BUSTING THE TOP 8 MYTHS ABOUT ANTI-TAMPER TECHNOLOGY FOR PC AND CONSOLE GAMES

DENUVO by irdeto

Great games deserve and need 360-degree security!

Game crackers are becoming more sophisticated and are continually adapting their approach to pirate titles from game developers and publishers, and distribute to suspecting, and unsuspecting, gamers.

Cracking, pirating and cheating in the world of gaming not only dilutes the hard work of the developers and the business model behind our favorite games, but it threatens further development and investment in new titles and adventures.

Denuvo's Anti-Tamper technology works on top of any digital distribution platform. For PC and Console games, Anti-Tamper prevents tampering with a game's licensing system. Contrary to popular belief and what's posted frequently online, this protection has no impact to the legitimate gamer.

Unfortunately, there's a large amount of misinformation out there about anti-tamper technology and how it operates. Today, we break down the top eight myths of anti-tamper technologies on PC and console games and debunk the notion that protecting games hurts the gaming experience.

MYTH 1

"Anti-tamper causes performance issues and high CPU usage."

FALSE!

During the development stage, the users' experience is always top of mind. Our developers and quality assurance teams work hard to ensure that there is no in-game performance impact caused by the addition of anti-tamper protection.

MYTH 2

"Anti-tamper decreases the lifetime of solid-state drives."

FALSE!

As repeatedly proven by the [gaming press](); anti-tamper technology does not continuously encrypt and decrypt any data on storage media.
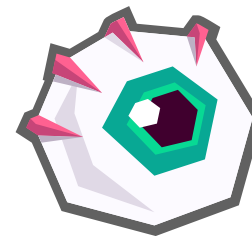
MYTH 3

"Since anti-tamper is binding my game license to my hardware, I will no longer be able to play my game once I upgrade my hardware."

Denuvo's Anti-Tamper will issue a new license for the new hardware configuration as long as the user has legitimately purchased the game.

FALSE!

MYTH 4

"Anti-tamper requires a permanent online connection."

FALSE!

Our technology does not require a permanent online connection. Gaming platforms require users to be online at the first launch of the game. Denuvo's Anti-Tamper uses this initial online connection to re-validate the game license. Any subsequent game launches do not require an online connection.

MYTH 5

"The DRM server is experiencing issues, I cannot access my game."

The Denuvo server is built so that players can securely play offline. Users only need to be online if the game is patched and they download and install the update, or if gamers have significantly changed their hardware configuration.

FALSE!

MYTH 6

"Applying anti-tamper to a game will negatively impact sales because gamers don't want it."

FALSE!

About 80% of the negative backlash in forum discussions about anti-tamper technologies is produced by pirates who are upset that they can no longer steal games. Anti-tamper technology upsets pirates' presumption that their next game is coming for free, and they are frustrated when they can't crack a game and lash out in public forums. Unfortunately for some, whether the game is $9.95 or $49.95, cheaters gonna cheat.

Gamers that play with a legitimate copy of a game, don't care if their game includes anti-tamper as they know that these security measures don't affect game play. They are happy to purchase a copy in order to fund franchises and encourage their favorite designers, developers and publishers to continue to make great games that we all love to play.

MYTH 7

"Games protected with anti-tamper don't run on Linux."

FALSE!

Denuvo's Anti-Tamper is compatible with Valve's Proton, a compatibility layer for Microsoft Windows games to run on Linux-based operating systems. Many titles protected with anti-tamper are actively played on Linux today thanks to Valve's Proton compatibility layer.
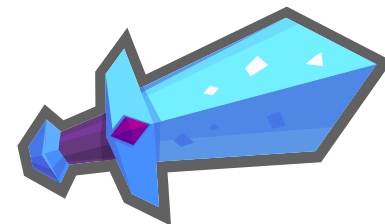
MYTH 8

"New games protected with anti-tamper won't run on old PCs."

FALSE!

Denuvo's Anti-Tamper does not introduce requirements beyond those specified by the game it protects. Every game title is tested for compatibility with our protection, even before a publisher does its first protection run. It's up the to the publisher to define the system requirements and to make sure the game supports these requirements, including anti-tamper.

Read more here about protecting your game and franchise to maximize your revenue!

Sign up here to stay up to date with these posts and get more information on this important topic direct to your inbox!

You can also read more about Denuvo here or click here to get in touch with Denuvo by Irdeto to learn more!

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