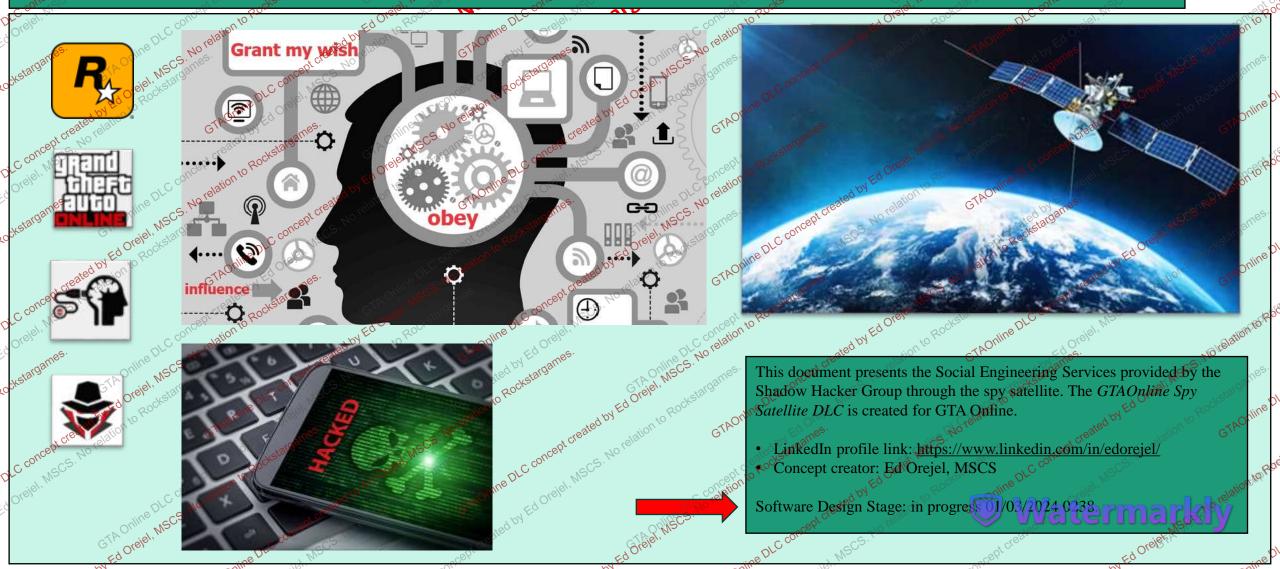
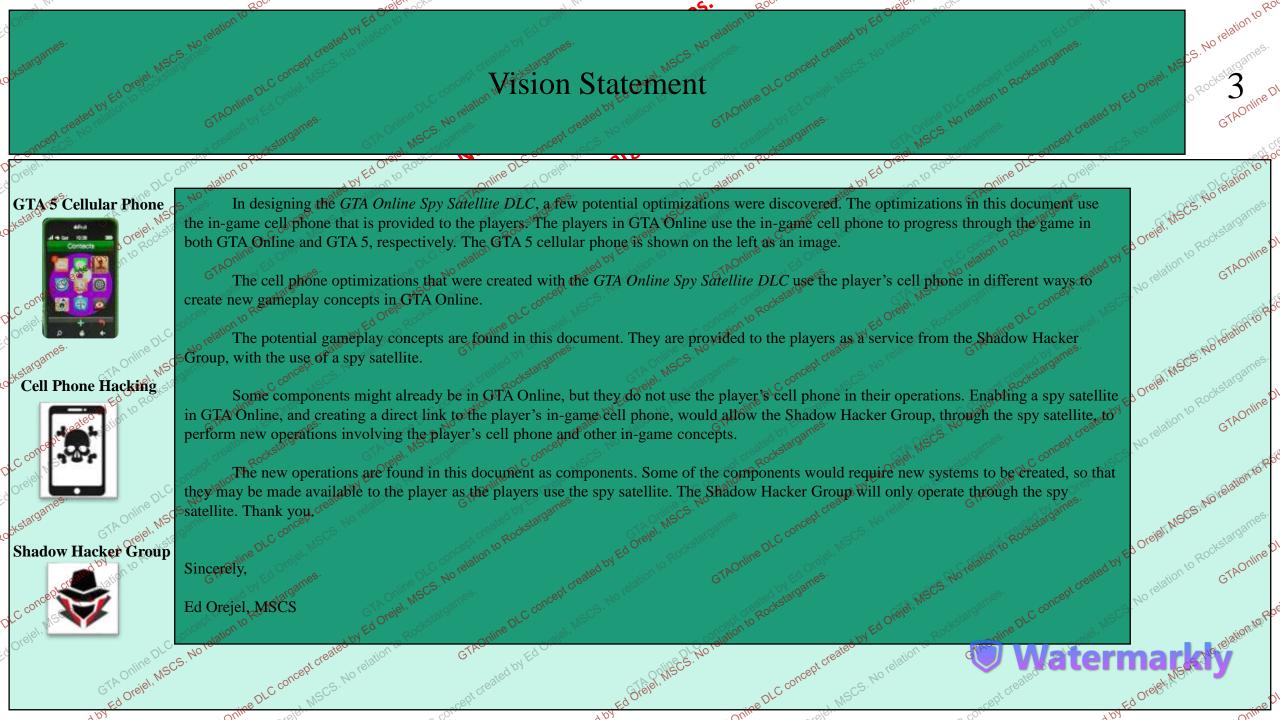
GTA Online Spy Satellite DLC — Shadow Hacker Group Services —

