Who What When Warez Why – Piracy from the Source

By Isaac Basque-Rice

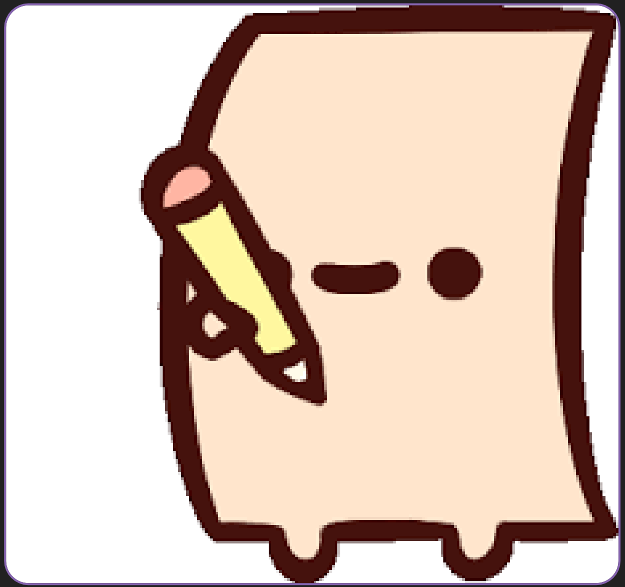
MASSIVE DISCLAIMER

Where does pirated stuff come from?

- Video games, movies, software
- How???? Who??? Why??

The Warez Scene

A quick note



- I’ll be using present tense
- Conflicting reports
  - E.g Codex shutting down super recently

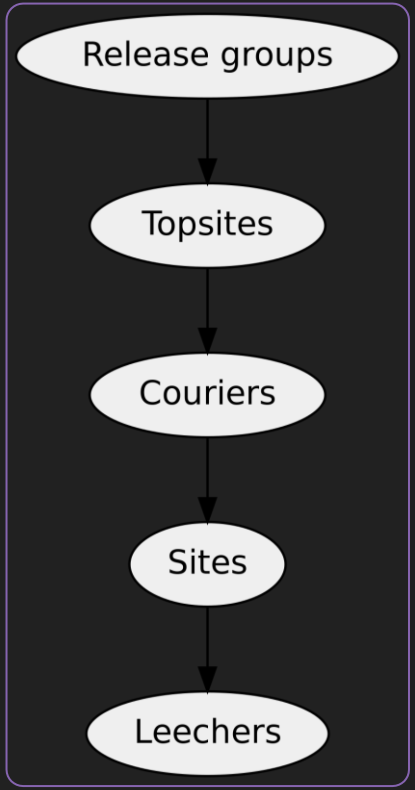
What is the Warez Scene?

- Underground, highly secretive, highly organised, worldwide group of pirate groups
- Been around for as long as the internet has
- These guys are REALLY good
- Scene Rules guarantee quality releases and excellent internal security

The Hierarchy

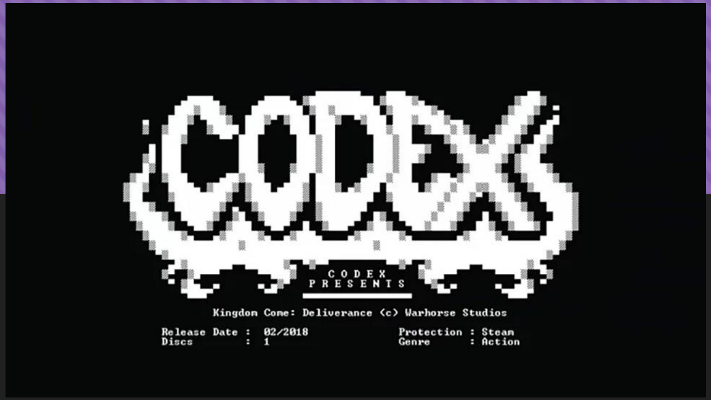
Overview

- Fairly strict hierarchy of groups and users

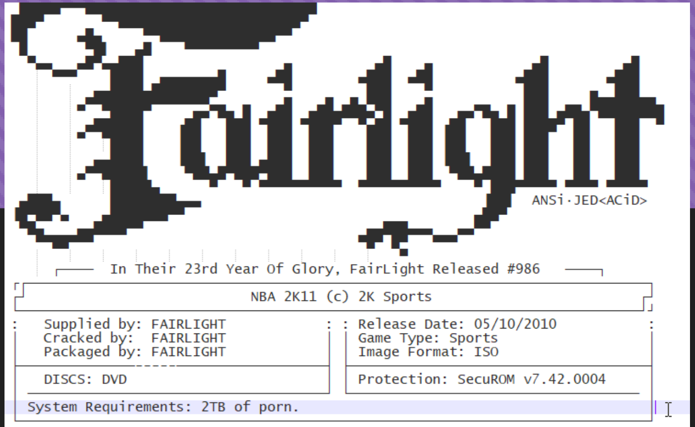


Release Groups

- People who do all the technical wizardry
- Have to follow rules, else, nuked
- Communicate through beautiful text files



```
                 C O D E X
               P R E S E N T S

  Kingdom Come: Deliverance (c) Warhorse Studios

Release Date :  02/2018          Protection : Steam
Discs        :  1                Genre      : Action
```



```
   In Their 23rd Year Of Glory, FairLight Released #986

                 NBA 2K11 (c) 2K Sports

:  Supplied by: FAIRLIGHT       : : Release Date: 05/10/2010   :
   Cracked by:  FAIRLIGHT           Game Type: Sports
   Packaged by: FAIRLIGHT           Image Format: ISO

   DISCS: DVD                       Protection: SecuROM v7.42.0004

 System Requirements: 2TB of porn.
```

