

**Long Comment Regarding a Proposed Exemption  
Under 17 U.S.C. 1201**

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**Item 1. Commenter Information**

The Entertainment Software Association (“ESA”) represents all of the major platform providers and nearly all of the major video game publishers in the United States.<sup>1</sup> It is the U.S. association exclusively dedicated to serving the business and public affairs needs of companies that publish computer and video games for video game consoles, personal computers, and the Internet.

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**Item 2. Proposed Class Addressed**

Proposed Class 19: Jailbreaking—Video Game Consoles

**Item 3. Overview**

**A. Executive Summary**

Proposed Class 19 is virtually identical to the video game console “jailbreaking” exemption that the Librarian denied in the last rulemaking proceeding. As in the last proceeding, “the evidentiary record fail[s] to support a finding that the inability to circumvent access controls on video game consoles has, or over the course of the next three years likely would have, a substantial adverse impact on the ability to make noninfringing uses.”<sup>2</sup> Proponents offer no more than the same *de minimis*, hypothetical,

<sup>1</sup> See <http://www.theesa.com/about-esa/members/> (listing ESA’s members).

<sup>2</sup> Exemption To Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 77 Fed. Reg. 65260, 65272 (Oct. 26, 2012) [hereafter, “2012 Final Rule”].

and anecdotal examples of mere inconveniences that the Librarian concluded in the last triennial rulemaking proceeding fall far short of establishing the substantial adverse effects required to support a prima facie case for an exemption.<sup>3</sup>

In contrast, and as explained below and in the attached exhibits, there is substantial evidence in the record that, “in the case of video games, console jailbreaking leads to a higher level of infringing activity.”<sup>4</sup> And there is “a broadly shared perception in the gaming community that jailbreaking leads to piracy.”<sup>5</sup> As a result, the harm the proposed exemption would impose on copyright owners (and consumers, who ultimately would have less access to copyrighted works) far outweighs any alleged adverse effects.

Because permitting circumvention of the access controls on video game consoles will increase piracy, significantly reduce users’ options to access copyrighted works on video game consoles, and decrease the value of these works for copyright owners, ESA requests that the Register deny the proposed exemption for Proposed Class 19.

## **B. *Background on the Video Game Console Ecosystem***

Video game consoles are the center of an intellectual property ecosystem that makes copyrighted content easily and legally accessible, to the benefit of creators, distributors and, most important, the gaming public. Fifty-nine percent of Americans play video games, nearly half (48 percent) of whom are women and 71 percent are age 18 or older.<sup>6</sup> Through these consoles, consumers can access thousands of highly-valuable, expressive works, including the video game titles, movies, television, music, and live sports programming that is provided by ESA’s members as well as content partners ranging from the largest media companies to the smallest independent producers and developers.<sup>7</sup>

These creators make their works available through video game consoles precisely because platform providers use effective controls to restrict access to these works. As the Register concluded in the last rulemaking proceeding:

“Console access controls protect not only the integrity of the console code, but the copyrighted works that run on the consoles. In so doing, they provide important incentives to create video games and other content for consoles, and thus

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<sup>3</sup> *Id.* at 65274.

<sup>4</sup> *Id.*

<sup>5</sup> *Id.* at 65273.

<sup>6</sup> ESA Industry Facts, <http://www.theesa.com/about-esa/industry-facts/>.

<sup>7</sup> See, e.g., Xbox Entertainment, <http://www.xbox.com/en-US/entertainment?xr=shellnav>; Nintendo Wii U eShop, <http://www.nintendo.com/wiiu/eshop>; PlayStation Entertainment, <http://www.playstation.com/en-us/explore/playstationnetwork/apps-and-entertainment/>.

play a critical role in the development and dissemination of highly innovative copyrighted works.”<sup>8</sup>

Specifically, the controls enable the distribution of digital content through physical media (e.g., video game discs, DVDs, and Blu-ray discs), downloadable files (e.g., video games, expansion packs, video game add-ins and television and movie programming), and live streaming (e.g., music, movies, and television programming), while preventing individuals from making unauthorized copies of this content, distributing it to others, or using the console to play pirated copies of such works.<sup>9</sup> As a result, these controls decrease the unlawful distribution of infringing works and increase the lawful supply of copyrighted works.

Absent these access controls, copyright owners would be legitimately concerned that their content could easily be infringed, and the incentive to make such content available through the video game consoles would be greatly diminished. The proposed exemption would jeopardize the availability of these copyrighted works on video game consoles by enabling—and indeed encouraging—the play of pirated games and the unlawful copying and distribution of infringing content. At least one proponent, iFixit, concedes that “jailbroken consoles can also be utilized to pirate games.”<sup>10</sup> Hacking video game consoles necessarily enables piracy,<sup>11</sup> and the steps required to hack a video game console to, for example, install and play homebrew games and applications are the very same steps an individual must take to install and play pirated content. Once the video game console access controls are hacked, regardless of the purported purpose or intent of the hacker, *any* content, including pirated games and movies, can be played on the console. The hacker also can use the console to make infringing copies of copyrighted games, movies, and television programs and to distribute these unlawful copies online to a large audience.<sup>12</sup> It is not surprising, then, that the ability to

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<sup>8</sup> 2012 Final Rule, at 65274.

<sup>9</sup> See Statement 1, ¶¶ 4–5, 10.

<sup>10</sup> iFixit Comments, at 3.

<sup>11</sup> Throughout the comments, a number of the proponents refer to the conduct for which they seek an exemption as “jailbreaking,” presumably because this term is intended to evoke some kind of process of liberation of copyrighted works that are unjustly imprisoned. We use the more general term “hacking” here to refer to acts by a user to modify the console’s firmware to remove its ability to prevent the playback, copying, and distribution of infringing works.

<sup>12</sup> With respect to television and movie programming applications, for example, circumvention of the access controls in some cases could allow unauthorized users to gain access to subscription services or enable lawful subscribers to gain unauthorized access to content (such as converting a time-limited offering into an unauthorized purchase). Similarly, checks for authentication tokens for streaming video programming applications might be ineffective if the access controls for the video game console are hacked. The robust access controls available on video game consoles are, in part, why some copyright owners have been willing to explore innovative new digital distribution models for video game consoles. See, e.g., Meg James, “Sony Launches TV Service PlayStation Vue, Starting at \$49.99 a Month,” *Los Angeles Times* (Mar. 18, 2015),

access and distribute infringing content is, in fact, a principal reason why users hack their video game consoles.<sup>13</sup>

#### **Item 4. Technological Protection Measure(s) and Method(s) of Circumvention**

Beyond asserting generally that video game consoles utilize access controls,<sup>14</sup> the proponents do not describe the methods of circumvention for which they seek an exemption. As a result, it is difficult to evaluate the nature, scope, and impact of proponent's request. In general, however, video game consoles use a range of access controls, which may include, for example, encryption of the firmware that restricts access to the video game console and an authentication check that prevents the installation of unauthorized software and likewise protects access to copyrighted content.

To engage in the activities discussed in proponents' comments—and also to play pirated content or to use applications that enable unlawful copying—the user must not only circumvent the encryption on the firmware but also modify the firmware in order to defeat the authentication check access control.<sup>15</sup> Once the hacker modifies the firmware, when the user launches an application or content (whether homebrew or pirated), the modified firmware will run but the access controls will be circumvented—effectively allowing the console to run content that lacks the proper signature. Consequently, we interpret the proposed exemption as intending to enable the circumvention of at least *both* of these critical access controls.

#### **Item 5. Asserted Noninfringing Use(s)**

To establish a *prima facie* case for a proposed exemption, the proponents of the exemption bear the burden of establishing that “uses affected by the prohibition on circumvention are or are likely to be noninfringing.”<sup>16</sup> Proponents must meet this standard based on the Copyright Act and relevant judicial precedents; the Register will

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<http://www.latimes.com/entertainment/envelope/cotown/la-et-ct-sony-playstation-vue-tv-service-launches-20150318-story.html>.

<sup>13</sup> See Exhibit A (compiling evidence demonstrating that piracy is one of the primary purposes of hacking video game consoles).

<sup>14</sup> See, e.g., Maneesh Pangasa, *Petition for Proposed Exemption*, at 2 (“Each of the companies named in this petition use draconian digital restrictions management technology (they call it digital rights management) to control the user experience and lock-in users of their platforms to the point it becomes difficult if not impossible to switch.”).

<sup>15</sup> See Statement 1, ¶¶ 4–6.

<sup>16</sup> Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Notice of Inquiry and Request for Petitions*, 79 Fed. Reg. 55687, 55690 (Sept. 17, 2014) [hereafter, “2014 NOI”].

not apply a “rule of doubt’ favoring an exemption when it is unclear that a particular use is a fair use.”<sup>17</sup>

The proponents have not met their burden. They simply assert that the noninfringing uses include “installing alternative operating systems, running lawfully acquired applications, preventing the reporting of personal usage information to the manufacturer, and removing region locks.”<sup>18</sup> While some of the commenters state generically that “[j]ailbreaking isn’t a crime”<sup>19</sup> or that consumers “should have the right to remix, modify, and repair the things that [they] own,”<sup>20</sup> none of the commenters provide any legal bases for the claim that these uses are or are likely noninfringing.

Significantly, the proponents do not dispute that the firmware for video game consoles is a computer program protected by copyright or that the highly valuable and expressive video games and other copyrighted content that the firmware protects are protected works. Indeed, consistent with the Register’s conclusion in the last rulemaking proceeding, the record clearly demonstrates “that access controls on gaming consoles protect not only the console firmware, but the video games and applications that run on the console as well,” which are “highly valuable expressive works.”<sup>21</sup> Nor do the proponents dispute that copying and modifying the firmware implicates the copyright owner’s rights to control the reproduction and distribution of the firmware and the creation of derivative works.

As explained in more detail below, the hacking at issue here—that is, the modification and reproduction of the video game console’s firmware, with all of its attendant consequences—is not a fair use.

**A. The Purpose And Character Of The Use Is Commercial And Not Transformative.**

This factor weighs against a finding of fair use because the purpose and character of the use is to a significant degree commercial. There is abundant evidence that the primary reason many users seek to hack video game consoles is not to create new and different works, but to avoid paying the customary cost of existing works or devices—which courts have recognized as a commercial use.<sup>22</sup> The record in this

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<sup>17</sup> *Id.*

<sup>18</sup> Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Notice of Proposed Rulemaking*, 79 Fed. Reg. 73856, 73868 (Dec. 12, 2014).

<sup>19</sup> iFixit Comments, at 1; see also Combined Comments Received Through Digital Right to Repair Website.

<sup>20</sup> Combined Comments Received Through Digital Right to Repair Website.

<sup>21</sup> 2012 Final Rule, at 65273.

<sup>22</sup> See Exhibit A (demonstrating that many users hack video game consoles to engage in piracy); *A&M Records, Inc. v. Napster, Inc.*, 239 F.3d 1004, 1015 (9th Cir. 2001) (“Direct economic benefit is not required to demonstrate a commercial use. Rather, repeated and exploitative copying of copyrighted works, even if the copies are not

proceeding further shows that the primary motivation for individual users to hack their video game consoles is to play “free” (typically pirated) games, movies and television programming, and music.<sup>23</sup> In addition, a number of individuals offer to hack users’ video game consoles for a fee.<sup>24</sup> None of these are uses that support a finding of fair use.

Hacking a video game console is not transformative because it merely supersedes the objects of the original work.<sup>25</sup> In response to a similar exemption request in the last triennial rulemaking, the Librarian concluded that “circumventing console code to play games and other entertainment content (even if lawfully acquired) is not a transformative use, as the circumvented code is serving the same fundamental purpose as the unbroken code.”<sup>26</sup> The circumvention proposed here would enable the video game console to turn on and to perform all the same functions as it would without the circumvention, while also falsifying or eliminating the authentication check that otherwise would be performed by the copyrighted work. Consequently, this alteration does not transform the nature of the firmware.

#### **B. *The Nature Of The Copyrighted Work Does Not Support Fair Use.***

The access controls at issue here protect the interests of copyright law by encouraging the creation and distribution of copyrighted works and by discouraging the distribution of pirated content. As noted above, the access controls enable the distribution of digital content through physical media, downloadable files, and live streaming, while preventing individuals from making unauthorized copies of this content, distributing it to others, or using the console to play pirated copies of such works. As a result, the access controls, including the firmware, decrease the unlawful distribution of infringing works and increase the legal supply of lawful copyrighted works.

In connection with the second fair use factor, the Register also should consider the fact that the copying of the modified firmware at issue here necessarily enables, and is almost always coupled with, the unauthorized reproduction or distribution of creative content, such as video games, movies, and television programming. The access controls, including the operation of the firmware, are designed to protect copyright interests in content playable on the video game consoles. The platform providers have developed the access controls to protect the firmware, copyrighted video games, television content, movies, music, and sports programming that are distributed through

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offered for sale, may constitute a commercial use. In the record before us, commercial use is demonstrated by a showing that repeated and exploitative unauthorized copies of copyrighted works were made to save the expense of purchasing authorized copies.”) (citations omitted).

<sup>23</sup> See Exhibit A.

<sup>24</sup> See, e.g., Exhibit B (providing screenshots of representative advertisements for hacking services).

<sup>25</sup> See *Campbell v. Acuff-Rose Music, Inc.*, 510 U.S. 569, 579 (1994); *Ty, Inc. v. Publ’ns Int’l*, 292 F.3d 512, 517 (7th Cir. 2002).

<sup>26</sup> 2012 Final Rule, at 65274.

the video game consoles from digital piracy. These works are expressive and are entitled to the greatest protection. The proposed exemption erodes that protection and does not constitute fair use.

