



StarForce FrontLine MMOG

***Anti-cheat and anti-bot protection
for MMOG***

What's the problem?

The worst things happen when consumer is unsatisfied

As he actually pays...

And what enrage him most of all if we speak about online games?

99% of the gamers state:

Cheats

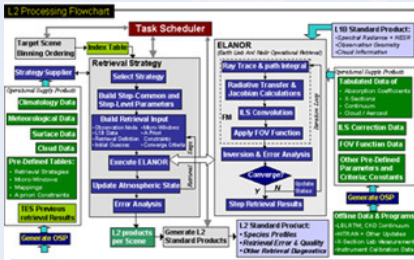


&



Bots

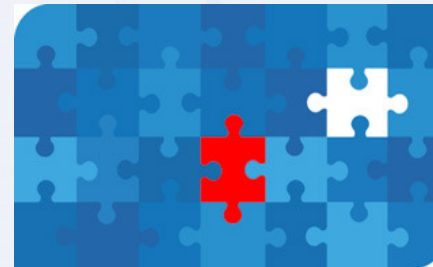
How cheats & bots are developed?



Game algorithms are being investigated



Game code & traffic are reversed and analyzed



Weak places and points of attack are found



Cheat or bot program is developed

How to build a protection mechanism?

There are two general ways:

Detect threat activity

- ➔ Installs protection driver
- ➔ Monitors all game processes
- ➔ Bans malware activity based on its behavior

Detect a threat after it's been installed

Prevent threat activity

- ➔ Code obfuscation and encryption
- ➔ Traffic encryption
- ➔ Protection against hooking of system functions

Prevent code analysis for malware development

How those measures affect consumer's PC?

Detect



Installs protection driver

Fact: consumer is far from being delightful when something is installed into OS's Ring 0.



Monitors all game processes

Slows down computer performance. May consider any program as a malware.



Bans malware activity based on its behavior

Low compatibility with security software. May refuse to launch a game while, for instance, anti-virus software is running.

Low compatible solution. High possibility of invalid malware detection

Prevent



Code obfuscation and encryption

No hidden Ring 0 modules are being installed. Highly compatible. May slow down game performance.



Traffic encryption

Doesn't affect consumer's PC.



Protection against hooking of system functions

Doesn't affect consumer's PC.

Extremely compatible. Zero possibility of invalid malware detection

Ask consumer...

- ☹ **Do they like Ring 0 drivers installed together with a game?**
- ☹ **How often do they face technical issues due to proactive anti-cheat/bot protection?**
- ☹ **How often do they have compatibility problems with anti-virus/firewall software?**

And finally...

Does current anti-cheat/bot solution really work?

Aion	World of Warcraft	Lineage 2	Perfect world	Everquest 2
Currently has: 6 working bots 5 working cheats	Currently has: 16 working bots 50+ working cheats	Currently has: 12 working bots 10 working cheats	Currently has: 9 working bots 10 working cheats	Currently has: 4 working bots 2 working cheats

All information is taken from open sources, date: October 2009



StarForce is the worldwide expert in code protection

In 1998 StarForce engineers were the first to implement Virtual Machine technology for computer game protection

Since that time this method has become the industrial standard

Now competitors have very good solutions!

But StarForce has already gone beyond...



Some StarForce protected titles:

Splinter Cell: Chaos Theory

Release: 31.03.2005
Crack: 26.05.2006
Hold: 422 days

GT Legends

Release – 11.04.2005
Crack – 12.05.2008
Hold: long... :)

