

21:15 Never say ‘no’ to adventures.

*from the desk of Pastor Manul Laphroaig,
Tract Association of PoC||GTFO.*

Dearest neighbor,

Our scruffy little gang started this самиздат journal a few years back because we didn’t much like the academic ones, but also because we wanted to learn new tricks for reverse engineering. We wanted to publish the methods that make exploits and polyglots possible, so that folks could learn from each other. Over the years, we’ve been blessed with the privilege of editing these tricks, of seeing them early, and of seeing them through to print.



So today, in that spirit of exploration and wonder, I pass around the collection plate and ask you, neither for paper money nor pocket change, but for nifty projects and the clever tricks that make them possible.

Maybe share a technical story from the good old days, such as when the Super Nintendo and Apple IIGS both used a 16-bit 65C816 CPU, with two instruction sets for backward compatibility with their 6502 predecessors. Maybe share a clever trick from the modern day, such as how to scale a disassembler to terabytes of input, or how to explore all the BARs of a PCIe card to quickly rig up a new driver.

Give me source code for the software, and give me schematics for the hardware, but most of all teach me how to build these things for myself. Teach me to know the difference between those things that are really hard, and those things that only look intimidating before a bit of practice and the right advice collapse the problem into something a clever child might solve.

Give me these tricks and techniques in an ASCII textfile, or UTF-8 if your language insists, including high resolution figures as separate PNG or PDF files as an email to pastor@phrack.org. My gang and I will clean it up, typeset it in T_EX, index it and print it for the world. We’ll happily translate from French, Spanish, Portuguese, German, Russian, Hungarian, Hebrew, Serbo-Croatian, and Southern Appalachian.

Yours in PoC and Pwnage,
Pastor Manul Laphroaig, T.G. S.B.