**C. *The Amount And Substantiality Of The Portion Used Is Not Reasonable.***

Virtually all of the hacks for video game consoles use nearly all of the code contained within the copyrighted computer programs. Moreover, even if a hack involved the copying of only a small portion of the copyrighted code, this factor still would weigh against a finding of fair use because the copied portion would be the “heart of the work” in that it serves to protect copyrighted works from piracy. A use is not fair if the essence of the work is copied.<sup>27</sup>

**D. *Jailbreaking Harms The Market For And Value Of Copyrighted Works.***

The record here supports the same conclusion that the Librarian made in the last triennial rulemaking proceeding: On the “significant” issue of market harm, there is “compelling evidence” that permitting circumvention of access controls on video game consoles—regardless of the purpose—would have “the effect of diminishing the value of, and impairing the market for, the affected code, because the compromised code could no longer serve as a secure platform for the development and distribution of legitimate content.”<sup>28</sup>

Access controls on video game consoles ensure that content played on the console is legitimate, and not pirated. This is because, once the access controls on the video game console are circumvented to permit the play of unauthorized applications (such as a homebrew game or the Linux operating system), the video game console cannot differentiate between lawful and unlawful content. Regardless of the user’s intended purpose, circumvention of video game consoles inextricably is linked with and tends to facilitate piracy.<sup>29</sup> For example, numerous online forums by gaming enthusiasts acknowledge that once a video game console is hacked, piracy ensues.

The content partners that create and make available content for use on the video game consoles depend on the access controls on those devices to prevent piracy of their content. If those access controls can be legally circumvented to allow the use of infringing content on the consoles, the content partners will be *less* likely to make their content available on the consoles, there will be *less* legitimate content available through the video game consoles, and legitimate demand for the video game consoles will be

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<sup>27</sup> See, e.g., *Los Angeles News Serv. v. Tullo*, 973 F. 2d 791, 798 (9th Cir. 1992); see generally *Harper & Row Publishers, Inc. v. Nation Enters.*, 471 U.S. 539, 564–65 (1985).

<sup>28</sup> 2012 Final Rule, at 65274.

<sup>29</sup> See Exhibit A.

less. This will undoubtedly harm the market for and value of the firmware at issue, as it is only made available on the video game consoles.<sup>30</sup>

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Because each of the statutory factors weigh against a finding of fair use, the proponents have not established that hacking the video game consoles is a noninfringing use, and the proposed exemption must be denied.

## **Item 6.        Asserted Adverse Effects**

Proponents bear the burden of establishing “that as a result of a technical measure controlling access to a copyrighted work, the prohibition is causing, or in the next three years is likely to cause, an adverse impact on [alleged noninfringing] uses.”<sup>31</sup> The evidence must demonstrate that these adverse effects are substantial, and not *de minimis* impacts, mere inconveniences, or anecdotal examples of individual cases of harm.<sup>32</sup>

The proponents fail to meet this standard. Instead, their comments identify the very same examples of harm—more expensive computing resources for scientific research, inability to install homebrew games and the Linux operating system, and limited access for console repair—that the Register concluded in the last triennial rulemaking proceeding were “*de minimis*,” “hypothetical,” and otherwise insufficient to support an exemption to the prohibition on circumvention for video game consoles.<sup>33</sup> Because the proponents have not demonstrated that any adverse effects are

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<sup>30</sup> See generally *Harper & Row*, 471 U.S. at 568 (fourth factor “must take account not only of harm to the original but also of harm to the market for derivative works.”).

<sup>31</sup> 2014 NOI, at 55690.

<sup>32</sup> *Id.*

<sup>33</sup> Compare iFixit Comments, at 2–3, with 2012 Final Rule, at 65274. In addition, Maneesh Pangasa’s Petition for Proposed Exemption raises concerns about the ways in which certain personal information may be collected through the Nintendo 3DS, but provides no evidence that these information practices are at all affected by the operation of technological protection measures (or circumvention of those measures), and this discussion bears no relation to access controls employed on other video game consoles. Similarly, some of the comments mention region coding in passing. The Librarian repeatedly has denied similar requests to permit circumvention in order to obtain access to motion pictures protected by region coding because region coding “imposes, at most, an inconvenience rather than actual or likely harm.” Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, Final Rule, 71 Fed. Reg. 68472, at 68478 (Nov. 27, 2006) [hereafter, “2006 Final Rule”]. Proponents have not provided any evidence supporting a different conclusion here.

“substantial”<sup>34</sup> and, at most, have identified only *de minimis* impacts, isolated and anecdotal examples, and mere inconveniences, the exemption request must be denied.<sup>35</sup>

**A. *Increased Cost For Computing Resources For Research Does Not Constitute A Cognizable Adverse Impact In This Rulemaking And, In Any Event, Proponents Have Not Established That Such Impact Is Substantial.***

The comments of iFixit suggest that individual consumers, government agencies, and academics are adversely affected by needing to purchase more expensive computing resources instead of using hacked video game consoles as cheap supercomputers, personal computers, or media centers.<sup>36</sup> As an initial matter, this economic impact “flow[s] from other sources”—namely, the allegedly higher cost of alternative computing resources. Because it is “not clearly attributable to the implementation of a technological protection measure,” this adverse impact is “outside the scope of the rulemaking.”<sup>37</sup> Needing to spend fair market value for access to computing resources (as opposed to the below market cost of the video game console) is not the kind of harm that this rulemaking is intended to address. If anything, this result constitutes a mere inconvenience or user preference.<sup>38</sup>

Moreover, the proponents have not demonstrated that this purportedly adverse impact is likely to be substantial now or over the course of the next three years. Significantly, the examples cited in iFixit’s comments in which researchers used Sony’s PS3 to conduct research are a number of years old. For decades, the computer industry has followed Moore’s law, under which “the cost of a given amount of computing power falls by half roughly every 18 months; so the amount of computing

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<sup>34</sup> Committee on the Judiciary, House of Representatives, 105th Cong., Section-By-Section Analysis of H.R. 2281 As Passed By the United States House of Representatives on August 3, 1998, at 6 (Comm. Print 1998) [hereafter, “House Manager’s Report”].

<sup>35</sup> Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 75 Fed. Reg. 43825, 43826 (July 27, 2010) (“De minimis problems, isolated harm or mere inconveniences are insufficient to provide the necessary showing.”) [hereafter, “2010 Final Rule”].

<sup>36</sup> iFixit Comments, at 3.

<sup>37</sup> 2014 NOI, at 55690.

<sup>38</sup> See 2006 Final Rule, at 68478 (rejecting the proposal by users of the Linux operating system as “a matter of consumer preference or convenience that is unrelated to the types of uses to which Congress instructed the Librarian to pay particular attention, such as criticism, comment, news reporting, teaching, scholarship, and research as well as the availability for use of works for nonprofit archival, preservation and educational purposes”).

power available at a particular price doubles over the same period.”<sup>39</sup> Proponents have not provided any evidence suggesting that Moore’s law will not apply over the next three years, in which case researchers will be able to access much more powerful computing resources for a significantly reduced cost.

This conclusion is supported by the emergence of “cloud computing” and “cloud service providers,” which have revolutionized access to scalable, customizable processing resources that can be continuously tailored to specific computing needs. Researchers and businesses today can pay for precisely the amounts of computing power that they need, and expand or change those specifications as their needs evolve without ever needing to purchase additional hardware.<sup>40</sup> Consequently, these cloud computing services present an affordable, convenient alternative to hacking a PS3 or other video game console.

It is telling that the proponents provide examples of only isolated incidents where researchers expressed interest in using the PS3 as an instrument of their research but not a single example of a researcher who has sought to use a PS3 for research purposes and been denied access by Sony. This is not surprising because, in fact, Sony has made its online network available to researchers to enable them to access the processing power of thousands of PS3s at once through “distributed computing” without the need for circumvention. For example, since 2006 over one million PS3s throughout the world have participated in the “Folding@home” distributed computing project at Stanford University to research protein folding and mis-folding to gain an understanding of how they are related to diseases like Alzheimer’s, Parkinson’s and cancer.<sup>41</sup>

At most, proponents have proffered a mere inconvenience. Notably, the Librarian refused to adopt a similar request in the 2009 rulemaking, in which proponents argued that they suffered an adverse impact because it was “too expensive to acquire the hardware and software with the minimum requirements necessary.”<sup>42</sup> In refusing to grant that exemption, the Librarian concluded that:

Mere consumer inconvenience is not sufficient to support the designation of a class of works. The statute does not provide that this rulemaking is to enable the most convenient method of consuming [copyrighted works]. The proponents have merely advanced requests in order to satisfy their convenience and preferences as to how they would like to

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<sup>39</sup> “Less Is More: There Is Strong Demand for Technologies That Do The Same for Less Money, Rather Than for the Same Price,” THE ECONOMIST (Jan. 15, 2009), <http://www.economist.com/node/12932356>.

<sup>40</sup> See, e.g., <http://aws.amazon.com/ec2/> (describing Amazon’s EC2 cloud computing service).

<sup>41</sup> See <http://www.scei.co.jp/folding/en/index.html>.

<sup>42</sup> 2010 Final Rule, at 42834–35.

access media and have failed to demonstrate a need for remedial action.<sup>43</sup>

Consistent with this holding, the Register should reject the proposed exemption, which simply seeks to satisfy the convenience and preference of a few individuals to use video game consoles to access the Linux operating system in order to conduct research.

**B. *Limitations On Users' Ability To Install Linux or "Homebrew" Video Games On Video Game Consoles Do Not Constitute A Substantial Adverse Impact On Noninfringing Uses.***

The proponents imply that users are adversely impacted because they cannot install the Linux operating system or "homebrew" video games and applications on video game consoles. However, in the 2006 Final Rule, the Librarian rejected a similar request to open a platform to software applications of the user's choosing, including the Linux operating system, holding that "[t]he proposal by users of the Linux operating system is a matter of consumer preference or convenience that is unrelated to the types of uses to which Congress instructed the Librarian to pay particular attention, such as criticism, comment, news reporting, teaching, scholarship, and research as well as the availability for use of works for nonprofit archival, preservation and educational purposes."<sup>44</sup> Similarly, in its 2000 Final Rule, the Librarian held that "there is no unqualified right to access works on any particular machine or device of the user's choosing."<sup>45</sup> A proposed exemption will not be recommended "simply because some uses are unavailable in the particular manner that a user seeks to make the use, when other options are available,"<sup>46</sup> in part because the inability to play the desired material "on a particular device or with a particular operating system is simply a matter of preference and inconvenience."<sup>47</sup> These findings are consistent with the Librarian's refusal in 2012 to grant an exemption for video game console hacking, which was nearly identical to the exemption proposed in this proceeding.<sup>48</sup> For similar reasons, the Register should conclude that users' inability to install the Linux operating system or "homebrew" video games and software applications on video game consoles is merely a "matter of consumer preference or convenience," rather than a substantial adverse impact on access to a copyrighted work.

Rejecting a proposed exemption is especially appropriate where, as here, developers and users have ample alternative ways to access their preferred computer

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<sup>43</sup> *Id.* at 42835; see also 2012 Final Rule, at 65274 (denying a similar request to allow circumvention of access controls on video game consoles).

<sup>44</sup> 2006 Final Rule, at 68478.

<sup>45</sup> Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 65 Fed. Reg. 64556, 64569 (Oct. 27, 2000) [hereafter, "2000 Final Rule"].

<sup>46</sup> 2006 Final Rule, at 68478.

<sup>47</sup> Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 68 Fed. Reg. 62011, 62017 (Oct. 31, 2003).

<sup>48</sup> 2012 Final Rule, at 65274.

programs and software applications on different platforms. Homebrew games and applications can be played through a wide array of open platform devices, such as personal computers and smartphones or tablets that operate on Google's Android system. And each of the major console providers has created a simple, streamlined process for small and independent developers to self-publish their games and applications for the video game consoles.<sup>49</sup> Likewise, there are literally thousands of devices on which the Linux operating system can be legally installed without hacking.<sup>50</sup> Proponents cannot plausibly claim that a user's inability to run Linux on video game consoles has a *substantial* adverse effect on noninfringing uses. Given these widespread alternatives to circumvention, an exemption to benefit individuals who wish to run the Linux operating system or "homebrew" applications and games on video game consoles is unwarranted.<sup>51</sup>

### **C. Any Adverse Effects Related To Repair Are Merely Hypothetical.**

In its comments, iFixit asserts that circumvention is necessary to enable users to apply bug fixes to the video game console firmware and to repair worn out or broken parts.<sup>52</sup> As in the last triennial rulemaking proceeding, proponents have offered no factual basis or evidence in support of their claim that users are having difficulty repairing their consoles as a result of the DMCA's prohibition on circumvention.<sup>53</sup> This is not surprising because each of the three major console makers offer authorized repair services free of charge for consoles still under warranty and for a nominal fee thereafter. Because proponents have failed to document any actual instances of users seeking to make repairs or apply bug fixes, this purported effect is merely hypothetical.

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<sup>49</sup> See, e.g., <http://www.xbox.com/en-us/Developers/id> (describing the Microsoft ID@Xbox program, which provides free developer kits and enables game developers of all sizes to self-publish digital games on Xbox One); Dave Cook, "ID@Xbox Revealed, Free Xbox One Dev Kits for Members, Policy Details Inside," VG 24/7 (Aug. 20, 2013), <http://www.vg247.com/2013/08/20/idxbox-revealed-free-xbox-one-dev-kits-for-members-policy-details-inside/>.

<sup>50</sup> See [http://www.amazon.com/s/ref=sr\\_nr\\_n\\_2?fst=as%3Aoff&rh=n%3A541966%2Ck%3ALinux&keywords=Linux&ie=UTF8&qid=1427364077&rnid=2941120011](http://www.amazon.com/s/ref=sr_nr_n_2?fst=as%3Aoff&rh=n%3A541966%2Ck%3ALinux&keywords=Linux&ie=UTF8&qid=1427364077&rnid=2941120011) (search within "Computers & Accessories" on Amazon.com retrieving 33,439 results).

