**Before the**
**U.S. COPYRIGHT OFFICE**
**LIBRARY OF CONGRESS**
**Washington, DC 20559**

| | | |
|---|---|---|
| In the Matter of | ) | |
| | ) | |
| Exemption to Prohibition on Circumvention of | ) | |
| Copyright Protection Systems for Access | ) | Docket No. RM 2011-07 |
| Control Technologies | ) | |
| | ) | |

**COMMENTS OF THE ENTERTAINMENT SOFTWARE ASSOCIATION**

**IN OPPOSITION TO**

**PROPOSED CLASS # 3: COMPUTER PROGRAMS THAT ENABLE LAWFULLY ACQUIRED VIDEO GAME CONSOLES TO EXECUTE LAWFULLY ACQUIRED SOFTWARE APPLICATIONS, WHERE CIRCUMVENTION IS UNDERTAKEN FOR THE PURPOSE OF ENABLING INTEROPERABILITY OF SUCH APPLICATIONS WITH COMPUTER PROGRAMS ON THE GAMING CONSOLE**

Christian Genetski
Christian Troncoso
ENTERTAINMENT SOFTWARE ASSOCIATION
575 7th Street, NW, Suite 300
Washington, DC 20004
Telephone: (202) 223-2400
Facsimile: (202) 223-2401

Simon J. Frankel
Lindsey L. Tonsager
COVINGTON & BURLING LLP
1201 Pennsylvania Ave NW
Washington, DC 20004
Telephone: (202) 662-6000
Facsimile: (202) 662-6291

February 10, 2012

# TABLE OF CONTENTS

| | |
|---|---|
| In the Matter of | ) |
| | ) |
| Exemption to Prohibition on Circumvention of | ) |
| Copyright Protection Systems for Access | )    Docket No. RM 2011-07 |
| Control Technologies | ) |
| | ) |

### COMMENTS OF THE ENTERTAINMENT SOFTWARE ASSOCIATION

The Entertainment Software Association ("ESA") hereby submits these comments in opposition to the request of the Electronic Frontier Foundation ("EFF") to exempt from the Digital Millennium Copyright Act's ("DMCA's") prohibition on the circumvention of access control technologies the class of "computer programs that enable lawfully acquired software applications, where circumvention is undertaken for the purpose of enabling interoperability of such applications with computer programs on the gaming console."[1]

Video game consoles are the center of an intellectual property ecosystem which makes copyrighted content easily and legally accessible, offering a tremendous benefit to creators, distributors and, most importantly, the public at large. This entire system, however, is predicated on effective, secure access controls and legal protection to support them—the very type of access controls Congress envisioned when it passed Section 1201. With respect to video game consoles, granting EFF's exemption request would result in a weakening of Section 1201 that would enable and encourage widespread content theft and piracy, destabilizing the distribution system that earns revenues for authors and encourages the production of new copyrighted works. EFF's

---

[1] Comments of the Electronic Frontier Foundation, *In the Matter of Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies*, Docket No. RM 2011-07, at 1 (Dec. 1, 2011) [hereafter, "EFF Comments"].

requested exemption would undermine this system—to the detriment of the general public and all

copyright holders—in favor of speculative benefits accruing to a relatively infinitesimal

contingent of "hobbyists" who have ample alternative development opportunities and platforms

available for their use already. EFF's exemption should be denied on the many independent

grounds detailed below.

## I.     <u>INTRODUCTION AND SUMMARY OF COMMENTS</u>

ESA represents all of the major platform providers and nearly all of the major video game

publishers in the United States.[2]  It is the U.S. association exclusively dedicated to serving the

business and public affairs needs of companies that publish computer and video games for video

game consoles, personal computers, and the Internet.

ESA's members manufacture the three video game consoles that EFF references in its

comments—the Microsoft Xbox 360, the Wii home console by Nintendo, and the Sony

PlayStation 3 ("PS3") (collectively, the "Video Game Consoles").[3]  In addition, ESA's members

create (and own copyrights in) thousands of highly-valuable, expressive works, including highly-

popular video game titles, television programming, and motion pictures.

These copyrighted works—along with a wide variety of movies, television, music, and

live sports programming that is provided by content partners ranging from the largest media

companies to the smallest independent producers and developers[4]—currently are available

---

[2] *See* http://www.theesa.com/about/members.asp (listing ESA's members) (copy on file with ESA's counsel).
[3] Given the statutory mandate, the Register should not recommend any exemption pertaining to a class of works for which EFF has not met its burden of proving that an exemption is necessary. This is critical here in two related respects. First, while EFF seeks an exemption for "video game consoles" generally, it only mentions three consoles in its comments. Accordingly, as a threshold manner, any exemption granted should not apply with respect to consoles that are not specifically mentioned in EFF's submission. Second, because each of the Video Game Consoles is different and, as a result, the access controls, effect of hacking, and scope of adverse impacts allegedly caused by the relevant access controls may be different, EFF must submit sufficient evidence to support an exemption with respect to each of the Video Game Consoles individually. As demonstrated in these comments, EFF has failed to meet this burden as to any of the Video Game Consoles, and certainly has not met that burden as to all of them.
[4] Attached in Exhibit A is a representative list of the wide variety of content partners and copyrighted works that are available through the Video Game Consoles. *See also* http://www.xbox.com/en-US/Music?xr=shellnav (showing

through the Video Game Consoles precisely because platform providers use access controls to restrict access to these works. These access controls were designed specifically to support the creation and distribution of copyrighted works in furtherance of the mutual interests of both platform providers and copyright owners of content playable on Video Game Consoles. In this important respect, access controls on Video Game Consoles are analogous to CSS, which is used on DVD players to protect movies on DVDs from digital piracy. Similar to the motion picture studios, ESA's members and their content partners rely on the availability and effectiveness of access controls when determining whether to make their copyrighted content available through Video Game Consoles.

The access controls here enable the distribution of digital content through physical media (e.g., video game discs, DVDs, and Blu-ray discs), downloadable files (e.g., video games, expansion packs, video game add-ins and television and movie programming), and live streaming (e.g., music, movies, and television programming), while preventing individuals from making unauthorized copies of this content, distributing it to others, or using the console to play pirated copies of such works. The controls therefore decrease the unlawful distribution of infringing works and increase the lawful supply of copyrighted works. Absent the access controls, copyright owners would be concerned that their content could easily be infringed, and the incentive to make such content available through the Video Game Consoles would be greatly diminished. In this manner, the exemption sought here would work a *decrease* in the availability of copyrighted works.

Moreover, EFF's exemption would jeopardize the availability of these copyrighted works on Video Game Consoles by enabling—and indeed encouraging—the play of pirated games and

---

music distributed via Xbox); http://marketplace.xbox.com/en-US/Movies?pagesize=100 (showing movies distributed via Xbox); http://marketplace.xbox.com/en-US/TVShows?pagesize=100 (illustrating the television shows distributed via Xbox) (copies on file with ESA's counsel).

the unlawful copying and distribution of infringing content. EFF's comments seek to minimize the point, but hacking the Video Game Console necessarily enables piracy.[5] And although one would not know it from EFF's comments, the steps required to hack a Video Game Console for the purposes proffered by EFF—installing the Linux operating system or so-called "homebrew" games—are the very same steps an individual must take to install and play pirated content.[6] Once access controls on Video Game Consoles are hacked, regardless of the supposed purpose or intent of the hacker, *any* content, including pirated games and movies, can be played on the Video Game Console. The hacker also can use the Video Game Console to make infringing copies of copyrighted games, movies, and television programs and to distribute these unlawful copies online to a large audience. It is not surprising, then, that the ability to access and distribute infringing content is, in fact, the principal reason that the vast majority of users hack their Video Game Consoles.[7]

EFF tries to limit its exemption, in theory, based on the hacker's "purpose." But this distinction quickly breaks down in practice, resulting in the exemption swallowing the rule. While a user's purpose in hacking the system (in part) might be to enable interoperability of lawfully acquired software applications, EFF's proposed exemption, if adopted, would in practice become the centerpiece of the defense to any enforcement proceeding, regardless of the user's actions, and so would make it difficult for copyright owners to enforce their rights against circumvention for infringing uses.[8]

---

[5] Throughout its comments, EFF refers to the conduct for which it seeks an exemption as "jailbreaking," presumably because this term is intended to evoke some kind of process of liberation of copyrighted works that are unjustly imprisoned. We use the more general term "hacking" here to refer to acts by a user to modify the console's firmware to remove its ability to prevent the playback, copying, and distribution of infringing works.

[6] *See* Statement 1, ¶ 7.

[7] *See* Exhibit B (compiling evidence demonstrating that piracy is the primary purpose of hacking Video Game Consoles).

[8] While at times, EFF's comments limit the proposed class of works to circumvention that is accomplished for the "sole purpose" of enabling interoperability with lawfully acquired computer programs, at other times, EFF omits the

Although this result would be devastating for copyright owners and the public, it would be entirely consistent with EFF's mission to "disarm the DMCA."[9]  Having been unsuccessful in overturning the DMCA in the courts, Congress, and other forums,[10] EFF here attempts to use the exemption process to eviscerate the DMCA, which was intended precisely to enable copyright owners to use access control technologies to protect copyrighted works in all but the most "exceptional cases."[11]

In its comments, EFF attempts to draw parallels between the exemption it seeks in this rulemaking for Video Game Consoles and the Librarian's 2010 Final Rule, which granted a narrow exemption from the DMCA's prohibition on circumvention for certain uses of smartphones.  EFF's comparisons are misplaced.  Contrary to the record in the 2009 rulemaking, the record here demonstrates that platform providers use access controls on Video Game Consoles to promote clear *copyright interests*—that is, to encourage the development and dissemination of original works of authorship and to discourage the use and distribution of unauthorized copies of such works.  Absent these access controls, the platform providers and copyright owners are deprived of their most effective means of enforcing their copyrights and, as a result, have no meaningful exclusive rights.  These rights are precisely the kinds of interests that the DMCA's prohibition on circumvention was intended to promote.[12]

---

word "sole," which would permit circumvention even if the hacker had the dual purpose of playing infringing content as well.  *See* EFF Comments at 1, 19; *see also* Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Notice of Proposed Rulemaking*, 76 Fed. Reg. 78866, 78867 (Dec. 20, 2011) (identifying EFF's proposed class of works without the term "solely").

[9] EFF Tweet on January 25, 2011, http://twitter.com/#!/EFF/statuses/162298521041645570  ("We fended off #SOPA, now let's disarm the #DMCA.  Join @EFF &@remixeverthing in reclaiming the right to remix ripmixmake.org") (copy on file with ESA's counsel).

[10] EFF, "Digital Millennium Copyright Act," https://www.eff.org/issues/dmca (stating that "EFF has fought hard against the DMCA circumvention provisions in the courts, Congress and other forums") (copy on file with ESA's counsel).

[11] Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 65 Fed. Reg. 64556, 64563 (Oct. 27, 2000) [hereafter, "2000 Final Rule"].

[12] Committee on the Judiciary, House of Representatives, 105th Cong., Section-By-Section Analysis of H.R. 2281 As Passed By the United States House of Representatives on August 3, 1998, at 2 (Comm. Print 1998) ("The digital

Finally, EFF's exemption would result in harm to copyright owners (and consumers who ultimately would end up having less access to copyrighted works) that far outweighs any alleged adverse effects postulated by EFF. EFF identifies those adverse effects as the limitations the access controls place on users' ability to install the Linux operating system and homebrew games on Video Game Consoles, despite the availability of literally thousands of other devices which can serve the purposes of users and homebrew developers. These alleged adverse effects fall well short of those required to support an exemption, and in fact are mere inconveniences or are irrelevant to the inquiry in this proceeding. The Librarian has emphasized that a proposed exemption will not be recommended "simply because some uses are unavailable in the particular manner that a user seeks to make the use, when other options are available."[13] And yet, that is all EFF proffers here. EFF seeks the right to eviscerate Video Game Consoles' ability to deliver copyrighted works to the public without enabling unfettered infringement, all to ameliorate the purported frustrations of a small number of "hobbyists" who prefer to hack Video Game Consoles instead of using readily available, lawful alternatives to achieve their same ends. That is not the purpose of this proceeding.

Permitting circumvention of the access controls on Video Game Consoles will increase piracy, significantly decrease the availability of copyrighted works, reduce users' options to access such content on Video Game Consoles, and "decrease the value of these works for

---

environment now allows users of electronic media to send and retrieve perfect reproductions easily and nearly instantaneously, to or from locations around the world. With this evolution in technology, the law must adapt in order to make digital networks safe places to disseminate and exploit material in which American citizens have rights in an unregulated and beneficial environment.") [hereafter, "House Manager's Report"].

[13] Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 71 Fed. Reg. 68472, 68478 (Nov. 27, 2006) [hereafter, "2006 Final Rule"]; *see also* Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 68 Fed. Reg. 62011, 62017 (Oct. 31, 2003) (noting that the inability to play the desired material "on a particular device or with a particular operating system is simply a matter of preference and inconvenience") [hereafter, "2003 Final Rule"]; Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 65 Fed. Reg. 64556, 64569 (Oct. 27, 2000) (holding that "there is no unqualified right to access works on any particular machine or device of the user's choosing") [hereafter, "2000 Final Rule"].

copyright owners."[14]  For all of these reasons, the Register should not recommend EFF's exemption request.

In the comments below, ESA explains that EFF has failed to meet its burden of establishing the "critical points" that the Register identified in the Notice of Inquiry.[15]  Section II of these comments explains that EFF has failed to identify any adverse impacts on noninfringing uses that are within the scope of the rulemaking and that, in any event, EFF has not met its statutory burden of demonstrating that such impacts are "substantial."  Section III demonstrates that EFF has failed to establish that hacking a Video Game Console to remove access controls is a noninfringing use.  Section IV applies the five statutory factors and demonstrates that any alleged adverse effect related to the prohibition on circumvention is significantly outweighed by, among other considerations, the positive impact on the availability for use of copyrighted works and the market for and value of copyrighted works.  Finally, Section V explains why, as a general matter, this rulemaking is not an appropriate forum to create a right to reverse engineer for purposes of interoperability of computer programs in connection with video game consoles beyond that recognized by the courts or by Congress in Section 1201(f) of the DMCA.

## II.     EFF FAILED TO MEET ITS BURDEN OF DEMONSTRATING THAT ITS ALLEGED ADVERSE IMPACTS ARE "SUBSTANTIAL."

EFF seeks an exemption from the DMCA's prohibition on hacking Video Game Consoles. Accordingly, as an initial matter, EFF bears the burden of identifying the applicable access controls and establishing that those access controls are "the ultimate source of the alleged problem."[16]  There are at least two potential access controls at issue here:  (1) "the encryption of

---

[14] 2006 Final Rule, at 68478.
[15] Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Notice of Inquiry and Request for Comments*, 76 Fed. Reg. 60398, 60403 (Sept 29, 2011) [hereafter "2011 NOI"].
[16] *Id.*

the console's firmware"[17] and (2) the operation of the firmware itself, which "prevents the installation of unauthorized software" by performing an authentication check.[18] Although it is not clear whether EFF seeks an exemption to circumvent *both* the encryption of the firmware and the firmware's authentication check that protects access to copyrighted content, it is clear from EFF's comments that to play a homebrew game—and also to play pirated content or to use applications that enable unlawful copying—the user must not only circumvent the encryption on the firmware but also modify the firmware in order to defeat the authentication check access control. Once the hacker modifies the firmware, when the user launches an application or content (whether homebrew or pirated), the modified firmware will run but the access controls will be circumvented—effectively allowing the console to run content that lacks the proper signature.

