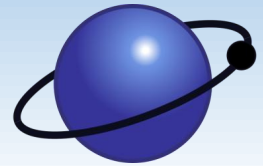


# Orbiting the Saturn

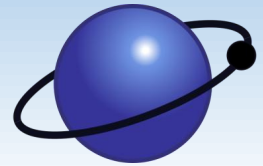
Investigating a decades-old DRM system

James Laird-Wah

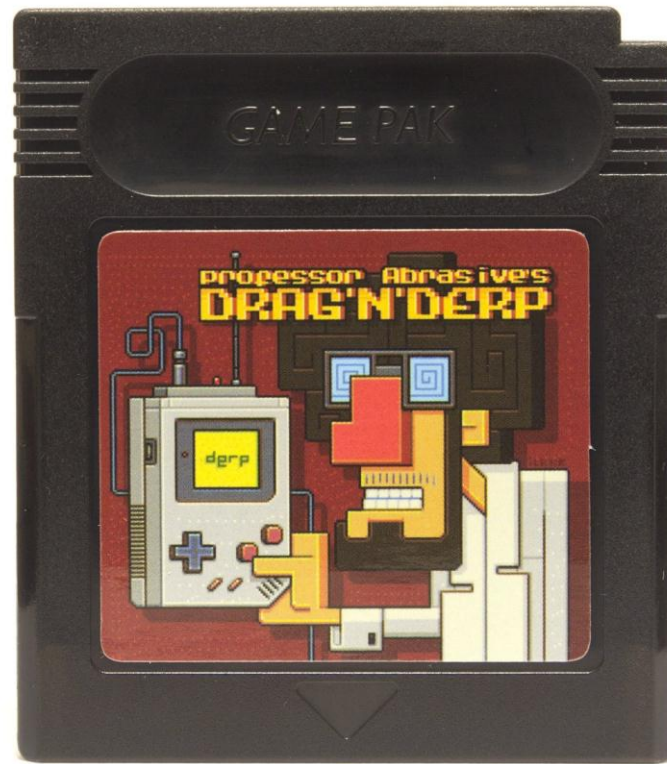


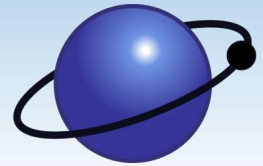
# Chipmusic?





