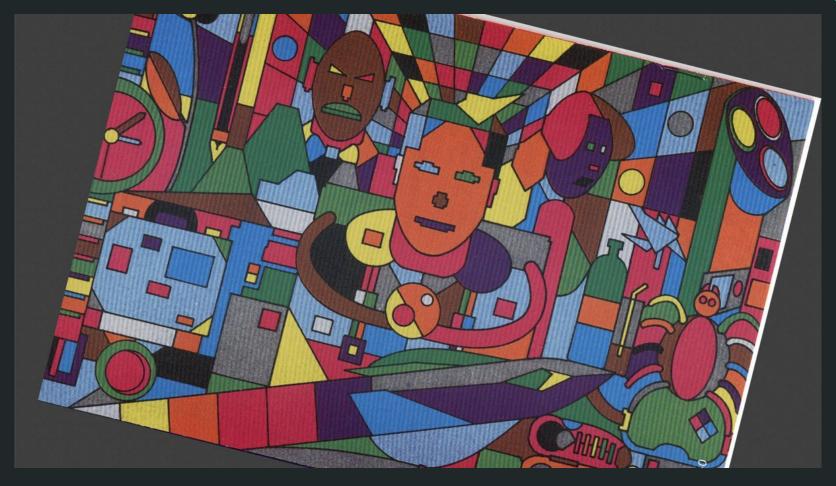
DRM schemes

A short history of copy protection

Disclaimer

10. Manual-based copy protection

self-directed research











9. Serial keys

FCKGW-RHQQ2-YXRKT-8TG6W-2B7Q8





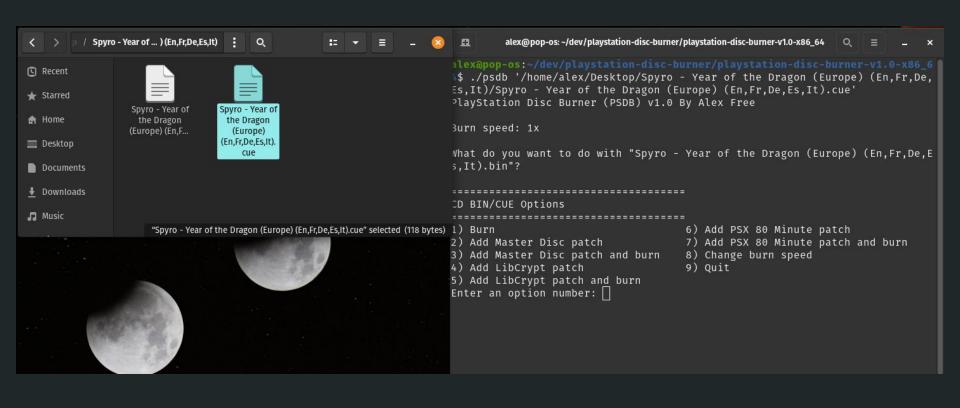
8. PlayStation schemes

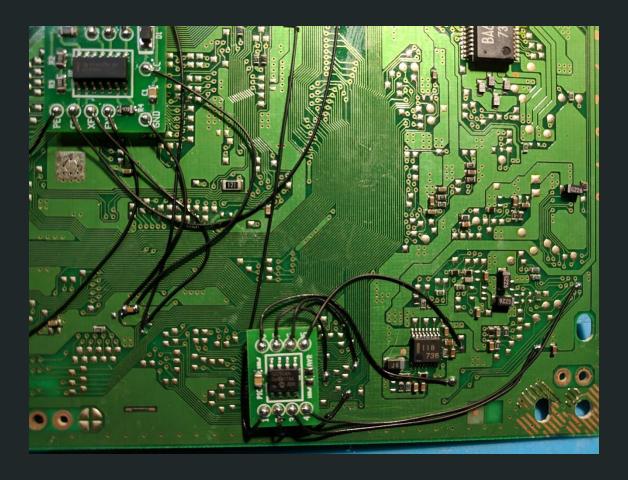
"the wobble"





Libcrypt







7. Break the game

Some companies' DRM is stupidly cruel, punishing only those who have legitimately purchased the game, and not those who pirate it. Well, most companies' DRM is that. <u>Serious Sam</u> 3's DRM is brilliantly cruel, punishing only those who pirated it. <u>By relentlessly pursuing them with a giant invincible armoured scorpion</u>. As revealed by <u>Dark Side Of Gaming</u>, only those who unlawfully duplicate the game encounter this immortal enemy, who haunts them from the opening moments. You can see it in action below.