Notable Release groups

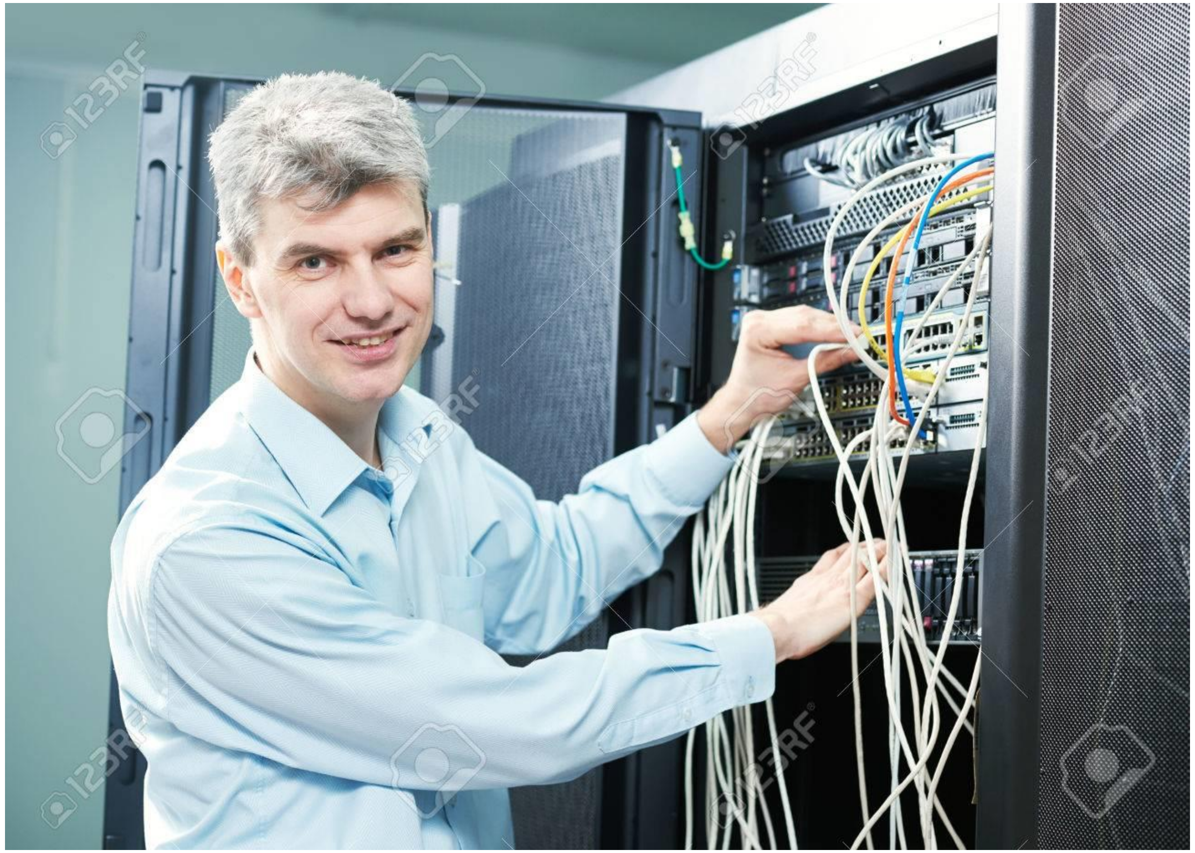
- 3DM
- CODEX (RIP)
- CONSPIRACY
- Fairlight
- PARADOX
- SKIDROW
- STEAMPUNKS

Topsites

- Secret FTP servers with high storage and transfer capacity
- Not uncommon for them to be physically in legitimate organisations

Topsite Roles

- SiteOps
- Gadmins
- Affiliates
- Couriers



Topsite Security

Non-Technical

- Sites aren’t advertised or mentioned by name
- “Blackbox” > “BBX” > “B**”
- Obviously no names etc.

Technical

- IP/Host range allowlisting
- Bounced Network Connections
  - Often no users even know the genuine IP (other than SiteOps)

Topsite Credit System

- Topsites have a credit system
- Typically in a ratio of 1 up to 3 down
- Ensures a community of those who actively contribute (no leechers on topsites)

Couriers and Racers

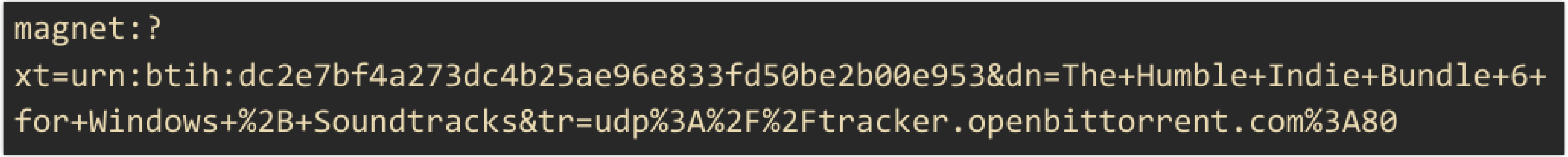
- Individuals and groups who share releases
- There are a LOT of Couriers
- Often put to a trial

P2P Sites and Leechers

- Couriers also release to Peer to Peer sites
  - PirateBay, KickassTorrents, RARBG, etc.
- Not centralised sites, more like an index of magnet links
- Allow people to access files through a peer to peer protocol

Peer to Peer Tech

- Magnet link > Torrent Client
- Connects to network which already have the files themselves
- Torrents *do not contain the file*
- There *IS* a legitimate use, too!!!
  - Linux Distro ISOs, other large files



```
magnet:?
xt=urn:btih:dc2e7bf4a273dc4b25ae96e833fd50be2b00e953&dn=The+Humble+Indie+Bundle+6+
for+Windows+%2B+Soundtracks&tr=udp%3A%2F%2Ftracker.openbittorrent.com%3A80
```

Magnet Links

The Methodology

This is where we get ✨TECHNICAL✨

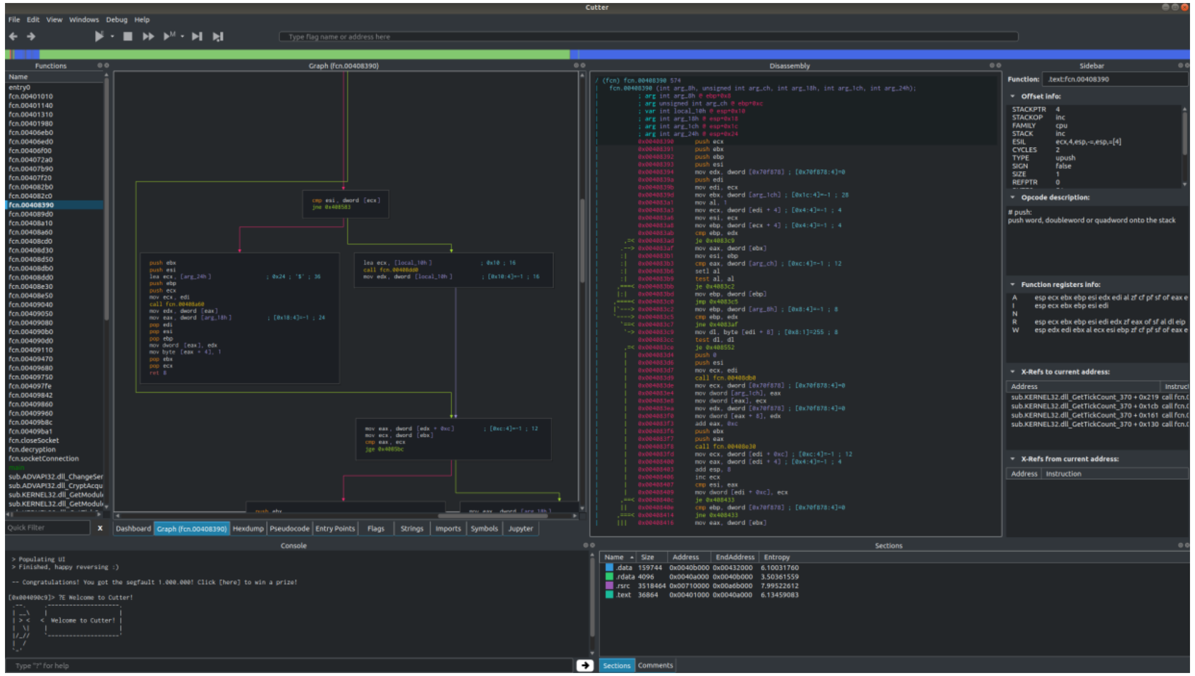
How does DRM work?

