



CVE-2022-3216

[MITRE](#)[NVD](#)[CVE.ORG](#)[JSON API](#)[Print: PDF](#)

Summary

CVE	CVE-2022-3216
State	PUBLIC
Assigner	cna@vuldb.com
Source Priority	CVE Program / NVD first with legacy fallback
Published	2022-09-14 20:15:00 UTC
Updated	2023-06-29 14:57:00 UTC
Description	A vulnerability has been found in Nintendo Game Boy Color and classified as problematic. This vulnerability affects unknow

Risk And Classification

Problem Types: CWE-674

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Hardware	Nintendo	Game Boy Color	-	All	All	All
Operating System	Nintendo	Game Boy Color Firmware	-	All	All	All

References

Reference	Source	Link	Tags
Tetsuji: Remote Code Execution on a GameBoy Colour 22 Years Later :: TheXcellerator	N/A	xcellerator.github.io	
CVE-2022-3216 Nintendo Game Boy Color Mobile Adapter GB Tetsuji memory corruption	N/A	vuldb.com	
CVE Program record	CVE.ORG	www.cve.org	canonical
NVD vulnerability detail	NVD	nvd.nist.gov	canonical, ar

No vendor comments have been submitted for this CVE.

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

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Free CVE JSON API cve.report/api

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