FIM Speedway GP2

Release – 24.11.2006
Crack – not found
Hold: still holding

Digital Combat Simulator: Black Shark

Release – 12.11.2008
Crack – 17.03.2009
Hold: 98 days

Wings of Prey

Release – 25.12.2009
Crack – 27.05.2010
Hold: 153 days



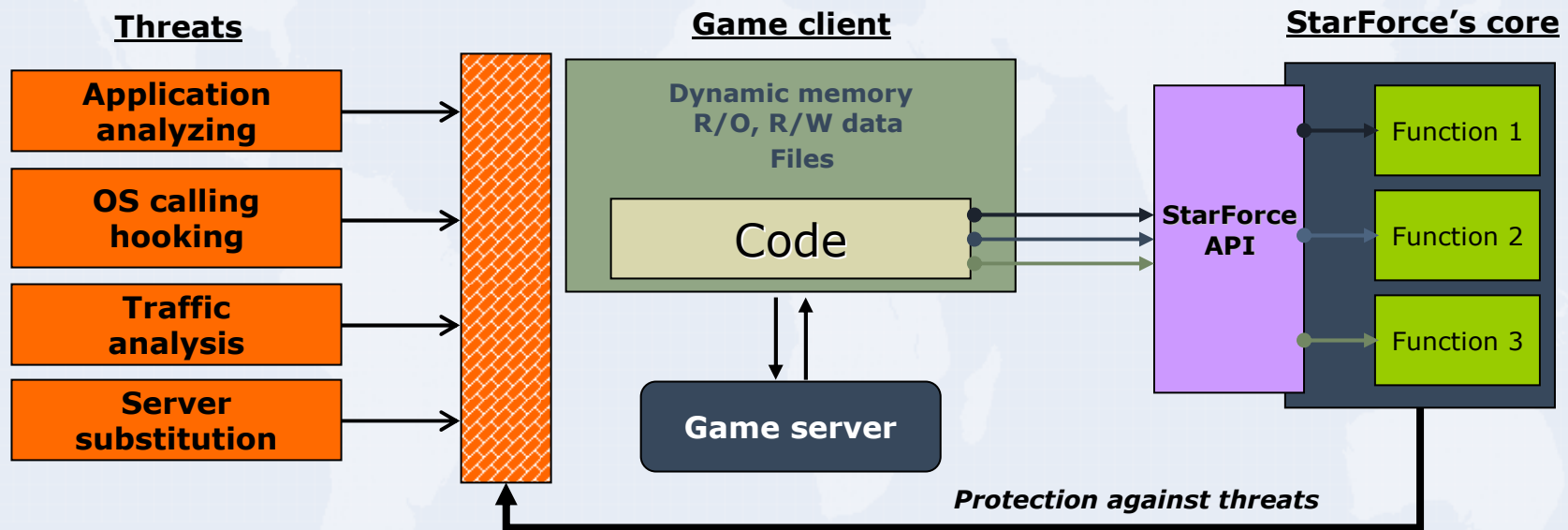
Protect the essential!

The majority of industrial professionals agree that:

- ➡ **The risk of MMOG being exposed to traffic analysis is 100%**
- ➡ **The risk of MMOG being exposed to client's software hacking and analysis is 100%**
- ➡ **The risk of MMOG being exposed to OS functions hooking is 100%**

No matter how you look at it, these are the actual 3 threats that all of today's MMO games face.

How FrontLine MMOG works?



MMOG developer can implement calls of SF functions where it's need to prevent threats activity.



Why StarForce?

➔ **Outstanding Reliability**

More than 10-year experience on the software protection market, vast experience and unique patented state-of-the-art technology. Nowadays the StarForce Corporation holds the 1st place of being the longest lasting uncracked protection solution for AAA class titles worldwide.

➔ **Flexible Solution**

StarForce SDK allows to configure all aspects of protection on the stage of implementation.

➔ **Affordable Prices**

FL MMOG is only focused on the protection of these three main MMOG threats. That's why there's absolutely no need to pay more for something that wouldn't be required.

➔ **Around-the-clock Technical Support**

Get technical assistance and advice anytime it's convenient for you.

➔ **Try Before You Buy!**

An absolutely free opportunity to try the solution out. During 60 days you have a chance to test FL MMOG and receive technical support.



Try before you buy

Before making a decision to purchase something everyone would like to try what he/she intends to buy. Even so when purchasing a complex software product such as the StarForce system one has to ensure that all efforts are maximized. With respect to selecting a software protection and distribution solution on your own software products we're quite confident that without evaluating our product it will be impossible to propel the decision. StarForce aligns exclusively with first-class business partners; we look forward to gaining this trustworthy relationship & strongly recommend that you try our product free of charge!