- Just encryption, really
- Encryption key > License server > Decrypt software > Run
- Step 2-3 is where the magic happens

Cracking Software

1. Install genuine version of program
2. Run (allow to decrypt)
3. Attach a debugger and save the unencrypted data
4. Make file executable and remove tendrils

- This is not how it is always done (far from it) but provides a useful baseline



```
> Populating UI
> Finished, happy reversing :)

-- Congratulations! You got the segfault 1.000.000! Click [here] to win a prize!

[0x004090c9]> ?E Welcome to Cutter!
 .--.     .--------------------.
 | __\    |                    |
 | > <   <  Welcome to Cutter! |
 |  \|    |                    |
 |/_//    `--------------------'
 |  /
 `-'
```

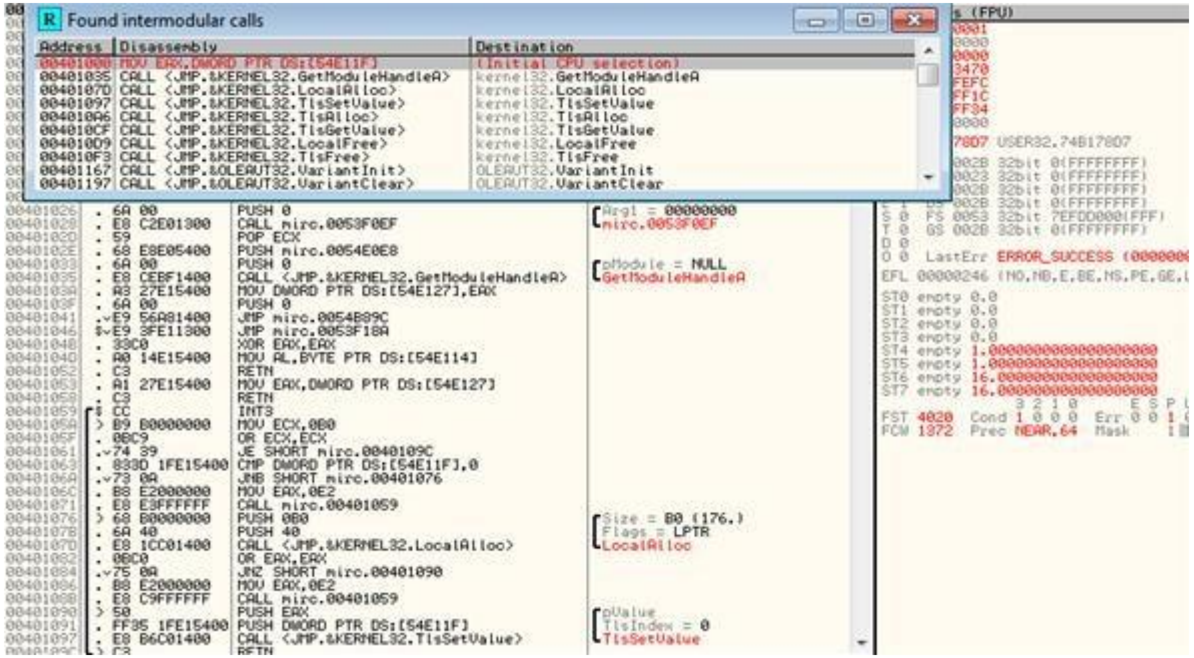
Type "?" for help

Sections

Name ▲	Size	Address	EndAddress	Entropy
🟦 .data	159744	0x0040b000	0x00432000	6.10031760
🟩 .rdata	4096	0x0040a000	0x0040b000	3.50361559
🟪 .rsrc	3518464	0x00710000	0x00a6b000	7.99522612
🟩 .text	36864	0x00401000	0x0040a000	6.13459083

Cracking Software contd.

- Search for specific DLLs
  - GETDLGITEMTEXT.dll
- Place breakpoint on call
- Step through until TEST EAX,EAX
- Change EAX to 1
- NOT ALL PROGRAMS DO THIS



