.6	78.0	63.0
Cosmic Anomaly II: Retaliation	3 May 2026 13:56	103.1	103.1	41.2
PiP World	3 May 2026 12:00	151.5	147.3	0.3
Chain Smuggle	3 May 2026 12:00	18.4	15.0	9.2
Quasar Vector	3 May 2026 12:00	256.6	256.6	19.7
Aurora Model Gate	3 May 2026 12:00	—	—	—
Voidstar AI Wars	3 May 2026 12:00	—	—	—
Find the seed	3 May 2026 12:00	35.6	28.1	21.3
Dead Space	3 May 2026 12:00	88.2	64.2	61.1
Gravity Well	3 May 2026 12:00	157.5	142.7	12.1
Ray Decay	3 May 2026 12:00	—	—	—
Glyph Retrieval	3 May 2026 12:00	280.3	278.0	9.2
C0sM1c_Sy5t3m	3 May 2026 12:00	120.2	120.6	107.6
Flags, please	3 May 2026 12:00	280.6	280.6	0.0
Hur7y	3 May 2026 12:00	—	—	—

## Feedback Summary

CATEGORY	RATED CHALLENGES	TOTAL RATINGS	AVG RATING
BLOCKCHAIN	0	0	—
CRYPTO	3	4	5.00
EXTRA	1	2	4.50
MISC	1	1	5.00
MOBILE	1	1	5.00
PROGRAMMING	0	0	—
PWN	1	2	5.00
REVERSE	1	1	5.00
STEGANO	0	0	—
WEB	0	0	—

### Rating Distribution

RATING	COUNT
1	0
2	0
3	0
4	1
5	10

### RATING VS SOLVE RATE SCATTER



### Zero-Rating Challenges

*Andromeda Casino - Dice, Cosmic Anomaly, Cosmic Anomaly II: Retaliation, Aurora Model Gate, Voidstar AI Wars, Find the seed, Ray Decay, Glyph Retrieval, C0sM1c\_Sy5t3m, Flags, please, Hur7y*

## Feedback Term Themes

TERM	COUNT
regele	1
cristi	1
input	1
fara	1
instructiuni	1
deci	1
jumate	1
timp	1
incercat	1
vedem	1
functioneaza	1
cool	1
facut	1
acii	1

## Challenge Feedback State (Love/Hate)

CHALLENGE	RATINGS	POSITIVE RATIO	NEGATIVE RATIO	STATE
Planet ???	2	0.0%	0.0%	insufficient_data
PiP World	2	0.0%	0.0%	insufficient_data
Dead Space	2	0.0%	0.0%	insufficient_data
7 Black Hyperholes	1	0.0%	0.0%	insufficient_data
Signal Interference	1	0.0%	0.0%	insufficient_data
Chain Smuggle	1	0.0%	0.0%	insufficient_data
Quasar Vector	1	0.0%	0.0%	insufficient_data
Gravity Well	1	0.0%	0.0%	insufficient_data
Andromeda Casino - Dice	0	0.0%	0.0%	insufficient_data
Cosmic Anomaly	0	0.0%	0.0%	insufficient_data
Cosmic Anomaly II: Retaliation	0	0.0%	0.0%	insufficient_data
Aurora Model Gate	0	0.0%	0.0%	insufficient_data
Voidstar AI Wars	0	0.0%	0.0%	insufficient_data
Find the seed	0	0.0%	0.0%	insufficient_data
Ray Decay	0	0.0%	0.0%	insufficient_data
Glyph Retrieval	0	0.0%	0.0%	insufficient_data
C0sM1c_Sy5t3m	0	0.0%	0.0%	insufficient_data
Flags, please	0	0.0%	0.0%	insufficient_data
Hur7y	0	0.0%	0.0%	insufficient_data

# First Blood Stats

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## Top First-Blood Teams

#	TEAM	FIRST BLOODS
1	H-T8	5
2	Dacia Team	3
3	Am1gos	2
4	RubiyaLab	1
5	C.D-Pereti	1
6	Tech Team	1
7	The WiWiWi x 🌟	1
8	sarrus	1

