

Forum:[Hack Forums](#)

Thread: [Luke's Nuker - 667 crasher \[EXPLOIT RELEASE\]](#)

Tizen - June 15, 2014, 9:19 am

I've decided to release the 667 nuker that I made.

What are the effects of this? Well, once you run the nuker for a few minutes, the server will completely lag out and it will run the server out of memory, causing the player files to not be able to save correctly, and therefore those accounts are then un-playable.

To all my fellow HF members, I can guarantee this is 100% safe. I would not risk my HF career on something so silly.

Note: I recommend using the default nuke power which is 3. If you put this too high, your computer might not be able to handle it, and it will crash your computer.

I spent a long time on this exploit, and also had a lot of fun with it too :) So enjoy.

This will work on any 667 server (Unless the server has it fixed, which I doubt it).

Video: <https://www.youtube.com/watch?v=ONKjElfZzAo&feature=youtu.be>

Scan:

<https://www.virustotal.com/en/file/818504f3404b827d7619e5f72241721128b1dedbbfb5117c01e341382ae511a6/analysis/1402849416/>

Download: http://uppit.com/fznwo4kglect/Luke%27s_Nuker.rar

i?irXa™ - July 14, 2014, 1:10 pm

The video says it's unavailable. I'd like to watch a video or have some confirmation before I download it :)

Matt AH - July 14, 2014, 1:12 pm

(Jul 14, 2014 01:10 PM)KingWasabi Wrote: [\[CITE\]](#) The video says it's unavailable. I'd like to watch a video or have some confirmation before I download it :)This ^^

Seems like a neat exploit, thanks for the release.

Tizen - July 14, 2014, 1:25 pm

Video was removed for some reason. I've re-uploaded it.

<https://www.youtube.com/watch?v=ONKjElfZzAo&feature=youtu.be>

Pre owned - July 14, 2014, 5:24 pm

Might get some more sales if you do it on a more popular server. This tool would be great for some of the less player based server, Anyways glws man

?Monstercat - July 14, 2014, 5:39 pm

What effect will this have on a server that isn't a 667? Minimal or none at all? And how can I get a server IP? I don't think they are displayed on runelocus anymore.

i?irXa™ - July 14, 2014, 6:24 pm

@Austin

There's multiple ways. You can open the .jar with winrar and look in the client.class for the ip. That's the only way I know of but I hear there's plenty of ways.

Rita Ora ? - July 14, 2014, 7:08 pm

It literally just sits on "Attempting to Establish Connection..."

Anything to help?

nique ta mere - July 14, 2014, 7:36 pm

(Jul 14, 2014 05:39 PM)?Austin Wrote: [\[CITE\]](#) What effect will this have on a server that isn't a 667? Minimal or none at all? And how can I get a server IP? I don't think they are displayed on runelocus anymore.

I'd recommend logging in, opening up cmd type netstat -n look for port 43594 and the ip will be there.

example: 98.138.12.42:43594

Nice release Tizen!

?Monstercat - July 14, 2014, 8:02 pm

Mine just gets stuck on establishing connection. Anyone else?

Austerity - July 15, 2014, 3:22 am

I would like some feedback on whether this program does the job or not.

Also nice release Tizen.

Tizen - July 15, 2014, 6:21 am

For all of you saying it's stuck on establishing connection:

Make sure the server you're trying it on is a 667 revision, not a 718.

Make sure you have the right IP address

Make sure you have the right port

Make sure you have the right sub build ID.

I might upload a demonstration of this, doing it to a live server with a good amount of players on it.

?Monstercat - July 15, 2014, 7:45 am

(Jul 15, 2014 06:21 AM)Tizen Wrote: [\[CITE\]](#) For all of you saying it's stuck on establishing connection:

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Make sure you have the right sub build ID.

I might upload a demonstration of this, doing it to a live server with a good amount of players on it.

I tried it on a server called Dustscape, I know it was a 667 because it was using the same client and home as TizenX. I used the subbuild 14 but I'm not sure if it's the right IP.

Sam Winchester - July 15, 2014, 8:59 am

Interesting share. Can a server patch this exploit?

Digital Abuse - July 15, 2014, 9:04 am

Tested it on one server, didn't work out so well. Tried to test it on another, they had their client obfuscated so I wasn't able to get their Sub Build #.

Tizen - July 15, 2014, 10:33 am

(Jul 15, 2014 08:59 AM)Sam Winchester Wrote: [\[CITE\]](#) Interesting share. Can a server patch this exploit?

Yes this exploit is patchable. I wouldn't of released it if I didn't patch it on my rsps first :P