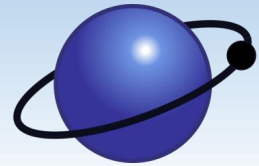
# Drag'n'Derp: a USB cartridge



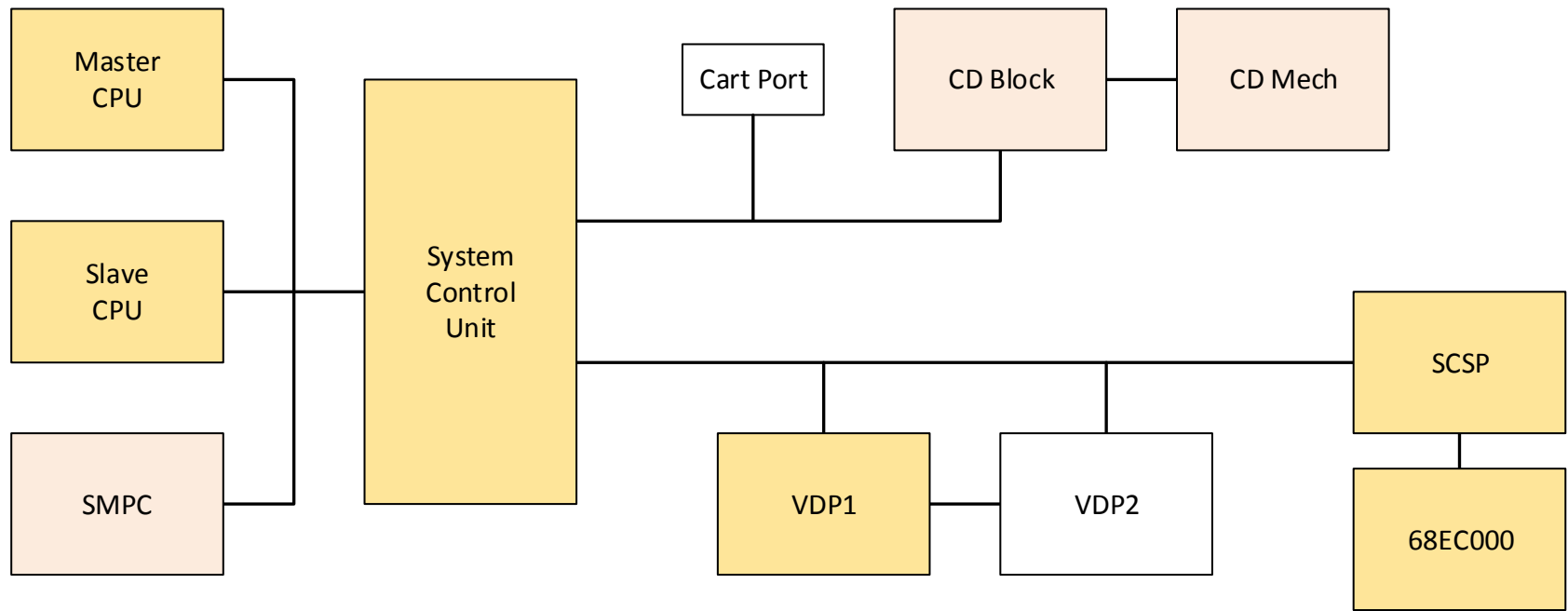



# Why the Saturn?




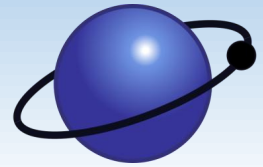


# Architecture

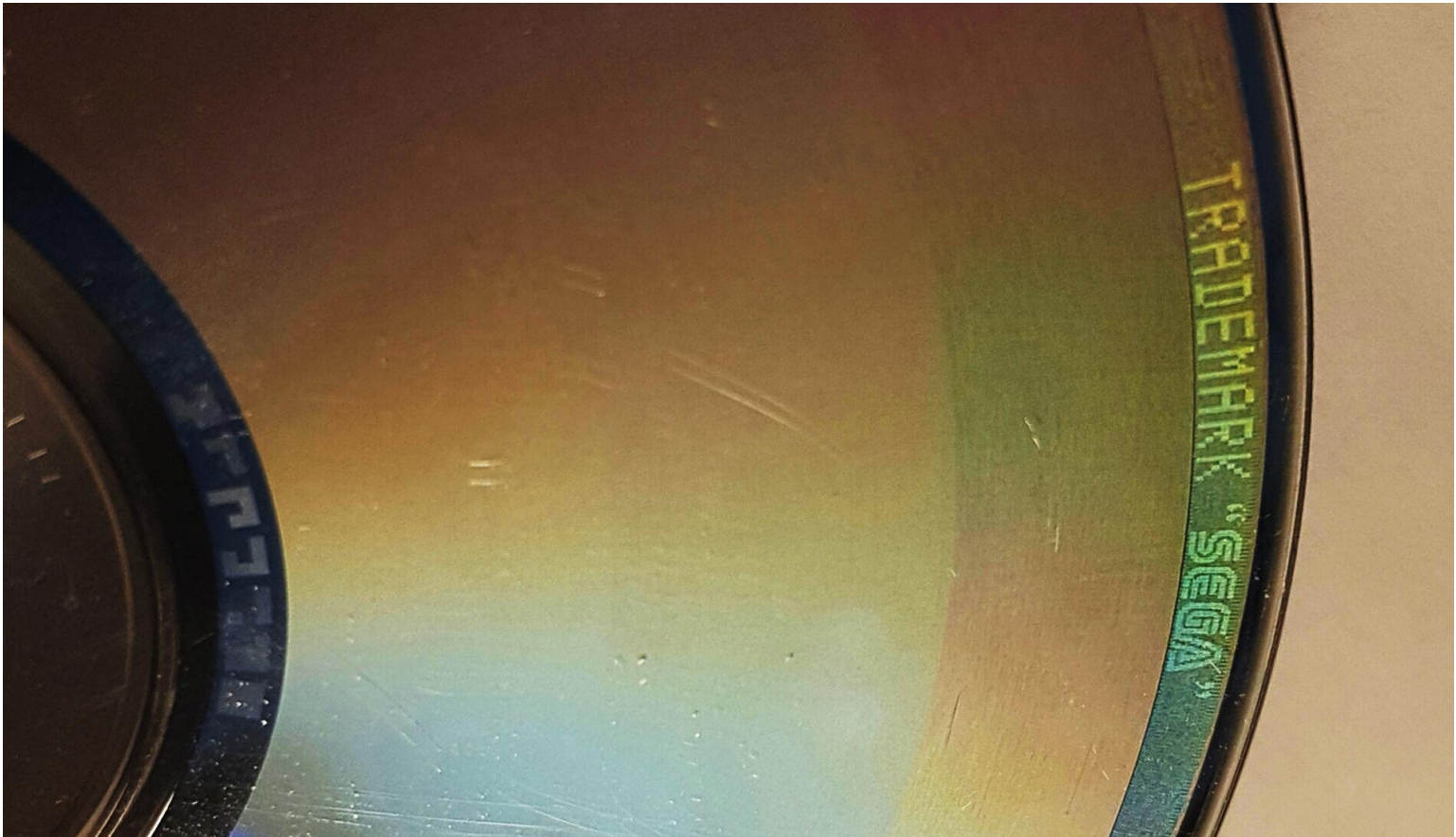


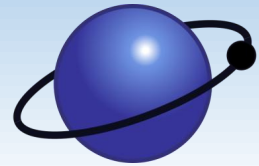
 ROM processor

 User programmable

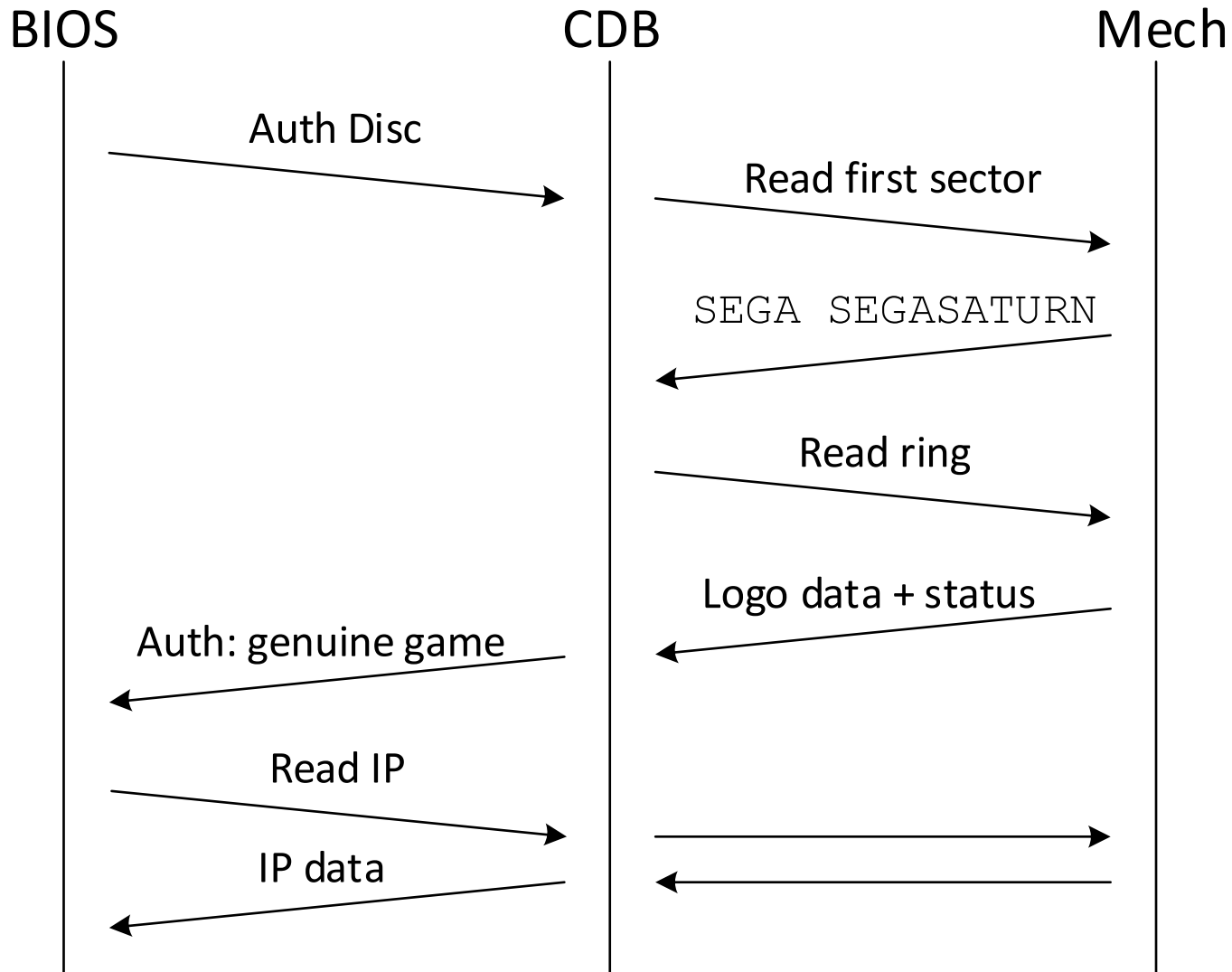


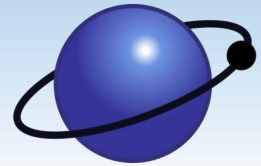
# Saturn discs





# Boot sequence

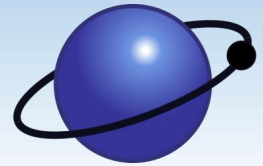




# System Disc

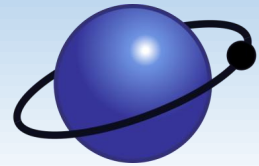




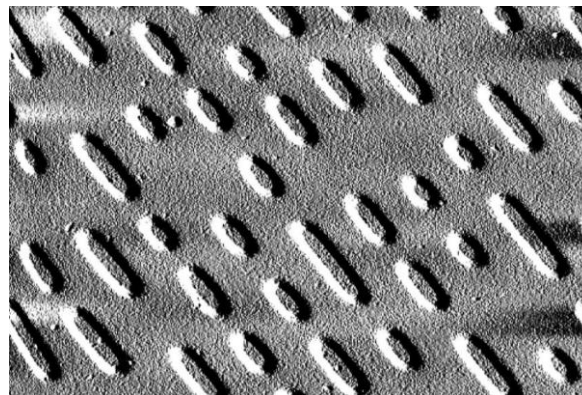
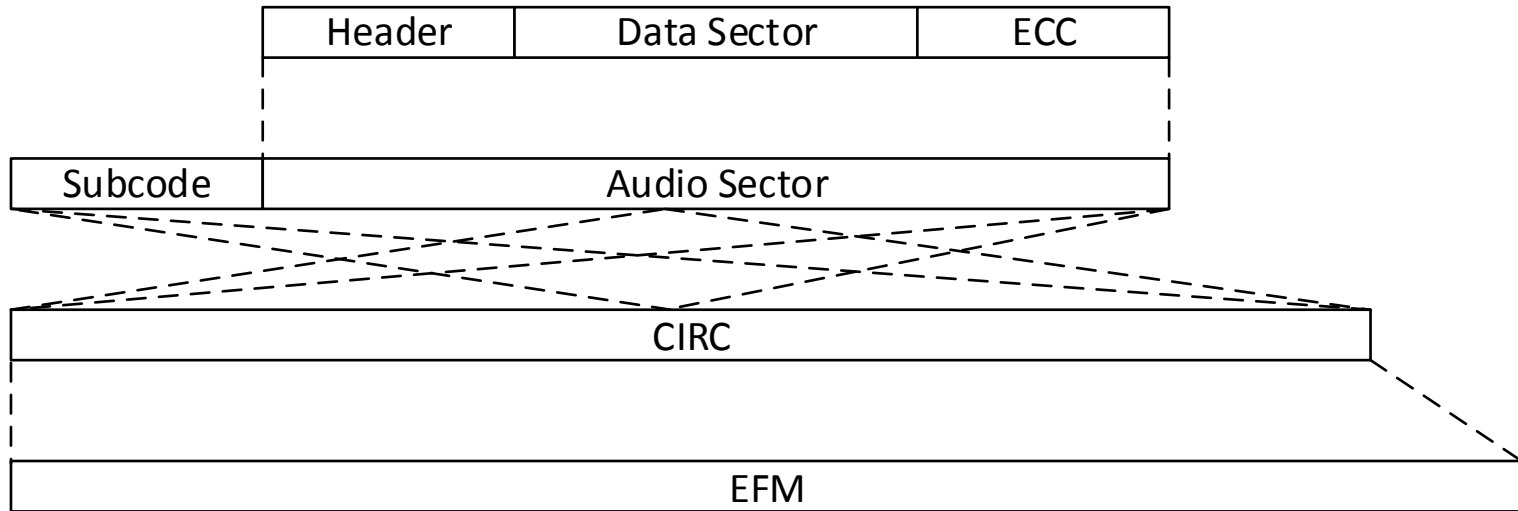


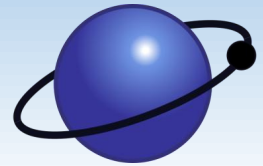
“Just cut a real disc...”



