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Exploiting Online Games

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Xiang Xie

Exploiting Online Games:

Exploiting Online Games Greg Hoglund,Gary McGraw,2008 Imagine trying to play defense in football without ever studying offense You would not know when a run was coming how to defend pass patterns nor when to blitz In computer systems as in football a defender must be able to think like an attacker I say it in my class every semester you don t want to be the last person to attack your own system you should be the first The world is quickly going online While I caution against online voting it is clear that online gaming is taking the Internet by storm In our new age where virtual items carry real dollar value and fortunes are won and lost over items that do not really exist the new threats to the intrepid gamer are all too real To protect against these hazards you must understand them and this groundbreaking book is the only comprehensive source of information on how to exploit computer games Every White Hat should read it It s their only hope of staying only one step behind the bad guys Aviel D Rubin Ph D Professor Computer Science Technical Director Information Security Institute Johns Hopkins University Everyone s talking about virtual worlds But no one s talking about virtual world security Greg Hoglund and Gary McGraw are the perfect pair to show just how vulnerable these online games can be Cade Metz Senior Editor PC Magazine If we re going to improve our security practices frank discussions like the ones in this book are the only way forward Or as the authors of this book might say when you re facing off against Heinous Demons of Insecurity you need experienced companions not to mention a Vorpal Sword of Security Knowledge Edward W Felten Ph D Professor of Computer Science and Public Affairs Director Center for Information Technology Policy Princeton University Historically games have been used by warfighters to develop new capabilities and to hone existing skills especially in the Air Force The authors turn this simple concept on itself making games themselves the subject and target of the hacking game and along the way creating a masterly publication that is as meaningful to the gamer as it is to the serious security system professional Massively distributed systems will define the software field of play for at least the next quarter century Understanding how they work is important but understanding how they can be manipulated is essential for the security professional This book provides the cornerstone for that knowledge Daniel McGarvey Chief Information Protection Directorate United States Air Force Like a lot of kids Gary and I came to computing and later to computer security through games At first we were fascinated with playing games on our Apple s but then became bored with the few games we could afford We tried copying each other s games but ran up against copy protection schemes So we set out to understand those schemes and how they could be defeated Pretty quickly we realized that it was a lot more fun to disassemble and work around the protections in a game than it was to play it With the thriving economies of today s online games people not only have the classic hacker s motivation to understand and bypass the security of games but also the criminal motivation of cold hard cash That s a combination that s hard to stop The first step taken by this book is revealing the techniques that are being used today Greg Morrisett Ph D Allen B Cutting Professor of Computer Science School of Engineering and Applied Sciences Harvard

University If you re playing online games today and you don t understand security you re at a real disadvantage If you re designing the massive distributed systems of tomorrow and you don t learn from games you re just plain sunk Brian Chess Ph D Founder Chief Scientist Fortify Software Coauthor ofSecure Programming with Static Analysis This book offers up a fascinating tour of the battle for software security on a whole new front attacking an online game Newcomers will find it incredibly eye opening and even veterans of the field will enjoy some of the same old programming mistakes given brilliant new light in a way that only massively multiplayer supermega blow em up games can deliver w00t Pravir Chandra Principal Consultant Cigital Coauthor ofNetwork Security with OpenSSL If you are a gamer a game developer a software security professional or an interested bystander this book exposes the inner workings of online game security for all to see From the authors of the best selling Exploiting Software Exploiting Online Gamestakes a frank look at controversial security issues surrounding MMORPGs such as World of Warcraftand Second Life This no holds barred book comes fully loaded with code examples debuggers bots and hacks This book covers Why online games are a harbinger of software security issues to come How millions of gamers have created billion dollar virtual economies How game companies invade personal privacy Why some gamers cheat Techniques for breaking online game security How to build a bot to play a game for you Methods for total conversion and advanced mods Written by the world s foremost software security experts this book takes a close look at security problems associated with advanced massively distributed software With hundreds of thousands of interacting users today s online games are a bellwether of modern software The kinds of attack and defense techniques described in Exploiting Online Gamesare tomorrow s security techniques on display today **Cheating Online Games (Digital Short Cut)** Gary R. McGraw,Greg Hoglund,2006-07-28 This is the eBook version of the printed book This digital Short Cut delivered in Adobe PDF format for quick and easy access is an introduction to issues with cheating and anti cheating countermeasures in the online gaming industry At present the online game World of Warcraft has approximately six million subscribers worldwide At any given time 500 000 people are logged in and playing And while many of these players log countless hours engaged in the repetitive tasks required to accumulate points and acquire virtual money and tools an activity called grinding others would rather find a way to speed game play along So they cheat Some write macros to grind for them while they are doing better things Others find websites where they can purchase the ill gotten gains of those macro writers Either way big money is on the line when players cheat A high rate of cheating upsets the online gaming economy and disrupts game play for everyone If disgruntled players leave the game then World of Warcraft s creator Blizzard Entertainment loses real subscribers and real money With the stakes so high it s not surprising that companies like Blizzard Entertainment take active steps to prevent cheating But you may be surprised and upset to learn exactly what those measures are and how they might affect your PC This digital Short Cut will discuss the methods gaming companies use to prevent cheating You will learn how a program designed for World of Warcraft keeps watch of your game play by scanning your computer for open processes and collecting