Hacking Services — Cell Phone Hacking Services — Social Engineering — Swatting —

Snitching — Standard Social Engineering







Expanding on Vision Statement – New Addition to GTA Online -Social Engineering – What is Social Engineering (the Art of Human Manipulation)?

# Social Engineering



## **Hypnotized**



# **Puppeteer**



Social Engineering is commonly known as the Art of Human Manipulation because it involves altering the behavior of a person to achieve a desirable outcome for another person. Often times, the outcome is achieved at the expense of the targeted person. In most cases, the person that is a victim of social engineering is not aware that they are being manipulated. The person whose behavior is altered can be understood to be 'hypnotized' or 'controlled by a puppeteer'. The infographic below explains what social engineering is and how social engineering is used.

# Social Engineering

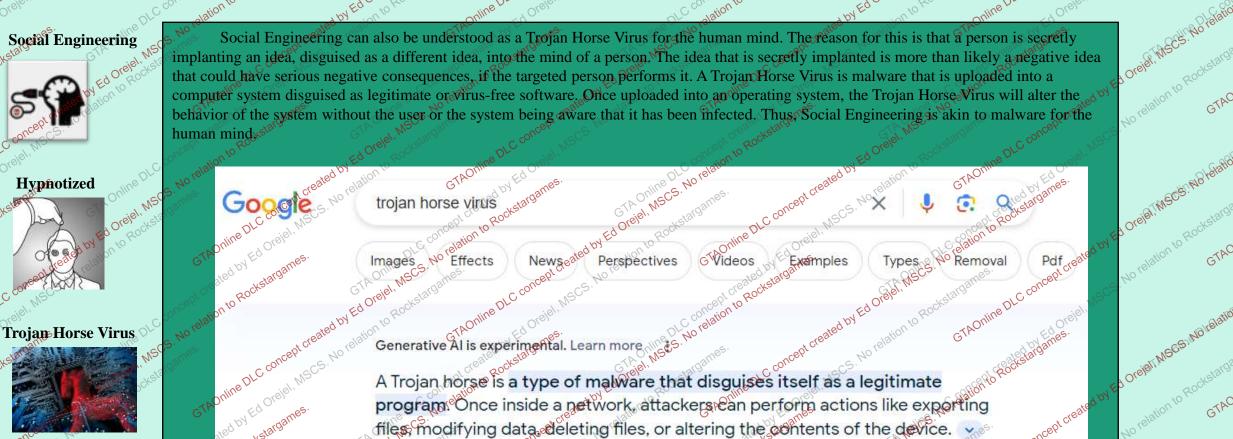
The Art of Human Manipulation

### Definition

Social engineering is the act of manipulating peop into divulging sensitive information or perform

### Prevention





Expanding on Vision Statement – New Addition to GTA Online – Social Engineering: How it Could Work, on the Court of the Court

# Social Engineering



"Hypnotized"



A system to carry out social engineering attacks would have to be created. The key function of the social engineering attacks is to simulate a sense of hypnosis, dizziness, or loss of situational awareness. Upon a social engineering target being 'hypnotized', they are vulnerable to an attack by other players in the free roam lobby. In a sense, the social engineering attacks are to influence the behavior of the other player, so that they are at a disadvantage.

The social engineering attacks would happen through a player's in-game cell phone. Opon the target of a social engineering attack receiving a targeted cell phone call, they freeze in place, become "hypnotized" and lose situational awareness.

When they lose situational awareness, the other players can move in for an easy kill over the "hypnotized" player.

