



## Dead Man's Switch: Forensic Autopsy of the Nintendo Switch

By:

Frederick Barr-Smith, Danny Rigby, Sash Rigby, Tom Farrant, Benjamin Leonard-Lagarde and Frederick Sibley-Calder

*From the proceedings of*  
The Digital Forensic Research Conference

**DFRWS EU 2021**

March 29 - April 1, 2021

DFRWS is dedicated to the sharing of knowledge and ideas about digital forensics research. Ever since it organized the first open workshop devoted to digital forensics in 2001, DFRWS continues to bring academics and practitioners together in an informal environment.

As a non-profit, volunteer organization, DFRWS sponsors technical working groups, annual conferences and challenges to help drive the direction of research and development.

<https://dfrws.org>

# Digital Crime Scene: Dead Man's Switch: Forensic Autopsy of the Nintendo Switch

Frederick Barr-Smith, Thomas Farrant, Benjamin Leonard-Lagarde, Danny Rigby, Sash Rigby and Frederick Sibley-Calder



# About Us

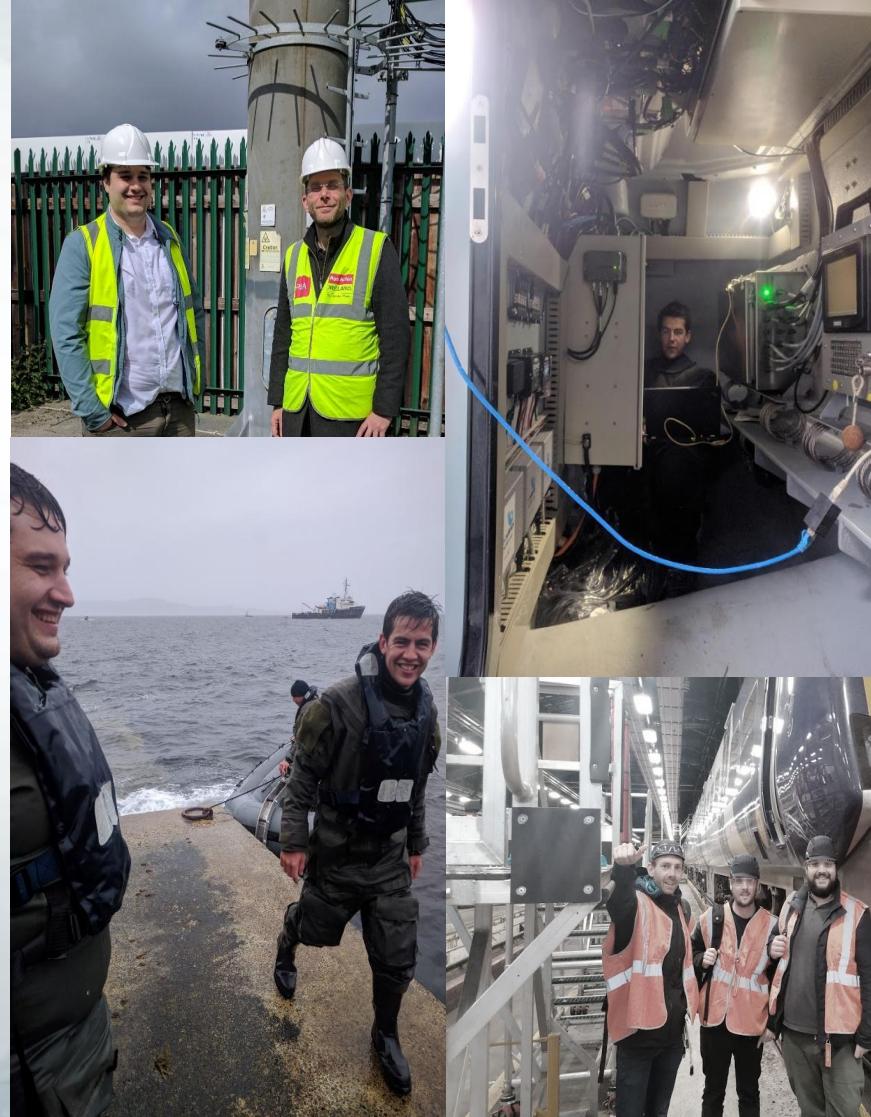
- Technical Security Consulting for Telecoms, Finance and FTSE100
  - Digital Forensics
  - Offensive Security
  - Web & Mobile Application Security
  - Infrastructure Security
  - Penetration Testing - CHECK testing
  - Red Teaming



# About Us

- Bespoke Research and Development

- Digital Forensics
- Simulation and Augmented Reality
- Augmented Reality for Medical Emergency Response Training
- Critical Infrastructure Security (Rail/Telecoms)
- Automated Maritime USV



[dstl]

UNIVERSITY OF  
OXFORD

modux

# Why the Nintendo Switch?

- Rapidly growing market
- Portable!



