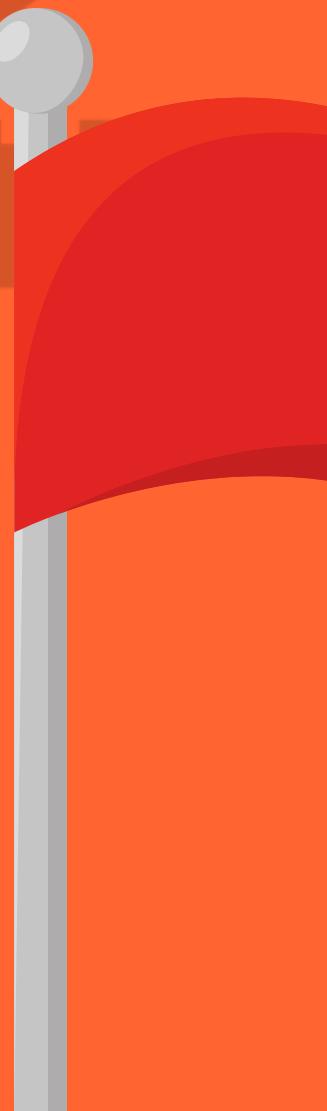
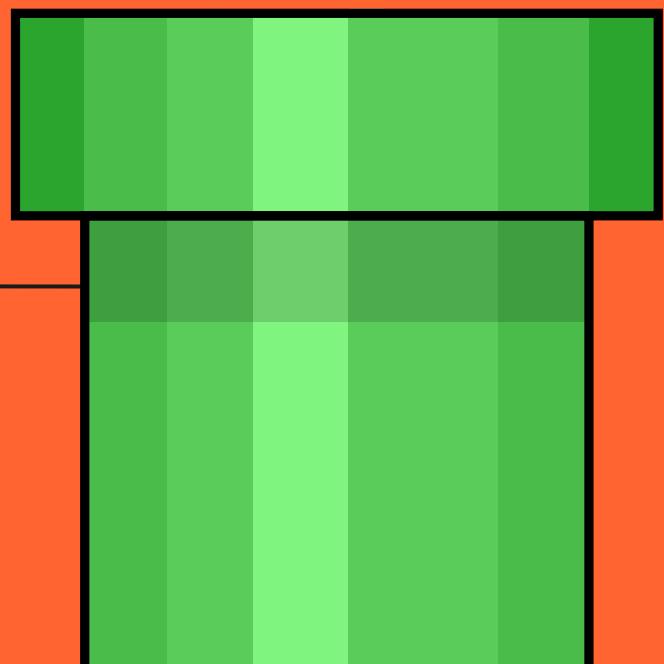
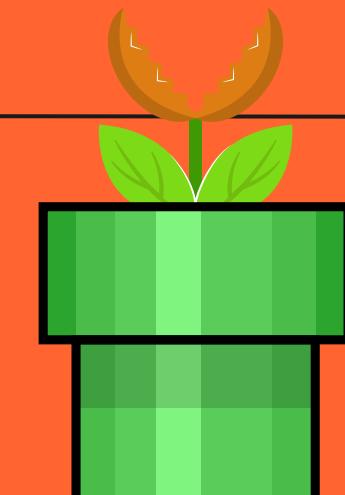




VIDEO GAME HACKING

PRESENTED BY:
SANCHAY SINGH

**BSIDES MUMBAI
2024**





WHOAMI



BSIDES
MUMBAI



A Gamer

WHOAMI



BSIDES MUMBAI





WHOAMI



A Gamer



Game Hacker

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MUMBAI



WHOAMI



A Gamer



Game Hacker



Founder of HackersVilla Community



WHOAMI



A Gamer



Game Hacker



Founder of HackersVilla Community



Working with Upgrad, MakeIntern as SME



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Working with Upgrad, MakeIntern as SME



Mentor at OWASP Delhi, BSides Noida



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Active Part of NULL and THM Community



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MY JOURNEY

MUMBAI





PLAY

This is NOT a lecture

Please ASK questions

Share YOUR thoughts



Welcome to the Game Hacking Workshop

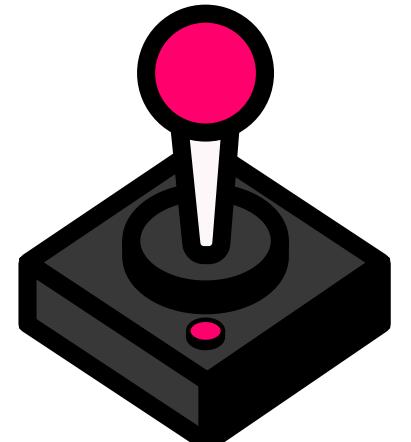
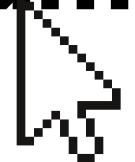
START GAME



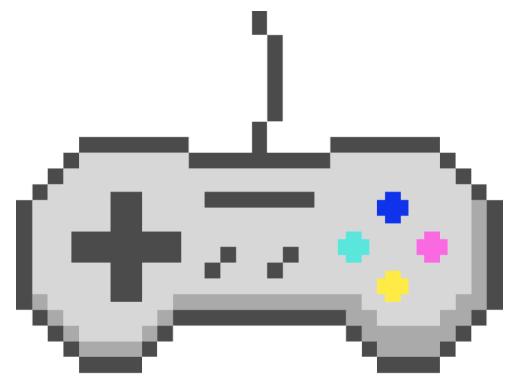


MENU

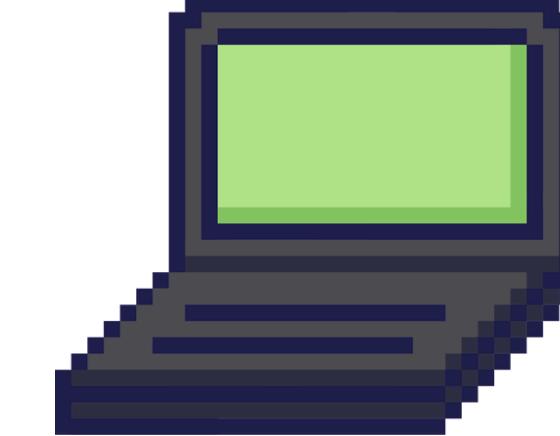
- 1. Understanding Video Game Architecture**
- 2. Game Engines**
- 3. Game Drivers**
- 4. Binary, Executables and DLLs**
- 4. Product Key Bypass DEMO**
- 5. Memory Scanning & Res Hacking DEMO**
- 6. DLL Injections**
- 7. Wall Hacks / Aimbots DEMO**
- 8. Valorant as a Spyware**