<sup>51</sup> See 2000 Final Rule, at 64569 (rejecting an exemption to benefit users who sought to play their DVDs on computers using the Linux operating system).

<sup>52</sup> iFixit Comments, at 2 (quoting Xbox hacker Bunnie Huang).

<sup>53</sup> See 2012 Final Rule, at 65274 ("Finally, as noted above, the Register determined that proponents offered no factual basis in support of their suggestion that users are having difficulty repairing their consoles as a result of Section 1201(a)(1). This appeared to be only a hypothetical concern, as proponents failed to document any actual instances of users seeking to make repairs. The Register therefore concluded that proponents had failed to establish that the prohibition on circumvention, as applied to video game console code, is causing substantial adverse effects.").

In sum, because proponents have failed to provide a sufficient factual basis to establish that the access controls have had or are likely to have a direct and substantial adverse impact on noninfringing uses, they have not made a prima facie case for the proposed exemption. As a result, the exemption request must be denied.

## **Item 7. Statutory Factors**

As a threshold matter, it is important to remember that the statute directs the Librarian to consider these factors as to “copyrighted works” generally, including all of the works protected by the access controls at issue.<sup>54</sup> The encrypted firmware is not the only copyrighted work protected by the access controls at issue in this proceeding; rather, in order to play homebrew games or install Linux, the user must defeat a number of access controls, including the circumvention of the authentication checks in the firmware that protect access to copyrighted video games and other content. Accordingly, the Librarian also must consider whether the prohibition on circumvention has any positive impacts on the full range of copyrighted works that are protected by the relevant access controls, including third-party video games, applications, motion pictures, television programming, music, and sports programming.

### **A. Availability For Use Of Copyrighted Works.**

Congress has directed the Librarian, in assessing the impact of access controls, to “consider the positive as well as the adverse effects of these technologies on the availability of copyrighted materials.”<sup>55</sup> As discussed above, the access controls used on video game consoles have a tremendous positive impact on the availability of copyrighted materials through these consoles—including not only video games and applications, but also movie and television programming, musical works and sound recordings, and similar third-party content. These access controls clearly are increasing, not restricting, the availability of these copyrighted works to the public. This positive impact far outweighs any minimal adverse impact.

Much like the way in which the motion picture industry and DVD player manufacturers utilize content scramble systems or CSS to protect DVD content from piracy, copyright owners and manufacturers of video game consoles use access controls to make copyrighted content available in digital format through video game consoles and to secure this content against the risk of piracy. As a result of these access controls, platform providers have been able to develop new means of distributing a wide variety of copyrighted content to users. In addition to the thousands of video games that are published for the video game consoles each year, ESA’s members and their many content partners make their movies and television programming directly accessible through one or more of the video game consoles, often in high-definition format. In addition, a number of video programming and music

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<sup>54</sup> See 17 U.S.C. § 1201(a)(1)(C).

<sup>55</sup> House Manager’s Report, at 6.

application providers enable the distribution of copyrighted video and music programming through one or more of the video game consoles.<sup>56</sup>

The availability of these copyrighted works promotes the goals of the DMCA, which envisioned that platform providers could deploy access controls “not only to prevent piracy and other economically harmful unauthorized uses of copyrighted materials, but also to support new ways of disseminating copyrighted materials to users, and to safeguard the availability of legitimate uses of those materials by individuals.”<sup>57</sup>

In contrast, granting the proposed exemption would greatly disrupt the incentive of platform providers and copyright holders to continue making this copyrighted content available to the public through the video game consoles. Copyright owners of highly-expressive, valuable content may choose to distribute only lower cost content, or in some cases, not agree to permit distribution of their content at all if they are not satisfied that their content will remain secure from digital piracy on these platforms.

Granting the exemption would strike at the heart of this concern because allowing users to hack video game consoles necessarily enables piracy.<sup>58</sup> As iFixit concedes, “jailbroken consoles can also be utilized to pirate games.”<sup>59</sup> Significantly, *one hundred percent of video game consoles that play pirated games are hacked*—video game piracy requires a hacked video game console, and an unhacked video game console cannot play pirated games.<sup>60</sup> The very same firmware modifications that proponents seek to exempt also disable the consoles’ ability to detect pirated content or prevent its reproduction or distribution. Some hacking packages require no additional applications to play pirated content, and others come bundled with such applications (which are nothing more than extensions of the hack).<sup>61</sup> Because granting the proposed exemption would enable—and indeed encourage—the play of pirated games and the unlawful reproduction and distribution of infringing content, it would jeopardize the availability of these copyrighted works on video game consoles.

**B. Availability For Use Of Works For Nonprofit Archival, Preservation, And Educational Purposes.**

Proponents offer no evidence that users who hack their video game consoles do so for nonprofit archival, preservation, or educational purposes, nor that the use of the access controls is preventing any meaningful use of copyrighted works for these

---

<sup>56</sup> See, e.g., Xbox Entertainment, <http://www.xbox.com/en-US/entertainment?xr=shellnav>; Nintendo Wii U eShop, <http://www.nintendo.com/wiiu/eshop>; PlayStation Entertainment, <http://www.playstation.com/en-us/explore/playstationnetwork/apps-and-entertainment/>.

<sup>57</sup> House Manager’s Report, at 6.

<sup>58</sup> See Exhibit A (demonstrating the inextricable connection—and overlap in those individuals involved—among hacking, homebrew games, and piracy).

<sup>59</sup> iFixit Comments, at 3.

<sup>60</sup> See Statement 1.

<sup>61</sup> *Id.* ¶ 9.

purposes. Accordingly, proponents have failed to establish that these are the kind of “exceptional” circumstances that justify granting an exemption.<sup>62</sup>

**C. *The Impact That The Prohibition On The Circumvention Of Technological Measures Applied To Copyrighted Works Has On Criticism, Comment, News Reporting, Teaching, Scholarship, Or Research.***

Proponents do not, and indeed cannot, demonstrate that the access controls on video game consoles have any impact on the public's ability to criticize, comment or report on, teach, or engage in scholarship or research *of the copyrighted firmware or the copyrighted video games and other content* that are protected by access controls. Consequently, this factor does not support granting the proposed exemption, since users who hack their consoles have no interest in using the copyrighted firmware or video games for such purposes.

**D. *The Effect Of Circumvention Of Technological Measures On The Market For Or Value Of Copyrighted Works.***

As discussed in detail above, granting the proposed exemption would, as a factual matter, allow the widespread play of pirated games on video game consoles. By encouraging and enabling such piracy, the exemption would stimulate new sources of supply as well as more interest in pirated content. When free, pirated copies are easier to acquire, distribute, and play, the market for and value of the lawful copyrighted works they infringe is diminished.

In addition, if the proposed exemption is granted, the net result would be fewer copyrighted works created and less access to these works for the public—the opposite result that Congress intended in enacting Section 1201. Some copyright owners might stop offering their content through video game consoles altogether, and others might opt to restrict the content made available through these platforms. Of course, a copyright owner's removal of its content from a video game console would affect all users of the platform, and not just those users with jailbroken consoles. Consequently, a broader category and much larger number of users would lose access to copyrighted works if the exemption were granted than would be affected by the continued prohibition on the circumvention of these controls. This fact alone demonstrates that allowing the exemption would have a substantial and detrimental effect on the market for and value of incredibly popular copyrighted works on innovative platforms.

In contrast, the proposed exemption is not needed to promote the market for homebrew games. Each of the platform providers competes for the widest range of developers and therefore has every incentive to be supportive of developers' efforts. As a result, and as noted above, each of the platform providers has developed informal

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<sup>62</sup> 2000 Final Rule, at 64563. Indeed, if anything, this factor weighs against granting an exemption. Sony, for example, provides educational institutions with software development kits that they may use for educational purposes.

procedures for developers of homebrew games to self-publish their games for video game consoles.<sup>63</sup>

#### **E. *Other Appropriate Factors.***

A significant and practical consequence of granting the proposed exemption, which should not be ignored, is that users would wrongly believe that they can traffic in circumvention tools to hack their video game consoles. The takeaway would be that hacking consoles—an activity closely associated with piracy in the minds of the marketplace—is lawful. Invariably, the market for distribution of hacking tools would grow to serve the market for this “lawful” use. Should litigation be necessary to thwart the unlawful distribution of those tools, the burdens and costs of such litigation would be significant, and would greatly diminish the value of copyrighted works.

Finally, while ESA’s members use access controls primarily to prevent piracy, it is worth noting that granting the proposed exemption request would have a number of other adverse impacts. First, because hacking video game consoles enables users to cheat in games, including multiplayer games, hacking diminishes the experience for other users.<sup>64</sup> Second, users of hacked consoles would be unable to receive serial copyrighted content, which requires verification of the user’s console before delivery. Third, users on hacked consoles could experience greater security risks and software bugs. Each of these other factors would make the systems less attractive and therefore would diminish the creation and distribution of copyrighted works through video game consoles. More generally, copyright owners would lose their ability to manage and control their brands. All these considerations further counsel against granting the exemption.

#### **Item 8. *Documentary Evidence***

Please see the attached exhibits.

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<sup>63</sup> See, e.g., <http://www.xbox.com/en-us/Developers/id> (describing the Microsoft ID@Xbox program, which provides free developer kits and enables game developers of all sizes to self-publish digital games on Xbox One); Dave Cook, “ID@Xbox Revealed, Free Xbox One Dev Kits for Members, Policy Details Inside,” VG 24/7 (Aug. 20, 2013), <http://www.vg247.com/2013/08/20/idxbox-revealed-free-xbox-one-dev-kits-for-members-policy-details-inside/>.

<sup>64</sup> See, e.g., *MDY Indust., LLC v. Blizzard Ent., Inc.*, 2011 WL 538748, \*21 (9th Cir. 2011) (recognizing negative effects of cheating in games).

## Statement 1

Statement of Dylan Rhoads

Senior Software Engineer – Anti-Piracy Support Nintendo of America Inc.

March 27, 2014

1. I am presently employed as a Senior Software Engineer – Anti-Piracy Support at Nintendo of America Inc. (“Nintendo”). I have held this position for over 8 years. Prior to that, I worked for 5 years at Square Enix as an Assistant Producer and programmer for its online and e-commerce systems. I have a Bachelor of Science in Computer Science from the College of William and Mary and an M.B.A. in Technology Management from the University of Washington’s Foster School of Business, and have worked in the IT and video game industry for over 16 years.

2. The *Wii* home console by Nintendo is a distribution platform for a wide range of video games, movies, television programming, and other copyrighted works.

3. To hack, or “jailbreak,” the *Wii* home console—that is, to modify the console’s firmware in order to allow the console to run unauthenticated software—the process described below is followed:

a. Utilize an exploit to bypass the encryption that prevents access to the *Wii* video game console’s firmware.

b. Download and install a modified version of the console firmware into the memory of the *Wii* video game console.

c. Through the use of this exploit and installed modified firmware, unauthorized software, such as pirated games, which cannot normally be executed on the *Wii* video game console due to the *Wii*’s technological protection measures (“TPMs”), can now be executed on the *Wii* video game console.

4. The TPMs employed on the *Wii* home console and *Wii* video game discs prevent the ripping and unlawful distribution of protected content by utilizing encrypted firmware and a signature checking mechanism. Each time a disc is put into a *Wii* video game console, the console performs a “signature check” that looks for the *Wii* copy protection mechanism contained in authentic *Wii* video game discs, before any game data is loaded from the inserted disc into the system memory of the *Wii* video game console. This “signature check” function is performed by encrypted firmware in a *Wii* video game console. This mechanism also operates to prevent play of pirated video game software from other inputs such as the SD card reader of the *Wii* video game console or connected external USB drives.

5. This “signature check” also serves to prevent the *Wii* console from playing Nintendo games whose firmware has been altered in any way.

6. In order to establish communication between a *Wii* game and a server not

administrated by Nintendo, a user would have to re-program the firmware on the game, which would be directed to point to the alternate server rather than Nintendo's network. Without additional steps, this alteration would cause the *Wii* console's "signature check" to fail, and the re-programmed game would not function.

7. A re-programmed *Wii* game can thus only be played on a console that has been hacked to eliminate the "signature check." To my knowledge, all of the existing methods for hacking the *Wii* home console to eliminate the "signature check" also allow for the playback of pirated video games and other content. The circumvention of the TPMs on the *Wii* video game console allow the use of unauthorized software applications, including those which allow playback of pirated *Wii* video games.

8. Accordingly, connection to a third-party "authentication" or "match-making" server for a Nintendo game cannot be accomplished without hacking the *Wii* in the manner described above. The steps required to hack a *Wii* home console for purposes of establishing a connection to a third-party server not administrated by Nintendo are virtually equivalent to the steps an individual must take to install and play pirated content. That is, once the TPMs on the *Wii* home console are circumvented via modification of the console, any other content, including pirated content, can be played on the console.

9. To my knowledge, virtually all of the hacking packages that are available today come bundled with applications that permit users to play pirated content. For example, the HackMii installer package is commonly used to hack the *Wii* home console. During the process of hacking the console, it installs a "Homebrew" channel on the *Wii*'s home menu, which includes applications that enable the console to play pirated content.

10. Hacking also allows users to transform a *Wii* home console into an FTP server, which allows users to then transfer data files containing unauthorized copies of copyrighted content over the Internet to and from the *Wii* home console.