To make a prima facie case for its proposed exemption, EFF also must "provide a factual basis for a determination that the technological measure has had or is likely to have a substantial adverse effect on noninfringing uses (like scholarship, criticism or news reporting)" and demonstrate that "alternative means of engaging in the noninfringing uses . . . are an insufficient substitute for accomplishing the noninfringing use."[19] The legislative history of Section 1201 is clear that "[a]dverse impacts that flow from other sources [than the technological protection measures] or that are not clearly attributable to such a prohibition, are outside the scope of the rulemaking."[20] Moreover, "[d]e minimis problems, isolated harm or mere inconveniences are insufficient to provide the necessary showing."[21]

---

[17] EFF Comments, at 29.
[18] *Id.* at 23.
[19] 2011 NOI, at 60403.
[20] House Manager's Report, at 6; *see also* H.R. REP. NO. 105-551, Part 2, at 37 (1998) [hereafter, "Commerce Committee Report"].
[21] Exemption to Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies, *Final Rule*, 75 Fed. Reg. 43825, 43826 (July 27, 2010) [hereafter, "2010 Final Rule"]; 2006 Final Rule, at 68473; 2003 Final Rule, at 62012; *see also* House Manager's Report, at 6.

EFF's comments basically identify three purported adverse impacts that allegedly flow from the access controls at issue here: (1) a handful of researchers are not able to install the Linux operating system on new PS3 consoles in order to conduct research that is unrelated to the copyrighted works at issue in this proceeding; (2) users are unable to install the Linux operating system or "homebrew" video games and applications on the Video Game Consoles, making it difficult for users to develop games or applications for the consoles; and (3) users are precluded from backing up their video games and from transforming their Video Game Consoles into a file transfer protocol ("FTP") server.  As explained below, these potential impacts generally do not focus on adverse impacts that are clearly attributable *to the access controls* (i.e., the encryption or the firmware's authentication check).  Moreover, even if the Register concludes that some of these impacts may be given some weight, EFF has not met its burden of demonstrating that these adverse effects are "substantial."[22]

A.    ***The Need To Purchase Alternative Computing Resources Is Not An Adverse Impact That Is Cognizable In This Rulemaking And, In Any Event, EFF Has Not Established That Such Need Is Substantial.***

EFF argues that because the Linux operating system cannot be installed on new PS3 consoles, a handful of researchers are adversely affected because they must purchase more expensive computing resources to conduct research.[23]  Notably, EFF provides no argument or evidence that this purported justification for an exemption applies with respect to the Microsoft Xbox or the Wii home console by Nintendo.  But even as to the PS3, the argument cannot support the exemption sought.

---

[22] House Manager's Report, at 6.
[23] EFF Comments, at 20–23.

As an initial matter, such research uses appear entirely unrelated to accessing any class of works on which EFF's comments are focused.[24] Rather, as EFF concedes, what researchers seek is to exploit "inexpensive computing power," not access to any particular copyrighted work.[25] Notably, the Librarian refused to adopt a request similar to EFF's exemption request in the 2009 rulemaking, which would have permitted circumvention in order to provide access to certain works on particular platforms that were otherwise made unavailable to the exemption's proponents.[26] The proponents of the exemption argued that they suffered an adverse impact because "a specific operating system version" was required to access the copyrighted works and it was "too expensive to acquire the hardware and software with the minimum requirements necessary."[27] In refusing to grant that exemption, the Librarian held that:

> Mere consumer inconvenience is not sufficient to support the designation of a class of works. The statute does not provide that this rulemaking is to enable the most convenient method of consuming [copyrighted works]. The proponents have merely advanced requests in order to satisfy their convenience and preferences as to how they would like to access media and have failed to demonstrate a need for remedial action.[28]

Consistent with this holding, the Register should reject EFF's proposed exemption, which is simply an effort to satisfy the convenience and preference of a few individuals to use Sony's PS3 console to access the Linux operating system.

In any event, any impact on researchers is not directly attributable to the access controls at issue in this proceeding; rather, it flows from the supposedly higher cost of alternative computing resources. Having to spend fair market value for access to computing resources (as opposed to

---

[24] The fact that a researcher uses a copyrighted program, such as a word processing program or statistical analysis software, as an instrument to carry out his or her research should not be a sufficient justification for circumventing technological protection measures. In contrast, such an exemption might be warranted where the research being conducted is of the copyrighted work itself.

[25] *Id.* at 21.

[26] 2010 Final Rule, at 42834–35.

[27] *Id.* at 42834.

[28] *Id.* at 42835.

the below market cost of the Video Game Console) is not the kind of harm that this rulemaking is intended to address.  If anything, this result constitutes a mere inconvenience or user preference that is insufficient to establish a substantial adverse impact.[29]

Even if this purported impact were one that is properly considered in this proceeding, EFF has not demonstrated that it is likely to be "substantial" over the course of the next three years. Significantly, many of the articles that EFF cites to argue that researchers need to use Sony's PS3 to conduct research are two to five years old.  For decades, the computer industry has followed Moore's law, under which "the cost of a given amount of computing power falls by half roughly every 18 months; so the amount of computing power available at a particular price doubles over the same period."[30]  EFF has not provided any evidence suggesting that Moore's law will not apply over the next three years, in which case researchers will be able to access much more powerful computing resources for a significantly reduced cost.  To the contrary, EFF's comments establish that researchers' purported need to use the Sony PS3 for research purposes has and will continue to diminish, not increase.[31]

This conclusion is supported by the emergence of "cloud computing" and "cloud service providers," which have revolutionized access to scalable, customizable processing resources that can be continuously tailored to specific computing needs.  Researchers and businesses today can pay for precisely the amounts of computing power that they need, and expand or change those

---

[29] *See* 2006 Final Rule, at 68478 (rejecting the proposal by users of the Linux operating system as "a matter of consumer preference or convenience that is unrelated to the types of uses to which Congress instructed the Librarian to pay particular attention, such as criticism, comment, news reporting, teaching, scholarship, and research as well as the availability for use of works for nonprofit archival, preservation and educational purposes").

[30] "Less Is More:  There Is Strong Demand for Technologies That Do The Same for Less Money, Rather Than for the Same Price," THE ECONOMIST (Jan. 15, 2009), http://www.economist.com/node/12932356 (copy on file with ESA's counsel).

[31] *See* EFF Comments, Appendix C, at 12 ("In the years since creating the cluster, it has become slightly easier to get access to shared supercomputer devices, as national research funding has increased and additional supercomputers have been created.").

specifications as their needs evolve, without ever needing to purchase additional hardware.[32]

Consequently, these cloud computing services present an affordable, convenient alternative to

hacking a PS3.

It is telling that EFF has provided examples of only isolated incidents where researchers

express interest in using the PS3 as an instrument of their research but not a single example of a

researcher who has sought to use a PS3 for research purposes and been denied access by Sony.

This is not surprising because, in fact, Sony has made its online network available to researchers

to enable them to access the processing power of thousands of PS3s at once through "distributed

computing" without the need for circumvention.  For example, since 2006 over one million PS3s

throughout the world have participated in the "Folding@home" distributed computing project at

Stanford University to research protein folding and misfolding to gain an understanding of how

these are related to diseases like Alzheimer's, Parkinson's, and cancer.[33]

> **B.** ***Limitations On Users' Ability To Install The Linux Operating System Or "Homebrew" Video Games And Applications On The Video Game Consoles Do Not Result In Any Substantial Adverse Impacts On Noninfringing Uses.***

EFF claims that users are adversely impacted because they cannot install the Linux

operating system or "homebrew" video games and applications on the Video Game Consoles.[34]

However, in the 2006 Final Rule, the Librarian rejected a similar request to open a platform to

software applications of the user's choosing, including the Linux operating system, holding that

"[t]he proposal by users of the Linux operating system is a matter of consumer preference or

convenience that is unrelated to the types of uses to which Congress instructed the Librarian to

pay particular attention, such as criticism, comment, news reporting, teaching, scholarship, and

---

[32] *See, e.g.*, http://aws.amazon.com/ec2/ (describing Amazon's EC2 cloud computing service) (copy on file with ESA's counsel).

[33] *See* http://www.scei.co.jp/folding/en/index.html (copy on file with ESA's counsel).

[34] EFF Comments, at 20-24.  Notably, EFF does not reference even one homebrew app that cannot be accessed on the current generation of the Microsoft Xbox 360 console.  While EFF points to one homebrew application for the original Xbox, this console has not been manufactured for more than 5 years.

research as well as the availability for use of works for nonprofit archival, preservation and educational purposes."[35]  Similarly, in its 2000 Final Rule, the Librarian held that "there is no unqualified right to access works on any particular machine or device of the user's choosing."[36] A proposed exemption will not be recommended "simply because some uses are unavailable in the particular manner that a user seeks to make the use, when other options are available,"[37] in part because the inability to play the desired material "on a particular device or with a particular operating system is simply a matter of preference and inconvenience."[38]  For similar reasons, the Register should conclude that users' inability to install the Linux operating system or "homebrew" video games and software applications on Video Game Consoles is merely a "matter of consumer preference or convenience," rather than a substantial adverse impact on access to a copyrighted work as required to support an exemption.

Rejecting a proposed exemption is especially appropriate where, as here, developers and users have ample alternative ways to access their preferred computer programs and software applications on different platforms.  There are literally thousands of devices on which the Linux operating system can be legally installed without hacking—by one count, 4719 such platforms.[39] EFF cannot plausibly claim that user's inability to run Linux on three additional platforms has a *substantial* adverse effect on noninfringing uses.  Likewise, homebrew games and applications can be played through a wide array of open platform devices, such as personal computers and smartphones or tablets that operate on Google's Android system.  Given these widespread alternatives to the purported noninfringing use of playing homebrew games on different hardware

---

[35] 2006 Final Rule, at 68478.
[36] 2000 Final Rule, at 64569.
[37] 2006 Final Rule, at 68478.
[38] 2003 Final Rule, at 62017.
[39] *See* http://hardware4linux.info/systems/ (listing computer systems on which the Linux operating system can be installed) (copy on file with ESA's counsel).

platforms, an exemption to benefit individuals who wish to run these applications on the Video

Game Consoles is unwarranted.[40]

EFF also asserts that "homebrew" developers and consumers are adversely affected

because the formal approval process for developing games and applications for Video Game

Consoles "can be demanding and complicated," and, for some consoles, can be expensive, so that

homebrew developers are not able to distribute their games for use on the Video Game

Consoles.[41]  This impact flows from the platform provider's licensing policies, internal business

practices, and the advanced nature of the hardware itself, and is entirely unrelated to the proper

focus of this rulemaking.

In any event, EFF has not provided sufficient evidence to demonstrate that the platform

provider's licensing practices are unreasonable or go beyond de minimis problems or mere

inconveniences.  To the contrary, each of the Video Game Console providers has created a

simple, streamlined process for small and independent developers to self-publish their games and

applications so that these developers can avoid the more formal licensing process if they desire.[42]

Indeed, EFF itself concedes (as it must) that the process for independent game developers to

access Microsoft's Xbox 360 allows them to publish games "with relative ease."[43]  Small or

---

[40] *See* 2000 Final Rule, at 64569 (rejecting an exemption to benefit users who sought to play their DVDs on computers using the Linux operating system).

[41] EFF Comments, at 24.

[42] *See* http://create.msdn.com/en-US/ (offering free tools, sample code, community support, and educational resources to help developers create apps and games for Windows Phone and Xbox 360) (copy on file with ESA's counsel); Nintendo Press Release, "Nintendo's WiiWare Paves The Way For Fresh Games, Cool Consumer Experiences," (June 27, 2007), http://www.nintendo.com/whatsnew/detail/lJUgYjCGf4pVbYMAU2qmwF3wp7DiOK5k ("Nintendo announced the introduction of WiiWare(TM), a game-creation service that will allow developers large and small to create new downloadable video game content for sale by Nintendo through the Wii Shop Channel of the hot Wii(TM) home video game system. WiiWare paves the way for smaller, more creative games to make their way to the public at  lower prices, without any inventory risk to developers.") (copy on file with ESA's counsel); "PlayStation Minis: Over 1 Million Served," PLAYSTATION BLOG (July 14, 2010), http://blog.us.playstation.com/2010/07/14/playstation-minis-over-1-million-served/ (copy on file with ESA's counsel).

[43] *See* EFF Comments, at 26 n.154 ("Microsoft has created a development program that allows developers to publish games with relative ease on the less-regulated Indie Game section of the console's marketplace.").

independent developers have a simple, straightforward method of developing and publishing their "indie" games for the Microsoft Xbox console.[44] Over 2,000 "indie" titles are currently available, and neither developers nor users must hack their Microsoft Xbox console to access homebrew games through the Indie Game section of the marketplace.

These streamlined publishing channels are not limited to Microsoft. Nintendo offers all developers an inexpensive, simple mechanism to make their games available on the Wii home console without requiring developers to hack the console. Nintendo's WiiWare allows independent developers large and small to self-publish downloadable video game content through the Wii Shop Channel.[45] To date, over 300 video games have been created for the Wii under the WiiWare developer guidelines. Likewise, small independent developers have the option of creating "minis," which are a separate category of games made available to PS3 users through the PlayStation Store.[46]

The availability of these informal processes is not surprising because the manufacturers of the Video Game Consoles vigorously compete with each other for developers. Being able to offer content from the widest range of developers—whether professional or hobbyist—on the Video Game Console facilitates console sales. As a result, the platform providers have every incentive to support developers and to make the licensing process as simple and frictionless as possible. Certainly, EFF has not demonstrated that the licensing processes of any of the Video Game Console providers are creating substantial adverse impacts that are cognizable in this proceeding.

---

[44] *See* http://marketplace.xbox.com/en-US/Games/XboxIndieGames (copy on file with ESA's counsel); *see also* Ludwig Kietzmann, "Microsoft Launches XNA Creator's Club," JOYSTIQ (Dec. 11, 2006), http://www.joystiq.com/2006/12/11/microsoft-launches-xna-creators-club/ (copy on file with ESA's counsel).

[45] *See* Nintendo Press Release, "Nintendo's WiiWare Paves The Way For Fresh Games, Cool Consumer Experiences," (June 27, 2007), http://www.nintendo.com/whatsnew/detail/lJUgYjCGf4pVbYMAU2qmwF3wp7DiOK5k (copy on file with ESA's counsel).

[46] *See* "PlayStation Minis: Over 1 Million Served," PLAYSTATION BLOG (July 14, 2010), http://blog.us.playstation.com/2010/07/14/playstation-minis-over-1-million-served/ (copy on file with ESA's counsel).

15

To the contrary, these procedures promote reasonable guidelines that ensure that the Video Game

Consoles remain a stable and secure platform through which copyright owners are comfortable

offering their content to consumers.

C.      *Limitations On Users' Ability To Backup Video Games And Transform The Video Game Console Into An FTP Server Do Not Demonstrate That Access Controls Have A Substantial Adverse Impact, But Rather Show Why Granting EFF's Exemption Would Be Inappropriate.*

Finally, EFF claims that users of the PS3 are adversely affected because they cannot

"backup files of games that have been legitimately purchased" for the PS3 and cannot transform

the PS3 into a file transfer protocol ("FTP") server, "which is useful for a user as it allows for

data files to be easily transferred between the PS3 and a computer over the Internet."[47]  Again,

EFF provides no evidence that this issue affects users of the Microsoft Xbox or Wii home console

by Nintendo.  More significant, however, EFF's argument demonstrates precisely why the

Register should *not* recommend EFF's proposed exemption.

First, EFF's proposed justification is so broad that it would effectively encompass other

classes of works as to which the Librarian has repeatedly rejected exemptions on sound grounds.

