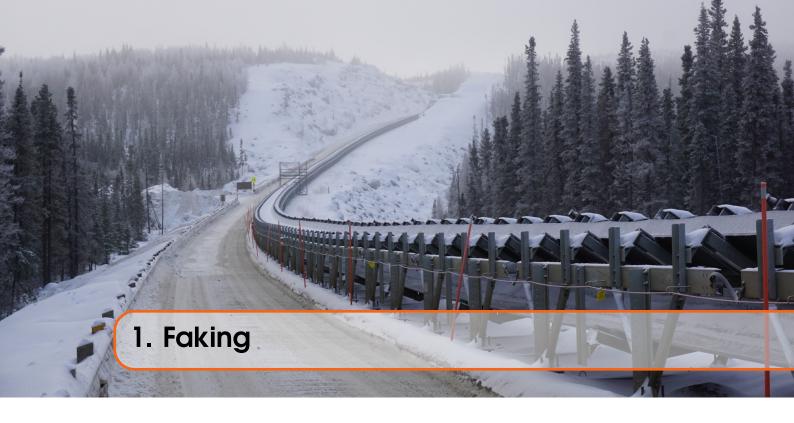


- 1	Known Techniques			
1	Faking	5		
1.1	Inheritance Overriding	5		
1.2	Fake Standard Implementation	6		
2	Morphing	8		
2.1	Red-Pill	8		
3	Obfuscation	. 10		
3.1	Hiding In Plain Sight	10		
3.2	Hiding Behind Proxies	11		
3.3	Hidden State	11		
4	Poisoning	. 12		
4.1	Event Poisoning	12		
5	Redirection	. 13		
5.1	Hidden Proxy	13		
5.2	Selector Collisions	13		

Ш	Foreseen Techniques			
6	Obfuscation	16		
6.1	Payload Packing	16		
Ш	Appendices			
	Appendices			
G	Nomenclature	18		
G.I	Indices	19		
G.II	Constantes génériques	19		
G.III	Spécifications	19		
G.IV	Géométrie	20		
G.V	Produit	21		
G.VI	Bande	22		
G.VII	Supports	23		
G.VIII	Tambours	24		
G.IX	Groupe de commande	24		
G.X	Système de pré-tension	24		
G.XI	Alimentation	25		
G.XII	Accessoires	25		
G.XIII	Remplissage	25		
G.XIV	Puissances	25		
G.XV	Tensions	26		
G.XVI	Pré-tension	26		
G.XVII	Sécurité	26		
G.XVII	lLimites de validité	26		

Known Techniques

1.1 1.2	Faking
2 2.1	Morphing
3.1 3.2 3.3	Obfuscation
4 4.1	Poisoning
5 5.1 5.2	Redirection 13 Hidden Proxy Selector Collisions



1.1 Inheritance Overriding

1.1.1 Evades

Source code reviews with subtle exploitation of the compilation process.

1.1.2 How

The malicious contract inherits from standard code like Ownable, Upgradeable, etc.

It overwrites key elements by:

- adding a variable definition for an existing keyword
- polymorphism, which allows to have several versions of a function

Then a single keyword can refer to different implementations depending on its context.

The resulting contract doesn't behave like its parent, while looking legitimate.

1.1.3 Samples

Attribute Overwriting

KingOfTheHill inherits from Ownable but the original owner cannot be changed:

```
contract KingOfTheHill is Ownable {
   address public owner; // different from the owner in Ownable

function () public payable {
    if(msg.value > jackpot) owner = msg.sender; // local owner
    jackpot += msg.value;
}

function takeAll () public onlyOwner { // owner from Ownable = contract of the contract of
```

```
msg.sender.transfer(this.balance);
    jackpot = 0;
}
```

In the modifier on *takeAll*, the *owner* points to the contract creator. It is at storage slot 1, while the fallback function overwrites the storage slot 2.

In short, sending funds to this contract will never make you the actual owner.

Method Overwriting

1.1.4 Detection & Countermeasures

- Caveat: these overrides appear in the sources but not in the bytecode.
- The sources can be checked for duplicate definitions / polymorphism.

Since the whole point is to advertize for a functionality with the sources, they will be available.

1.1.5 Resources

- [paper-art-of-the-scam], section 3.2.2
- [video-masquerading-code]

1.2 Fake Standard Implementation

1.2.1 Evades

Etherscan's interpretation of proxy is fixed, it can easily be fooled.