# EXHIBIT A



## WHAT EXACTLY PALYSTATION JAILBREAK IS? IS PLAYSTATION JAILBREAK ILLEGAL?

PlayStation Jailbreak, often referred to as ps3 jailbreak, was the first Universal Serial Bus chipset that allows unauthorized code execution, such as homebrew, on the PlayStation 3. It bypasses a system security check using a memory exploit which occurs with USB devices that allows the execution of unsigned code. One of the most popular pieces of homebrew software used with the device is Backup Manager, which allows users to copy game titles from the optical media to the hard drive of the PlayStation 3. Backup Manager can also be used to run homebrew applications that are created to run in the console's native mode.

By Jailbreaking, you can also play PlayStation 2 games and install Linux. Backup Manager can also be used to run homebrew applications that are created to run in native mode. There are many similar devices to the ps3 jailbreak, such as the open sourced versions (e.g. PSgroove, PSfreedom), although these only work on PlayStation 3 system software v3.41 or lower as PlayStation's System Software v3.42 patches the mod chip exploit on the console.

### PLAYSTATION 3 JAILBREAK

The PS3 Jailbreak, as the word itself suggests, means that some brilliant hackers are able to break the firmware for the ps3 game console. It means, they have figured out how the whole system works and how to run their own custom code or home brews on the ps3. Jailbreaking ps3 is also unanimous to the fact that you can now play pirated games on your console. Jailbreaking ps3 involves inserting a PS3 Modchip to your hardware which is a plug and play device that decodes your ps3 and lets you play your home brew and pirated games.

### BENEFITS OF PLAYSTATION JAILBREAK:

The benefits of jailbreaking a PlayStation are endless. Downloading and installing the PlayStation system software update will

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#### Archives



Leon December 16, 2014 at 6:08 pm

Can we burn the ISO to a BD and play it on CFW yet?

Reply



MBA December 16, 2014 at 7:10 pm

Could someone tell me an advantage of using ISO over folder format? I heard about compatibility, but I haven't been having any issues with folder format, so I don't see it as a significant advantage.

Folder Format at least allows you to change files and stuff, like UNDUB games, but I can't see any reason for ISO besides not needing to configure the NTFS drive in **Multiman** (Which for me right now is pretty important, since I bought a 3TB HDD and couldn't get Multiman to recognize it like I did with my previous 1TB HDD (Both in NTFS), so I have to resort to wired FTP transfer now)

Reply



ErnieBall December 16, 2014 at 8:53 pm

i guess transferring a single ISO file via FTP is faster than a folder that contains many files. Not sure if it's a big difference though.

Other than that and the claimed compatibility improvement i can't think of any advantages.

Reply



Pholly December 16, 2014 at 7:16 pm

Wololo is against piracy but here's how to do it. Quit being hypocrites.

Reply



Yifan Lu December 16, 2014 at 9:06 pm

I know right? It is curious that the "official" policy is no discussion of piracy or piracy sites, but then every week there's a front page article about "how to use a flashcart" "how to play ISOs" etc. Take any random viewer and tell them to read the front page and ask them "does wololo.net endorse piracy?" and they would say "of course."

Reply



ErnieBall December 16, 2014 at 11:26 pm

All this can be used if you own the original games, but want them to be on your hdd/memory card with easy access. On the other hand i guess there only small percentage of people who use it this way.

Reply

PS3! (by mileleku)

+ Reply to Thread

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## Nintendo 3DS CFW (Custom Firmware) for v4.5 by Govanify, DevMenu

Thread Tools

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#1

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### Nintendo 3DS CFW (Custom Firmware) for v4.5 by Govanify, DevMenu

Following the leak of the Nintendo 3DS v7.x Keys, today Nintendo 3DS homebrew developer **Govanify** released the first soft-mod for the **Nintendo 3DS** portable gaming console, and the Nintendo 3DS CFW (Custom Firmware) runs on v4.5 without the need for any DRM-infected for-profit flashcarts with a DevMenu installation video, tutorial and further details below!

Download: [3DS\\_CFW.7z](#) / [ramtracer-ctrclient GIT](#) / [devMenu.idb](#) / [St4rkDev-scfw-4f15c0947073.zip](#) / [st4rk-1.png](#) / [st4rk-2.png](#) / [SSBXORPAD19F.bin](#) / [NCCH\\_Decryptor\\_v3\\_3DS\\_INTERNAL-VOID.rar](#) / [NCCH\\_Decryptor\\_v3 GIT](#) / [smash-stuff GIT](#) / [3DS Archive](#) / [Wii U Archive](#) / [3DS\\_To\\_CIA\\_Converter\\_v5.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v8.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v10.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v11.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v12.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v14.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v15.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v17.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v18.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v19.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v20.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v21.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v22.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v23.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v24.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v25.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v26.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v27.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v28.rar](#) / [3DS\\_To\\_CIA\\_Converter\\_v29.rar](#) / [3DS To CIA Converter v3.2.rar](#) / [3DS To CIA Converter v3.3.rar](#) / [3DS To CIA Converter v3.4.rar](#) / [3DS To CIA Converter v3.5.rar](#) / [3DS To CIA Converter v3.6.rar](#) / [3DS To CIA Converter v3.6.rar \(Bug Fix\)](#) / [3DS\\_To\\_CIA\\_Converter\\_v3.6.rar \(More Bugs Fixed\)](#) / [3DS To CIA Converter v3.6.rar \(Latest\)](#) / [3DS To CIA Converter v3.7.rar](#) / [3DS To CIA Converter v3.7.rar \(Latest\)](#) / [3DS To CIA Converter v3.8.rar](#) / [3DS To CIA Converter v3.8.rar \(Latest\)](#) / [3DS To CIA Converter v3.9.rar](#) / [3DS To CIA Converter v3.9.rar \(Latest\)](#) / [3DS To CIA Converter v4.0.rar](#) / [3DS To CIA Converter v4.0.rar \(Latest\)](#) / [customfile.rar](#) / [slot0x25KeyX Generator.rar](#) / [slot0x25KeyX Generator.rar \(Update\)](#) / [slot0x25KeyX Generator v1.1.rar](#) / [slot0x25KeyX Generator v1.2.rar](#) by [RazorX2014](#) / [3ds\\_to\\_cia.rar](#) by [liomajor](#) / [Decrypt9-master.rar](#) / [GIT](#) by [archshift](#)

💡 If you are planning to grab a Nintendo 3DS, be sure the manufacturer date is 2012 or before and the serial number begins with SW10 SW11 and SW12 for 4.X Firmware consoles.

#### Related Pages:

- [govanify.x10host.com](#)
- [govanify.x10host.com/3DS\\_0x25\\_KEYX.html](#)
- [govanify.x10host.com/3DS\\_CFW.html](#)
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To quote: So there you go, enjoy a 3DS CFW!

#### Tutorial:

- 1) Backup your own 4.5 NAND (not 6.x, 7.x or anything, 4.5)
- 2) Replace your emuNAND or anything at the sector one of your SD card by your NAND(!\ It needs to not be into the FAT32 partition of the SD card(!\)
- 3) Launch the CFW by the normal way(by putting the whole folder 3DS\_STUFF on your SD card), and keep L pressed. It willn't boot everytime so you'll surely have to retry several time! (The ROP tool installed must be the Launcher homebrew 4.x one!)
- 4) You should've rebooted into the home menu. If you didn't, then go back to step 3.
- 5) Get the IP Adress of your 3ds (or set it in the settings), replace it by the one to replace in the file run.bat (use notepad for this) and execute run.bat
- 6) If the message "failed to connect" appear, retry. If it still not work after several times, then you should think about relaunching the CFW when pressing L.
- 7) If a list of messages like "Sending CIA Install command..." appear, then wait for them to stop and go to step 8.
- 8) Turn off your 3ds, then turn it on. Go launch the CFW, but this time, no need to press L button.
- 9) Once you're back on the home menu, the CIA you wished to install should appear as a gift! If it don't, then retry several times to launch the CFW and launch the run.bat command.

If after several times it still didn't worked, you should consider to install some apps on your sd then reinstall the 4.5 NAND.

#### Quick Overview:

- This is a 3ds CFW. It will patch the signature checks, and some other parts of the firmware. It have the ability to run a CIA server and to use it for install the CIA wanted.
- This CFW works only on 4.5 because, firstly, the keyX isn't implemented, the mem allocations of the Home Menu, for example, changed between firmwares, etc...
- This CFW is launching something that can be compared to Gateway's emuNAND system (I'll call it redNAND from now), then patching parts of the firmware for let it launch unsigned code.
- This allows a lot of things, such as piracy (you can convert CCI (3ds roms) to CIA (Home menu apps) using 3dsguy's makerom software.) and home menu homebrews. Tho this would need mods in the CFW for allows so.

# 3DS CFW LEAKED FOR 4.5 FIRMWARE

reprep | November 1, 2014 | 3DS, All post | 1 Comment

Tuesday 24, March 2015  
16:23 PM



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Do you remember, last week the 3DS 7.x KeyX were released by Govanify. With it, came the possible to decrypt games which need 7.x keys.

Now even better news arrived :)Govanify has released or leaked the yellows8's cfw? It lets you install .CIA files to your 3DS and patches the firmware to run unsigned code.

Easily found 3DS roms can be converted to .CIA files by 3dsguy's makerom software. So this enables piracy and homebrew at the same time. We all know that we'll see more piracy out of this, then homebrew 😊 but we all need to look beyond that. Lets just hope, it's used for the better and it would be nice to we see some real cool customs themes and homebrew for the 3DS.

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 Itachifan109 Keeper

Join Date Feb 2014

Posts 12

Membership Standard

Reputation: 50

Just got a Jailbroken ps3: cfw rogero 4.55, and i want to play online. 12-05-2014 07:57 PM #1



OS: Windows 8/7/Vista/XP  
Language: English  
License: Free

I'm aware you can get ban and such.... but i mostly want to mod trophies of incomplete games i have.(Lazy)

I don't know much about cfw and what to do. When i got it, it came with Psn Patch 1.06, spoof 4.55, and mutiMan.

Quote

okay, are you able to online on the firmware you are on? and i have pm'd you my skype. add me and i'll help you with whatever u need help me 😊

Quote



Itachifan109  
Keeper

Join Date  
Feb 2014

Posts  
12

Membership  
Standard

Reputation: 50



12-05-2014 10:29 PM #3

I was on ofw 3.55, then i updated with cfw rogero 4.55. ( When i mean "i", i mean the person i got it from)... The previous owner said he has not been online on this ps3.

Quote



Get Frosty'd  
Trophy Hacker Extraordinaire

Join Date  
Nov 2013

Posts  
3,370

Membership  
Elite

ELITE MEMBER



Reputation: 15044



12-06-2014 05:41 AM #4

Originally Posted by Itachifan109

*I was on ofw 3.55, then i updated with cfw rogero 4.55. ( When i mean "i", i mean the person i got it from)... The previous owner said he has not been online on this ps3.*

You'll need to update to 4.66 cfw, since you're on CEX. Either that, or user a 4.66 spoofer. One thing every modder/hacker should use is PSNpatch. Sounds like the previous owner was smart then. Just after you spoof or update, run PSNpatch and press triangle. Some versions use different layouts, but just find the one that says "Disable CFW syscalls" or similar. Now then, now that you have a cfw, you'll most likely be looking to pirate games. Now, I am not going to tell you how to do so, or give you any links to pirated games, since warez is expressly prohibited, but I will say this: Some games will tell you to update to 4.60+ firmware, even with the spoofer. Don't! You'll become unjailbroken and have to flash/downgrade your PS3. What you should do is use your PSNpatch and press L2, then start, and start again. It will patch all games to 4.46 fw. Ummm...I doubt you're going to understand everything I'm saying, but just remember, I was a nub too, at one time. And I quickly learned the ropes, through the help of SaltCracka and OldSchool, and my own ingenuity.

Now, with modding trophies, that's apparently my specialty these days. There's two easy ways to mod trophies, really. One depends on your account being eligible for the process, the other requires you to actually own the games. And before you ask, yes, my level 206 is legit \*wink wink\*, and no there is not a site to download trophies. Believe me, I was opting to make one, but feeding leeches is never a good thing.

Last edited by Get Frosty'd; 12-06-2014 at 05:45 AM.

# "I don't want to be a part of piracy"

Meet the student who just made 3DS homebrew easy - and set Nintendo on high alert.



## Games featured in this article

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By [Tom Phillips](#) Published 21/11/2014


This week, 22-year-old Jordan Rabet sat down at his keyboard and told his many Twitter followers the good news: his year-long project to crack the 3DS' security was finally at an end.

He had found a backdoor into Nintendo's handheld - a way for anyone to load unofficial "homebrew" games, normally outlawed by companies due to fears such methods enable piracy.

What makes Rabet's exploit, which he's called NINJHAX (you'll see why in a second), special is its simplicity. It is the first to work across all Nintendo 3DS types and does not require any fiddly programming skills.

And while he wasn't yet ready to explain how his method worked, he was able to reveal what 3DS owners would need to access his new-found exploit: a copy of Cubic Ninja, a long-forgotten Ubisoft platformer that was now out of print.





Nintendo 3DS


3DS

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smea

@smealum

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ok so exploit game is cubic ninja, eshop or retail is fine. however eshop version is JPN only !

8:03 PM - 17 Nov 2014

100 RETWEETS

120 FAVORITES

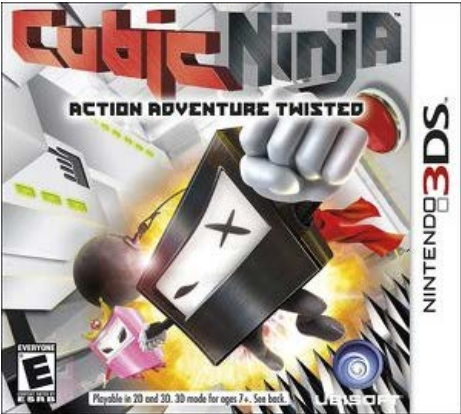
Within hours, several strange things happened.

