

Forum:[Hack Forums](#)

Thread: [How much would you pay for OVH-GAME method](#)

m1rk - April 4, 2017, 4:30 pm

Title says it all how much would you be willing to pay for a method which with 1 1gbit server downs every ovh-game server regardless of application.

Also the method will definitely not be patched any time soon because it works on a unique concept. Im not going to provide test hits of any kind im just intrested in your assessment of a price for a full working ovh-game method for all applications.

DelziumTheProudWhale_temp - April 4, 2017, 4:31 pm

200\$+ for sure

Probs some people would pay way more than that too

The Original - April 4, 2017, 4:44 pm

(Apr 4, 2017 04:30 PM)m1rk Wrote: [\[CITE\]](#) Title says it all how much would you be willing to pay for a method which with 1 1gbit server downs every ovh-game server regardless of application.

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there isnt method like the im sure %100 because it will be patched in 2 weeks MAX i mean really MAX.they will patch it in 3 days probably so if you want method okay there is people that can do that but you can't find method without patching risk its not upto coder its up to OVH

m1rk - April 4, 2017, 4:53 pm

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it is up to the coder.

reason some methods get patched easier and faster and some take a long long times is wheter OVH can actually patch it without filtering out the legitimate traffic.

I had an application based method a couple of months ago which literally took 4 months to patch and even right now its not fully patched but semi-patched since a lot of the traffic still gets through.

Edit : Also it depends on wether the method is exploative in nature or not.

(Apr 4, 2017 04:31 PM)DelziumTheProudWhale_temp Wrote: [\[CITE\]](#) 200\$+ for sure

Probs some people would pay way more than that too

thanks for the input but i doubt anybody would be selling their work for such a low price

The Original - April 4, 2017, 5:34 pm

(Apr 4, 2017 04:53 PM)m1rk Wrote: [\[CITE\]](#) it is up to the coder.

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iptables doesnt mean its gets through OVH not protectting the servers with just firewall they are giving port speed up to 100Gbps if its needed

m1rk - April 4, 2017, 5:47 pm

(Apr 4, 2017 05:34 PM)The Original Wrote: [\[CITE\]](#) you can see the traffic on iptables doesnt mean its gets through OVH not protectting the servers with just firewall they are giving port speed up to 100Gbps if its needed
whats your point exactly?

The Original - April 4, 2017, 6:03 pm

(Apr 4, 2017 05:47 PM)m1rk Wrote: [\[CITE\]](#) whats your point exactly?
there is no packet type as exactly of legit one even packets have hash and signature.If you have firewalls worth milions of dolars you can block EVERY packet type doesnt matter how legit it looks.Your method live 4 months because probably OVH don't care the private method give your method to public then you will see how fast it got blocked

simple example : if rust sending aaaa packet for walking forward(pressing w) this mean if you send aaaa packet this will cause NOTHING because you can't fuck the server with legit walking packet lol | theoricly you can but you need like 10Million pps or more (probably more because they have i7 4790k cpu)

m1rk - April 4, 2017, 7:06 pm

(Apr 4, 2017 06:03 PM)The Original Wrote: [\[CITE\]](#) there is no packet type as exactly of legit one even packets have hash and signature.If you have firewalls worth milions of dolars you can block EVERY packet type doesnt matter how legit it looks.Your method live 4 months because probably OVH don't care the private method give your method to public then you will see how fast it got blocked

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Keep telling yourself that skiddo...

I am rarely being mean to people online but to be honest the amount of ignorace in your post and the amount of confidence with witch you spew bullshit disgusts me.

Nipsu - April 5, 2017, 1:48 am

A big mac and a mcflurry with a large soda.

Magna imperium - April 5, 2017, 3:50 am

Probably 1.6k or so, this is highly profitable, i've seen people buying ddos services for 175\$/hour for ovh game.

The problem will be finding the right buyer, i'd recommend you to sell api's to stresser owner. problem with that will be that they might steal the method, if they're not retarded ofc.

McRoyal - April 5, 2017, 7:35 am

I am very very Interested into this what is your skype id mate?

cls_ - April 5, 2017, 8:01 am

Why would anyone purchase a script that could be done by changing a few flags and randomizing sequence along with length.

J?son - April 5, 2017, 2:18 pm

(Apr 4, 2017 04:30 PM)m1rk Wrote: [\[CITE\]](#) Title says it all how much would you be willing to pay for a method which with 1 1gbit server downs every ovh-game server regardless of application.

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about one fiddy

m1rk - April 7, 2017, 9:10 am

(Apr 5, 2017 08:01 AM)cls_ Wrote: [\[CITE\]](#) Why would anyone purchase a script that could be done by changing a few flags and randomizing sequence along with length.

I have yet to see a tcp script which takes down OVH-GAME servers. Also what about the ones which do not have an open tcp port or they do have it but its extremly limited?

(Apr 5, 2017 07:35 AM)McRoyal Wrote: [\[CITE\]](#) I am very very Interested into this what is your skype id mate?skype : veselikurac

(Apr 5, 2017 12:25 PM)Transcendencies Wrote: [\[CITE\]](#)
https://developer.valvesoftware.com/wiki/Server_queries

Here's a funct coded in a minute:

<http://image.prntscr.com/image/bbc4923cd04b42e8a36dd8f68246f56f.png>

```
Code get_source_challenge(inet_ntoa(f->sin.sin_addr), port, sourcernd(), challenge);
memcpy((void *)udph + sizeof(struct udphdr), challenge, 9);
A2S_RULES would be 0x56 as type
A2S_SERVERQUERY_GETCHALLENGE would be 0x57
```

pew pew ezip send me your btc thxehhh ok sir.

(Apr 5, 2017 03:50 AM)Niveus~ Wrote: [\[CITE\]](#) Probably 1.6k or so, this is highly profitable, i've seen people buying ddos services for 175\$/hour for ovh game.

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tnx for the input