Found intermodular calls

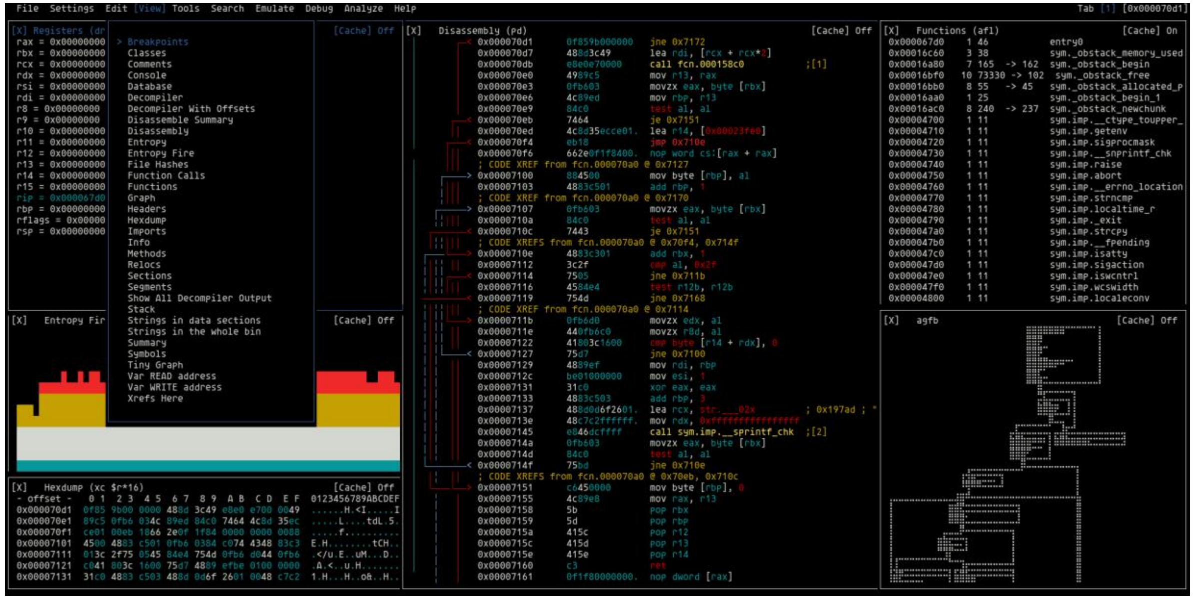
Address	Disassembly	Destination
00401000	MOV EAX,DWORD PTR DS:[54E11F]	(Initial CPU selection)
00401035	CALL <JMP.&KERNEL32.GetModuleHandleA>	kernel32.GetModuleHandleA
0040107D	CALL <JMP.&KERNEL32.LocalAlloc>	kernel32.LocalAlloc
00401097	CALL <JMP.&KERNEL32.TlsSetValue>	kernel32.TlsSetValue
004010A6	CALL <JMP.&KERNEL32.TlsAlloc>	kernel32.TlsAlloc
004010CF	CALL <JMP.&KERNEL32.TlsGetValue>	kernel32.TlsGetValue
004010D9	CALL <JMP.&KERNEL32.LocalFree>	kernel32.LocalFree
004010F3	CALL <JMP.&KERNEL32.TlsFree>	kernel32.TlsFree
00401167	CALL <JMP.&OLEAUT32.VariantInit>	OLEAUT32.VariantInit
00401197	CALL <JMP.&OLEAUT32.VariantClear>	OLEAUT32.VariantClear

```
00401026  .  6A 00          PUSH 0                                     [Arg1 = 00000000
00401028  .  E8 C2E01300    CALL mirc.0053F0EF                         [mirc.0053F0EF
0040102D  .  59             POP ECX
0040102E  .  68 E8E05400    PUSH mirc.0054E0E8
00401033  .  6A 00          PUSH 0                                     [pModule = NULL
00401035  .  E8 CEBF1400    CALL <JMP.&KERNEL32.GetModuleHandleA>      [GetModuleHandleA
0040103A  .  A3 27E15400    MOV DWORD PTR DS:[54E127],EAX
0040103F  .  6A 00          PUSH 0
00401041  .vE9 56A81400     JMP mirc.0054B89C
00401046  $vE9 3FE11300     JMP mirc.0053F18A
0040104B  .  33C0           XOR EAX,EAX
0040104D  .  A0 14E15400    MOV AL,BYTE PTR DS:[54E114]
00401052  .  C3             RETN
00401053  .  A1 27E15400    MOV EAX,DWORD PTR DS:[54E127]
00401058  .  C3             RETN
00401059 [$  CC             INT3
0040105A  >  B9 B0000000    MOV ECX,0B0
0040105F  .  0BC9           OR ECX,ECX
00401061  .v74 39           JE SHORT mirc.0040109C
00401063  .  833D 1FE15400  CMP DWORD PTR DS:[54E11F],0
0040106A  .v73 0A           JNB SHORT mirc.00401076
0040106C  .  B8 E2000000    MOV EAX,0E2
00401071  .  E8 E3FFFFFF    CALL mirc.00401059
00401076  >  68 B0000000    PUSH 0B0                                   [Size = B0 (176.)
0040107B  .  6A 40          PUSH 40                                    |Flags = LPTR
0040107D  .  E8 1CC01400    CALL <JMP.&KERNEL32.LocalAlloc>            [LocalAlloc
00401082  .  0BC0           OR EAX,EAX
00401084  .v75 0A           JNZ SHORT mirc.00401090
00401086  .  B8 E2000000    MOV EAX,0E2
0040108B  .  E8 C9FFFFFF    CALL mirc.00401059
00401090  >  50             PUSH EAX                                   [pValue
00401091  .  FF35 1FE15400  PUSH DWORD PTR DS:[54E11F]                 |TlsIndex = 0
00401097  .  E8 B6C01400    CALL <JMP.&KERNEL32.TlsSetValue>           [TlsSetValue
0040109C [>  C3             RETN
```

```
s (FPU)
0001
0000
0000
3470
FEFC
FF1C
FF34
0000
78D7 USER32.74B178D7
002B 32bit 0(FFFFFFFF)
0023 32bit 0(FFFFFFFF)
002B 32bit 0(FFFFFFFF)
002B 32bit 0(FFFFFFFF)
S 0  FS 0053 32bit 7EFDD000(FFF)
T 0  GS 002B 32bit 0(FFFFFFFF)
D 0
O 0  LastErr ERROR_SUCCESS (000000
EFL 00000246 (NO,NB,E,BE,NS,PE,GE,L
ST0 empty 0.0
ST1 empty 0.0
ST2 empty 0.0
ST3 empty 0.0
ST4 empty 1.0000000000000000000
ST5 empty 1.0000000000000000000
ST6 empty 16.000000000000000000
ST7 empty 16.000000000000000000
               3 2 1 0      E S P U
FST 4020  Cond 1 0 0 0  Err 0 0 1 0
FCW 1372  Prec NEAR,64  Mask    1
```

Cracking Software contd.