The Librarian has refused to recommend a proposed exemption for works protected by access

controls that prevent the creation of back-up copies.[48]  Echoing EFF's concern that "the physical

disc a game resides on can easily become scratched and unplayable,"[49] proponents of these

exemptions have requested an exemption for backup copies of their DVDs because DVDs "are

inherently fragile and subject to damage."[50]  The Librarian properly rejected such proposals

---

[47] EFF Comments, at 28.
[48] 2006 Final Rule, at 68479; 2003 Final Rule, at 62015 (rejecting the proposed class of musical works, sound recordings, and audiovisual works embodied in media that are or may become inaccessible by possessors of lawfully-made copies due to malfunction, damage, or obsoleteness); 2000 Final Rule, at 64568 (rejecting exemption for circumventing CSS on DVDs because "The allegations of harm raised . . . involved circumstances in which the noninfringing nature of the desired use was questionable (*e.g.*, backup copies of the DVD) or unclear").
[49] EFF Comments, at 28.
[50] 2003 Final Rule, at 62015; *see also* 2006 Final Rule, at 68479.

because the proponents did not establish a "case with respect to fragility of [the discs], nor have they shown that the making of backup copies of [the discs] is a noninfringing use."[51]  EFF likewise has failed to provide sufficient evidence here.  Indeed, the very application that it cites as a "prime example" of a backup application, Multiman, is widely known in the video game community as a tool to unlawfully copy and pirate video games—hardly a noninfringing use.[52]

Second, EFF's allegation of harm actually demonstrates the inextricable link between EFF's proposal and the digital piracy of video games and other applications and content.  Video Game Consoles are a distribution platform for a wide range of audiovisual, musical, and other copyrighted works.  By enabling users to transform a Video Game Console into an FTP server, hacking allows users to transfer data files containing unauthorized copies of copyrighted content to and from the video game console over the Internet.[53]  If the exemption were granted, the "data files" that would "be easily transferred . . . over the Internet" inevitably would consist overwhelmingly of the very copyrighted content that the access controls in the Video Game Consoles are designed to protect.  EFF's exemption would thus undermine platform providers' ability to provide copyrighted owners a distribution channel through which their protected works could be securely received, distributed, and protected from unauthorized reproduction and onward distribution.

In addition to facilitating widespread piracy, transforming the Video Game Console into an FTP server results in copyright owners losing their ability to control how their works are used and accessed on the Video Game Console under specific agreed terms, such as ensuring that the content is only made available through a customized application allowing for secure content streaming.  In its 2003 decision, the Librarian rejected a similar exemption request that sought to

---

[51] 2006 Final Rule, at 68479; *see also* 2003 Final Rule, at 62015.
[52] *See* Exhibit C.
[53] *See* Statement 1, ¶ 9.

enable users to "space-shift" copyrighted works. In so doing, the Librarian emphasized that access controls that have the purpose of restricting access to a work on a particular device serve "a legitimate purpose for limiting access to certain devices in order to protect the copyright owners from digital redistribution of their works."[54]

Moreover, any adverse impact that may result from the user's inability to transform his or her Video Game Console into an FTP server is mitigated by the fact that *any* personal computer, including a laptop or notebook computer, can be made into an FTP server, without hacking or otherwise circumventing any protection measures designed to protect copyrighted works.[55] Because there are widely-available alternatives to hacking a Video Game Console for such purposes, EFF's exemption is unnecessary.

<div align="center">*          *          *</div>

In sum, because EFF has failed to provide a sufficient factual basis to establish that the access controls have had or are likely to have a direct and substantial adverse impact on noninfringing uses, EFF has not made a prima facie case for its proposed exemption, which must be denied.

## III. EFF FAILED TO DEMONSTRATE THAT HACKING A VIDEO GAME CONSOLE IS A NONINFRINGING USE.

To establish a prima facie case for the proposed exemption, EFF also bears the burden of "specifically explain[ing] what noninfringing activity the prohibition on circumvention is preventing" and establishing that such activity "is, in fact, a noninfringing use under current law."[56] EFF does not meet this burden.[57]

---

[54] 2003 Final Rule, at 62016.
[55] Circumventing the access controls on a Video Game Console in order to make it into an FTP server raises substantial additional risks for further unauthorized uses of the content made available on such consoles that would not arise on a personal computer.
[56] 2011 NOI, at 60403.

EFF posits that "the circumvention of DRM on video game consoles" by copying and modifying the copyrighted Video Game Console firmware is a fair use of that copyrighted work.[58] Significantly, EFF does not dispute that the firmware for each of the Video Game Consoles is a computer program protected by copyright or that the video games that the firmware protects are protected works.[59] Nor does EFF dispute that copying and modifying the firmware implicates the copyright owner's rights to control the reproduction and distribution of the firmware and the creation of derivative works. Rather, EFF relies primarily on two Ninth Circuit decisions to argue that hacking is a noninfringing use in that it constitutes a fair use. However, as set out in detail below, those cases involve materially different factual scenarios that make them inapposite here. Moreover, consideration of the four statutory fair use factors demonstrates that the hacking of Video Game Consoles is not a fair use.

The *Sega* and *Connectix* decisions upon which EFF relies do not support its claim that the circumvention of the firmware's encryption and the copying and modification of the Video Game Console's firmware constitute a noninfringing fair use. In *Sega*, Accolade, a video game publisher, copied Sega's computer program so that Accolade could understand how to write video games for the Sega console. The games eventually brought to market by Accolade contained none of Sega's copyrighted code.[60] And the court emphasized that Accolade did not "simply copy Sega's code; rather, it wrote its own procedures based on what it had learned through

---

[57] EFF identifies a number of different activities in its comments that it then fails to assert are noninfringing uses. For example, EFF suggests that users should be able to circumvent access controls in order "to create backup files of games that have been legitimately purchased" and to transform a console into a file transfer protocol (FTP) server in order to allow "for data files to be easily transferred between the PS3 and a computer over the Internet." EFF Comments, at 28. However, EFF provides no analysis or evidence to suggest that these activities are noninfringing uses under current law. Accordingly, the Librarian should refuse to exempt circumvention for such purposes.

[58] *Id*. at 31.

[59] *Id*. at 29 ("Sony's firmware contains copyrighted computer programs . . . . ").

[60] The Ninth Circuit emphasized that Accolade copied 4 bytes of data from Sega's code (the letters "S," "E," "G," and "A") into its own game programs, which contained a total of 500,000 to 1,500,000 bytes. *Sega Enters. Ltd. v. Accolade, Inc*., 977 F.2d 1510, 1522 (9th Cir. 1992).

disassembly."[61]  Users could play Accolade's games without having to hack the console or to

engage in any copying themselves.  Similarly, in *Connectix*, intermediate copying was undertaken

to create a noninfringing emulator to play existing console games on a personal computer, an

activity not encompassed by the proposed exemption.  The Ninth Circuit's holding, which

stressed that the defendant had written "entirely new object code" for its competing video game

system, was limited to circumstances where the defendant's "final product does not itself contain

infringing material."[62]

Critically, in both *Sega* and *Connectix*, the defendants' resulting software programs did

not themselves infringe plaintiffs' copyrighted material or use modified versions of the console's

firmware.  Rather, in each case, the defendants disassembled plaintiffs' copyrighted computer

program in order to gain an understanding of the unprotected ideas and functional elements that

were embodied in the copyrighted work *so that they subsequently could write their own original

computer programs that did not contain any of plaintiff's protected computer code*.[63]

Here, in contrast, the copying (and modification) of the Video Game Console's firmware

is not intermediate—that is, done to understand how to make games for the consoles.[64]  Rather,

the copying and modification of the firmware are designed only to circumvent the access controls

on Video Game Consoles that prevent the playback of infringing content and the unlawful

copying and distribution of copyrighted works.  While in *Sega* and *Connectix* the decompiled

program was no longer used after defendants had independently created their own, noninfringing

---

[61] *Id.*

[62] *Sony Computer Entm't Inc. v. Connectix Corp.*, 203 F.3d 596, 606 (9th Cir. 1999).

[63] Moreover, *Sega* and *Connectix* are clearly distinguishable here because the steps allowed by those decisions did not enable widespread piracy.  In contrast, as discussed above, hacking a Video Game Console necessarily enables users to play pirated content and to make unlawful copies of copyrighted works.

[64] Notably, the information concerning how to develop video games for a given platform is readily provided by the platform providers to video game developers, so there is no need to hack for purposes of reverse engineering here.

computer programs, here every time a different user plays a homebrew game, the modified

firmware is copied into random access memory and is used in slightly altered form.

Moreover, unlike *Sega* and *Connectix*, which encourage the creation of original works of

authorship by requiring defendants to independently develop computer programs that do not

contain infringing material, hacking a Video Game Console involves no creative endeavor on the

part of the hacker. The first act of circumvention simply bypasses the encryption on the firmware

and is performed to enable the second act of circumvention. In the second step, the hacker

slavishly copies virtually all of the original computer program to create a slightly modified

version of the firmware that bypasses the original authentication controls. *Sega* and *Connectix* do

not support the conclusion that fair use permits copying any of the underlying firmware for non-

intermediate uses, let alone the conclusion that fair use permits copying virtually all of it except

for the portion that serves to ensure that the platform is secure enough to protect the distribution

and dissemination of copyrighted works and to prevent the playback and use of pirated content.

In addition, EFF cites to Section 1201(f) of the DMCA to suggest that hacking a console

for purposes of interoperability should be deemed fair use.[65] However, as explained in Section V

below, Section 1201(f) supports the opposite conclusion. In enacting Section 1201(f), Congress

made explicit judgments about the methods of interoperability that should be permissible under

the law. And, as EFF acknowledges, Congress, consistent with the *Sega* and *Connectix* decisions,

designed Section 1201(f) to ensure that the DMCA would not hinder reverse engineering in the

narrow circumstances where it is done solely to gain an understanding of the unprotected ideas

and functional elements that are embodied in a copyrighted work.[66] This approach carefully

---

[65] *See* EFF Comments, at 32.
[66] *See id.* ("Congress has in fact recognized *Sega*'s finding . . . . When enacting the DMCA, Congress created
§1201(f) to . . . 'ensure that the effect of [*Sega*] is not changed by the enactment or [the DMCA].'"); *see also* S. Rep.
105-190 at 32-33 (Section 1201(f) intended to enable reverse engineering).

balances the need for developers to be able to write their own original computer programs with the need to protect the original code from unauthorized reproductions and derivative works that are slavish copies. In short, in drafting Section 1201(f), Congress necessarily chose *not* to extend the provision to the conduct for which EFF seeks an exemption. And, in proposing this exemption, EFF implicitly acknowledges that the use here is materially different from those in *Sega* and *Connectix,* despite its artful attempt to blur this distinction for purposes of the fair use inquiry. The use of the firmware at issue here is not mere reverse engineering—it is modification and repeated unauthorized reproduction of a copyrighted work. Consequently, the hacking that is the basis of EFF's exemption request upsets this statutorily mandated balance and should remain disfavored.[67]

Consideration of the four fair use factors further confirms that the hacking at issue here— that is, the modification and reproduction of the Video Game Console's firmware—is not a fair use. To conclude otherwise would improperly expand the boundaries of the fair use defense as defined under existing law.[68]

### A. *The Purpose And Character Of The Use Is Commercial And Not Transformative.*

This factor weighs against a finding of fair use because the purpose and character of the use is to a significant degree commercial. There is abundant evidence that the primary reason many users seek to hack the Video Game Consoles is not to create new and different works, but to avoid paying the customary cost of existing works or devices—which courts have recognized as a commercial use.[69] EFF acknowledges that developers (allegedly) want to hack these consoles to

---

[67] Of course, if EFF believes that Section 1201(f) already supports the conduct for which it seeks an exemption, then its argument should be directed to the courts, not to the Register.

[68] *See* 2011 NOI, at 60403 (stating that "a proponent should establish that the prevented activity is, in fact, a noninfringing use under *current* law") (emphasis added).

[69] *See* Exhibit B (demonstrating that many users hack the Video Game Consoles to engage in piracy); *A&M Records, Inc. v. Napster, Inc.*, 239 F.3d 1004, 1015 (9th Cir. 2001) ("Direct economic benefit is not required to demonstrate a

avoid paying reasonable licensing fees.[70]  The record in this proceeding further shows that the

primary motivation for individual users to hack their Video Game Consoles is to play "free"

(typically pirated) games, movies and television programming, and music.[71]  And, a number of

individuals offer to hack users' Video Game Consoles for a fee.[72]  None of these are uses that can

support a finding of fair use.

Contrary to EFF's assertions, hacking a Video Game Console is not transformative of a

copyrighted work.  The Supreme Court has characterized the first fair use factor as determining

whether "the new work merely supersedes the objects" of the original work, or instead is

transformative.[73]  Unlike in *Sega* and *Connectix*, the hacked firmware is a substitute for the

original firmware.  It serves the same purpose as the original, enabling the Video Game Console

to turn on and to perform all the same functions as the original but also falsifies or eliminates the

authentication check that otherwise would be performed by the copyrighted work.  This alteration

does not transform the nature of the firmware; rather, the hacked computer program "is a

substitute for the copyrighted work (in the sense that nails are substitutes for pegs or screws)."[74]

---

commercial use.  Rather, repeated and exploitative copying of copyrighted works, even if the copies are not offered
for sale, may constitute a commercial use.  In the record before us, commercial use is demonstrated by a showing that
repeated and exploitative unauthorized copies of copyrighted works were made to save the expense of purchasing
authorized copies.") (citations omitted).

[70] EFF Comments, at 24.  The developers' desire to avoid such payments puts users in the position of needing to hack
their consoles to run the developers' programs, making the hacking part and parcel of commerce in the developers'
programs.

[71] *See* Exhibit B.

[72] *See, e.g*., Exhibit D (providing screenshots of representative advertisements for hacking services).  Indeed, such use
would proliferate if the exemption was granted, which is exactly what has happened since the Librarian granted an
exemption for "jailbreaking" smartphones, such as Apple's iPhone.  *See, e.g*., Paul Morris, "Jailbreaking May Soon
Become Illegal Again, Act Now To Help Keep It Legal," REDMOND PIE (Jan. 25, 2012),
http://www.redmondpie.com/jailbreaking-soon-to-become-illegal-again-act-now-to-help-keep-it-legal (copy on file
with ESA's counsel); http://cydia.saurik.com/ (application store that allows owners of hacked iPhones to purchase
homebrew applications).

[73] *Campbell v. Acuff-Rose Music, Inc*., 510 U.S. 569, 579 (1994).

[74] *Ty, Inc. v. Publ'ns Int'l*, 292 F.3d 512, 517 (7th Cir. 2002).

23

**B.**     *The Nature Of The Copyrighted Work Does Not Support Fair Use.*

As to the second fair use factor, EFF simply asserts that the firmware that is copied is not creative but offers no evidence on this point. As the fair use proponent, EFF has not met its burden and so this factor should, at most, be viewed as neutral.[75]

In its 2010 decision, the Librarian stated that this factor weighed in favor of granting an exemption related to the Apple iPhone, in part, because it "does not and should not infringe any of the exclusive rights of the copyright owner to run an application program on a computer over the objections of the owner of the copyright in the computer's operating system."[76] However, this statement does not apply here for two critical reasons. First, as explained above, what is at issue here is the reproduction and use of nearly all of the console firmware—that is, the modified computer program itself is infringing.

In addition, the 2010 decision indicates that the Librarian concluded Apple used its access controls to protect a restrictive business model and that this was relevant under the second factor (although no prior authority appeared to make such a consideration part of the second factor inquiry). Here, in contrast, ESA has explained in detail how the access controls at issue protect the interests of copyright law by encouraging the creation and distribution of copyrighted works and by discouraging the distribution of pirated content. Specifically, the access controls, including the firmware, decrease the unlawful distribution of infringing works and increase the legal supply of lawful copyrighted works. As noted above, the access controls enable the distribution of digital content through physical media, downloadable files, and live streaming, while preventing individuals from making unauthorized copies of this content, distributing it to others, or using the console to play pirated copies of such works.