1.2.2 How

Contrary to the previous methods, this one doesn't use valid code from the standards.

It keeps the name / structure, but the code is actually different.

1.2.3 Samples

Here's a fake EIP-1657 proxy implementation:

It doesn't use the standard slot for the implementation address: Etherscan will show some irrelevant contract, giving the impression it is legit.

1.2.4 Detection & Countermeasures

The bytecode selectors and implementation can be checked against reference implementations.

1.2.5 Resources

• [video-masquerading-code]



2.1 Red-Pill

The red-pill technique detects simulation environment to disable its exploits upon scrutiny.

2.1.1 Evades

Live tests in transaction simulations: often performed by wallets before sending a transaction.

2.1.2 How

The contract detects simulation environments by:

- comparing the global variables with settings found in simulated environments:
 - block.basefee with
- - tx.gasprice with

Then it triggers legitimate code in simulation contexts and malicious code on the mainnet.

2.1.3 Samples

The contract [FakeWethGiveaway](red-pill/FakeWethGiveaway.sol) checks the current block miner's address:

2.1 Red-Pill 9

When null (test env), it actually sends a reward and otherwise it just accepts transfers without doing anything.s

2.1.4 Detection & Countermeasures

- Looking for unusual opcodes: typically 'block.coinbase'.
- Replaying transactions and fuzzing the global variables.

2.1.5 Resources

• [article-red-pill]



3.1 Hiding In Plain Sight

3.1.1 Evades

Here, the goal is to overwhelm source code reviewers with the sheer volume of code. It also lowers the efficiency of ML algorithms.

3.1.2 How

By stacking dependencies, the scammer grows the volume of the source code to thousands of lines. 99% of the code is classic, legitimate implementation of standards.

And the remaining percent is malicious code, hidden inside one of the numerous dependencies for example.

3.1.3 Samples

Hidden among 7k+ lines of code:

```
// no authorization modifier 'onlyOwner'
function transferOwnership(address newOwner) public virtual {
   if (newOwner == address(0)) {
      revert OwnableInvalidOwner(address(0));
   }
   _transferOwnership(newOwner);
}
```

3.1.4 Detection & Countermeasures

1. The proportion of unused code can be leveraged from the transaction history.

3.2 Hiding Behind Proxies

3.2.1 Evades

- Etherscan code verification - source code reviews

3.2.2 How

Keeping the sources closed by only exposing a proxy contract.

3.3 Hidden State

3.3.1 Evades

Totally bypasses source & bytecode analysis by humans & tools.

3.3.2 How

At the construction / initialization, data can be put in storage at arbitrary slots.

3.3.3 Detection & Countermeasures

Detecting access to:

- arbitray storage locations
- locations given as input



4.1 Event Poisoning



5.1 Hidden Proxy

5.1.1 Evades

This technique allows scammers to verify their contracts will dodging source code reviews.

5.1.2 How

The contract performs *delegateCalls* on any unknown selector.

The target address can be hardcoded, making it

In the end, the exposed functionalities are not meaningful, the logic is located at a seemingly unrelated address.

5.1.3 Samples

5.2 Selector Collisions

5.2.1 Evades

This subtle

5.2.2 How

Because the function selectors are only 4 bytes long, it is easy to find collisions.

When a selector in the proxy contract collides with another on the implementation side, the proxy takes precedence.

14

This can be used to override key elements of the implementation.

5.2.3 Samples

As shown in [the talk by Yoav Weiss at DSS 2023][video-masquerading-code]:

```
function IMGURL() public pure returns (bool) {
    return true;
}
```

This function has the same selector as keccak("vaultManagers(address)")[0:4].

Foreseen Techniques



6.1 Payload Packing

6.1.1 Evades

Pattern matching on the bytecode.

6.1.2 How

Encryption / encoding / compression can be leveraged to make malicious code unreadable.

6.1.3 Detection & Countermeasures

1. Scanning for high entropy data

Appendices

G	Nomenclature	18
G.I	Indices	
G.II	Constantes génériques	
G.III	Spécifications	
G.IV	Géométrie	
G.V	Produit	
G.VI	Bande	
G.VII	Supports	
G.VIII	Tambours	
G.IX	Groupe de commande	
G.X	Système de pré-tension	
G.XI	Alimentation	
G.XII	Accessoires	
G.XIII	Remplissage	
G.XIV	Puissances	
	Tensions	
	Pré-tension	
	Sécurité	
G.XVIII	Limites de validité	