ROCK PAPER SHOTGUN

PC gaming since 1873



News by John Walker, Co-founder Published on Dec. 7, 2011 179 comments



Game Dev Tycoon forces those who pirate the game to unwittingly fail from piracy

93.6 per cent of players currently running cracked copy.





News by <u>Tom Phillips</u> | Editor-in-Chief Updated on Oct. 17, 2017

190 comments



Game Dev Tycoon adds ultra hard mode where you combat piracy with DRM

See off thieves.





News by <u>Tom Phillips</u> | Editor-in-Chief Updated on March 9, 2018

14 comments

Advanced Options

Game Length

35 years (recommended)

Note: You can always continue playing after the main game is over. The game length simply specifies how fast new platforms come to market and when the high score is calculated.

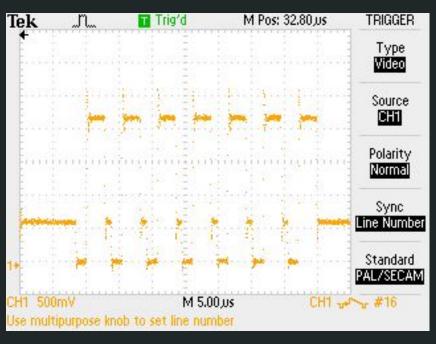
Pirate Mode

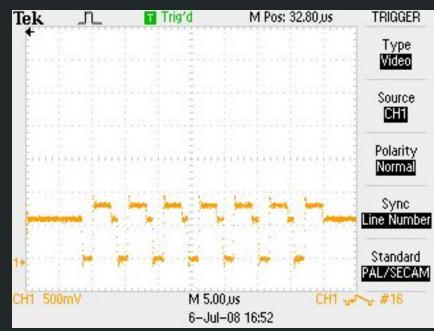
2. On

~

The pirate mode causes severely reduced sales on all of your games. Bankruptcy is likely. You can develop copy protection but using it will upset fans. 'Fan mail' inspired by true events will reach your inbox from time to time.

6. Macrovision





5. CSS



self-directed research

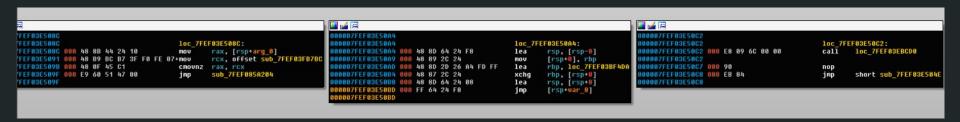


4. Widevine L3

widevinecdm.dll 4.10.1610.0

int 2D

code obfuscation



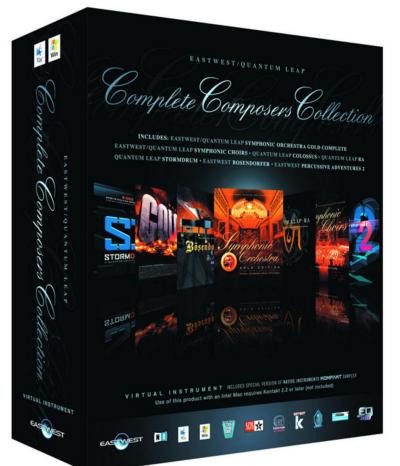
The FSF's focus on TPMs here is not only technically wrong, it's indicative of a failure to understand what's actually happening in the industry.

While the FSF has been focusing on TPMs, GPU vendors have quietly deployed all of this technology without the FSF complaining at all.

Microsoft has enthusiastically participated in making hardware DRM on Windows possible, and user freedoms have suffered as a result, but Playready hardware-based DRM works just fine on hardware that doesn't have a TPM and will continue to do so.

3. Hardware dongles







EastWest CC Plus HD Windows





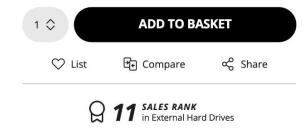




\$120

The shipping costs are calculated on the checkout page.

In stock



Need help?









2. Denuvo anti-tamper

Don't call it DRM: what's Denuvo Anti-Tamper?

The forcefield that kept Dragon Age and Lords of the Fallen free from piracy - for a few weeks at least.





News by <u>Robert Purchese</u> | Associate Editor Updated on Dec. 19, 2014

123 comments

1. A/B variant watermarking