

Amuse from HFs

TOP- NOTCH Spreading

With the method of this guide, you should be able to get lots of clients. The clients you infect should have an adequate internet connection as well as hardware as well.





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Intro

Spreading is hard. The average computer user is now aware of many ways that viruses get spread, how to avoid them, and if infected remove them. To make it worse free anti viruses like Avast, are fast to make your malware no longer FUD.

With the method of this guide, you should be able to get lots of clients. The clients you infect should have an adequate internet connection as well as hardware as well.

7,270,970 people on average are online on steam daily, playing video games, rating workshop items, and in the community market. Another big section is green light [\[Here\]](#). Here game devs can propose their games and users vote wether or not they should be on steam. Take this game [\[Here\]](#) as example.

The developer does not let the user play any demo, but with just a video, music, and a description they have had over 3000 people vote for it. That is a lot of people.

Now, what if you did the same? Only you gave a download link to your "Game" that was truly your Malware. You could potentially get those 3000 people wanting to test your game, only to get disappointed when they can't play it. Let us now go through the steps on how to get these users infected, and believe that the game simply just does not work.

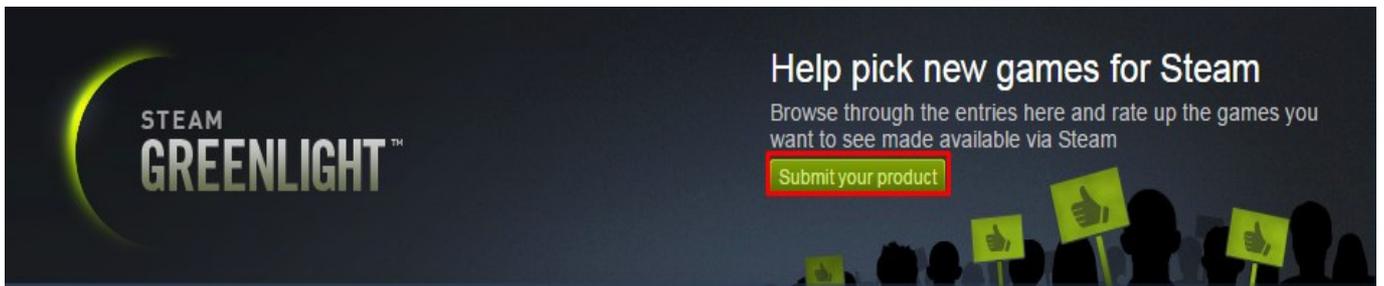


The Method

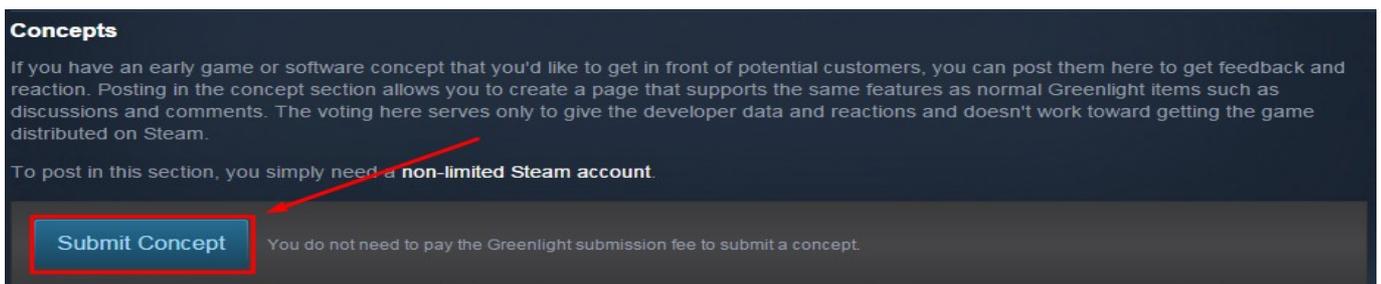
You will need to have a steam account that you have bought something on. I recommend just buying the cheapest game you can find on a new account, and email, as there is a slim possibility of getting banned from steam for this method.

You will be making a steam concept. To create your steam Concept head over to <http://steamcommunity.com/greenlight/>

Once there you will notice a green button on the upper right hand corner of the Steam Greenlight Banner.



Once you've clicked on the *Submit your product* button you'll be taken to a page with two new buttons. One saying Pay now, and the other saying Submit Concept. You'll be clicking the Submit Concept button.



Now here's the “fun” part. You will need to create a title, branding image, description, choice of category, and agree to some terms. Then you'll need a Video and a few preview images of your game. You can skid this video from YouTube and find some images on Google; or create your own. After that you are done.

But wait, lets be real. You don't want to do that. Enclosed in the .zip file that contained this guide you will find a folder called Assets. Inside this folder is a set of pre-made fake games for you to Copy & Paste & upload as your steam concept! (:

Once your done your steam concept should look something like this:

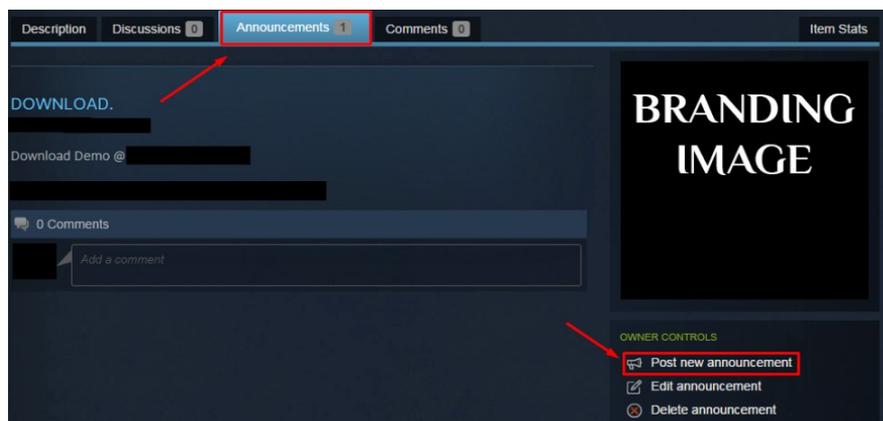
<http://i.imgur.com/5RWfju6.png> & <http://i.imgur.com/bcUCwPX.png>

