List Of Scene Groups

Warez groups are teams of individuals who have participated in the organized unauthorized publication of films, music, or other media, as well as those who can reverse engineer and crack the digital rights management (DRM) measures applied to commercial software. This is a list of groups, both web-based and warez scene groups, which have attained notoriety outside of their respective communities. A plurality of warez groups operate within the so-called warez scene, though as of 2019 a large amount of software and game warez is now distributed first via the web. Leaks of releases from warez groups operating within the "scene" still constitute a large amount of warez shared globally. Between 2003 and 2009 there were 3,164 active groups within the warez scene, with the majority of these groups being active for no more than two months and with only a small fraction being active for many years.[1] The warez scene is a very competitive and volatile environment, largely a symptom of participation in its community being illegal in most countries. Groups are generally not driven by profit, but by reputation.[2] 3DM is a Chinese video game cracking group. Their founder and leader is reported to be Su Feifei, more commonly known by the pseudonym "不死鸟" (pinyin: bù sǐ niǎo; meaning in English: Phoenix). Little else is known about Su, other than that her year of birth is speculated to be 1979. Unusual for piracy groups, 3DM's members have public profiles on the social network Sina Weibo, and use a blog to inform the public about their activities. Some members of 3DM have previously been part of NETSHOW (now known as ALI213), a group which released Chinese language copies of games using stolen cracks directly to warez scene FTP sites. 3DM were one of the first peer to peer file sharing groups to offer cracks for games which utilized DRM produced by Denuvo. As newer versions of Denuvo DRM became more challenging to reverse engineer, 3DM gave up trying to crack games with Denuvo DRM. In 2016 the group claimed that piracy of games produced by large developers and publishers would be impossible in the coming years, due to the technological challenges of reverse engineering and ultimately cracking the virtualization and licensing schemes employed by new DRM solutions like Denuvo. One of the most notable groups on the web at the time, they publicly announced a year hiatus from developing cracks for games. Since returning in 2017, 3DM have only released games which use Steam licensing, only releasing copies of better protected games which include cracks made by other groups. This practice has been criticized by the groups whose cracks were included in releases under the 3DM name.[3] *Automation* was one of the largest cracking crew associations on the Atari ST. Several cracking groups were gathered under this label, most notably *LSD*, *Was Not Was*, *The Lost Boys* and *Bad Brew Crew*. They released their *compact discs* with each disk typically containing several games. Automation split up in the early 1990s after the release of Compact Disk 512. Several members founded a new cracking group called *D-Bug*. In late 2017 CODEX gained notoriety by becoming the third scene group (and fifth overall entity) to crack Denuvo DRM when they released a cracked version of *Middle-earth: Shadow of War* on its release date.[9][10] CODEX collaborated with STEAMPUNKS on at least one game which used Denuvo DRM, South Park: The Fractured But Whole, which they released under the name "CODEPUNKS".[11] In February 2018 CODEX began releasing cracked copies of games from the Microsoft Windows Store.[12] In mid-2018 CODEX began releasing cracked copies of games featuring the latest versions of Denuvo DRM, including updated versions of Assassin's Creed Origins and Far Cry 5, both of which used Uplay licensing DRM and contained additional anti-modification and anti-debugging code through the use of VMProtect. On February 1, 2019, CODEX published a cracked copy of *Resident Evil 2*,

