



EQU8 is a client centric anti-cheat system for online PC games built on three major cornerstones; **user-friendliness**, a **flexible & accurate** management system, and **world class anti-cheat technology**.

Convenient Setup

Very few people are excited to integrate or maintain an anti-cheat system in their game, and as such, we've made the process as simple and lean as possible; minimizing the time frame and strain on internal resources

EQU8 strives to have the integration and setup finalized just 90 minutes after requesting trial access, which is made possible through our simple engine-agnostic API and detailed step-by-step integration guide.

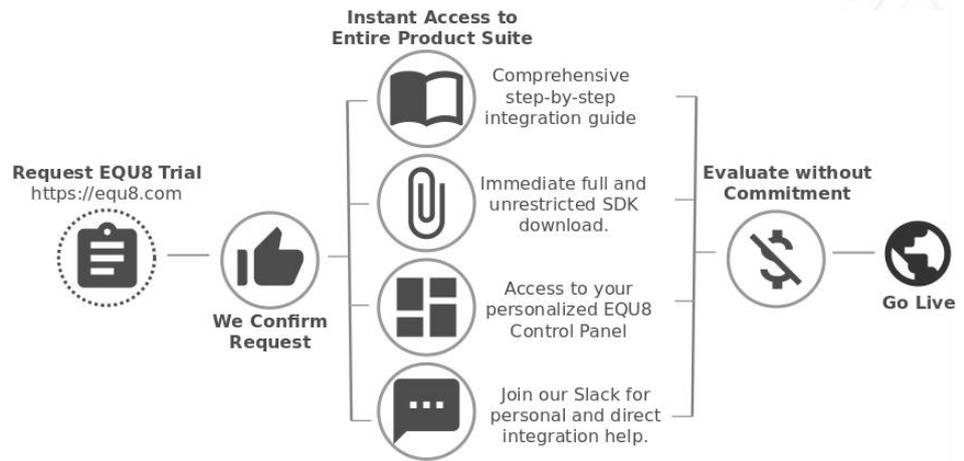


Figure 1: EQU8 Integration Process

On top of this EQU8 provides a dedicated online support chat channel to each project during integration. You simply request access via <https://equ8.com> and start the integration from there.

Make educated decisions

We firmly claim that statically banning all players that commit an offense will have a negative impact on the community and the game as a whole. While some of the cheaters have no other intention with the game than to cheat, we often find an equally large group of players that cheat who were just curious or upset after a big defeat. Players who otherwise actively support the game by increasing revenue or contributing to the game community. Banning a player in the latter group will effectively translate to a cost for the game, not increased revenue.

With EQU8, we offer a uniquely flexible and dynamic way of managing cheaters.

Anything from simple timeouts and bans to all-cheaters match-making queues and virtual jails is easily implemented with EQU8.

The EQU8 Control Panel, your anti-cheat management tool, gives you instant feedback on how well a given punishment works. Did the player stop cheating? Did she stop for a few days before she started cheating again? Did she quit playing all together? Vital information to best understand cheating and its impact on your game community.

Everything can of course be easily configured and automated to minimize the impact on internal resources.

The Technology

Single Pane-of-Glass

The EQU8 Control Panel is where you monitor, manage and configure your EQU8 installation and manage cheating incidents. You also get access to a rich statistical overview of other game parameters, such as player base growth, play time, CCU and much more.

The EQU8 Control Panel rest-API is also available for external management integration.



Kernel-mode Protection

EQU8 features a lightweight but powerful kernel component. It restricts all processes from accessing the game process and EQU8 components while the game is running.

All EQU8 components are unloaded when the game is terminated. No drivers or services are left running when the game is not.

Anomaly Watch

The EQU8 kernel-mode protection hinders an attacker from tampering with the game process, making most cheat-vectors ineffective. It is however realistic to assume that it will be subverted. For this reason EQU8 is designed to differentiate from the conventional anti-cheat

approach. where you continuously make your kernel-mode technology more complex as it is subverted.

EQU8 instead continuously watches the game (and in some cases surrounding processes) for a vast array of anomalies. Anomaly scanning includes for instance checking every non-volatile byte in the game address space for changes, file alterations on disk, virtualized input, reading the game window, DLL/code-injection and debuggers. Anomalies found are reported back to our anti-cheat back-end cluster, where it is analyzed, categorized and then, if truly malicious, reported through the EQU8 Control Panel to the game studio.

Advantages vs . conventional Anti-Cheat

Significantly harder to subvert. In blocking an attempt to tamper with the game, you are effectively disclosing to the attacker what the anti-cheat product does, and how. If on the other hand you are silently observing, it is orders of magnitude more complex to reverse engineer.

Retroactive detections. If a set of anomalies is discovered to be caused by a cheat, EQU8 will retroactively apply the new knowledge to all historic data, for all players.

Higher confidence & less false-positives. Since EQU8 will continue to run and gather data even after a cheating anomaly has been discovered (as opposed to terminating or trying to prevent it), the full execution payload of the cheat is always seen, rendering a much deeper incident intelligence.

Server-side Shellcode

The final frontier of EQU8 is our server-side contained shellcode module. This position independent piece of code is periodically distributed to all connected players on an interval basis, and allows us to make updates to EQU8 in real-time, without the player even having to restart the game or reconnect.