[dstl]

UNIVERSITY OF  
OXFORD

modux

# Why the Nintendo Switch?



**Intelligence Assessment**

## Pathways Into Cyber Crime

**Work with the video gaming industry to deliver Prevent activity:** It is clear that the majority of cyber criminals, or those on the periphery of cyber crime, are also online gamers (as the cease & desist analysis shows, many got into computing and technology via their interest in gaming). This, of course, does not mean all gamers are cyber criminals. GameTrack estimate that 40% of the UK population play video games<sup>10</sup>. Current statistics concerning the US



# Autopsy Modules - Open Source

## Nintendo-Switch-Forensics

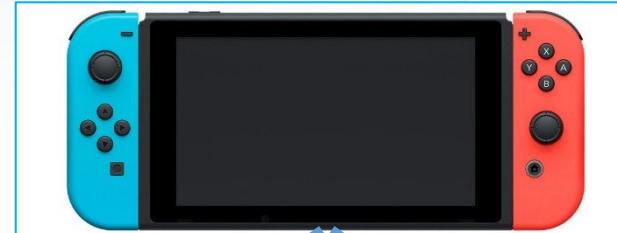
Autopsy folder contains the following Autopsy ingest modules:

Module	Purpose
ingest_connected_displays	all recently connected displays
ingest_game_history	recent game history
ingest_crash_dumps	last 50 crash dumps
ingest_device_accounts	all user accounts saved to device
ingest_gamesaves	all saved games
ingest_last_boot	last boot time of device
ingest_mp_user_history	last 300 users played with and game played
ingest_power_states	device power history
ingest_screenshots	all saved recordings and screenshots
ingest_wifi	details of all WiFi networks recently connected to

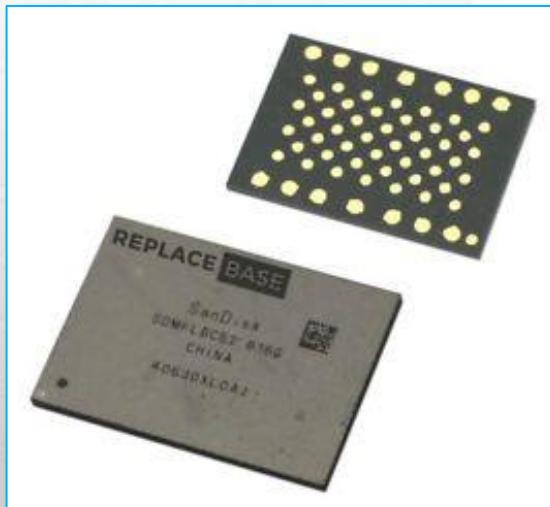
memory-dump-utils folder contains utilities to aid in performing Switch memory dumps



# Where is the data?



Onboard NAND  
Flash Memory



Removable SD Card

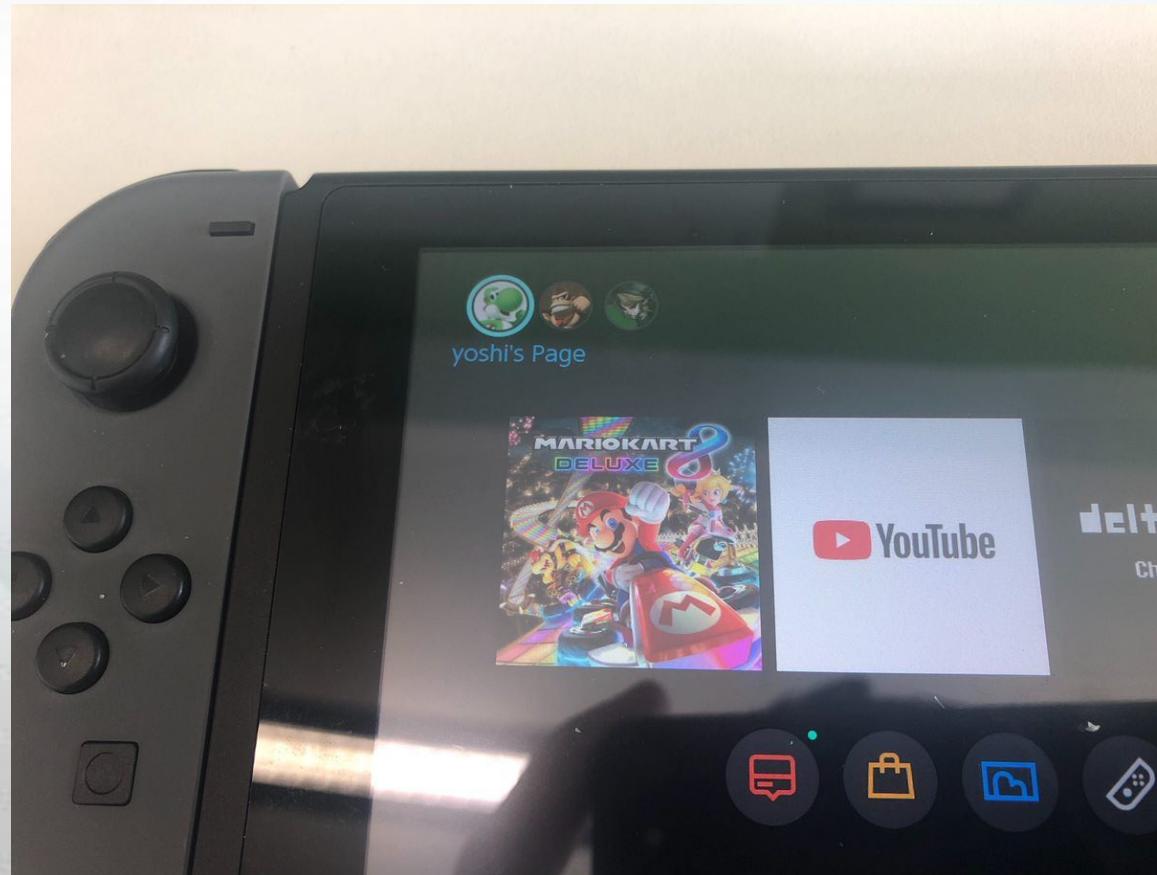


[dstl]