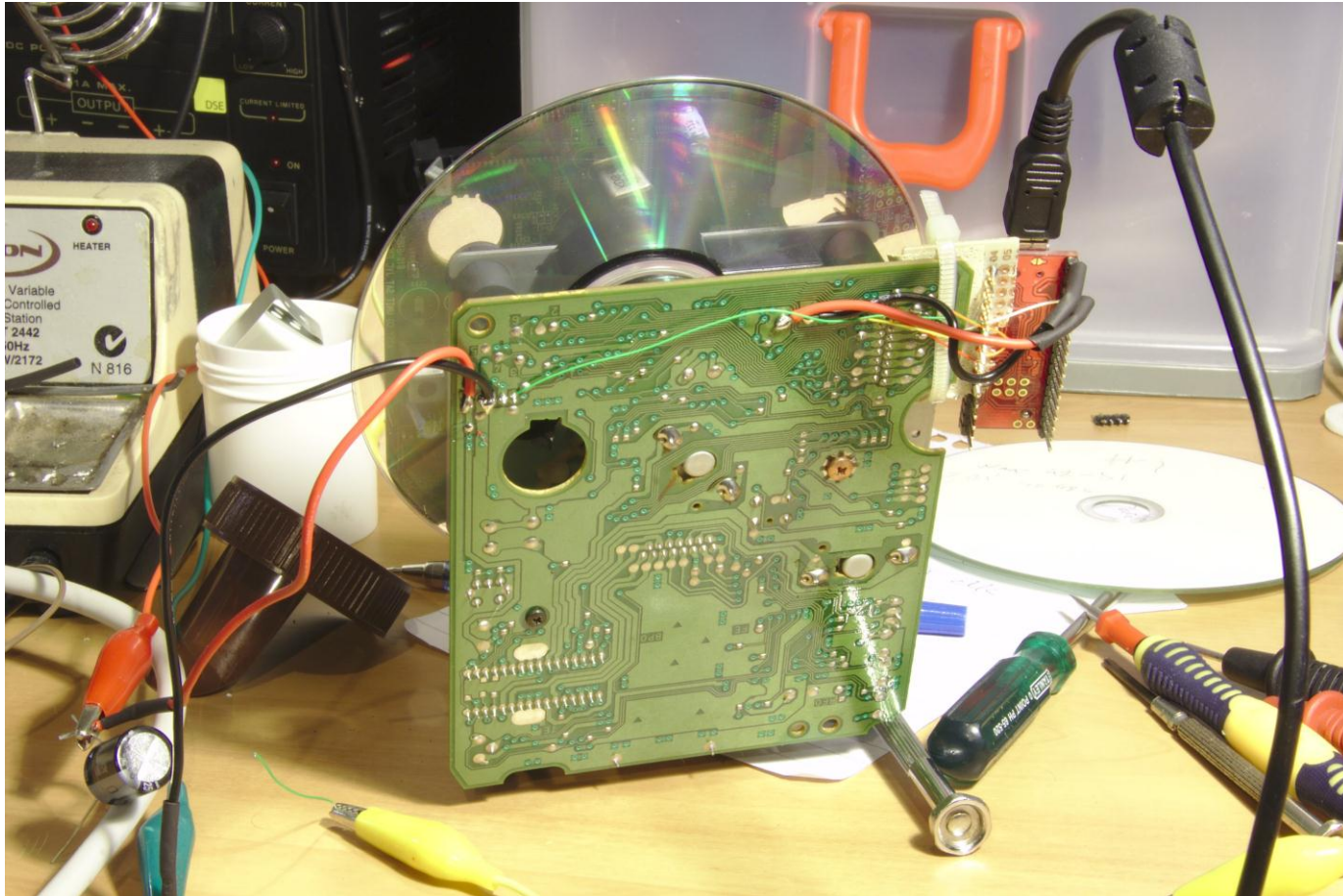


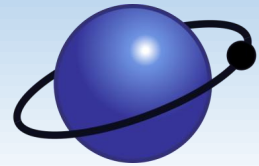
# CD sector format





# Isolating the mech





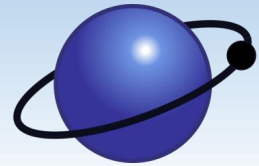
# Mech status bytes

## Regular data area

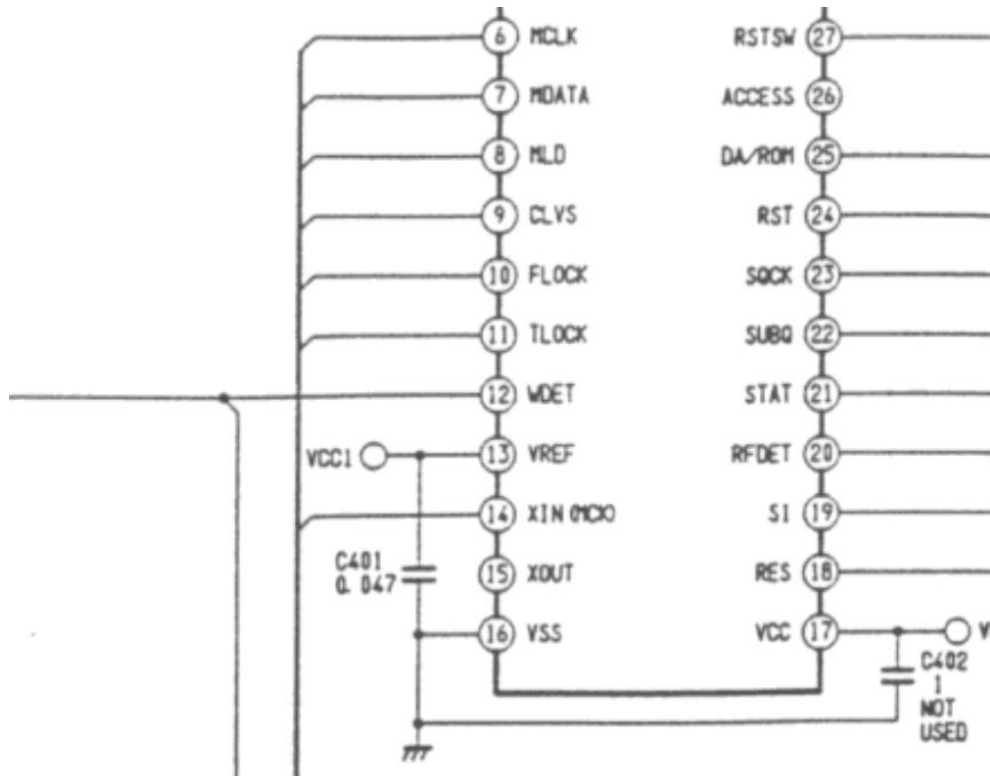
```
b2 00 00 03 ad 3f 00 00 00 00 00 5e 01
b2 00 00 03 ad 3f 01 00 00 00 00 5d 01
b2 00 00 03 ad 3f 01 00 01 01 00 5b 01
b2 00 00 03 ad 3f 02 00 01 01 00 5a 01
b2 00 00 03 ad 3f 02 00 02 02 00 58 01
b2 00 00 03 ad 3f 03 00 02 02 00 57 01
b2 00 00 03 ad 3f 03 00 03 03 00 55 01
b2 00 00 03 ad 3f 04 00 03 03 00 54 01
```

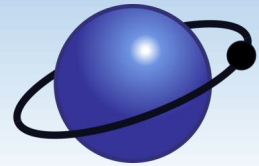
## Ring area

```
b2 00 00 04 ad 3f 00 00 00 00 00 5d 01
b2 00 00 04 ad 3f 01 01 00 00 00 5b 01
b2 00 00 04 ad 3f 01 01 01 00 00 59 01
b2 00 00 04 ad 3f 02 02 01 01 00 57 01
b2 00 00 04 ad 3f 02 02 02 02 00 55 01
b2 00 00 04 ad 3f 03 03 02 02 00 53 01
b2 00 00 04 ad 3f 03 03 03 03 00 51 01
b2 00 00 04 ad 3f 04 04 03 03 00 4f 01
```