- There is another way
- Remove serial key to find error
- Find where in the code the error is thrown
- Locate the error's conditions, reverse gen algorithm, and make a keygen



```
[X] Registers (dr                                   [Cache] Off
 rax = 0x00000000
 rbx = 0x00000000
 rcx = 0x00000000
 rdx = 0x00000000
 rsi = 0x00000000
 rdi = 0x00000000
 r8 = 0x00000000
 r9 = 0x00000000
 r10 = 0x00000000
 r11 = 0x00000000
 r12 = 0x00000000
 r13 = 0x00000000
 r14 = 0x00000000
 r15 = 0x00000000
 rip = 0x000067d0
 rbp = 0x00000000
 rflags = 0x00000
 rsp = 0x00000000
```

```
[X]   Hexdump (xc $r*16)                                 [Cache] Off
 - offset -   0 1  2 3  4 5  6 7  8 9  A B  C D  E F  0123456789ABCDEF
 0x000070d1  0f85 9b00 0000 488d 3c49 e8e0 e700 0049  ......H.<I.....I
 0x000070e1  89c5 0fb6 034c 89ed 84c0 7464 4c8d 35ec  .....L....tdL.5.
 0x000070f1  ce01 00eb 1866 2e0f 1f84 0000 0000 0088  .....f..........
 0x00007101  4500 4883 c501 0fb6 0384 c074 4348 83c3  E.H........tCH..
 0x00007111  013c 2f75 0545 84e4 754d 0fb6 d044 0fb6  .</u.E..uM...D..
 0x00007121  c041 803c 1600 75d7 4889 efbe 0100 0000  .A.<..u.H.......
 0x00007131  31c0 4883 c503 488d 0d6f 2601 0048 c7c2  1.H...H..o&..H..
```

```
[X]   Disassembly (pd)                                              [Cache] Off
      0x000070d1      0f859b000000    jne 0x7172
      0x000070d7      488d3c49        lea rdi, [rcx + rcx*2]
      0x000070db      e8e0e70000      call fcn.000158c0              ;[1]
      0x000070e0      4989c5          mov r13, rax
      0x000070e3      0fb603          movzx eax, byte [rbx]
      0x000070e6      4c89ed          mov rbp, r13
      0x000070e9      84c0            test al, al
      0x000070eb      7464            je 0x7151
      0x000070ed      4c8d35ecce01.   lea r14, [0x00023fe0]
      0x000070f4      eb18            jmp 0x710e
      0x000070f6      662e0f1f8400.   nop word cs:[rax + rax]
      ; CODE XREF from fcn.000070a0 @ 0x7127
      0x00007100      884500          mov byte [rbp], al
      0x00007103      4883c501        add rbp, 1
      ; CODE XREF from fcn.000070a0 @ 0x7170
      0x00007107      0fb603          movzx eax, byte [rbx]
      0x0000710a      84c0            test al, al
      0x0000710c      7443            je 0x7151
      ; CODE XREFS from fcn.000070a0 @ 0x70f4, 0x714f
      0x0000710e      4883c301        add rbx, 1
      0x00007112      3c2f            cmp al, 0x2f
      0x00007114      7505            jne 0x711b
      0x00007116      4584e4          test r12b, r12b
      0x00007119      754d            jne 0x7168
      ; CODE XREF from fcn.000070a0 @ 0x7114
      0x0000711b      0fb6d0          movzx edx, al
      0x0000711e      440fb6c0        movzx r8d, al
      0x00007122      41803c1600      cmp byte [r14 + rdx], 0
      0x00007127      75d7            jne 0x7100
      0x00007129      4889ef          mov rdi, rbp
      0x0000712c      be01000000      mov esi, 1
      0x00007131      31c0            xor eax, eax
      0x00007133      4883c503        add rbp, 3
      0x00007137      488d0d6f2601.   lea rcx, str.___02x            ; 0x197ad ; "
      0x0000713e      48c7c2ffffff.   mov rdx, 0xffffffffffffffff
      0x00007145      e846dcffff      call sym.imp.__sprintf_chk     ;[2]
      0x0000714a      0fb603          movzx eax, byte [rbx]
      0x0000714d      84c0            test al, al
      0x0000714f      75bd            jne 0x710e
      ; CODE XREFS from fcn.000070a0 @ 0x70eb, 0x710c
      0x00007151      c6450000        mov byte [rbp], 0
      0x00007155      4c89e8          mov rax, r13
      0x00007158      5b              pop rbx
      0x00007159      5d              pop rbp
      0x0000715a      415c            pop r12
      0x0000715c      415d            pop r13
      0x0000715e      415e            pop r14
      0x00007160      c3              ret
      0x00007161      0f1f80000000.   nop dword [rax]
```

```
[X]   Functions (afl)                              [Cache] On
 0x000067d0    1 46              entry0
 0x00016c60    3 38              sym._obstack_memory_used
 0x00016a80    7 165   -> 162    sym._obstack_begin
 0x00016bf0   10 73330 -> 102    sym._obstack_free
 0x00016bb0    8 55    -> 45     sym._obstack_allocated_p
 0x00016aa0    1 25              sym._obstack_begin_1
 0x00016ac0    8 240   -> 237    sym._obstack_newchunk
 0x00004700    1 11              sym.imp.__ctype_toupper_
 0x00004710    1 11              sym.imp.getenv
 0x00004720    1 11              sym.imp.sigprocmask
 0x00004730    1 11              sym.imp.__snprintf_chk
 0x00004740    1 11              sym.imp.raise
 0x00004750    1 11              sym.imp.abort
 0x00004760    1 11              sym.imp.__errno_location
 0x00004770    1 11              sym.imp.strncmp
 0x00004780    1 11              sym.imp.localtime_r
 0x00004790    1 11              sym.imp._exit
 0x000047a0    1 11              sym.imp.strcpy
 0x000047b0    1 11              sym.imp.__fpending
 0x000047c0    1 11              sym.imp.isatty
 0x000047d0    1 11              sym.imp.sigaction
 0x000047e0    1 11              sym.imp.iswcntrl
 0x000047f0    1 11              sym.imp.wcswidth
 0x00004800    1 11              sym.imp.localeconv
```

Denuvo

- Denuvo is “DRM for DRM”
- Can take many months to crack
- Denuvo is in constant dedicated development
- Made to be hard to understand

The Releases

What is a Release?

- Piece of cracked software released onto a topsite
- Specific procedure involved
- Release now known as “pre”
- Dupes are nuked
- PROPERs or REPACKS if release is faulty

Technical Info on Releases

- Each release contains
  - Material
  - NFO
  - SFV

The Rules

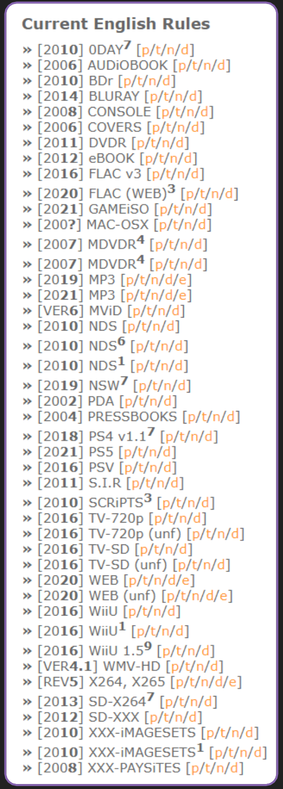
The Rules

- Rules are different depending on the kind of media
- Following is a selection of rules for well known forms of media
- Go to https://scenerules.org for more info

The Rules Contd.

