

Successfully Managing Fraud

Within Turbine's
Massively Multiplayer
Worlds



GD10

Learn. Network. Inspire.



www.GDConf.com



About Me

- ⦿ **Alexander Engel**
Anti-Fraud Supervisor –
Turbine Inc.
Senior Game Master –
Turbine Inc.
- ⦿ Leads anti-fraud
team across all of
Turbine's franchises



About Turbine

Founded:

1994

Employees:

300+ (Boston/SF)

Franchises:

The Lord of the Rings Online™

Dungeons & Dragons Online®

Asheron's Call®





Goals

- ⌚ Preparation for and prevention of fraud
- ⌚ The sources of fraud
- ⌚ The problems caused by fraud
- ⌚ Educating our customers
- ⌚ Turbine's results using these methods



What is fraud to Turbine?

Unauthorized RMT sellers

Fraudulent credit card
purchases

Compromised accounts



Detriments of Fraud

Fraud leads to spamming

- Harassment
- Decreases the quality of your service

Fraud encourages account theft

- Spoof websites and e-mails
- Compromised accounts

Fraud Costs

⦿ Fraud raises costs within Customer Service

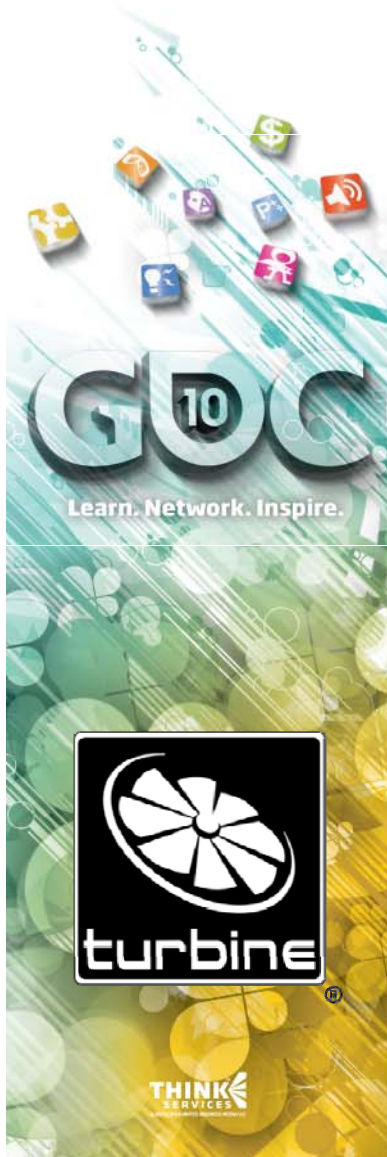
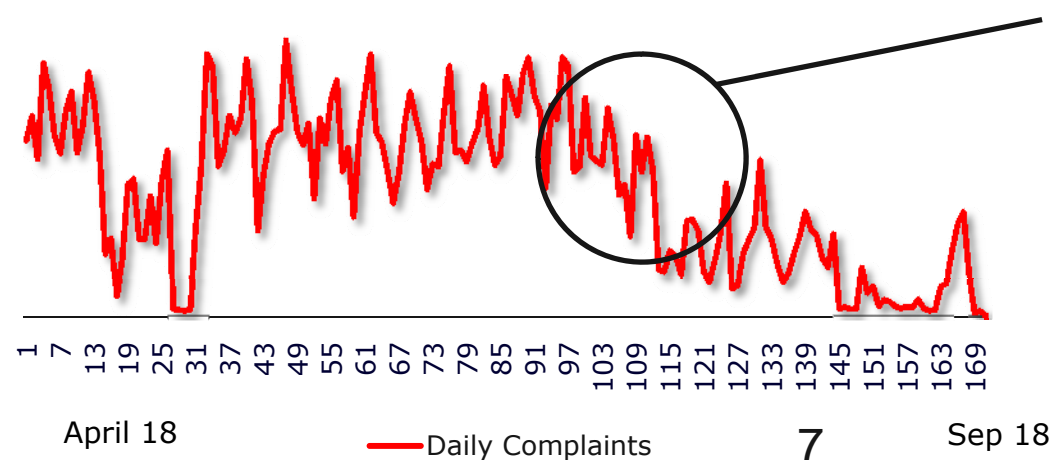
Spamming creates complaints and tickets

