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ByteShield Wins Independent Comparison of DRM solutions for Games

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Press Release



BYTESHIELD™ DRM SCORES INDUSTRY FIRST - 99% PASS IN NEW INDEPENDENT TEST OF USER FRIENDLINESS, TRANSPARENCY AND INTRUSIVENESS

'Reclaim Your Game' Group Compares Different DRM Systems

Dear Christian,

Would you have thought it possible that a well-respected anti-DRM gamer group would give a DRM product a gold seal of approval? Well, it happened to ByteShield recently and we recently issued a press release about it!

Reclaim Your Game, a professional organization acting as a watchdog over DRM for computer games, have thoroughly tested ByteShield and concluded it merits their Gold Seal of Approval by passing every area and receiving an overall 99% and being "safe, transparent and non-invasive."

Reclaim Your Game (RYG) also tested the leading DRM provider at the same time as re-testing ByteShield (ByteShield was awarded RYG's Gold Seal for the first time in May, 2009). The comparative results are shown below.



"We have thoroughly tested ByteShield and found it to be "safe, transparent and non-invasive." - PRISM/Reclaim Your Game



ByteShield is the 2009 winner of the CompTIA SoftwareCEO Software Innovation Award in 'The Most Innovative Software for the Software Industry'

**Reclaim Your Game
Article 2/26/10:**

[RYG Interviewed for a GamePro Article.](#)

GamePro Article 2/25/10:

RECLAIM YOUR GAME (RYG) TESTING RESULTS	BYTESHIELD v2.2 in TIBOR		SECUROM v7.41.0004 in Borderlands	
TESTING COMPONENT	% PASS	DESCRIPTION	% PASS	DESCRIPTION
DRM Has Hidden Files. Can Be Found In Device Drivers (I.e./Windows/System32/)	100%	END-USER FRIENDLY	100%	END-USER FRIENDLY
DRM Installs Without Users's Knowledge (And Consent)	100%	END-USER FRIENDLY	40%	UNACCEPTABLE
Online / Hardware Activations	96%	END-USER FRIENDLY	42%	UNACCEPTABLE
DRM "Blacklist" Hardware And Software	100%	END-USER FRIENDLY	93%	END-USER FRIENDLY
DRM Remains In Windows Registry	100%	END-USER FRIENDLY	13%	UNACCEPTABLE
DRM "Phoning" Home	100%	END-USER FRIENDLY	43%	UNACCEPTABLE
"Known" DRM Related Files Remaining After Full Removal	100%	END-USER FRIENDLY	60%	UNFRIENDLY
Customer Service And Technical Support	100%	END-USER FRIENDLY	N/A	NOT RATED

[Analysis: Digital Rights Management in PC gaming](#)



[TechCloseup Video - click here](#)

Source: RYG test results reproduced in the table below are available at:
http://reclaimyourgame.com/index.php?option=com_content&view=category&layout=blog&id=100&Itemid=158 and
<http://reclaimyourgame.com/>

PRISM (Players Resisting Invasive Security Measures) and RYG (Reclaim Your Game) DRM testing methodology continues to evolve and ByteShield has been re-tested against their latest DRM Testing Regimen. Quoting the RYG site, "RYG can assertively provide qualitative results for all members of the public with the inclusion of RYG's very own Rating Method, which also determines whether a certain DRM can gain RYG's Gold Seal of Approval ... as well as provide prospective DRM vendors a chance to see whether their products are End-User Friendly."

"Both the new test and the results are industry firsts and I invite everyone to review these results that independently contrast ByteShield and other DRM vendors," said Jan Samzelius, ByteShield CEO. "Users' frustration with today's user-unfriendly anti-piracy systems (software copy protection or DRM) and the developers' and publishers' frustration with the unintended negative impact on end users have opened the market for new innovations. ByteShield, developed by gamers for gamers, has turned these issues 180 degrees and made them competitive advantages through a novel approach and design that makes DRM work for all involved (that is, except the crackers). For example, ByteShield insists on full disclosure/transparency to users while offering many key user friendliness features, including unlimited installs, offline use, no hidden files, one-time activation, and full and clean uninstall. With ByteShield, users have an un-intrusive and convenient experience and publishers have an easy to implement and flexible protection solution which also provides sales and usage data. Crackers have a significantly greater work effort."

ByteShield has now protected over 100 games proving market acceptance and is a low cost choice for Game Developers, Publishers and Digital Distributors. Thus, no need to use solutions that infuriate gamers. Contact ByteShield at info@bytshield.net to start a free trial on either a free game or on your game to test ByteShield's user friendliness for yourself.

Best regards

Jan Samzelius
 CEO, ByteShield, www.ByteShield.net

PS Want to know more? Call us today at or download a [datasheet here](#)

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