

STEAM Works Artifact

KSIA

김동현

www.facebook.com/digitalisx







김동현 / 19

[학력 사항]

2014. 03 - 현재 : 함지고등학교 재학

[주요 활동]

영남권 정보보호영재교육원 2기 우수 장학생 CSTEC 차세대 핵심보안 전문인력 특별과정 수료 교육청 발명영재교육원 특허출원 과정 수료 한국정보보호학회 동계학술대회 발표 한국학생IT연합(KSIA) 운영사무국원 교내 정보동아리 "ICT" 부장





Pas Peur







ISIS used PS4 for attack!





Just enjoy game? - No!



Play Station Network - PSN 게임 및 DLC 판매 각종 커뮤니케이션 기능 제공







현실은 … 해커들의 놀이터



Forbes / Tech

The Little Black Book of Billionaire Secrets

NOV 14, 2015 @ 06:17 PM **671,649** VIEWS

How ISIS Terrorists May Have Used PlayStation 4 To Discuss And Plan Attacks [Updated]

Correction: It has not been confirmed, as originally written, that a console was found as a result of specific Belgian terror raids. Minister Jambon was speaking about tactics he knows ISIS to be using generally.

Following Friday night's terrorist attacks in Paris which killed at least 127 people and left more than 300 injured, authorities are discovering just how the massacre was planned. And it may involve the most popular gaming console in the world, Sony's PlayStation 4.

The hunt for those responsible (eight terrorists were killed Saturday night, but accomplices may still be at large) led to a number of raids in nearby Brussels. Belgian federal home affairs minister Jan Jambon has said outright that the PS4 is used by ISIS agents to communicate, and was selected due to the fact that it's notoriously hard to monitor. "PlayStation 4 is even more difficult to keep track of than WhatsApp," he said.

When the new generation of consoles launched, there were concerns that they would be too light on privacy, with peripherals like Microsoft MSFT +0.57% 's Kinect and PlayStation's Camera possibly having the ability to spy on users if say, the government wanted a window into your living room.

While the idea is certainly Orwellian, it's the non-peripheral based communication on consoles which may provide terrorists a channel to effectively converse with one another. The comparatively low-tech system may offer a more secure means of









Bomb blueprint





SECURITY OF AMERICA

Information





Why they use Game?



1. 다소 허술한 영역





2. 보안 기술







User: Comfortable

Hacker: WTF?



3. 특유의 생태계

```
쇠내구빡님이 방에 삼기했습니다.
Rapstar: 돌잔치때마체테잡았습니다
Rapstar: 바이만합니다
Rapstar: 그래서누구만나도하이안하고바이합니다
Rapstar: 편의점도바이더웨이만갑니다
Rapstar: 바이안주면님들승리바이바이
샤인다운: 클라스보소
```



요점

- 게임 플랫폼의 커뮤니케이션 기능을 이용한 범죄 확산.
- 도 감청에는 제약이 존재.
- 사건 발생시 특유의 생태계로 인해 추적 및 수사가 힘듬.
- 해외의 경우 수사 협조에 상당한 시간이 소모.

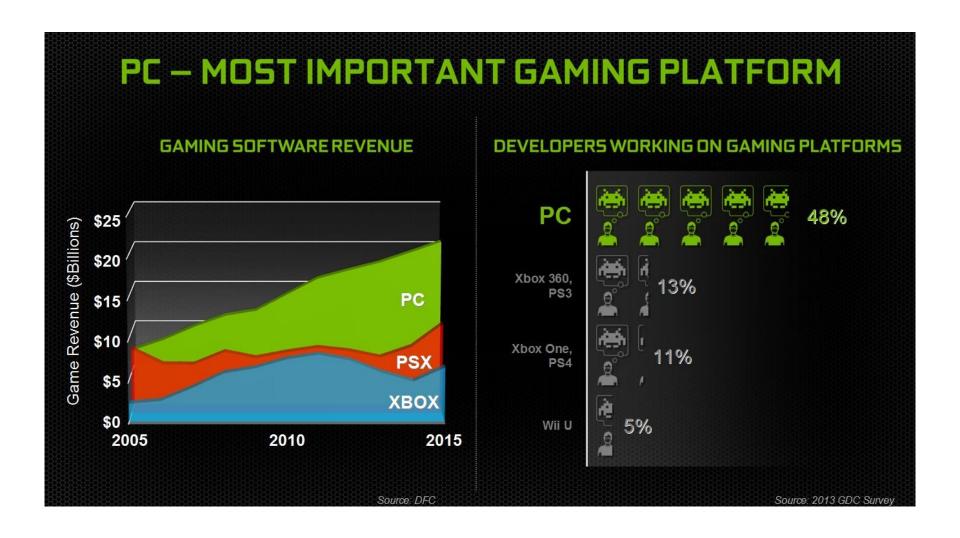
• 각 생태계에 대한 지식 보유 및 증거 수집 능력 필요.



