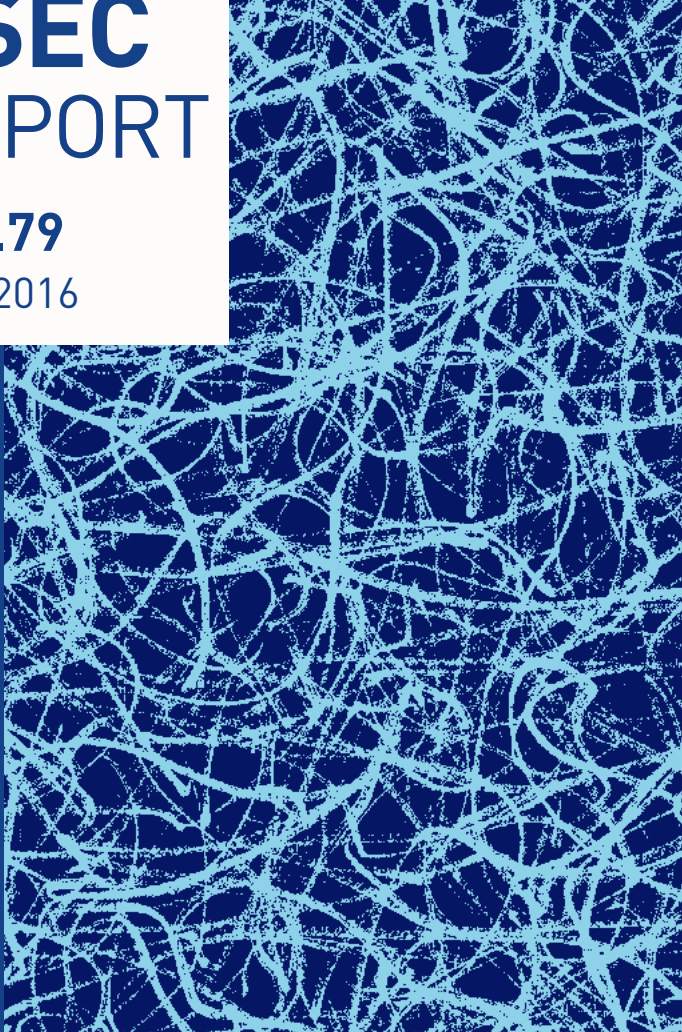


ASEC REPORT

VOL.79

July, 2016



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ASEC (AhnLab Security Emergency Response Center) is a global security response group consisting of virus analysts and security experts. This monthly report is published by ASEC and focuses on the most significant security threats and latest security technologies to guard against such threats. For further details, please visit AhnLab, Inc.'s homepage (www.ahnlab.com).