---

[75] *See* 2011 NOI, at 60403 (stating that a proponent must "establish that the prevented activity is, in fact, a noninfringing use under current law").

[76] 2010 Final Rule, at 43829.

This fact points to an additional consideration relevant to the second factor here. The

access controls, including the operation of the firmware, are designed to protect copyright

interests in content playable on the Video Game Consoles. The platform providers have

developed the access controls to protect the firmware, copyrighted video games, television

content, movies, music, and sports programming that are distributed through the Video Game

Consoles from digital piracy. These works are expressive and are entitled to the greatest

protection. In connection with the second fair use factor, the Register should consider the fact

that the copying of the modified firmware at issue here necessarily enables and is almost always

coupled with the unauthorized copying or distribution of very creative content, such as video

games, movies, and television programming.

### C.      *The Amount And Substantiality Of The Portion Used Is Not Reasonable.*

On the third factor, EFF again invokes *Sega* and *Connectix* and essentially argues that

hackers only copy as much of the firmware as they need for their purportedly "legitimate

purpose"[77]—which, of course, is the same amount as necessary for all the associated illegitimate

purposes. However, as discussed above, in contrast to *Sega* and *Connectix* (which involved only

interim copying and *no copyrighted material* in the defendant's final product), virtually all of the

hacks for the Video Game Consoles use nearly all of the code contained within the copyrighted

computer programs.[78] Indeed, the hack used here is the reverse of *Sega*;[79] rather than *adding* only

the letters "S," "E," "G," and "A" and separately authoring a new computer program, these hacks

are equivalent to *removing* the letters "S," "E," "G," and "A" from the original computer program

and copying the rest. And, as discussed above, in contrast to the *Sega* and *Connectix* cases and

---

[77] EFF Comments, at 32-33.
[78] *See* Statement 1, ¶ 4.
[79] *Sega Enters. Ltd. v. Accolade, Inc.*, 977 F.2d 1510, 1522 (9th Cir. 1992).

the other decisions cited to in EFF's comments, this is not a case where the amount and

substantiality of the portion used can be justified by the fact that the use is only interim.

Moreover, even if the hack involves the copying of only a small portion of the copyrighted

code, this factor still weighs against a finding of fair use because the copied portion is the "heart

of the work" in that it serves to protect copyrighted works from piracy. A use is not fair if the

essence of the work is copied.[80]

Nor can EFF properly point to the Register's 2010 recommendation for support. There, in

granting a "jailbreaking" exemption for the Apple iPhone, the Register asserted that "[i]n a case

where the alleged infringement consists of the making of an unauthorized derivative work, and

the only modifications are as de minimis as they are here, the fact that iPhone users are using

almost the entire iPhone firmware for the purpose for which it was provided to them by Apple

undermines the significance of this factor."[81] Notably, none of the cases cited by EFF and relied

upon by the Register to support this conclusion found that this factor (i.e., the amount and

substantiality of the portion used) by itself supported a finding of fair use; rather, the other factors

were strong enough to overcome the weight of this factor.[82] Indeed, such a finding here would

---

[80] *See, e.g.*, *Los Angeles News Serv. v. Tullo*, 973 F. 2d 791, 798 (9th Cir. 1992); *see generally Harper & Row Publishers, Inc. v. Nation Enters.*, 471 U.S. 539, 564–65 (1985).

[81] Memorandum from Marybeth Peters, Register of Copyrights, to James H. Billington, Librarian of Congress, at 97 (June 11, 2010) (regarding the recommendation of the Register of Copyrights in RM 2008-8; Rulemaking on Exemptions from Prohibition on Circumvention of Copyright Protection System s for Access Control Technologies) [hereafter, "2010 Recommendation"].

[82] *See Sony Corp. of Amer. V. Universal City Studios*, 464 U.S. at 417, 449-504 (finding Betamax player to be capable of noninfringing use under a contributory liability theory); *Perfect 10, Inc. v. Amazon.com, Inc*., 508 F.3d 1146, 1167 (9th Cir. 2007) (concluding this factor did not favor either party because of the transformative nature of a search engine); *Bond v. Blum*, 317 F.3d 385, 396 (4th Cir. 2003) (concluding that defendants' copying of a copyrighted manuscript for introduction into evidence in a state-court child-custody proceeding constituted a "fair use" of the manuscript under the Copyright Act when the substance of the manuscript was relevant to the issues in the child-custody proceeding).

turn longstanding principles of copyright law on their head, as users would be able to avoid a claim of copyright infringement simply by making de minimus changes to copyrighted works.[83]

**D.    *EFF Has Not Established A Lack Of Harm To The Market For Or Value Of The Copyrighted Works.***

EFF again cites to the *Sega* and *Connectix* decisions to argue that hacking a Video Game Console does not harm the market for the copyrighted work.[84]  However, the *Connectix* decision distinguished between an activity such as console hacking, which "merely supplants or supersedes" the copyrighted work and therefore "is likely to cause a substantially adverse impact on the potential market of the original," and a transformative work, such as Connectix's entirely new computer program, which is less likely to harm the potential market for the original work.[85]

Similarly, *Sega* emphasized that this factor "accommodates the distinction between the copying of works in order to make independent creative expression [i.e., competing, original firmware] possible and the simple exploitation of another's creative efforts."[86]  The anti-competitive concerns underlying the *Sega* analysis are absent here, and, instead, the circumvention results in the "exploitation" of the creative efforts in the original firmware.[87]

EFF contends that granting the exemption "will have no independent negative impact on the actual market for the firmware itself" and conjectures without support that "opening up the operating system" could create more demand for the Video Game Consoles.[88]  The opposite is true.  As noted above and explained in more detail below, the content partners that create and make available content for use on the Video Game Consoles depend on the access controls on

---

[83] *See, e.g.*, *Sega Enters. Ltd.  v. MAPHIA*, 857 F. Supp. 679, 687 (N.D. Cal. 1994) ("Because it appears that the entire game programs are copied when Sega video game programs are transferred over the MAPHIA bulletin board, consideration of the amount and substantiality of the portion copied weighs against a finding of fair use."); *Am. Geophysical Union v. Texaco Inc.*, 802 F. Supp. 1, 47 (S.D.N.Y. 1992); *aff'd* 60 F.3d 913, 925–26 (2d Cir. 1994).
[84] EFF Comments, at 33.
[85] *Sony Computer Entm't Inc. v. Connectix Corp.*, 203 F.3d 596, 607 (9th Cir. 1999).
[86] *Sega Enters. Ltd. v. Accolade, Inc.*, 977 F.2d 1510, 1523 (9th Cir. 1992).
[87] *Id.*
[88] EFF Comments, at 33.

those devices to prevent piracy of their content.  If those access controls can be legally

circumvented to allow the use of infringing content on the consoles, the content partners will be

*less* likely to make their content available on the consoles, there will be *less* legitimate content

available through the Video Game Consoles, and legitimate demand for the Video Game

Consoles will be *less*.  This will undoubtedly harm the market for and value of the firmware at

issue, as it is only made available on the Video Game Consoles.[89]

Nor can EFF contend that any harm to the market for the firmware and the Video Game

Consoles is somehow justified.  As described above, the manufacturers of the Video Game

Consoles allow, and indeed encourage, independent video game developers to create video games

and applications for the Video Game Consoles.  Each of the platform providers has opened its

system up to video game publishers and software developers of all sizes and kinds, subject only to

very limited and reasonable requirements.  There is no justification for the wholesale copying that

the exemption sought would allow.

<div align="center">*        *        *</div>

Because each of the statutory factors weigh against a finding of fair use, EFF has not

established that hacking the Video Game Consoles is a noninfringing use, and its exemption

request must be denied.

**IV.    ANY ALLEGED ADVERSE EFFECT CAUSED BY THE PROHIBITION ON
        CIRCUMVENTION IS SIGNIFICANTLY OUTWEIGHED BY ITS POSITIVE
        IMPACT ON THE AVAILABILITY FOR USE OF COPYRIGHTED WORKS AND
        THE MARKET FOR AND VALUE OF COPYRIGHTED WORKS.**

If a proponent meets the threshold burden of demonstrating an access control measure is

having a substantial adverse effect on noninfringing uses, which EFF plainly has not, the

Librarian then weighs the sufficiency of the evidence against the following statutory factors:  (1)

---

[89] *See generally Harper & Row*, 471 U.S. at 568 (explaining that the fourth factor "must take account not only of harm to the original but also of harm to the market for derivative works.").

the availability for use of copyrighted works; (2) the availability for use of works for nonprofit

archival, preservation, and educational purposes; (3) the impact that the prohibition on the

circumvention of technological measures applied to copyrighted works has on criticism,

comment, news reporting, teaching, scholarship, or research; (4) the effect of circumvention of

technological measures on the market for or value of copyrighted works; and (5) such other

factors as the Librarian considers appropriate.[90]

As a threshold matter, EFF inappropriately limits consideration of these statutory factors

to the copyrighted firmware on the Video Game Consoles.  This approach is inappropriately

narrow, because the statute directs the Librarian to consider these factors as to "copyrighted

works" generally, including all of the works protected by the access controls at issue.[91]  As EFF

acknowledges, the encrypted firmware is not the only copyrighted work protected by the access

controls at issue in this proceeding; rather, in order to play homebrew games or install Linux, the

user must "defeat a number of technical measures," including the circumvention of the

authentication checks in the firmware that protect access to copyrighted video games and

content.[92]  Accordingly, the Librarian also must consider whether the prohibition on

circumvention has any positive impacts on the full range of copyrighted works that are protected

by the access controls for which EFF seeks an exemption, including third-party video games,

applications, motion pictures, television programming, music, and sports programming.

A.    *Availability For Use Of Copyrighted Works.*

Congress has directed the Librarian, in assessing the impact of access controls, to

"consider the positive as well as the adverse effects of these technologies on the availability of

---

[90] 17 U.S.C. § 1201(a)(1)(C).
[91] *See id.*
[92] *See* EFF Comments, at 30.

copyrighted materials."[93]  As discussed above, the access controls used on Video Game Consoles have a tremendous positive impact on the availability of copyrighted materials through these Video Game Consoles—including not only video games and applications, but also movie and television programming, musical works and sound recordings, and similar third-party content. These access controls clearly are increasing, not restricting, the availability of these copyrighted works to the public.  This positive impact far outweighs any minimal adverse impact demonstrated by EFF.

Much like the way in which the motion picture industry and DVD player manufacturers utilize CSS to protect DVD content from piracy, copyright owners and manufacturers of Video Game Consoles use access controls to make copyrighted content available in digital format through Video Game Consoles and to secure this content against the risk of piracy.  As a result of these access controls, platform providers have been able to develop new means of distributing a wide variety of copyrighted content to users.  In addition to the thousands of video games that are published for the Video Game Consoles each year, ESA's members and their many content partners make their movies and television programming directly accessible through one or more of the Video Game Consoles, often in high-definition format.  In addition, a number of video programming and music application providers, such as Netflix (movies and television shows), Hulu (movies and television shows), ESPN (streaming sporting events), MLB.tv (streaming sporting events), Verizon (live television), HBO (movies and television), and Last.FM (music), also enable the distribution of copyrighted video and music programming through one or more of the Video Game Consoles.[94]

---

[93] House Manager's Report, at 6.
[94] *See* Exhibit A for a representative list of the platform providers' content partners.

The availability of these copyrighted works promotes the goals of the DMCA, which envisioned that platform providers could deploy access controls "not only to prevent piracy and other economically harmful unauthorized uses of copyrighted materials, but also to support new ways of disseminating copyrighted materials to users, and to safeguard the availability of legitimate uses of those materials by individuals."[95]

In contrast, granting EFF's proposed exemption would greatly disrupt the incentive of platform providers and copyright holders to continue making this copyrighted content available to the public through the Video Game Consoles. The copyright owners of this content will choose to distribute only lower cost content, or in some cases, not agree to permit distribution of their content at all if they are not satisfied that their content will remain secure from digital piracy on these platforms. Granting EFF's exemption would strike at the heart of this concern because allowing users to hack the Video Game Consoles in the very manner EFF seeks would directly enable widespread piracy of the copyrighted content that is made available through the Video Game Console.[96]

Perhaps because EFF realizes that its exemption would in fact foster piracy, EFF tries to address this issue in its comments. Specifically, EFF seeks to distance the act of piracy from the act of hacking, asserting that "[s]everal additional steps are needed" to allow pirated games to be played on a hacked Video Game Console.[97] However, this argument is misguided in several critical respects.

---

[95] House Manager's Report, at 6.
[96] *See* Exhibit B (demonstrating the inextricable connection—and overlap in those individuals involved—among hacking, homebrew games, and piracy).
[97] EFF Comments, at 30-31.

First, virtually all of the methods for hacking the Video Game Consoles allow for the playback of pirated content.[98] Notably, EFF does not even attempt to explain or provide any evidence that "additional steps" are necessary for the Xbox or Wii; for the record, the hacks for these consoles also enable the playback of pirated content. Although EFF quotes George Hotz as stating that he "made a specific effort while [he] was working on this [hack for the PS3] to try to enable homebrew without enabling . . . piracy," this unsupported assertion about an alleged "effort" hardly demonstrates that hacking the Video Game Console does not facilitate piracy. Indeed, the gaming community did not view Hotz's efforts in this narrow way. After Hotz published the Sony PS3's master key online, the gaming community responded that Hotz's hack opened the PS3 to piracy, explaining that "PS3s will happily boot up pirated game discs or package files and believe they're 100% legit."[99] Numerous online forums and other resources specifically reference George Hotz's hack as permitting users to play pirated games and content— so that, as a practical matter, there is nothing stopping a user with a hacked console from playing pirated content.[100]

Second, some hacking packages require no additional applications to play pirated content, and virtually all of the hacking packages come bundled with such applications (which are nothing more than extensions of the hack). [101] For example, the HackMii package is commonly used to hack the Wii console. During the process of hacking the console, a "Homebrew" channel is installed on the Wii's home menu through which users can access homebrew games and

---

[98] *See* Statement 1, ¶ 6.
[99] Justin Towell, "Why the Latest PS3 Crack Is Disastrous for Sony and for Gamers," GAMESRADAR (Jan. 7, 2011), http://www.gamesradar.com/why-the-latest-ps3-crack-is-disastrous-for-sony-and-for-gamers/ (copy on file with ESA's counsel).
[100] *See* Exhibit B.
[101] We are not aware of any hacking packages that currently are being offered that allow only for the playing of homebrew games, but not also of pirated software. *See*, *e.g.*, Exhibit D. Based on the operation of known hacks, we do not believe such a hacking package would even be possible. Moreover, and determinative here, EFF has not produced any evidence that such a theoretical hacking package exists or, if it did, that it would not also enable the user to play pirated content.

32

applications.[102] This Homebrew channel automatically includes applications that enable the console to play pirated content and is necessarily incapable of distinguishing between pirated software and so-called homebrew applications.[103] As demonstrated above, this is, not surprisingly, the reason these hacks are installed.

Third, EFF's "additional steps" argument is disingenuous because for virtually any circumvention of technological protections, one could argue that some "additional steps" are needed to engage in infringing uses. For example, a user must take a number of steps beyond merely circumventing the Content Scrambling Systems ("CSS") on a DVD to engage in piracy: the user also must insert the DVD into the player, install DVD ripping software, select and burn the content to the user's hard drive, and upload this pirated content to the Internet. Consequently, although a user might need, for example, to insert a copyrighted game into the Video Game Console, launch game ripping software, select and burn the game to the Video Game Console's hard drive, and give the original disc to a friend (or, alternatively, download infringing game copies, store them on a USB drive and insert the USB drive into their console), these "additional steps" cannot mean that hacking the Video Game Console does not facilitate piracy.[104]

---

[102] *See* Exhibit E.