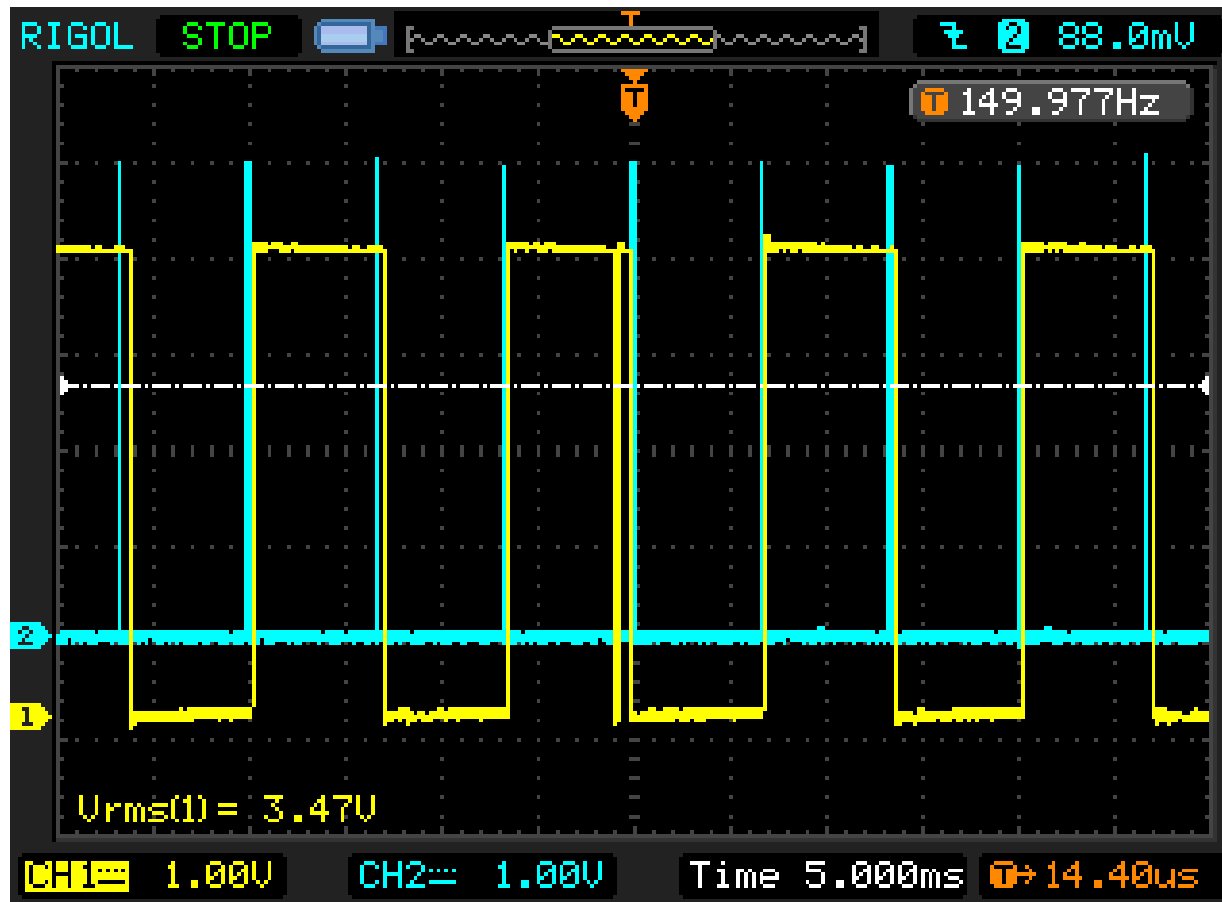


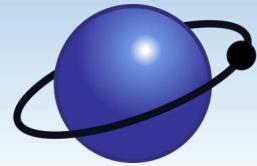
# Mech's MCU



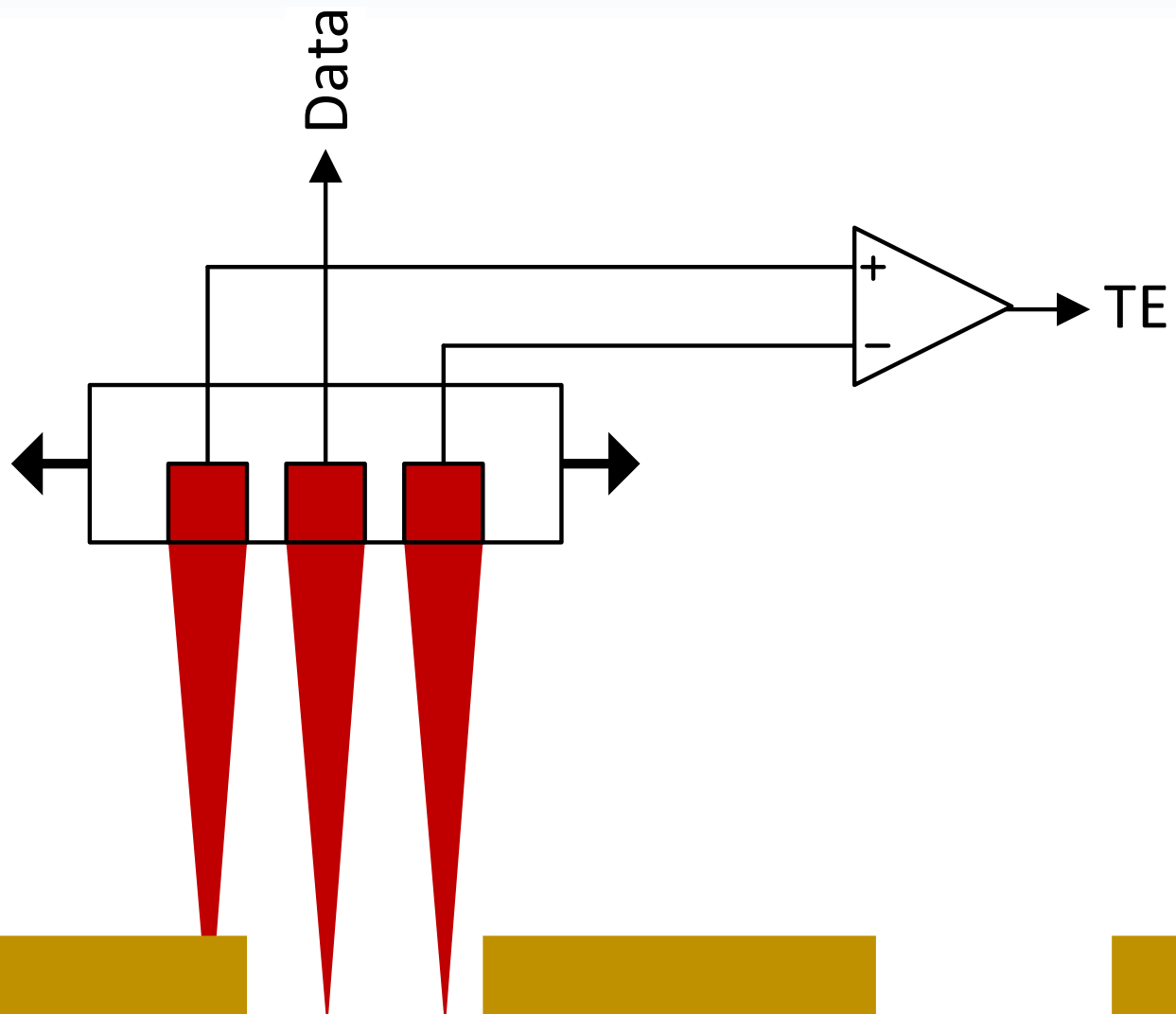


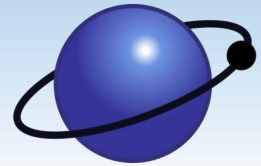
# WDET?





