



Partnering with Denuvo to protect their latest game

Formed in 2005 as a humble independent developer and founded by gamers who found success in the video game modding community, [Tripwire Interactive](#) has developed and self-published multiple critically acclaimed titles in the wildly popular Killing Floor and Rising Storm franchises, which have collectively sold over 20 million units to date.

The studio's most recent hit release, *Maneater*, breaks new ground in the popular action RPG (Role Playing Game) genre which finds players taking on the role of a deadly shark with the uncanny ability to evolve as it feeds. Tripwire likes to call *Maneater* the world's first ShaRkPG!

Since then, Tripwire Interactive has expanded its business and now turns its experience and resources to include publishing titles spanning multiple platforms and genres from other talented independent studios. The publishing division, Tripwire Presents, aims to help like-minded independent studios bring their titles to market, including the upcoming [Chivalry 2](#) developed by

Torn Banner Studios, [Espire 1: VR Operative](#) developed by Digital Lode, and [Road Redemption](#) developed by EQ Games and Pixel Dash Studios.

Without protection, games are frequently cracked, even before they are officially launched. The need for an anti-tamper solution has therefore become critical.

With the release of *Maneater*, Tripwire Interactive was working on a short timeline. They had to act fast to find a credible, trust-worthy partner to protect their game and preserve its overall performance, with no impact on gamers' experience.

Tripwire Interactive needed a true security partner who understood the importance of working together to stop cracking, pirating and cheating. After reviewing some of the vendors on the market and finding them lacking, Tripwire Interactive started a conversation with Denuvo. Denuvo is part of the Irdeto portfolio and is the world leader in gaming security, protecting games on desktop, mobile, console and VR devices.

After some research into the solution, Tripwire Interactive selected Denuvo by Irdeto and their best-of-breed Anti-Tamper technology to protect their latest game, Maneater, from hackers.

With more than 50 years of expertise in security, Irdeto's software security technologies and cyberservices protect over 6 billion devices and applications for some of the world's best-known brands. Denuvo is an important part of Irdeto's software security portfolio, providing core technology and services for all major game publishers/platforms, independent software vendors, e-publishers and video publishers across the globe. Ultimately, the choice was easy to make!



THE CHALLENGE

With the quickly approaching release date of their new single-player RPG game, Maneater, Tripwire Interactive had only two-to-three months to find a solution to protect their game. They quickly needed to find a partner with a solution that:

- Protected their game from cracking within a short time frame
- Was easy to implement
- Offered seamless integration into their Continuous Integration (CI) and Quality Assurance (QA) workflows
- Didn't impact the game's performance
- Didn't affect the legitimate gamer's experience
- Provided a reliable, market-proven approach

It was important for Tripwire Interactive to be able to find a true partner, who valued security and fair gameplay as much as they did. Additionally, a super security technology, with no impact to a gamer's experience, was a critical element.





THE SOLUTION

To help Tripwire Interactive protect their new RPG game, Maneater, Denuvo by Irdeto provided their Anti-Tamper solution.

Anti-Tamper is a well-known and trusted solution by all major game publishers, protecting from piracy and extending a publisher's crack-free window during the critical initial sale period of a new game. Based on data from publishers Denuvo has worked with, 60-70% of sales for new games are generated in the first few weeks and months after a game is released, so it is during this window that games need the most rigorous protection to withstand hacker's attempts to pirate games.

After working closely with the Denuvo team to test out the Anti-Tamper solution to ensure that game play was in no way affected, Tripwire Interactive quickly realized that Denuvo was the partner they were looking for. Denuvo Anti-Tamper supports all major digital game distribution platforms and also covers demo releases, marketing instruments such as free weekend and game trial promotions.



THE RESULT

With the support of the Denuvo team, Tripwire Interactive was able to successfully integrate the technology quickly and launch Maneater on the [Epic Games Store](#) for PC. Maneater is also available on the [PlayStation®4 computer entertainment system](#) and on the [Xbox One](#). Tripwire also recently announced that Maneater will be coming to Xbox Series X and PlayStation®5 Consoles with Ray-Tracing, 4K 60 FPS and more enhancements in November 2020. A Nintendo Switch version of Maneater has also been announced and will release in the first half of 2021.

Tripwire Interactive was very pleased with how easy it was to integrate, there were no modifications to source code, it was seamlessly deployed as part of Tripwire Interactive's build systems and had zero impact on performance of the game.

With Denuvo by Irdeto as their partner, Tripwire Interactive is happy to say that Maneater has remained uncracked for 150 days and counting! By remaining uncracked for so long, Denuvo successfully protected and secured the valuable game revenue that independent developers like Tripwire Interactive relies on during the initial sales phase. It's in protecting this revenue, that developers are able to re-invest in franchises and create additional, exciting adventures and challenges that their gamers love.



“After completing extensive market research, Tripwire Interactive chose Denuvo Anti-Tamper to launch our highly anticipated Maneater game, the first-ever single player open world action ShaRkPG. We know the launch period of a game is the most important from the sales perspective, resulting in 60-70% of total sales, and piracy can seriously damage those initial earnings, so it is excellent that the game has remained uncracked for over 60 days so far! Another highlight in the process was the seamless integration of the Denuvo Anti-Tamper solution, our engineers were super impressed, and the support Tripwire received made the entire process very easy.”



JON CARR
TECHNICAL DIRECTOR
TRIPWIRE INTERACTIVE



WHY DENUVO BY IRDETO

- #1 Games Protection and Anti-Tamper technology platform globally
- Well-known and trusted solution by all major game publishers
- Longest crack-free release window compared to competitors
- Easy and fast to implement
- Zero changes to source code
- Little to no effort required by publishers
- Seamless integration and deployment
- Zero effects to legitimate gamer's experience
- Amazing customer support