## First Blood by Challenge

CHALLENGE	TEAM	TIME
Dead Space	H-T8	3 May 2026 12:03
Chain Smuggle	Dacia Team	3 May 2026 12:05
Planet ???	Am1gos	3 May 2026 12:06
Find the seed	Tech Team	3 May 2026 12:06
Signal Interference	Dacia Team	3 May 2026 12:07
7 Black Hyperholes	Am1gos	3 May 2026 12:08
C0sM1c_Sy5t3m	sarrus	3 May 2026 12:13
Cosmic Anomaly	H-T8	3 May 2026 12:14
Andromeda Casino - Dice	H-T8	3 May 2026 13:14
Gravity Well	H-T8	3 May 2026 14:10
PiP World	C.D-Pereti	3 May 2026 14:27
Cosmic Anomaly II: Retaliation	RubiyaLab	3 May 2026 14:57
Quasar Vector	Dacia Team	3 May 2026 15:56
Glyph Retrieval	The WiWiWi x 🌟	3 May 2026 16:28
Flags, please	H-T8	3 May 2026 16:40

## Team-Level Highlights

### Open Top 15

PLACE	TEAM	SCORE
1	H-T8	1499
2	RubiyaLab	1384
3	KSAL	1001
4	Dacia Team	982
5	Am1gos	951
6	sarrus	942
7	The WiWiWi x 🍁	896
8	C.D-Pereti	853
9	54LIV4	541
10	SelfwashRO	522
11	OmniCYBR	521
12	Tech Team	468
13	3xh4ck5	416

### Romanian High School Top 15

PLACE	TEAM	SCORE
1	Check Engine	60

### Score Gap Analysis

GAP 1ST↔2ND	GAP 10TH↔11TH	TEAM-SIZE VS PERFORMANCE CORRELATION
115	1	0.589

## AI Analysis & Recommendations

### Key Insights

- Strong participation with 100% team retention and scoring, indicating well-structured contest format
- Severe difficulty imbalance with 4 zero-solve challenges and only 10 easy challenges out of 19 total
- STEGANO category severely broken with 220 attempts for only 3 solves (1.4% success rate)
- Player feedback overwhelmingly positive (4.9/5 rating) but limited coverage (42% of challenges rated)
- Competition health excellent with meaningful score gaps and low volatility

### Contest Narrative

UniVsThreats26 Finals AI delivered a space-themed CTF that successfully retained all 14 registered teams through completion, demonstrating strong contest structure and engagement. The 5.33-hour format proved optimal for maintaining focus without burnout. However, the contest suffered from significant difficulty calibration issues, with nearly a quarter of challenges receiving zero solves and several categories showing extreme difficulty spikes. The STEGANO category particularly stood out as problematic, consuming massive player effort (220 attempts) for minimal reward (3 solves). Despite these balance issues, player satisfaction remained remarkably high where feedback was provided, with participants praising creative challenge design and the space theme. The competition maintained healthy score distribution with meaningful gaps between teams, suggesting good competitive balance at the macro level even as individual challenges struggled with calibration.

### What Worked

- ✓ Perfect team retention (100% conversion from registration to scoring)
- ✓ Excellent player satisfaction where measured (4.9/5 average rating)
- ✓ Strong competition health with meaningful score gaps and low tie density
- ✓ Creative space-themed challenge naming and design
- ✓ Optimal contest duration preventing burnout while maintaining engagement
- ✓ CRYPTO category well-balanced with good solve distribution across difficulty levels

### What Didn't

- ✗ Severe difficulty imbalance with 21% of challenges unsolved
- ✗ STEGANO category completely broken (1.4% success rate despite massive effort)
- ✗ Limited feedback coverage (only 42% of challenges rated)
- ✗ MOBILE category too difficult with 2/3 challenges unsolved
- ✗ Several high-value challenges (500pts) receiving zero solves
- ✗ Inconsistent dynamic scoring calibration across categories

### Satisfaction & Player Investment

Players showed high satisfaction where they engaged, with consistently positive ratings and enthusiastic comments. The space theme resonated well and creative challenge design was appreciated.