"We have five of these games for sale," read the \$50 Amazon listing. "This price is for one item, Cubic Ninja, brand new factory sealed. Needed for homebrew."

"This item is hot," a \$99 listing for the same game explains. "Get it while it lasts. :)"

"This game is now a desirable game and supposedly there were only 20,000 copies made," read a third, priced at just \$69.99 plus shipping. "You can hack your 3ds with it."

Not only did demand for Cubic Ninja skyrocket, causing it to sell out at the few places that still had copies in bargain bins, but its digital version disappeared as well.

The image shows the box art for the video game 'Cubic Ninja: Action Adventure Twisted' for the Nintendo 3DS. The artwork features a character in a red and white outfit, possibly a ninja, in a dynamic pose. The title 'Cubic Ninja' is prominently displayed at the top in a stylized, blocky font. Below it, the subtitle 'ACTION ADVENTURE TWISTED' is written in a smaller, bold font. The Nintendo 3DS logo is visible on the right side of the box. At the bottom left, there is an ESRB rating of 'E' for Everyone. At the bottom right, there is a small text box that says 'Playable in 2D and 3D. 3D mode for ages 7+. See back.'

Cubic Ninja had only been available to download via the 3DS eShop in Japan. Within four hours of Rabet's tweet it was gone.

"I expected attention but I guess not that much," Rabet confesses in an interview with Eurogamer. "The way the game has sold out, the way the price has raised so much, I didn't expect that to happen so quickly. It's insane."

One thing he seems flattered by is how quickly Nintendo noticed his tweet - and how the company seemed to have just believed it.

"It's interesting because I didn't provide any proof that it really was going to be Cubic Ninja," he explains, as if still trying to puzzle out the fact. "I'm wondering if they would have done that with any game..."

Announcing his exploit instead works using the newly-released blockbuster Super Smash Bros. for 3DS "would have been an interesting experiment", he laughs.

But the fact Nintendo took his announcement seriously shouldn't come as a surprise. Rabet, known online as Smealum, is well-known within the homebrew scene, having made a name for himself for uncovering software exploits in Nintendo handhelds and then developing homebrew games to play on them.

"Basically, I love video games and have done since I was a little kid," he says. "I've always

This block contains a large, solid black rectangle that spans the right side of the page. It appears to be a redaction of sensitive information or a placeholder for an image that is not visible in this version of the document.

<http://www.eurogamer.net/articles/2014-11-21-student-homebrew-nintendo-3ds>[3/24/2015 11:28:44 PM]

wanted to make my own games and when I was 11 or 12 I started making my own. I had a Game Boy and Game Boy Advance, so got a flash card and a dev kit and started making games from that. And then I started making games for DS, too.

"I made a Portal adaptation which I thought was pretty cool," he continues, referencing Aperture Science DS, a 3D adaptation of Valve's puzzle adventure he built from scratch, shrunk down perfectly for Nintendo's dual-screened device.



His next project was DSCraft, an unofficial port of Markus "Notch" Persson's smash-hit sandbox game Minecraft. It was downloaded more than half a million times.

"I also made a few original games but they weren't very successful," he concedes, laughing again. "I wonder why! Then the 3DS came out and no-one was making homebrew for it yet, so I decided to try and make it happen as some way to give back to the community."

Rabet, born in France but now living in the US to study computer science at the prestigious Stanford University, never pursued software development as a career. His success creating homebrew games, however, begs the question: why not?

"I don't know..." he says, when asked if he'd ever consider it. "Maybe." His work poking about inside console code and cobbling together games has always been more of a hobby, while his current "3DS stuff" is just a side-project in what sounds like an incredibly busy schedule.

By day Rabet works on his Master's degree, specialising in artificial intelligence - "which is completely different", he explains. "The Master's is not a lot of hours of class - probably around nine - but then you're supposed to do a bunch of homework. It depends on each assignment but it could be five hours a week, or 10 or 25."

On the days he's not in class or doing project work he has a part-time job at a California-based start-up, where he works to develop self-driving technology that will be built into cars.

"The days I'm at work, that's eight or nine hours of that, then an hour on the train back, then I work on 3DS stuff until I go to bed, probably about five hours later. And then I sleep after that. Doing all those things sometimes feels impossible, which is why it's going to be really nice to release this so I can take a break."

A break Rabet will fill by completing another ongoing hobby project: 3DSCraft, a port of Minecraft for 3DS.

"The 3DS Minecraft thing is interesting. It uses the console's GPU to render stuff, which is what we should be doing, but we don't really know how it works that well," he says, referencing himself and the team of

artists and coders he's also roped in. "So while I'm working on Minecraft I'm also writing a driver for the GPU. That's the main project after this: making a stable and complete driver for the 3DS GPU."



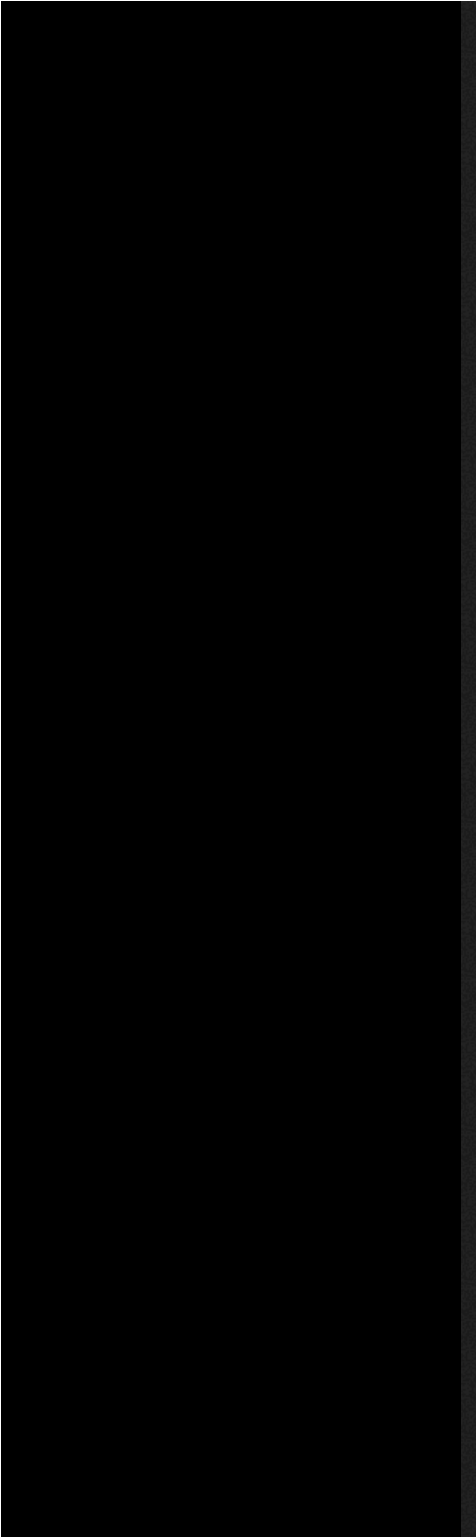
3DSCraft is currently one of the main attractions for Rabet's new homebrew loader, and perhaps the only legal one, which brings us onto the elephant in the room.

Playing illegally-copied games on 3DS is, unfortunately for Nintendo, not difficult. Piracy-enabling "flashcards" are now outlawed in many countries but remain easy to find online. Buy one of those and you can play any pirated 3DS game. But this wasn't what Rabet wanted to enable - and NINJHAX currently doesn't.

"It's very dangerous," he says. "If you release an exploit that's too powerful you might let people do whatever they want with their console - which can be great - but you also have the possibility of piracy... which isn't so great."

"I don't care if people pirate in their private lives, but I don't want to be a part of it," he continues. "I don't want to release something others can use to steal someone else's intellectual property. That's not what I want. I wouldn't release something that could be used for piracy... it's just not something I want to do."

"Right now I'm hoping the loader attracts more developers and people start building more homebrew games. I'm working on the 3DS version of Minecraft and a bunch of people are working on emulators. I'd really like to see how far we can push the 3DS."



Furthering independent homebrew development is a noble cause, but it's easy to see why companies such as Nintendo would be alarmed. For many, homebrew remains synonymous with piracy, and even methods such as Rabet's open up a Pandora's box packed with problems.

"Nintendo continuously monitors all threats to its products' security," a spokesperson for the company told Eurogamer this week. "We will take the necessary technical and legal steps to prevent the facilitation of piracy and to protect intellectual property rights."

Rabet highlights some homebrew games that push hardware further than the games Nintendo actually does allow on its platform. He suggests "commercial" developers work on a game up to a point but never fully investigate how much better it could be because studios, inevitably, hit project deadlines and budget caps. And anyway, he says, a handheld game would likely sell the same no matter how shiny a gun was.

"But right now basically it's that Minecraft port and a bunch of emulators," he says, returning to the fledgling 3DS homebrew scene. "There's a SNES emulator that works really well on homebrew games and commercial ones. There's a Game Boy emulator for Game Boy and Game Boy Color games.

"There's a NES emulator - I think there are a couple of other emulators, in fact. I guess it's a lot of emulators right now."

Perhaps Rabet's loader will spark into life a new era of homebrew development. Perhaps not. But when you launch an exploit designed to load emulators and an impressive, albeit unofficial, port of someone else's game, you can understand why Cubic Ninja disappeared from Nintendo's eShop server so quickly.

"I would say the emulator itself definitely isn't piracy, to me," Rabet counters. "Pirating ROMs is definitely not legal or morally responsible - but if you own the game and want to play it on the go, I don't see anything wrong with that."

Nintendo may. It makes money from selling its old Game Boy and NES catalogue through the eShop, something emulators circumvent entirely. While not directly providing illegal copies of software, emulators facilitate their use - although you could also just use them for home-made games.

"I guess there's the argument that emulators may hurt Virtual Console sales but, honestly, the homebrew scene is pretty small," Rabet continues. "Cubic Ninja is not a game that was sold a lot and now it is being sold at super high prices, so it's not going to cause any significant damage."

More important, he says, is software designers get a chance at seeing their work on 3DS, while others get a chance at playing what bedroom developers come up



with.

"I just think it's pretty cool that we're going to be able to use our 3DSes for a lot more stuff," he adds.

Rabet's aim is for as many people as possible to be able to run homebrew games and apps on their 3DS, which is why the instructions for his software are designed to be as simple to use as possible. All someone would need to run the loader is a copy of Cubic Ninja, an SD card and a Wi-Fi connection.

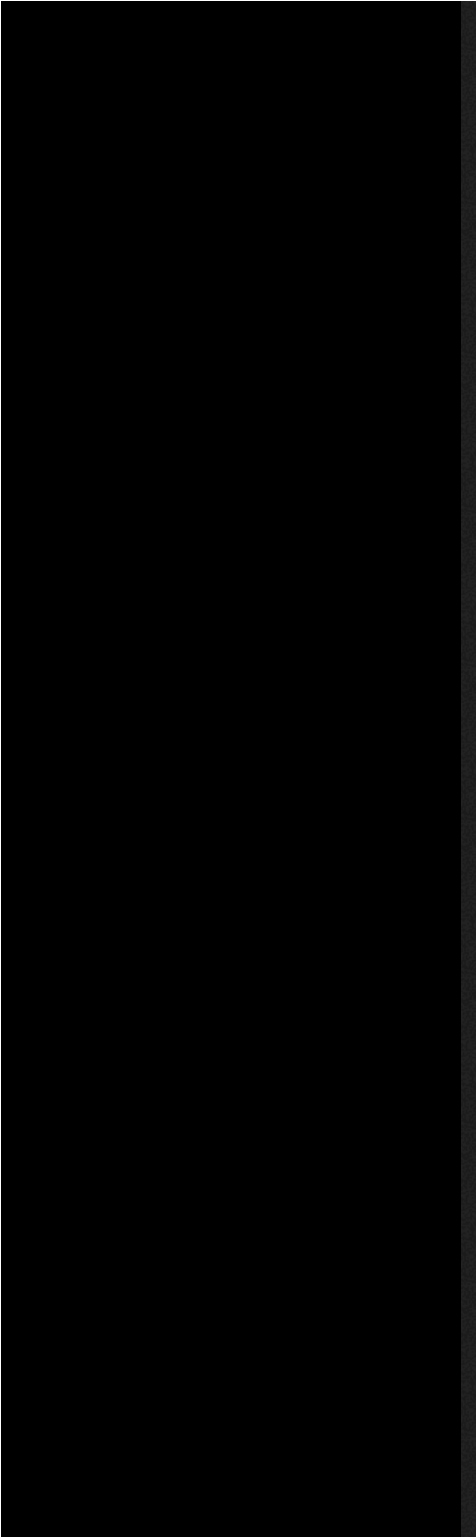
"Cubic Ninja has a level editor, which is the vulnerable part of the game," Rabet explains. "And it has a way of sharing levels, which is through QR codes. So basically what I have is a manufactured QR code you scan with your game, and from there it starts running code on your console, and then downloads more code through Wi-Fi, installs it to the save game and loads up the Homebrew menu.

"I kind of targeted games based on whether they had a level editor or not, or whether they had a easy access point. If it didn't have the QR code then people would need to have some sort of specific hardware to write the save data to the game, which would not be too practical."

Rabet had the method working back in July and a release date set for August, but delayed the launch at the last minute when, a day before he was due to reveal his exploit, Nintendo announced its New 3DS. At that point he knew he should hold off - to stop the company somehow permanently blocking his method on the new 3DS models.

Which is why the release is now today, 21st November, the day the New 3DS and New 3DS XL arrive in Australia and New Zealand (after first launching in Japan a couple of weeks ago).