UNIVERSITY OF  
OXFORD

modux

# Creation of Test Data

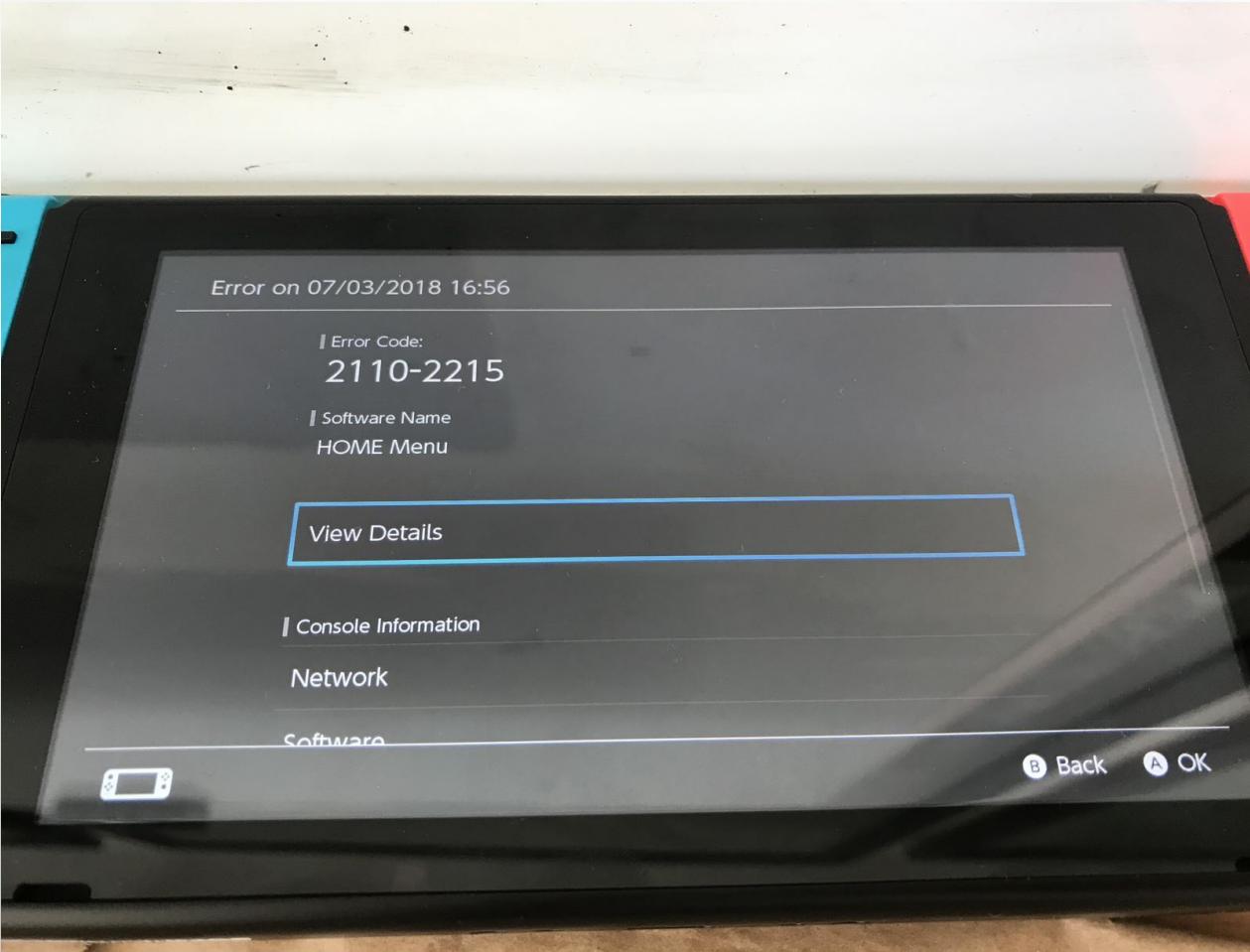


[dstl]