[103] *See* Statement 1, ¶ 8.

[104] In this important respect, the Librarian's 2010 Final Rule granting an exemption for "computer programs that enable wireless telephone handsets to execute software applications, where circumvention is accomplished for the sole purpose of enabling interoperability of such applications, when they have been lawfully obtained with computer programs on the telephone handset," is wholly inapplicable here. The Librarian's decision in that proceeding depended on its finding that Apple's objections were related to its business interests, rather than the copyright interests that the DMCA is intended to protect. The record of that proceeding provided no factual basis for a conclusion that an exemption might expose copyrighted content to unlawful copying and distribution. 2010 Recommendation, at 102. ESA obviously cannot comment on Apple's business interest in preventing hacking of smartphones. But ESA can comment on the devastating impact that such an exemption would have on the availability of content distributed through Video Game Consoles, as described in the text. And in any event, the 2010 Final Rule is not precedential with respect to this proceeding. Congress stated that in each proceeding, the "regulatory prohibition is presumed to apply to any and all kinds of works, including those as to which a waiver of applicability was previously in effect, unless, and until, the [Librarian] makes a new determination that the adverse impact criteria have been met with respect to a particular class and therefore issues a new waiver." Commerce Committee Report, at 37; *see also* 2010 Final Rule, at 43826; 2006 Final Rule, at 68473; 2003 Final Rule, at 62012 ("Proposed exemptions are reviewed *de novo*. The existence of a previous exemption creates no presumption for

Fourth, hacking a Video Game Console necessarily enables piracy. That is, *one hundred percent of the Video Game Consoles that play pirated games are hacked.* The very same firmware modifications that EFF seeks to exempt here also disable the consoles' ability to detect pirated content or prevent its reproduction or distribution. The Copyright Office should understand clearly the context for this exemption. Video game piracy requires a hacked Video Game Console. An unhacked Video Game Console cannot play pirated games. Thus, any suggestion by EFF that piracy would not be enabled by the exemption sought is simply not true.

EFF also tries to carve out infringing uses from its proposed class of works, arguing that it "would not include the installation of any software applications that infringe on a protected copyright interest because this exception is narrowly tailored to 'lawfully obtained software applications.'"[105] Again, this statement is inaccurate. A software application may be "lawfully acquired" but still enable infringing *uses*. For example, an application permitting the online capture of video programming (including on-demand programming) during playback may be capable of substantial noninfringing uses and thus could be "lawfully *acquired*." However, it still may be *used* for unlawful purposes, such as capturing copyrighted video programming that is distributed through a Video Game Console.

Moreover, any attempt to limit the exemption to noninfringing uses would be ineffective in the context of Video Game Consoles. The exemption would insulate all "computer programs that enable Video Game Consoles to execute lawfully acquired software applications." But the exact same "computer program" functionality that enables "lawfully acquired applications" to run on consoles equally enables the use of infringing game copies. EFF's attempt to exempt the

consideration of a new exemption, but rather the proponent of such an exemption must make a prima facie case in each three-year period.").

[105] EFF Comments at 30–31. Importantly, if EFF's exemption is granted, copyrighted owners in many cases will need to bear the significant burden and cost to litigate infringement lawsuits based on less defined theories of secondary liability.

predicate act by disavowing one of its inevitable outcomes is disingenuous.[106]  That hair cannot

be split, especially where the outcome EFF seeks to distance itself from (piracy) is, in fact, the

*overwhelming* motivation for hacking consoles.[107]

**B.      *Availability For Use Of Works For Nonprofit Archival, Preservation, And Educational Purposes.***

EFF recognizes, as it must, that this factor does not support granting its requested

exemption, and offers no evidence that users who hack their Video Game Consoles do so for

nonprofit archival, preservation, or educational purposes, nor that the use of the access controls at

issue is preventing any meaningful use of copyrighted works for these purposes.[108]  Accordingly,

EFF has failed to establish that these are the kind of "exceptional" circumstances that justify

granting an exemption.[109]

**C.      *The Impact That The Prohibition On The Circumvention Of Technological Measures Applied To Copyrighted Works Has On Criticism, Comment, News Reporting, Teaching, Scholarship, Or Research.***

EFF does not, and indeed cannot, demonstrate that the access controls on Video Game

Consoles have any impact on the public's ability to criticize, comment or report on, teach, or

engage in scholarship or research *of the copyrighted firmware or the copyrighted video games*

that are protected by access controls, and thus relevant to analysis of this factor.  Consequently,

---

[106] Indeed, given that it is common practice for pirate sites to shroud their and their users' illegal conduct with meaningless and intentionally ineffective "disclaimers," pirates will no doubt increase the use of such tactics to avail themselves of the exclusion proposed by the EFF, thus hindering the ability of copyright owners to enforce Section 1201(a)(1) against even blatant infringers.

[107] *See* Exhibit B. Unlike other scenarios where the Librarian has granted exemptions, any downstream non-infringing uses enabled by the circumvention here are miniscule in comparison to the rampant online piracy that copyright owners face in the video game console environment.  Today, video games played on personal computers, which are not protected by device-level access controls, are far more likely to be pirated than video games on Video Game Consoles, which do use access controls.  "The Most Pirated Games of 2011," TORRENTFREAK (Dec. 30, 2011), http://torrentfreak.com/top-10-most-pirated-games-of-2011-111230/ (copy on file with ESA's counsel).  This same data shows that copyrighted video games already are pirated millions of times each year through public peer-to-peer mechanisms alone.  Of course, to use any of these files, the console owner must first jailbreak his or her console.

[108] EFF Comments, at 34.

[109] 2000 Final Rule, at 64563.  Indeed, if anything, this factor weighs against granting an exemption.  Sony currently provides educational institutions with software development kits that they may use for educational purposes.  If EFF's exemption was granted, the lifespan of the PS3 platform likely would be shortened by increased piracy, so that students would be learning skills they might never get a chance to put into practice.

this factor does not support granting its requested exemption, since users who hack their consoles have no interest in using the copyrighted firmware or video games for such purposes.

**D.** ***The Effect Of Circumvention Of Technological Measures On The Market For Or Value Of Copyrighted Works.***

As discussed in detail above in connection with the first factor in Section 1201(a)(1)(C), allowing the exemption here would, as a factual matter, allow the widespread play of pirated games on Video Game Consoles, as well as the unlawful ripping and distribution of copyrighted works. By encouraging and enabling such piracy, the granting of the exemption would stimulate new sources of supply as well as new interest in pirated content, much like what followed the distribution of the Hotz hack, as discussed above. When free, pirated copies are easier to acquire, distribute, and play, the market for and value of the lawful copyrighted works they infringe is diminished.[110]

In addition, if EFF's proposed exemption is granted, the net result would be fewer copyrighted works created and less access to these works for the public—the opposite result from Congress' purpose in enacting Section 1201. Some copyright owners might stop offering their content through the Video Game Consoles altogether, and others might opt to restrict the content made available through these platforms. Of course, a copyright owner's removal of its content from the Video Game Console would affect all users of the platform, and not just those users with jailbroken consoles. Consequently, a much larger number of users would lose access to copyrighted works if the exemption were recommended than would be affected by the continued prohibition on the circumvention of these controls. This evidence alone demonstrates that

---

[110] Here again, EFF incorrectly limits its discussion of this factor to the market for and value of console firmware, where the proper inquiry also concerns the market for the copyrighted game and other content secured by the access controls at issue. In addition, EFF ignores that the value of the console's firmware is derived largely from its ability to ensure a secure platform for the distribution of copyrighted works. By undermining this ability, EFF's proposed exemption would in fact decrease the market for and value of the firmware; as fewer copyrighted works would be available through the Video Game Consoles, fewer consumers would be interested in buying the console in which the firmware is embedded.

allowing the exemption would have a substantial and detrimental effect on the market for and value of incredibly popular copyrighted works on new platforms.

In contrast, EFF's exemption is not needed to promote the market for homebrew games. Rather, as described above, each of the platform providers compete for the widest range of developers and therefore have every incentive to be supportive of developer's efforts. As a result, each of the platform providers has developed informal procedures for developers of homebrew games to self-publish their games for the Video Game Consoles.

### E.  Other Appropriate Factors.

In determining whether to grant a proposed exemption, the Copyright Office should be mindful of how the public might misinterpret the exemption's scope. For example, a popular misconception stemming from the Librarian's grant of two exemptions related to smartphones in the 2010 Final Rule is that these exemptions permit the distribution of circumvention tools, which is expressly prohibited by Section 1201(a)(2) and (b)(1) of the DMCA.[111] Following the granting of these exemptions, the software that is used to hack the iPhone was downloaded over one million times on the day it was released.[112]

A significant and practical consequence of granting EFF's exemption request, which should not be ignored, is that users would wrongly believe that they can traffic in circumvention tools to hack their Video Game Consoles. The takeaway would be that hacking consoles—an activity closely associated with piracy in the minds of the marketplace—is lawful. Invariably, the market for distribution of hacking tools would grow to serve the market for this "lawful" use. Should litigation be necessary to thwart the unlawful distribution of those tools, the burdens and

---

[111] *See* Jailbreak Software Blog, http://www.jailbreaksoftware.net/ (stating that "[f]ederal regulators have concluded that it is completely legal to jailbreak an iPhone within the territories of the United States" and that "the best choice is to use a premium paid solution to make sure that it is done the right way") (copy on file with ESA's counsel).
[112] "Absinthe iPhone 4S And iPad 2 Jailbreak Downloaded Over 1 Million Times On Day 1," IJAILBREAK (Jan. 23, 2012), http://www.ijailbreak.com/jailbreak/absinthe-a5-untethered-jailbreak-downloaded-1-million-times/ (copy on file with ESA's counsel).

costs of such litigation would be significant, and would greatly diminish the value of copyrighted works. Worse, EFF's prior interventions in DMCA litigation make clear that it would stoke this mistaken belief and seek to validate it in court.[113]

Finally, while ESA's members use access controls primarily to prevent piracy, they have a number of additional benefits as well—so granting EFF's proposed exemption request would have a number of other adverse impacts. First, because hacking Video Game Consoles enables users to cheat in games, including multiplayer games, hacking diminishes the experience for other users.[114] Second, users of hacked consoles would be unable to receive serial copyrighted content, which requires verification of the user's console before delivery. Third, users on hacked consoles could experience greater security risks and software bugs. Each of these other factors would make the systems less attractive and therefore would diminish the creation of and distribution of copyrighted works through the Video Game Consoles. More generally, copyright owners would lose their ability to manage and control their brands. All these considerations further counsel against granting the exemption.

## V. THIS RULEMAKING IS NOT AN APPROPRIATE FORUM TO RECOGNIZE A RIGHT TO REVERSE ENGINEER FOR PURPOSES OF INTEROPERABILITY OF COMPUTER PROGRAMS IN THE VIDEO GAME INDUSTRY BEYOND THAT RECOGNIZED SO FAR BY THE COURTS OR BY CONGRESS IN SECTION 1201(F) OF THE DMCA.

As the Register well knows, Section 1201(f) of the DMCA is a statutory carve out from the prohibition on circumvention of access controls contained in Section 1201(a)(1)(A).[115]

---

[113] *See Datel Holdings Ltd. v. Microsoft Corp.*, Brief of Amici Curiae Electronic Frontier Foundation and Public Knowledge in Support of Datel's Motion for Summary Judgment, Case No. 09-cv-5535 EDL (N.D. Cal. June 15, 2011). Indeed, EFF has admitted that driving this result is a central part of its strategy to "disarm" the DMCA. EFF Tweet on January 25, 2011, http://twitter.com/#!/EFF/statuses/162298521041645570 ("We fended off #SOPA, now let's disarm the #DMCA. Join @EFF &@remixeverthing in reclaiming the right to remix ripmixmake.org") (copy on file with ESA's counsel).

[114] *See, e.g., MDY Indust., LLC v. Blizzard Ent., Inc.*, 2011 WL 538748, *21 (9th Cir. 2011) (recognizing negative effects of cheating in games).

[115] *See* 17 U.S.C. § 1201(f)(1) ("Notwithstanding the provisions of subsection (a)(1)(A) . . . ").

Section 1201(f) permits circumvention of an access control measure in order to engage in reverse engineering of a computer program with the purpose of achieving interoperability of an independently created, noninfringing computer program with other programs, under certain circumstances set forth in the statute.[116] As the Register properly recognized in the 2010 Recommendation, "if Congress has enacted a statutory exemption for certain types of activity that includes requirements that proponents of a class cannot meet, that may be evidence of legislative intent not to permit circumvention when those requirements have not been met."[117] Because EFF seeks an exemption for the same type of activity addressed by Section 1201(f), it should explain why the existing statutory exception is inapplicable and also articulate a rationale for why the Librarian may, through this rulemaking, provide an exemption for conduct that Congress excluded from the statutory exemption. EFF makes no attempt to do either.

Indeed, EFF cannot possibly meet this burden given that its request is premised on the arguments that (1) Section 1201(f) was designed to accommodate conduct akin to that at issue in *Sega v. Accolade*[118] and (2) the console hacking that EFF describes here is fair because it is analogous to the intermediate copying performed in *Sega* (which simply is not true). EFF cannot have it both ways. If game console hacking is analogous to *Sega*, and Section 1201(f) is designed to facilitate *Sega*-like uses, then the necessary conclusion is that courts must determine whether console hacking falls within the scope of Section 1201(f). If, however, game console hacking is materially different than the conduct in *Sega*, it renders inapposite EFF's reliance on *Sega* as a basis for claiming that console hacking is a fair use.

---

[116] 2000 Final Rule, at 64570–71.
[117] Recommendation of the Register of Copyrights in RM 2008-8; Rulemaking on Exemptions from Prohibition on Circumvention of Copyright Protection Systems for Access Control Technologies (June 11, 2010) at 13.
[118] EFF Comments, at 34.

In its 2000 Final Rule, the Librarian properly concluded that these proceedings are not the appropriate forum to create a broader right to hack access control software for purposes of interoperability.[119] Citing to the *Sega* and *Connectix* decisions in the Ninth Circuit, the Librarian recognized that "there has been limited judicial recognition of a right to reverse engineer for purposes of interoperability of computer programs in the video game industry," and held that this rulemaking should not "extend the recognition of such a right beyond the scope recognized thus far by the courts or by Congress in section 1201(f)."[120] The Librarian emphasized that the fact that Congress had explicitly reached a decision on the specific circumstances in which circumvention would be permitted for the purposes of interoperability suggests that the Librarian should avoid granting exemptions pursuant to Section 1201(a)(1)(C) that go beyond the scope of the specific exemption created by Congress.

In the 2010 decision, the Librarian took a different approach. In granting an exemption permitting circumvention of the iPhone's access controls for purposes of interoperability, the Librarian stated that "[w]hile an iPhone owner who 'jailbreaks' does not fall within the four corners of the statutory exemption in Section 1201(f), the fact that he or she is engaging in jailbreaking in order to make the iPhone's firmware interoperable with an application specially created for the iPhone suggests that the purpose and character of the user are favored."[121]

ESA respectfully suggests that the Librarian's decision in the 2000 rulemaking is the better interpretation of the statute. As the Supreme Court has stated, where "Congress has directly spoken to the precise question at issue," then "that is the end of the matter" and the agency is foreclosed from interpreting the statute in a manner that goes beyond the statutory

---

[119] 2000 Final Rule, at 64569.
[120] *Id.*
[121] 2010 Final Rule, at 43829.

text.[122]  In enacting Section 1201(f), Congress clearly defined the outer bounds of when

circumvention for purposes of interoperability is permissible.  Granting the exemption sought

here would deviate from Congressional intent by relying on a fair use analysis that, as discussed

in Section III above, is inconsistent with applicable case law, as reflected in the *Sega* and

*Connectix* decisions.