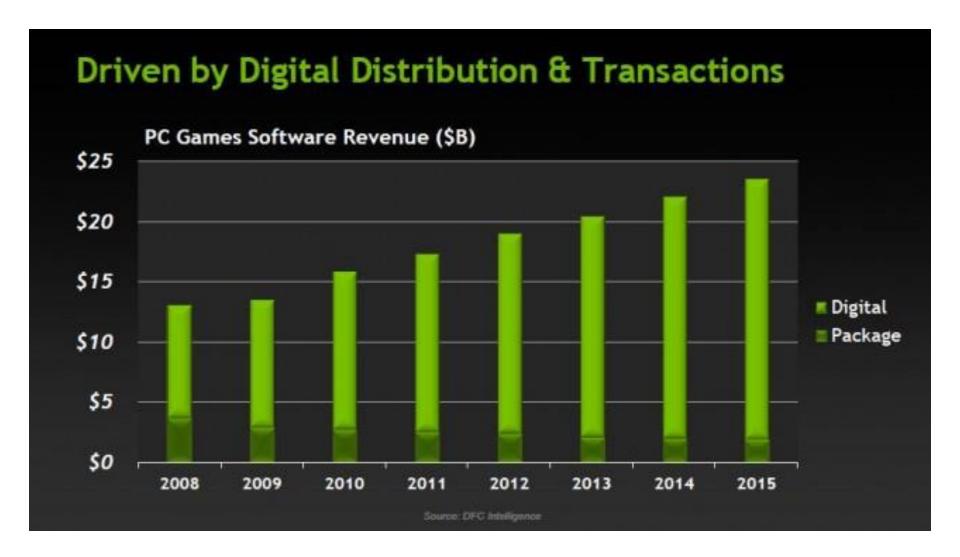


많은 종류와 비싼 가격 …













Ultimate Platform



Steam

- Developed by Valve Corporation
- ESD (Electronic Software Distribution)
- DRM (Digital Rights Management)
- 4,500개 이상 의 게임 판매 (인디 AAA)
- 사용자 1억 명 돌파 (2014년 기준)







Screenshot, Video Live Stream



Movie, Music Web, Community



Google

steam digital forensic





전체

이미지

뉴스

동영상

더보기 ▼

검색 도구

검색결과 약 167,000개 (0.45초)

관련검색: digital forensic ppt digital forensic conference digital forensic tool digital forensic challenge digital forensic news

steam digital forensic에 대한 학술자료 ™Norton

- ... framework of distributed agent-based network forensics ... Wei 15회 인용
- ... agent-based real time network intrusion forensics ... Ren 31회 인용
- ... for establishing provenance of timestamps in digital ... Schatz 37회 인용

Steam Forensic Artifacts Norton

tdforensics.blogspot.com/ ▼ 이 페이지 번역하기

2014. 1. 20. - **Steam** forensics could help with setting up time lines or verifying that our I am a Computer and **Digital Forensics** major at Champlain College. 이 페이지를 16. 4. 1에 방문했습니다.

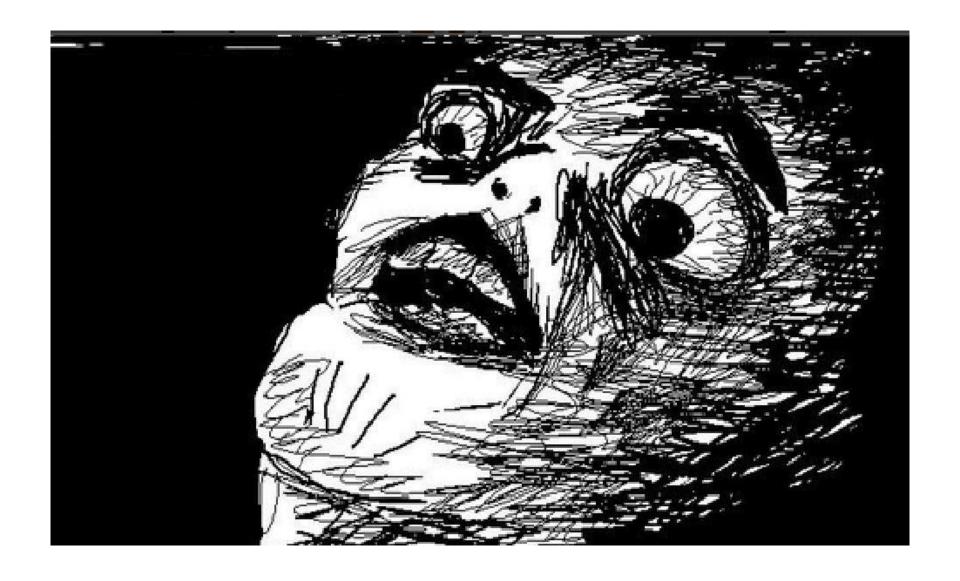
Steam app for iOS and Android - Digital Forensics Forums ...