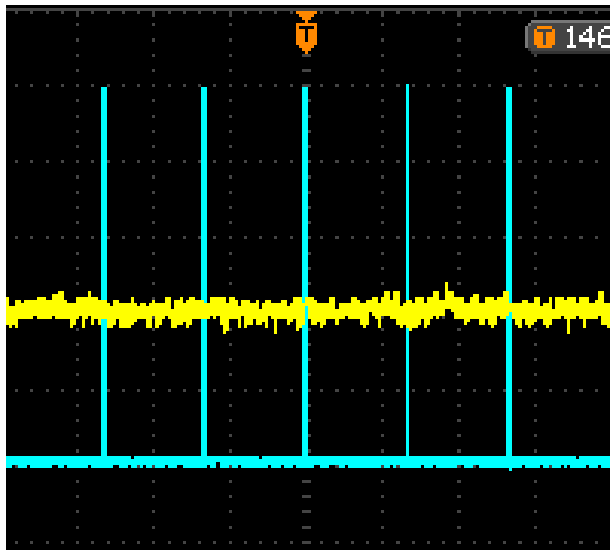
# Tracking



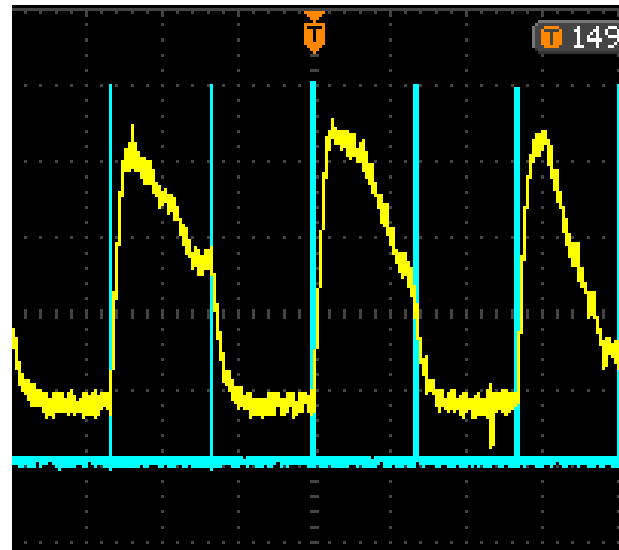


# Tracking Error

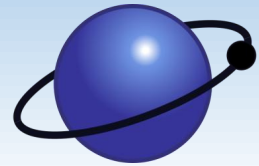
Regular data area



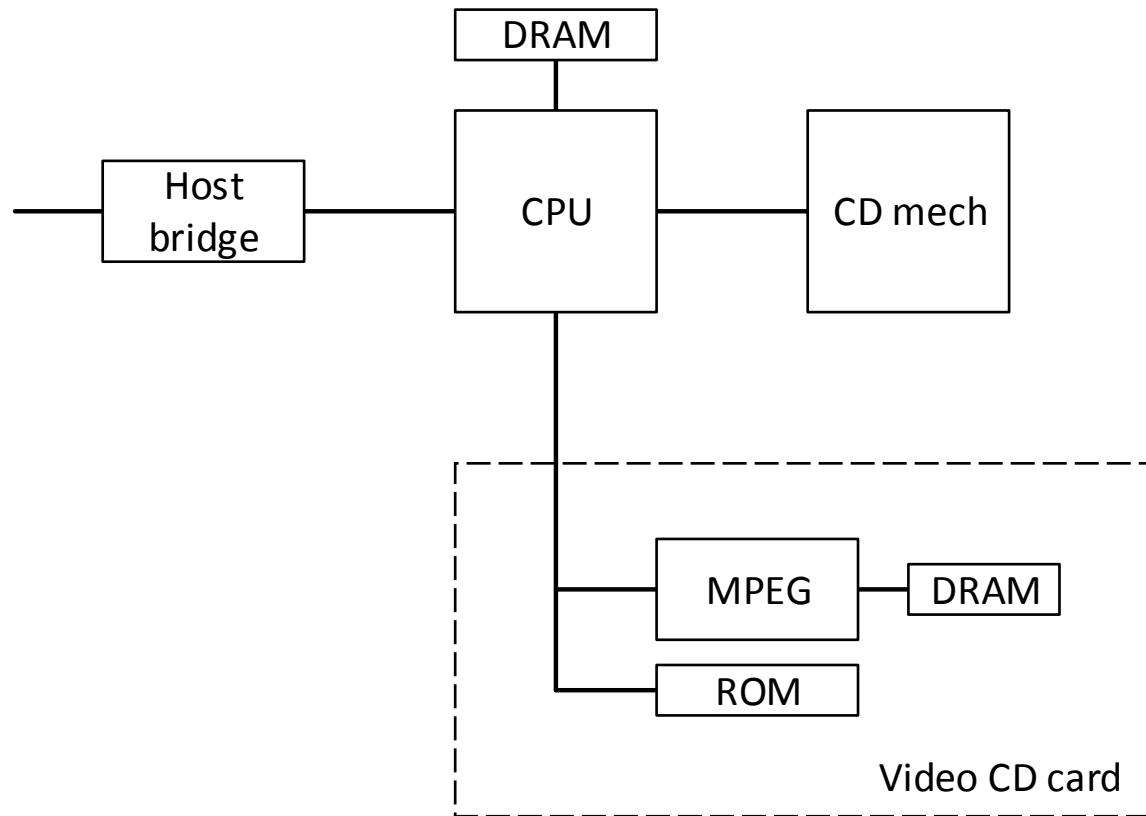
Ring area

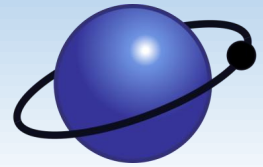




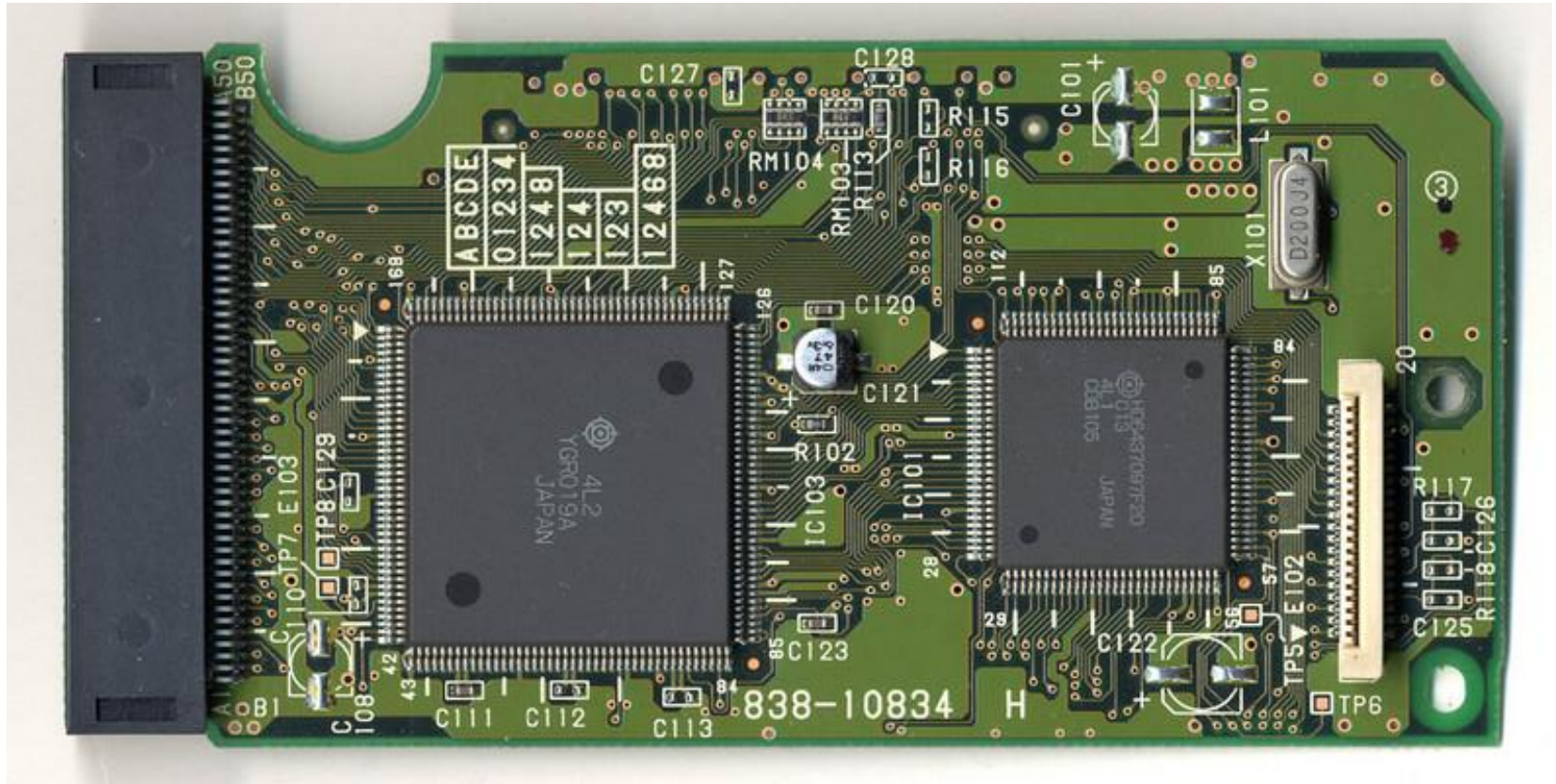


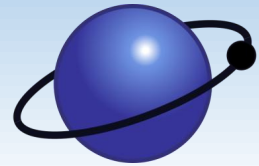
# CDB architecture





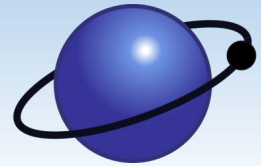
# CDB module



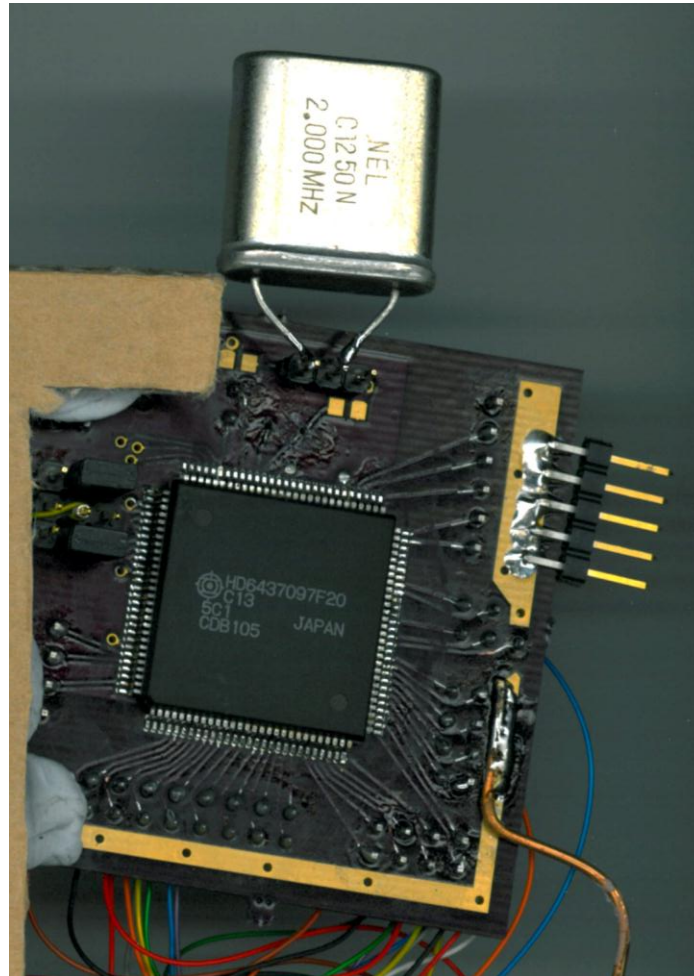


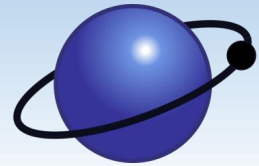
# SH-1 boot modes

MD2	MD1	MD0	Operating Mode	On-Chip ROM	Bus Size in Area 0
0	0	0	MCU mode	Disabled	8 bits
0	0	1		16 bits	
0	1	0		Enabled* <sup>1</sup>	
0	1	1	(Reserved)		
1	0	0			
1	0	1			
1	1	0			
1	1	1	PROM mode* <sup>2</sup>		

