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A decorative graphic featuring a blue wave-like shape that curves upwards from left to right. Along this wave, several white icons are placed, including a gear, a magnifying glass, a globe, a plus sign, and a puzzle piece.

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possibilities

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Cyber Security and the Three Card Monte Con
How old scams are new again and what to do about it

Topics

- How we got here
 - Why is it a problem
 - Old cons new tricks
 - What we can do about it
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How we got here (1)

- Pre 1960s
 - Computers protected by physical measures
 - Guards, gates and guns
 - Limit number of given users
 - Business functions important but generally not critical
 - Security awareness training provided to users
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How we got here (2)

- 1970s to mid 1980s
 - Computers start to have basic forms of connectivity
 - Non-physical security mechanisms started to develop
 - User population began to expand
 - Business functions becoming more critical
 - Security awareness training provided to users
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How we got here (3)

- Mid 1980s to present
 - Massive rise in interconnectivity
 - Massive rise in number of users
 - Business functions essential and often without manual alternatives
 - IT Security industry starts to take shape and grows in both software and hardware
 - Security awareness training provided to users
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Why is it a problem (1)

- In October 2016, the FriendFinder Network. Initially 3.5 million account details reported breached. Full figure could include up to 412 million
 - In 2016, ride share service Uber. Disclosure of personal information of 57 million users and 600,000 drivers
 - In 2017, Equifax. 143 million consumer records, 209,000 credit card numbers and personal information
 - In 2017, Yahoo. 3 billion user account credentials breached over a period of years
 - In 2018, Marriott International. Loss of 500 million customer details between 2014 and 2018
 - In 2020, Likud political party in Israel. Details of every eligible voter exposed.
 - And many more...
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Why is it a problem (2)

- All major businesses
 - All likely formal IT support arrangements with security capabilities
 - The risk of data breaches are not really a secret
 - Many factors involved
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The Cons

- Basic principles
- Applied to a real-world hustle
- Implications for cyber
- Do not try this at home!

Three Card Monte

- Three cards
 - Operator manipulates the cards
 - Select the right card and you win select the wrong card and you loose
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Three Card Monte

- Simple odds? Where is the scam?
 - Street theatre
 - Performer and several shills
 - Shills demonstrate that the game is 'fair'
 - Operator draws in the mark
 - Shills may also be primed to pickpocket the mark
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Principle #1 The Distraction Principle

While you are distracted by what retains your interest, hustlers can do anything to you, and you won't notice

- A basic principle of many different hustles
 - Look the other way
 - From a cyber security perspective
 - Balance between usability and security
 - Users generally want to follow the rules, but are distracted
 - Distractions can be work, time or a combination
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Principle #2 The Herd Principle

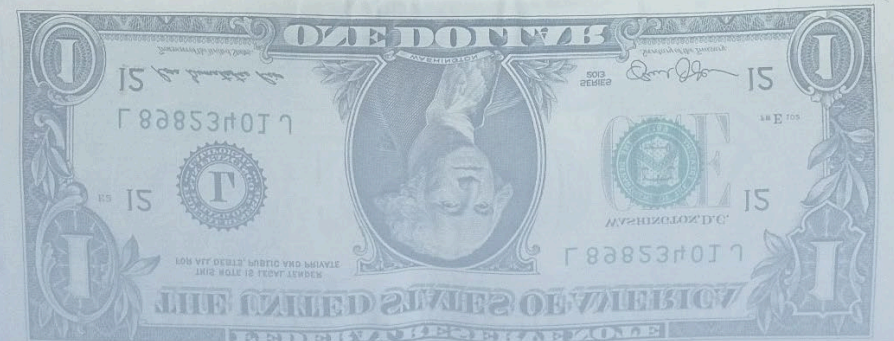
Even suspicious marks will let their guard down when everyone next to them appears to share the same risks

- Three card monte relies on shills to encourage the mark into the operator's trap
 - Theory is safety in numbers – not the case when they are all conspiring against you
 - From a cyber security perspective
 - The herd can easily be created with social media 'sock puppets' and astro turfing
 - Can be used to enhance the reputation of any online service/organisation
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Counterfeit Pen Con