PREREQUISITES



Gamer's Instinct



**Laptop to
follow along**



**Enthusiasm &
Curiosity**



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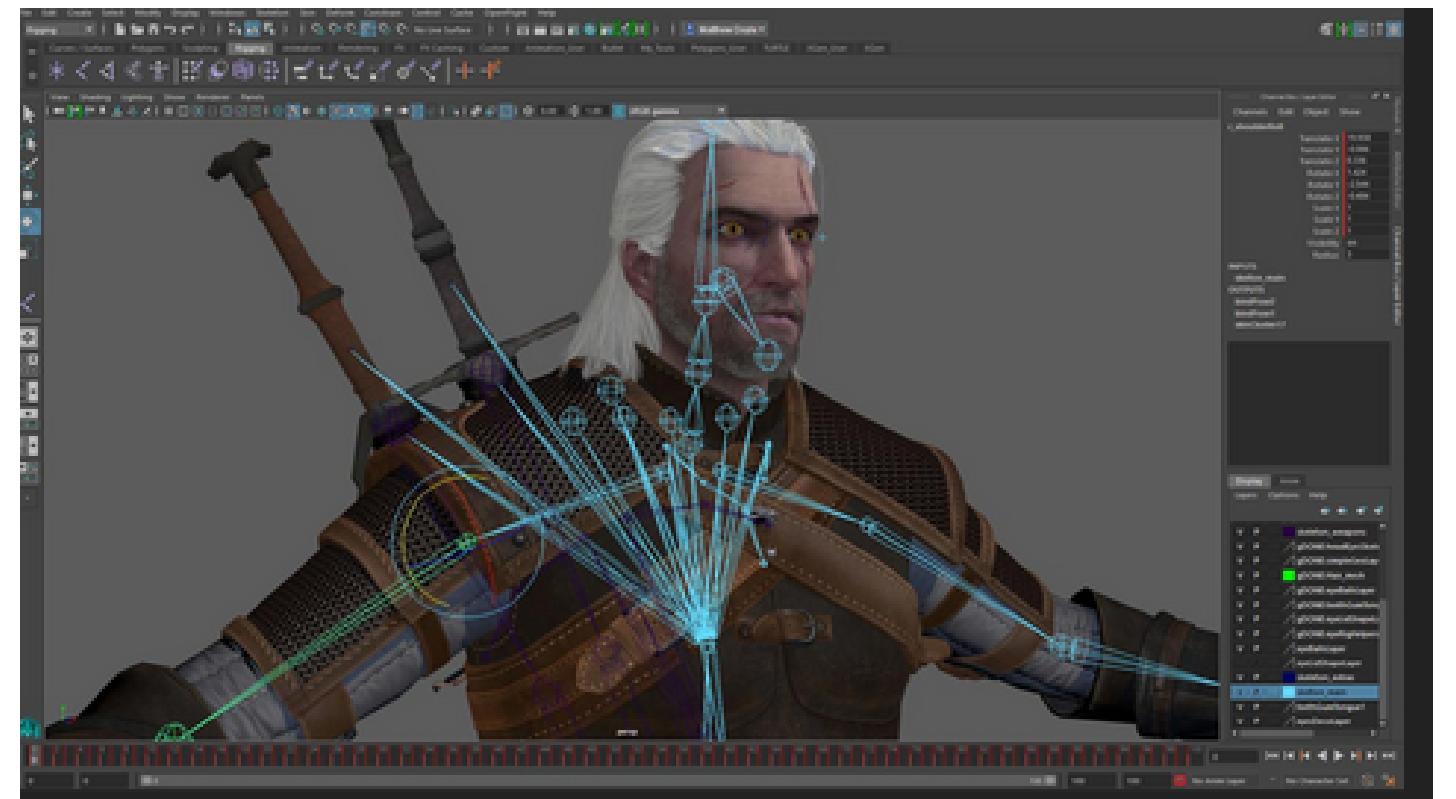
VIDEO GAME ARCHITECTURE BAI



STAGES OF DEVELOPMENT

Design Phase

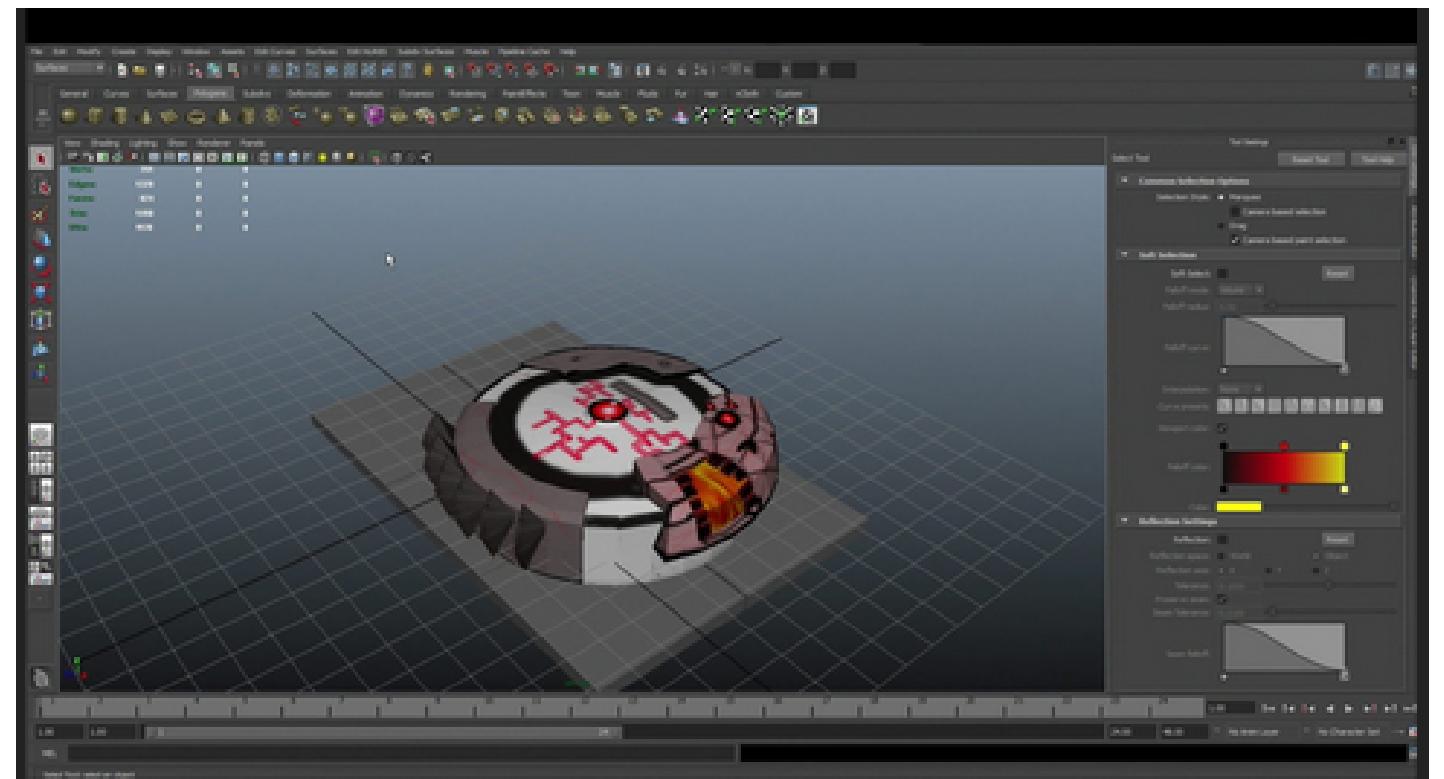
- Involves conceptualizing game mechanics, characters, and overall gameplay.
- Design decisions impact the security architecture, considering factors such as data flow and user interactions.