OK Norton

www.forensicfocus.com/Forums/viewtopic/t=10410/ ▼ 이 페이지 번역하기 2013. 3. 20. - 댓글 6 - 작성자 3

This is a large shot but have accounted into the Conservation of t







Artifact #1 – Login User





config.vdf	2016-04-03 오후	VDF 파일	5KB
DialogConfig.vdf	2016-04-03 오후	VDF 파일	8KB
loginusers.vdf	2016-04-03 오후	VDF 파일	1KB
SteamAppData.vdf	2016-04-03 오후	VDF 파일	1KB

File Location

C:₩Program Files(x86)₩Steam₩config₩loginusers.vdf

PC에 설치된 스팀 클라이언트를 통해 로그인 하였던 사용자의 Profile Link, ID 및 Username 정보



.VDF?



VDF Format Used by Valve Software Installation Script, Configuration Script



How to Open?

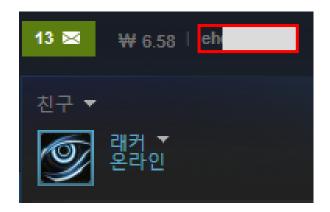


Source SDK



Text Editor



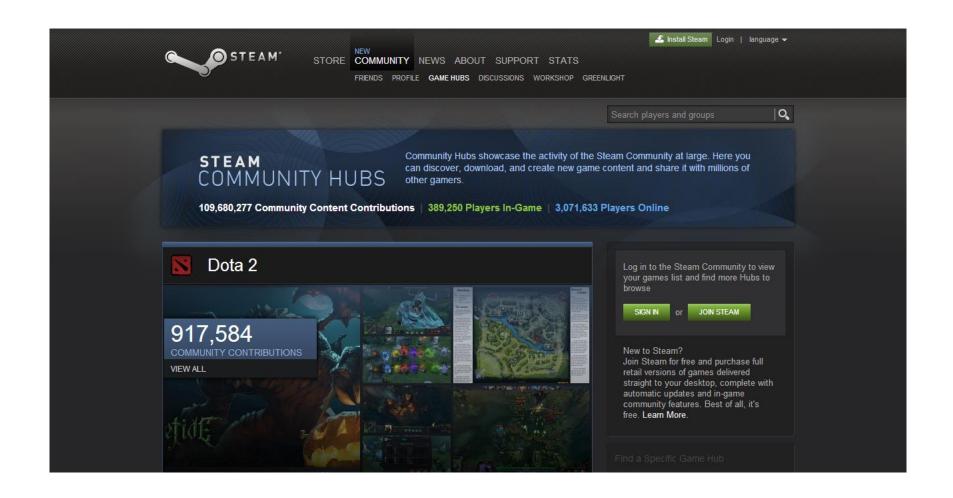




User ID

Profile Link





Artifact #2 – Group & Friends





File Location

C:₩Program Files (x86)₩Steam₩userdata₩[Usernum]₩config

클라이언트로 로그인 하였던 사용자의 친구 목록 및 소속된 그룹의 이름 및 태그가 포함됨



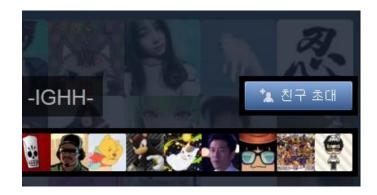
```
"н
    "name"
    "NameHistory"
    "avatar"
                     "b46cd0eea0679130e9da9f748b7281763c7a57fa"
"104582147"
    "name"
    "NameHistory"
    "avatar"
                    "9e54b5dbde1278a8f474561462bdbb98a618eb96"
"122003789"
    "name"
    "NameHistory"
"103582791434744753"
                "이런 게임도 한글화 합니다"
    "name"
                "-IGHH-"
    "tag"
    "avatar"
                     "2d0f5d091ca67268a26f16cb1419db448416e7d3"
"103582791438104253"
    "name"
    "tag"
    "avatar"
                     "0d5045e249dfbae1ce31f81fa1120c8ab7998b98"
```



