

Ugpa Data

Course Highlights, Details, and Extensions for all
SkyPenguinLabs Courses

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Leaking info since 2025

Season 1

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Section 0x00 - Introduction

Hello there friend! Welcome to the first ever page for the liquid docs manual series! If you purchase this, I suspect that you are not somebody who knows, and quite in fact, are already familiar with some of our content. Unless you are, then may this booklet be a teaser to get you into the content.

I want to start off by saying, it's nice to actually see a custom e-book format for once out of us that's not paperback, and not intended to be an actual book. Which is part of this section's core focus- to show you what we have been up to, what this ebook is and more.

Welcome to LiquidDocs

So, let's not waste any time. Welcome to the extension of courses.

This ebook series is one of the first, actual themed out ebooks I have that I feel fits this format best. For a while, the goal with Black Hat Go Manual, Black Hat Python Manual, and Game Hackers Field Manual, all was to find some sort of middle ground,



a grasp on different ideas we could execute on the format.

Unfortunately, the content after a certain point (*additionally due to infrastructure/software limitations*) just did not make sense to keep producing, it felt more like a novelty thing as I will get into in a second here.

That being said, the purpose behind LiquidDocs is to showcase some of the courses that we have to offer by highlighting some of the content from it, extending existing portions of the courses, and also explaining anything that went out of context. Furthermore, you will find these manuals clumped together with specific tables of tools, commands, fun scripts etc all depending on the category of courses released.

Well, we could not just say fuck it we ball! And release whatever booklet and not have a way for people to identify it. So I felt the best way to go about it was to create seasons, and to have this manual, be the first volume, for season 1 releases of courses.



Liquid Docs, Vol. 1 - Season 1

Since we do not have any statistical data to analyze the likeness of this product, we want to kick this off with kind of how the course seasons worked because I know I did not explain them in depth.

> A - How do 'seasons' work?

Courses needed to be released in batches, so what better way to categorize a batch of courses than by season!

Each season a new set of courses dropped along with any others released throughout the year that is specifically themed around a set topic.

Season one (*the one this book is covering*), was themed around reverse engineering and theoretical practices, so we released courses set specifically around those themes which ended up being the following:



Course Name	Short Description	Page Count
<i>FREE_CSIXC - Steganography for Beginners</i>	Steganography for people who hardly understand it	22
<i>FREE_RExC - Knowing File Types in RE Helps You, Trust....</i>	File formats are not always what they seem, this one talks about how knowing their funky patterns can save you time	16
<i>OPRGC1 - Proper Offensive Tooling & Development Introduction</i>	Summarizes how researchers can get into applying software engineering AND offensive security skills	21
<i>PRGC1 - Go Modules In Depth For Beginners</i>	Explains go modules in depth for people who don't comprehend what they are	23
<i>PRGC2 - Learn How To Utilize Go's STD Lib To Optimize Applications</i>	Teaches you how to take advantage of Go's standard library to develop bloat-free apps	23
<i>REC4 - Time Managing The Reversing Process</i>	How you can save yourself time by learning where to allocate your time, and when during RE operations	31



<i>REC5 - Static Analysis for Ethereum Detection using Go w/ELF</i>	Teaches readers how to implement static analysis techniques with Go, in a scenario where detecting the presence of Ethereum ecosystems in applications.	56
<i>RExC2 - How Mathematics Is Applied To Reverse Engineering</i>	Theoretical simple article on how math is applied to RE across the field. Covers how decompilers utilize math, where it helps the reverse engineer, and how it's helpful moving forward.	25
<i>REC6 - How to analyze GUI components built for x64, Windows</i>	This walks you through a whole GUI I built on which teaches you hands on GUI reverse engineering in wacky scenarios.	52

For a total of 269 pages spread across 9 courses, this content outline seemed to be doing pretty solid. Additionally, we have a lot of other stuff that drops with the seasons outside of just courses. But primarily speaking, This works by taking the overall topics in the courses, such as 'reverse engineering' applied to development, engineering, and security, finds all of the

- * Missing context/content in lessons
- * Extendible content/context in lessons
- * and hard-to-understand content



then breaks all of it down here or puts it all here to be explained more. This is an EXTENSION of existing courses and products on the site, and can also be looked at as a high level overview for the content tied to the book.

