FAIRFIGHT ANTI-CHEAT

Make it a FairFight® for everyone

It might be hard to believe, but **12 percent of online multiplayer gamers use cheats regularly**.

This ultimately leads to a vast majority of **players less likely to play the game** and nearly half of the players **buying less in-game content** because of cheaters in the game.

Cheating does not only impact the gaming community, but also the game developers, their **reputation and revenue streams**. Resolving this issue requires a comprehensive solution.

Client-side anti-cheats are generally seen as the go-to option to defend against cheaters.

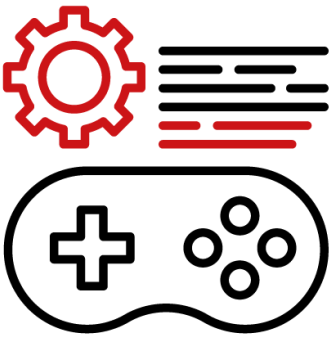
But despite their extensive use, these solutions are not foolproof. **Cheat developers can find ways to bypass client-side anti-cheats**, and unless the anti-cheat developer regularly updates its detection methods, cheaters may persist in playing without being detected.

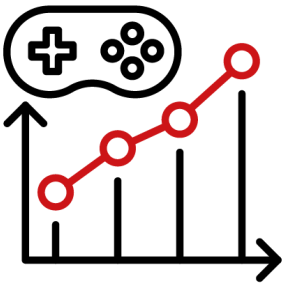
This is where i3D.net comes in with **FairFight**, the **ultimate server-side statistics-based engine to battle cheating in real-time.**

BENEFITS

Server-side anti-cheat

FairFight is **non-invasive** and resides on a dedicated server, collecting, processing and communicating gameplay events with your game server **via API**. It does this in **real-time** and therefore catches cheating as it occurs with **99.96% accuracy**.



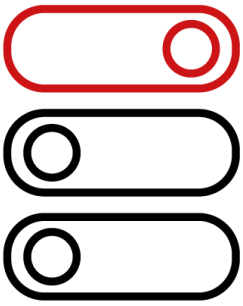


Game integrity system

FairFight is a **rule-based engine** with **automated action sets** when cheating is detected. At its core, it is a **player behavior detection platform** with **fully-customizable responses to unwanted behavior**, allowing you to **battle cheating in creative ways**, not only through outright banning.

Statistical analysis

FairFight **utilizes data collected from all gameplay events**, **analyzes** it and **compares** it against **averages** derived from all of the gamers playing your game, **flagging any anomalies in the gameplay**. This methodology leaves almost **no space for false-positives.**



Platform agnostic

FairFight can protect **any game genre** built on **any game engine**. It can also protect **any integrated API**, whether it's **PC, console or mobile**. With **Unity and Unreal Engine plugins**, you can start protecting your gaming community with FairFight immediately, starting today!

FAIRFIGHT PHILOSOPHY

FairFight stands for fair and square competition. It was designed and built with the purpose of leveling the playing field in online multiplayer games by providing a set of rules, tools and events for cheating detection, prevention and punishment.

SERVER VS. CLIENT-SIDE ANTI-CHEAT

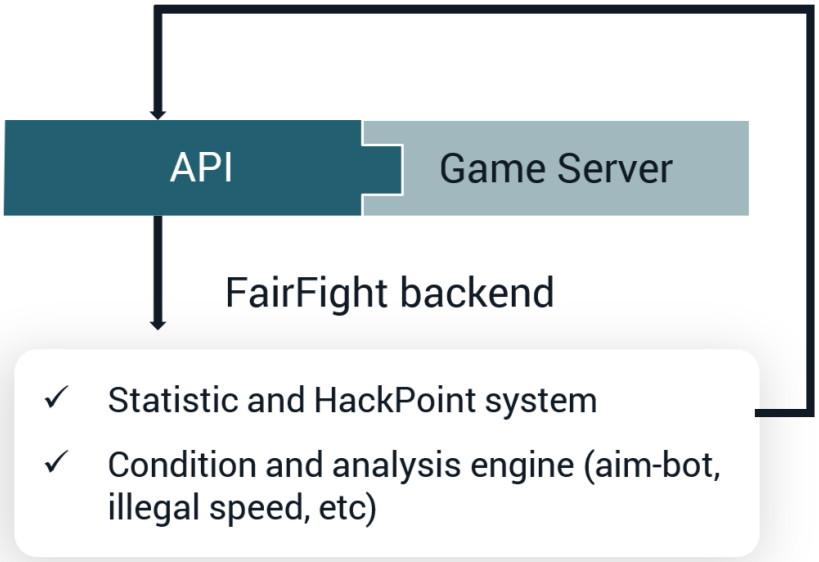
FairFight is the world's leading server-side and cross-platform anti-cheat solution with significant advantages over client-side anti-cheats.