- ⦿ Drives up overhead
- ⦿ Churns players

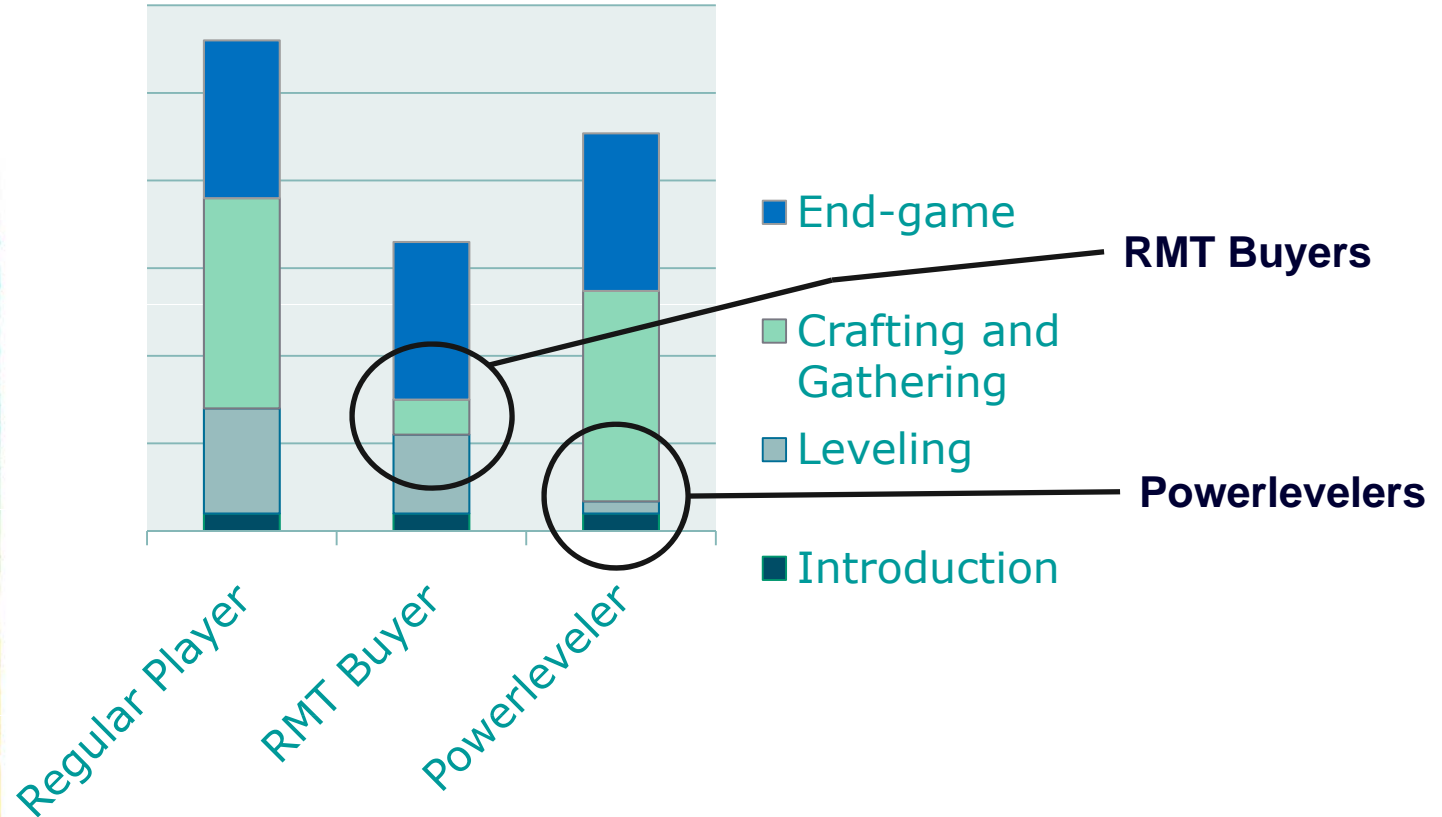
Account compromise is costly

- ⦿ Investigating requires time
- ⦿ Reimbursement requires time

New Anti-Fraud Tech



Long-Term Effects

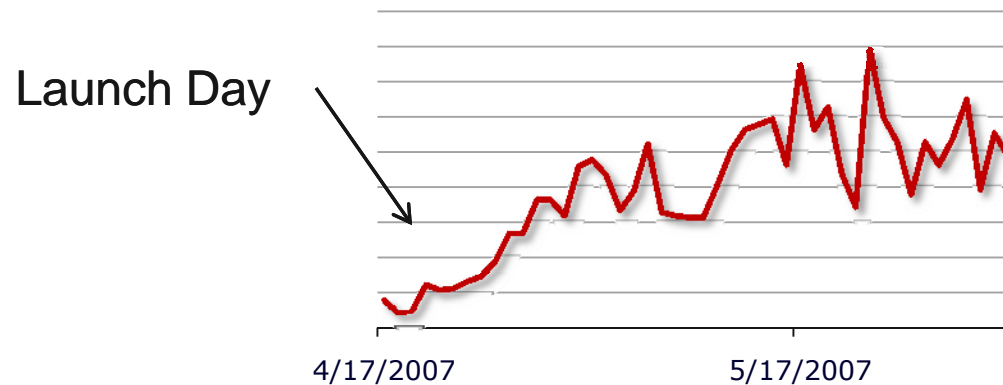


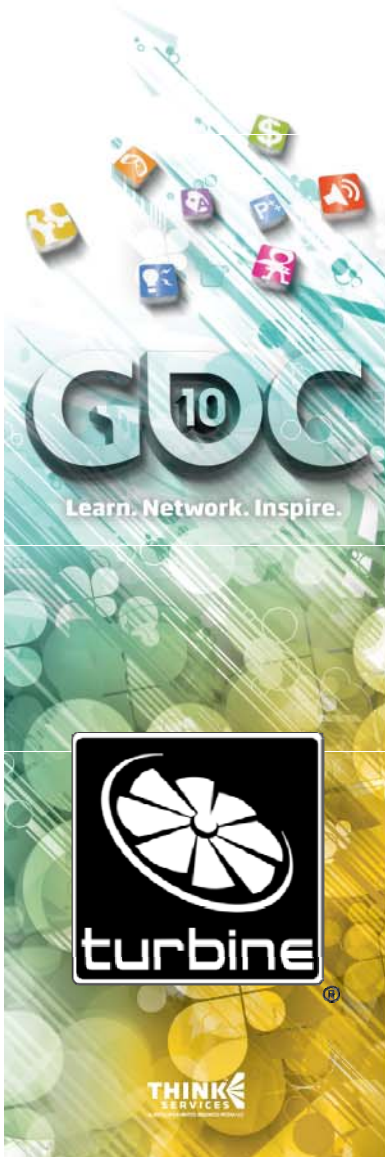
Fraud can drive down the lifetime value of your customers.

Fraud Prevention

- ⊕ Turbine takes an aggressive stance
 - ⊕ Active since LOTRO's launch
 - ⊕ Barriers to account creation
 - ⊕ Educating customers
 - ⊕ Decreases demand, recidivism
 - ⊕ Remove repeat RMT buyers

RMT, Early 2007





What Did Not Work?

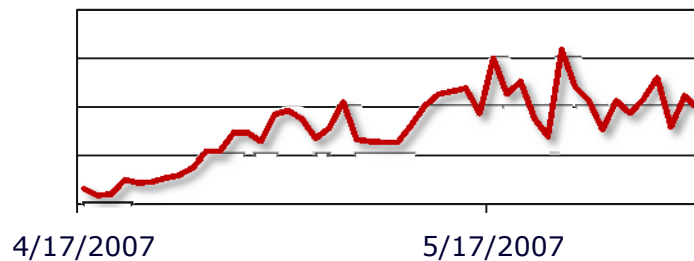
- Swinging the Banhammer
 - Mass suspensions on single variables
 - Not a good idea
 - Really not a good idea
 - Worst, ineffective
 - Severe punishment for first-time buyers
 - No need
 - Education works



Mass Suspensions

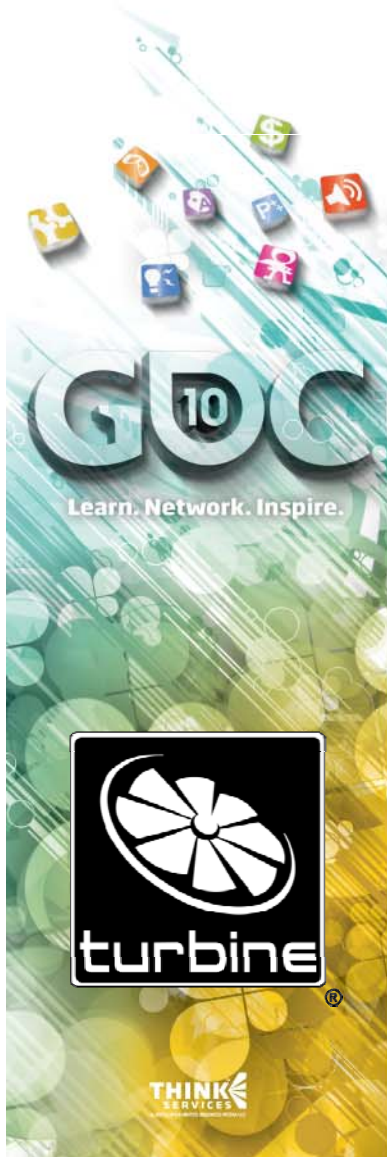
- ⊕ In early May 2007, Turbine suspended users based on excessive playtime
 - ⊕ RMT farmers returned
 - ⊕ Some players were suspended
 - ⊕ Negative feedback about suspensions persisted into 2008

RMT, Early 2007



No decrease in RMT activity during this time

Punishing Minor Offenses



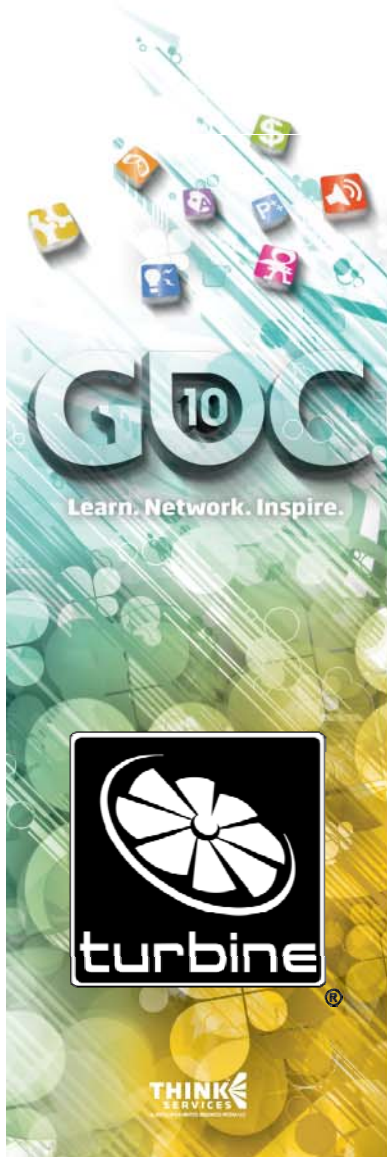
"Being a relatively new player I had never heard anything about this person doing anything wrong..."

"It's my fault that I never read the policy, but I did not realize that purchasing gold online was against your user policy..."

Punish first-timers lightly, punish repeaters heavily

"Now that I have been enlightened as to your policy regarding gold purchasing, this won't happen again..."

"I do not deny I violated the player code of conduct, but as I was unfamiliar with this aspect, it meant nothing to me."



