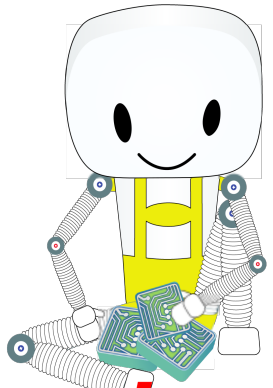
From Gaming to Hacking the Planet

Chris “Lopi” Spehn



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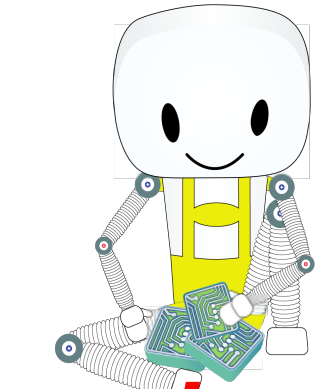
Who Am I?

- Gamer
  - Diablo II
  - DotA Allstars
    - Evil Geniuses
- Hacker
  - Red Team Love
  - CTF Advocate
  - iDroid Project / iX Project
    - OpenEmbedded / OpenMoko




Alarms
Settings
Terminal
eve
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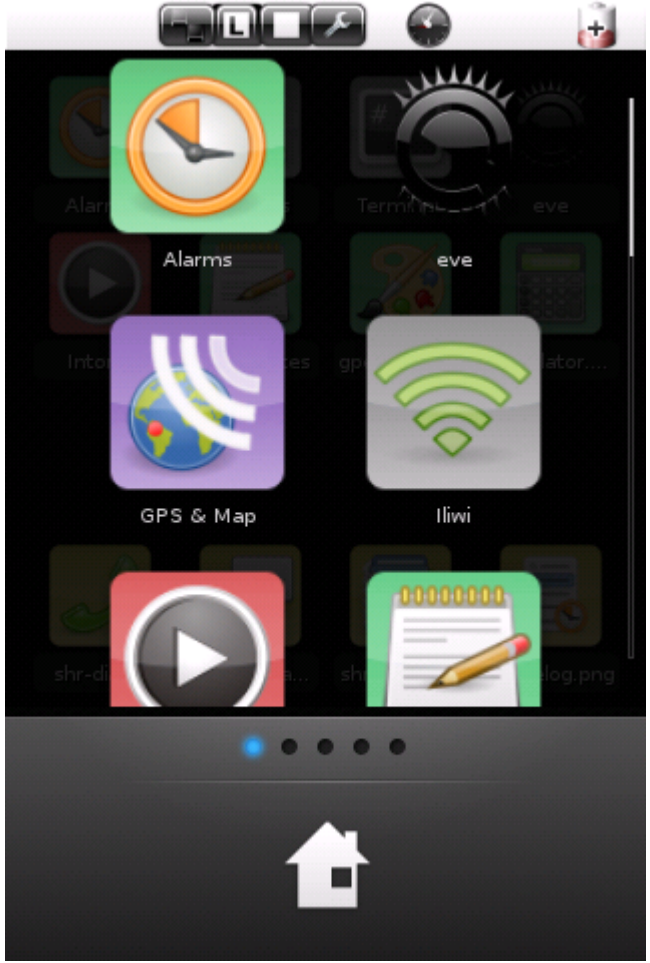
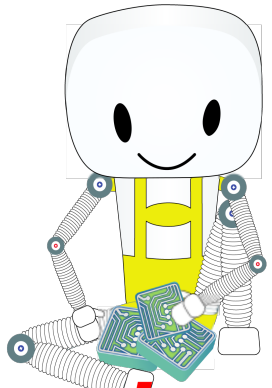
opimd-notes
gpe-sketch...
calculator....
shr-dialer
shr-messa...
shr-contacts
phonelog.png