UNIVERSITY OF  
OXFORD

modux

# Creation of Test Data

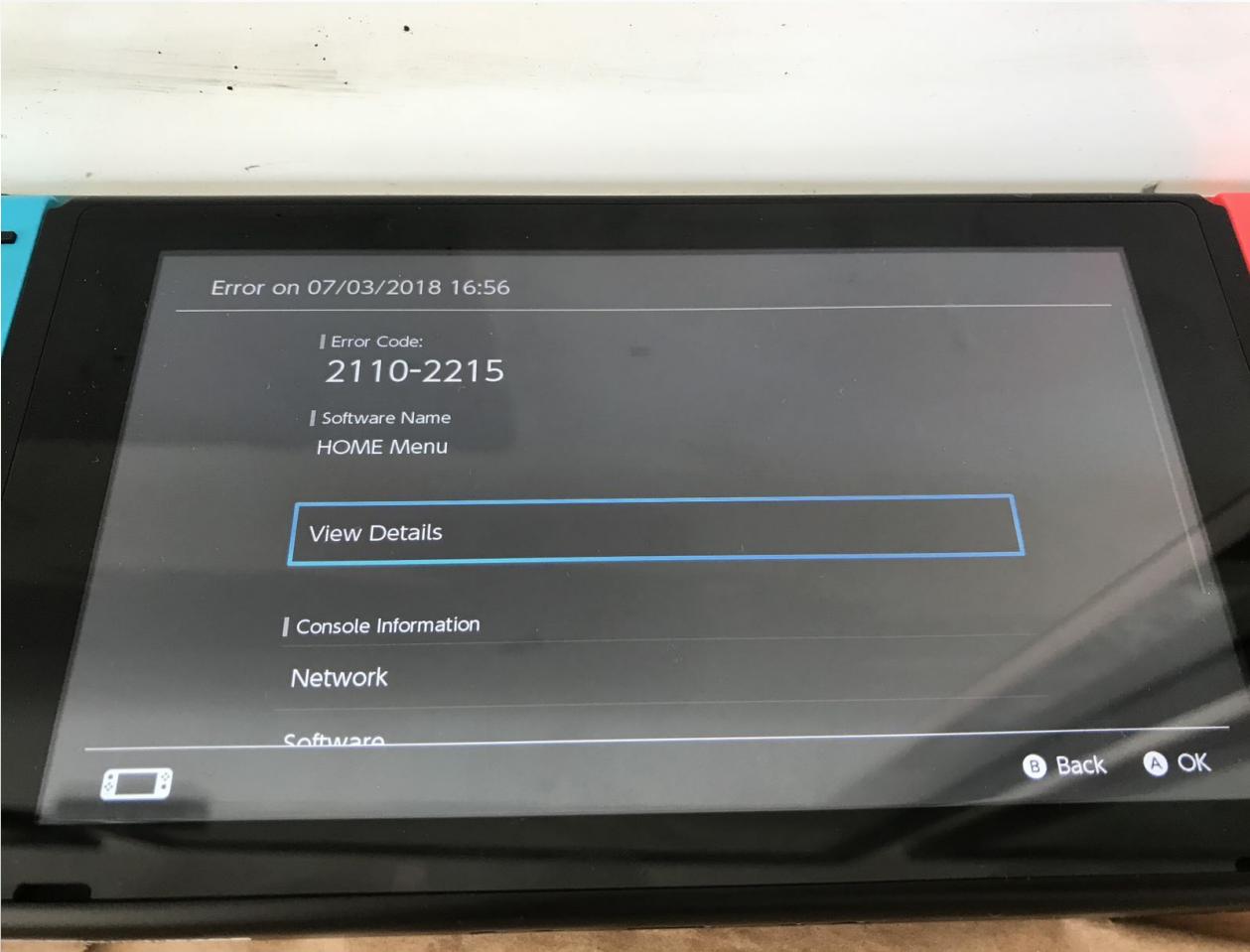


[dstl]



modux

# Creation of Test Data



# Extraction of Data

```
PS E:\project-wario-demos\la. demo-init-individual> move .\DumpNAND.ps1 .\DumpNANDPartition.ps1
PS E:\project-wario-demos\la. demo-init-individual> .\DumpNANDPartition.ps1
Plug in Switch via usb-c in RCM mode to begin key dump
Once the keydump payload has completed, switch off the switch and restart into RCM mode
Win32 error 31 during post-smash read op
Key dump complete, please restart the Switch into RCM mode
TegraRcmSmash (64bit) 1.2.1-3 by rajkosto
Unknown key 'pwroffHoldTime' for BOOT section on line 12, skipping
Wanted device not connected yet, waiting...
Looking for devices matching the pattern *VID_0955&PID_7321*
Opened USB device path \\?\usb#vid_0955&pid_7321#6&11a6e85&0&2#{aa0dbd45-3117-f331-5c49-76bf65225042}
RCM Device with id 4085010c00000010c4072d6401101062 initialized successfully!
Uploading payload (mezzo size: 92, user size: 124720, total size: 190936, total padded size: 192512)...
Smashing the stack!
Smashed the stack with a 0x7000 byte SETUP request!
Switching to command mode due to READY.
Sending E:\project-wario-demos\la. demo-init-individual\Tools\ums_emmc.scr.img (86 bytes) to address 0x80100000
Sending E:\project-wario-demos\la. demo-init-individual\Tools\u-boot.elf (450879 bytes) to address 0x80110000
Booting AArch64 with PC 0x80110000...
BOOT command sent successfully! continuing.
Win32 error 31 during post-smash read op
Mounting NAND. Please wait...
Starting NAND dump
```





[dstl]



modux

# Nintendo Switch Forensics

# NAND File System



# NAND File System

- User Partitions
  - USER
    - FAT32 filesystem
    - Stores the data for all non-system applications
  - SYSTEM
    - FAT32 filesystem
    - Stores the data for all system applications
  - SAFE
    - FAT32 filesystem
    - Used for booting in SafeMode
  - PRODINFO
    - Used for system calibration.
  - PRODINFOF
    - Used for system calibration.