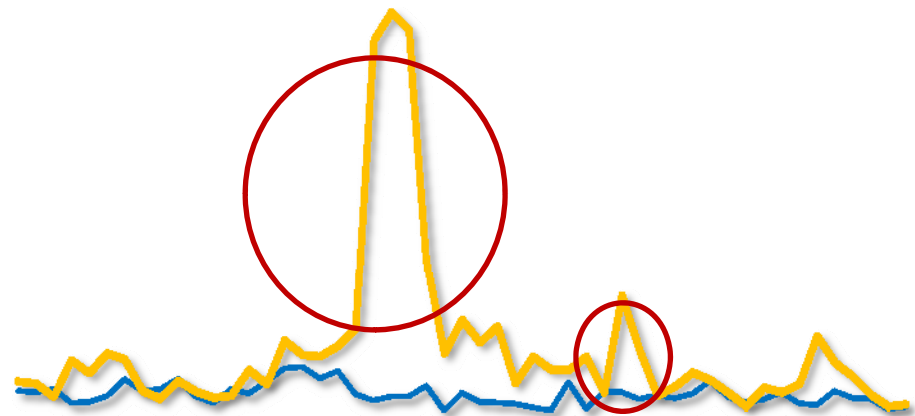
What Did Work?

⦿ Detection

- ⦿ Better tools
- ⦿ Monitoring all registration flows
- ⦿ Monitoring all avenues of acquiring money
- ⦿ Better spam detection

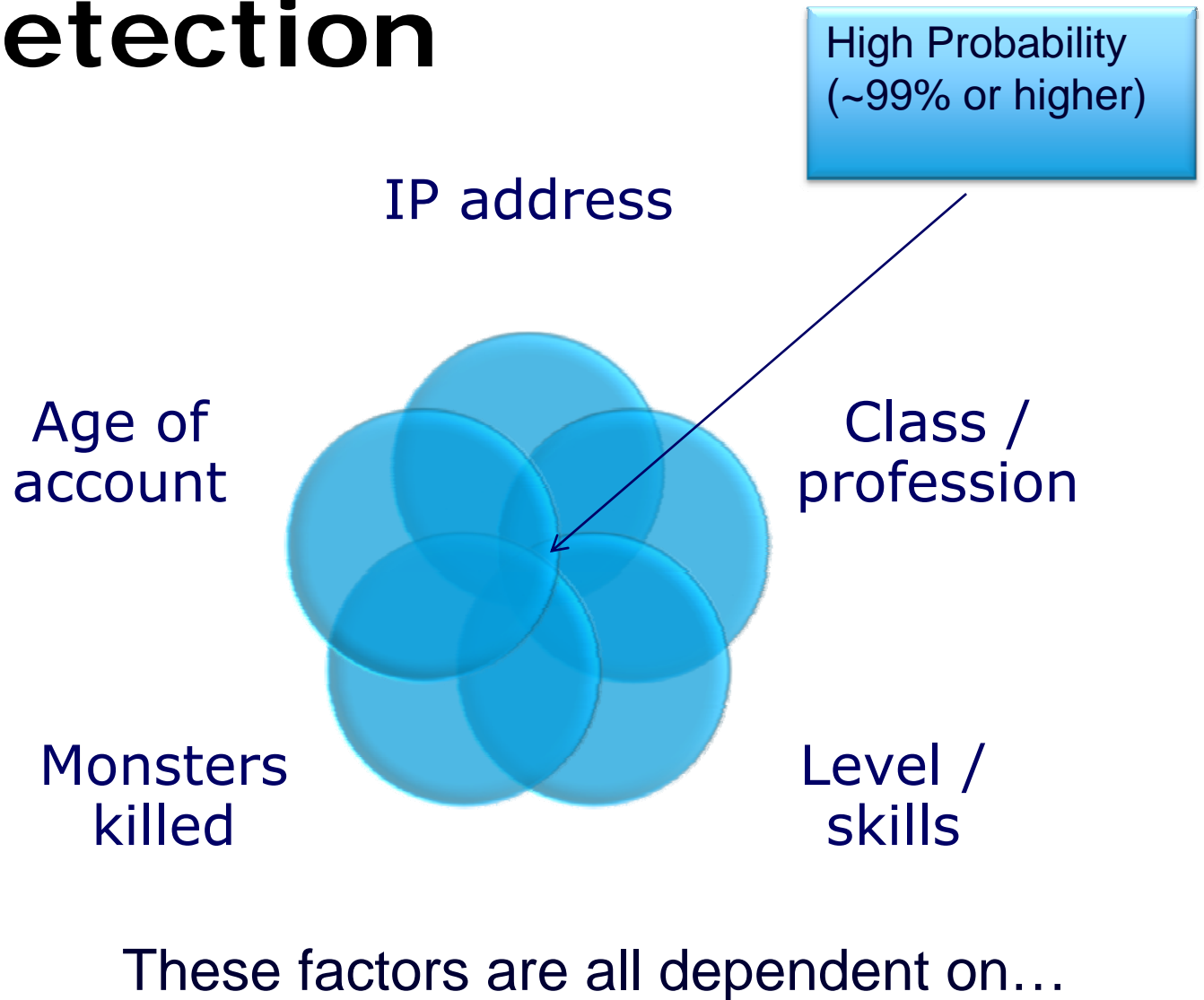
⦿ Prevention

- ⦿ Risk-assessment partnering
- ⦿ Education





Detection



Robust Databases

Flexible Queries

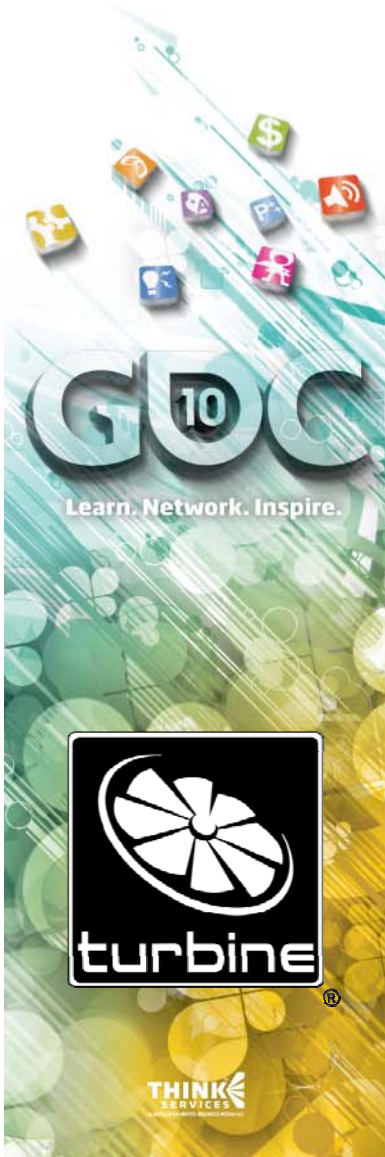
- ⊙ MSSQL
 - ⊙ Anti-fraud works with DBA
 - ⊙ Queries can be modified

Example:

- ⊙ Items looted from **Chest A**
- ⊙ Count of Items \geq **200**
- ⊙ Sort by **day**
- ⊙ Show **name, username**

Persistent Data

- ⊙ Data must persist!
 - ⊙ Data over time
 - ⊙ Historical metrics
 - ⊙ Assessing severity
- ⊙ Real-time over cached
 - ⊙ Essential for exploits



Spam Prevention

There are two principles of spam prevention:

- ⊕ Be Quick

Right-click reporting

In-game spam mail

- ⊕ Report button

- ⊕ Can be purged

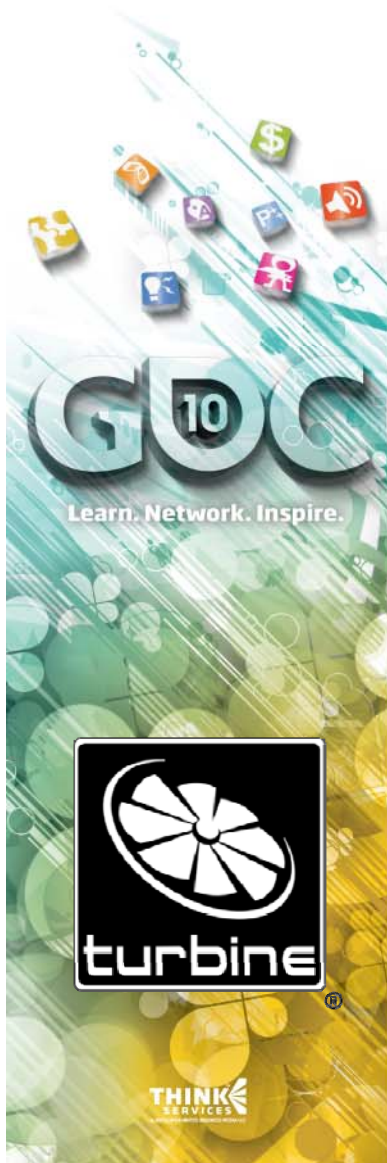
- ⊕ Be Easy

Right-click is easier than Help menu

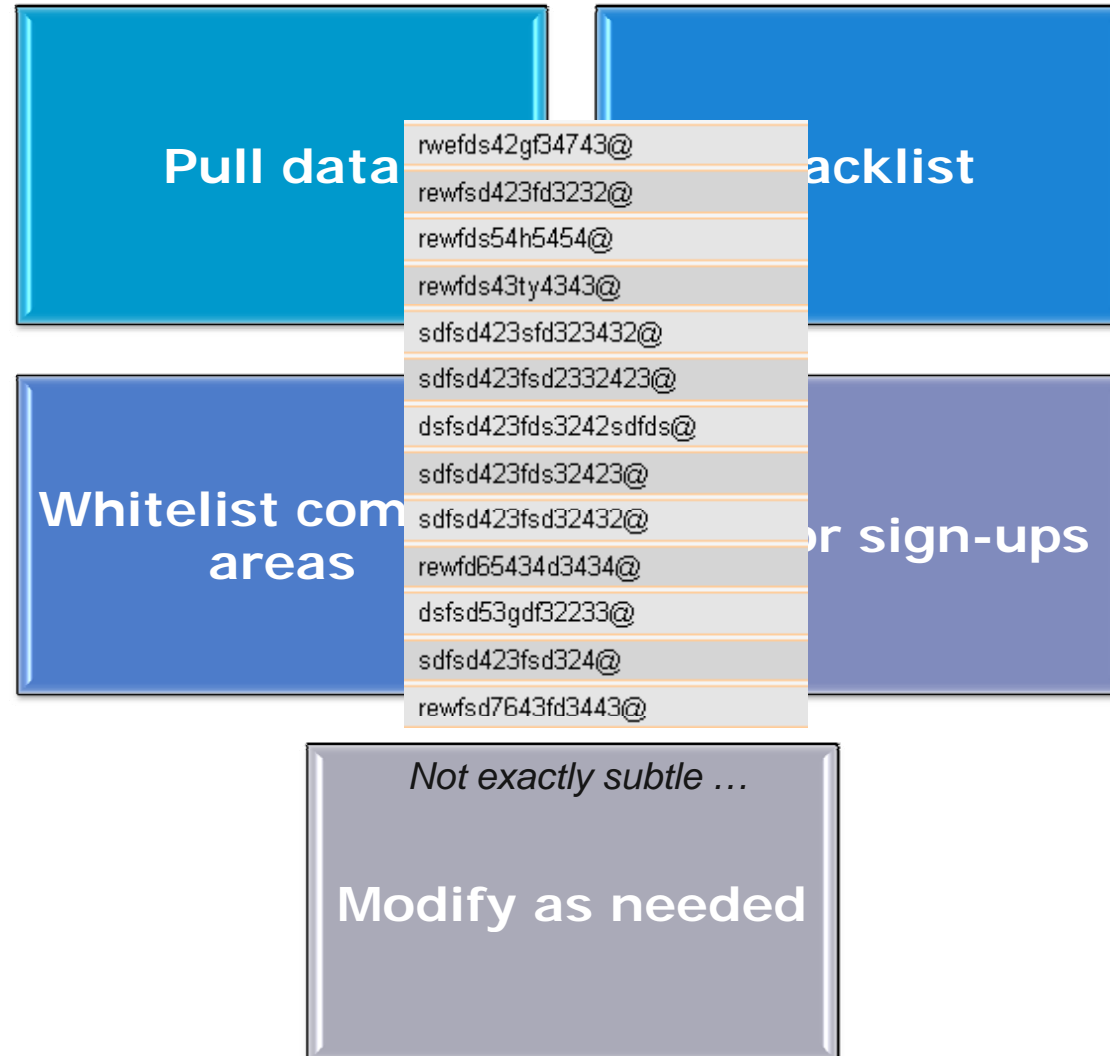
Clearly defined buttons

Filter common spam

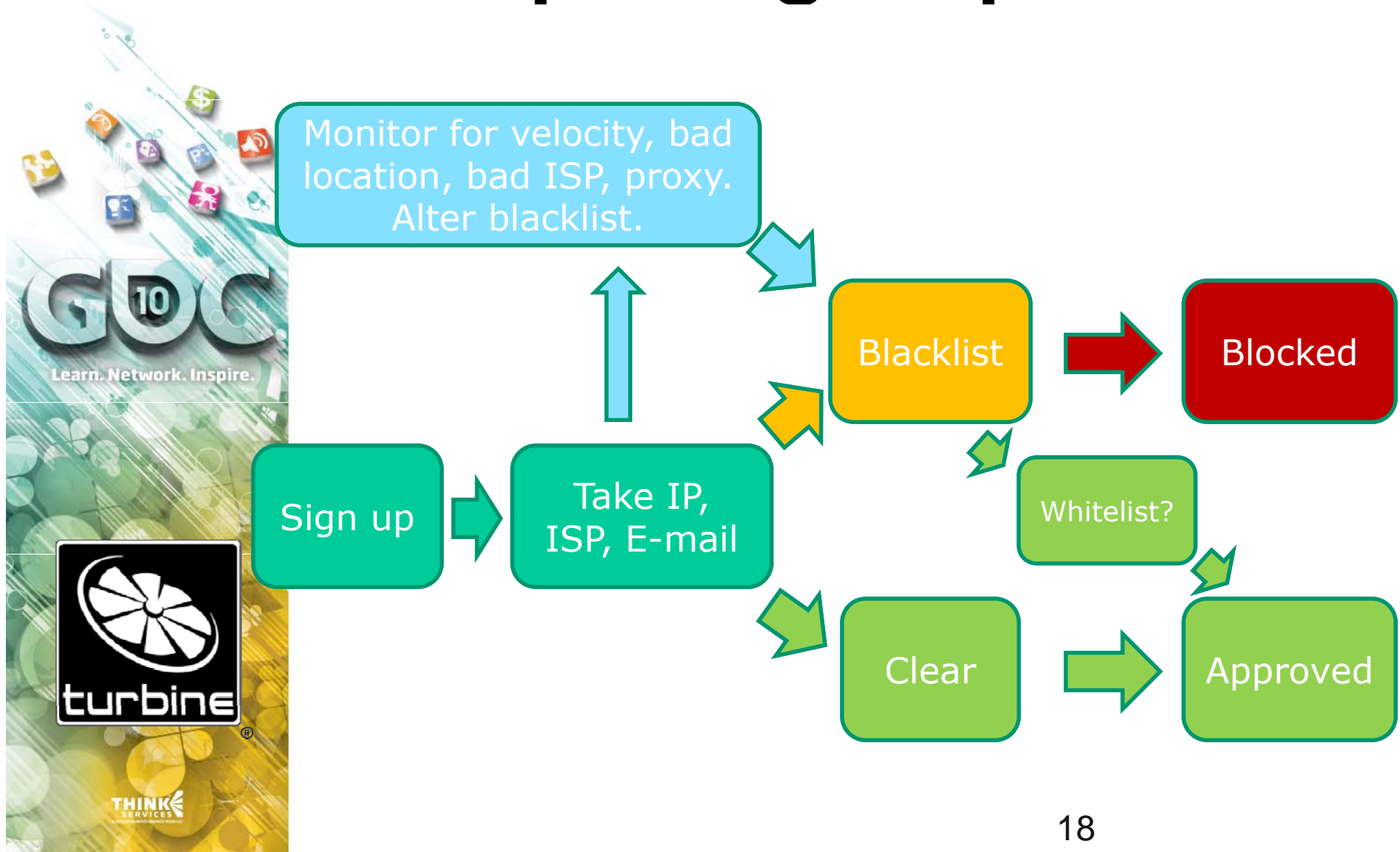




Preventing Fraud at Sign-up



Sample Sign-up Flow





Family and Friendly Fraud

⌚ Family Fraud

Clear charges

Make TOS and EULA clear

Turbine vs. "The Lord of the Rings"