Alarms
eve
GPS & Map
Iliwi



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19:21
29.4.2011
default
SHR


911
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DEF
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More
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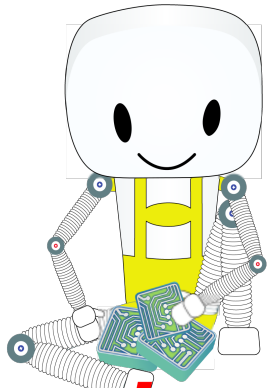

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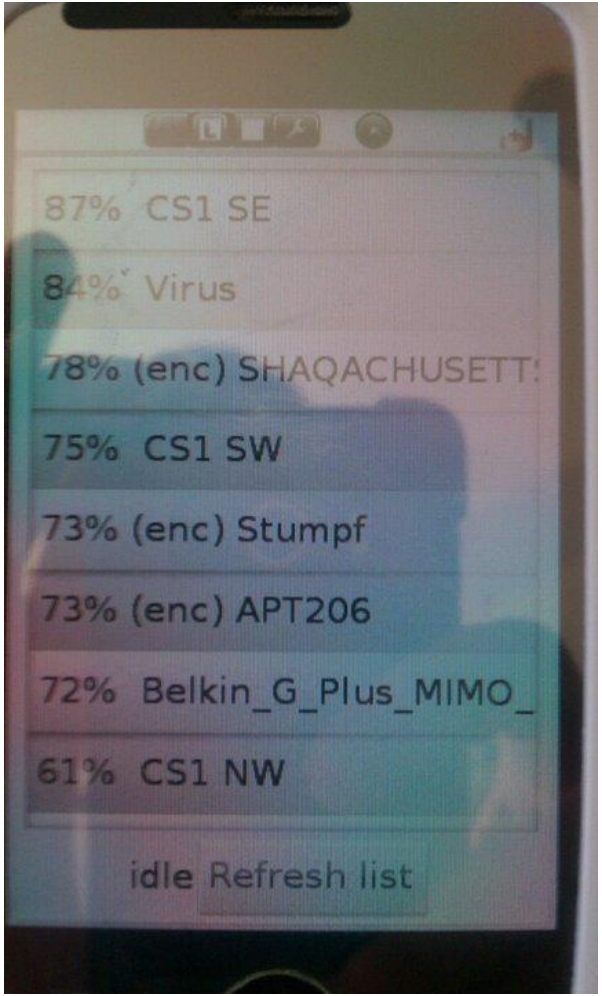
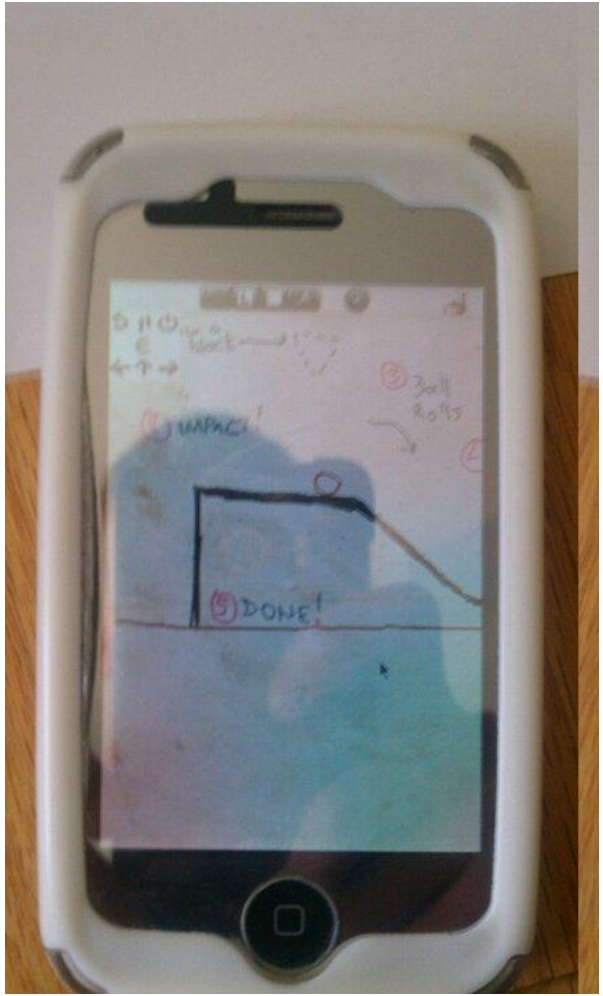
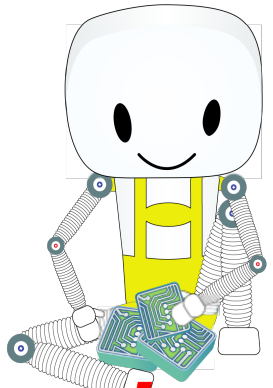

