

BUSTING THE TOP 8 MYTHS ABOUT ANTI-TAMPER TECHNOLOGY FOR MOBILE GAMES

Great games **deserve and need** 360-degree security!

Game hackers are becoming more sophisticated and are continually adapting their approach in order to pirate titles from game developers and publishers, and distribute to unsuspecting, 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 your favorite games, but it threatens further development and investment in new titles and adventures. If gamers are accessing illegally copied versions of a game, that steals revenue from developers who want to reinvest in your favorite franchise. No one wins when cheaters steal games.



That's why Denuvo works so hard to not only stay ahead of the hackers, but to ensure that all of our favorite games remain safe, with absolutely zero impact on performance. Denuvo's Anti-Tamper technology works on top of any digital distribution platform, allowing developers to deploy the technology seamlessly into their games. For mobile games, our Anti-Tamper prevents hackers from debugging, reverse engineering and changing the application, some of the most common ways to steal a game. 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 about anti-tamper technology and how it operates out there. We're here to dispel those myths and break down the top eight common myths of anti-tamper on mobile games that can wrongly lead you to think that protecting games from cracking is hurting the gamers' experience.

MYTH 1

“Anti-Tamper causes issues with battery usage on a device.”

FALSE!

Tests show that the difference in battery usage is less than 1.5% when comparing a protected game and an unprotected game.



MYTH 2

“Anti-Tamper causes FPS drops or bad performance during the game.”

FALSE!

Every game protected with Denuvo's Anti-Tamper is thoroughly tested by game developers and publishers to ensure our technology causes no in-game performance degradation in any way, while providing maximum security. We're gamers too, and we don't want any bad performance in games either.

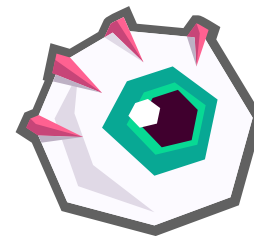


MYTH 3

“The solution collects data from the user.”

FALSE!

If our telemetry data is not wanted by a publisher, our Anti-Tamper technology is fully offline and does not collect personal data at any time. Since the release of [iOS 14](#), users have more control than ever in deciding what data is being shared.



MYTH 4

“Anti-tamper may have bugs that can crash my app, giving me bad reviews and lower app installs.”

FALSE!

Every game title is tested for compatibility with our technology, even before a publisher does its first protection run. We test our technology on more than 50 different iOS and Android devices to minimize the risk of having undiscovered bugs.

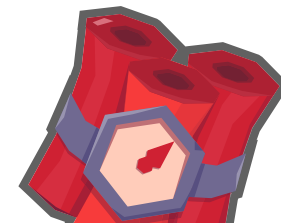


MYTH 5

“Anti-tamper protection may be unprepared for major iOS or Android upgrades, blocking key releases and big announcements.”

FALSE!

Denuvo’s Anti-Tamper is a highly flexible technology and developers have the option to turn on or off our 20+ plugins depending upon the security features they want. Additionally, we’re able to temporarily disable a plugin if there are any issues with a new OS version, and immediately provide a new compliant version of the protected game, to ensure gamers always have the most protected and optimized versions of games to play.



MYTH 6

“Anti-tamper might not work with the latest version of the platform that I’m using to develop my game.”

FALSE!

Our technology supports a broad range of platforms to provide a high level of compatibility. Every game title is tested for compatibility with our technology, even for very old devices.

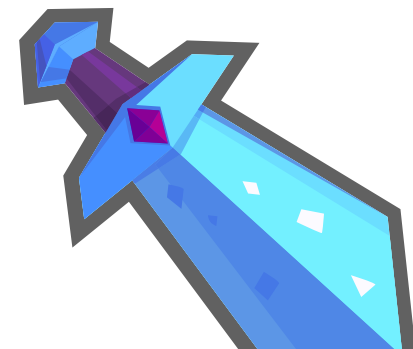


MYTH 7

“Cheating is just a marginal problem and doesn’t affect my game.”

FALSE!

Based on our analysis of the Play Store’s top 50 games, we found that there were hacks available for 86% of all games! Hacking and cheating is a huge problem, much more than most people realize!



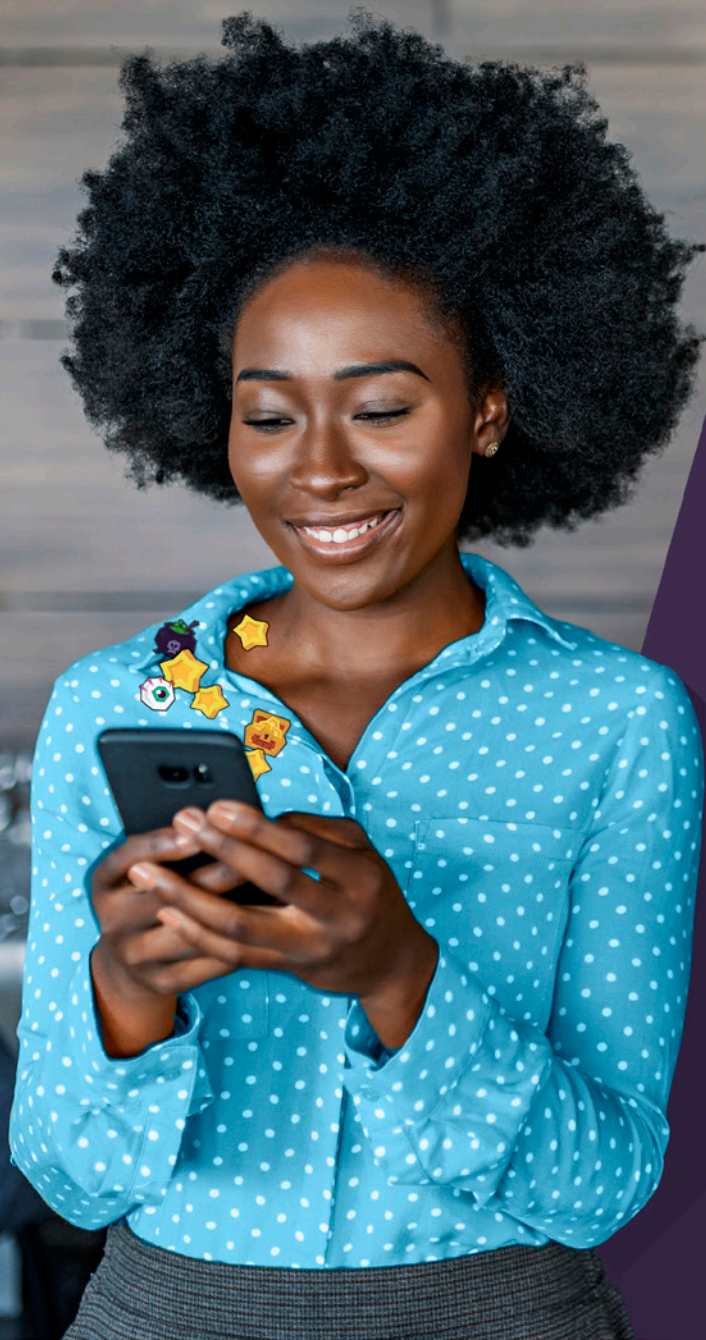
MYTH 8

“Anti-tamper is difficult to apply.”

FALSE!

Denuvo's Anti-Tamper is super easy to integrate. It plugs into the build pipeline with no modifications to a game's source code. It can be added before a game is released with little-to-no effort by the publisher. It co-exists easily with additional security solutions and is well respected by all major game publishers.





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!