Partition Name	Details
USER	FAT32 Filesystem
SYSTEM	FAT32 Filesystem
SAFE	FAT32 Filesystem
PRODINFO	Used for System Calibration
PRODINFOF	Used for System Calibration



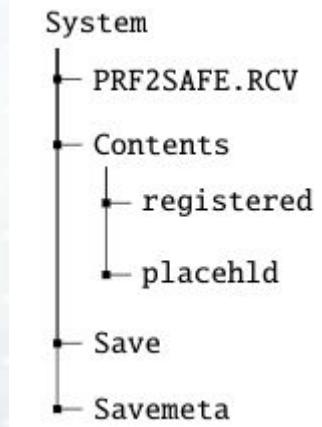
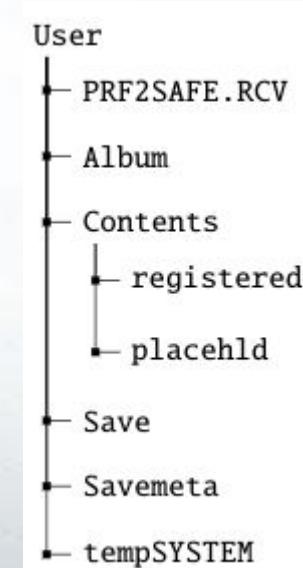
# NAND File System

- User Partitions
  - USER
    - FAT32 filesystem
    - Stores the data for all non-system applications
  - SYSTEM
    - FAT32 filesystem
    - Stores the data for all system applications
  - SAFE
    - FAT32 filesystem
    - Used for booting in SafeMode
  - PRODINFO
    - Used for system calibration.
  - PRODINFOF
    - Used for system calibration.



# NAND File System

- User Partitions
  - USER
    - FAT32 filesystem
    - Stores the data for all non-system applications
  - SYSTEM
    - FAT32 filesystem
    - Stores the data for all system applications



# NAND File System

The screenshot shows a software interface for examining NAND file systems. On the left, a tree view displays the 'Data Sources' section, which includes 'SYSTEM.bin', 'SAFE.bin', 'PRODINFOF.bin', 'USER.bin', 'Views', and 'Results'. Under 'SYSTEM.bin', there are sub-folders like '\$OrphanFiles (67)', '\$CarvedFiles (190)', '\$Unalloc (2)', 'Contents (3)', 'save (71)', and 'saveMeta (61)'. The 'save' folder is highlighted with a blue selection bar. On the right, a table titled 'Listing /img\_SYSTEM.bin/save' shows a list of files. The table has columns for Name, S, C, O, and Modified Time. The 'Name' column lists file names starting with '0000000000000000'. The 'Modified Time' column shows various dates, including '2018-12-12 20:00:00', '2018-12-24 18:00:00', '0000-00-00 00:00:00', '0000-00-00 00:00:00', '1980-01-01 00:00:00', and '2018-09-27 00:00:00'. A yellow downward arrow icon is positioned next to the fourth row.

Name	S	C	O	Modified Time
000000000000000030				2018-12-12 20:00:00
000000000000000032				2018-12-24 18:00:00
800000000000000000				0000-00-00 00:00:00
800000000000000010			▼	0000-00-00 00:00:00
800000000000000011				0000-00-00 00:00:00
800000000000000020				1980-01-01 00:00:00
800000000000000030				0000-00-00 00:00:00
800000000000000040				0000-00-00 00:00:00
800000000000000041				0000-00-00 00:00:00
800000000000000043				0000-00-00 00:00:00
800000000000000044				0000-00-00 00:00:00
800000000000000045				2018-09-27 00:00:00
800000000000000046				0000-00-00 00:00:00
800000000000000047				0000-00-00 00:00:00
800000000000000048				1980-01-01 00:00:00
800000000000000049				2017-10-27 16:00:00
800000000000000050				0000-00-00 00:00:00
800000000000000052				0000-00-00 00:00:00

[dstl]



modux

# Nintendo Switch Forensics

# Forensic Artefacts



<b>Artefact</b>	<b>Location</b>	<b>Available Data</b>
Connected Displays	/SYSTEM.bin/save/800000000000000d1	Connected Displays
Error Logs	/SYSTEM.bin/save/800000000000000d1	Last 50 Error Codes
Game Saves	/USER.bin/save/	Save Time & Game Title
Gameplay Logs	/SYSTEM.bin/save/800000000000000a2	Access Time & Game Title
Multiplayer User History	/SYSTEM.bin/save/8000000000000001	300 users last played with
Power On/Off Logs	/SYSTEM.bin/save/800000000000000a1	Last Boot Time & Power State Changes
Screenshots & Videos	/SYSTEM.bin/	.JPG, .MP4 & .PNG with Timestamps
User Accounts	/SYSTEM.bin/save/80000000000000010	Birth Date, Email, Gender & Location
Wifi Networks	/SYSTEM.bin/save/80000000000000050	MAC Addresses, NAT, Passwords & SSIDs



# Artefacts – Device User Accounts

/img\_SYSTEM.bin/save/8000000000000010

```
{"gender":"male","id":"dfaef91e15d374afc","region":"","loginId":"","timezone":"Europe/London","email":"tomf+waluigi-switc@modux.co.uk","analyticsForInternalAnalysisPermitted":true,"analyticsForTargetMarketingPermitted":true,"nickname":"waluigi","screenName":"toâ€¢â€¢â€¢@mâ€¢â€¢â€¢â€¢","isChild":false,"language":"en-GB","birthday":"2000-01-01","country":"GB","isNnLinked":false,"isTwitterLinked":false,"isFacebookLinked":false,"isGoogleLinked":false}
```



# Artefacts – Device User Accounts

```
{  
    "gender": "male",  
    "id": "dfaef91615d374afc",  
    "region": "",  
    "loginId": "",  
    "timezone": "Europe/London",  
    "email": "-----@modux.co.uk",  
    "analyticsForInternalAnalysisPermitted": true,  
    "analyticsForTargetMarketingPermitted": true,  
    "nickname": "waluigi",  
    "screenName": "toâ€¢â€¢@mâ€¢â€¢",  
    "isChild": false,  
    "language": "en-GB",  
    "birthday": "2000-01-01",  
    "country": "GB",  
    "isNnLinked": false,  
    "isTwitterLinked": false,  
    "isFacebookLinked": false,  
    "isGoogleLinked": false  
}
```