⌚ Friendly Fraud

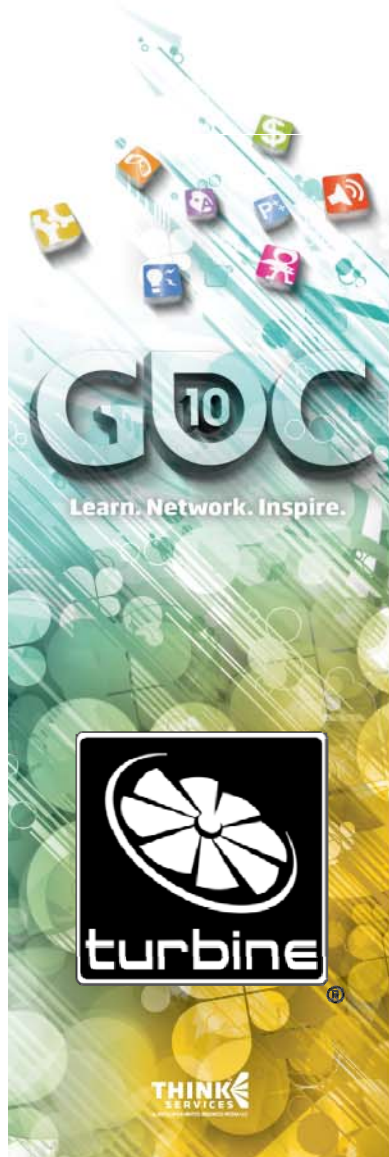
Discourage account sharing

Create barriers to account theft

- ⌚ Authenticators
- ⌚ Warnings
- ⌚ PIN numbers
- ⌚ Secret questions

Educate Your Customer

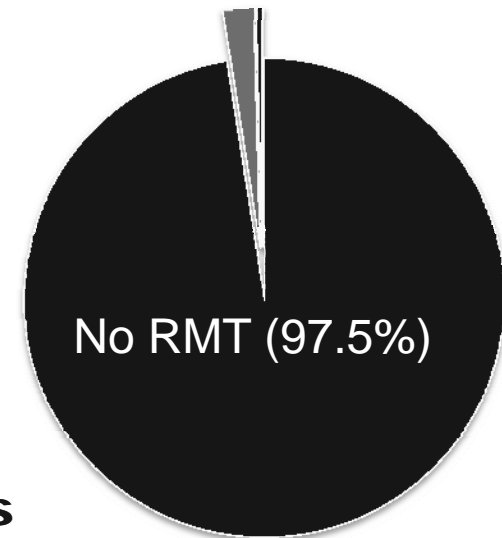
The cheapest way to prevent future fraud is by decreasing the incentive to defraud your company



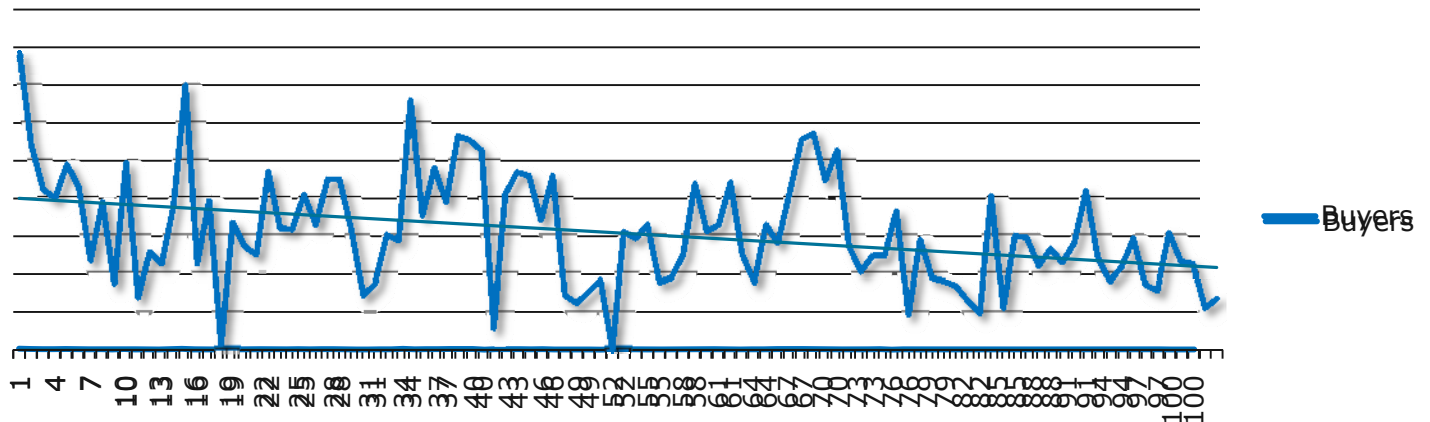
Turbine's Results

RMT (2.5%)

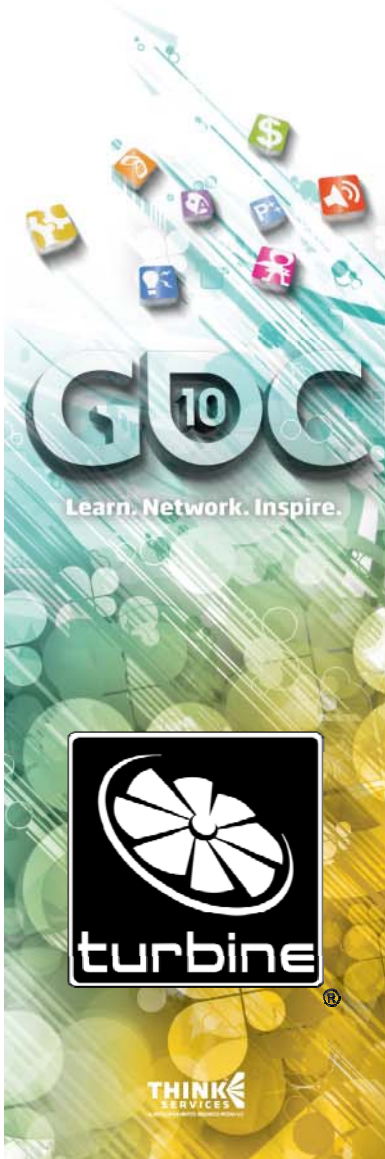
Turbine decreased fraud to a minimal level by reducing the incentive to engage in Real Money Transactions, while increasing our efficiency in removing fraudulent accounts.