STAGES OF DEVELOPMENT

Programming Phase

- Developers write the code based on the design specifications
- Security considerations at this stage involve secure coding practices to mitigate vulnerabilities



STAGES OF DEVELOPMENT

Testing and QA

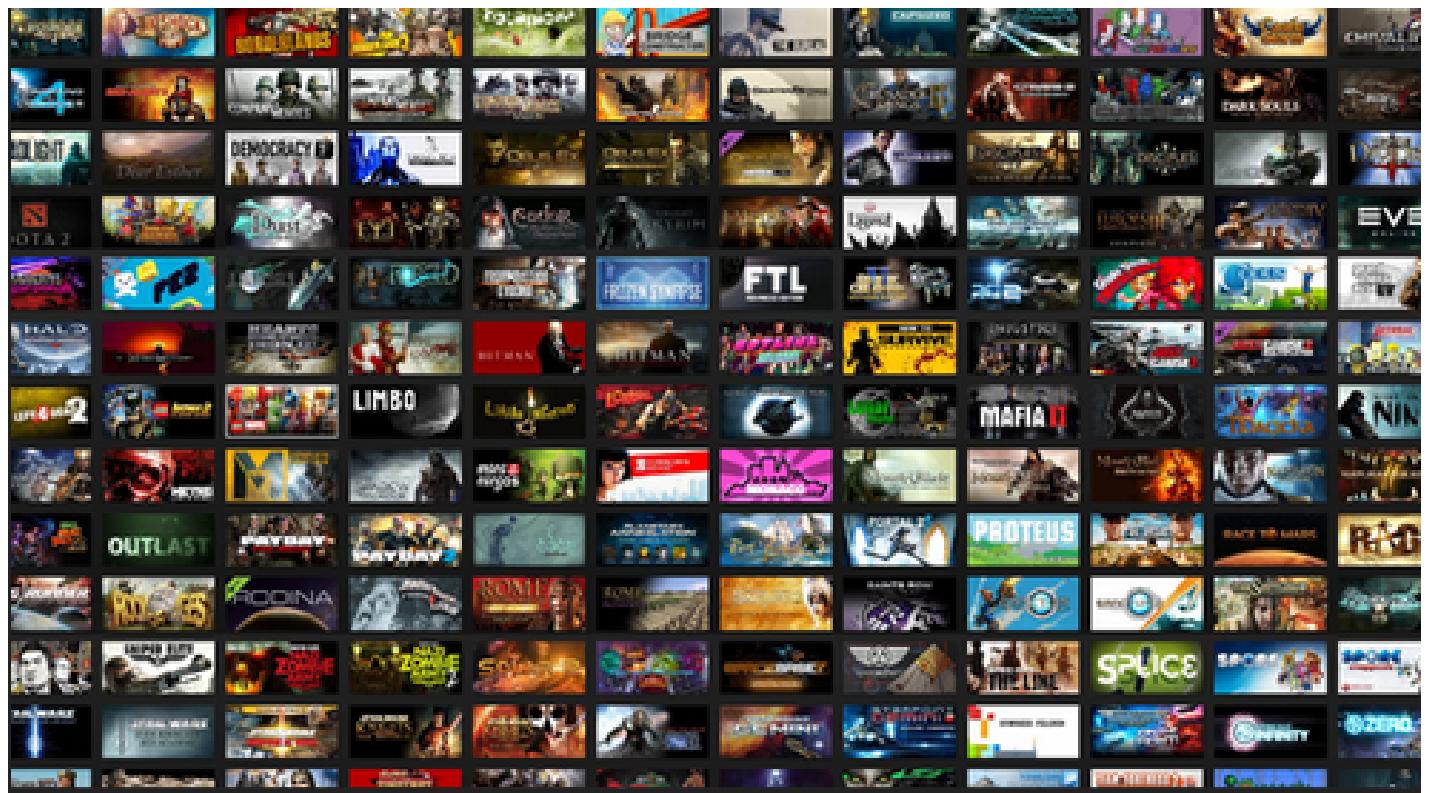
- Rigorous testing to identify and fix bugs and security vulnerabilities
- Security testing ensures that the game is resilient against common threats