# Artefacts – Wi-Fi

/img\_SYSTEM.bin/save/8000000000000050

# Artefacts – Connected Displays

/img\_SYSTEM.bin/save/8000000000000050



# Artefacts – Connected Displays

## Hex Dump 7 - Connected Display Model:

```
00059200 70 70 65 64 D2 00 00 45 17 A9 45 64 69 64 42 6C |pped...E..EdidBl|
00059210 6F 63 6B C4 80 00 FF FF FF FF FF 00 09 D1 CE |ock.....|
00059220 78 45 54 00 00 03 19 01 03 80 35 1E 78 2E 6B 35 |xET.....5.x.k5|
00059230 A4 55 55 9F 27 0C 50 54 A5 6B 80 D1 C0 81 C0 81 |.UU.'PT.k....|
00059240 00 81 80 A9 C0 B3 00 01 01 01 02 3A 80 18 71 |.....:..q|
00059250 38 2D 40 58 2C 45 00 13 2B 21 00 00 1E 00 00 00 |8-@X,E..+!....|
00059260 FF 00 54 31 46 30 31 39 35 34 53 4C 30 0A 20 00 |..T1F01954SL0. .|
00059270 00 00 FD 00 32 4C 1E 53 11 00 0A 20 20 20 20 |....2L.S...
00059280 20 00 00 00 FC 00 42 65 6E 51 20 47 4C 32 34 36 | ....BenQ GL246|
00059290 30 0A 20 01 83 B2 45 64 69 64 45 78 74 65 6E 73 |0. ...EdidExtens|
000592A0 69 6F 6E 42 6C 6F 63 6B C4 80 02 03 22 F1 4F 90 |ionBlock....".0.|
```



# Artefacts – Played games

/img\_SYSTEM.bin/save/800000000000000a1



# Artefacts – Youtube Searches

```
0005038E 34 34 39 7D 12 9E 01 0A 33 79 74 2E 6C 65 61 6E 62 61 63 6B 2E 64 65 66 61 75 6C 74 2E 73 449}.ž..3yt.leanback.default.s
000503AC 65 61 72 63 68 2D 68 69 73 74 6F 72 79 3A 3A 72 65 63 65 6E 74 2D 73 65 61 72 63 68 65 73 earch-history::recent-searches
000503CA 12 67 7B 22 64 61 74 61 22 3A 5B 5B 22 62 65 73 74 20 73 70 6F 6E 67 65 62 6F 62 20 73 6F .g{"data": [{"best spongebob sc
000503E8 6E 67 73 22 2C 32 2C 31 35 35 31 39 37 38 37 35 38 30 36 31 5D 5D 2C 22 65 78 70 69 72 61 ngs", 2, 1551978758061}], "expira
00050406 74 69 6F 6E 22 3A 31 35 38 33 30 38 32 37 35 38 30 36 32 2C 22 63 72 65 61 74 69 6F 6E 22 tion": 1583082758062, "creation"
00050424 3A 31 35 35 31 39 37 38 37 35 38 30 36 32 7D 12 74 0A 32 79 74 2E 6C 65 61 6E 62 61 63 6B : 1551978758062}.t.2yt.leanback
```