Friends Name / History



Group Name



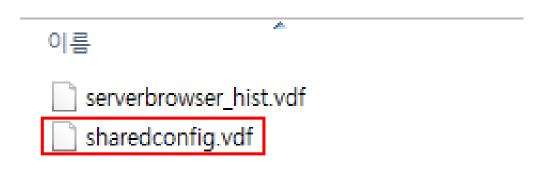
Group Tag





Artifact #3 - Site Artifact





File Location

C:₩Program Files (x86)₩Steam₩userdata₩[Usernum]₩7₩remote

Big Picture 모드로 실행하여 접속한 사이트 및 즐겨찾기로 지정한 사이트의 목록



```
"UserRoamingConfigStore"
   "Web"
                             "https://www.google.com/"
       "WebFav0 URL"
        "WebFav0 Name"
                             "Google"
        "WebFav1 URL"
                             "http://www.youtube.com/"
        "WebFav1 Name"
                             "YouTube"
                             "http://www.twitter.com/"
        "WebFav2 URL"
        "WebFav2 Name"
                             "Twitter"
        "WebFav3 URL"
                             "http://www.facebook.com/"
                             "Facebook"
        "WebFav3 Name"
        "WebFav4_URL"
                             "http://www.reddit.com/"
        "WebFav4 Name"
                             "Reddit"
```

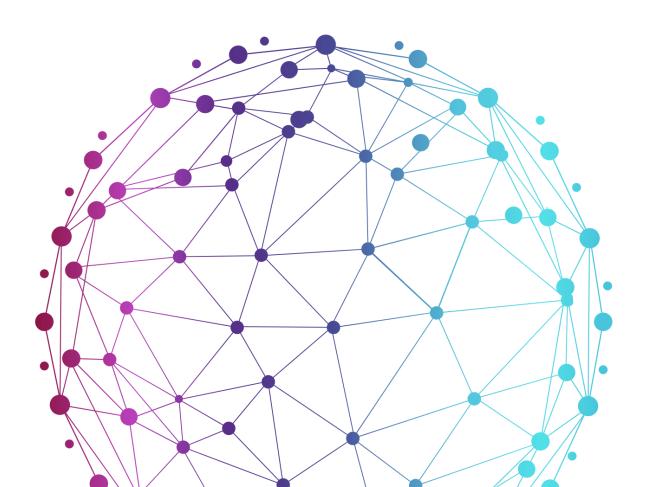
기본 지정된 즐겨찾기 목록

```
"WebRecent0_URL" "http://steamcommunity.com/id/ehdgus9549/inventory/"
"WebRecent0_Name" "Steam 커뮤니티 :: 래커 :: 소지 항목"
"WebFrequent0_Name" "Steam 커뮤니티 :: 래커 :: 소지 항목"
"WebFrequent0_Access" "10"
"WebRecent1_URL" "http://www.youtube.com/"
"WebRecent1_Name" "YouTube"
```