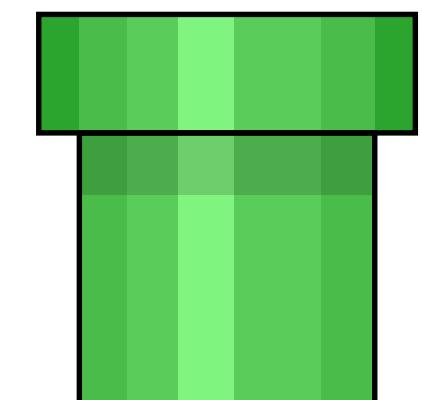
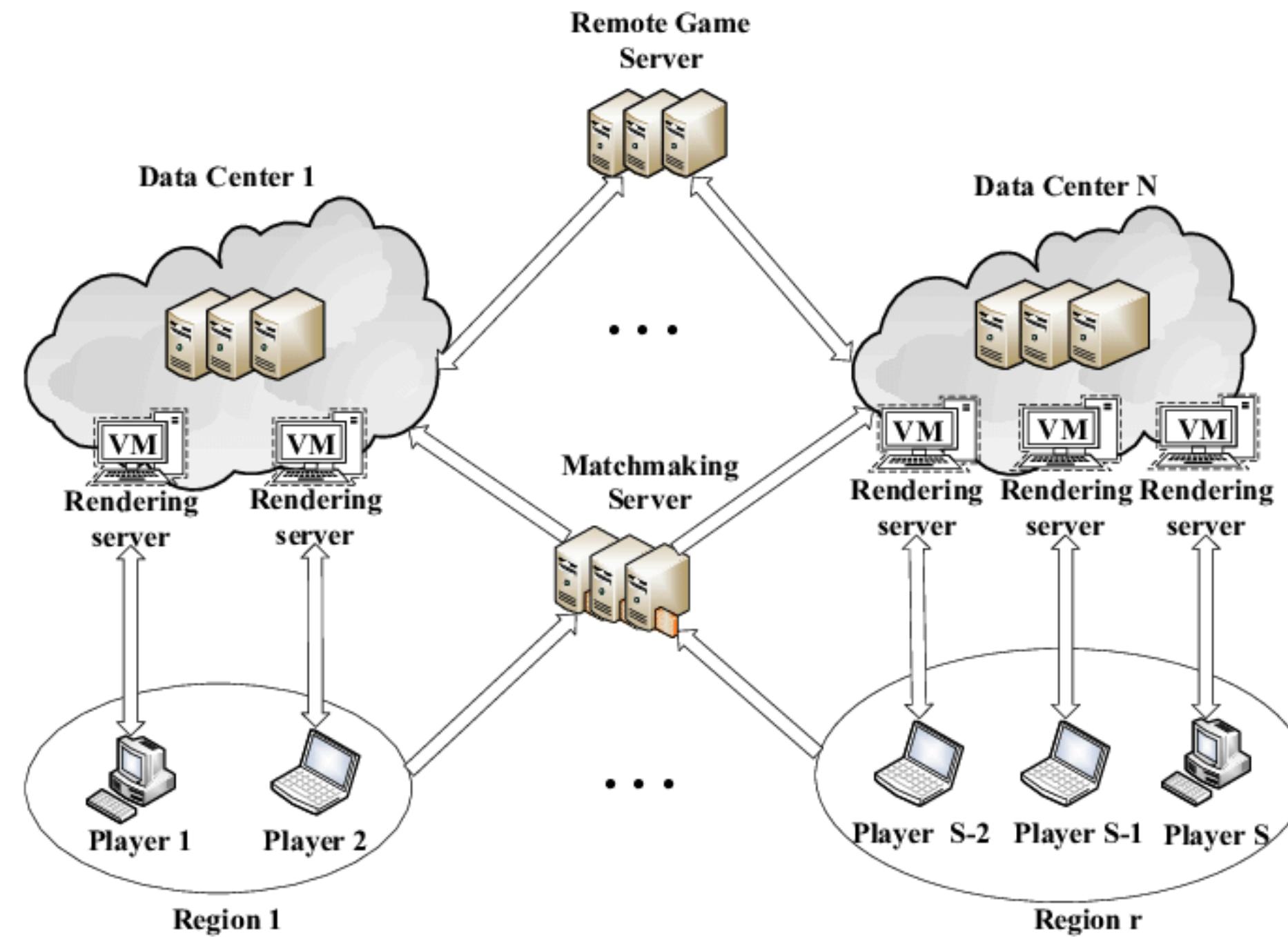
STAGES OF DEVELOPMENT

Deployment

- The game is released to the public or a specific audience
- Security measures during deployment include securing servers, data transmission, and user authentication.

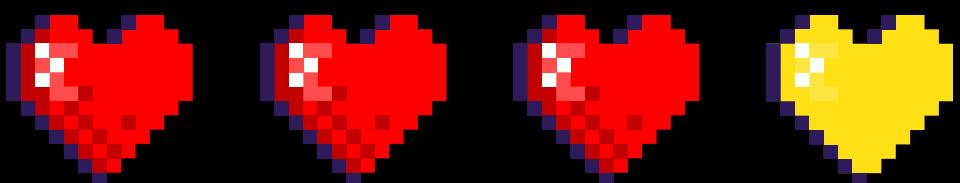


CLIENT-SERVER MODEL





LEVEL
UP



LIFE 1 UP



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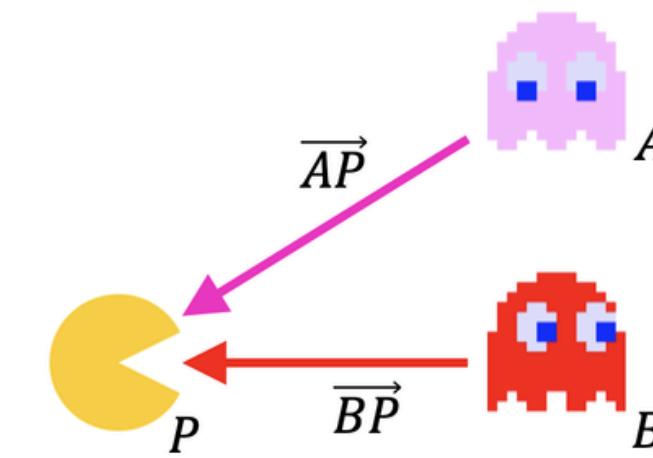
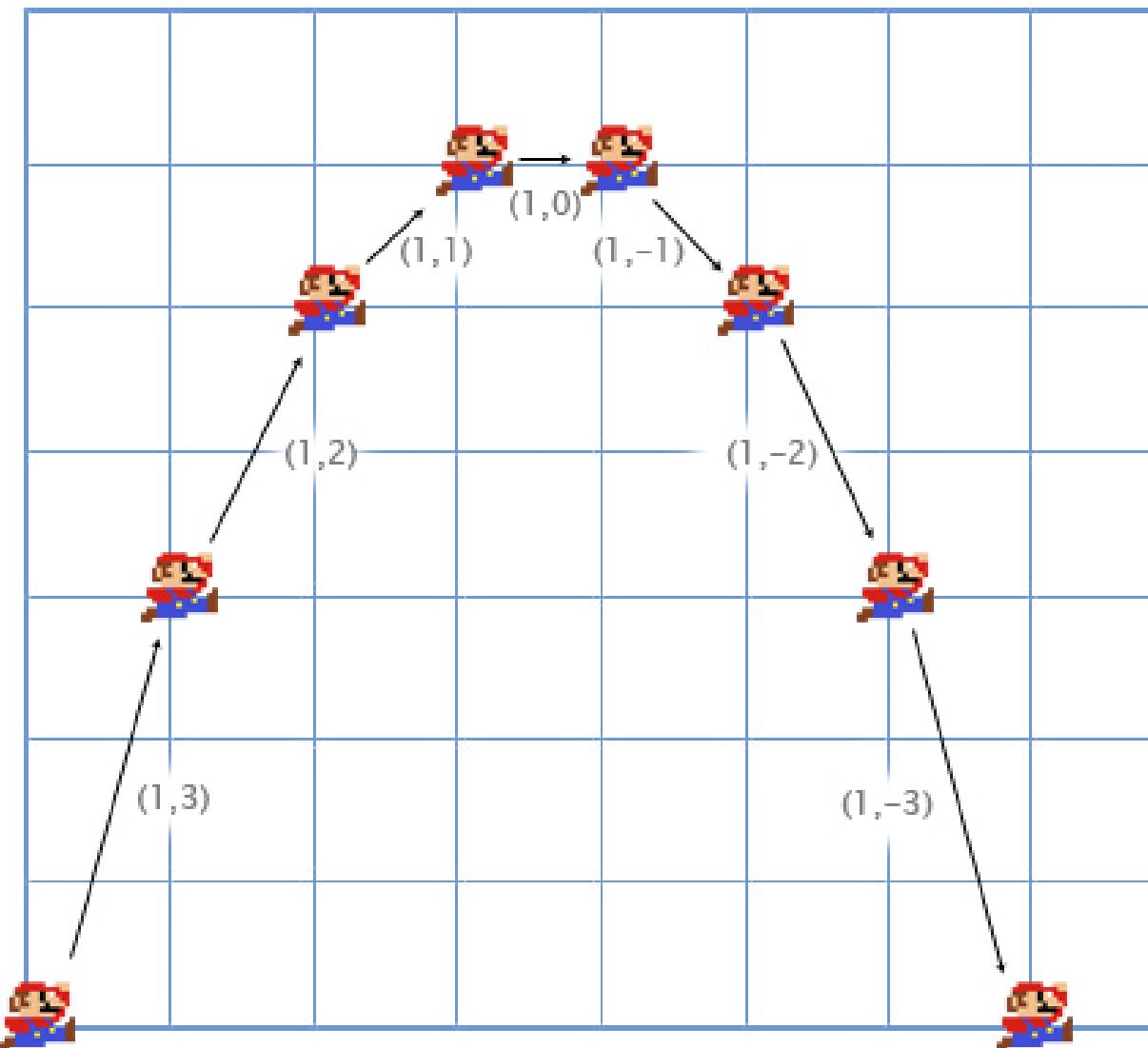
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GAME ENGINES