### Highlights

- ✓ Creative and engaging challenge themes
- ✓ Fun interactive elements (PIP World noted as enjoyable)
- ✓ Well-crafted easier challenges that provided good entry points
- ✓ Positive community atmosphere evident in feedback tone

### Pain Points

- ✗ Input lag and unclear instructions in some challenges
- ✗ Extreme difficulty spikes causing frustration
- ✗ Massive time investment in STEGANO with minimal success
- ✗ Lack of guidance or hints for stuck players

*Investment Level: High investment evidenced by 489 total attempts and players persisting through difficult challenges, though some categories consumed disproportionate effort relative to success*

## Participation & Engagement

ASPECT	ANALYSIS
Retention	Exceptional retention with zero drop-off - all 14 registered teams remained active and scored points, indicating strong contest design and appropriate duration
Engagement Curve	Peak activity at contest start with sustained engagement throughout 5.33-hour duration, no significant drop-off patterns observed
Competition Health	Excellent competitive balance with 86.7% of points earned by top 10 teams, meaningful score gaps (115pts between 1st-2nd), and zero ties indicating good differentiation

## Category Deep-Dive

### BLOCKCHAIN

Single high-value challenge with moderate success rate (67%) but limited team engagement

*Difficulty Balance:* Appropriately challenging for advanced category with reasonable solve rate

*Standout Challenges:* Andromeda Casino - Dice

*Issues:*

- ✗ Only one challenge limits category exploration

*Suggestions:*

- Add 2-3 more challenges spanning difficulty levels

### CRYPTO

Best-balanced category with 5 challenges spanning difficulties and strong engagement (59% success rate)

*Difficulty Balance:* Excellent progression from easy entry points to challenging advanced problems

*Standout Challenges:* Planet ???, Cosmic Anomaly II: Retaliation

*Issues:*

- ✗ Minor gap between easy and hard tiers

*Suggestions:*

- Add one medium-difficulty challenge to smooth progression

### EXTRA

Single zero-point challenge with high engagement and success rate (87%)

*Difficulty Balance:* Appropriate for bonus/fun category

*Standout Challenges:* PiP World

*Issues:*

- ✗ Input lag and unclear instructions reported

*Suggestions:*

- Improve UI responsiveness and add clear instructions

### MISC

Perfect execution with 100% success rate on single challenge

*Difficulty Balance:* Ideal entry-level challenge

*Standout Challenges:* Chain Smuggle

*Issues:*

- ✗ Category too limited with only one challenge

*Suggestions:*

- Expand to 2-3 challenges with varied difficulty

## MOBILE

Severely imbalanced with 2/3 challenges unsolved and very low success rate (15%)

*Difficulty Balance:* Too difficult overall, lacks accessible entry points

*Standout Challenges:* Quasar Vector

*Issues:*

- ✗ Two zero-solve challenges, extremely low success rate

*Suggestions:*

- Add easier challenges, rebalance existing ones, provide more guidance

## PROGRAMMING

Single challenge with reasonable engagement and moderate success rate (59%)

*Difficulty Balance:* Appropriately challenging for the category

*Standout Challenges:* Find the seed

*Issues:*

- ✗ Limited category representation

*Suggestions:*

- Expand to multiple challenges with algorithmic variety

## PWN

Well-executed single challenge with good success rate (76%)

*Difficulty Balance:* Appropriate difficulty for binary exploitation

*Standout Challenges:* Dead Space

*Issues:*

- ✗ Only one challenge limits skill assessment

*Suggestions:*

- Add challenges spanning different exploitation techniques

## REVERSE

Mixed results with one accessible challenge and one zero-solve challenge

*Difficulty Balance:* Extreme difficulty gap between challenges

*Standout Challenges:* Gravity Well

*Issues:*

- ✗ Ray Decay unsolved despite 31 attempts

*Suggestions:*

- Add medium-difficulty bridge challenge, rebalance Ray Decay

## STEGANO

Completely broken category with 1.4% success rate despite massive player investment

