



Unlocking the Possibilities of Network Gaming

Network gaming is emerging as one of the few viable online businesses: consumers want to play and they are willing to pay. IT GlobalSecure's SecurePlay™ Platform delivers the security infrastructure to unlock this \$16 Billion marketplace. The SecurePlay™ Platform addresses game security at three levels: the honesty of individual game transactions (with the SecurePlay™ Protocol Library), the creation of a Secure Game Contract, and an overall Secure Game Commerce Infrastructure

SecurePlay™ is the platform of choice for the network gaming. Game Developers and Operators will be free to develop their own specific technical and business strategies with a highly flexible and very cost-effective licensing program from IT GlobalSecure. To encourage easy adoption and integration, the SecurePlay™ library is provided as an open reference implementation and API (application programming interface) to allow developers to quickly validate its security and easily tailor it to meet their specific game requirements.

Securing a Growing Gaming Market

The range of network games is increasing from simple contests and puzzles to elaborate role-playing and strategy games. At the same time, the world is moving from low speed modems connected to PCs to broadband, interactive TV, and 3G wireless. In fact, the forecasted revenues for all forms of network gaming are astounding – exceeding \$16 Billion worldwide by 2006 - and this does not include revenues from online lotteries, bingo, and other regulated games:

- On-line gaming revenues for US and Europe in 2004 - \$4.9 Billion with 73 million players
- Interactive TV revenues for US and Europe in 2005 - \$5.6 Billion with 111 million players
- Total Market for Wireless Gaming in 2005 - \$6 Billion with 200 million players¹
- Promotional Gaming/"Advergaming" is projected to grow to \$1B by 2005 (Forrester Research)

But for all this promise, the key consumer issue of cheating and game security has not yet been addressed, until now. With SecurePlay™, consumers and businesses can play knowing they are playing securely.

Play No Evil™

At their heart, all games consist of two types of actions: taking a simple turn (moving a pawn) and creating a random event (rolling dice). These actions can be done sequentially (Chess), simultaneously (Rock, Paper, Scissors), or even in secret (Battleship™)! IT GlobalSecure's SecurePlay™ Library provides a complete set of security services for all of these basic game transactions. These services include unique patented technology, including:

- **"Fair Shuffle"** – creating fair, non-repudiatable collaborative random events,
- **Simultaneous Transaction Support** – allowing the creation of a "Logically Simultaneous" Transactions, and
- **Secret Transaction Support** – allowing the creation of secret, non-repudiatable transactions.

These three services are supplemented by modular encryption and digital signatures, which provide privacy and data integrity.

Developers creating network games are playing with the deck stacked against them. Let IT GlobalSecure™ and its SecurePlay™ technology make securing any network game as simple as deciding whether to hold or fold.



1. All gaming revenue projections are Datamonitor Research Reports, 2002.

Secure Game Contract

With the secure foundation provided by the SecurePlay™ Library, the individual actions of players and game results can be assembled together to build a Secure Game Contract. The SecurePlay™ Contract combines the individual actions: information about when and how player actions occurred, and information about the game rules and other agreements between the participants. Building on established law for digital signatures, Game Operators, Developers, and Players can use this electronic contract to protect themselves from abuse and, more importantly, unlock the business potential for network gaming, just as SSL has made e-commerce trustable.

Secure Game Commerce

The other key element to making e-commerce a success has been certificates provided by registries. IT GlobalSecure has tailored this concept to meet the specific needs of network gaming by providing certificates for both games and game operators. This meets the complete needs of Players and also simplifies and strengthens the business opportunities for developers. Also, because this security infrastructure is network-technology neutral, we have taken the registry concept one step further by providing the optional capability for micro-payments – allowing developers and operators to build their businesses with an expanded range of business models. As part of its Open Strategy, IT GlobalSecure welcomes other firms to establish alternate or complementary Game Commerce Infrastructures to provide more choices for developers, more options for their own businesses, and more choices for consumers.

Easy Integration

The SecurePlay™ Library sits cleanly beneath the game software and above the network. It provides a simple API to use its services and provides easy support for a Game Commerce infrastructure. IT GlobalSecure's objective is to make security easy for Game Developers by delivering modular support. For network game middleware developers, these functions can be easily integrated into their existing products – providing a common standard for game commerce.

Open Strategy

IT GlobalSecure recognizes the strengths of the Open Source movement, and its relevance to the emerging Network Gaming industry. Because it is so critical that security technology be effective, IT GlobalSecure is making the reference implementation of its SecurePlay™ Library available as Open Source. This will allow full public review and opportunity to identify and correct any flaws.

Second, IT GlobalSecure is deploying its technology and services based on an "in-kind" licensing model. Where Developers or Game Operators are providing games or game services for free, IT GlobalSecure will only charge a small sign-up fee for registration and support. Where Game Developers or Game Operators are making their money – be it through sales, monthly subscription, or pay-per-play, IT GlobalSecure will charge a modest fee, that grows only as your business does.

We are so confident that SecurePlay™ can protect your games that, in addition to the Open Source version for non-commercial use, our Developer licensing and support program is priced aggressively to make adding SecurePlay™ easy for game developers, both small and large. Call IT GlobalSecure Toll Free at 1-866-IT-ARMOR (U.S. Callers) or 1.202.332.5878 (Outside the U.S.)



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