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MATH ENGINE

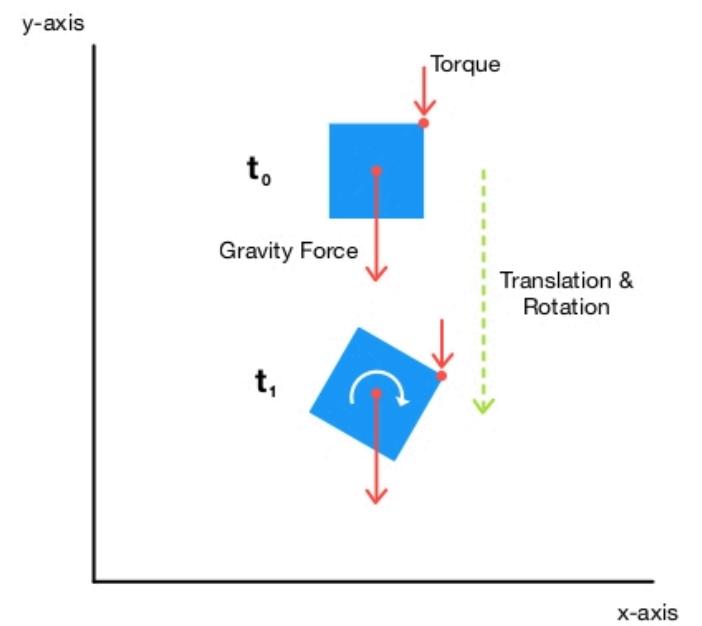
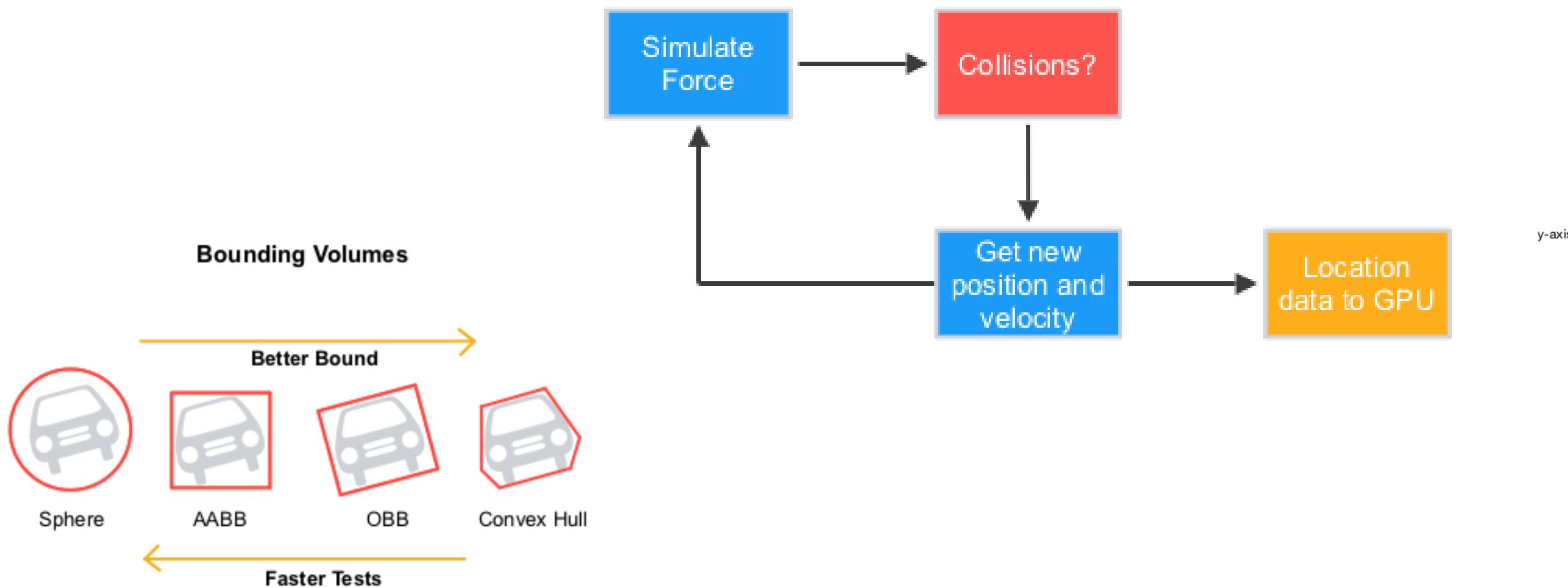


$$\|\overrightarrow{AP}\| = \sqrt{\overrightarrow{AP_x}^2 + \overrightarrow{AP_y}^2}$$