- Often name and packaging info will be included
- “Recommended” vs “must haves” – RFC 2199
- Basic rules for almost all releases and then small section of special cases

Media



Current English Rules

» [2010] 0DAY[7] [p/t/n/d]
» [2006] AUDiOBOOK [p/t/n/d]
» [2010] BDr [p/t/n/d]
» [2014] BLURAY [p/t/n/d]
» [2008] CONSOLE [p/t/n/d]
» [2006] COVERS [p/t/n/d]
» [2011] DVDR [p/t/n/d]
» [2012] eBOOK [p/t/n/d]
» [2016] FLAC v3 [p/t/n/d]
» [2020] FLAC (WEB)[3] [p/t/n/d]
» [2021] GAMEiSO [p/t/n/d]
» [200?] MAC-OSX [p/t/n/d]
» [2007] MDVDR[4] [p/t/n/d]
» [2007] MDVDR[4] [p/t/n/d]
» [2019] MP3 [p/t/n/d/e]
» [2021] MP3 [p/t/n/d/e]
» [VER6] MViD [p/t/n/d]
» [2010] NDS [p/t/n/d]
» [2010] NDS[6] [p/t/n/d]
» [2010] NDS[1] [p/t/n/d]
» [2019] NSW[7] [p/t/n/d]
» [2002] PDA [p/t/n/d]
» [2004] PRESSBOOKS [p/t/n/d]
» [2018] PS4 v1.1[7] [p/t/n/d]
» [2021] PS5 [p/t/n/d]
» [2016] PSV [p/t/n/d]
» [2011] S.I.R [p/t/n/d]
» [2010] SCRiPTS[3] [p/t/n/d]
» [2016] TV-720p [p/t/n/d]
» [2016] TV-720p (unf) [p/t/n/d]
» [2016] TV-SD [p/t/n/d]
» [2016] TV-SD (unf) [p/t/n/d]
» [2020] WEB [p/t/n/d/e]
» [2020] WEB (unf) [p/t/n/d/e]
» [2016] WiiU [p/t/n/d]
» [2016] WiiU[1] [p/t/n/d]
» [2016] WiiU 1.5[9] [p/t/n/d]
» [VER4.1] WMV-HD [p/t/n/d]
» [REV5] X264, X265 [p/t/n/d/e]
» [2013] SD-X264[7] [p/t/n/d]
» [2012] SD-XXX [p/t/n/d]
» [2010] XXX-iMAGESETS [p/t/n/d]
» [2010] XXX-iMAGESETS[1] [p/t/n/d]
» [2008] XXX-PAYSiTES [p/t/n/d]

- 0Days
- Audiobooks
- BluRays
- Consoles
- eBooks
- PC Games
- MP3s
- All Nintendo Consoles
- Movies and TV Shows
- The list is endless

0Days

- Not what you'd expect
- [Developer.name.]Program.name.vVersion[.Language][.OS][.CPU][.Release.Type][.Additional.Tags]-Groupname
- Release size
- Release type
- OSs
- Updates
- General rules

C. 2008 Consoles

- Mostly for emulation these days
- Releases packed in RAR
  - M1 or higher
- Iso for Xbox and PS2 but full dump for Wii
- Misc rules about language and time limitations

Console Specific – Xbox360

- Security Sectors must be patched
- If game isn't region free, include in dirname
- Region dupes are only allowed if original release wasn't region free
- If a rerelease is issued for additional foreign languages, languages must be in the NFO

Console Specific – Nintendo Wii

- Source of game disc origin must be included in directory name
- No tools like wiiscrub allowed

Console Specific – PS2

- The PS2 is a basic bitch

Audiobooks

Non-DAISY

- Format type is always AUDIOBOOK
- Must be encoded using Variable Bitrate

DAISY

- Format type is always DAISY-AUDIOBOOK
- No re-encoding on penalty of death
- Must include working SMIL

E-Books

- Scans
- Retail
- No DRM or Watermarking
- Strict NFO formatting
- PDFs, EPUBs, Kindle, and MOBIPOCKET allowed

Nintendo Switch

- Interesting case here
- Image Formatting
  - Cartridges must be in XCI
  - Eshop must be in NSP
    - With all NCA files + NAX layers decrypted
- Must provide actual proof of Cartridge

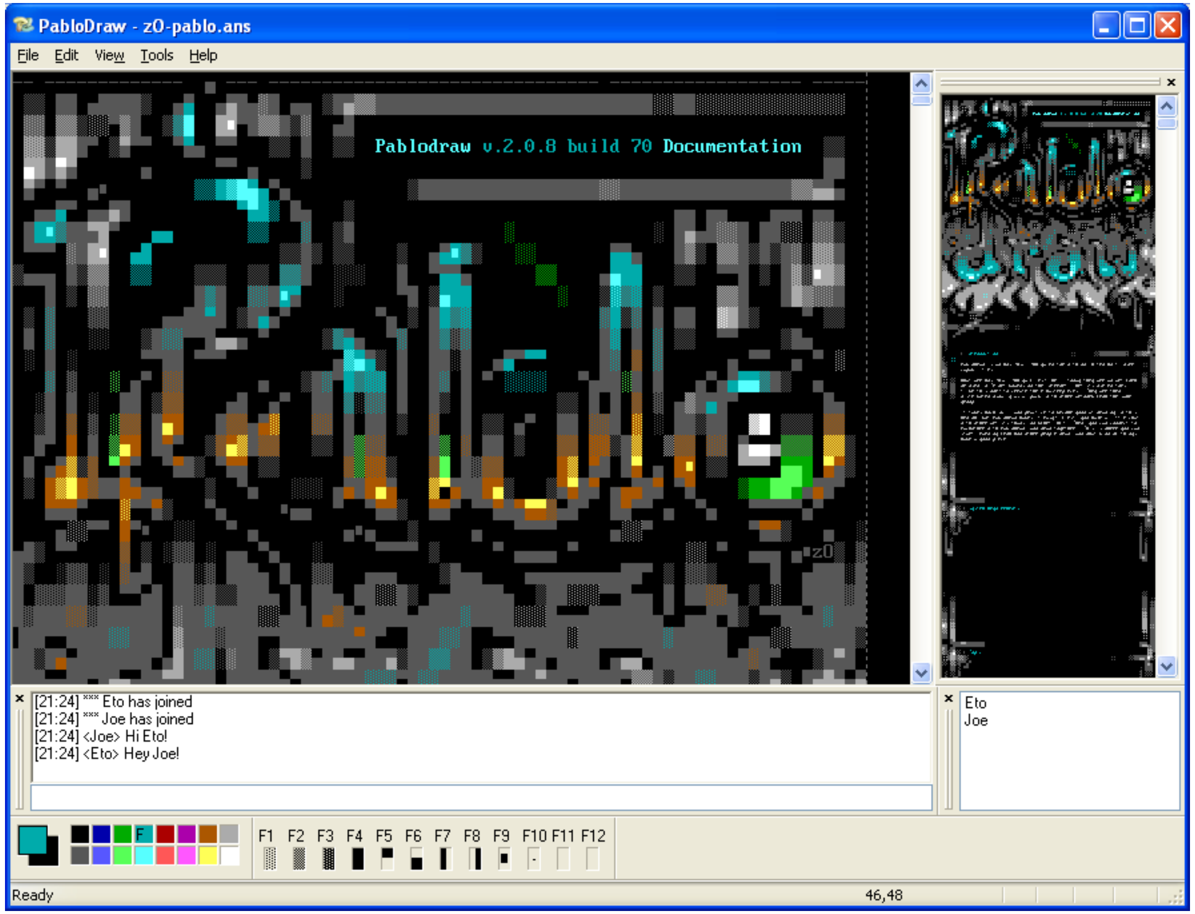
Miscellaneous

- Extensive but also simple rules
- Vast majority are info relating to file naming conventions etc