87% CS1 SE
84% Virus
78% (enc) SHAQACHUSETT!
75% CS1 SW
73% (enc) Stumpf
73% (enc) APT206
72% Belkin_G_Plus_MIMO_
61% CS1 NW
idle Refresh list


DONE!



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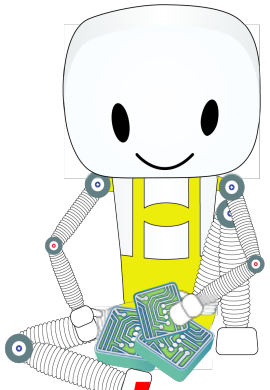
Goal

- Teach a methodology to hack the planet.
  - Hack to learn, not learn to hack.



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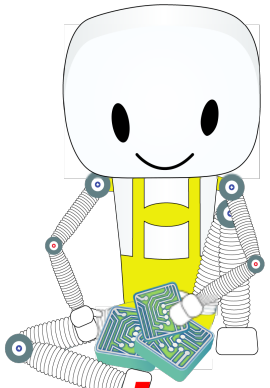
Road to Pro Gaming

- Megaman
- Diablo II
  - palapk
  - amapk
- DotA
  - Dreamhack
  - ESWC Masters



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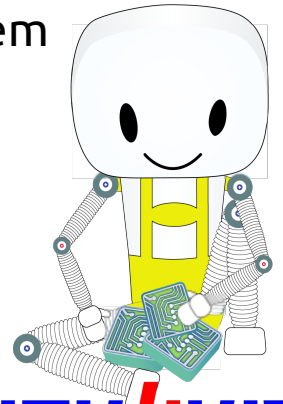
Diablo II: Charsi Dupe

1. Player acquires the (reusable) sequence for the part of the imbue quest that drops the item.
2. Player finds the id of the item he wishes to dupe by simply dropping it on the ground and sniffing the event.
3. Player sends the known sequence to charsi substituting the id with the id of the item to dupe.
4. Player can send this over and over rapidly cloning the single item



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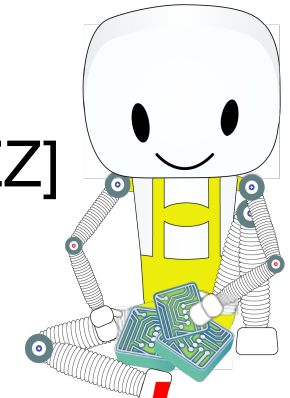
Diablo II: Charsi Dupe (cont.)

1. Find Charsi
   a. 13 01 00 00 00 [XX XX XX XX]
2. Pickup Item
   a. 19 [ZZ ZZ ZZ ZZ]
3. Tell Charsi to imbue the item
   a. 38[00 00 00 00][XX XX XX XX][ZZ ZZ ZZ ZZ]
4. Repeat
   a. Profit



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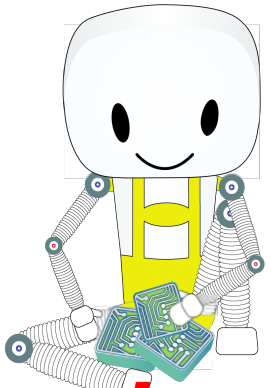
Diablo II: Charsi Dupe (cont.)



