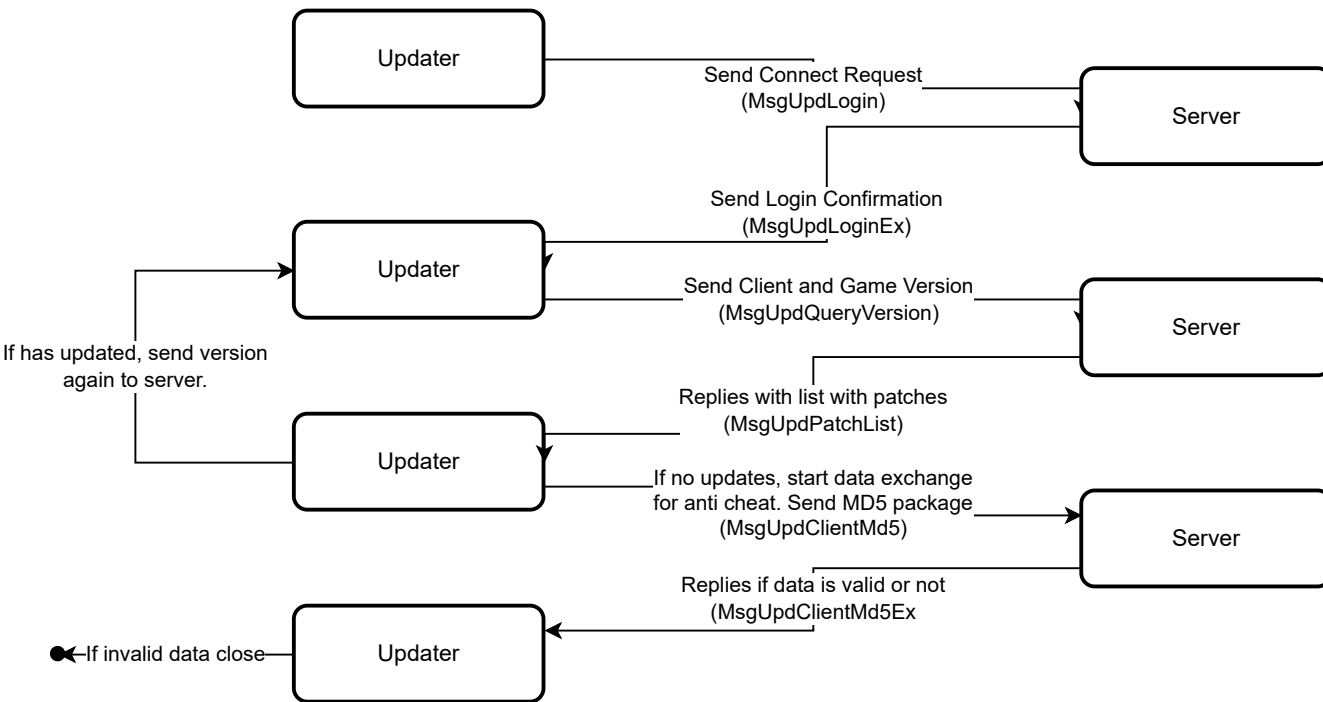


Updater and Anti-cheat



Anti-cheat Routine

After starting the anti-cheat it will share the clients states with the server. If this client is closed then it will disconnect from the server and the server will request to disconnect all connected accounts.

We will continuously keep checking the integrity of the client files with a directory listener. We won't be sending personal data or check other directories, but anything that changes inside of the game client folder will be notified. Also, it will check the integrity of the running executables comparing the loaded modules.

From time to time we will send the list of executables running in the client machine to the server. We do not want to hurt the privacy of the user, so we might not be going much further.

Updater Server

The server will take care of all files processing. A folder with the current client will be kept and also new patches will be installed by the server so it may be up to date. This must be done to keep track of the latest MD5.

This will keep a connection alive with the Account Servers which will connect to it. This might be done in order to disconnect undesired players from the game. Players who don't keep an alive connection won't be able to play.

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