- The operator poses as a police officer and enters a shop
 - Advises shop keeper that counterfeit money is being passed around locally
 - Gives the shop keeper a fake counterfeit detection pen to use on any notes they receive in the shop
 - The concept of the pen is (or was at the time) real, however the pen the operator gave the shop keeper is fake
 - The operator then alerts accomplices that the shop can now safely receive counterfeit money
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Principle #3 The Social Compliance Principle

Society trains people not to question authority. Hustlers exploit this “suspension of suspiciousness” to make you do what they want

- Shop keeper happily accepts the fake pen provided to him by the operator poses as ‘authority’
- Wouldn’t work with a stranger but would work if that stranger fits within an already established authority structure
- From a cyber security perspective
 - Training users to obey certain people without question is a double edge sword
 - Those in authority need to establish safeguards for users



Gadget Scam

- The operators sell a homemade electronic device meant to recharge transport cards to the value of \$100
 - The device is just a box with some flashing lights
 - The operator convinces the mark by demonstrating it on their card
 - The operator uses slight of hand to swap out the marks card with one that is already loaded with cash
 - The operator charges the mark \$300 for the device
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Principle #4 The Dishonesty Principle

Anything illegal you do will be used against you by the fraudster, making it harder for you to seek help once you realise you've been had

- The mark purchased the device which had it worked would obviously have been illegal
 - Difficult to complain to police about such a device
 - From a cyber security perspective
 - A core component of Nigerian scam or other money mule scams
 - Several attacks on systems will go unreported
 - Few corporate users will report the trojan entered their computer due to an offer of free porn!
 - Balance between righteousness and security needs to be struck
 - Policy guaranteeing amnesty if the user cooperates with the investigation
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Truth



Lie

Cash Machine Con

- The operators set up a rudimentary stand-alone ATM and deploy it on a busy street
 - The cash machine has the front of a real ATM but contains a human operator with a laptop and a magstripe reader
 - When a mark inserts the card, the operator takes it and obtains the data using the magstripe reader
 - The mark enters the PIN number into ATM machine allowing the operator to obtain it
 - This provides both the magstripe data which can be cloned onto another card and the necessary PIN number
 - The ATM machine then returns the card to the user and displays an 'Out of Service Message'
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Principle #5 The Deception Principle

*Things and people are not what they seem.
Hustlers know how to manipulate you to make
you believe that they are*

- Cash machine con is risky but a big reward
 - People believe they can protect themselves, but against a determined and resourced adversary.....
 - From a cyber security perspective
 - Do average users understand what the padlock on a website means?
 - Authenticate for everyone not just the technical
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Ring Reward Rip-Off (1)

- Ring Reward Rip-Off
 - The operator purchases a cheap ring and then goes to a pub
 - At the pub, the operator strikes up a conversation about the ring with the bartender and casually indicates that it is worth thousands of dollars
 - The operator leaves and then an accomplice enters the pub for a drink
 - The operator calls the pub and indicates that she lost the ring and asks the bartender to look for it
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Ring Reward Rip-Off (2)

- The accomplice tells the bartender that he found the ring and asks 'what is in it for me?'
 - The operator talks to the mark who tells the bartender she will pay \$200 reward
 - The bartender wanting to make some profit for himself tells the accomplice that a \$20 reward is offered
 - The accomplice haggles with the bartender to get as higher price as possible but below the \$200 mark
 - The bartender pays the accomplice for the ring who then pockets the money and walks out
 - The operator never comes to collect the cheap ring
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Principle #6 The Need and Greed Principle

Your needs and desires make you vulnerable. Once hustlers know what you really want, they can easily manipulate you

- This is a complicate one
 - Requiring some significant social engineering skills
 - Appeals to a base instinct of an individual
 - May not always work
 - From a cyber security perspective
 - You need to understand what your users want and what drives them
 - Personnel vetting
 - Design systems to protect users from temptation
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Principle #7 The Time Principle

When you are under time pressure to make an important choice, you use a different decision strategy. Hustlers steer you towards a strategy involving less reasoning

- The mark is forced to act quickly or lose the opportunity
 - Time pressure can shift decision making from reasoned to an affect-dominated strategy
 - From a cyber security perspective
 - Identify situations where an attacker can impact a users decision making strategy
 - Devise a protocol that will guide the human decision making component of the system to the correct decision strategy
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What we can do about it

- Understand your users
- Understand your business
- Go beyond the risk assessment
- Don't always look for a technical solution
- Modify your system design practices accordingly
- Innovate with your security awareness training

Questions?