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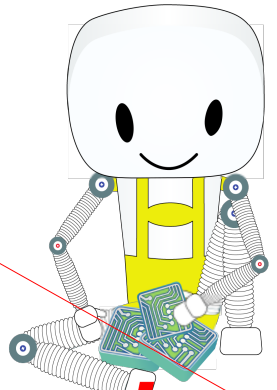
DotA



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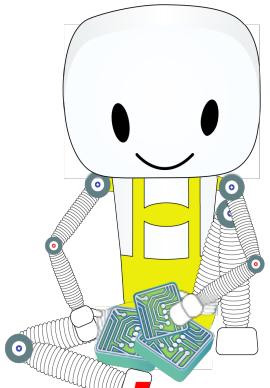
STRENGTH
AGILITY
INTELLIGENCE


Quests (F9)
Menu (F10)
Allies
Log (F12)
500
0
0
No Upkeep
Shade
Muerto viv.
Armor:
Invulnerable
250 / 250
Status:


Quests (F9)
Menu (F10)
Allies
Log (F12)
500
0
0
No Upkeep
Shade
Muerto viv.
Armor:
Invulnerable
250 / 250
Status:

DotA: Creep Blocking



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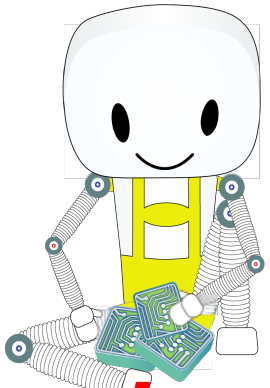
DotA: Creep Blocking Part Two



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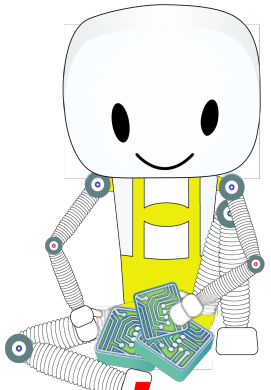
Methodology

What do we know?



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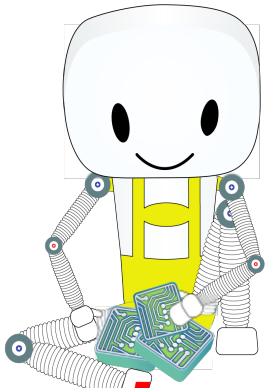
Megaman