> B - Introducing under \$23 Courses!

AUGH! Finally, I have been wanting to say this for a while. But after a **LOT** of math, breaking down etsy prices and even custom dropshipping prices and some infrastructure costs, I was able to end on the conclusion that I could finally sell content for under \$23 (cheap and affordable) which uses our own marketing, our own art, and our own research that ALSO turns a profit.

This is HUGE! Because for a bit, the problem was finding a good competitive price range that also satisfied the means of our goals for SkyPenguinLabs.

That being said, these courses will now all be up-front. Anything as a 'lesson' or 'course' is BELOW 60 pages.



This is the fun part.

Now, alongside the courses, I also wanted to occasionally have contributors to have an ability to express their in-depth knowledge, professional opinion, and review on an Open Sourced PUBLIC code base.

> C - O.S.R Was Born!!!

Open Source RIPS is how I categorize any specific lesson that was intentionally designed to focus on one specific open sourced project, and RIP it apart by dissecting the internal code components (*or parts, if the code is way too big and specific to a huge library like openssl or whatever*), design and architecture, functionality, useability, performance, and etc, to use it as a form of lesson material.

This would be turned into something that would be used to educate a reader about niche things.

For example, if you were to talk about GSM, you would probably want to explain how software used to interact with GSM, such as osmocom-bb works.



O.S.R would be perfect for this, because you could rip apart some open source tools that cover GSM implementations and use it as key explanation to how GSM works.

In other scenarios, we may see a basic reverse engineering disassembler pricked apart for its niche performance algorithms, to which those algorithms would be explained, explored and benchmarked to living hell.

All of OSR is in fun spirited competition, and the goal is to get people as interested as possible in using open source code bases as key learning insights to their roadpaths, especially in reverse engineering.

Additionally, if you are a fan of the lessons already (*which we do not expect everyone to be, oh well, not everyone is fit for it*) then picking up OSR is something that is worthwhile because it encapsulates a unique theme, and niche content that might better suit what you are looking for in this content. Its also an additional set of support material.



A huge part of this effort and push is to get the funds to get SkyPenguinLabs off the ground producing proper products for the public to use.

With that, also comes...

> D - Free Lessons Every Season

For every season that gets released, because we feel that its important for people to get a huge feel for our content, we release a set of free lessons for people to view.

Each lesson that is paid. Also gets its own preview, as this book did and as youll notice- various other products do!

This is all in good attempts to make sure that people buying from us **actually know what they are buying**.

For example, this one person from amazon which wrote a- to say the least, not so thoughtful review on the Game Hackers Field Manual.



If you really read it...you realize, they were literally just complaining about all that's mentioned in the product description.

Lets just...check some out.

- **Reviewer:** Complains about book formatting
 - **Book** product description (unedited: *this booklet takes a very unorganized and unprofessional approach to its writing*)
- **same..Reviewer:** Complains about not learning about how ESP / aimbot works (there were 30 pages on it lol)
 - **Book** product description (unedited: *What You Will NOT Learn About: DLL injection, how internal cheats work, how drivers are built, why drivers are needed, bypassing anti-cheat systems, breaking other cheats the hard way, building full custom software*)
- **SAME Reviewer:** Calls author a script kiddie, because author did not explain how to give reviewer copy-paste driver in a manual-format of a book sized at 5.5 x 0.89 x 8.5 inches intended for a beginner audience of people who never touched game hacking.
 - **Book** product description (unedited: *What You Will NOT Learn About: DLL*



injection, how internal cheats work, how drivers are built, why drivers are needed, bypassing anti-cheat systems, breaking other cheats the hard way, building full custom software)

They ended that with complaining that they paid 20 some odd German Deutsche Marks? For a book they can return in 30 days. It takes 10 seconds to have maybe realized 90% of what was complained about. And it's for good reason that we document this and act on it, fast! This was one of those efforts, an effort to change the way education was presented by the umbrella branding 'SkyPenguinLabs' and turn it from that into a company.