information about you We ll also show you how to run a program called the Governor to keep watch of the watchers and know exactly what Blizzard Entertainment is doing on your computer After reading this Short Cut you ll also have a much better understanding of the ethical and technical issues surrounding cheating and be able to make informed decisions about how much you want to grind and how much you want gaming companies to know about you Cheating Online Games contains information that will appear in Greg Hoglund and Gary McGraw s forthcoming book Exploiting Online Games ISBN 0132271915 available summer fall 2007 This Short Cut is fully self contained and is an excellent place to start learning about technical issues in online gaming Cheating Online Games Digital Short Cut What This Short Cut Will Cover A Brief History of Cheating Defeating Piracy by Going Online Or Not The Lawyers Have Landed Bearing EULAs The Rise of MMORPGs The WoW Warden Is Watching Cheating Is Quick and Easy Grinding Is Boring and Dull Farming Makes Things Easy Virtual World Economics Farming Hurts the Virtual Economy Games as Reality Cracking Down on Farming Online Game Real World Cheating Defeating Cheaters and Crossing the Line The Governor Watches the Watcher **Multiplayer Online Games** Guo Freeman,2018-02-12 Multiplayer Online Games MOGs have become a new genre of play culture integrating communication and entertainment in a playful computer mediated environment that evolves through user interaction This book comprehensively reviews the origins players and social dynamics of MOGs as well as six major empirical research methods used in previous works to study MOGs i e observation ethnography survey interviews content and discourse analysis experiments network analysis and case studies It concludes that MOGs represent a highly sophisticated networked multimedia and multimodal Internet technology which can construct entertaining simultaneous persistent social virtual worlds for gamers Overall the book shows that what we can learn from MOGs is how games and gaming as ubiquitous activities fit into ordinary life in today s information society in the moments where the increased use of media as entertainment the widespread application of networked information technologies and participation in new social experiences intersect Key Features Contains pertinent knowledge about online gaming its history technical features player characteristics social dynamics and research methods Sheds light on the potential future of online gaming and how this would impact every aspect of our everyday lives socially culturally technologically and economically Asks promising questions based on cutting edge research in the field of online game design and development **Battlefields of Negotiation** Rene Glas,2013-01-03 The massively multiplayer online role playing game World of Warcraft has become one of the most popular computer games of the past decade introducing millions around the world to community based play Within the boundaries set by its design the game encourages players to appropriate and shape the game to their own wishes resulting in highly diverse forms of play and participation This illuminating study frames World of Warcraft as a complex socio cultural phenomenon defined by and evolving as a result of the negotiations between groups of players as well as the game s owners throwing new light on complex consumer producer relationships in the increasingly participatory but still tightly controlled media of online games