RMT Buyers

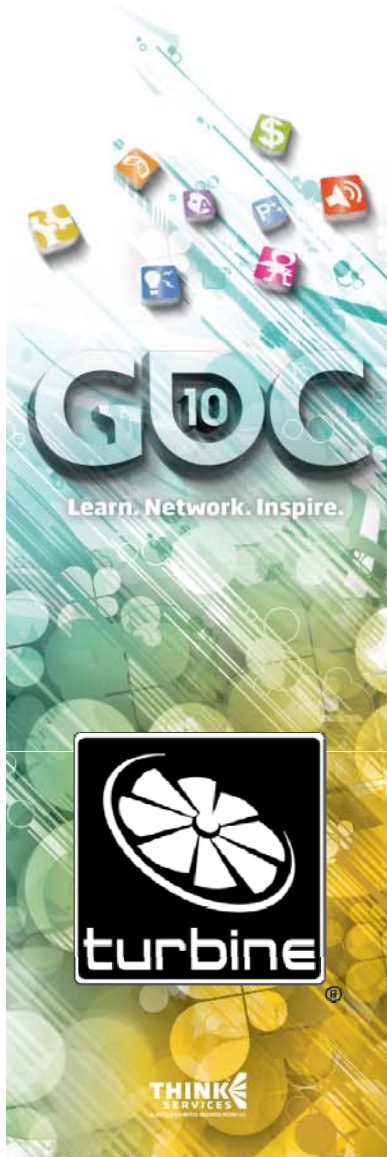
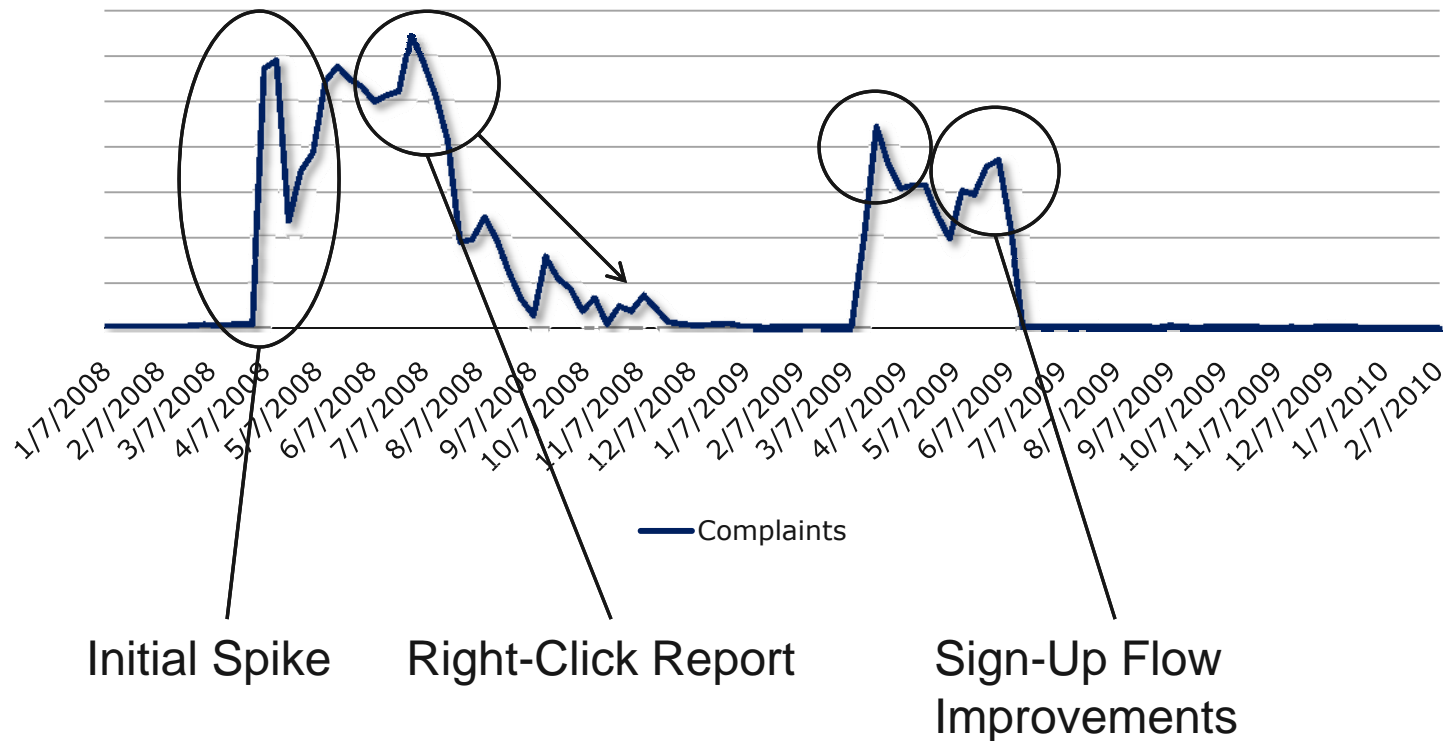