"I figured it would still be vulnerable - and it is - which is why it releases now," he says.  
All consoles - 2DS, 3DS, 3DS XL, N3DS



and N3DS XL - are "vulnerable" to the exploit, which also works on any firmware version from 4.0 to the latest, 9.2.

Speaking just a few hours before launch, Rabet concluded he couldn't wait to see his controversial creation finally release. "It's been very stressful," he concedes. "It's going to feel great... I've been working on it for so long."

But Rabet knows there may be more work to come. After months of teasing Twitter followers and showing hints of his work on 3DSCraft, he knows he has caught Nintendo's eye - evidenced by how swiftly the company pulled down the digital version of Cubic Ninja.

"I think they're going to try and patch it out as soon as they can," he concedes, admitting action from Nintendo is probably a matter of when, not if. "I don't know how long it's going to take them - the problem is I've already been talking about this for a couple of months so its possible they may have figured out what I've been doing."

"It's just a vulnerability in a game to access a vulnerability in the system firmware. All they'd really need to do is patch the firmware and then the game doesn't even matter."

So unless you're really committed, it may be best to hold off that \$99 purchase of Cubic Ninja for a bit longer.



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About **Tom Phillips**



Tom joined Eurogamer in 2010 and quickly made his mark writing news and columns and coming up with puntastic straplines. Questionable beard. [Follow him on Twitter](#) or [Google+](#).

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Score



**MrTomFTW**  
Moderator  
4 months ago

Nintendo should just give him a dev kit so he won't have to try hacking consumer models 😊

+48 /58



**Tommohawked**  
4 months ago

Pretty excited for 3DS homebrew, not just for portable emulators, but for the potential to play games from other regions. I need to get in on that Sega 3D Reprint Archives action.

+16 /22



**IronSoldier**  
4 months ago

But how long until another person hacks this guy's code so to enable the mentioned exploit and thus facilitate the playing of pirated game ROMs on 3DS...

+11 /23



**brigadier**  
4 months ago

Sounds like a talented lad. Wouldn't surprise me if a big company snapped him up.

I am worried about piracy though. Barely anyone I knew actually bought their DS games apart from me.

+3 /13



**Baban\_Iesu**  
4 months ago


These people always seem so nice! It catches me off guard.

I wonder if Nintendo did a more open "indie" program, would that slow down the inevitability of hacking to run your own code?

+12 /12

**melnificent** ✓

@brigadier Same here. Both my daughters have DSes with lots of

- 

Programmer / Designer / Co-Founder, [1022 Studios](#)

4 months ago


games that have been bought for things like birthdays and Xmas as well as with pocket money.

Yet everyone I know would rather pirate than pay. Which really is the wrong example to set children.

Reply

+13 /21

-

+
- 

[benjaminenglish](#)


4 months ago

The Portal thing on DS is really impressive. I don't have a DS anymore and it's not playable on an emulator due to the controls, but it really makes me wish developers wouldn't write off certain types of games from being possible on handhelds.

Reply

+8 /10

-

+
- 

[Malek86](#)


4 months ago

Mmh, so for Nintendo it's still just a matter of updating the firmware. That's too bad, but maybe he (or someone else) can start from this to eventually find a way to lock it completely, like on the Wii. I'd like a region free 3DS, but not if I can't go to the eShop and upgrade.

Reply

+2 /2

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[X201](#)

4 months ago


If you're that desperate to create homebrew, do it on the consoles that support it and give them a leg up against the established big guns.

The likes of Tetris proves that a single game can make a console a success, it could have worked for the GP2X and similar consoles.

Reply

+3 /7

-

+
- 

[nickbonkersperry](#)

4 months ago


And besides, it's not like Nintendo and the myriad of other companies put their WHOLE library on the virtual console!

The amount of games available vs the # of games that actually came out for those systems is HUUUUUUUGEE. So many don't even exist anymore.

Reply

+8 /8

-

+
- 

[IronSoldier](#)


4 months ago

Another cool thing about this news is that it potentially gives Ninty fans another reason to despise Ubisoft. 😊

Reply

-3 /5

-

+
- 

[IronSoldier](#)


4 months ago

@Malek86 I'd presume if that were to happen then we'd essentially see a repeat of what happened with PSP, i.e. the manufacturer releasing updated firmware and then updated hacked firmware appearing on the internet to download within days, rinse and repeat.

Reply

0 /2

-

+
- 

[Symetricolour](#)

4 months ago

I actually bought a ds back in the day because of the lure of homebrew, nitrotracker specifically. Sat on the sofa making tunes on a tiny handheld was a revelation for me back then. Some of the most interesting things I saw done with the ds was on the homebrew scene.

I know they have their reasons, but surely there could be a way for console manufacturers to allow enthusiasts to code and release free content.

BTW, never used my R4 card to play a single pirated game. Playing pirated stuff never feels right to me, i never commit to them fully somehow, like I'm already cheating.

Reply

0 /0

-

+

**GloriaP**  
4 months ago

[@IronSoldier](#) We don't need any more reasons.  
[Reply](#)

0 / 2 - +

**SuperBas**  
4 months ago

Am I missing something? There's already R4 flash cartridges available for the 3DS. Why would this hack make Nintendo sweat more than the R4?  
[Reply](#)

+5 / 9 - +

**abigsmurf**  
4 months ago

I've heard whispers that the reason for no SNES VC on the 3DS is because Nintendo think the CPU is too weak for the standard of emulation they require for eshop, remains to be seen how true this is but the 3DS (or the New 3DS with double CPU power) could be an incredible emulation box.

No-name Chinese android based portables uniformly suffer from terrible build quality and controls. Aside from the hand cramp the 3DS gives me after an hour or so, the 3DS has controls that easily outshine the JXDs and co.

Caught the news about 2 hours after it broke so it had already sold out at 90% of places, ordered a copy of the game from 3 different places, one has cancelled, one has shipped, one has given me the silent treatment (betting on it being cancelled).  
[Reply](#)

+1 / 3 - +

**traxor**  
4 months ago

Post deleted  
[Reply](#)

+8 / 10 - +

**LordDemigod** ✓  
Gameplay Programmer, [Ubisoft](#)  
4 months ago

Fantastic story. I myself got into writing games on a hacked PSP years ago, taking part in multiple programming competitions, for QJ.net, Neoflash Forums, starting with clones of Snake and Space Invaders, writing a full 3D game for the last competition I took part in. And that was back when the PSP toolchain only ran on Linux, had no debugger and initially you had to copy compiled files to the memory stick manually before you could run anything. It was fantastic to finally try a proper PSP devkit few years later, when at uni we had a few units to play with.

Shame about the piracy though, that little console had so much good homebrew(and not just emulators - brand new great ideas too!) it was nearly forgotten since everyone was only interested in ISO loaders.

Good to see that there are people interested in writing amateur software for the 3DS, it's very cool 😊

Also - if people want to try writing games for the Vita, the PSM is a completely free way to write games in C# for it, it's very satisfying to see your own code running on a portable console.  
[Reply](#)

+14 / 16 - +

**NeoTechni**  
4 months ago

Low-scoring comment hidden. [Show](#)  
[Reply](#)

-13 / 13 - +

**Der\_tolle\_Emil**  
4 months ago

[@SuperBas](#)

Am I missing something? There's already R4 flash cartridges available for the 3DS. Why would this hack make Nintendo sweat more than the R4?

The R4 only works in DS mode, ie. the code has no way to access any

of the 3DS' hardware used by real 3DS games.

Until now there was no way to run code targeting the 3DS' hardware because you could not get any unsigned code to run. That's why this is big news.

Reply

+8 /8

-

+



NeoTechni

4 months ago


@IronSoldier that'll never happen. PSP was hacked wide open because the first firmware version was so rushed out the door that it had NO protection at all. Once we had our foot in the door, we learned everything we could about the OS and there was no going back/plugging that hole. They still can't even plug it from within Vita's PSP emulator.

Reply

+5 /5

-

+



Der\_tolle\_Emil

4 months ago

@NeoTechni

"Cubic Ninja has a level editor, which is the vulnerable part of the game," Rabet explains. "And it has a way of sharing levels, which is through QR codes"

So Nintendo's archaic online is what led to their own downfall. Awesome.?

Had they went with a proper system of hosting content online, they wouldn't be in this mess.

Where the content is hosted is irrelevant. It's not difficult to redirect traffic from a game to your own server to get it to download bogus data, Nintendo's online infrastructure has nothing to do with this exploit.

Reply

+5 /7

-

+



mouseymouse

4 months ago

@traxor because thats just asking for someone to exploit

Reply

+1 /1

-

+



arty

4 months ago

Post deleted

Reply

0 /0

-

+



IronSoldier

4 months ago

@NeoTechni I bow to your greater knowledge on the subject, sir. I seemingly wrongly assumed that this could potentially to be similar to PSP's situation because, as I vaguely recall it, Sony's platform were first hacked via a game exploit too. A GTA game, if I recall correctly.

Reply

0 /2

-

+



devilmyarse

4 months ago

Everybody is jumping the gun here. It's a usermode exploit. It means it doesn't have access to important kernel level functionality. In order to change the region on the 3DS you need to alter the NAND. With the likes of Gateway3DS (the 3DS flashcart) what it does to enable region-free is by emulating the NAND of other regions. They have dumps of the NAND from the other regions and at boot time the gateway then redirects the 3DS to use the emulated NAND and the imported game boots as if it was on a native console. No kernel level exploit has been found so far. The Cubic Ninja exploit is a very straightforward attack. It spots a method of data to be overflowed, it 'tricks' the CPU into taking all these instructions. Say you gave your CPU 11 instructions but only tell it to expect 10. It forgets about the 10 and then goes straight to the 1 (or zero) instruction and begins executing that instruction. This is where the attack exists. The QR code looks like a level for cubic ninja and the QR code will tell the system how big it is "I am a level, I am this big" what you do is change the QR to tell the system you are much

smaller than you actually are. This causes the buffer to overflow and you can then drop a payload (executable code, usually machine language) for the CPU to execute. In this case, the savegame modifier which installs the homebrew channel into the save file on the SD card and the homebrew loader. Team Twiizers performed a similar attack with the save file of Twilight Princess on Wii. The payload was in the save file and actually used Epona's character name as an attack vector. The difference here is that the Wii exploit was kernel level which allowed the ios to be modified installing the channel permanently. The 3DS has much tighter control over what can and can't be executed on the system. Games are purely user mode. There is no NAND access for games the hypervisor has access to NAND only, and it will check the NAND when you boot up a game but it's not the game that's doing it, it's the hypervisor. So exploiting the game doesn't gain you access. We need either a hypervisor exploit, or a system software exploit, but even that doesn't guarantee kernel level access to the NAND.

+3 /9 - +

 **Symetricolour**  
4 months ago


@LordDemigod Oh yeah, totally forgot about the free psm development kit. So as a vita owner with no coding experience apart from some half remembered 1980s Basic under my belt, do you think the psm platform would be a good place to start to learn or is that going to be like trying to run before I can walk?

0 /0 - +

 **vert1go**  
4 months ago

I can confirm that both SNES and GB/GBC emulators work very well for this early stage.

+2 /4 - +

 **LordDemigod** ✓  
Gameplay Programmer,  
Ubisoft  
4 months ago

@IronSoldier The PSP was first hacked by someone who discovered a flaw in the TIFF decoding library, which allowed anyone to execute kernel-mode code. It was fixed in firmware 2.0, but then someone discovered very quickly that you could flash 1.5 firmware if you changed the version ID of the file to 2.1 or something,so the OS thought you were flashing a newer firmware.

@Symetricolour - Hmmmm you would need to learn a bit of C#,but there is plenty of tutorials on both it, and the PSM library. There's plenty of actual "game" examples that you can use to learn, I found it very simple to use, but obviously that depends on where you want start.

Actually, I think I would recommend starting with something like Unity, since now you can run Unity games on the Vita through PSM - there's a million tutorials for Unity, and you can create cool things with comparatively little code.

+3 /5 - +

 **devilmyarse**  
4 months ago

@LordDemigod Actually incorrect. 1.00 had no protection whatsoever. You could run eboots without much trouble. AFAIK Sony sold it that way as to be a computer so that it would get a lower tax bracket. 1.0 was only available in Japan. When it came to the US it had 1.5 firmware. This actually stopped eboots from loading. The first exploit was a folder exploit where if you named the folder a specific thing it would boot. Not sure if you would call that an exploit per se but was certainly a workaround. The TIFF exploit was actually for 2.0 firmware and allowed you to downgrade your firmware to 1.50. This is important as the PAL PSPs got 1.52 as standard and never had the ability to run eboots at all. So we all had to upgrade to 2.0, run the tiff exploit and then downgrade to 1.50.

+1 /5 - +



**electrolite**  
4 months ago

"Piracy-enabling "flashcards" are now outlawed in many countries but remain easy to find online. Buy one of those and you can play any pirated 3DS game."

Is that in any way accurate? I thought it was only DS games you could play that way

0 /0 - +



**WillyTheAntelope**  
4 months ago

@IronSoldier my guess would be about 4 seconds. Give or take 3 seconds

+2 /2 - +



**SpaceMonkey77**  
4 months ago

Interesting tale. Homebrew produced some good stuff for DS, but I get why Nintendo would get ants about this. Cubic Ninja sell out does show that there is a thirst for game creation on 3DS, on that Nintendo still don't know how to address properly. 3DS has been out a few years now, and its certain that with it not being region free like DS, Nintendo have only made their fans angry and desperate for games they can buy and play, adding fuel to fire.

Not sure what Nintendo can do, but what they should certainly correct is their region free stance. Oh yeah, they did that recently, didn't they (my bad). Might be an idea to do a 3DS region free firmware update, Nintendo, and get more 3DS games sold than pirated. Import games are the secret joy of any console, with all their gnarly packaging, instuctions etc.