Handbook of Research on Serious Games as Educational, Business and Research Tools Cruz-Cunha, Maria Manuela,2012-02-29 This book presents research on the most recent technological developments in all fields of knowledge or disciplines of computer games development including planning design development marketing business management users and behavior Provided by publisher   Crimeware Markus Jakobsson,Zulfikar Ramzan,2008-04-06 This book is the most current and comprehensive analysis of the state of Internet security threats right now The review of current issues and predictions about problems years away are critical for truly understanding crimeware Every concerned person should have a copy and use it for reference Garth Bruen Project KnujOn Designer There s a new breed of online predators serious criminals intent on stealing big bucks and top secret information and their weapons of choice are a dangerous array of tools called crimeware With an ever growing number of companies organizations and individuals turning to the Internet to get things done there s an urgent need to understand and prevent these online threats Crimeware Understanding New Attacks and Defenses will help security professionals technical managers students and researchers understand and prevent specific crimeware threats This book guides you through the essential security principles techniques and countermeasures to keep you one step ahead of the criminals regardless of evolving technology and tactics Security experts Markus Jakobsson and Zulfikar Ramzan have brought together chapter contributors who are among the best and the brightest in the security industry Together they will help you understand how crimeware works how to identify it and how to prevent future attacks before your company s valuable information falls into the wrong hands In self contained chapters that go into varying degrees of depth the book provides a thorough overview of crimeware including not only concepts prevalent in the wild but also ideas that so far have only been seen inside the laboratory With this book you will Understand current and emerging security threats including rootkits bot networks spyware adware and click fraud Recognize the interaction between various crimeware threats Gain awareness of the social political and legal implications of these threats Learn valuable countermeasures to stop crimeware in its tracks now and in the future Acquire insight into future security trends and threats and create an effective defense plan With contributions by Gary McGraw Andrew Tanenbaum Dave Cole Oliver Friedrichs Peter Ferrie and others   Algorithms and Networking for Computer Games Jouni Smed,Harri Hakonen,2017-06-06 The essential guide to solving algorithmic and networking problems in commercial computer games revised and extended Algorithms and Networking for Computer Games Second Edition is written from the perspective of the computer scientist Combining algorithmic knowledge and game related problems it explores the most common problems encountered in game programing The first part of the book presents practical algorithms for solving classical topics such as random numbers procedural generation tournaments group formations and game trees The authors also focus on how to find a path in create the terrain of and make decisions in the game world The second part introduces networking related problems in computer games focusing on four key questions how to hide the inherent communication delay how to best exploit limited network

resources how to cope with cheating and how to measure the on line game data Thoroughly revised updated and expanded to reflect the many constituent changes occurring in the commercial gaming industry since the original this Second Edition like the first is a timely comprehensive resource offering deeper algorithmic insight and more extensive coverage of game specific networking problems than ordinarily encountered in game development books Algorithms and Networking for Computer Games Second Edition Provides algorithmic solutions in pseudo code format which emphasises the idea behind the solution and can easily be written into a programming language of choice Features a section on the Synthetic player covering decision making influence maps finite state machines flocking fuzzy sets and probabilistic reasoning and noise generation Contains in depth treatment of network communication including dead reckoning local perception filters cheating prevention and on line metrics Now includes 73 ready to use algorithms and 247 illustrative exercises Algorithms and Networking for Computer Games Second Edition is a must have resource for advanced undergraduate and graduate students taking computer game related courses postgraduate researchers in game related topics and developers interested in deepening their knowledge of the theoretical underpinnings of computer games and in learning new approaches to game design and programming *Global Games* Aphra Kerr,2017-03-27 In the last decade our mobile phones have been infiltrated by angry birds our computers by leagues of legends and our social networks by pleas for help down on the farm As digital games have become networked mobile and casual they have become a pervasive cultural form Based on original empirical work including interviews with workers virtual ethnographies in online games and analysis of industry related documents Global Games provides a political economic and sociological analysis of the growth and restructuring of the digital games industry over the past decade Situating the games industry as both cultural and creative and examining the relative growth of console PC online and mobile Aphra Kerr analyses the core production logics in the industry and the expansion of circulation processes as game services have developed In an industry dominated by North American and Japanese companies Kerr explores the recent success of companies from China and Europe and the emergent spatial politics as countries cities companies and communities compete to reshape digital games in the networked age **A Companion to J. R. R. Tolkien** Stuart D. Lee,2014-04-02 This is a complete resource for scholars and students of Tolkien as well as avid fans with coverage of his life work dominant themes influences and the critical reaction to his writing An in depth examination of Tolkien s entire work by a cadre of top scholars Provides up to date discussion and analysis of Tolkien s scholarly and literary works including his latest posthumous book The Fall of Arthur as well as addressing contemporary adaptations including the new Hobbit films Investigates various themes across his body of work such as mythmaking medieval languages nature war religion and the defeat of evil Discusses the impact of his work on art film music gaming and subsequent generations of fantasy writers *Autonomic and Trusted Computing* Bin Xiao,Laurence T. Yang,Christian Muller-Schloer,Yu Hua,2007-08-13 No fewer than 55 revised full papers are presented in this volume all given at the 4th International Conference on Autonomic and

