

EXHIBIT J

DOCUMENT SUBMITTED UNDER SEAL

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28

-TRANSCRIPT-

27th Chaos Communication Congress

"Console Hacking 2010, PS3 Epic Fail"

December 29, 2010

Male 1: Just a quick survey, who of you owns a Wii? Please put up your hands. Who of you owns an Xbox? So, for you, there's a book out there by [Ronnie ?]. Who of you owns a PS3? Woah! That's a majority. So, with all these consoles, which means a lot of computing power at our hands means a lot of stuff to do, what we want, at least to my definition of ownership and properties, so how to peek into the PS3 and consoles in general, here is a Fail Overflow.

Bushing: Alright. Great. Thank you. So speaking of owning a PS3, actually, we'll get to that in a minute. I should start out by saying that I am Bushing and here we have Sven, Marcan and Sahar. We are... Sahar, excuse me. We are just four members of Team Fail Overflow. Unfortunately we sort of overflowed the number of speakers so the rest of them are, you know, here in the front aisle. It's an international team with, I think we have members on almost every continent. Let's see, we may be familiar faces because two years ago, Marcan and I presented on some of the hacks we'd done for the Wii. A year before that, I had demonstrated the first the unsigned code execution on the Wii here at 24C3. 2008 was the full reconstruction of the [intentional jibber by speaker] to be completely broken. That was a fun couple of weeks. So, on the subject of the Wii, since that's really what we have the most experience with or are most known for. Wii's been out for about three years and three years since we demonstrated that unsigned code execution. In that time, Nintendo has released nine firmware updates, and of all those updates, eight of them were contrived. Only one of them had an actual real feature that somebody would want; namely the ability to run games off an SD card. Every single other feature was background improvements to improve system performance which really was their code for patching vulnerabilities. According

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28

hacking the system. And the question is why did it get hacked? And the statistics clearly show here, that except for the first one, the PlayStation, very long time ago. All of them were always done for the sole purpose of running Homebrew software, running Linux, just running your own code because you owned the hardware. And there has always been that side effect of well if you open it, if you can run anything on it, you can run pirated games on it because the keys have leaked or the whole DRN system is just not in place anymore. But there is one here that is special. No, wait! Let me first update the slide. So, the Ipad, same thing as the Iphone. Okay, so let's look at the PlayStation 3. This one is special because while the security system looks like it's kind of sophisticated and as of, well, three years ago, or even a year ago, it was not hacked. So, this has changed. So, now after four years, it has finally been hacked, and you could say it got hacked for a piracy Homebrew. I let those guys decide and argue on that. And of course there is always the side effects, so piracy is possible or was possible, whatever. But you could also look at it from another perspective, which is if you just assume that PlayStation that we had in that list was the old PlayStation where Linux was possible and that was the whole reason as I argue that it never got hacked, it ran Linux already, it didn't get hacked, never. So, now lets update this for how long did it take from the point when the system was closed until it got hacked. And then we have just 12 months here which is pretty much the same as the Xbox 360 with a similar security system anyway. Okay. Thanks.

Male 2: Okay. So, before we're going to talk about how we can break the security system, we have to talk about how the PS3 actually works. So, what Sony did was to ask IBM for their cell processor which is called the cell Broadband engine as they put it in there. So, this is essentially just a 60 fobit (?) and they have like, which is on the bottom left there, and they have like eight SPEs or SPUs.

Redacted

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28

Redacted

They were kind of there and, whatever. Sony, for some reason, got really, really, really annoyed at this because they decided to piss a lot of people off by removing OtherOS completely from old PS3s. I'm pretty sure that violated some European consumer protection laws and stuff. So, but the worst part of this is that, the people who used OtherOS are the hackers so by doing this, Sony pissed off the hackers. That's a really, really bad idea. In other words, they are so getting hacked now. So, for a while, interestingly, nothing really happened and obviously someone was working on this behind the scenes because then we got the PS jail break and then we got a whole ton of clones of it.

Redacted

1

2

3

4

5

6

7

8

9

10

11

12

13

14

Redacted

15

16

17

18

19

20

21

22

23

24

25

26

27

28