A very useful part of the What Categories does your item belong in is that you can literally pick what type of person you want to infect. Do you want people that speak certain languages? Do you want people interested in Action games? Do you want people on Macs? Not an issue. Just select the categories that appeal to the kind of people you want to infect. Of course, if your goal is just to infect mass people select them all. (:

Our next step is to allow users to download and play your “demo” which is really just your infected file. You can make your infected file do whatever you want when it's opened. Such as a fake error, open an image, do nothing, etc. It doesn't matter.

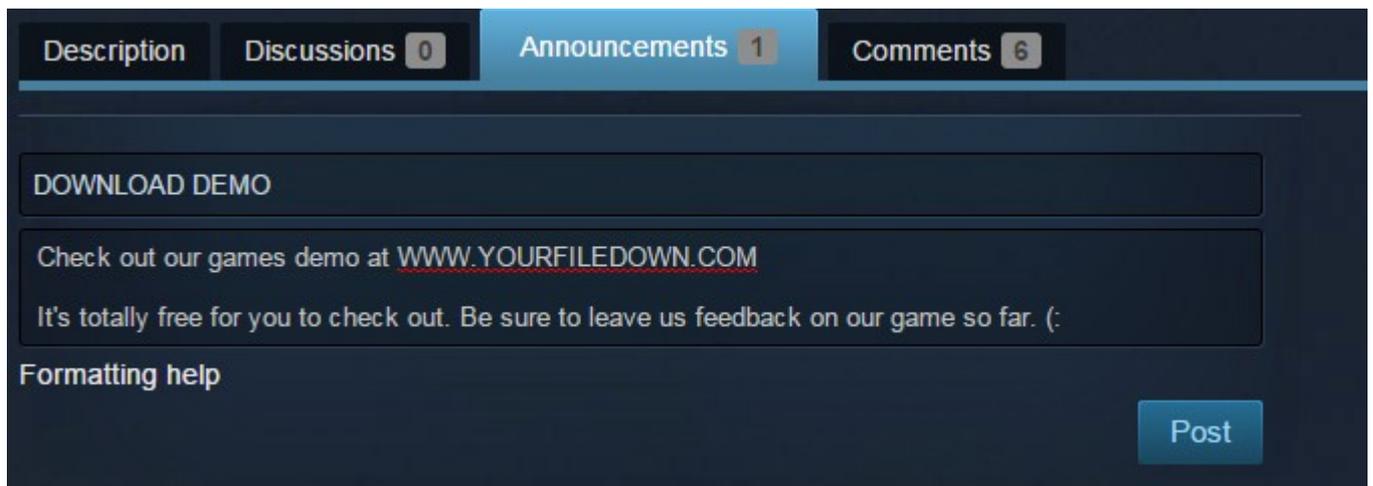
So get your infected file uploaded to some sort of uploading site which people can download it from. Now head back to your Fake games Steam concept page. If you're having trouble getting there Hover over *Community* on Steam, Click on *Greenlight*, Hover over *Browse* and Click *Concepts*. Now on the right hand side there's a Hyperlinked text named “*Your Submissions*”, Click on that and it will take you to a list of all your Submissions.

Once there. click on the Announcements Tab, then click on the Post new announcements button.



Now we're going to post an announcement. We need to give it a title and description. A good title is something such as "DOWNLOAD DEMO". In the description you'll be linking to the download. So a good description would be something like:

"Check out our games demo at WWW.YOURFILEDOWN.COM It's totally free for you to check out. Be sure to leave us feedback on our game so far. (:"



This announcement will show up right below your fake games showcase. The title will be in big Blue letters, and below it will be the download link. This will attract the viewer's eyes.



We're nearly done now, the only thing left to do is get your steam concept popular so people actually see it. Luckily, this is very easy and only requires 4 or 5 people. So, get four or five friends to go to your fake games concept page and ask them to Click the Thumbs up button, the Favorite button, and the follow button.

If you're like me though you have no friends, so we're going to utilize Hackforums to get this step done. Often people in the *Free Services and Giveaways* section will offer to do favors such as clicking links, subscribing & following on sites, etc. You can head over there and ask some of them to Rate, like, Favorite, and follow your steam concept page.

If you're an ub3r member you're in luck. You can go to the VIP Area and click on the *Gay Fucking Requests Cuz You Want Free Shit* sub form and create a thread asking people to Like, Favorite, and follow your steam concept page.

Lastly, if you have a few nickels and dimes laying around you can post a thread in the rewards for small favors section offering a small reward of a few cents for people to to Like, Favorite, and follow your steam concept page.

Just be sure, whatever route you go down to get these Likes, Favorites, and follows you warn the user not to download the demo. You wouldn't want to infect your friends or Hackforums members.



It only took me 8 likes to rank my concept within the first two rows of concepts.

VOTES	
Total Votes	9
'Yes' Votes	8 (89% of total)
'No' Votes	1 (11% of total)
'Ask Me Later' Votes ^(?)	0 (0% of total)

Conclusion

Thank you for purchasing this guide, and I hope it brings you many successes. If you have any further questions or queries, please do feel free to PM me and ask, I am more than happy to help. - Amuse.

<http://www.hackforums.net/member.php?action=profile&uid=1569043>