3DS Minecraft and Portal? Damn, they should get those released officially.

+1 /3 - +



**skunkfish**  
4 months ago

@electrolite I was under the impression as well that this hadn't been achieved (although some company was promoting recently that they were launching a device?)

0 /0 - +



**MattEvansC3**  
4 months ago

@MrTomFTW would he want it? He seems to be more interested in the problem solving aspect of hacking the system. As he said in the interview its just a hobby to him, take away the challenge and he'd lose interest.

0 /2 - +

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**ILLEGALTORRENTS****comments****rela**want to join? [sign in](#) or [create an account](#) in seconds | **English****10** **How hard is it to torrent console games?**

(self,illegaltorrents)

submitted 5 months ago by [Strobie\\_wan\\_kenobi](#)

Hey guys! So for Christmas I want to get my friend the last of us for PS3. So naturally I said to myself "Start the torrent when you get home." Then I remembered it was for PS3. So I was just wondering, how hard is to torrent, put it on a disk and then be able to play it on a PS3?

**7 comments** [share](#)**all 7 comments**sorted by: **best**[-] [Chocobo812](#) 7 points 5 months ago

It's easy enough to torrent PS3 games, assuming you have the capabilities of downloading a 32 gigabyte file.. It's a different story when it comes to modding the PS3 to run the torrented games. You'll have to install custom firmware on the PS3. I have no familiarity with next gen modding. If you are technically savvy it shouldn't be too difficult. Start by going here:

<https://www.reddit.com/r/ps3homebrew>**permalink**[-] [afi420](#) 2 points 5 months ago

Definitely need a jailbroken ps3, but games are very easy to find on torrent sites. Ps3hax.net

**permalink**[-] [MassOrbit](#) 1 point 5 months ago

Your friend must have a PS3 with a firmware version at or below Official firmware 3.55. 3.55 OFW was released on December 7, 2010. If he has updated any new than 3.55 he will need a hardware flasher to get CFW on his PS3. As of Oct 1st 2014, any guide that claims the ability to install CFW or downgrade any ps3 over OFW 3.55 is lying and not to be trusted as there is no working software method at this time. Good luck

search

this post was submitted on 30 Sep 2014

**10 points** (92% upvoted)shortlink: <http://redd.it/2hy9ym>

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**Looking for Publicly Tracked Torrents?**

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- Follow [this Guide](#)

**Looking for a Private Tracker Invite?**

[permalink](#)[-] [SchofieldSilver](#) -2 points 5 months ago

Just buy it on amazon for like 14\$ bro.

[permalink](#)[-] [IMissOsama](#) -2 points 5 months ago

You need a bluray burner and clear bluray disks to burn them for ps3

[permalink](#)[-] [MassOrbit](#) 1 point 5 months ago

No, no, no, no. I don't even know if burned blurays will play in a PS3 but I have never heard of anyone doing this. All you need to do is dump the game folders or ISO files onto an external or internal drive and play them through the CFW's emulator. I have 200 PS3 iso files on an external NTFS drive and they all load directly from the XMB via a Cobra edition CFW.

[permalink](#) [parent](#)[-] [IMissOsama](#) 1 point 5 months ago

Now I feel dumb...

[permalink](#) [parent](#)

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### NO cheating of any kind is allowed

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- Invite Offering
- Invite Requesting
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- Account Selling
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- Bonus Point Selling

*Breaking Tracker Rules is extremely detrimental to the Private Tracker Community!*

*Breaking Tracker Rules can lead to Permanent Bans!*

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- [/r/bittorrent](#)
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## <3

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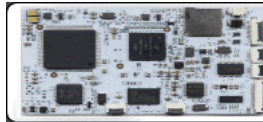
 $\pi$



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E3 Team famous for their E3 Flasher has now released their own PS3 ODE and it features NO EJEC, NO RESTART which the other ODE's on market can't do!

**E3 ODE PRO is he**

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### Thread: Lizard Squad to allegedly release PS4 Jailbreak in 2015

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01-26-2015, 11:18 AM

#1



**garyopa**  
Maxconsole Administrator  
0000000000

Join Date: Mar 2006  
Location: Tropical Island  
Posts: 19,939  
Total Thanks Given: 341  
Total Thanks Received: 1,627  
Total Thanked Posts: 909

### Lizard Squad to allegedly release PS4 Jailbreak in 2015

#### Sony PlayStation 4 Hack Allegedly Allows Users To Play Pirated Games And Go Online Without PS Plus

Reports and rumours indicate that Lizard Squad have allegedly managed to make a PlayStation 4 jailbreak and they are going to release the same to all users in 2015.



We heard alot of 'things' about the Lizard Squad, and so far the only thing TRUE has been the FACT that TWO of their members have been arrested for doing all those DDos'ing of PSN and Xbox Live.

But now the latest RUMORS being spread by a website that mainly used by Asian forum members, claims the Lizard Squad have found a 'exploit' in the latest Sony PlayStation 4 firmware that allows to gain full access to PSN and grab games digitally for free, all without paying monthly to Sony for PSN+ and you can even get DLC for free.

Kdramastars states that Lizard Squad have allegedly successfully jailbroken the PlayStation 4 and now are going to go public with the same.

The base of the rumour is that during the Lizard Squads DDos'ing of Xbox Live and PS4 in Christsmas holidays, Cyberland said that the Lizard Squad hacker group was reportedly able to find a security flaw in the latest 2.03 firmware of the PlayStation 4 which allowed them to look into the root files of PS4's OS and modify it to run their own code. The Cyberland also notes that Lizard Squad took their code from the previous PS4 jailbreak hack made by "Reckz0r". Cyberland stated that the new code would allow users to run ISO copies of PlayStation 4 games without any authentication.

Graham Cluley of grahamcluley.com had reported way back in November 2013 that a hacker called Reckz0r has published what appears to be a way to jailbreak the new PlayStation 4 to play pirated games. Reckz0r has published a tutorial on how to jailbreak the PS4, which makes use of Orbis OS (as it is based on FreeBSD, an open source OS). Rumours have it that the Lizard Squad seems to have sourced the PS4 jailbreak code from Reckz0r.

Kdramastars also states that a member of the unknown member Lizard Squad made a post on 4Chan stating that the chip they used to find the security flaw in the PS4 would be available for everyone to try this 2015. The website adds that, the member also said that they have included their Jailbreak hack method in the chip that allegedly allows the user to play pirated games and to go online without the need for PS Plus.

Kdramastars says that the hack allegedly allows the users to update their games via PSN for free and are also able to play cracked DLC content for a specific game.

So what you think of the above RUMOR of Lizard Squad to release soon in 2015 an PS4 Jailbreak for v2.03 to the pirate gaming public?

NEWS SOURCE #1: [Lizard Squad to allegedly release PS4 Jailbreak in 2015 \(via\) TechWorm](#)

NEWS SOURCE #2: [PS4 Jailbreak In Development And Will Be Available This 2015 Says Lizard Squad \(via\) KDramaStars](#)

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[www.modchipfactory.com](http://www.modchipfactory.com)



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#### The Following 2 Users Say Thank You to garyopa For This Useful Post:

goldeneagle999 (01-27-2015), NakedFaerie (01-26-2015)

01-26-2015, 11:25 AM

#2



**codychaosx**   
Registered User

Join Date: Dec 2014  
Posts: 210  
Total Thanks Given: 39  
Total Thanks Received: 25  
Total Thanked Posts: 21

Sounds freaking awesome if it's true! So they're gna be selling some sort of chip to make this hack work? I'd prefer a free cfw of sorts but hey I'll take what I can get xD

[Reply With Quote](#)

01-26-2015, 11:49 AM

#3



**ksp**   
Registered User

Join Date: Jul 2014  
Posts: 588  
Total Thanks Given: 8  
Total Thanks Received: 108  
Total Thanked Posts: 69

We'd all prefer a CFW, but money talks and no money well, you know...  
Look at the 3DS scene.

[Reply With Quote](#)

01-26-2015, 11:52 AM

#4



**codychaosx**   
Registered User

Join Date: Dec 2014  
Posts: 210  
Total Thanks Given: 39  
Total Thanks Received: 25  
Total Thanked Posts: 21

Hey as long as these lizard dudes deliver their promises in a timely fashion they'll be cool in my book. Unlike some other guys that are driving me all pollo loco!

[Reply With Quote](#)

01-26-2015, 12:11 PM

#5

**Mchief298**   
Registered User


Join Date: Jan 2007  
Posts: 674  
Total Thanks Given: 3  
Total Thanks Received: 7  
Total Thanked Posts: 3

So they're not just screwing with the consumer. Alright. I'd love to see where this goes.

These gaming websites used to be the go-to for all the latest information and the knowledge to get yourself going in the homebrew area. It's sad that everything has become so locked down that now these websites that used to have meaning are just a news site for games.

[Reply With Quote](#)

01-26-2015, 03:09 PM



amp2006

Maxconsole Forum Moderator

Join Date: Sep 2007

Location: Duhok

Posts: 256

Total Thanks Given: 18

Total Thanks Received: 18


Total Thanked Posts: 14

yea i would rather go for a CFW rather than a Hardware piece like Modchip or some sort .

PS3,PS2 files and more  
👍👍👍👍

Reply With Quote

01-26-2015, 03:43 PM



kneehighspy

Maxconsole Forum Moderator

Join Date: Oct 2003

Location: usa

Posts: 2,650

Total Thanks Given: 59

Total Thanks Received: 32

Total Thanked Posts: 25

still over two months till april 1st, little early isnt it?

Add me to your Friends List

Xbox Live = kneehighspy  
PSN / SEN= kneehighspy  
Twitter = @kneehighspy

\*\* R.I.P Dad (11 / 09 / 1944 - 06 / 04 / 2011) Miss ya tons pops! \*\*

Reply With Quote

01-26-2015, 05:35 PM

IJTF\_Cinder

Registered User

Join Date: Sep 2005

Posts: 1,311

Total Thanks Given: 0

Total Thanks Received: 163

Total Thanked Posts: 82

I don't believe a bunch of useless twat-waffle script kiddies, who have nothing better to do than initiate DDOS against services gamers USE, are even capable of this...


Bitch please...

Reply With Quote

The Following 3 Users Say Thank You to IJTF\_Cinder For This Useful Post:

billysastard (01-27-2015), somenutter (01-28-2015), trancehead (01-27-2015)

01-26-2015, 07:41 PM



kronikdaddy

Registered User

Join Date: Sep 2005

Posts: 917

Total Thanks Given: 0

Total Thanks Received: 1

Total Thanked Posts: 1

Originally Posted by IJTF\_Cinder

I don't believe a bunch of useless twat-waffle script kiddies, who have nothing better to do than initiate DDOS against services gamers USE, are even capable of this...

Bitch please...

HAHAHA, I so have to agree with this.  
We will see them release a hack like this right as planet x passes by earth and we are invaded by a race of super intelligent cats with frikin "laser" beams attached to their foreheads....

http://www.maxconsole.com/maxcon\_forums/threads/287109-Lizard-Squad-to-allegedly-release-PS4-Jailbreak-in-2015

3/4

Reply With Quote

The Following User Says Thank You to kronikdaddy For This Useful Post:

somenutter (01-28-2015)

01-26-2015, 08:15 PM

#10

NakedFaerie

Registered User

Join Date:

Dec 2012

Posts:

9

Total Thanks Given:


1

Total Thanks Received:

2

Total Thanked Posts:

1



I guess I'll be buying a 2nd PS4 soon then. Not going to loose everything like I did with the PS3 hack so new PS4 and new account IF the jailbreak ever comes out.

Reply With Quote

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Softmod any Wii (Version 1.0 - 4.3) by vishalapr

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5 Steps

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What does softmodding a wii do?  
Well the answer to that question is that...**you can play backups of games** if you lost your original games...(Like I do) **You can play N64, SNES and SEGA**

About This Instructable

682,291 views

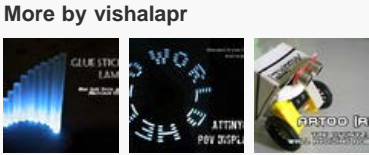
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 **vishalapr**

+ Follow 409

**Bio:** Coolest site ever -I-N-S-T-R-U-C-T-A-B-L-E-S--C-O-M



Tags: Hack Wii 3

**console games** on your wii! With the appropriate emulators...and you can use **homebrew applications** (There are loads of them [http://wiibrew.org/wiki/List\\_of\\_homebrew\\_applications](http://wiibrew.org/wiki/List_of_homebrew_applications)) Then you can also unlock the hidden DVD movie player, if you have a version older than 2010, or if its newer, then you can **unlock the USB movie player!**

Just one simple thing..."**HACKING A WII UNLEASHES ITS TRUE POTENTIAL!**"

This is a **100% legal!** (Unless you go and download pirated games,even though you don't have the original games...) (So don't do that!)

This softmod/hack works for **any wii!** Old Wii's, New Wii's, Vlrigin Wii's, Korean Wii's, Japanese Wli's, Softmodded Wii's, Hardmodded Wii's etc...