The following entities in GTA Online can be used by the Shadow Hacker Group to conduct social engineering attacks through the spy satellite

- The Vanilla Unicorn
- The Diamond Casino & Resort
- The Los Santos Police Department (LSPD
- Other Activities'

# Expanding on Vision Statement – New Addition to GTA Online – Los Santos Police Department Swatting

# Social Engineering



**Los Santos Police Department (LSPD)** 



**L**os Santos Police **Department SWAT** 



Social Engineering enabled in GTA Online is an interesting concept. It opens the door for other DLCs to be released to GTA Online. The concept could also be implemented in GTA 6, if the concept cannot make it into GTA Online. Lassume that GTA 6 will also use a cell phone as a key component of the gameplay.

Social Engineering will be subdivided into three subcategories

- . Swatting
- 2. Snitching
- 3. Standard Social Engineering.

Briefly explained, the players would need access to the cell phone numbers belonging to various police officers in Los Santos. Once the cell phone numbers are acquired, research/reconnaissance would have to be performed to figure out which police officers are susceptible to social engineering. This aspect could be provided to the players by the Shadow Hacker Group or the players can conduct the reconnaissance.

The players would need to communicate with the Shadow Hacker Group, to use the Social Engineering service, on unsuspecting LSPD officers. The mechanisms to social engineer the police officers would be similar to the mechanisms used to social engineer the players.

The systems to perform social engineering attacks would have to be created in GTA Online. The systems do not currently exists All social engineering attacks would use the player's cell phone or the police officer's cell phone of the cell phone of another target.

a prisoner is the target of a social engineering attack, it is assumed they have been given access to a jailhouse cell phone.

Sincerely.

Ed Orejel, MSCS

aterm

# Expanding on Vision Statement – New Addition to GTA Online – Los Santos Police Department Swatting

# Social Engineering



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The Vanilla Unicorn is a potential system to carry out social engineering operations. Presumably, the Shadow Hacker Group would have

The Shadow Hacker Group would have GSP cell phone data and other behavioral metrics on the players and the police officers in San Andreas. The players would use these data packages to conduct social engineering operations against the players and police officers.

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature



"Cheetah"

**Social Engineering** 



"Hypnotized"





**Diamond Casino &** Resort



Diamond Casino & Resort.

The data would be weaponized to be used for social engineering attacks against police officers and players

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature

Social Engineering



"Hypnotized"



Bolingbroke Penitentiary Inmates



Los Santos Police Department (LSPD)



"Hypnotized"



Bolingbroke Penitentiary is another potential system to carry out social engineering operations. The logic is the same as the Vanilla Unicorn: the Shadow Hacker Group would have GPS cell phone data on which police officers and prisoners have a relationship through arrest. The logic involved in this system is slightly different, but similar to the Vanilla Unicorn system.

Presumably, this relationship and all data associated with it, will be weaponized by the Shadow Hacker Group, and be used for social engineering attacks against police officers and players.

A brief description of the social engineering attacks through the prison are as follows: If a prisoner has been arrested by an officer, the prison can call the police officer's cell phone, and deliver a weird or menacing phone call. The social engineering attacks from the prison system will be distinct from the other systems, in that they will be threatening and menacing.

The prisoner will call the police officer that is the target, and distract him/her with the telephone call. Alternatively, a prisoner can call a player, and give them a threatening phone call during gameplay. The ultimate goal is to distract both the police officer and the player, by making them lose situational awareness and setting them up for an attack. The target is "hypnotized" to achieve this outcome.

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature. Moreover, Bolingbroke Penitentiary and the LSPD were used as part of the social engineering attacks because this gameplay could open the way for a GTA Online Prison Life DLC and a GTA Online Police DLC.

The police officer would also be able to call the player, to then engage in a social engineering attacks, against select prisoners. These services would be offered through the spy satellite, thereby, paving the way for a Police DLC of some type.

## Bolingbroke Penitentiary Inmates



Los Santos Police Department (LSPD)





For the prisoners, it is established within society that prisoners sell and buy contraband inside of prisons. In GTA Online, we do not know anything about how the prisoners procure their contraband. As players, we assume the prison holds prisoners and they do prisoner related activities, but we do not know what the prisoners actually do.

The players can sell items to the prisoners by delivery or another method. The players would deliver various items to the prisoners in some way that would have to be programmed into the game.

The prison would become another avenue for the players to generate income in GTA Online. This could then open up GTA Online for a Prison Life DLC. Afterwards, a Police DLC for GTA Online could follow because the two concepts are closely related.

