

A programmer discovered a serious vulnerability of Steam but only received 460 million VND

A programmer with the nickname 'Moskowsky' posted on the Hackerone forum about how he discovered a serious security vulnerability that allowed him to download the entire game without losing any money.

A programmer with the nickname 'Moskowsky' posted on the Hackerone forum about the discovery of a Steam security vulnerability that allowed him to download the entire game without losing any money. This means that if you take advantage of this vulnerability successfully, the hacker can get the CD key and download all Steam titles without losing a single penny.

Moskowsky's article quickly attracted the attention of forum members.

Moskowsky said, before announcing on the Hackerone forum, he reported this vulnerability to Valve in August.



Member Moskowsky shared on Hackerone about a very serious Steam security hole he discovered.

In the Hackerone post, Moskowsky did not disclose details of the vulnerability and how to take advantage of the CD key of any game that only said it exists on partner.steamgames.com, Steam's website. for game developers and publishers.

Moskowsky also added that if Valve does not have any corrective actions, the developer will publish information on security holes on November 1.

Right after Moskowsky posted on Hackerone, Valve gave feedback. Valve confirmed the vulnerability on partner.steamgames.com page, allowing users to download the CD key of all Steam games.

SUMMARY BY VALVE



Using the `/partnercdkeys/assignkeys/` endpoint on `partner.steamgames.com` with specific parameters, an authenticated user could download previously-generated CD keys for a game which they would not normally have access.

Valve confirms a vulnerability on `partner.steamgames.com` page.

This is really a very serious security hole, if widely publicized can cause huge damage to Steam.

Valve rewarded Moskowsky with the amount of \$ 20,000 (about VND 460 million) with this discovery. It seems that Valve is quite stingy by 20,000USDD which is a number that programmers rated as relatively low compared to the extremely serious vulnerability that Moskowsky discovered on Steam.



Valve's Steam is the largest game release platform in the world today with revenue of about 4.3 billion USD and 21,000 games released in 2017, not to mention the DLC updates of each game.

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