Even if the Register could conclude that there is some ambiguity in the statute, the

Librarian's 2010 determination is distinguishable here.  In the context of the video game industry,

there is clear judicial authority defining when infringement for purposes of achieving

interoperability is and is not excused: "in cases involving interoperability of video games, courts

have held either that Section 1201 is inapplicable or that the exemption in 1201(f) shields this

activity for purposes of discovering functional elements necessary for interoperability."[123]  As

explained above in Section III, *Sega* and *Connectix* excused copying for purposes of achieving

video game interoperability in only narrow circumstances that are not applicable here.

## VI.    CONCLUSION

For all of the reasons identified in these comments, ESA urges the Register not to

recommend EFF's request to exempt from the DMCA's prohibition on the circumvention of

access control technologies computer programs that enable lawfully acquired software

applications, where circumvention is undertaken for the purpose of enabling interoperability of

such applications with computer programs on the gaming console.  EFF has failed to meet its

burden of establishing the "critical points" that are necessary to make a prima facie case for an

exemption from the DMCA's prohibition on the circumvention of Video Game Consoles' access

---

[122] *Chevron, U.S.A., Inc. v. Natural Resources Defense Council, Inc.*, 467 U.S. 837, 842 (1984).
[123] *See* 2000 Final Rule, at 64570 (citing the testimony of T. Hangartner and T. Russell).

controls.[124]  And taking into consideration the five statutory factors, this clearly is not one of the "exceptional cases" that warrant such an exemption.[125]

ESA appreciates the opportunity to comment on EFF's exemption request and is available to participate in any public hearings that the Register holds later this year.

Respectfully submitted,

Simon J. Frankel
Lindsey L. Tonsager
COVINGTON & BURLING LLP
1201 Pennsylvania Ave NW
Washington, DC  20004
Telephone:  (202) 662-6000
Facsimile:  (202) 662-6291
sfrankel@cov.com
ltonsager@cov.com

Christian Genetski
Christian Troncoso
ENTERTAINMENT SOFTWARE
ASSOCIATION
575 7th Street, NW, Suite 300
Washington, DC 20004
Telephone: (202) 223-2400
Facsimile: (202) 223-2401

February 10, 2012

---

[124] 2011 NOI, at 60403.
[125] 2000 Final Rule, at 64563.

# Statement 1

Statement of Dylan Rhoads

Senior Software Engineer – Anti-Piracy Support
Nintendo of America Inc.

February 8, 2012

1. I am presently employed as a Senior Software Engineer – Anti-Piracy Support at Nintendo of America Inc. ("Nintendo"). I have held this position for over 5 years. Prior to that, I worked for 5 years at Square Enix as an Assistant Producer and programmer for their online and e-commerce systems. I have a Bachelor of Science in Computer Science and have worked in the IT and video game industry for over 13 years.

2. The *Wii* home console by Nintendo is a distribution platform for a wide range of video games, movies, television programming, and other copyrighted works.

3. To hack, or "jailbreak," the *Wii* home console—that is, to modify the console's firmware in order to allow the console to run unauthenticated software—the process described below is followed:

   a. Utilize an exploit to bypass the encryption that prevents access to the *Wii* video game console's firmware.
   b. Download and install a modified version of the console firmware into the memory of the *Wii* video game console.
   c. Through the use of this exploit and installed modified firmware, unauthorized software (such as pirated games, the Homebrew Channel or FTP server applications) which cannot normally be executed on the *Wii* video game console due to the *Wii*'s technological protection measures ("TPMs") can now be executed on the *Wii* video game console.

4. In scenarios familiar to Nintendo, the modified firmware contains over 98 percent of the original firmware. The modified firmware is copied into memory each time the Wii video game console is booted.

5. The TPMs employed on the *Wii* home console and *Wii* video game discs prevent the ripping and unlawful distribution of protected content by utilizing encrypted firmware and a signature checking mechanism. Each time a disc is put into a *Wii* video game console, the console performs a "signature check" that looks for the *Wii* copy protection mechanism contained in authentic *Wii* video game discs, before any game data is loaded from the inserted disc into the system memory of the *Wii* video game console. This "signature check" function is performed by encrypted firmware in a *Wii* video game console. This mechanism also operates to prevent play of pirated video game software

from other inputs such as the SD card reader of the *Wii* video game console or connected external USB drives.

6. To my knowledge, all of the existing methods for hacking the *Wii* home console allow for the playback of pirated video games and other content. The circumvention of the TPMs on the *Wii* video game console allow the use of unauthorized software applications, including those which allow playback of pirated *Wii* video games, copying or "ripping" of game data and other functionality, such as the Homebrew Channel, play of Homebrew games and FTP server capability.

7. The steps required to hack a *Wii* home console for purposes of installing homebrew software are virtually equivalent to the steps an individual must take to install and play pirated content. That is, once the TPMs on the *Wii* home console are circumvented via modification of the console, any other content, including pirated content or homebrew games, can be played on the console.

8. To my knowledge, virtually all of the hacking packages that are available today come bundled with applications that permit users to play pirated content. For example, the HackMii installer package is commonly used to hack the *Wii* home console. During the process of hacking the console, it installs a "Homebrew" channel on the Wii's home menu through which users can access homebrew games and applications. This Homebrew channel includes applications that enable the console to play pirated content.

9. Hacking also allows users to transform a *Wii* home console into an FTP server, which allows users to then transfer data files containing unauthorized copies of copyrighted content over the Internet to and from the *Wii* home console.

# Exhibit A

# Wii Games
## Title and Manufacturer List

| | |
|---|---|
| PLAY W/ REMOTE | NINTENDO |
| MARIO KART W/ WHEEL | NINTENDO |
| NEW SUPER MARIO BROS. WII | NINTENDO |
| FIT W/ BALANCE BOARD | NINTENDO |
| SPORTS RESORT W/ WII MOTION PLUS | NINTENDO |
| JUST DANCE 2 | UBISOFT |
| FIT PLUS W/BALANCE BOARD | NINTENDO |
| SUPER SMASH BROS: BRAWL | NINTENDO |
| SUPER MARIO GALAXY | NINTENDO |
| JUST DANCE 3 | UBISOFT |
| MARIO PARTY 8 | NINTENDO |
| LINK'S CROSSBOW TRAINING W/ ZAPPER | NINTENDO |
| LEGEND OF ZELDA: TWILIGHT PRINCESS | NINTENDO |
| JUST DANCE | UBISOFT |
| GUITAR HERO III LEGENDS OF ROCK W/ WIRELESS GUITAR | RED OCTANE (ACTIVISION BLIZZARD) |
| LEGO STAR WARS: COMPLETE SAGA | LUCASARTS |
| SUPER MARIO GALAXY 2 | NINTENDO |
| DONKEY KONG COUNTRY RETURNS | NINTENDO |
| MARIO AND SONIC: OLYMPIC GAMES | SEGA |
| CARNIVAL GAMES | GLOBAL STAR SOFTWARE (TAKE 2) |
| MICHAEL JACKSON THE EXPERIENCE | UBISOFT |
| GAME PARTY | MIDWAY |
| ZUMBA FITNESS: JOIN THE PARTY | MAJESCO |
| FIT PLUS | NINTENDO |
| DISNEY EPIC MICKEY | DISNEY INTERACTIVE STUDIOS |
| SUPER PAPER MARIO | NINTENDO |
| EA SPORTS ACTIVE BUNDLE | ELECTRONIC ARTS |
| MARIO SUPER SLUGGERS | NINTENDO |
| MARIO AND SONIC AT THE OLYMPIC WINTER GAMES | SEGA |
| DECA SPORTS | HUDSON ENTERTAINMENT |
| UDRAW STUDIO W/ UDRAW TABLET | THQ |
| WIPEOUT: THE GAME | ACTIVISION (ACTIVISION BLIZZARD) |
| RAYMAN RAVING RABBIDS | UBISOFT |
| LEGO BATMAN | WARNER BROS. INTERACTIVE |
| VALUE GAME BUNDLE 14.99 | MULTIPLE VIDEO GAME MANUFACTURER |
| MUSIC | NINTENDO |

| | |
|---|---|
| VALUE GAME BUNDLE 19.99 | MULTIPLE VIDEO GAME MANUFACTURER |
| COOKING MAMA: COOK OFF | MAJESCO |
| LEGO INDIANA JONES: THE ORIGINAL ADVENTURES | LUCASARTS |
| ANIMAL CROSSING: CITY FOLK | NINTENDO |
| STAR WARS: THE FORCE UNLEASHED | LUCASARTS |
| SONIC AND THE SECRET RINGS | SEGA |
| RESIDENT EVIL 4 | CAPCOM USA |
| CALL OF DUTY: WORLD AT WAR | ACTIVISION (ACTIVISION BLIZZARD) |
| GUITAR HERO WORLD TOUR W/BAND KIT | RED OCTANE (ACTIVISION BLIZZARD) |
| ROCK BAND SPECIAL ED BUNDLE | MTV GAMES/ELECTRONIC ARTS |
| CALL OF DUTY 3 | ACTIVISION (ACTIVISION BLIZZARD) |
| THE LEGEND OF ZELDA: SKYWARD SWORD | NINTENDO |
| CALL OF DUTY: BLACK OPS | ACTIVISION (ACTIVISION BLIZZARD) |
| JUST DANCE KIDS | UBISOFT |
| SUPER MONKEY BALL: BANANA BLITZ | SEGA |
| CABELA'S BIG GAME HUNTER 2010 W/GUN | ACTIVISION (ACTIVISION BLIZZARD) |
| LEGO HARRY POTTER: YEARS 1-4 | WARNER BROS. INTERACTIVE |
| GAME PARTY 2 | MIDWAY |
| WE SKI | NAMCO BANDAI GAMES |
| AMF BOWLING PINBUSTERS | BETHESDA SOFTWORKS |
| SUPER MARIO ALL STARS 25TH ANNIVERSARY LIMITED ED | NINTENDO |
| STAR WARS: CLONE WARS LIGHTSABER DUELS | LUCASARTS |
| TIGER WOODS PGA TOUR 09 | ELECTRONIC ARTS |
| MARIO STRIKERS: CHARGED | NINTENDO |
| TOY STORY MANIA | DISNEY INTERACTIVE STUDIOS |
| SHAUN WHITE SNOWBOARDING: ROAD TRIP | UBISOFT |
| TIGER WOODS PGA TOUR 08 | ELECTRONIC ARTS |
| METROID PRIME 3: CORRUPTION | NINTENDO |
| MADDEN NFL 09 | ELECTRONIC ARTS |
| RAYMAN RAVING RABBIDS 2 | UBISOFT |
| NERF N STRIKE W/BLASTER | ELECTRONIC ARTS |
| PUNCH OUT!! | NINTENDO |
| DEAL OR NO DEAL | ZOO DIGITAL PUBLISHING |
| DISNEY PRINCESS: ENCHANTED JOURNEY | DISNEY INTERACTIVE STUDIOS |
| GUITAR HERO WORLD TOUR W/GUITAR KIT | RED OCTANE (ACTIVISION BLIZZARD) |
| PARTY | NINTENDO |
| JILLIAN MICHAELS FITNESS ULTIMATUM 2009 | MAJESCO |
| LEGO INDIANA JONES 2: THE ADVENTURE CONTINUES | LUCASARTS |
| MY SIMS | ELECTRONIC ARTS |
| HIGH SCHOOL MUSICAL: SING IT W/ MICROPHONE | DISNEY INTERACTIVE STUDIOS |

| | |
|---|---|
| RAYMAN RAVING RABBIDS TV PARTY | UBISOFT |
| DDR HOTTEST PARTY BUNDLE | KONAMI DIGITAL ENT. |
| MONSTER 4X4: WORLD CIRCUIT | UBISOFT |
| WARIOWARE: SMOOTH MOVES | NINTENDO |
| POKEMON BATTLE REVOLUTION | NINTENDO |
| EA PLAYGROUND | ELECTRONIC ARTS |
| WHEEL OF FORTUNE | THQ |
| KIRBY'S EPIC YARN | NINTENDO |
| SKYLANDERS: SPYRO'S ADVENTURE STARTER PACK | ACTIVISION (ACTIVISION BLIZZARD) |
| MADDEN NFL 08 | ELECTRONIC ARTS |
| CALL OF DUTY: MODERN WARFARE REFLEX | ACTIVISION (ACTIVISION BLIZZARD) |
| SONIC UNLEASHED | SEGA |
| MADDEN NFL 10 | ELECTRONIC ARTS |
| BIG BRAIN ACADEMY: WII DEGREE | NINTENDO |
| ROCK BAND 2 SPECIAL ED | MTV GAMES/ELECTRONIC ARTS |
| BLAZING ANGELS: SQUADRONS OF WWII | UBISOFT |
| DDR: HOTTEST PARTY 2 BUNDLE | KONAMI DIGITAL ENT. |
| LEGO STAR WARS III: THE CLONE WARS | LUCASARTS |
| TIGER WOODS PGA TOUR 10 | ELECTRONIC ARTS |
| VALUE GAME BUNDLE 9.99 | MULTIPLE VIDEO GAME MANUFACTURER |
| BOOM BLOX | ELECTRONIC ARTS |
| THE BIGGEST LOSER | THQ |
| MARIO SPORTS MIX | NINTENDO |
| MY FITNESS COACH | UBISOFT |
| ACTIVE LIFE: OUTDOOR CHALLENGE | NAMCO BANDAI GAMES |
| TOY STORY 3 | DISNEY INTERACTIVE STUDIOS |
| MADDEN NFL 11 | ELECTRONIC ARTS |
| MONOPOLY: FEATURING CLASSIC & WORLD ED | ELECTRONIC ARTS |
| CABELAS DANGEROUS HUNTS 2011 W/ TOP SHOT ELITE | ACTIVISION (ACTIVISION BLIZZARD) |
| THE BEATLES: ROCK BAND | MTV GAMES/ELECTRONIC ARTS |
| HASBRO FAMILY GAME NIGHT | ELECTRONIC ARTS |
| HOUSE OF THE DEAD 2 & 3 RETURN | SEGA |
| CABELA'S BIG GAME HUNTER | ACTIVISION (ACTIVISION BLIZZARD) |
| WARIO LAND SHAKE IT | NINTENDO |
| GOLDENEYE 007 | ACTIVISION (ACTIVISION BLIZZARD) |
| SUMMER SPORTS: PARADISE ISLAND | DESTINEER STUDIOS |
| ZUMBA FITNESS 2: PARTY YOURSELF INTO SHAPE | MAJESCO |
| SONIC COLORS | SEGA |
| CHICKEN SHOOT | DESTINATION SOFTWARE INC. |
| SPORTS | NINTENDO |
| RAPALA TROPHIES: PRO TOURNAMENT FISHING | ACTIVISION (ACTIVISION BLIZZARD) |