The Art

The Art

- And breathe…
- Lends a distinct aesthetic
- Often made in software like PabloDraw



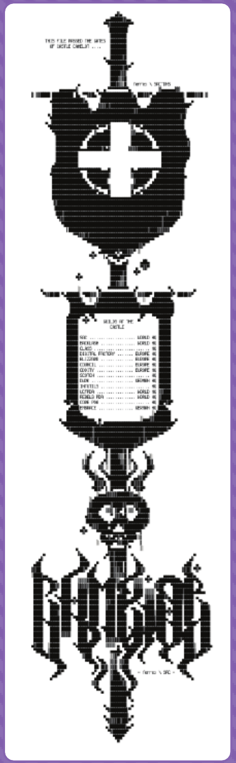
```
[21:24] *** Eto has joined
[21:24] *** Joe has joined
[21:24] <Joe> Hi Eto!
[21:24] <Eto> Hey Joe!
```

Eto
Joe

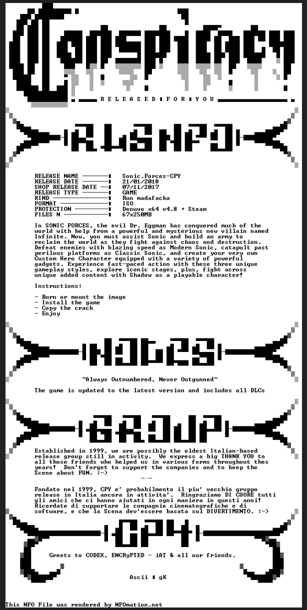
MORPhEUS [/ CiD]
MORPhEUS [/ CiD]
MORPhEUS [/ CiD]
ACID

BeatMasters International 2000

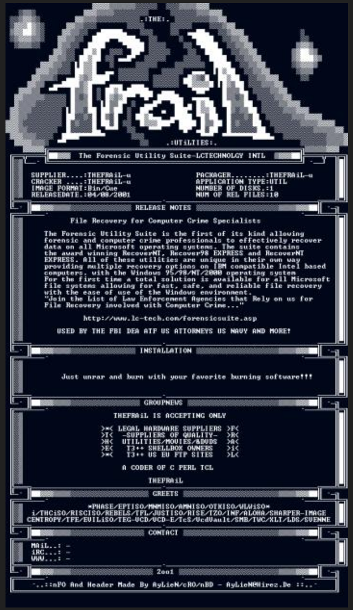
CODEX
CODEX PRESENTS
Kingdom Come: Deliverance (c) Warhorse Studios
Release Date : 02/2018
Discs : 1
Protection : Steam
Genre : Action


THIS FILE PASSED THE GATES OF CASTLE CAMELOT ....
GUILDS OF THE CASTLE

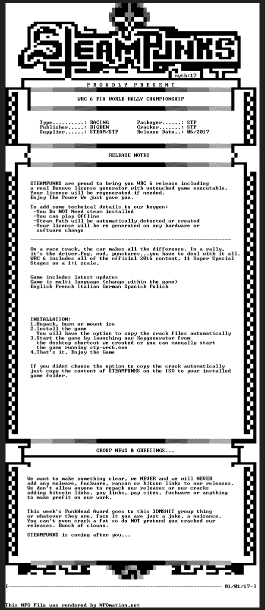
ART!!!


Conspiracy
RLSNFO
NOTES
GROUP
CPY

```
RELEASED FOR YOU

RELEASE NAME ──────────▌   Sonic.Forces-CPY
RELEASE DATE ──────────▌   21/01/2018
SHOP RELEASE DATE ─────▌   07/11/2017
RELEASE TYPE ──────────▌   GAME
KIND ──────────────────▌   Run madafacka
FORMAT ────────────────▌   ISO
PROTECTION ────────────▌   Denuvo x64 v4.8 + Steam
FILES N ───────────────▌   67x250MB

In SONIC FORCES, the evil Dr. Eggman has conquered much of the
world with help from a powerful and mysterious new villain named
Infinite. Now, you must assist Sonic and build an army to
reclaim the world as they fight against chaos and destruction.
Defeat enemies with blazing speed as Modern Sonic, catapult past
perilous platforms as Classic Sonic, and create your very own
Custom Hero Character equipped with a variety of powerful
gadgets. Experience fast-paced action with these three unique
gameplay styles, explore iconic stages, plus, fight across
unique added content with Shadow as a playable character!

Instructions:

- Burn or mount the image
- Install the game
- Copy the crack
- Enjoy

          "Always Outnumbered, Never Outgunned"

The game is updated to the latest version and includes all DLCs

Established in 1999, we are possibly the oldest Italian-based
release group still in activity.  We express a big THANK YOU to
all those friends who helped us in various forms throughout thes
years!  Don't forget to support the companies and to keep the
Scene about FUN. :->
                            -.-

Fondato nel 1999, CPY e' probabilmente il piu' vecchio gruppo
release in Italia ancora in attivita'.  Ringraziamo DI CUORE tutti
gli amici che ci hanno aiutati in ogni maniera in questi anni!
Ricordate di supportare le compagnie cinematografiche e di
software, e che la Scena dev'essere basata sul DIVERTIMENTO. :->

    Greets to CODEX, ENCRyPTED - iAT & all our friends.

                      Ascii ▌ gK

This NFO File was rendered by NFOmation.net
```