Trusted Computing held in Hong Kong China in July 2007 The papers presented together with one keynote lecture were carefully reviewed and selected from 223 submissions The papers are organized in topical sections on among others cryptography and signatures autonomic computing and services and secure and trusted computing   Encyclopedia of Information Science and Technology, Fourth Edition Khosrow-Pour, D.B.A., Mehdi,2017-06-20 In recent years our world has experienced a profound shift and progression in available computing and knowledge sharing innovations These emerging advancements have developed at a rapid pace disseminating into and affecting numerous aspects of contemporary society This has created a pivotal need for an innovative compendium encompassing the latest trends concepts and issues surrounding this relevant discipline area During the past 15 years the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline The Encyclopedia of Information Science and Technology Fourth Edition is a 10 volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives applications and techniques contributed by thousands of experts and researchers from around the globe This authoritative encyclopedia is an all encompassing well established reference source that is ideally designed to disseminate the most forward thinking and diverse research findings With critical perspectives on the impact of information science management and new technologies in modern settings including but not limited to computer science education healthcare government engineering business and natural and physical sciences it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library   **Advanced Methodologies and Technologies in System Security, Information Privacy, and Forensics** Khosrow-Pour, D.B.A., Mehdi,2018-10-05 Cyber attacks are rapidly becoming one of the most prevalent issues globally and as they continue to escalate it is imperative to explore new approaches and technologies that help ensure the security of the online community Beyond cyber attacks personal information is now routinely and exclusively housed in cloud based systems The rising use of information technologies requires stronger information security and system procedures to reduce the risk of information breaches Advanced Methodologies and Technologies in System Security Information Privacy and Forensics presents emerging research and methods on preventing information breaches and further securing system networks While highlighting the rising concerns in information privacy and system security this book explores the cutting edge methods combatting digital risks and cyber threats This book is an important resource for information technology professionals cybercrime researchers network analysts government agencies business professionals academicians and practitioners seeking the most up to date information and methodologies on cybercrime digital terrorism network security and information technology ethics   **Killer Poker Online** John Vorhaus,2003 The second in Vorhaus s winning new series this will teach players how to adopt a warrior approach to the game and dominate the opponent even if it is a computer This is the Art of

War for online gamblers combining advice on gameplay as well as how to spot common pitfalls specific to internet gambling

Surreptitious Software Jasvir Nagra,Christian Collberg,2009-07-24 This book gives thorough scholarly coverage of an area of growing importance in computer security and is a must have for every researcher student and practicing professional in software protection Mikhail Atallah Distinguished Professor of Computer Science at Purdue University Theory Techniques and Tools for Fighting Software Piracy Tampering and Malicious Reverse Engineering The last decade has seen significant progress in the development of techniques for resisting software piracy and tampering These techniques are indispensable for software developers seeking to protect vital intellectual property Surreptitious Software is the first authoritative comprehensive resource for researchers developers and students who want to understand these approaches the level of security they afford and the performance penalty they incur Christian Collberg and Jasvir Nagra bring together techniques drawn from related areas of computer science including cryptography steganography watermarking software metrics reverse engineering and compiler optimization Using extensive sample code they show readers how to implement protection schemes ranging from code obfuscation and software fingerprinting to tamperproofing and birthmarking and discuss the theoretical and practical limitations of these techniques Coverage includes Mastering techniques that both attackers and defenders use to analyze programs Using code obfuscation to make software harder to analyze and understand Fingerprinting software to identify its author and to trace software pirates Tamperproofing software using guards that detect and respond to illegal modifications of code and data Strengthening content protection through dynamic watermarking and dynamic obfuscation Detecting code theft via software similarity analysis and birthmarking algorithms Using hardware techniques to defend software and media against piracy and tampering Detecting software tampering in distributed system Understanding the theoretical limits of code obfuscation   **Networked Graphics** Anthony Steed,Manuel Fradinho Oliveira,2009-10-30 Networked Graphics equips programmers and designers with a thorough grounding in the techniques used to create truly network enabled computer graphics and games Written for graphics game VE developers and students it assumes no prior knowledge of networking The text offers a broad view of what types of different architectural patterns can be found in current systems and readers will learn the tradeoffs in achieving system requirements on the Internet It explains the foundations of networked graphics then explores real systems in depth and finally considers standards and extensions Numerous case studies and examples with working code are featured throughout the text covering groundbreaking academic research and military simulation systems as well as industry leading game designs Everything designers need to know when developing networked graphics and games is covered in one volume no need to consult multiple sources The many examples throughout the text feature real simulation code in C and Java that developers can use in their own design experiments Case studies describing real world systems show how requirements and constraints can be managed   **Exploiting Online Games** ,2014   Game Preview Nicolae Sfetcu,2014-05-04 A guide for game preview and rules history definitions