SECURITY TREND OF July 2016

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1

SECURITY STATISTICS

01 Malware Statistics

02 Web Security Statistics

03 Mobile Malware Statistics

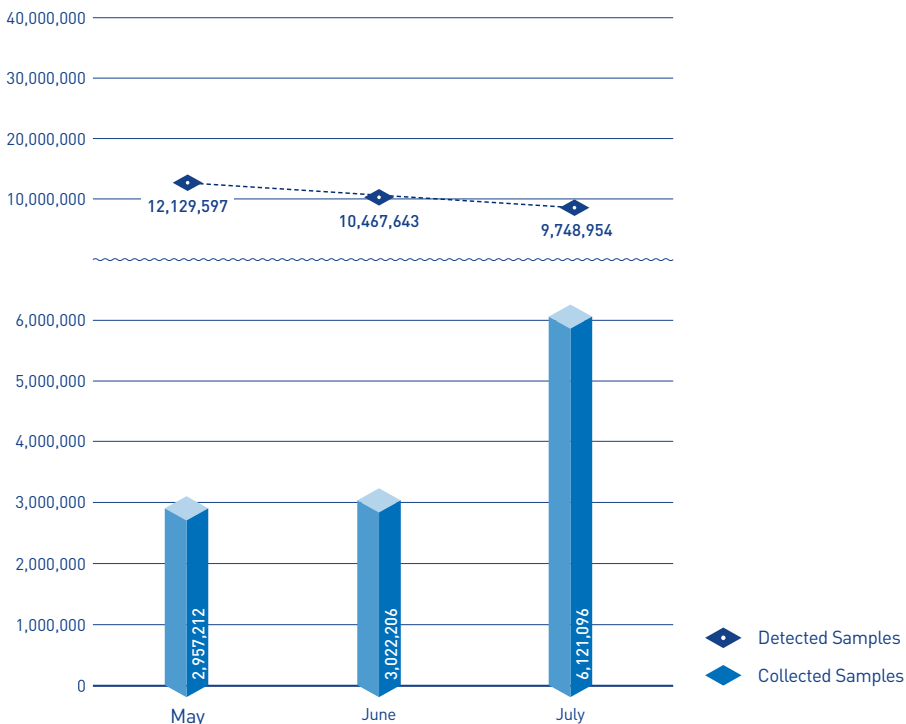
SECURITY STATISTICS

01

Malware Statistics

According to the ASEC (AhnLab Security Emergency Response Center), 9,748,954 malware were detected in July 2016. The number of detected malware decreased by 718,689 from 10,467,643 detected in the previous month as shown in Figure 1-1.

A total of 6,121,096 malware samples were collected in July.

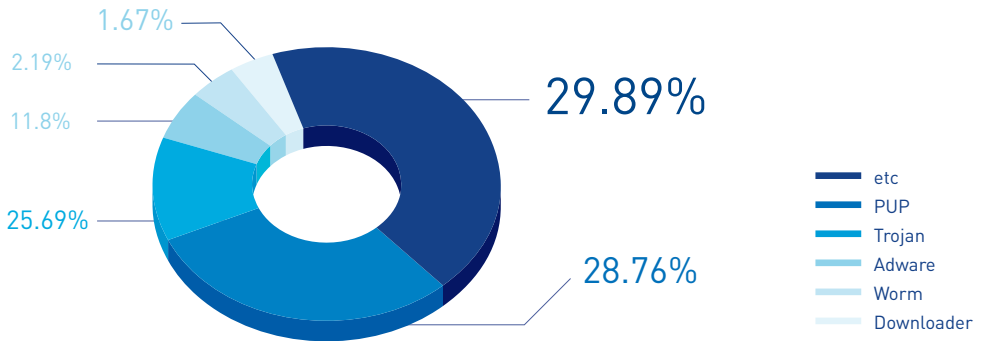


[Figure 1-1] Malware Trend

* "Detected Samples" refers to the number of malware detected by AhnLab products deployed by our customers.

* "Collected Samples" refers to the number of malware samples collected autonomously by AhnLab that were besides our products.

Figure 1-2 shows the prolific types of malware in July 2016. It appears that PUP (Potentially Unwanted Program) was the most distributed malware with 28.76% of the total. It was followed by Trojan (25.69%) and Worm (2.19%).



[Figure 1-2] Proportion of Malware Type in July 2016

Table 1-1 shows the Top 10 malware threats in July categorized by alias. Malware/Win32.Generic was the most frequently detected malware (364,815), followed by Trojan/Win32.Starter (179,373).

[Table 1-1] Top 10 Malware Threats in July 2016 (by Alias)