# Artefacts – Players played with

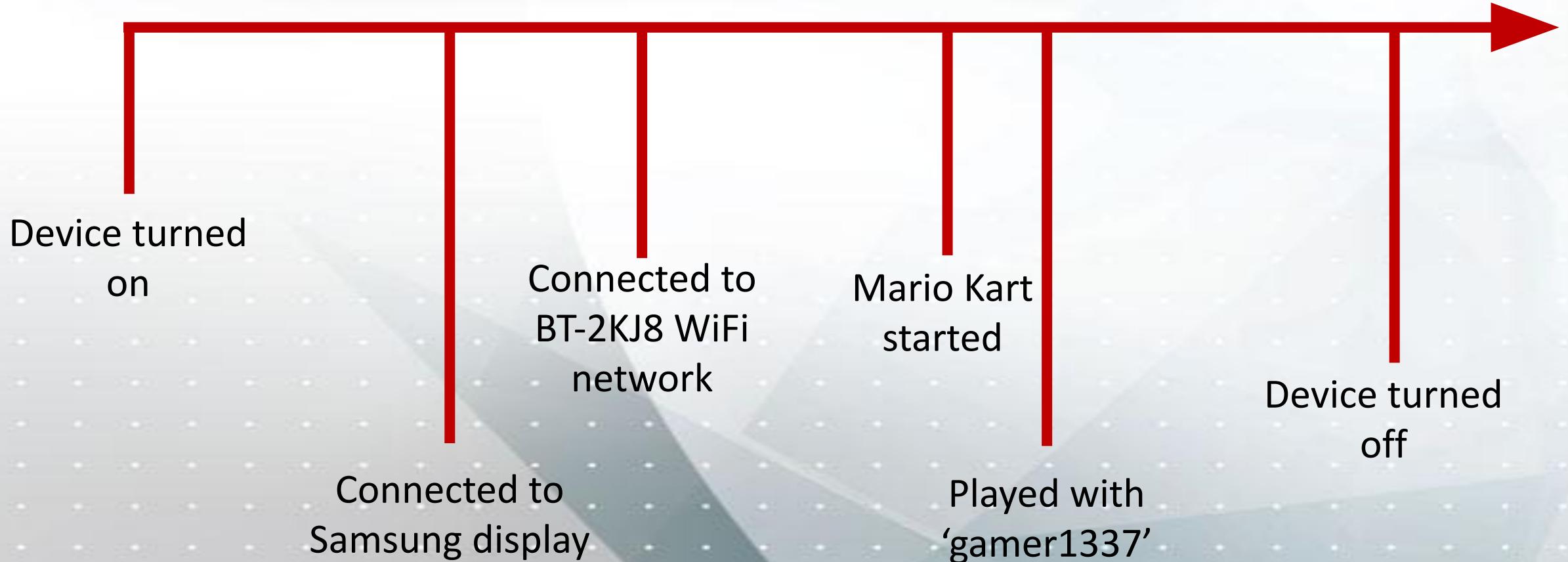
/img\_SYSTEM.bin/save/8000000000000001



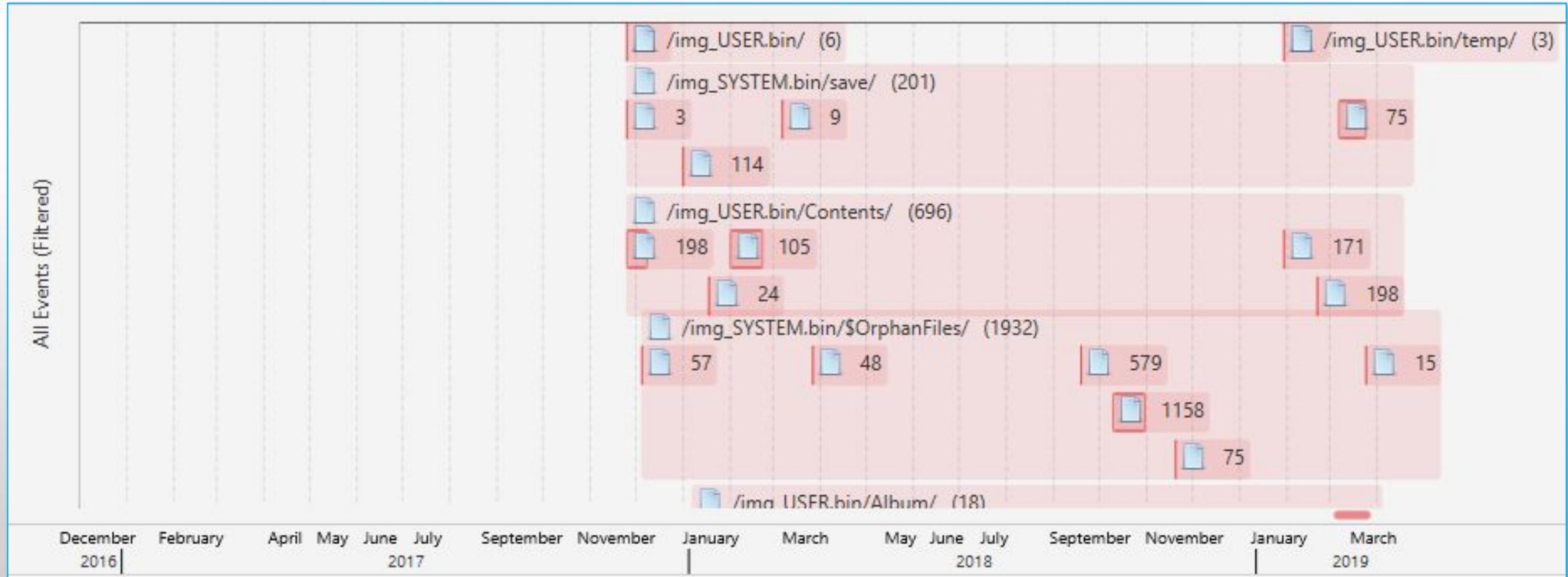
[dstl]

 modux

# Device Timeline



# Device Timeline



UNIVERSITY OF  
OXFORD



# Nintendo Switch Forensics Autopsy Modules



# Autopsy Modules - Open Source

## Nintendo-Switch-Forensics

Autopsy folder contains the following Autopsy ingest modules:

Module	Purpose
ingest_connected_displays	all recently connected displays
ingest_game_history	recent game history
ingest_crash_dumps	last 50 crash dumps
ingest_device_accounts	all user accounts saved to device
ingest_gamesaves	all saved games
ingest_last_boot	last boot time of device
ingest_mp_user_history	last 300 users played with and game played
ingest_power_states	device power history
ingest_screenshots	all saved recordings and screenshots
ingest_wifi	details of all WiFi networks recently connected to

memory-dump-utils folder contains utilities to aid in performing Switch memory dumps