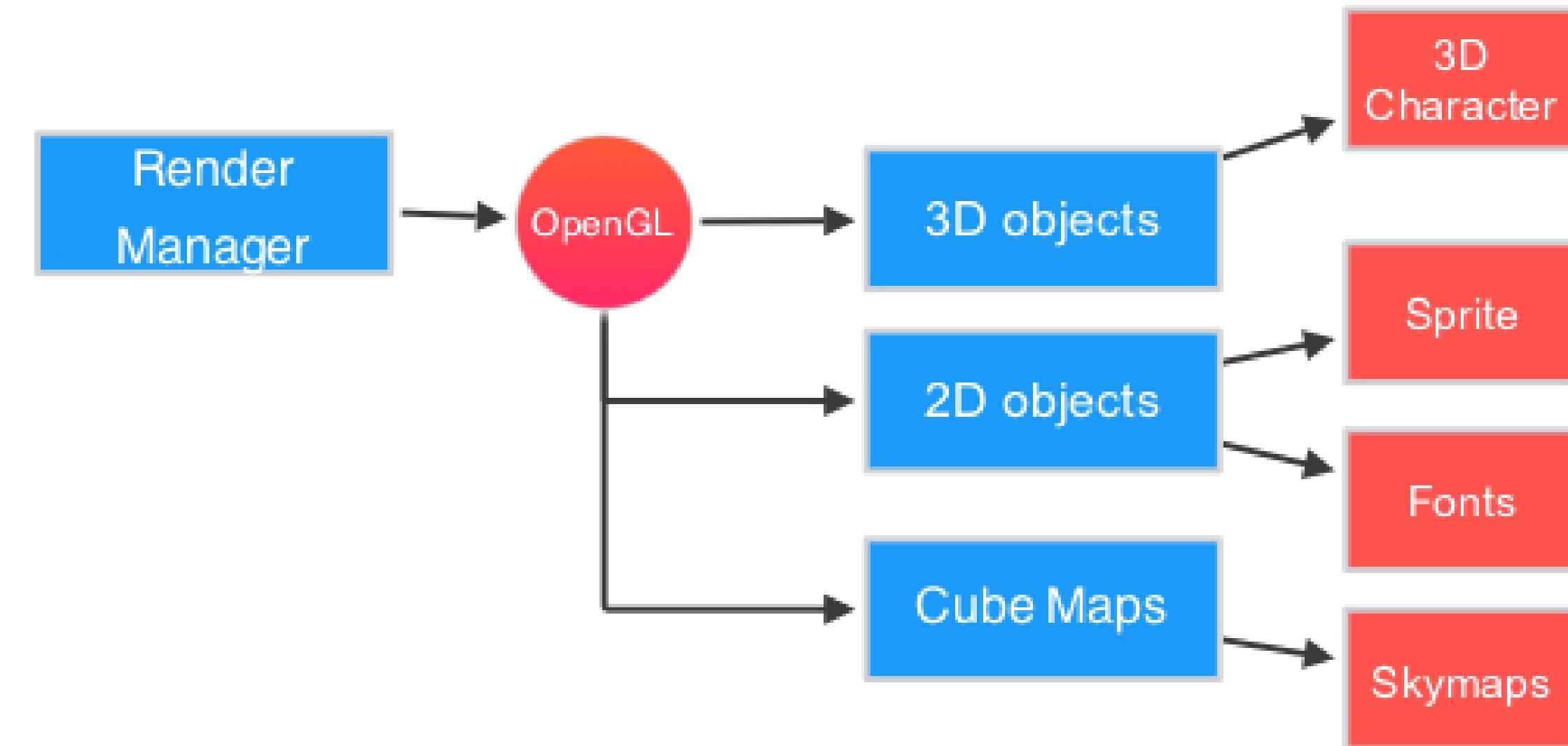
$$\|\overrightarrow{BP}\| = \sqrt{\overrightarrow{BP_x}^2 + \overrightarrow{BP_y}^2}$$

PHYSICS ENGINE

Physics Engine Loop



RENDERING ENGINE





POTENTIAL VULNERABILITIES

Unreal Engine

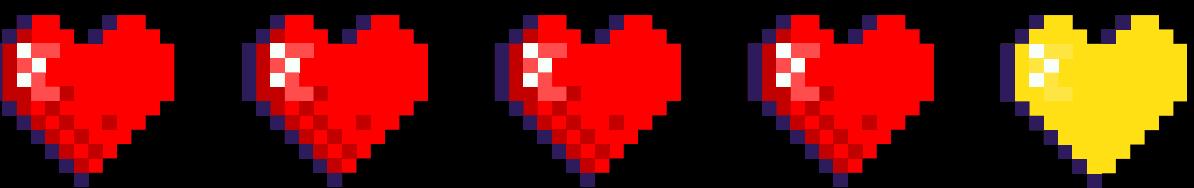
- Code Injection
- Remote Code Execution (RCE)
- Exposed APIs
- Insecure File Handling

Unity

- Insecure Asset Store Content
- Data Exposure in WebGL Builds
- Cross-Site Scripting (XSS)
- Denial of Service (DoS) Attacks



LEVEL
UP



LIFE 1 UP



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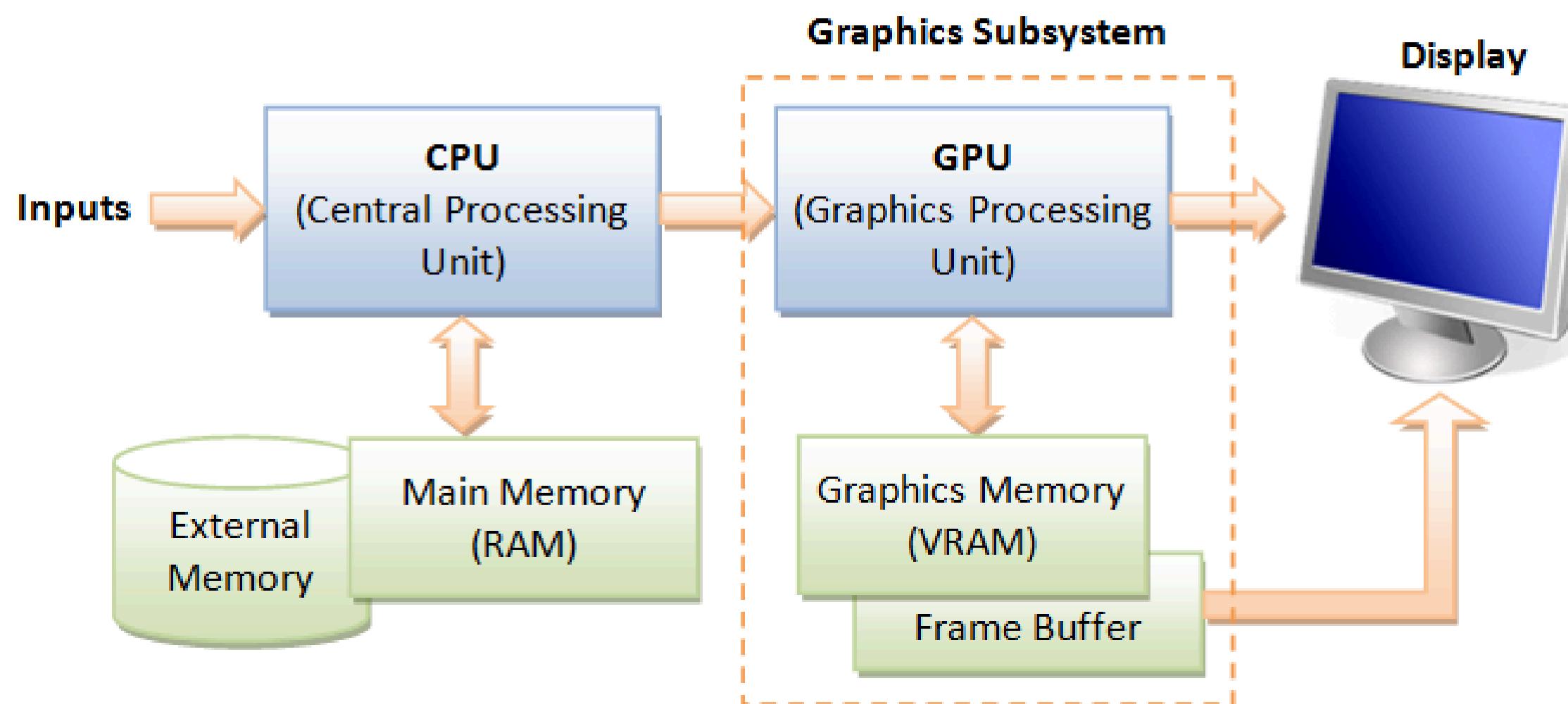
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GAME DRIVERS