| | |
|---|---|
| HANNAH MONTANA: SPOTLIGHT WORLD TOUR | DISNEY INTERACTIVE STUDIOS |
| GUITAR HERO AEROSMITH | RED OCTANE (ACTIVISION BLIZZARD) |
| RESIDENT EVIL: THE UMBRELLA CHRONICLES | CAPCOM USA |
| RED STEEL | UBISOFT |
| SONIC AND THE BLACK KNIGHT | SEGA |
| GAME PARTY 3 | WARNER BROS. INTERACTIVE |
| NEED FOR SPEED: PRO STREET | ELECTRONIC ARTS |
| DISNEY SING IT: POP HITS W/MICROPHONE | DISNEY INTERACTIVE STUDIOS |
| MARIO & SONIC AT THE LONDON 2012 OLYMPIC GAMES | SEGA |
| UDRAW PICTIONARY | THQ |
| BAND HERO SUPER BUNDLE | RED OCTANE (ACTIVISION BLIZZARD) |
| DECA SPORTS 2 | HUDSON ENTERTAINMENT |
| ENDLESS OCEAN | NINTENDO |
| FLINGSMASH W/ REMOTE PLUS BLACK | NINTENDO |
| KARAOKE REVOLUTION: GLEE W/ MICROPHONE | KONAMI DIGITAL ENT. |
| TONY HAWK RIDE W/SKATEBOARD | ACTIVISION (ACTIVISION BLIZZARD) |
| NEED FOR SPEED: CARBON | ELECTRONIC ARTS |
| RABBIDS GO HOME: A COMEDY ADVENTURE | UBISOFT |
| CARNIVAL GAMES: MINI GOLF | 2K PLAY (TAKE 2) |
| LEGO PIRATES OF THE CARIBBEAN: THE VIDEO GAME | DISNEY INTERACTIVE STUDIOS |
| GOLD'S GYM DANCE WORKOUT | UBISOFT |
| HASBRO FAMILY GAME NIGHT 3 | ELECTRONIC ARTS |
| DISNEY SING IT W/MICROPHONE | DISNEY INTERACTIVE STUDIOS |
| ROCK BAND 2 | MTV GAMES/ELECTRONIC ARTS |
| MY SIMS KINGDOM | ELECTRONIC ARTS |
| SPIDER-MAN 3 | ACTIVISION (ACTIVISION BLIZZARD) |
| JUST DANCE SUMMER PARTY LIMITED ED | UBISOFT |
| HASBRO FAMILY GAME NIGHT 2 | ELECTRONIC ARTS |
| THE PRICE IS RIGHT | UBISOFT |
| MADDEN NFL 07 | ELECTRONIC ARTS |
| GOLD'S GYM CARDIO WORKOUT | UBISOFT |
| KIRBY'S RETURN TO DREAM LAND | NINTENDO |
| GUITAR HERO WORLD TOUR | RED OCTANE (ACTIVISION BLIZZARD) |
| METROID: OTHER M | NINTENDO |
| DE BLOB | THQ |
| JEOPARDY! | THQ |
| CARS RACE-O-RAMA | THQ |
| SPEED RACER | WARNER BROS. INTERACTIVE |
| TIGER WOODS PGA TOUR 07 | ELECTRONIC ARTS |
| POKEPARK : PIKACHU'S ADVENTURE | NINTENDO |
| COOKING MAMA: WORLD KITCHEN | MAJESCO |

| | |
|---|---|
| BUILD 'N RACE | ZOO DIGITAL PUBLISHING |
| NERF N STRIKE ELITE BUNDLE | ELECTRONIC ARTS |
| FAMILY FEUD 2010 | UBISOFT |
| MARVEL: ULTIMATE ALLIANCE | ACTIVISION (ACTIVISION BLIZZARD) |
| THRILLVILLE: OFF THE RAILS | LUCASARTS |
| KARAOKE REVOLUTION: AMERICAN IDOL ENCORE 2 BUNDLE | KONAMI DIGITAL ENT. |
| JUST DANCE KIDS 2 | UBISOFT |
| SPORTS RESORT W/ WII MOTION PLUS 2 PACK | NINTENDO |
| GHOSTBUSTERS: THE VIDEO GAME | ATARI |
| THE PRICE IS RIGHT 2010 ED | UBISOFT |
| DANCE DANCE REVOLUTION: HOTTEST PARTY 3 BUNDLE | KONAMI DIGITAL ENT. |
| M&M'S KART RACING | DESTINATION SOFTWARE INC. |
| DISNEY SING IT: PARTY HITS W/ MICROPHONE | DISNEY INTERACTIVE STUDIOS |
| CARS: MATER NATIONAL | THQ |
| DJ HERO W/TURNTABLE | RED OCTANE (ACTIVISION BLIZZARD) |
| MADDEN NFL 12 | ELECTRONIC ARTS |
| MEDAL OF HONOR: HEROES 2 | ELECTRONIC ARTS |
| THE SIMS 2 CASTAWAY | ELECTRONIC ARTS |
| FAMILY PARTY: 30 GREAT GAMES | D3PUBLISHER |
| WWII ACES | DESTINEER STUDIOS |
| CARS 2 | DISNEY INTERACTIVE STUDIOS |
| THE LEGEND OF ZELDA: SKYWARD SWORD W/ GOLD REMOTE | NINTENDO |
| SMARTY PANTS | ELECTRONIC ARTS |
| NBA LIVE 09 | ELECTRONIC ARTS |
| CABELA'S DANGEROUS HUNTS 2009 | ACTIVISION (ACTIVISION BLIZZARD) |
| BOOGIE W/ MICROPHONE | ELECTRONIC ARTS |
| TRANSFORMERS: THE GAME | ACTIVISION (ACTIVISION BLIZZARD) |
| STAR WARS: THE FORCE UNLEASHED II | LUCASARTS |
| CHICKEN BLASTER BUNDLE | ZOO DIGITAL PUBLISHING |
| WWE SMACKDOWN VS RAW 2008 | THQ |
| GUITAR HERO 5 GUITAR KIT | RED OCTANE (ACTIVISION BLIZZARD) |
| GUITAR HERO AEROSMITH W/ WIRELESS GUITAR | RED OCTANE (ACTIVISION BLIZZARD) |
| BABYSITTING MAMA | MAJESCO |
| GT PRO SERIES | UBISOFT |
| THE BIGS | 2K SPORTS (TAKE 2) |
| EA SPORTS ACTIVE 2 BUNDLE | ELECTRONIC ARTS |
| SKATE IT | ELECTRONIC ARTS |
| JAMES CAMERON'S AVATAR:THE GAME | UBISOFT |
| EXCITE TRUCK | NINTENDO |

| | |
|---|---|
| GHOST SQUAD | SEGA |
| STAR WARS THE CLONE WARS: REPUBLIC HEROES | LUCASARTS |
| LOONEY TUNES: ACME ARSENAL | WARNER BROS. INTERACTIVE |
| YOUR SHAPE FEATURING JENNY MCCARTHY | UBISOFT |
| DISNEY TANGLED | DISNEY INTERACTIVE STUDIOS |
| MY SIMS AGENTS | ELECTRONIC ARTS |
| BAKUGAN BATTLE BRAWLERS | ACTIVISION (ACTIVISION BLIZZARD) |
| THE SIMS 3 | ELECTRONIC ARTS |
| MEDAL OF HONOR: VANGUARD | ELECTRONIC ARTS |
| NARUTO: CLASH OF NINJA REVOLUTION | D3PUBLISHER |
| PAC-MAN PARTY | NAMCO BANDAI GAMES |
| WIPEOUT 2 | ACTIVISION (ACTIVISION BLIZZARD) |
| LEGO HARRY POTTER: YEARS 5-7 | WARNER BROS. INTERACTIVE |
| KIDZ SPORTS: CRAZY GOLF | DESTINEER STUDIOS |
| CARS | THQ |
| AMF BOWLING WORLD LANES | BETHESDA SOFTWORKS |
| DRAGON BALL Z: BUDOKAI TENKAICHI 3 | ATARI |
| MAJOR LEAGUE BASEBALL 2K8 | 2K SPORTS (TAKE 2) |
| JILLIAN MICHAELS FITNESS ULTIMATUM 2010 | MAJESCO |
| BIG BEACH SPORTS | THQ |
| BOND 007: QUANTUM OF SOLACE | ACTIVISION (ACTIVISION BLIZZARD) |
| KARAOKE REVOLUTION AMERICAN IDOL ENCORE BUNDLE | KONAMI DIGITAL ENT. |
| NEW PLAY CONTROL! MARIO POWER TENNIS | NINTENDO |
| NAMCO MUSEUM REMIX | NAMCO BANDAI GAMES |
| FAMILY FEUD DECADES | UBISOFT |
| LITTLEST PET SHOP | ELECTRONIC ARTS |
| TIGER WOODS PGA TOUR 10 MOTION PLUS BUNDLE | ELECTRONIC ARTS |
| THE SIMPSONS GAME | ELECTRONIC ARTS |
| NCAA FOOTBALL 09 | ELECTRONIC ARTS |
| SEGA BASS FISHING | SEGA |
| COUNTRY DANCE | GAME MILL |
| THE BLACK EYED PEAS EXPERIENCE | UBISOFT |
| LEGO ROCK BAND | WARNER BROS. INTERACTIVE |
| CALL OF DUTY: MODERN WARFARE 3 | ACTIVISION (ACTIVISION BLIZZARD) |
| SPONGEBOB'S TRUTH OR SQUARE | THQ |
| TETRIS PARTY DELUXE | MAJESCO |
| KUNG FU PANDA | ACTIVISION (ACTIVISION BLIZZARD) |
| SPONGEBOB SQUAREPANTS: GLOBS OF DOOM | THQ |
| GUITAR HERO METALLICA | RED OCTANE (ACTIVISION BLIZZARD) |
| SHREK THE THIRD | ACTIVISION (ACTIVISION BLIZZARD) |
| CLUB PENGUIN: GAME DAY! | DISNEY INTERACTIVE STUDIOS |

| MONSTER HUNTER 3 TRI | CAPCOM USA |
|---|---|
| MX VS ATV: UNTAMED | THQ |
| DISNEY UNIVERSE | DISNEY INTERACTIVE STUDIOS |
| WINTER SPORTS: THE ULTIMATE CHALLENGE | CONSPIRACY |
| NBA JAM | ELECTRONIC ARTS |
| HIGH SCHOOL MUSICAL 3: SENIOR YEAR DANCE! | DISNEY INTERACTIVE STUDIOS |
| NBA 2K11 | 2K SPORTS (TAKE 2) |
| NBA LIVE 08 | ELECTRONIC ARTS |
| SONIC RIDERS: ZERO GRAVITY | SEGA |
| TRAUMA CENTER: SECOND OPINION | ATLUS |
| HARRY POTTER AND THE ORDER OF THE PHOENIX | ELECTRONIC ARTS |
| MINUTE TO WIN IT | ZOO DIGITAL PUBLISHING |
| SIX FLAGS FUN PARK | UBISOFT |
| FIFA SOCCER 09 | ELECTRONIC ARTS |
| ARE YOU SMARTER THAN A 5TH GRADER: MAKE THE GRADE | THQ |
| SPORTS RESORT | NINTENDO |
| BASS PRO SHOPS: THE STRIKE BUNDLE | XS GAMES |
| HOT WHEELS: BEAT THAT | ACTIVISION (ACTIVISION BLIZZARD) |
| BEN 10: PROTECTOR OF EARTH | D3PUBLISHER |
| SONIC & SEGA ALL-STARS RACING | SEGA |
| NASCAR KART RACING | ELECTRONIC ARTS |
| TRANSFORMERS: REVENGE OF THE FALLEN | ACTIVISION (ACTIVISION BLIZZARD) |
| NEED FOR SPEED: NITRO | ELECTRONIC ARTS |
| TIGER WOODS PGA TOUR 11 | ELECTRONIC ARTS |
| THE BIGGEST LOSER CHALLENGE | THQ |
| DANCING WITH THE STARS | ACTIVISION (ACTIVISION BLIZZARD) |
| KARAOKE REVOLUTION BUNDLE | KONAMI DIGITAL ENT. |
| NEW CARNIVAL GAMES | 2K PLAY (TAKE 2) |
| OKAMI | CAPCOM USA |
| METROID PRIME TRILOGY | NINTENDO |
| NBA 2K10 | 2K SPORTS (TAKE 2) |
| WWE SMACKDOWN VS RAW 2009 | THQ |
| MARVEL SUPER HERO SQUAD | THQ |
| RAVING RABBIDS: TRAVEL IN TIME | UBISOFT |
| NARUTO SHIPPUDEN CLASH OF NINJA REVOLUTION III | TOMY |
| MONOPOLY STREETS | ELECTRONIC ARTS |
| NO MORE HEROES | UBISOFT |
| BOOM BLOX BASH PARTY | ELECTRONIC ARTS |
| GUITAR HERO 5 | RED OCTANE (ACTIVISION BLIZZARD) |
| GRAND SLAM TENNIS | ELECTRONIC ARTS |

| | |
|---|---|
| SCOOBY-DOO! FIRST FRIGHTS | WARNER BROS. INTERACTIVE |
| ANIMAL CROSSING: CITY FOLK SPEAK BUNDLE | NINTENDO |
| MADAGASCAR: ESCAPE 2 AFRICA | ACTIVISION (ACTIVISION BLIZZARD) |
| CARS TOON: MATER'S TALL TALES | DISNEY INTERACTIVE STUDIOS |
| CABELA'S MONSTER BUCK HUNTER W/ GUN | ACTIVISION (ACTIVISION BLIZZARD) |
| PIRATES OF THE CARIBBEAN: AT WORLD'S END | DISNEY INTERACTIVE STUDIOS |
| GUITAR HERO: WARRIORS OF ROCK W/ GUITAR BUNDLE | ACTIVISION (ACTIVISION BLIZZARD) |
| RESIDENT EVIL: THE DARKSIDE CHRONICLES | CAPCOM USA |
| THE CONDUIT | SEGA |
| MONSTER JAM: URBAN ASSAULT | ACTIVISION (ACTIVISION BLIZZARD) |
| SHOWTIME CHAMPIONSHIP BOXING | DESTINATION SOFTWARE INC. |
| WWE SMACKDOWN VS. RAW 2010 | THQ |
| PRESS YOUR LUCK 2010 ED | UBISOFT |
| DORA THE EXPLORER: DORA SAVES THE SNOW PRINCESS | 2K PLAY (TAKE 2) |
| TIGER WOODS PGA TOUR 12: THE MASTERS | ELECTRONIC ARTS |
| NICKELODEON FIT | 2K PLAY (TAKE 2) |
| NHL 2K9 | 2K SPORTS (TAKE 2) |
| RAPALA'S FISHING FRENZY W/FISHING POLE | ACTIVISION (ACTIVISION BLIZZARD) |
| HARRY POTTER AND THE DEATHLY HALLOWS PART 1 | ELECTRONIC ARTS |
| HOUSE OF THE DEAD: OVERKILL | SEGA |
| TONY HAWK: SHRED BIG AIR! BIGGER TRICKS! W/ SKATEBOARD | ACTIVISION (ACTIVISION BLIZZARD) |
| NIGHTS: JOURNEY OF DREAMS | SEGA |
| ALL STAR CHEER SQUAD | THQ |
| INDIANA JONES AND THE STAFF OF KINGS | LUCASARTS |
| GUITAR HERO: SMASH HITS | RED OCTANE (ACTIVISION BLIZZARD) |
| TONY HAWK'S DOWNHILL JAM | ACTIVISION (ACTIVISION BLIZZARD) |
| DISNEY GUILTY PARTY: MYSTERY FUN FOR EVERYONE! | DISNEY INTERACTIVE STUDIOS |
| EA SPORTS ACTIVE MORE WORKOUTS BUNDLE | ELECTRONIC ARTS |
| ULTIMATE I SPY | SCHOLASTIC |
| MADWORLD | SEGA |
| FIFA SOCCER 2011 | ELECTRONIC ARTS |
| MADAGASCAR KARTZ WITH WHEEL | ACTIVISION (ACTIVISION BLIZZARD) |
| BEN 10: ALIEN FORCE | D3PUBLISHER |
| MAJOR LEAGUE BASEBALL 2K10 | 2K SPORTS (TAKE 2) |
| WORLD OF ZOO | THQ |
| NEED FOR SPEED: UNDERCOVER | ELECTRONIC ARTS |
| WALL-E | THQ |
| WE CHEER | NAMCO BANDAI GAMES |