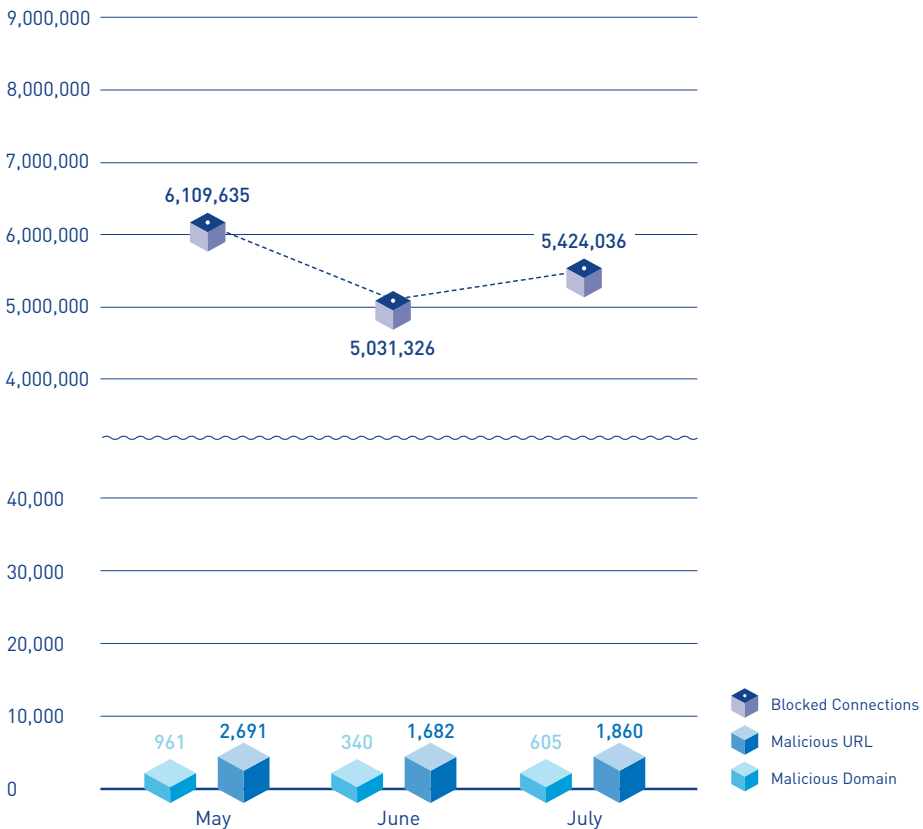
Rank	Alias from AhnLab	No. of detections
1	Malware/Win32.Generic	364,815
2	Trojan/Win32.Starter	179,373
3	Unwanted/Win32.HackTool	110,173
4	Trojan/Win32.Agent	78,755
5	Trojan/Win32.Neshta	70,323
6	HackTool/Win32.Crack	68,710
7	Trojan/Win32.CryptXXX	65,758
8	Trojan/Win32.Cerber	57,281
9	ASD.Prevention	54,878
10	Unwanted/Win32.Keygen	53,390

SECURITY STATISTICS

02

Web Security Statistics

In July 2016, a total of 605 domains and 1,860 URLs were comprised and used to distribute malware. In addition, 5,424,036 malicious domains and URLs were blocked.