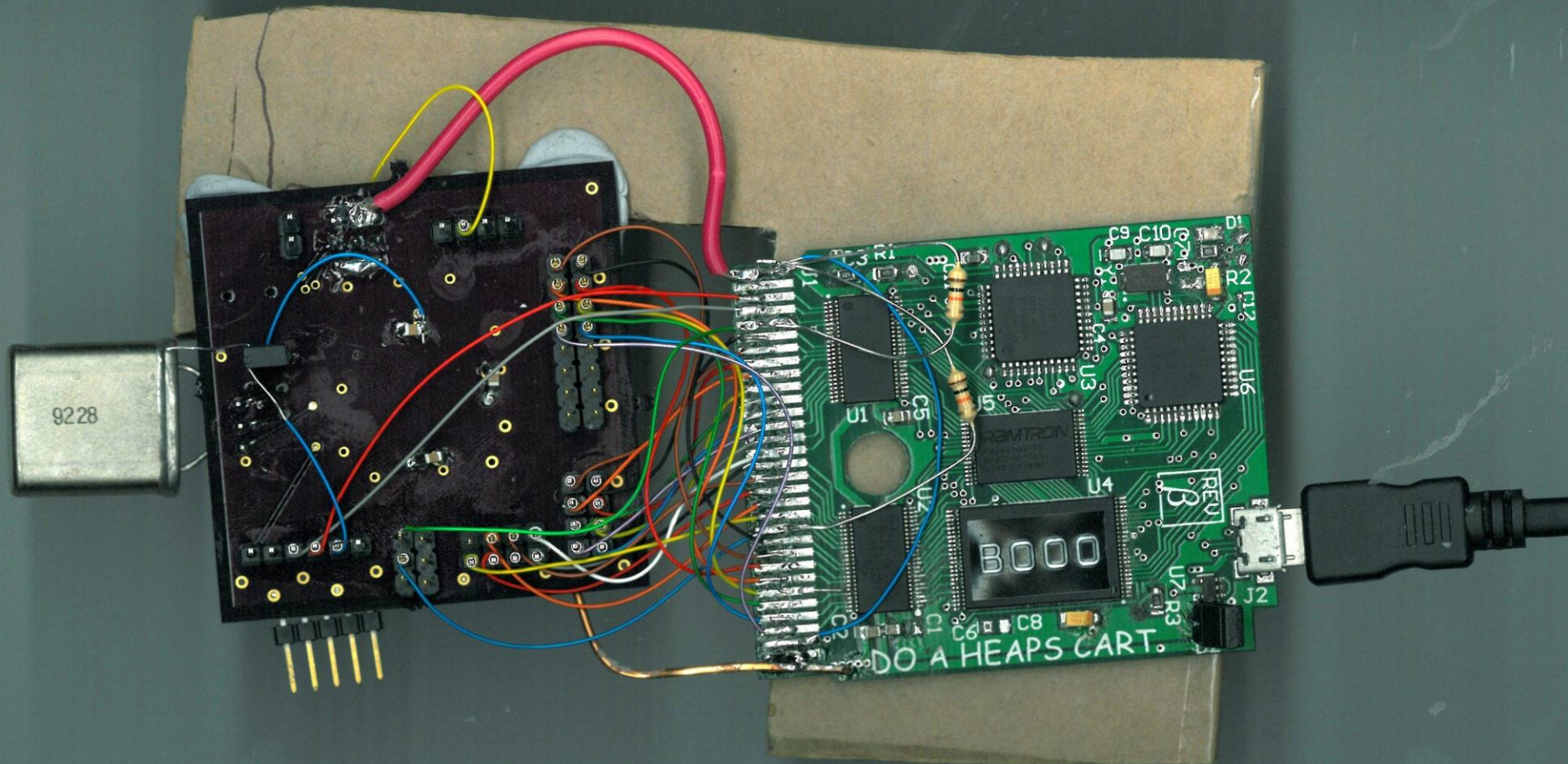


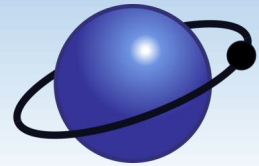
# Dumping the SH-1





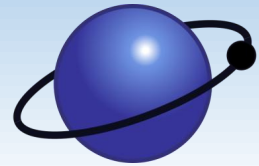
# Dumping the SH-1





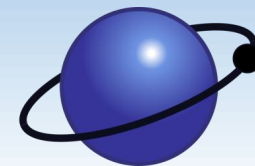
# Victory!

```
03d0: 0000 09d2 0000 09d2 0000 09d2 0000 09d2 .....
03e0: 0000 09d2 0000 09d2 0000 09d2 0000 09d2 .....
03f0: 0000 09d2 0000 09d2 0000 09d2 0000 09d2 .....
0400: 2243 6f70 7972 6967 6874 2028 4329 2048 "Copyright (C) H
0410: 6974 6163 6869 2c20 4c74 642e 2031 3939 itachi, Ltd. 199
0420: 3322 0009 e2e0 9ba6 d039 400e 3ee8 4e2e 3".....9@.>.N.
0430: b080 0009 d0e9 401e b088 0009 b094 0009 .....@.....
0440: b0b2 0009 b0c0 0009 b094 0009 b0d5 0009 .....
0450: d030 401e b0dc 0009 b0e8 0009 d02e 401e .0@.....@.
0460: b0ea 0009 b12a 0009 d0dc 401e b0b0 0009 .....*.....@.....
```



# Where to start?

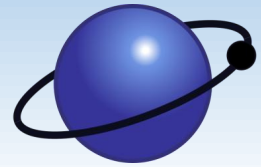
```
ROM:00000004 off_4:      .data.l init_sp          ; DATA XREF: ROM:00005FA0↓o
ROM:00000008 off_8:      .data.l resetvect        ; DATA XREF: ROM:00007BED↓o
ROM:0000000C          .data.l init_sp
ROM:00000010          .data.l vect_illegalinsn
ROM:00000014          .data.l vect_rsvd
ROM:00000018 off_18:    .data.l vect_illegalslotinsn
ROM:0000001C          .data.l vect_rsvd
ROM:00000020 off_20:    .data.l vect_rsvd
ROM:00000024          .data.l vect_cpuaddr_error
ROM:00000028          .data.l vect_dmaaddr_err
ROM:0000002C          .data.l vect_nmi
ROM:00000030          .data.l vect_ubrk
ROM:00000034          .data.l vect_rsvd
```



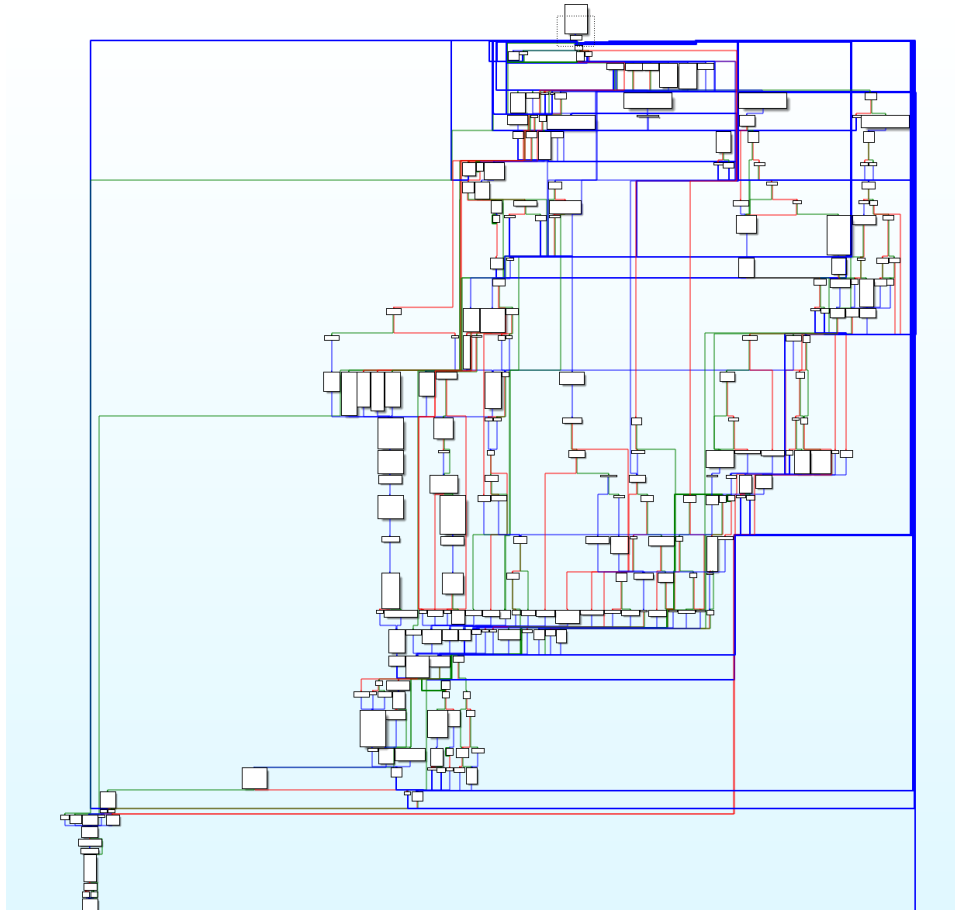
# More vectors

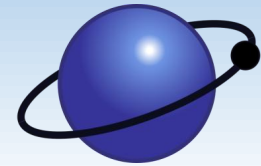
```
ROM:00000100                                ; ROM:off_7374↓o
ROM:00000104                                .data.l irqGen
ROM:00000108                                .data.l irqGen
ROM:0000010C                                .data.l irqGen
ROM:00000110                                .data.l irqGen
ROM:00000114                                .data.l irqGen
ROM:00000118 off_118:                       .data.l irq6
ROM:0000011C                                .data.l irq7
ROM:00000120                                .data.l irqDMAC0DEI0
ROM:00000124                                .data.l vect_rsvd
ROM:00000128                                .data.l irqDMAC1DEI1
ROM:0000012C                                .data.l vect_rsvd
ROM:00000130                                .data.l irqDMAC2DEI2
ROM:00000134                                .data.l vect_rsvd
ROM:00000138                                .data.l irqDMAC3DEI3
ROM:0000013C                                .data.l vect_rsvd
ROM:00000140                                .data.l irqGen
ROM:00000144                                .data.l irqGen
ROM:00000148                                .data.l irqGen
ROM:0000014C                                .data.l vect_rsvd
ROM:00000150                                .data.l irqGen
ROM:00000154                                .data.l irqGen
ROM:00000158                                .data.l irqGen
ROM:0000015C                                .data.l vect_rsvd
ROM:00000160                                .data.l irqITU2IMIA2 ; mpeg audio
ROM:00000164                                .data.l irqITU2IMIB2 ; mpeg video
ROM:00000168                                .data.l irqGen
```