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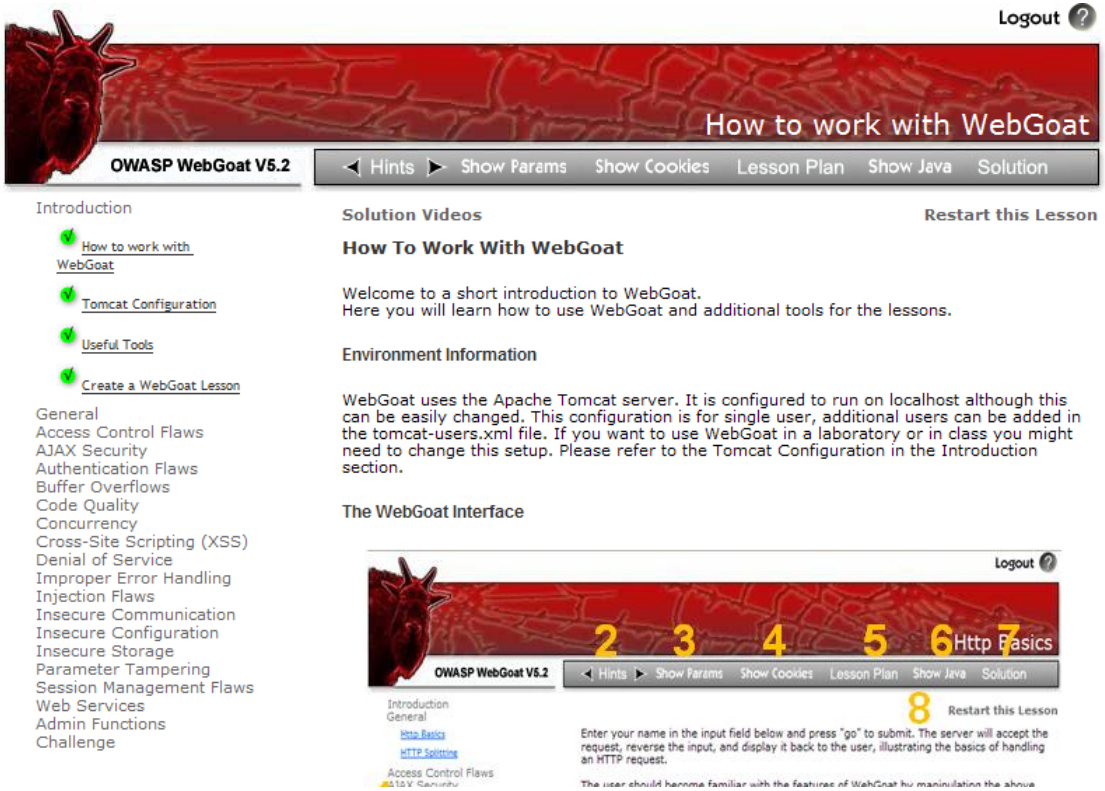
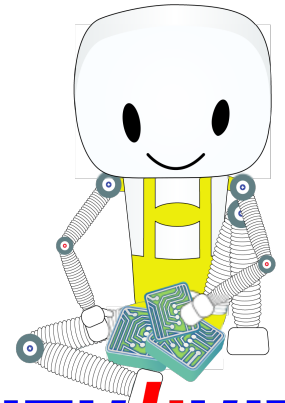
Web Application





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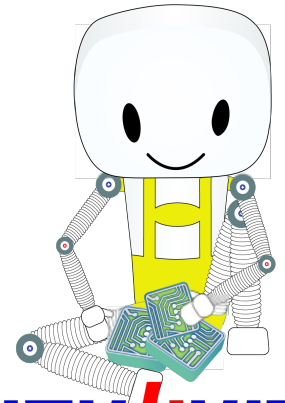
Megaman Input



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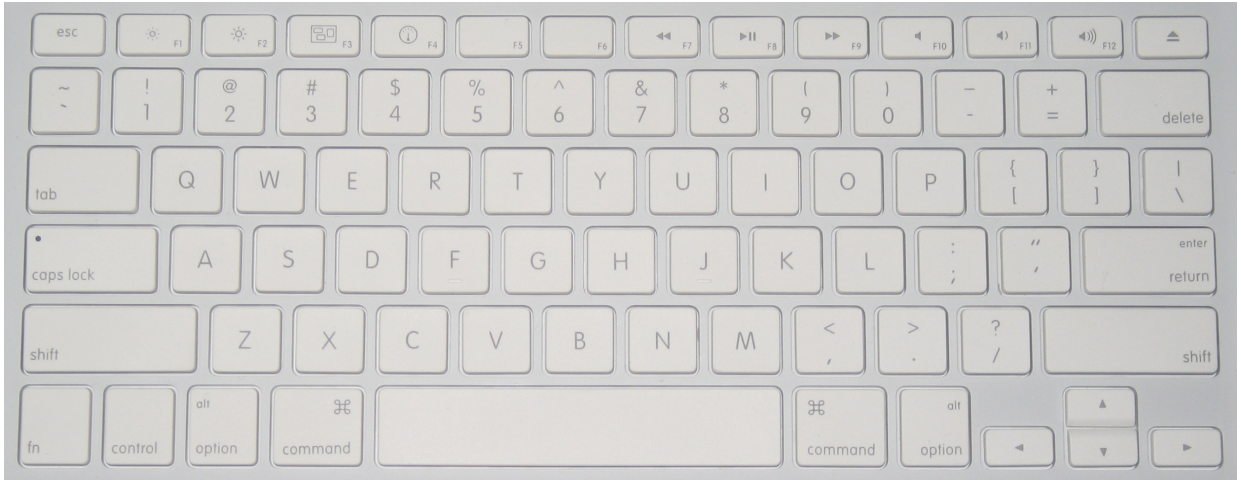
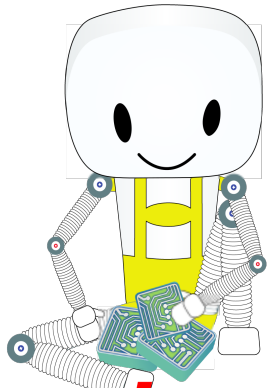
Web Application Input