[Figure 1-3] Blocked Malicious Domains/URLs in July 2016

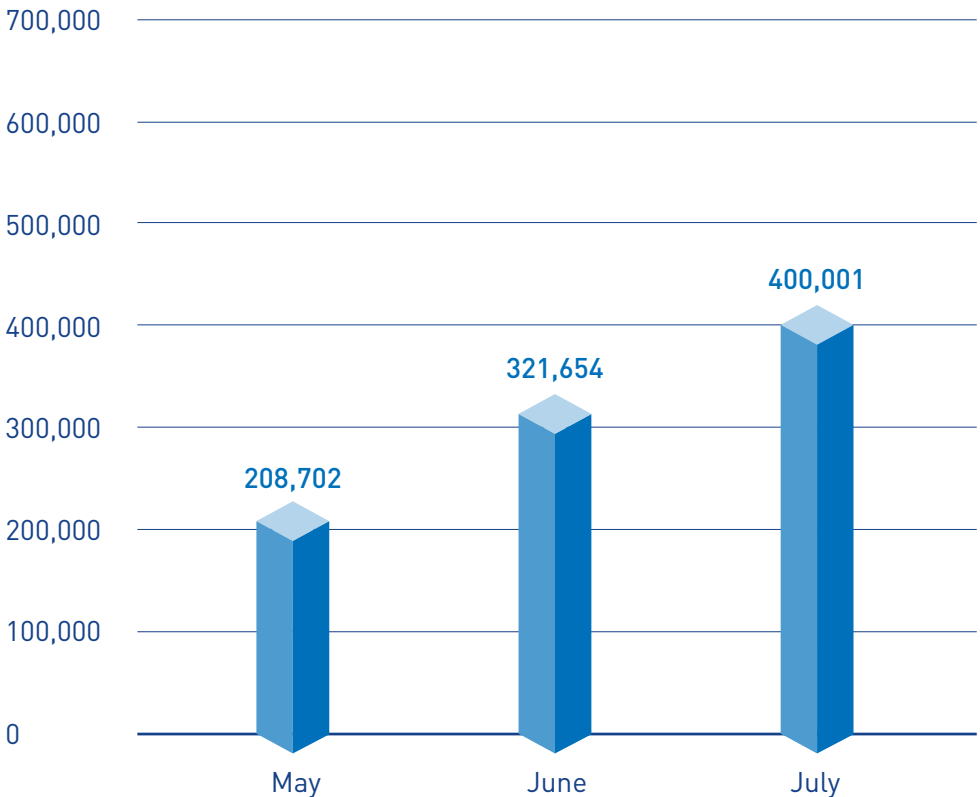
* "Blocked Connections" refers to the number of blocked connections from PCs and other systems to the malicious website by AhnLab products deployed by our customers.

SECURITY STATISTICS

03

Mobile Malware Statistics

In July 2016, 400,001 mobile malware were detected as shown in Figure 1-4.



[Figure 1-4] Mobile Malware Trend

Table 1-2 shows the top 10 mobile malware detected in July 2016. Android-PUP/SmsPay was the most distributed malware with 81,588 of the total.

[Table 1-2] Top 10 Mobile Malware Threats in July (by alias)

Rank	Alias from AhnLab	No. of detections
1	Android-PUP/SmsPay	81,588
2	Android-PUP/Shedun	58,123
3	Android-PUP/SmsReg	33,097
4	Android-PUP/Zdpay	26,288
5	Android-PUP/Noico	20,338
6	Android-PUP/Dowgin	17,879
7	Android-Trojan/Hidap	12,051
8	Android-Trojan/Agent	11,063
9	Android-Trojan/Moavt	10,598
10	Android-Trojan/AutoSMS	8,752



2

SECURITY ISSUE

Pokémon GO! Malware Go?!

SECURITY ISSUE

Pokémon GO! Malware Go?!

With the popularity of Pokémon GO exploding across the world, more incidents involving users of the augmented reality (AR) game are being reported daily. Recently, users are being urged to exercise caution after the discovery of malware buried in installation files of the game that is being distributed via channels outside the official application store.

not been official released yet, however, are still playing it by downloading the APK file from websites. Attackers are taking advantage of this workaround to plant and distribute malware.

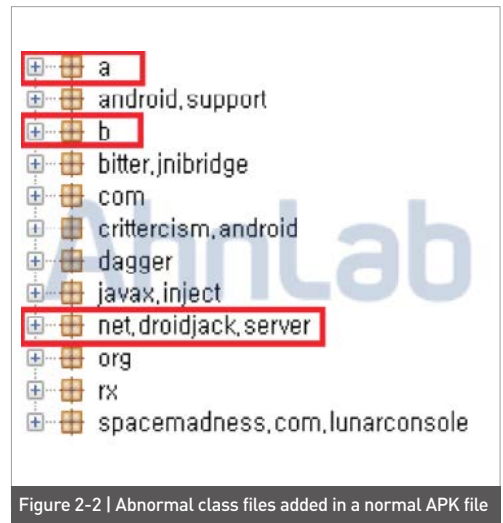
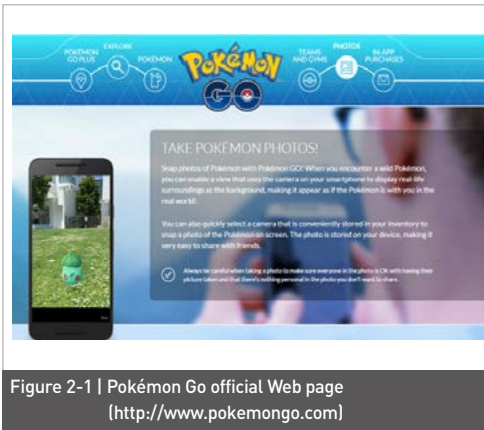


