

EXHIBIT V

(MDY's SDF)

Introduction

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Contents

1. Warden is an advanced anti-cheat mechanism for Blizzard's games. It detects changes to the client's memory and reports its results to the server. Warden is intended to plug the security holes in games that the server cannot itself handle.
2. Starting with 1.6.0 (4500), World of Warcraft implements Warden. It is the goal of this document to explain Warden's operation and maintenance from BONS's perspective.
3. On the server side, Warden is a dynamically-loaded ".so" module. The server talks to this module to implement Warden. Warden is entirely optional; the game server will function normally without it.
4. Warden can be hot-swapped without a server restart. It may also be unloaded dynamically.

1 Introduction

2 Process

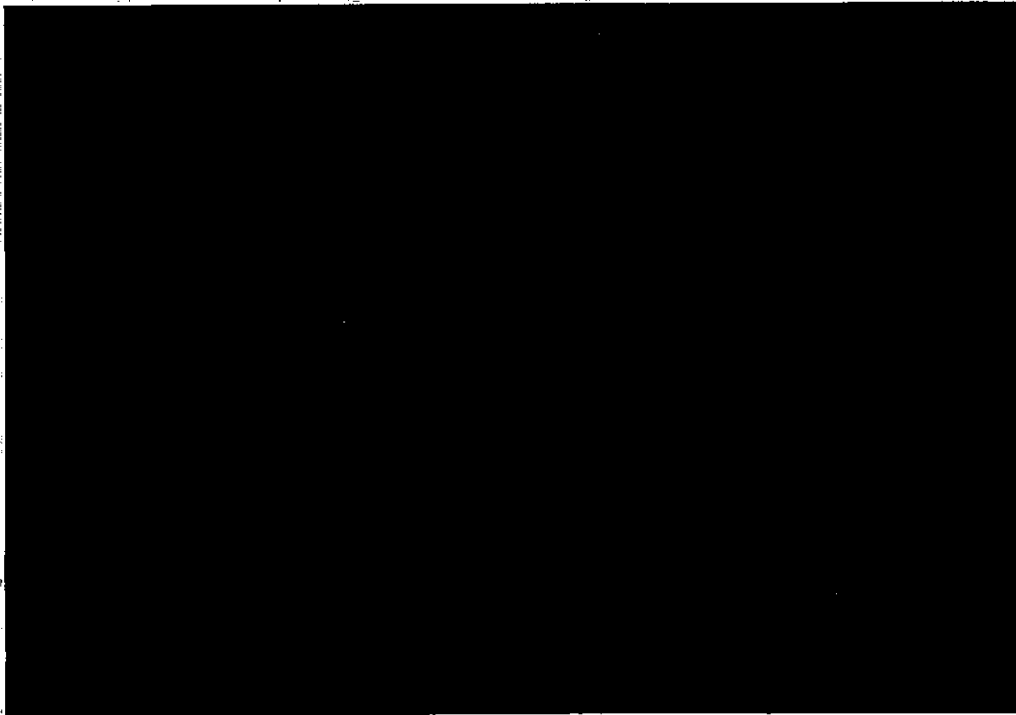
3 Reversion - Unloading Warden

4 Verify Warden Loaded

5 Disabling Warden Autoban

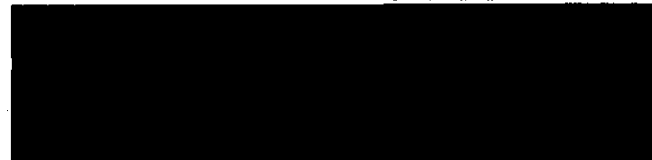
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Process



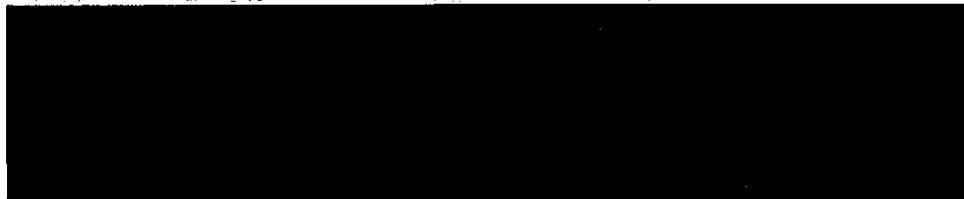
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Reversion - Unloading Warden



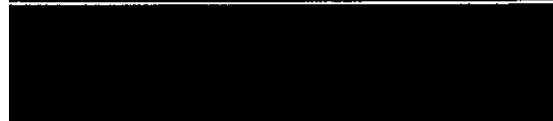
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Verify Warden Loaded



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Disabling Warden Autoban



What is Warden? ¶

Warden is a framework for having updatable code executed on the client and server with secure communication between those pieces of code. This can be used for any purpose but the initial intent is that is used for detecting client side tampering and reporting any incidents of tampering to the server. It is assumed that since we have no control over the client that all efforts to detect tampering will eventually be circumvented which is why the client module needs to be easily updatable so that additional tests can be added to detect tampering of the tampering detection.

Ref EXH. 5 For I.D.
Lorae D. Nelson, CSR #7384
11-13, 2007, No. Pgs. 1
Witness: GREG ASHE Vol I