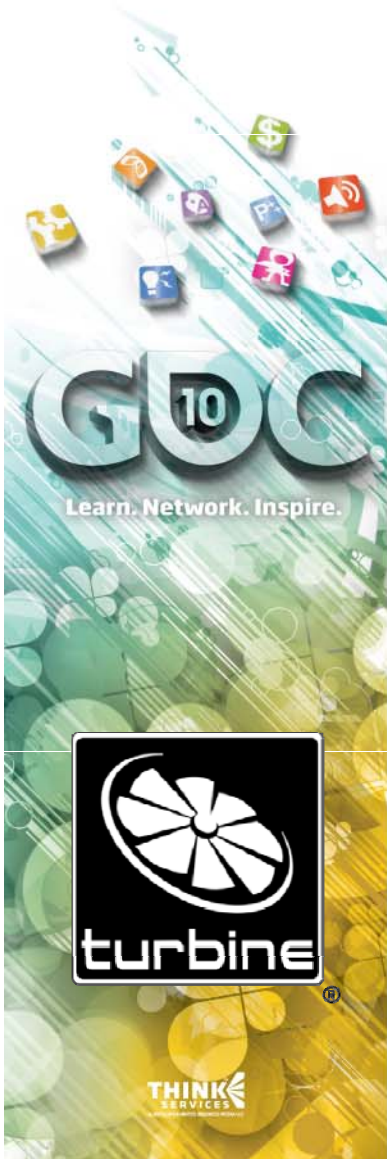
21



Impact on Fraud

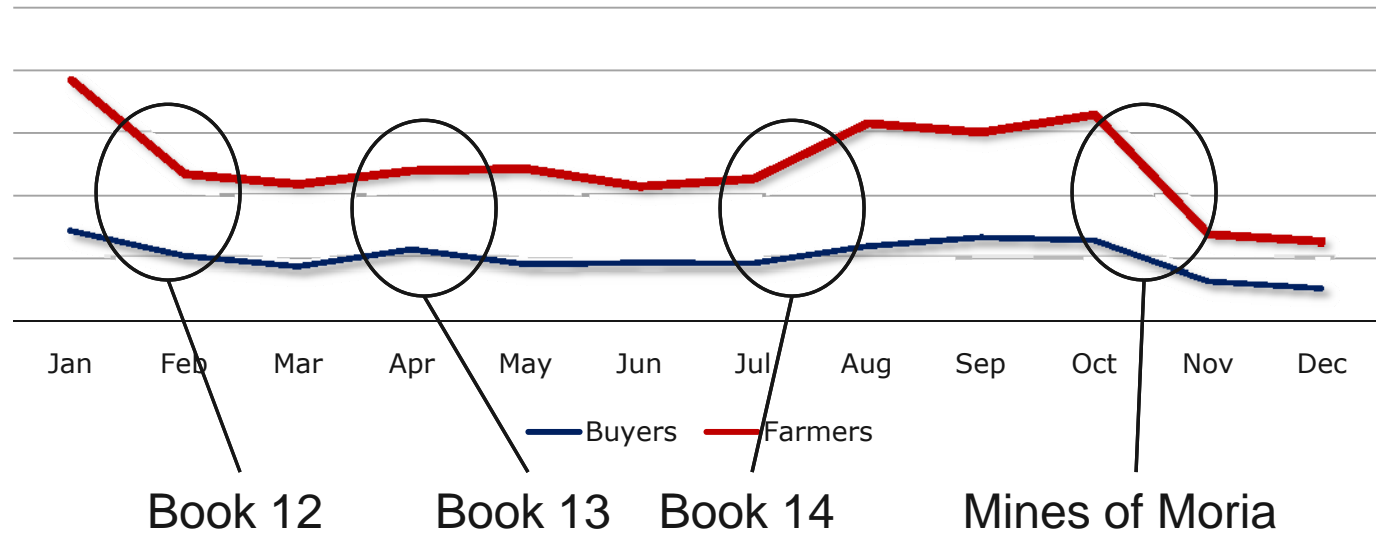
Spam Complaints



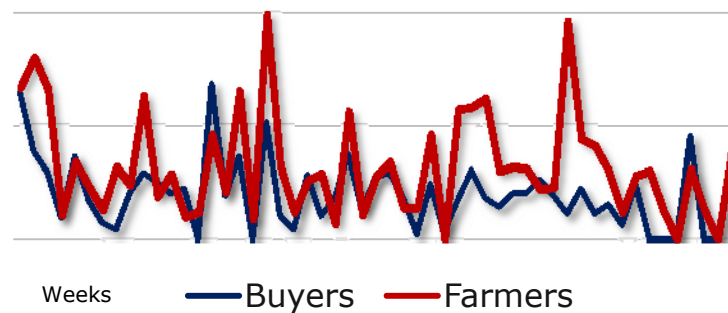


2008

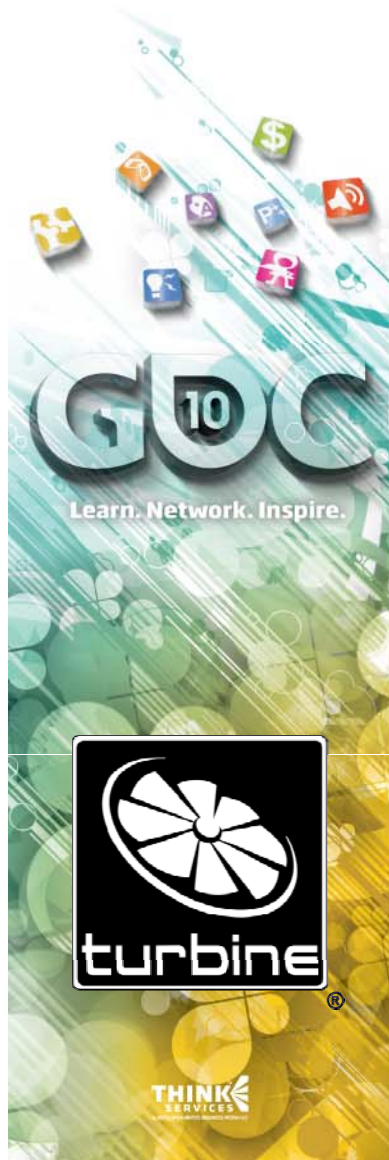
RMT 2008



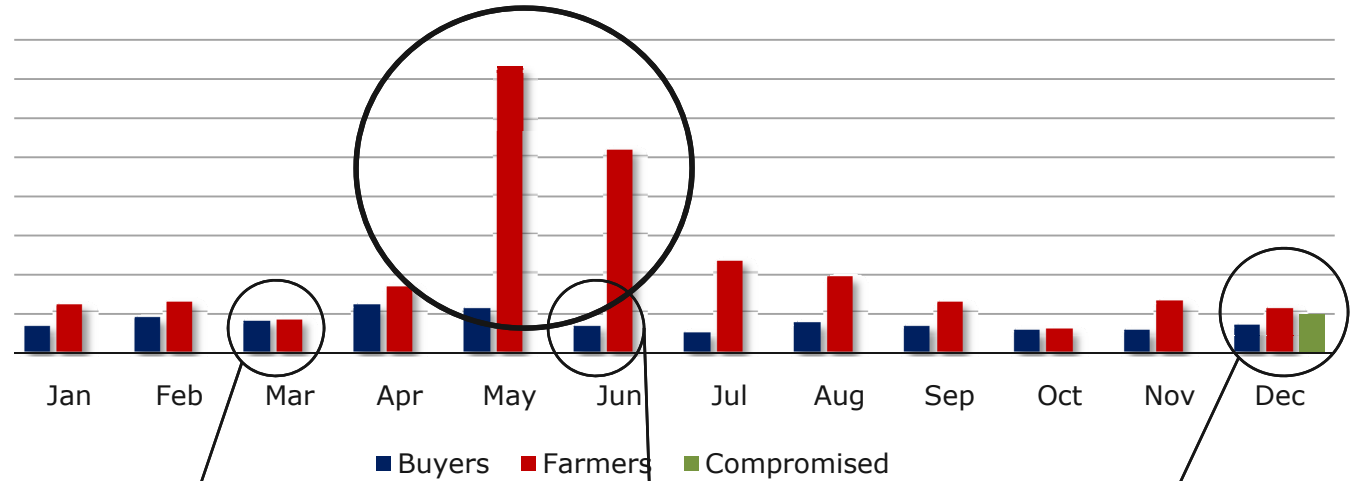
RMT, World 1



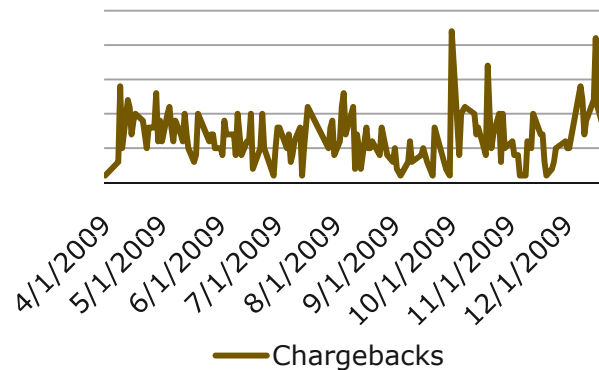
2009



RMT 2009

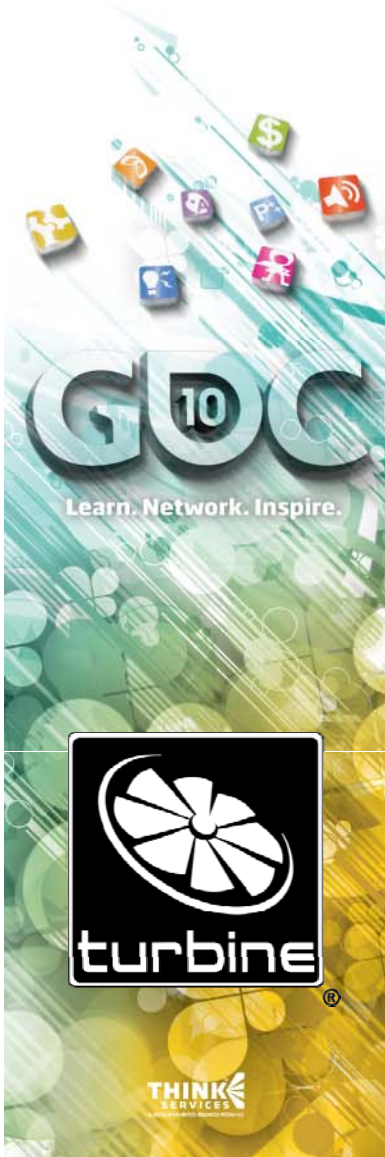


Moria: Book 7 Chargebacks, 2009

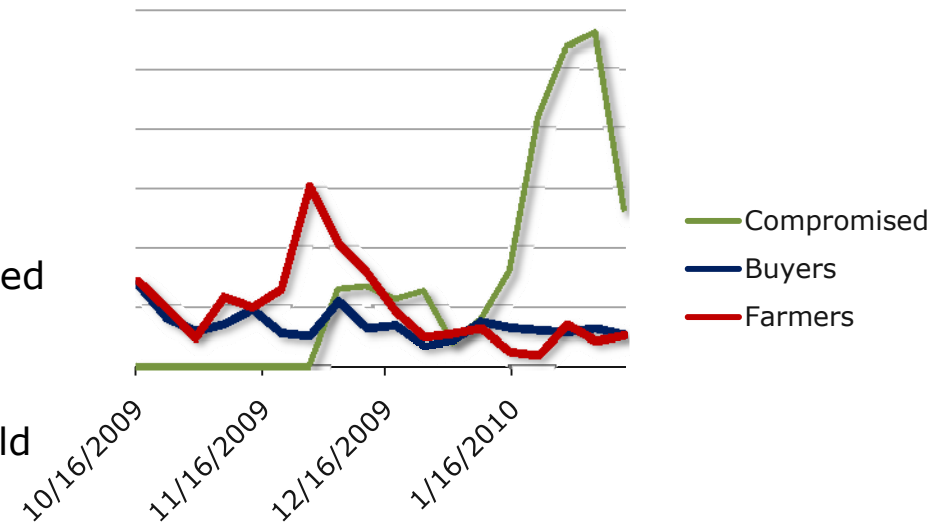


- Chargebacks remain relatively constant
 - 0.27% chargeback rate
 - Majority came back to Turbine
 - Rise due to DDO re-launch volume