Figure 2-2 | Abnormal class files added in a normal APK file

Pokémon GO was released first in the United States and Austria on July 6 and rolled out across a total of 35 countries around the world. Users in South Korea and other countries where the game has

The recently-discovered malicious APK file does in fact install a copy of the Pokémon GO game but also contains class files that hold malicious functions designed to extract the infected smart phone's information as shown in Figure 2-2. A check of the internal package names reveals a remote access trojan

(RAT) called DroidJack, a hacking tool that allows an attacker to remotely control an infected Android smart phone.

When a user installs a new app, the malicious Pokémon GO demands permissions unrelated to the game such as SMS, phone and recording functions, thereby gaining access to the smart phone's internal information.

Table 2-1 | User information obtained by the Pokémon GO malware

- Hijack SMS
- Hijack contact list
- Hijack call history
- Hijack GPS information
- Hijack files stored in the phone
- Run and control applications
- Eavesdropping and recording via the phone's mic

The attacker hijacks user information from the smart phone infected with the malware disguised as Pokémon GO as shown in Table 2-1, and remotely control the phone's system.

```
package net.droidjack.server;

import android.util.Base64;
import java.security.Key;
import javax.crypto.Cipher;
import javax.crypto.spec.SecretKeySpec;

public class a1
{
    private static final byte[] a = { 76, 82, 83, 85, 78, 74, 85, 75, 83, 84, 72, 69, 82, 85, 74, 85 };

    public static String a(String paramString)
    {
        Key localKey = a1();
        Cipher localCipher = Cipher.getInstance("AES");
        localCipher.init(2, localKey);
        return Base64.encodeToString(localCipher.doFinal(paramString.getBytes()), 0);
    }

    private static Key a()
    {
        return new SecretKeySpec(a, "AES");
    }

    public static String b(String paramString)
    {
        Key localKey = a1();
        Cipher localCipher = Cipher.getInstance("AES");
        localCipher.init(2, localKey);
        return new String(localCipher.doFinal(Base64.decode(paramString, 0)));
    }
}
```

Figure 2-3 | Encrypts stolen data

The information hijacked from the phone is encrypted as shown in Figure 2-3 before being sent to a C&C server. The DroidJack console eventually allows the attacker to easily extract these and other information from the infected phone.

```
package net.droidjack.server;

public class br
{
    protected static String a = "pokemon.no-ip.org";
    protected static int b = 1337;
    protected static byte c = -1;
}
```

Figure 2-4 | C&C addresses accessed by the malware

The rising popularity of Pokémon GO is leading to an increase in incidences of attacks and cyber crimes using

malicious APKs disguised as the game and targeting users in regions where Pokémon GO has not yet officially been released. Smart phone users should always use the official app store when downloading and installing new apps, and avoid installing APK files whose origins may be suspect and integrity unverified.

The relevant alias identified by V3 Mobile products, AhnLab's mobile anti-virus program, is as below:

<Alias identified by V3 products>

Android-Trojan/Sandrorat (2015.01.17.01)



3

IN-DEPTH ANALYSIS

Ransomware disguised as shortcut files (.LNK)
uncovered

to prevent drive-by-download attacks and anti-virus program engines should always be kept up to date. Backing up import files would also be prudent.

The relevant aliases identified by V3 products, AhnLab's anti-virus program, are as below:

<Aliases identified by V3 products>

VBS/Raalocker (2016.07.07.04)

LNK/Downloader (2016.07.07.09)

AhnLab

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