### **GameOver Zeus (GOZ) Malware and Botnet Architecture**

#### **BUILDING THE BOTNET**

Cyber criminals create a network of compromised computers by sending emails with embedded malicious links or attachments or by enticing users to visit infected websites. Once infected, covertly installed malware connects computers to the botnet infrastructure without the owners' knowledge.

# COMMAND AND CONTROL SERVERS

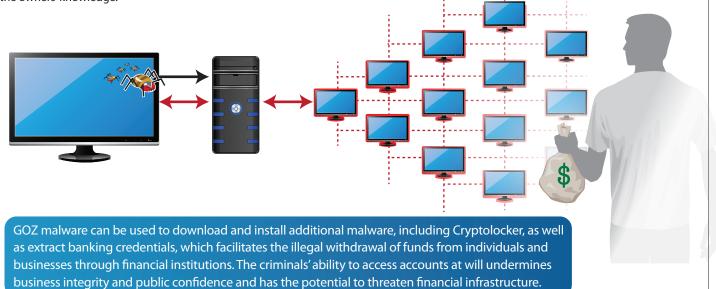
At the core of the botnet are servers which issue commands orchestrating various criminal activities.

#### **BOTNET USE**

Infected computers are organized together to implement illicit orders from the command and control servers.

### **A QUIET THREAT**

Botnets typically operate without obvious visible evidence and can remain operational for years.



## **CryptoLocker Malware**

Computers compromised by the GOZ botnet may also be infected with CryptoLocker, a form of "ransomware."

- Victim files are encrypted and held "hostage" until the victim makes payment
- More than 121,000 victims in the United States and 234,000 victims worldwide
- There were approximately \$30 million in ransom payments between September and December 2013



### **GOZ/CryptoLocker Scope**

- More than 1 million GOZ infections globally
- Roughly 25% of infected computers are located in the United States