자주 방문한, 최근 방문한 사이트

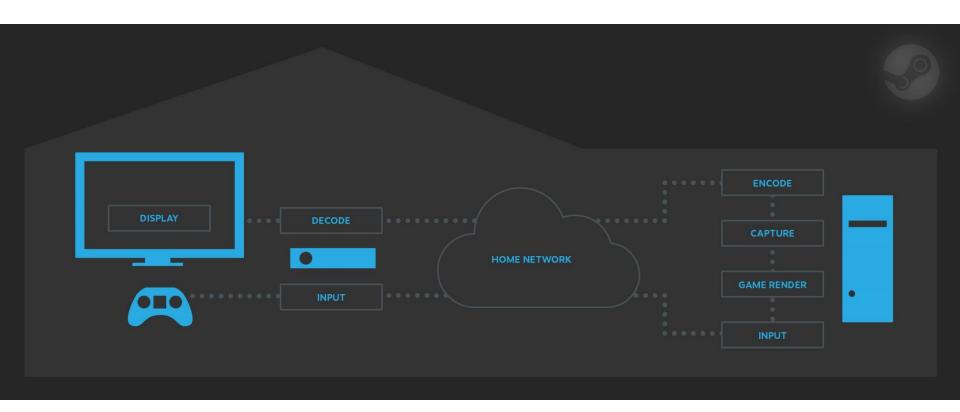


Artifact #4 – Streaming History





Streaming Service

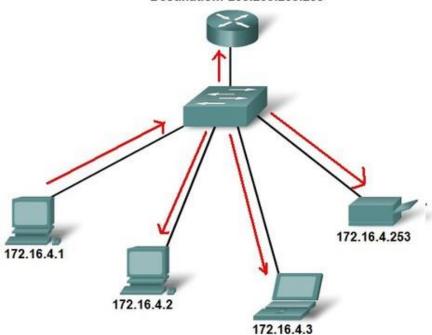




Use Broadcast

Limited Broadcast

Source: 172.16.4.1 Destination: 255.255.255.255





appinfo_log.txt	2016-04-03 오후	텍스트 문서	19KB
bootstrap_log.txt	2016-04-03 오후	텍스트 문서	33KB
cloud_log.txt	2016-04-03 오후	텍스트 문서	3KB
configstore_log.txt	2016-03-26 오후	텍스트 문서	14KB
connection_log.txt	2016-04-03 오후	텍스트 문서	3KB
content_log.txt	2016-04-03 오후	텍스트 문서	13KB
librarysharing_log.txt	2016-04-03 오후	텍스트 문서	1KB
parental_log.txt	2016-04-03 오후	텍스트 문서	1KB
remote_connections.txt	2016-04-03 오후	텍스트 문서	1KB
stats_log.txt	2016-04-03 오후	텍스트 문서	3KB
workshop_log.txt	2016-04-03 오후	텍스트 문서	1KB

C:₩Program Files(x86)₩Steam₩log₩remote_connections.txt

게임 스트리밍 연결을 위한 네트워크 기록 (상대방 IP, PC 명)



```
[2016-04-02 14:12:29] Loaded client id: 12343341285548209263
[2016-04-02 14:12:29] Listening for broadcast on: 27036
[2016-04-02 14:12:29] Listening for connections on: 127.0.0.1:27036
```

None-Connect

```
[2016-04-03 13:31:41] Generated client id: 12356010471690929350
[2016-04-03 13:31:41] Listening for broadcast on: 27036
[2016-04-03 13:31:41] Listening for connections on: 127.0.0.1:27036
[2016-04-03 21:06:50] Received broadcast message from client 12343341285548209263 (MSDN-PC):
[2016-04-03 21:06:50] Received discovery message from client 12343341285548209263
[2016-04-03 21:06:53] Received discovery message from client 12343341285548209263
[2016-04-03 21:06:54] Connecting to remote: 0x15d
[2016-04-03 21:06:54] Received broadcast message from client 12343341285548209263 (MSDN-PC):
[2016-04-03 21:06:59] Received discovery message from client 12343341285548209263
[2016-04-03 21:06:59] Received broadcast message from client 12343341285548209263 (MSDN-PC):
```

Success Connect





Artifact #5 - Contents Download







Main Game

Mod

New World



appinfo_log.txt	2016-04-03 오후	텍스트 문서	19KB
bootstrap_log.txt	2016-04-03 오후	텍스트 문서	33KB
cloud_log.txt	2016-04-03 오후	텍스트 문서	3KB
configstore_log.txt	2016-03-26 오후	텍스트 문서	14KB
connection_log.txt	2016-04-03 오후	텍스트 문서	3KB
content_log.txt	2016-04-03 오후	텍스트 문서	13KB
librarysharing_log.txt	2016-04-03 오후	텍스트 문서	1KB
parental_log.txt	2016-04-03 오후	텍스트 문서	1KB
remote_connections.txt	2016-04-03 오후	텍스트 문서	1KB
stats_log.txt	2016-04-03 오후	텍스트 문서	3KB
workshop_log.txt	2016-04-03 오후	텍스트 문서	1KB