Free lessons will also get experimental graphics, new different topics from different contributors as time moves forward.

Of course this is all in the plans, and can only happen if the community is willing to push the support and we are willing to return. We don't look for ROI, that's the one blinding difference between SkyPenguinLabs, and about every single *surface level* cybersecurity educational provider that you can think of. This excludes, of course, the minority that already does stuff like this.



> E - The Future of SkyPenguinLabs

For many people who have been aware of the name SkyPenguinLabs for some time, this entire transition might be new but easy for you to grasp. As mentioned, it's simply just us turning into a company.

What does this mean for our future? Well, a fuckload of paperwork. Way too much, but after that a lot of really cool courses, books, and as is in the secret diary of world dominating plans - some small niche security research projects, products, and fun little FOSS projects.

SkyPenguinLabs is aiming to be many things, it has a focus, and a large direction. That direction you ask?

Well, primarily, it's going more towards education, and consulting right now. When we get our own infrastructure up, the plan is to start offering small contract reverse engineering services alongside some of our educational content.

Our products will sell themselves, and the stuff we put out publicly for free will be open sourced contributions, making the lessons, books, O.S.R,



consults and merchandise being the only form of income for SPL at this moment.

We plan to just exist and fix problems we see fit, such as those like overevaluation in cyber educational content.

The sad thing is, we did have to kill some things off.

> F - The Retirement Of Physical Manuals

Okay to be frank with everybody, I have produced 3 manuals and each one of them while they did fulfill their purpose all kind of feel like novelty.

With the 4th one, REFM, I DEFINITELY felt that this was a novelty thing. So I did my best to leave it where I could, and retire the manuals as is physically and instead port over to ebooks.

Additionally, physically printing manuals like that only fully makes sense for content that is extremely easy to read, quick and free-form, flexible and not terribly hard to type into a keyboard.

The issue with the physical manuals was mostly figuring out the standards for it, how I was going



to pack content in, and I realized I need to stop trying that.

So we did and we ended up here, e-books, a lot lighter, and best of yet- everybody, and I mean...everybody with the extension of global markets can buy this book. Unlike physical publishing which limited regions, and would also make it impossible to buy physical books, or make the book worthless for the amount of costs that needed to be covered.

That being said, we officially retire and move away from the physical manual format. It was a good first few tries but its, time to let it go.

> G - Prerequisites before continuing

Before you continue onto the next section. I think it would be most important for you to make sure you have a 100% grasp on what you are going to be looking at as far as contents.

Since this book is NOT practical, does not walk you through reversing code in a tutorial or course like fashion, you will most likely be seeing all of the tips, and tricks, extended content or fun little nifty articles as extensions of existing courses for the primary content.



Along with some cheat sheets here and there as you saw on the table of contents. But the aim of this series is to keep things as compact as possible.

The previous manuals got to about 391 pages. Lets make sure this one stays below 200. This makes it fairly priceable, does not over stuff the book with content, makes it a lot more digestible and makes it a lot more easy to market alongside seasons.

There are not many prerequisites before entering this course, as mentioned no practicality so no need to startup a specific environment. Just flip through the book and digest!!!

Now, let's actually start the book.



> Conclusion

LiquidDocs is a series I am not trying to use as this book of knowledge for any specific field of cyber, quite frankly, it's not really related to cybersecurity more than it is the course SPL releases.

If SPL chooses to have a season dedicated to computer networking and computer science, it may just be that.

So, use these books for what they are and feel free to give us POSITIVE feedback that IS worth reading and does not end up making our researchers or contributors cringe at sight because someone did not read the product's description.

Additionally, if you want to contribute, or want to talk about it, now's your chance, shoot us an email.

| > skypenguinlabs@gmail.com

I hope you find what you are looking for or learn something interesting along the way. If you want to support us further without paying, just share us to a single person, we will take it.

