SHARK JACK OPERATION MODES

- OFF / Charging
- Arming Mode
- Attack Mode

USB-C Charge Port   RGB LED Indicator   Cap

ARMING mode

To manage the Shark Jack, flip switch to middle position, connect to computer's ethernet port and access via SSH or web UI at 172.16.24.1

user:
password:

ATTACK mode & Payloads

Flip switch to forward most position towards RJ45. The device will boot & can be inserted at any time to begin payload execution.

Jack Tester (default): Tests ethernet wall jack or port. The red led means it is not live. The yellow indicates it got an IP via DHCP and the Green means in addition, it also has internet access.

Nmap Ping scan: Conducts a simple Nmap Ping scan with normal output. This is very quick for the purposes of a demo and safe to use on UC's network, as it doesn't cause a heavy load. Located in /root/extra_payloads directory.

IP info: This payload will grab basic info like device IP, gateway and public-facing IP address, if the port has internet access. Located in /root/extra_payloads directory.

LED	Status
Green (blinking)	Booting up
Blue (blinking)	Charging
Blue (solid)	Fully Charged
Yellow (blinking)	Arming Mode
Red (blinking)	Error - no payload found

Charging & Battery

It has a 50mAh LiPo onboard, so the device can only run for ~10-15min. It charges very quickly though (~7min). Just make sure you don't leave it unattended as it's a LiPo and get's quite warm.

If the LEDs don't turn on or die half way through a payload, that indicates it ran out of battery.