C:₩Program Files(x86)₩Steam₩log

게임 다운로드 기록, 업데이트 기록, Workshop 이용 기록

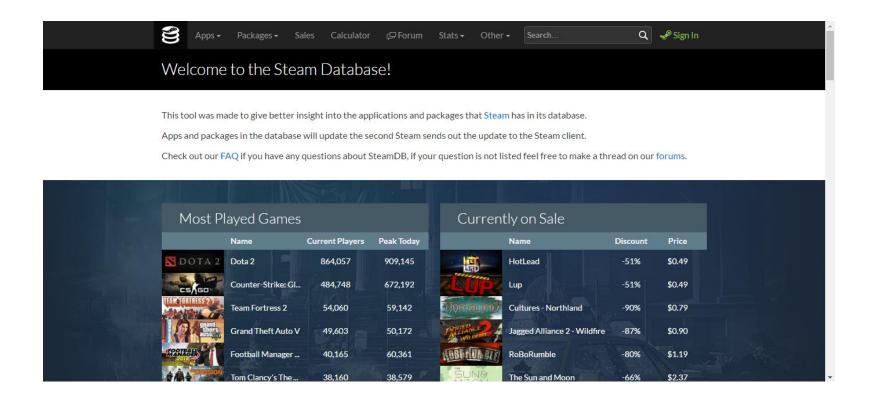


Content_log.txt

```
[2016-04-03 20:30:25] AppID 105600 state changed : Update Required,
[2016-04-03 20:30:25] Scheduler update appID 105600: Priority First, legacy=no, restore="",
timeSinceLastPlayed=71443083, appDisableSecondsRemaining=0
[2016-04-03 20:30:25] AppID 105600 state changed : Update Required,Update Running,
 2016-04-03 20:30:25] AppID 105600 update changed : Running,
[2016-04-03 20:30:25] AppID 105600 update changed : Running,Reconfiguring,
[2016-04-03 20:30:25] Download system icon for AppID 105600 to C:\Program Files (x86)
 Steam\steam\games\a4ce7b163832f35ffcbf560ca40974bccd5d4cd5.ico
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve39.cs.steampowered.com
valve39.cs.steampowered.com)
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve41.cs.steampowered.com
valve41.cs.steampowered.com)
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve40.cs.steampowered.com
valve40.cs.steampowered.com)
[2016-04-03 20:30:25] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,108) - valve39.cs.steampowered.com (valve39.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,109) - valve40.cs.steampowered.com (valve40.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
AuthenticateDepotID (105601) - Success!
[2016-04-03 20:30:26] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
/depot/105601/manifest/418778<u>9340605599532/5 - received 200 (OK) HTTP response</u>
[2016-04-03 20:30:26] AppID 105600 update changed : Running,
 2016-04-03 20:30:26 AppID 105600 update changed : Running, Validating,
[2016-04-03 20:30:26] AppID 105600 update changed : Running,
2016-04-03 20:30:26 AppID 105600 update changed : Running,Preallocating,
[2016-04-03 20:30:27] AppID 105600 update changed : Running,
[2016-04-03 20:30:27] AppID 105600 update started : download 0/83890656, store 0/0, reuse 0/0, stage
0/103873023
[2016-04-03 20:30:27] AppID 105600 state changed : Update Required, Update Running, Update Started,
[2016-04-03 20:30:27] AppID 105600 update changed : Running,Downloading,
[2016-04-03 20:30:27] AppID 105600 update changed : Running,Downloading,Staging,
[2016-04-03 20:30:27] HTTP (CS,108) - valve39.cs.steampowered.com (valve39.cs.steampowered.com):
AuthenticateDepotID (105601) - Success!
[2016-04-03 20:30:27] HTTP (CS,109) - valve40.cs.steampowered.com (valve40.cs.steampowered.com);
AuthenticateDepotID (105601) - Success!
[2016-04-03 20:30:27] Scheduler update appID 105600: Priority Last, legacy=no, restore="",
```



APP ID?



https://steamdb.info

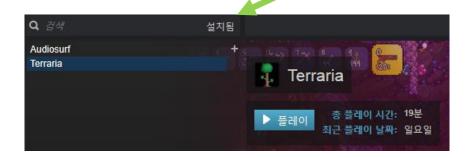


```
[2016-04-03 20:30:25] AppID 105600 state changed : Update Required,
[2016-04-03 20:30:25] Scheduler update appID 105600: Priority First, legacy=no, restore="",
timeSinceLastPlayed=71443083, appDisableSecondsRemaining=0
[2016-04-03 20:30:25] AppID 105600 state changed : Update Required, Update Running, [2016-04-03 20:30:25] AppID 105600 update changed : Running,
[2016-04-03 20:30:25] AppID 105600 update changed : Running, Reconfiguring,
[2016-04-03 20:30:25] Download system icon for AppID 105600 to C:\Program Files (x86)
\Steam\steam\games\a4ce7b163832f35ffcbf560ca40974bccd5d4cd5.ico
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve39.cs.steampowered.com
valve39.cs.steampowered.com)
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve41.cs.steampowered.com
valve41.cs.steampowered.com)
[2016-04-03 20:30:25] Created download interface of type 'CS' (1) to host valve40.cs.steampowered.com
valve40.cs.steampowered.com)
[2016-04-03 20:30:25] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,108) - valve39.cs.steampowered.com (valve39.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,109) - valve40.cs.steampowered.com (valve40.cs.steampowered.com):
OpenConnection - Success!
[2016-04-03 20:30:25] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
 uthenticateDepotID (105601) - Success!
[2016-04-03 20:30:26] HTTP (CS,110) - valve41.cs.steampowered.com (valve41.cs.steampowered.com):
/depot/105601/manifes+/4197790240605500522/5
                                                  received 200 (OK) HTTP response
[2016-04-03 20:30:26 AppID 105600 update changed : Running,
[2016-04-03 20:30:26 AppID 105600 update changed : Running,Validating,
[2016-04-03 20:30:26 AppID 105600 update changed : Running,
[2016-04-03 20:30:26] AppID 105600 update changed: Running, Preallocating,
[2016-04-03 20:30:27 AppID 105600 update changed : Running,
2016-04-03 20:30:27
                      AppID 105600 update started : download 0/83890656, store 0/0, reuse 0/0, stage
a/103873023
[2016-04-03 20:30:27] AppID 105600 state changed : Update Required, Update Running, Update Started,
[2016-04-03 20:30:27] AppID 105600 update changed : Running, Downloading,
[2016-04-03 20:30:27] AppID 105600 update changed : Running, Downloading, Staging,
[2016-04-03 20:30:27] HTTP (CS,108) - valve39.cs.steampowered.com (valve39.cs.steampowered.com):
AuthenticateDepotID (105601) - Success!
[2016-04-03 20:30:27] HTTP (CS,109) - valve40.cs.steampowered.com (valve40.cs.steampowered.com):
AuthenticateDepotID (105601) - Success!
[2016-04-03 20:30:27] Scheduler update appID 105600: Priority Last, legacy=no, restore="",
```



