CVE-2004-1587

MITRE | NVD | CVE.ORG | JSON API | Print: PDF

Summary

CVE	CVE-2004-1587
State	PUBLISHED
Assigner	mitre
Source Priority	CVE Program / NVD first with legacy fallback
Published	2004-12-31 05:00:00 UTC
Updated	2025-04-03 01:03:51 UTC
Description	Buffer overflow in Monolith games including (1) Alien versus Predator 2 1.0.9.6 and earlier, (2) Blood 2 2.1 and earlier, (3) N

Risk And Classification

Primary CVSS: v2.0 5 from nvd@nist.gov

AV:N/AC:L/Au:N/C:N/I:N/A:P

Problem Types: NVD-CWE-Other | n/a

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

Low

Authentication

None

Confidentiality

None

Integrity

None

Availability

Partial

AV:N/AC:L/Au:N/C:N/I:N/A:P

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Monolith Productions	Alien Versus Predator	2.1.0.9.6	All	All	All

Application	Monolith Productions	Blood	2_2.1	All	All	All
Application	Monolith Productions	No One Lives Forever	1.0.004	All	All	All
Application	Monolith Productions	Shogo	2.2	All	All	All

Vendor Declared Affected Products

Source	Vendor	Product	Version	Platforms
CNA	Na	N/a	affected n/a	Not specified

References

Reference	So
Secunia - Advisories - Monolith Multiple Games Buffer Overflow Vulnerability	af8
'Limited \secure\ buffer-overflow in some old Monolith games' - MARC	af8
IBM X-Force Exchange	af8
IBM X-Force Exchange	af8
IBM X-Force Exchange	af8
www.osvdb.org/displayvuln.php	af8
IBM X-Force Exchange	af8
Monolith Lithtech Game Engine Remote Buffer Overflow Vulnerability	af8
'[Full-Disclosure] Limited \secure\ buffer-overflow in some old Monolith games' - MARC	af8
SecurityTracker.com Archives - Monolith Games Have Buffer Overflow in '/secure/' Command That Lets Remote Users Crash the Game	af8
CVE Program record	CV
NVD vulnerability detail	NV

No vendor comments have been submitted for this CVE.

There are currently no legacy QID mappings associated with this CVE.