# Spaghetti Central





# The key to everything



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## OtherCommands

---

**Contents**

- [1 Authenticate Device\(0xE0\)](#)
- [2 Get Device Authentication Status\(0xE1\)](#)
- [3 Get MPEG Card Boot ROM\(0xE2\)](#)
- [4 Get Debug Statistics\(0xFF\)](#)

### Authenticate Device(0xE0)

---

Format:

CR1	0xE000
CR2	Authentication type(word) - Use either 0x0000 for CD, 0x0001 for MPEG card.
CR3	???(high byte)
CR4	0x0000

Returns: [CD status data](#)

HIRQ	MPED(if authenticating MPEG card), EFLS and CSCT(if authenticating CD)
------	--

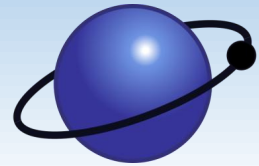
Notes: Goes to busy status until operation completes. I'm not sure what goes in CR3, but 0x00

### Get Device Authentication Status(0xE1)

---

Format:

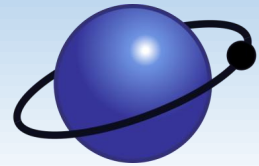
CR1	0xE100
CR2	Authentication type(word) - use either 0x0000 for CD, 0x0001 for MPEG card
CR3	0x0000



# The secret backdoor!

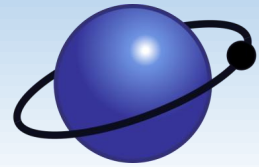
```
mov.l #toc_data_public, r1
mov #99, r2
shll2 r2
add r2, r1
mov.l @r1+, r2 ; cd_first_info_track
mov.l @r1, r0 ; cd_last_info_track
swap.w r2, r2
extu.b r2, r2
swap.w r0, r0
extu.b r0, r0
sub r2, r0
add #1, r0
cmp/eq #30, r0 ; exactly 30 tracks?
bf loc_85B0
```

```
mov.l #system_disc_any_ok, r1
mov #1, r0
mov.b r0, @r1
```

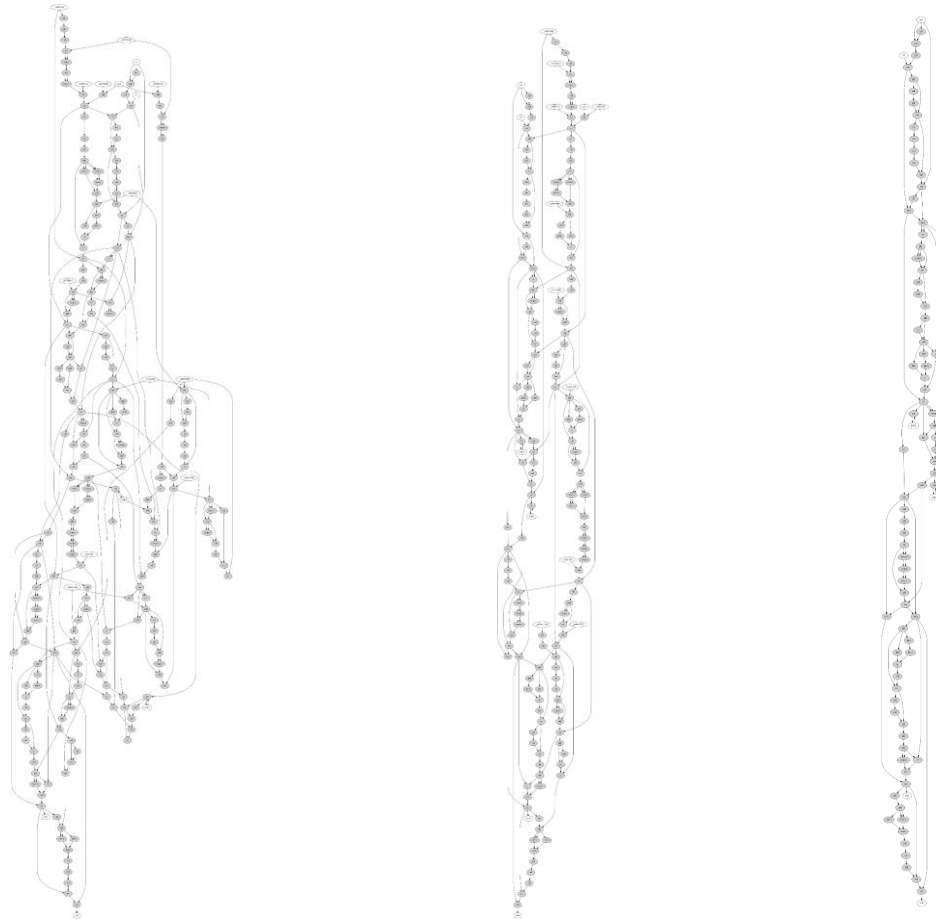


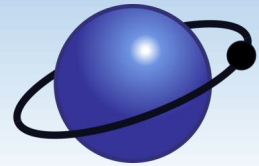
???

```
; -----  
off_99DC:      .data.l strPKC          ; DATA XREF: pk_prep_one+2↑r  
off_99E0:      .data.l strHitachi     ; DATA XREF: pk_prep_one+6↑r  
strHitachi:    .data.b 'H, 'i, 't, 'a, 'c, 'h, 'i, '  
; DATA XREF: pk_prep_one+6↑o  
; ROM:off_99E0↑o  
strPKC:        .data.b 'P, 'u, 'b, 'l, 'i, 'c, 'K, 'e, 'y, 'C, 'i, 'p, 'h, 'e, 'r, '  
; DATA XREF: pk_prep_one+2↑o  
; ROM:off_99DC↑o  
  
; ===== S U B R O U T I N E =====
```