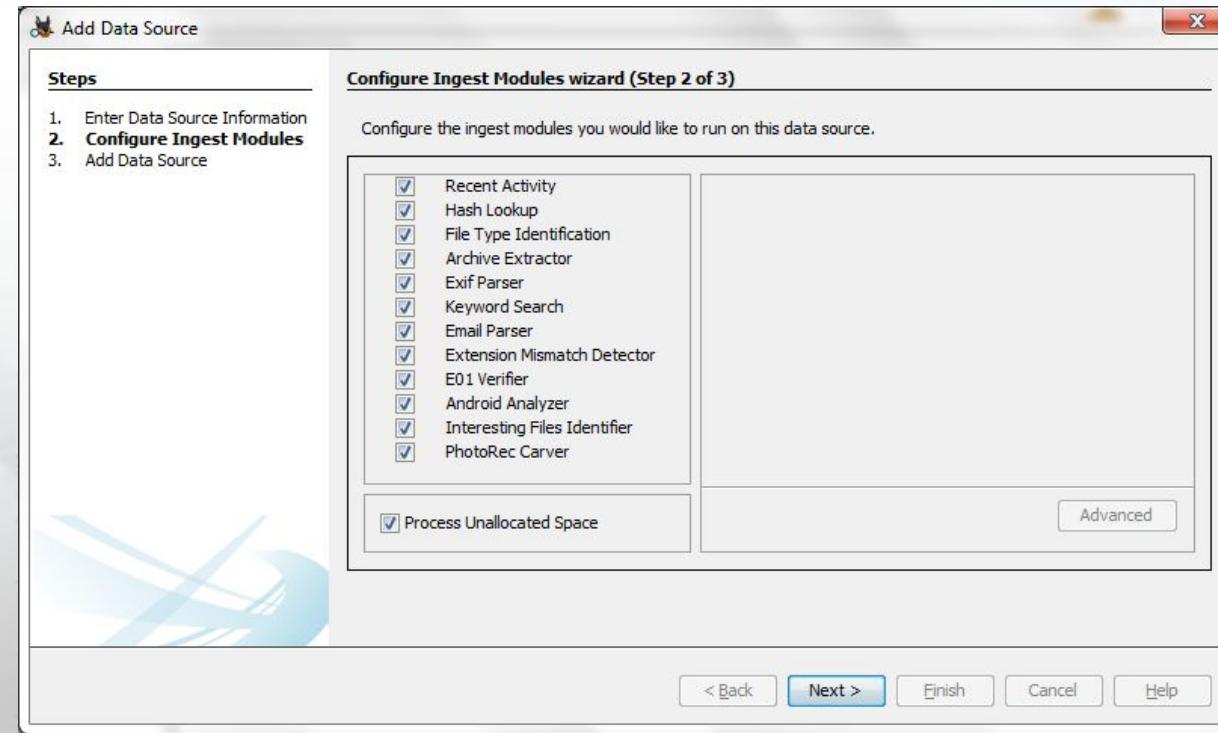


# Autopsy Modules - Ingest Modules

- Ingest Module Types
  - **Ingest Modules:** Run when new data sources are ingested
  - **Report Module:** Modules run after user has reviewed results and tagged files.



# Autopsy Modules - Ingest Modules



[dstl]



modux

# Autopsy Modules - Connected TV's



# Autopsy Modules - Development Process

```
if file.getName() == "80000000000000d1":
    artifactList = file.getArtifacts(ARTID_NS_TV)

    self.log(Level.INFO, "Found the file" + file.getName())
    self.filesFound += 1

    inputStream = ReadContentInputStream(file)
    buffer = jarray.zeros(2048, "b")
    totLen = 0
    lengthofbuffer = inputStream.read(buffer)
    while lengthofbuffer != -1:
        totLen = totLen + lengthofbuffer
        lengthofbuffer = inputStream.read(buffer)
        currentBuffer = buffer.tostring()
        names = names + re.findall("EdidBlock.*?\\\\xfc\\\\\\x00(.*)\\\\\\n.*?EdidExtensionBlock", repr(currentBuffer))
```



# Discussion - Chain of Custody

**Using a software exploit to image RAM on an embedded system**

J.R. Rabaiotti\*, C.J. Hargreaves

Centre for Forensic Computing and Security, Cranfield University, Shrivenham, UK



# Discussion - Ethics and Legality

U.S. Attorneys » Western District of Washington » News

Department of Justice

U.S. Attorney's Office

Western District of Washington

SHARE 

FOR IMMEDIATE RELEASE

Friday, October 2, 2020

## Two members of notorious videogame piracy group “Team Xecuter” in custody

### Arrested on Indictment from Western District of Washington

Seattle — Two leaders of one of the world’s most notorious videogame piracy groups, Team Xecuter, have been arrested and are in custody facing charges filed in U.S. District Court in Seattle.



# Discussion - Limitations

Name	Compatible firmware versions	Author(s)	Link	Status
Jamais vu	1.0.0	ReSwitched Team (SciresM, and Motezazer)	Thread ↗, reddit ↗	Fixed
PegaSwitch	1.0.0 - 3.0.0	ReSwitched Team (SciresM, and more)	website ↗, Sources ↗	Fixed
Nereba	1.0.0 - 3.0.0	ReSwitched Team (Stuckpixel)	Unofficial Thread ↗, Sources ↗	Fixed
Déjà Vu / Caffeine	1.0.0 - 4.1.0, partially up to 7.0.1	SciresM	Unofficial Thread ↗, Unofficial Thread ↗, github for 3.0.0 ↗, unofficial thread caffeine for 4.1.0 released ↗	Fixed
Fusée Gelée	All (non iPatched consoles only)	Independently discovered by ReSwitched Team (Kate Temkin), failOverflow (shuffle2).	Unofficial Thread ↗	Fixed, june2018



# Future Work



[dstl]



modux

Questions?



<https://modux.co.uk>