Feature	Client-Side Anti-Cheat	Server-Side Anti-Cheat
Primary function	Scans RAM for unauthorized software	Uses in-game data for statistical analysis
Detection method	Signature-based; identifies known cheat codes	Performance-based; monitors player stats and actions
Installation requirement	Requires installation on client's machine	No client-side installation needed
Activation time	Instant, with no setup time required	Requires time for initial data collection
Update Frequency	Requires regular updates to detect new cheats	Less frequent updates, focuses on data analysis
Effectiveness	Effective against known cheats, vulnerable to new or modified cheats	Effective in long term, low false-positive rate
Drawbacks	Easily bypassed by new or unknown cheats. More susceptible to workarounds than server-side anti-cheats	Requires time to gather and analyze player data

HOW DOES FAIRFIGHT WORK?

FairFight uses two overlapping and mutually supportive approaches to identify cheaters: Algorithmic Analysis of Player Statistics (AAPS) and Server-Side Cheat Detection (SSCD).

AAPS compares each player's game play statistics across an array of performance measures and compares them against averages derived from all of the gamers playing your game. FairFight uses the results of these comparisons to find statistical anomalies that correlate strongly to the use of cheats.



1. Events are collected using the FairFight API and sent to the FairFight server.
2. Events are processed, filtered and stored on the FairFight backend.
3. Actions are sent back to the game.

CUSTOMERS ABOUT FAIRFIGHT

"Over the past six months, we've steadily ramped up our anti-cheat efforts, working closely with the FairFight team to detect and remove more cheaters than ever before. In October alone, we sanctioned over 8,500 accounts. Since then, instances of cheating have declined."

Read EA's approach to Anti-Cheat in Battlefield leveraging FairFight here.

FAIRFIGHT FEATURES

FEATURE	DESCRIPTION
Single portal overview	You have a single portal to monitor and manage the anti-cheat system for your games. The dashboard provides a variety of tools and features to help game operators effectively use and configure FairFight's anti-cheat capabilities.
API driven	You can manage, create rules and monitor player performance on the whim automatically or do it in the FairFight's dashboard.
Integration with client-side anti-cheat	Combining both types of anti-cheat measures can provide a stronger layer of security, creating a more comprehensive defense against cheating, minimizing the vulnerabilities associated with each individual approach.
Aimbot detection	AAPS results are cross-checked with SSCD's real time game state, scanning gameplay data of your choice for events and conditions which are not possible to achieve without the use of cheats.
Built-in customizable ban system	Establish your own tolerance levels for cheats and cheaters, and adjust their penalties as you see fit.
Custom anti-cheat actions	FairFight's rule engine and graduated punishment system can be modified throughout the course of a title's life.
Collision monitoring	Records and reports any game terrain exploits—no clips or flying.
Extrasensory perception (ESP) detection	Automated system to verify/refute player's illegitimate in-game actions.
Anti-toxicity protection	Comprehensive in-game text chat monitoring to keep your community toxicity-free.
Platform agnostic protection	FairFight protects any integrated API; PC, console and mobile.
Rule engine	Automatically executes publisher-customized commands with respect to FairFight's algorithm.
Player tips	Provides an array of tips to the players to improve their in-game performance.
Address bugs in the game	In-game terrain bugs that players exploit to their advantage can be fixed within a few minutes with FairFight without a patch.
Skill-based matchmaking data	Provides detailed player information, leaderboards and statistical summaries to match players of the same skill level.
Reporting and announcement system	Provides in-game notifications and announcements, collects reports from players about anomalies in game.

i3D.net enables game studios and enterprises to safeguard their business-critical applications online. We provide high-performance, low-latency networking solutions through a vast, privately-owned global infrastructure.

As game sector veterans, we convert our game-hosting innovations into scalable tools for enterprise and IT. With thousands of servers spread over 6 continents, we can provide you with an unmatched low-latency network and expert individualized support.

We'd love to get you in direct contact with our team to provide you with a fitting solution.

Contact us here!

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