Compromised Accounts

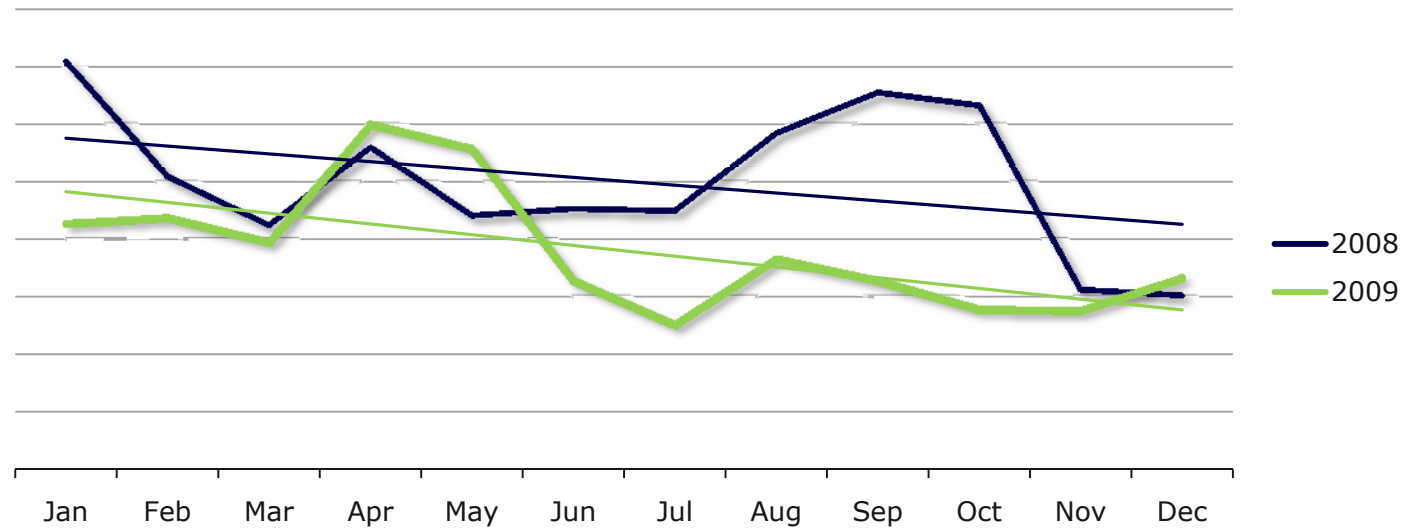
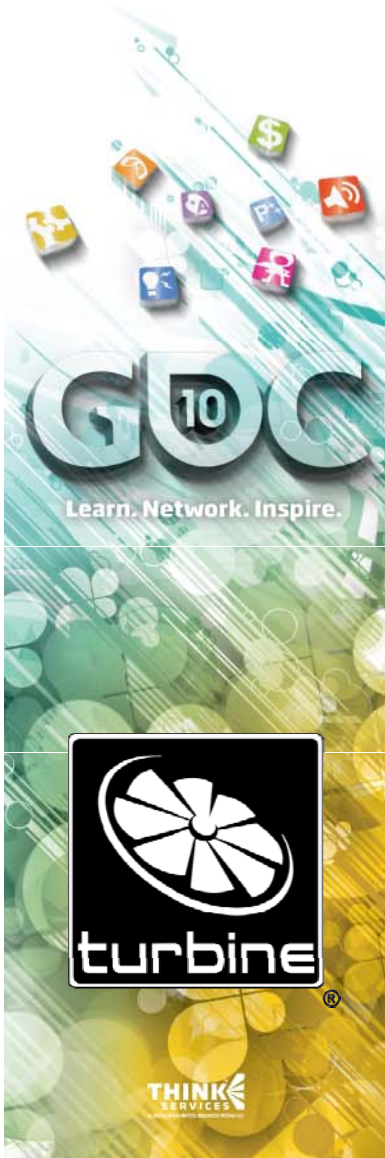


- Rise in 2009
- Over three months:
 - Farmers decreased
 - Buyers decreased
 - Compromised increased
- More compromised accounts needed
 - Varied amounts of gold



- Compromised accounts linked to:
 - Same username / password
 - Keyloggers
 - Viruses / Malware
 - Common passwords
 - NY Times / Imperva: Top 5000 passwords used in 20% of accounts
- Continues to be an issue into 2010

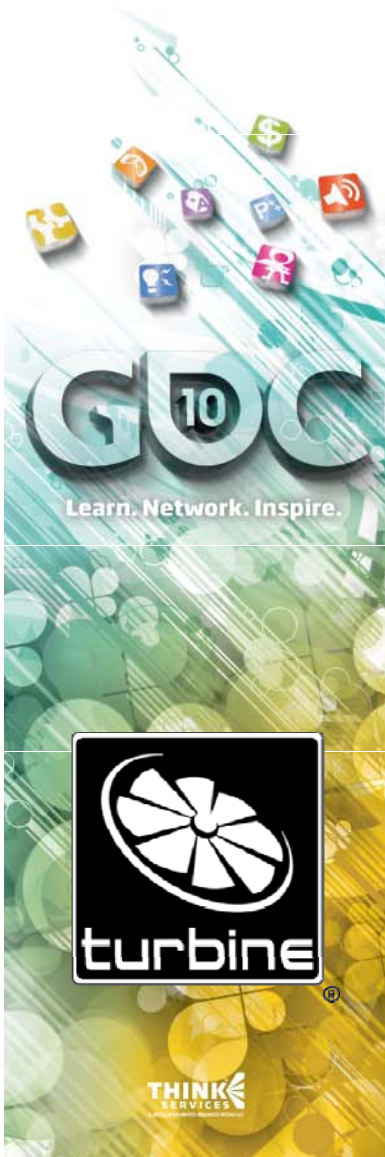
Years Compared



- 2009 had fewer buyers than 2008
- Numbers for both years
 - 2008: 2.5% engaged in RMT at some point
 - 2009: 2.0% engaged in RMT at some point
 - 2008 – 2010: 0.4% chose to continue after a warning
- RMT fraud varied
 - 2 RMT farmers per buyer
 - 5 compromised accounts per buyer
 - Diminished by 2009

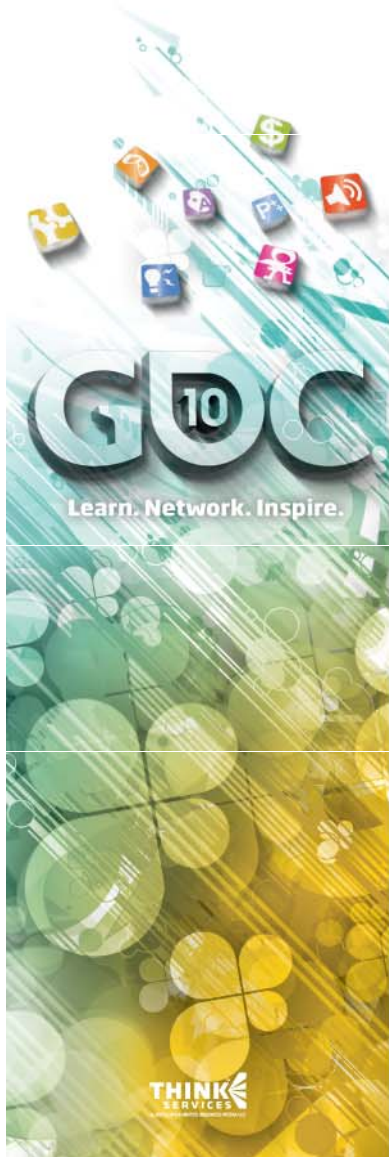
Final Thoughts

Fraud and RMT will happen. But ...



**Game Developers
Conference**

March 9-13, 2010
Moscone Center
San Francisco, CA
www.GDConf.com



Q&A / Discussion

Or contact me at aengel@turbine.com