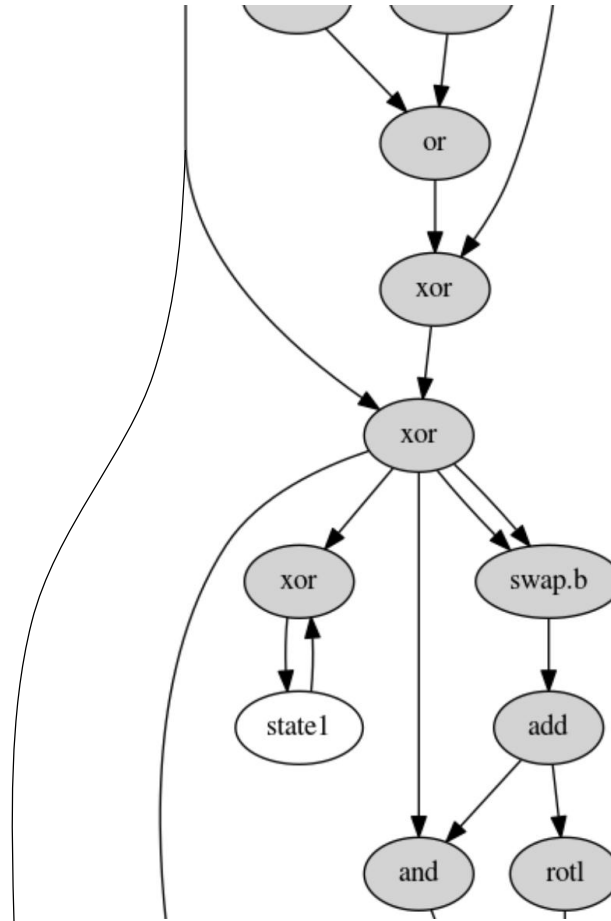


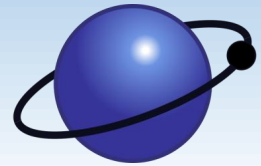
# Eyeballing the round function



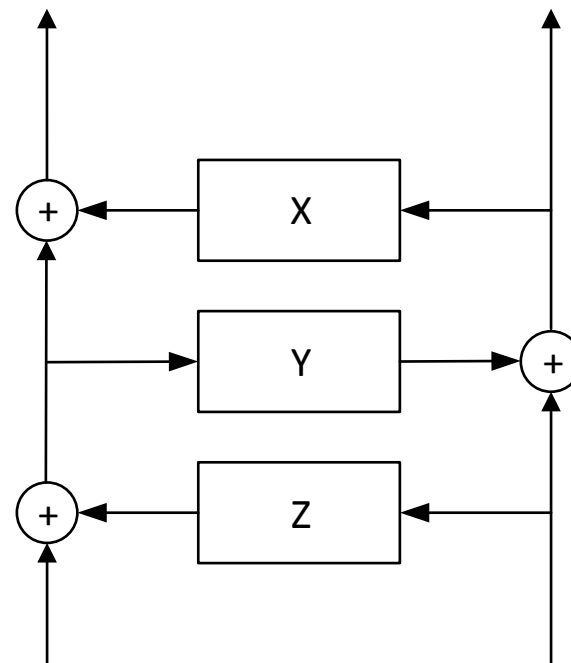
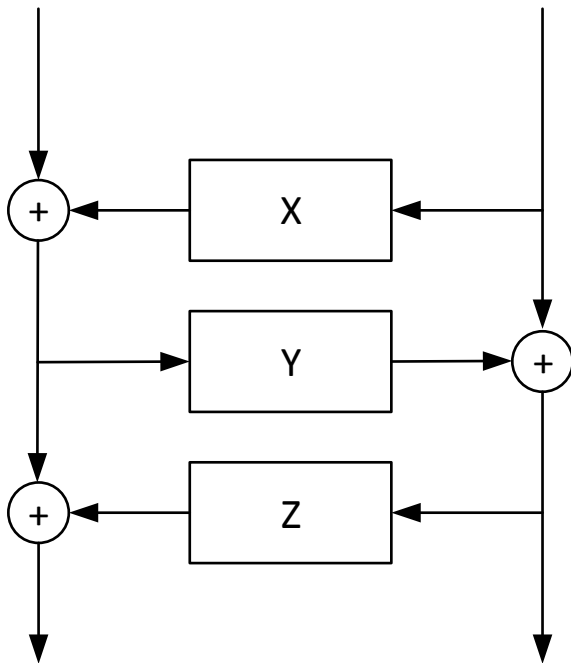


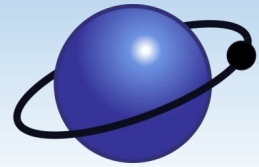
# A pattern



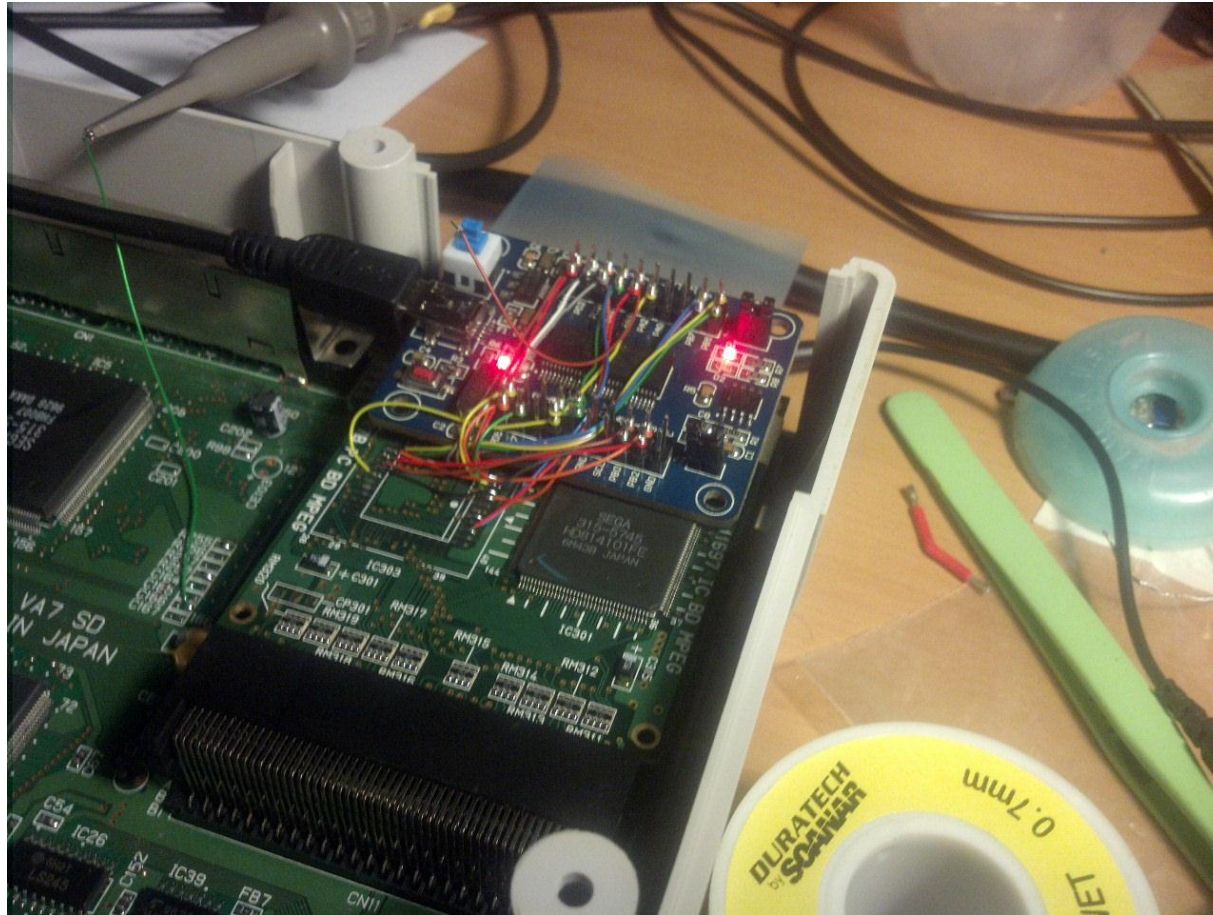


# Feistel networks

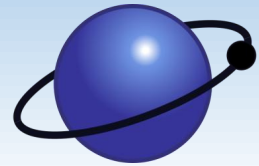




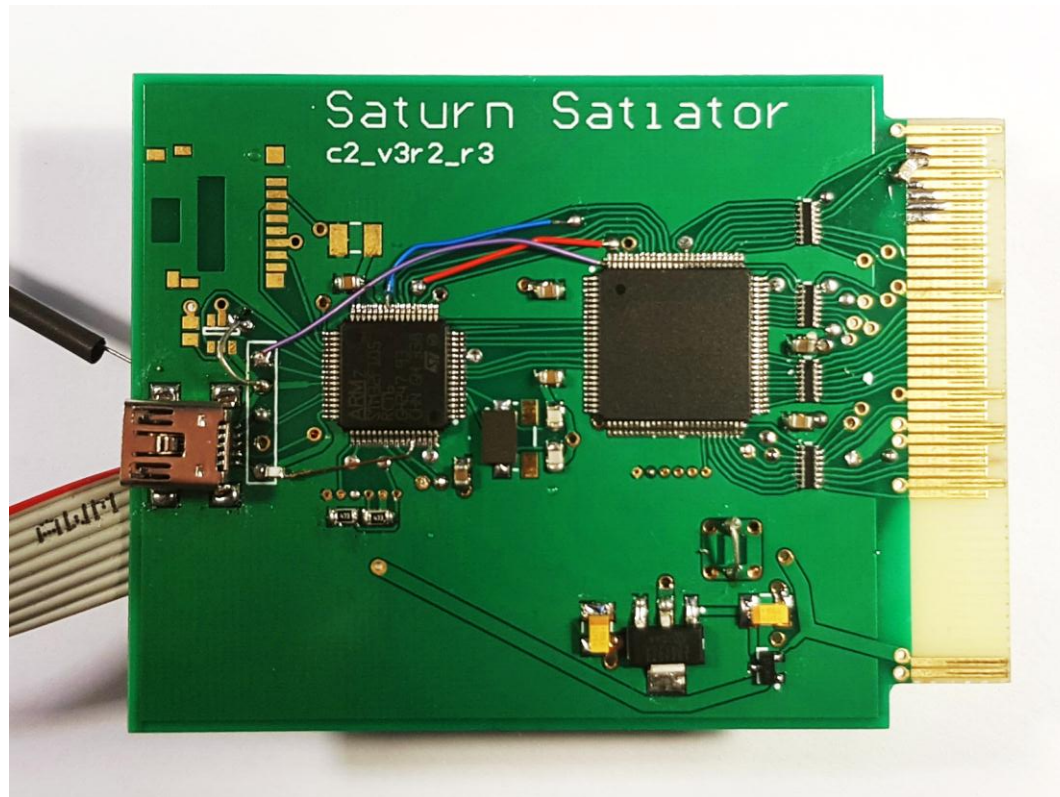
# Code injection!

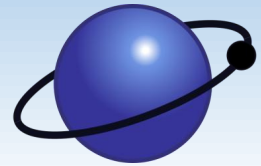






# A new tool





Thanks

Lazerbeat  
zyrobs  
the Yabause team  
cTrix  
Estee Laird-Wah