*Difficulty Balance:* Severely overtuned, potentially unsolvable for target audience

*Standout Challenges:* Glyph Retrieval

*Issues:*

- ✗ 73 attempts per solve, extremely frustrating player experience

*Suggestions:*

- Complete redesign, add hints system, test with target skill level

## WEB

Unbalanced with one accessible challenge and two very difficult ones

*Difficulty Balance:* Lacks medium-difficulty options

*Standout Challenges:* C0sM1c\_Sy5t3m

*Issues:*

- ✗ Two zero-solve challenges, missing progression

*Suggestions:*

- Add medium-difficulty challenges, rebalance hard ones

## Challenge Reception

CHALLENGE	RECEPTION	DIFFICULTY ASSESSMENT	FEEDBACK THEMES
Andromeda Casino - Dice	Moderate engagement with reasonable solve rate for advanced challenge	Appropriately challenging for blockchain category	No feedback provided
Planet ???	Excellent reception with perfect solve rate and positive feedback	Perfect entry-level difficulty	Enthusiastic praise; Good design appreciation
7 Black Hyperholes	Good reception with solid solve rate and positive feedback	Appropriate easy-medium difficulty	Positive rating; Accessible design
Signal Interference	Moderate reception with some struggle indicated by attempt ratio	Slightly challenging but manageable	Positive feedback; Some difficulty noted
Cosmic Anomaly	Good reception with strong solve rate	Well-calibrated medium difficulty	No feedback provided
Cosmic Anomaly II: Retaliation	Limited engagement due to high difficulty	Appropriately challenging as advanced sequel	No feedback provided
PiP World	Very positive reception despite technical issues	Appropriate for bonus challenge	Fun and engaging; Technical issues with input lag; Unclear instructions
Chain Smuggle	Perfect reception with flawless execution	Ideal entry-level challenge	Simple positive acknowledgment
Quasar Vector	Positive reception from those who solved it	Appropriately challenging for mobile category	Appreciation for design quality
Aurora Model Gate	Poor reception with zero solves despite attempts	Overtuned, possibly too difficult	No feedback provided
Voidstar AI Wars	Minimal engagement, likely too intimidating	Severely overtuned as hardest challenge	No feedback provided
Find the seed	Reasonable reception with moderate solve rate	Appropriately challenging for programming	No feedback provided
Dead Space	Good reception with solid solve rate	Well-calibrated for PWN category	Casual positive acknowledgment
Gravity Well	Mixed reception with confusion about solution approach	Challenging but solvable with effort	Confusion about solution method; Uncertainty about approach
Ray Decay	Poor reception with zero solves despite significant effort	Severely overtuned for target audience	No feedback provided
Glyph Retrieval	Extremely poor reception with massive effort for minimal success	Completely overtuned, potentially broken	No feedback provided
C0sM1c_Sy5t3m	Reasonable reception as most accessible web challenge	Appropriately challenging for web category	No feedback provided
Flags, please	Limited engagement due to high difficulty	Overtuned for most participants	No feedback provided
Hur7y	Poor reception with zero solves	Overtuned, possibly unsolvable in contest timeframe	No feedback provided

## Difficulty Curve & Scoring

Severely imbalanced with too few easy challenges (10) and too many unsolvable hard challenges (4 zero-solve)

### Gaps:

× Missing medium-difficulty challenges in most categories

× Extreme jumps from easy to impossible

× Insufficient entry-level challenges for skill building

**Scoring Analysis:** *Dynamic scoring system present but poorly calibrated - many 500pt challenges remained unsolved while 50pt challenges were widely accessible*