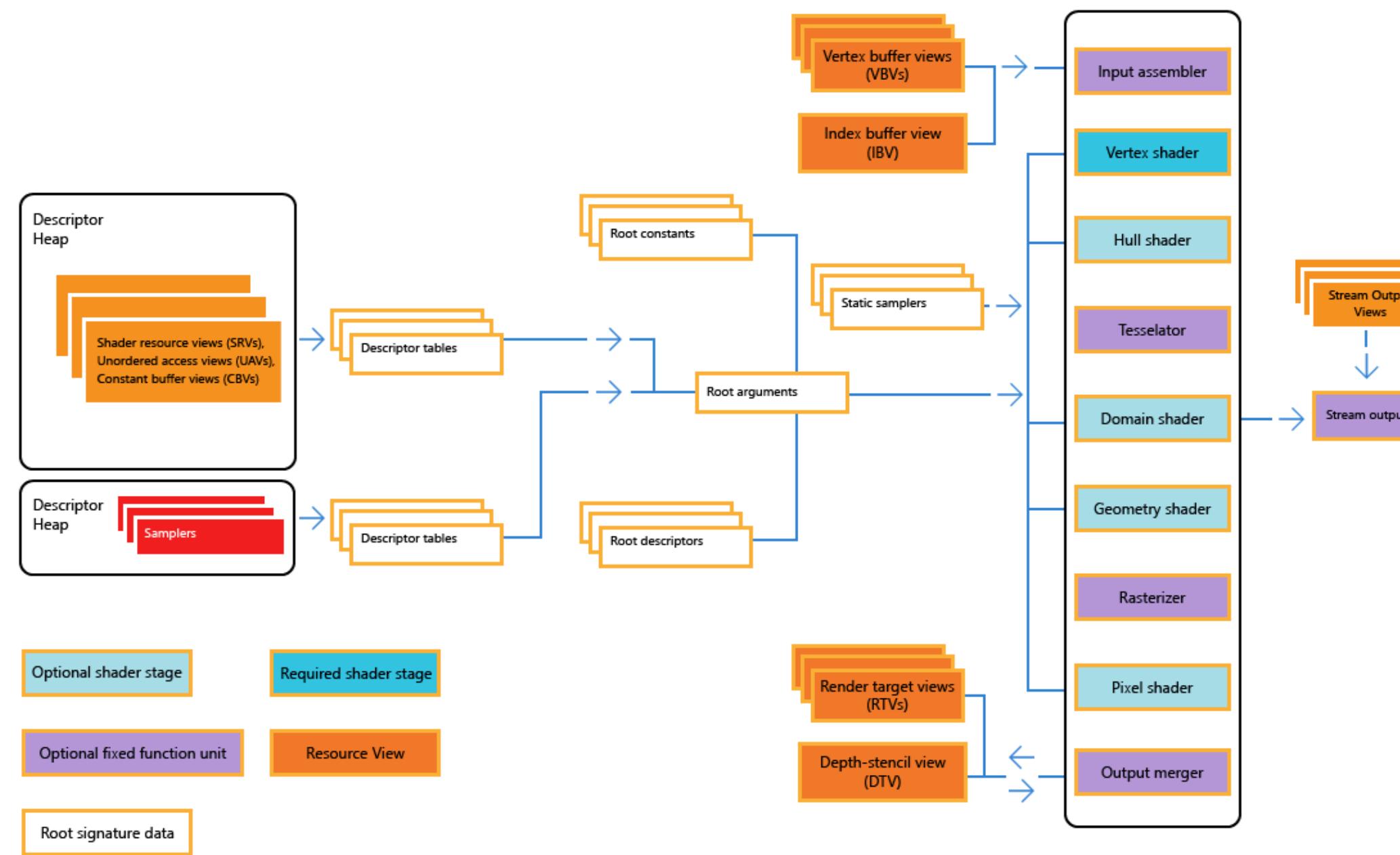
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OPENGL



DIRECTX

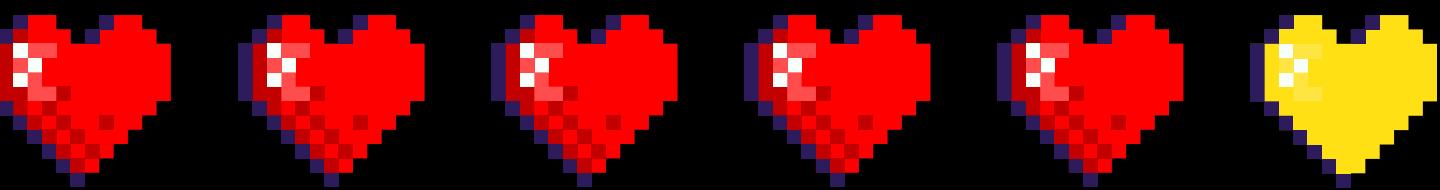




ESP WALL HACKS



LEVEL
UP



LIFE 1 UP



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BINARY/ EXECUTABLE/ DLL





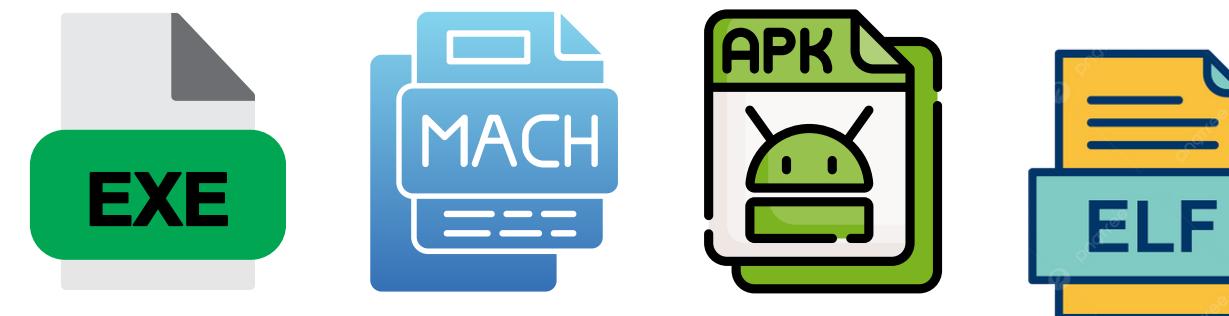
A binary file is a computer file that is not a text file. The term "binary file" is often used as a term meaning "non-text file".