which used Denuvo DRM, 7 days after the worldwide commercial release of the game.[13][14][15][16] In late June 2019, CODEX released two cracked copies of games which utilized Denuvo DRM, Shadow of the Tomb Raider and a cracked updated version of Metal Gear Solid V: The Phantom Pain. These cracks were previously released by an independent cracker on the web, attributed to the group "EMPRESS". Later, a cracker who self-identified as C0000005 began releasing cracks under the name EMPRESS as well, suggesting that they are one and the same and that C0000005 had access to source code for CODEX's cracks. On June 27, 2019 CODEX released a crack for Star Wars Battlefront 2, about 527 days after its commercial release. On October 29, 2019 they published a cracked copy of Borderlands 3, another game distributed with Denuvo DRM, 46 days after release. In February 23, 2022, CODEX announced its retirement in its cracked release of The Sims 4: My Wedding Stories. The group cited the lack of competition in the cracking scene as a sign that CODEX had accomplished its founding goal in 2014, which was to compete with RELOADED, "the dominating PC games group at the time."[17] One of the most prolific warez groups active from 1998 to 2006. Their dissolution has been described as the end of an era, and the current affiliation of ex-DEViANCE members is a reoccurring argument between groups.[24][25][26] Describing members of a modern warez group as ex-DEViANCE became something of a joke within the warez scene. The Dream Team (also known as "TDT") were the first warez group on the IBM PC to introduce intros or "cracktros" to their game releases. It was one of the first IBM PC groups founded 1988 in Sweden and run by Hard Core or also known as HC/TDT. International Network of Crackers (also known as *INC*) was one of the premier cracking/releasing warez groups for the IBM PC during the late 1980s and early 1990s. The majority of their releases during 1993 were educational games for children. By early 1994, INC had completely disappeared from the warez scene. Kalisto is a console warez group established in March 1998 which specializes in the release and distribution of PlayStation and PlayStation 2 ISO images, briefly moonlighting on the Dreamcast platform in mid-to-late 2000. PARADOX (also known as *PDX* and sometimes *PARADiSO*) was founded in 1989, mainly cracking games for the Amiga. They went on to crack software for the Windows operating system and other consoles. They were one of the earliest groups to successfully crack Windows Vista, which was supposed to be a difficult task based on changes Microsoft had made to the activation scheme for the software. PARADOX attracted attention from 2011 to 2012, as they published files for playing unauthorized copies of games on the Sony PlayStation 3.[52] These copies required the use of a commercially-available USB dongle, which has been criticized as a form of commercial copyright infringement, and described as a "ReDRM" dongle because copies of game binaries were essentially decrypted using Sony's official keys, and then re-encrypted using the keys stored on the dongle, requiring the use of the dongle to bypass the DRM which had been added back to the games.[53] It is unclear whether groups like PARADOX had any affiliation with the creators and distributors of so-called "ReDRM" dongles, including potentially having profited from the release of these dongles by drumming up demand by releasing copies of games which only worked when used with the dongle. PARADOX is well known for developing a utility known as "Preee",[54] which automates the creation of NFO files and the packaging of warez releases into multi-part RAR archives and subsequent creation of ZIP archives containing those RAR files depending on the warez scene rules being followed. SKIDROW is a well-known cracking group originally formed in 1990, cracking games for the Amiga platform, and having used the motto "Twice the Fun - Double the Trouble!" since then. A piece of cracktro software released by SKIDROW in 1992 with the game 10 Pinball Fantasies contained a complete list of their membership at the time.[72] The most recent incarnation of SKIDROW began releasing unauthorized copies of games in June 2007, when they announced their return to cracking software.[73]They were the first scene group to crack the version of Ubisoft's Uplay DRM which required players to have a persistent Internet connection to Ubisoft's licensing servers, first in Assassin's Creed II[74] and then in Prince of Persia: The Forgotten Sands. In July 2017, in a statement released to commemorate their 10th consecutive year of releases since re-emerging in the PC game cracking scene, SKIDROW made cryptic remarks that the techniques used by CONSPIR4CY, STEAMPUNKS, and members of the Steam Underground

warez forum to crack modern copy protections are not proper.[22] These criticisms were themselves criticized on the web, as SKIDROW's apparent standards for a proper crack would seemingly disqualify both their most notable crack of Ubisoft's persistent online connection requiring DRM, which they emulated, and their most recent notable release of a Denuvo-protected game, which they cracked by modifying the executable from another game.[76] While not precisely a group, the community centered around the Steam Underground web forum (also known as **cs.rin.ru**) and its members have been a notable source of warez development, releases, tools, tutorials, discussions, and information pertinent to other groups since at least 2008. The forum has both Russian and English language boards, and is the home to a number of projects primarily focused on cracking, emulating, and otherwise extending the capabilities of Steam and games released on Steam. Games on other platforms may also be discussed on their own board. The Steam Underground forums are auxiliary to the warez scene, however the formal and informal collaboration between its users arguably constitutes a warez group. Members of Steam Underground have individually and collectively cracked games featuring DRM schemes such as the version of Ubisoft's Uplay which required players to maintain a persistent Internet connection to their licensing servers, Steam Custom Executable Generation, Arxan Anti-Tamper, Denuvo Anti-Tamper, and more - both generic digital distribution licensing schemes as well as custom protection, such as the copy protection triggers implemented by game developer Croteam in The Talos Principle and their Serious Sam franchise. Tools and techniques released on the forums have been used to make multiplayer game modes accessible in cracked copies of games, usually enabling pirates to play with other pirates. The cracker known as Baldman released the vast majority of his cracks for Denuvo-protected games on Steam Underground. A Bulgarian hacker known as Voksi used the Steam Underground forums as a point of distribution for cracks of games with advanced virtual machines, such as Denuvo. In early 2018, Voksi, in collaboration with another Steam Underground user and with material support from a member of Chinese cracking group 3DM, began releasing cracks for previously uncracked games and updated builds of titles which utilized Denuvo DRM. Voksi alleged in July 2018, after his personal site began redirecting to a Bulgarian government site, that he was raided by Bulgarian law enforcement at the behest of Denuvo's parent company. This parent company claimed responsibility for the law enforcement inquiry into Voksi in a press release.

Click Here

List Of Scene Groups

21f597057a