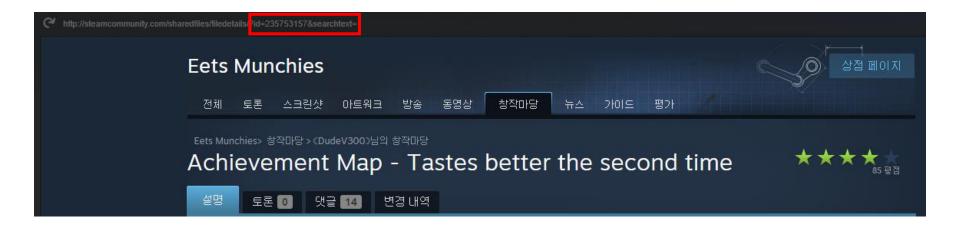
APP ID: 105600

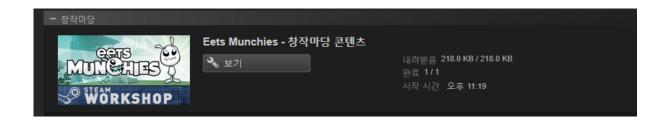
Terraria



Installed!







Installed!

```
[2016-04-05 23:05:45] [AppID 214550] Loaded workshop items in "C:\Program Files (x86) \Steam\steamapps\workshop" (0 installed. 0 needed) [2016-04-05 23:06:07] [AppID 214550] Starting Workshop download job [2016-04-05 23:06:07] [AppID 214550] Finished workshop download job : No Error [2016-04-05 23:19:17] [AppID 214550] Subscribed to item 235753157
```

APP ID: 214550

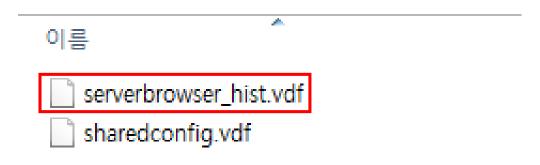
Item: 235753157



Artifact #6 – Connect server History







C:₩Program Files(x86)₩Steam₩userdata₩[Usernum]₩7

게임 내 서버 접속 기록, IP 및 즐겨 찾기 서버 IP



Favorite Server

```
Filters"
   "Favorites"
                         "14.35.19.192:27015"
            "name"
            "address"
                             "14.35.19.192:27015"
           "LastPlayed"
                                 "1358486572"
           "appid"
            "accountid"
                         "121.143.109.99:27016"
            "name"
            "address"
                             "121.143.109.99:27016"
           "LastPlayed"
                                 "1358495778"
           "appid"
            "accountid"
            "name"
                         "221.153.224.42:4860"
            "address"
                             "221.153.224.42:4860"
           "LastPlayed"
                                 "1358489479"
            "appid"
            "accountid"
            "name"
                         "119.196.47.96:27016"
            "address"
                             "119.196.47.96:27016"
           "LastPlayed"
                                 "1368887677"
           "appid"
            "accountid"
```