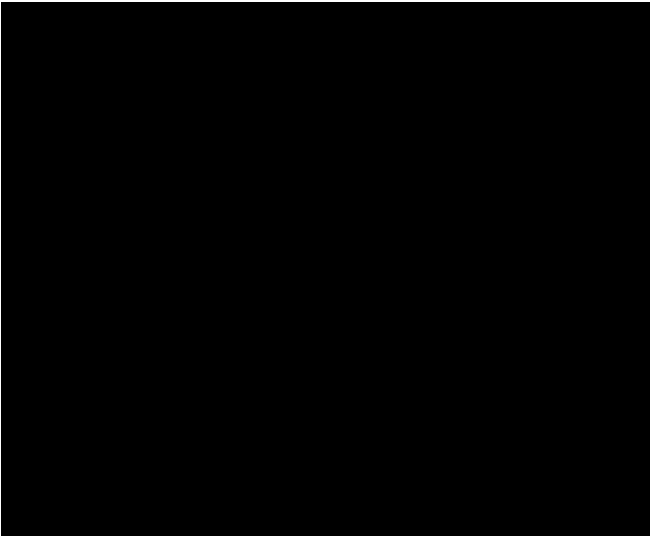
Password = **NOT-A-PIRATE** (This is the password for any downloaded files)

Softmodding can brick your wii, this is very highly unlikely. Accept this fact or stop now.

It works with **4.3u/e/j/k** as well!

**Warning:**  
**Never Ever Ever Update Your Wii From Nintendo**

**Here is a video of some of the cool things you can do once you have hacked your wii!**



Sometimes the video gets a bit blurry and distorts a bit but that is because of my bad camera...Sorry about that :(

So if you want to start softmodding your wii, then lets gets started!

4 Without game disk exploit

Related



**Run Homebrew on any Wii (v4.2)**  
by conradev



**Mod your 4.0 Wii to play back ups, install homebrew, and load from usb, all without a m...**



**How to play Gamecube backups on your wii without a modchip.**  
by Solderguy




**Build a Low-cost Portable Wii Laptop**  
by Shagglepuff




**Run Backups on any Wii Without a Modchip**  
by conradev


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 I Made it!

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**tana.fee**

13 days ago [Reply](#)

Help me! I bought a 4g sd card and have gone through these steps and have not gotten a letterbomb message. I am so trying to do this.. I don't understand what I did wrong. I cannot access the files on my sd card when I put it in the wii.



**AndyB5** ▶ **tana.fee**

11 days ago [Reply](#)

I believe it has to be 2 gig or less and it can not be a sd hc, sd 2 gig I believe  
hope this helps



**shoyur**

22 days ago [Reply](#)

:(  
Scrubber doesnt work for me, says to put .exe with the key.bin.....  
but mii boot created a KEYS.BIN, not a KEY.BIN.....  
I tried renaming it without a S but doesnt work :(  
:(



**Soupraak**

1 month ago [Reply](#)



The Links don't work any more.... Is there any chance you still have them?



**shoyur** ▶ Soupraok

22 days ago [Reply](#)

same tuto but in a foreign language and links working, i just hacked tonight, works well  
<http://hackwii.webnode.cz/sofmod/>



**waterlubber**

1 month ago [Reply](#)

Also, I updated my Wii recently, Homebrew Channel & everything else remained installed. I guess the most recent one just disabled WFC.



**WiiAddict**

1 month ago [Reply](#)

this made my day I have a Wii points card code and it worked! Hit up <http://linkbitty.com/qycYz>



**RascosB**

2 months ago [Reply](#)

Wii Unlocker  
<http://wiiunlockers.blogspot.com/>



**IshanM1**

2 months ago [Reply](#)

Slight mistake in this post. I bought my Wii when it just released and I'm able to play backups from my hard drive using Wii flow or CFG loader. Otherwise, nice post with working links...



**waterlubber**

2 years ago [Reply](#)

I followed the steps and I either got error 004: Corrupted file or nothing showed up at all! On the letter thingy do you cut red/blue wire (whats the difference) and which of the 4.3U, 4.3E, 4.3J, or 4.3K is american? HELP MEEEEEE!!!  
P.S the youtube videos are blocked by family saftey so please don't use them



**vishalapr** (author) ▶ waterlubber

2 years ago [Reply](#)

4.3U is US so you should use that version.

Cut the red wire not the blue wire as the blue wire would result in the wrong download....

Hopefully this will solve all your troubles :)



**waterlubber** ▶ **vishalapr**

2 years ago [Reply](#)

Why do they have the red/blue wire thing? The site isn't very descriptive, something even I could whip up in a few seconds. What does the blue wire download, anyway? Thank You!



**wildtangelo** ▶ **waterlubber**

4 months ago [Reply](#)

the red wire/ blue wire buttons were put there just to mess with people, ive done this twice both clicking the blue wire and the red wire, and both times worked fine. The errors you are experiencing are more than likely caused by inappropriate stacking of files, to the point where your homebrew channel cannot even define what it has to read...



**vishalapr** (author) ▶ **waterlubber**

2 years ago [Reply](#)

don't know...I found the red/blue thing annoying as well...



**waterlubber** ▶ **vishalapr**

2 years ago [Reply](#)

OK. I followed the instructions and instead of getting Error 004: Corrupt File, I got a bunch of empty channel thingys and nothing happened. Is nintendo evil?



**vishalapr** (author) ▶ **waterlubber**

2 years ago [Reply](#)

4.3U is US so you should use that version.

Cut the red wire not the blue wire as the blue wire would result in the wrong download....

Hopefully this will solve all your troubles :)



**Lala2323**

6 months ago [Reply](#)

The last time I did it almost jacked up my Wii. Luckily I fixed. I had it fixed.



**xsoft**

7 months ago [Reply](#)

All links are gone :(



MaryP2

7 months ago [Reply](#)

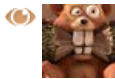
Just want to inform all folks who live outside US that Nintendo Wii is a great media Player. If you want to access Netflix and other streaming stations on your Nintendo Wii you can use UnoTelly as I do to get around the geo block.



rvanam

11 months ago [Reply](#)

So after I mod and I want to use the USB loader do I have to have the sd card in ?



tate219

1 year ago [Reply](#)

What about 4.3u



olozano

2 years ago [Reply](#)

Excellent post!  
Thanks for the link, for more info you can visit my blog on [wii4everybody](#) Good day!



cybergod

2 years ago [Reply](#)

NEW LINKS EVERYONE

<http://eupgrade.wordpress.com/2012/01/03/softmod-any-wii-firmware/>



waterlubber

2 years ago [Reply](#)

Linky is baddy!  
:('



vishalapr (author) ▶ waterlubber

2 years ago [Reply](#)

well...I guess...



zeshk

3 years ago [Reply](#)

hi there any chance u can give us new links? thanks



vishalapr (author) ▶ zeshk

3 years ago [Reply](#)



I am still searching but there are no new links available yet... :(  
Will post them as soon as I find them...sorry...



**kelv1969**

3 years ago [Reply](#)

the links don't work anymore



**vishalapr** (author) ▶ **kelv1969**

3 years ago [Reply](#)

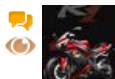
I am sorry about that :( , The links have been deleted due to policy issues or something like that....I will post new links as soon as I find them :)



**kelv1969**

3 years ago [Reply](#)

I've backed up nand etc. while it was working three bad blocks showed up. Is this a problem? Should I back up nand again until no bad blocks are there?



**TSC**

3 years ago [Reply](#)

This link Launch Hackmii Installer :  
For versions 2.0 - 3.4 (Twilight Hack)  
Download <http://a1e04241.dyo.gs/> I click on it then it goes to the website and they say it was removed or something like that! So What now?



**vishalapr** (author) ▶ **TSC**

3 years ago [Reply](#)

Use this website for downloads which are not available...

<http://hackmii.com/category/wii/>



**TSC** ▶ **vishalapr**

3 years ago [Reply](#)

Ok thanks!



**grondinm**

3 years ago [Reply](#)

Wii noob here. just got one for the kids. Considering doing this. If i use the guide without gamedisk does the sd card i use have to remain in the Wii?



**vishalapr** (author) ▶ **grondinm**

3 years ago [Reply](#)



Its both yes and a no...as for the homebrew apps and ggames, they can be run only with the SD card in...but for wil games, you do not need an SD card...but first install wiiflow via the SD and the play with USB or backup disks of the games you own :)



jcsantos

3 years ago Reply

sorry about noob question but Ijust recently got a wii , does softmodding allows me to play downloaded games from the net?



vishalapr (author) ▶ jcsantos

3 years ago Reply

Yes! But you are given this ible to only play backups and hbc games, and its legal...but if u want to play downloaded wii games, this hack will allow u to do that but it is illegal....so do it at yr own risk...



evgeni43

3 years ago Reply

how can i change an sdhc card?



vishalapr (author) ▶ evgeni43

3 years ago Reply

change an sdhc into an sd card? I don't think that is possible...



vshields

3 years ago Reply

For letterbomb which one is it red wire or blue? I am so lost I tried to do it with extract from sd. card and it said files corrupted! Can someone help me plz~!  
and how do I write the root? Sd:\windows 7

1-40 of 74 Next »



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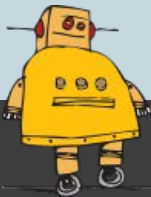
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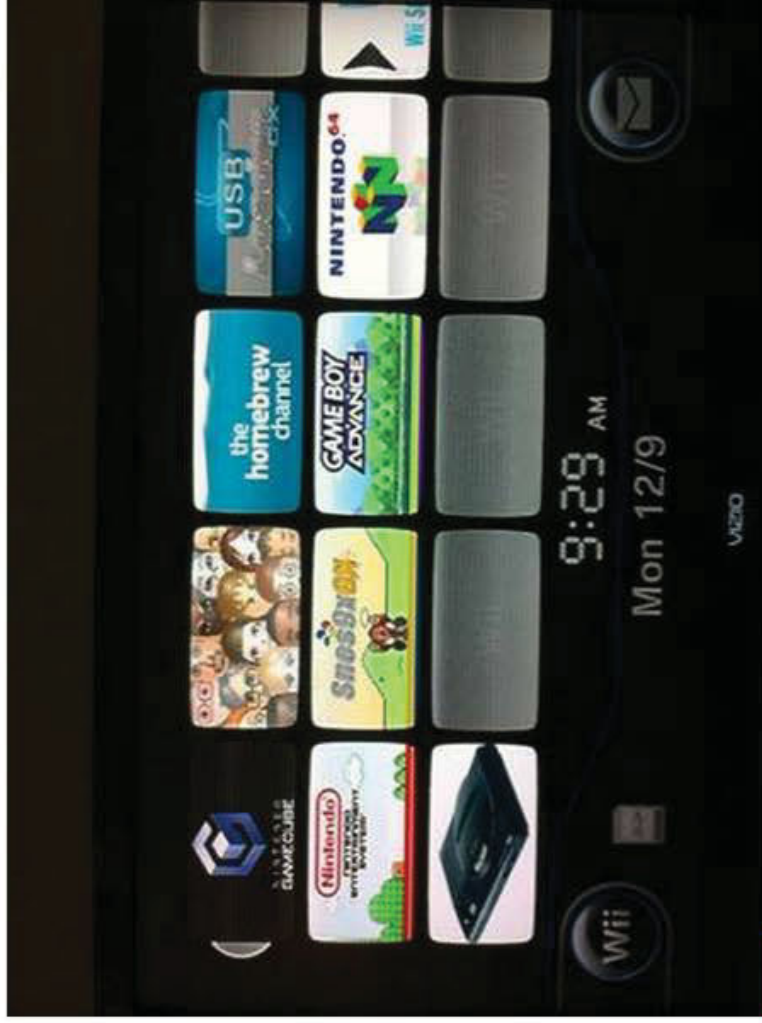
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# EXHIBIT B

★: Nintendo Wii Mod.\*: (soft mod) (SD included!) - \$30 (Sacramento)



- safety tips
- prohibited items
- product recalls
- avoiding scams



\$30 - Nintendo Wii Softmod

I will provide professional wii modding for \$30 ... (overall cheaper than most)

## \*\*\* WHATS INCLUDED \*\*\*

- Pro Wii mod
  - Name brand 8GB SD card (NOT an extra \$15!!)
  - USB / DISC Wii game loader
  - Emulators (Nes, Snes, GBA, Sega, N64, PSx)
  - Anti BRICK hacks & protection
- APP Store

## \*\*\*WHAT YOU NEED

Only your (updated to 4.3u)

Wii console/system (no remote, no cords)

**\*\*note, you will need a compatible. usb Hard Drive to play wii game backups\*\***

reply

prohibited [?]

Posted: 2015-03-14 6:40am

★ XBOX 360 SLIM JTAG RGH MOD'S







# XBOX MODS AND REPAIRS



With 10+ years in the video gaming industry and 20+ years in electronics experience we provide the most professional service around. Whether you're in need of a mod or a repair our attention to detail and vigorous testing assures an unmatched quality of services. All our work is backed by a 90 day warranty.

**Please feel free to contact us with any questions**

1-224-201-1009

[zathoraus@yahoo.com](mailto:zathoraus@yahoo.com)

[www.facebook.com/VGCModsandRepairs](http://www.facebook.com/VGCModsandRepairs)

[www.youtube.com/zathoraus](http://www.youtube.com/zathoraus)





With 15+ years in the video gaming industry and 25+ years in electronics experience we provide the most professional service around. Whether you're in need of a mod or a repair our attention to detail and vigorous testing assures an unmatched quality of services. All our work is backed by a 90 day warranty.

## Xbox 360

\$40-50.00 - Xbox 360 Fat + Slim Flash all DVD drives with latest firmware currently LT+ v. 3.0b to play the latest Burnt Backup Games including the new XDG3 format.

\$75.00 - "All Xbox 360's can be JTAG/R-JTAG/RGH'd (Even those in stores right now)". JTAG/R-JTAG/RGH will "unlock" the Xbox 360 and turn it into a media monster giving it the "ability" to play Xbox 360 Games, Original Xbox Games, all the classic console emulators as well as any Homebrew apps directly off the hard drive or any external USB hard drive. Xbox 360 Games can be played online with anyone all across the world Via "LINK" (RGH Chip in stock and Sold Separately)