**Recommendations:**

- Increase easy challenge count to 14-15
- Add 5-6 medium-difficulty challenges
- Rebalance or remove zero-solve challenges
- Implement hint systems for stuck players

**Recommendations for Next Edition**

1. Rebalance difficulty distribution: target 60% easy, 25% medium, 15% hard challenges
2. Completely redesign STEGANO category with accessible entry points and hint system
3. Add medium-difficulty challenges to MOBILE, WEB, and REVERSE categories
4. Expand single-challenge categories (MISC, PROGRAMMING, PWN) to 2-3 challenges each
5. Implement progressive hint system for challenges with low solve rates
6. Improve technical infrastructure to eliminate input lag and UI issues
7. Increase feedback collection coverage to 80%+ of challenges
8. Add clear instructions and documentation for interactive challenges
9. Test all challenges with target skill level participants before contest
10. Implement dynamic difficulty adjustment based on real-time solve rates
11. Create category-specific difficulty guidelines for consistent calibration
12. Add beginner-friendly challenges in advanced categories like BLOCKCHAIN and MOBILE

## Appendix: Methodology & Data Quality

Key formulas:  $success\_rate = solves/attempt$ s;  $attempts\_per\_solve = attempts/solves$ ;  $participation\_conversion = scoring\_teams/registered\_teams$ ;  $top10\_score\_share = sum(top10\ score)/sum(all\ scores)$ .

### All Country Counts

COUNTRY	COUNT
Unknown	46

### Quality Flags

LEVEL	CODE	MESSAGE
INFO	validation_clean	No data-quality issues detected by validation gates.

### Attempt & Submission Quality (Top brute-force risk)

CHALLENGE	UNIQUE ATTEMPTING	UNIQUE SOLVING	UNIQUE FAILED-ONLY	ATTEMPTS/SOLVE	BRUTE-FORCE FLAG
Glyph Retrieval	13	3	10	73.33	YES
Cosmic Anomaly II: Retaliation	4	2	2	6.00	NO
Flags, please	2	1	1	4.00	NO
Gravity Well	13	13	0	2.85	NO
Signal Interference	13	13	0	2.38	NO
Quasar Vector	3	2	1	2.00	NO
Find the seed	13	13	0	1.69	NO
C0sM1c_Sy5t3m	9	9	0	1.67	NO
Andromeda Casino - Dice	3	2	1	1.50	NO
7 Black Hyperholes	14	13	1	1.46	NO
Cosmic Anomaly	12	12	0	1.33	NO
Dead Space	13	13	0	1.31	NO
PiP World	13	13	0	1.15	NO
Planet ???	14	14	0	1.00	NO
Chain Smuggle	13	13	0	1.00	NO
Aurora Model Gate	2	0	2	0.00	NO
Voidstar AI Wars	1	0	1	0.00	NO
Ray Decay	9	0	9	0.00	NO
Hur7y	3	0	3	0.00	NO

## Engagement & Retention

METRIC	VALUE
Teams with 0 solves but at least 1 attempt	0
Active-hour points tracked	6

## Dynamic Scoring Formula Parameters

CHALLENGE	MIN POINTS	MAX POINTS	SCORING INTERVAL	SCORING TYPE
Andromeda Casino - Dice	50	500	0	1
Planet ???	50	500	0	1
7 Black Hyperholes	50	500	0	1
Signal Interference	50	500	0	1
Cosmic Anomaly	50	500	0	1
Cosmic Anomaly II: Retaliation	50	500	0	1
PiP World	0	0	0	0
Chain Smuggle	50	500	0	1
Quasar Vector	50	500	0	1
Aurora Model Gate	500	500	0	0
Voidstar AI Wars	50	500	0	1
Find the seed	50	500	0	1
Dead Space	50	500	0	1
Gravity Well	50	500	0	1
Ray Decay	50	500	0	1
Glyph Retrieval	50	500	0	1
C0sM1c_Sy5t3m	50	500	0	1
Flags, please	50	500	0	1
Hur7y	50	500	0	1