classification theory video game consoles cheating links etc While many different subdivisions have been proposed anthropologists classify games under three major headings and have drawn some conclusions as to the social bases that each sort of game requires They divide games broadly into games of pure skill such as hopscotch and target shooting games of pure strategy such as checkers go or tic tac toe and games of chance such as craps and snakes and ladders A guide for game preview and rules history definitions classification theory video game consoles cheating links etc   **Treacherous Play** Marcus Carter,2022-02-01 Examining the ethics and experience of treacherous play through 3 games that allow deception and betrayal EVE Online DayZ and the TV series Survivor Deception and betrayal in gameplay are generally considered off limits designed out of most multiplayer games There are a few games however in which deception and betrayal are allowed and even encouraged In Treacherous Play Marcus Carter explores the ethics and experience of playing such games offering detailed explorations of three games in which this kind of dark play is both lawful and advantageous EVE Online DayZ and the television series Survivor Examining aspects of games that are often hidden ignored or designed away Carter shows the appeal of playing treacherously Carter looks at EVE Online s notorious scammers and spies drawing on his own extensive studies of them and describes how treacherous play makes EVE successful Making a distinction between treacherous play and griefing or trolling he examines the experiences of DayZ players to show how negative experiences can be positive in games and a core part of their appeal And he explains how in Survivor s tribal council votes a player s acts of betrayal can exact a cost Then considering these games in terms of their design he discusses how to design for treacherous play Carter s account challenges the common assumptions that treacherous play is unethical antisocial and engaged in by bad people He doesn t claim that more games should feature treachery but that examining this kind of play sheds new light on what play can be   New Trends in Software Methodologies, Tools and Techniques Hamido Fujita,2010 Contains 30 papers from the SoMeT_10 international conference on new trends in software methodology tools and techniques in Yokohama Japan This book offers an opportunity for the software science community to reflect on where they are and how they can work to achieve an optimally harmonized performance between the design tool and the end user   **Introduction to Cyberdeception** Neil C. Rowe,Julian Rrushi,2016-09-23 This book is an introduction to both offensive and defensive techniques of cyberdeception Unlike most books on cyberdeception this book focuses on methods rather than detection It treats cyberdeception techniques that are current novel and practical and that go well beyond traditional honeypots It contains features friendly for classroom use 1 minimal use of programming details and mathematics 2 modular chapters that can be covered in many orders 3 exercises with each chapter and 4 an extensive reference list Cyberattacks have grown serious enough that understanding and using deception is essential to safe operation in cyberspace The deception techniques covered are impersonation delays fakes camouflage false excuses and social engineering Special attention is devoted to cyberdeception in industrial control systems and within operating systems This material is supported by a detailed discussion of how to plan deceptions and

calculate their detectability and effectiveness Some of the chapters provide further technical details of specific deception techniques and their application Cyberdeception can be conducted ethically and efficiently when necessary by following a few basic principles This book is intended for advanced undergraduate students and graduate students as well as computer professionals learning on their own It will be especially useful for anyone who helps run important and essential computer systems such as critical infrastructure and military systems

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