Connect History

```
history'
   "1"
       "name"
                    "14.35.19.192:27015"
       "address"
                         "14.35.19.192:27015"
       "LastPlayed"
                             "1358486572"
       "appid"
       "accountid"
       "name"
                    "121.143.109.99:27016"
       "address"
                         "121.143.109.99:27016"
       "LastPlayed"
                             "1358495778"
       "appid"
       "accountid"
       "name"
                    "119.196.47.96:27016"
       "address"
                         "119.196.47.96:27016"
       "LastPlayed"
                             "1368887677"
       "appid"
       "accountid"
   }
"5"
       "name"
                    "220.125.78.20:27015"
       "address"
                         "220.125.78.20:27015"
       "LastPlayed"
                             "1368939187"
       "appid"
       "accountid"
```





Artifact #7 - Cloud System



appinfo_log.txt	2016-04-03 오후	텍스트 문서	19KB
bootstrap_log.txt	2016-04-03 오후	텍스트 문서	33KB
cloud_log.txt	2016-04-03 오후	텍스트 문서	3KB
configstore_log.txt	2016-03-26 오후	텍스트 문서	14KB
connection_log.txt	2016-04-03 오후	텍스트 문서	3KB
content_log.txt	2016-04-03 오후	텍스트 문서	13KB
librarysharing_log.txt	2016-04-03 오후	텍스트 문서	1KB
parental_log.txt	2016-04-03 오후	텍스트 문서	1KB
remote_connections.txt	2016-04-03 오후	텍스트 문서	1KB
stats_log.txt	2016-04-03 오후	텍스트 문서	3KB
workshop_log.txt	2016-04-03 오후	텍스트 문서	1KB

C:₩Program Files(x86)₩Steam₩log

게임의 Save File 및 Profile을 동기화 및 업로드한 기록

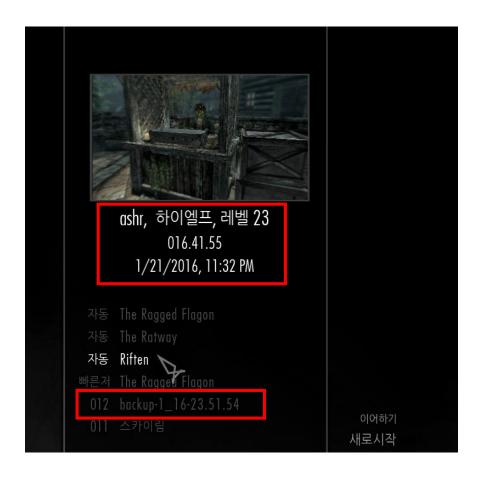


```
[2016-04-03 21:06:36] [AppID 72850] File is in sync My Games/Skyrim/Saves/Save 11 - ashr 02.53.59.ess [2016-04-03 21:06:36] [AppID 72850] File is in sync My Games/Skyrim/Saves/backup-1_16-23.51.54.ess [2016-04-03 21:06:36] [AppID 72850] Eval complete [2016-04-03 21:06:36] [AppID 259080] Eval complete
```

Skyrim (SKSE)

Steam Cloud

Profile & Save File





Reference

- Playing the Forensics Game (Peter Clemenko)
- Steam Forensic Artifacts (Tod Delaricheliere)
- 해외 자료 : 빈약 …
- 국내 자료 : 없음 …

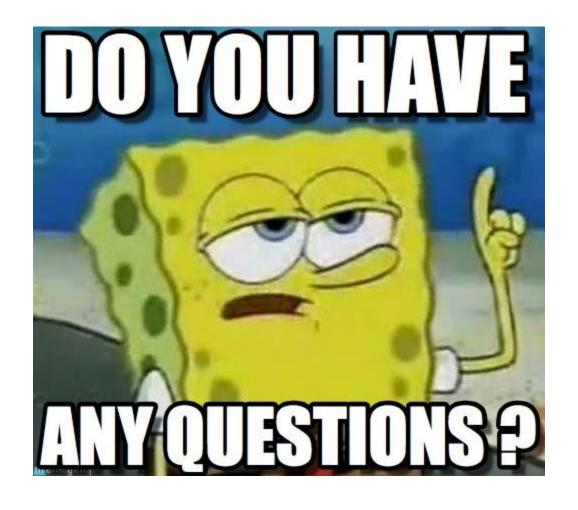


결론

- 로컬 파일에서도 많은 중요한 정보를 수집이 가능.
- 계정 탈취와 관련하여 사회적 공학 기법에 활용 될 수 있음.
- 특정 증거 수집을 위해서는 배경 지식이 필요.
- 계정 내에서 얻을 수 있는 더 많은 중요 정보가 존재함.
- 이러한 게임 플랫폼에서의 증거 수집에 대한 연구 필요.



Q & A





Thank you!

