CVE-2004-2099

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

Summary

CVE	CVE-2004-2099
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 Need for Speed Hot Pursuit 2.0 client (NFSHP2), version 242 and earlier, allows remote attackers (serve

Risk And Classification

Primary CVSS: v2.0 5.1 from nvd@nist.gov

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

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

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

High

Authentication

None

Confidentiality

Partial

Integrity

Partial

Availability

Partial

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

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Electronic Arts	Need For Speed Hot Pursuit 2	All	All	All	All

Vendor Declared Affected Products

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

References

Reference	Source
IBM X-Force Exchange	af854a3a-2127-422b-91ae-364da2661108
aluigi.altervista.org/adv/nfshp2cbof-adv.txt	af854a3a-2127-422b-91ae-364da2661108
'Need for Speed Hot pursuit 2 <= 242 client's buffer overflow' - MARC	af854a3a-2127-422b-91ae-364da2661108
EA Black Box Need For Speed Hot Pursuit 2 Game Client Remote Buffer Overflow Vulnerability	af854a3a-2127-422b-91ae-364da2661108
CVE Program record	CVE.ORG
NVD vulnerability detail	NVD

No vendor comments have been submitted for this CVE.

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