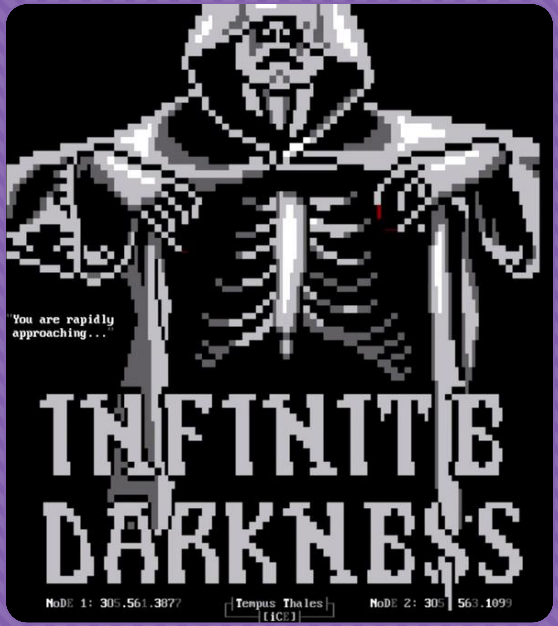

.:THE:.
frail
.:UTiLTIES:.

```
         The Forensic Utility Suite-LCTECHNOLOGY INTL

 SUPPLIER....:THEFRAiL-u              PACKAGER........:THEFRAiL-u
 CRACKER ....:THEFRAiL-u              APPLICATION TYPE:UTIL
 IMAGE FORMAT:Bin/Cue                 NUMBER OF DISKS.:1
 RELEASEDATE.:04/08/2001              NUM OF REL FILES:10

                          RELEASE NOTES

         File Recovery for Computer Crime Specialists

   The Forensic Utility Suite is the first of its kind allowing
   forensic and computer crime professionals to effectively recover
   data on all Microsoft operating systems. The suite contains
   the award winning RecoverNT, Recover98 EXPRESS and RecoverNT
   EXPRESS. All of these utilities are unique in their own way
   providing multiple recovery options on IBM compatible Intel based
   computers. with the Windows 95/98/NT/2000 operating system
   For the first time a total solution is available for all Microsoft
   file systems allowing for fast, safe, and reliable file recovery
   with the ease of use of the Windows environment.
   "Join the List of Law Enforcement Agencies that Rely on us for
   File Recovery involved with Computer Crime..."

          http://www.lc-tech.com/forensicsuite.asp

      USED BY THE FBI DEA ATF US ATTORNEYS US NAVY AND MORE!

                          INSTALLATION

     Just unrar and burn with your favorite burning software!!!

                           GROUPNEWS

                 THEFRAiL IS ACCEPTING ONLY

               >*< LEGAL HARDWARE SUPPLIERS >F<
               >T<  -SUPPLIERS OF QUALITY-  >R<
               >H<  UTILITIES/MOVIES/&DVDS  >A<
               >E<   T3++ SHELLBOX OWNERS   >i<
               >*<   T3++ US EU FTP SITES   >L<

                   A CODER OF C PERL TCL

                         THEFRAiL

                          GREETS

      *PHASE/EPTISO/MNMISO/AMNISO/OTKISO/WLWiSO*
 i/THCiSO/RISCISO/REBELS/TFL/JUSTISO/RISE/TZO/INF/ALOHA/SHARPER-IMAGE
CENTROPY/TFE/EVILiSO/TEG-VCD/VCD-E/TcS/VcdVault/SMB/TWC/XLT/LDS/SVENNE

                          CONTACT

 MAiL..: -
 iRC...: -
 WWW...: -

                           2oo1

 -..::nFO And Header Made By AyLieN/cRO/nBD - AyLieN@Wirez.De ::..-
```

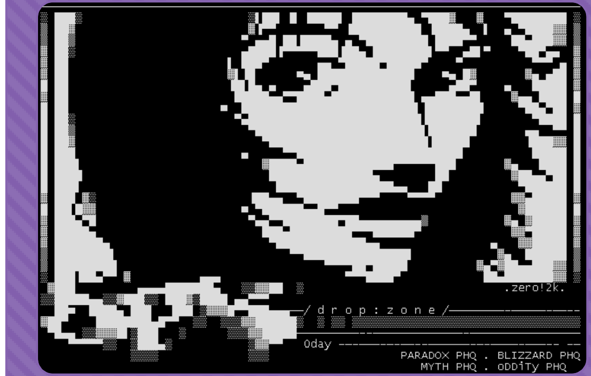

STEAMPUNKS
myth:17

```
                 P R O U D L Y   P R E S E N T

              WRC 6 FIA WORLD RALLY CHAMPIONSHIP

    Type..........: RACING        Packager......: STP
    Publisher.....: BIGBEN        Cracker.......: STP
    Supplier......: STEAM/STP     Release Date..: 06/2017

                         RELEASE NOTES

  STEAMPUNKS are proud to bring you WRC 6 release including
  a real Denuvo license generator with untouched game executable.
  Your license will be regenerated if needed.
  Enjoy The Power We just gave you.

  To add some technical details to our keygen:
   -You Do NOT Need steam installed
   -You can play Offline
   -Steam Path will be automatically detected or created
   -Your license will be re generated on any hardware or
    software change

  -----------------------------------------------------------------

  On a race track, the car makes all the difference. In a rally,
  it's the driver.Fog, mud, punctures...you have to deal with it all.
  WRC 6 includes all of the official 2016 content, 11 Super Special
  Stages on a 1:1 scale.


  Game includes latest updates
  Game is multi language (change within the game)
  English French Italian German Spanish Polish




  INSTALLATION:
  1.Unpack, burn or mount iso
  2.Install the game
    You will have the option to copy the crack files automatically
  3.Start the game by launching our Keygenerator from
    the desktop shortcut we created or you can manually start
    the game running stp-wrc6.exe
  4.That's it, Enjoy the Game


  If you didnt choose the option to copy the crack automatically
  just copy the content of STEAMPUNKS on the ISO to your installed
  game folder.

                   GROUP NEWS & GREETINGS...

 We want to make something clear, we NEVER and we will NEVER
 add any malware, fuckware, ranson or bitcon links to our releases.
 We don't allow anyone to repack our releases or our cracks
 adding bitcoin links, pay links, pay sites, fuckware or anything
 to make profit on our work.


 This week's PunkHead Award goes to this 3DMSHIT group thing
 or whatever they are, face it you are just a joke, a nuisance.
 You can't even crack a fat so do NOT pretend you cracked our
 releases. Bunch of clowns.

 STEAMPUNKS is coming after you...

[------------------------------------------------------------- 01/01/17-]

This NFO File was rendered by NFOmation.net
```

An example of NFOs


"You are rapidly approaching..."
INFINITE DARKNESS
NoDE 1: 305.561.3877
Tempus Thales
[iCE]
NoDE 2: 305 563.1099

council
nR·nOv08


.zero!2k.
/drop:zone/
0day
PARADOX PHQ . BLIZZARD PHQ
MYTH PHQ . oDDiTy PHQ

connection reset by
SATAN
ter|\/|inal
font..

More Art!

The End

Questions?

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