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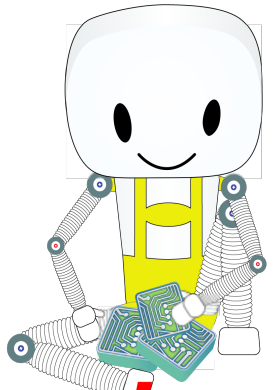
MegaMan Boss Fight



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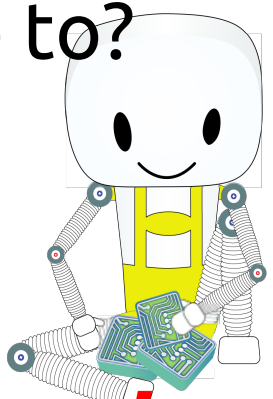
MegaMan Methodology

- What is our input?
- What can we do with the NES Controller?
- How does the boss work?
- Which weapon is the boss vulnerable to?



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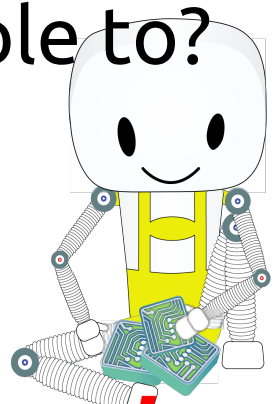
Web Application Methodology

- What is our input?
- What can we do with the keyboard?
- How does the web application work?
- What is the web application vulnerable to?



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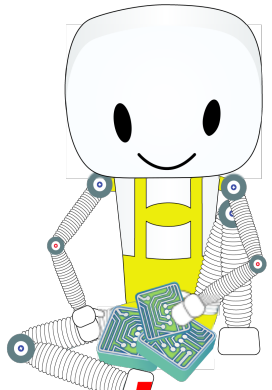
Learning about Web Applications

DEMO



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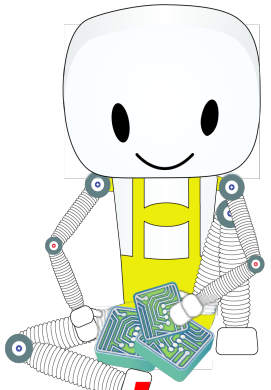
Build your own Web Application

- http://learnpythonthehardway.org/
- http://learncodethehardway.org/



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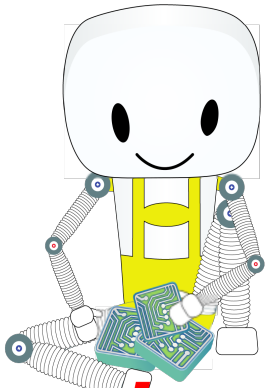
Go Hack Some Stuff

- OWASP Broken Web Application Project
- Mutillidae



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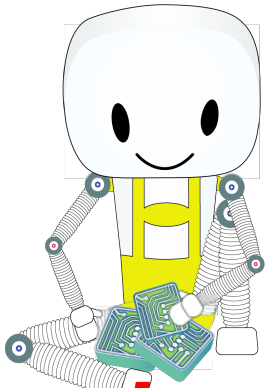
What did we learn?

Ask yourself what you know, and take it one step at a time. Be curious. Think different.



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Questions?

Thanks for coming!

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