Let's understand with example

EXECUTABLES

An executable causes a computer "to perform indicated tasks according to encoded instructions", as opposed to a data file that must be interpreted by a program to be meaningful.

Let's understand with example

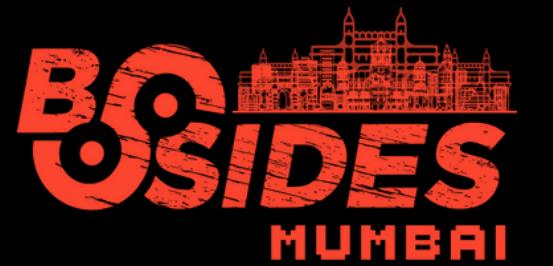




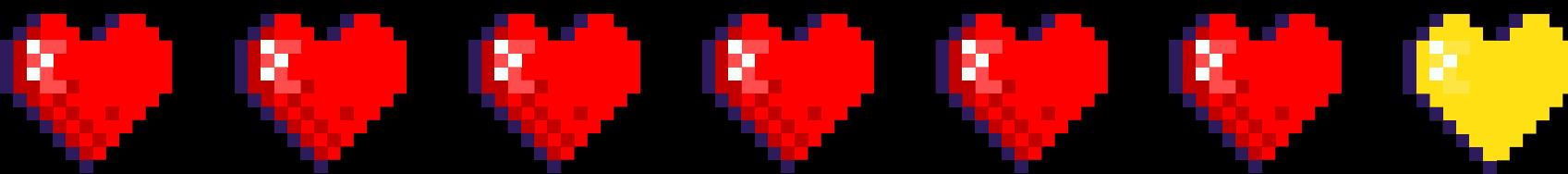
DLL FILES

A dynamic-link library is a shared library in the Microsoft Windows or OS/2 operating system. A DLL can contain executable code, data, and resources, in any combination.

Let's understand with example



LEVEL
UP



LIFE 1 UP



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PRODUCT KEYS BYPASS

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PRODUCT KEYS BYPASS

MUMBAI

Start



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MEMORY SCANNING & RESHACKING





MEMORY SCANNING & RESHACKING

Start





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DLL INJECTIONS





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DLL INJECTIONS

Start



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WALLHACKS & AIMBOTS





WALLHACKS & AIMBOTS

[Start](#)





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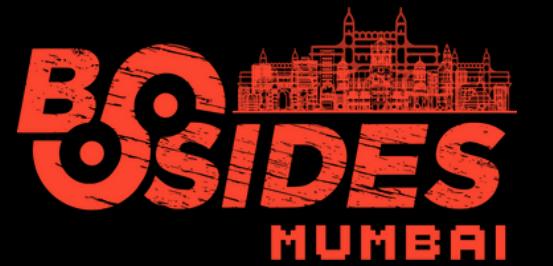
VALORANT DISSECTION



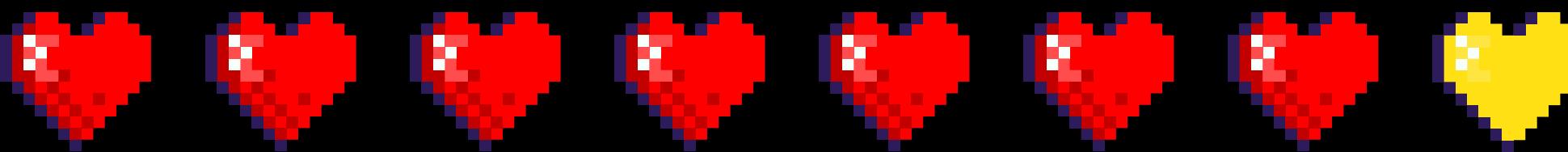


VALORANT DISSECTION

Start



LEVEL
UP



LIFE 1 UP



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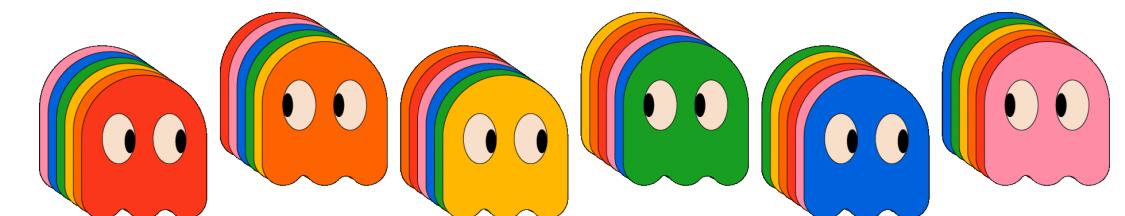


BSIDES FINAL COMMENTS



BEST PRACTICES

- **Code Obfuscation**
- **Implementing Proper Access Controls**
- **2FA**
- **Behavioral Analysis**
- **Encouraging Responsible Disclosures**





RESOURCES



**Reverse Engg
Challenges**

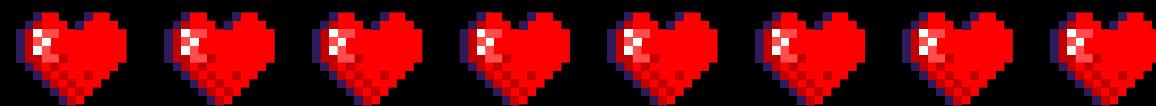


**Game Hacking
Resources**

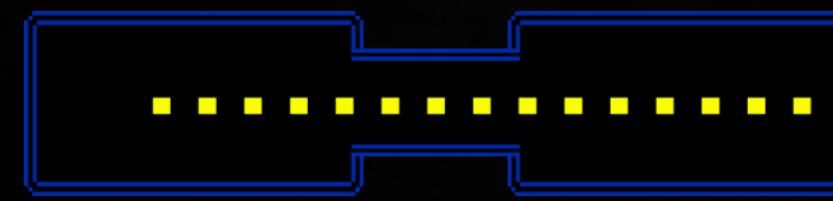




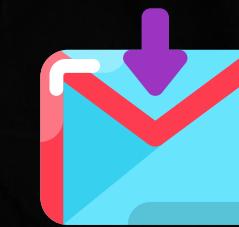
GAME
OVER



EXIT



LET'S CONNECT



EMAIL ADDRESS
sanchayofficial@gmail.com

<https://hackersvilla.xyz>