| | |
|---|---|
| SHAUN WHITE SNOWBOARDING: WORLD STAGE | UBISOFT |
| SPONGEBOB SQUAREPANTS: CREATURE FROM KRUSTY KRAB | THQ |
| PHINEAS AND FERB: ACROSS THE 2ND DIMENSION | DISNEY INTERACTIVE STUDIOS |
| SHREK'S CARNIVAL CRAZE | ACTIVISION (ACTIVISION BLIZZARD) |
| RAMPAGE: TOTAL DESTRUCTION | MIDWAY |
| JEEP THRILLS | DESTINATION SOFTWARE INC. |
| WWE SMACKDOWN VS. RAW 2011 | THQ |
| SPONGEBOB'S BOATING BASH | THQ |
| MLB POWER PROS | 2K SPORTS (TAKE 2) |
| TATSUNOKO VS. CAPCOM: ULTIMATE ALL-STARS | CAPCOM USA |
| PETZ DOGZ 2 | UBISOFT |
| SEGA SUPERSTARS TENNIS | SEGA |
| MY SIMS PARTY | ELECTRONIC ARTS |
| REC ROOM GAMES | DESTINEER STUDIOS |
| FIFA SOCCER 10 | ELECTRONIC ARTS |
| DRAGON BALL Z: BUDOKAI TENKAICHI 2 | ATARI |
| NICKTOONS: ATTACK OF THE TOYBOTS | THQ |
| DANCE DANCE REVOLUTION BUNDLE | KONAMI DIGITAL ENT. |
| NHL 2K10 | 2K SPORTS (TAKE 2) |
| BLOCK PARTY: 20 GAMES | ACTIVISION (ACTIVISION BLIZZARD) |
| GOLDENEYE 007 W/ PRO CONTROLLER CLASSIC GOLD | ACTIVISION (ACTIVISION BLIZZARD) |
| TMNT: SMASH UP | UBISOFT |
| FIFA SOCCER 08 | ELECTRONIC ARTS |
| BRUNSWICK PRO BOWLING | CRAVE ENTERTAINMENT |
| FIRE EMBLEM: RADIANT DAWN | NINTENDO |
| BOOGIE SUPERSTAR W/MICROPHONE | ELECTRONIC ARTS |
| MAJOR LEAGUE BASEBALL 2K9 | 2K SPORTS (TAKE 2) |
| IRON MAN | SEGA |
| BIG LEAGUE SPORTS | ACTIVISION (ACTIVISION BLIZZARD) |
| TRIVIAL PURSUIT | ELECTRONIC ARTS |
| BAND HERO | RED OCTANE (ACTIVISION BLIZZARD) |
| WE SKI AND SNOWBOARD | NAMCO BANDAI GAMES |
| RATATOUILLE | THQ |
| ARE YOU SMARTER THAN A 5TH GRADER? GAME TIME | THQ |
| BLEACH: SHATTERED BLADE | SEGA |
| THE SMURFS: DANCE PARTY | UBISOFT |
| TRAUMA CENTER: NEW BLOOD | ATLUS |
| LITTLE LEAGUE WORLD SERIES BASEBALL 2008 | ACTIVISION (ACTIVISION BLIZZARD) |
| DJ HERO 2 W/ TURNTABLE | ACTIVISION (ACTIVISION BLIZZARD) |

| | |
|---|---|
| INDIANAPOLIS 500 LEGENDS | DESTINEER STUDIOS |
| SESAME STREET: ELMO'S A TO ZOO ADVENTURE | WARNER BROS. INTERACTIVE |
| ALICE IN WONDERLAND | DISNEY INTERACTIVE STUDIOS |
| ALVIN AND THE CHIPMUNKS | BRASH ENTERTAINMENT |
| MY SIMS RACING | ELECTRONIC ARTS |
| PLAY MOTION W/ REMOTE PLUS BLACK | NINTENDO |
| TABLE TENNIS | ROCKSTAR GAMES (TAKE 2) |
| CABELA'S BIG GAME HUNTER 2012 W/ TOP SHOT ELITE | ACTIVISION (ACTIVISION BLIZZARD) |
| SPONGEBOB'S ATLANTIS SQUAREPANTIS | THQ |
| NARUTO: CLASH OF NINJA REVOLUTION 2 | D3PUBLISHER |
| FAMILY PARTY: 30 GREAT GAMES OUTDOOR FUN | D3PUBLISHER |
| NHL SLAPSHOT W/ HOCKEY STICK | ELECTRONIC ARTS |
| EA SPORTS ACTIVE: NFL TRAINING CAMP | ELECTRONIC ARTS |
| DONKEY KONG BARREL BLAST | NINTENDO |
| NORTH AMERICAN HUNTING EXTRAVAGANZA | DESTINEER STUDIOS |
| DEER DRIVE | MASTIFF |
| DANCE ON BROADWAY | UBISOFT |
| PINBALL HALL OF FAME: THE WILLIAMS COLLECTION | CRAVE ENTERTAINMENT |
| M&M BEACH PARTY | ZOO DIGITAL PUBLISHING |
| NAMCO MUSEUM MEGAMIX | NAMCO BANDAI GAMES |
| NEW PLAY CONTROL! PIKMIN | NINTENDO |
| ROCK BAND 3 | MTV GAMES/ELECTRONIC ARTS |
| WONDER WORLD AMUSEMENT PARK | MAJESCO |
| SSX BLUR | ELECTRONIC ARTS |
| ELEBITS | KONAMI DIGITAL ENT. |
| SIM CITY CREATOR | ELECTRONIC ARTS |
| MAJOR LEAGUE BASEBALL 2K11 | 2K SPORTS (TAKE 2) |
| ROCK BAND: COUNTRY TRACK PACK | MTV GAMES/ELECTRONIC ARTS |
| ROCK BAND TRACK PACK VOL 1 | MTV GAMES/ELECTRONIC ARTS |
| LITTLEST PET SHOP: FRIENDS | ELECTRONIC ARTS |
| BARBIE: GROOM AND GLAM PUPS | THQ |
| DISNEY SING IT: FAMILY HITS BUNDLE | DISNEY INTERACTIVE STUDIOS |
| HARRY POTTER AND THE HALF BLOOD PRINCE | ELECTRONIC ARTS |
| SHAUN WHITE SKATEBOARDING | UBISOFT |
| PRINCE OF PERSIA: RIVAL SWORDS | UBISOFT |
| EXCITEBOTS: TRICK RACING | NINTENDO |
| TOP SPIN 3 | 2K SPORTS (TAKE 2) |
| GO DIEGO GO: GREAT DINOSAUR RESCUE | 2K PLAY (TAKE 2) |
| MADAGASCAR KARTZ | ACTIVISION (ACTIVISION BLIZZARD) |
| HARVEST MOON: TREE OF TRANQUILITY | NATSUME |
| BIGFOOT: COLLISION COURSE | ZOO DIGITAL PUBLISHING |

| | |
|---|---|
| NPPL CHAMPIONSHIP PAINTBALL 2009 | ACTIVISION (ACTIVISION BLIZZARD) |
| SPORE HERO | ELECTRONIC ARTS |
| NEW PLAY CONTROL! DONKEY KONG: JUNGLE BEAT | NINTENDO |
| JUMPSTART PET RESCUE | KNOWLEDGE ADVENTURE |
| THE PRINCESS AND THE FROG | DISNEY INTERACTIVE STUDIOS |
| VALUE GAME BUNDLE 29.99 | MULTIPLE VIDEO GAME MANUFACTURER |
| BATTALION WARS 2 | NINTENDO |
| TONY HAWK'S PROVING GROUND | ACTIVISION (ACTIVISION BLIZZARD) |
| NEED FOR SPEED: HOT PURSUIT 2010 | ELECTRONIC ARTS |
| IRON MAN 2 | SEGA |
| HOOKED! REAL MOTION FISHING W/ FISHING ROD GRIP | AKSYS GAMES |
| SPIDER-MAN: WEB OF SHADOWS | ACTIVISION (ACTIVISION BLIZZARD) |
| DECA SPORTS 3 | HUDSON ENTERTAINMENT |
| MONSTER JAM: PATH OF DESTRUCTION | ACTIVISION (ACTIVISION BLIZZARD) |
| HASBRO FAMILY GAME NIGHT 1 & 2 BUNDLE | ELECTRONIC ARTS |
| RAPALA: WE FISH W/ROD | ACTIVISION (ACTIVISION BLIZZARD) |
| GUITAR HERO WORLD TOUR DUAL GUITAR STARTER PACK | RED OCTANE (ACTIVISION BLIZZARD) |
| SAMBA DE AMIGO | SEGA |
| GO VACATION | NAMCO BANDAI GAMES |
| SOUL CALIBUR LEGENDS | NAMCO BANDAI GAMES |
| UP | THQ |
| DORA THE EXPLORER: DORA SAVES THE CRYSTAL KINGDOM | 2K PLAY (TAKE 2) |
| TALES OF SYMPHONIA: DAWN OF THE NEW WORLD | NAMCO BANDAI GAMES |
| HOT WHEELS: TRACK ATTACK | THQ |
| THE INCREDIBLE HULK | SEGA |
| SPIDER-MAN: FRIEND OR FOE | ACTIVISION (ACTIVISION BLIZZARD) |
| GODZILLA UNLEASHED | ATARI |
| KAWASAKI JET SKI | DESTINEER STUDIOS |
| COUNTRY DANCE 2 | GAME MILL |
| NEIGHBORHOOD GAMES | THQ |
| MONSTER JAM | ACTIVISION (ACTIVISION BLIZZARD) |
| MORTAL KOMBAT: ARMAGEDDON | MIDWAY |
| ENDLESS OCEAN BLUE WORLD W/ WII SPEAK | NINTENDO |
| CRASH OF THE TITANS | SIERRA ENTERTAINMENT (ACTIVISION |
| MARVEL: ULTIMATE ALLIANCE 2 | ACTIVISION (ACTIVISION BLIZZARD) |
| HANNAH MONTANA: THE MOVIE | DISNEY INTERACTIVE STUDIOS |
| DANCING WITH STARS: WE DANCE | ACTIVISION (ACTIVISION BLIZZARD) |
| DRAWN TO LIFE: THE NEXT CHAPTER | THQ |
| SUMMER SPORTS 2: ISLAND SPORTS PARTY | DESTINEER STUDIOS |

| | |
|---|---|
| FOOD NETWORK: COOK OR BE COOKED | NAMCO BANDAI GAMES |
| KIDZ BOP DANCE PARTY! THE VIDEO GAME | D3PUBLISHER |
| CABELA'S NORTH AMERICAN ADVENTURE W/ GUN | ACTIVISION (ACTIVISION BLIZZARD) |
| SCENE IT? TWILIGHT | KONAMI DIGITAL ENT. |
| BEN 10: ALIEN FORCE VILGAX ATTACKS | D3PUBLISHER |
| MERCURY MELTDOWN REVOLUTION | IGNITION ENTERTAINMENT |
| THE SIMS 2: PETS | ELECTRONIC ARTS |
| G-FORCE | DISNEY INTERACTIVE STUDIOS |
| SIMANIMALS | ELECTRONIC ARTS |
| 2010 FIFA WORLD CUP: SOUTH AFRICA | ELECTRONIC ARTS |
| BUILD-A-BEAR WORKSHOP | THE GAME FACTORY |
| MY WORD COACH | UBISOFT |
| DISNEY'S BOLT | DISNEY INTERACTIVE STUDIOS |
| WHO WANTS TO BE A MILLIONAIRE: 3RD EDITION | UBISOFT |
| WWE ALL-STARS | THQ |
| TRON: EVOLUTION BATTLE GRIDS | DISNEY INTERACTIVE STUDIOS |
| DEER DRIVE W/ BLASTER HUNTING BUNDLE | MASTIFF |
| ZACK AND WIKI: QUEST FOR BARBAROS TREASURE | CAPCOM USA |
| PETZ SPORTS | UBISOFT |
| FAMILY PARTY: 90 GREAT GAMES PARTY PACK | D3PUBLISHER |
| BARBIE HORSE ADVENTURES: RIDING CAMP | ACTIVISION (ACTIVISION BLIZZARD) |
| RED STEEL 2 W/MOTION PLUS | UBISOFT |
| BATMAN: THE BRAVE AND THE BOLD THE VIDEOGAME | WARNER BROS. INTERACTIVE |
| GUITAR HERO: WARRIORS OF ROCK SUPER BUNDLE | ACTIVISION (ACTIVISION BLIZZARD) |
| I SPY: SPOOKY MANSION | SCHOLASTIC |
| ICARLY | ACTIVISION (ACTIVISION BLIZZARD) |
| BALLS OF FURY | DESTINATION SOFTWARE INC. |
| THE GODFATHER: BLACKHAND EDITION | ELECTRONIC ARTS |
| WWE 12 | THQ |
| AGATHA CHRISTIE: AND THEN THERE WERE NONE | DREAMCATCHER INTERACTIVE |
| WILD EARTH: AFRICAN SAFARI | MAJESCO |
| BULLY: SCHOLARSHIP EDITION | ROCKSTAR GAMES (TAKE 2) |
| SPIDER-MAN: SHATTERED DIMENSIONS | ACTIVISION (ACTIVISION BLIZZARD) |
| CHUCK E. CHEESE'S PARTY GAMES | UFO INTERACTIVE |
| MEGAMIND: MEGA TEAM UNITE | THQ |
| FAMILY FEUD 2012 ED | UBISOFT |
| SCOOBY-DOO! AND THE SPOOKY SWAMP | WARNER BROS. INTERACTIVE |
| GO DIEGO GO!: SAFARI RESCUE | 2K PLAY (TAKE 2) |
| ENDLESS OCEAN BLUE WORLD | NINTENDO |
| LITTLE LEAGUE WORLD SERIES BASEBALL 2009 | ACTIVISION (ACTIVISION BLIZZARD) |
| GUINNESS WORLD RECORD | WARNER BROS. INTERACTIVE |

| | |
|---|---|
| BACKYARD FOOTBALL 2010 | ATARI |
| AVATAR: THE LAST AIRBENDER | THQ |
| DISNEY SING IT | DISNEY INTERACTIVE STUDIOS |
| NASCAR 2011: THE GAME | ACTIVISION (ACTIVISION BLIZZARD) |
| CABELA LEGENDARY ADVENTURES | ACTIVISION (ACTIVISION BLIZZARD) |
| NICKELODEON DANCE | 2K PLAY (TAKE 2) |
| HARVEST MOON: ANIMAL PARADE | NATSUME |
| CRANIUM KABOOKII | UBISOFT |
| PRINCE OF PERSIA: THE FORGOTTEN SANDS | UBISOFT |
| BEE MOVIE GAME | ACTIVISION (ACTIVISION BLIZZARD) |
| CALVIN TUCKER'S REDNECK JAMBOREE | ZOO DIGITAL PUBLISHING |
| CABELA'S BIG GAME HUNTER 2010 | ACTIVISION (ACTIVISION BLIZZARD) |
| HAPPY FEET | MIDWAY |
| MARVEL SUPER HERO SQUAD: INFINITY GAUNTLET | THQ |
| UDRAW DOODS BIG ADVENTURE | THQ |
| FIFA SOCCER 12 | ELECTRONIC ARTS |
| DISNEY CHANNEL ALL STAR PARTY | DISNEY INTERACTIVE STUDIOS |
| SUPER SWING GOLF | TECMO |
| THE BIGS 2 | 2K SPORTS (TAKE 2) |
| BACKYARD BASEBALL 2009 | ATARI |
| THINK FAST | DISNEY INTERACTIVE STUDIOS |
| DEAL OR NO DEAL: SPECIAL ED | ZOO DIGITAL PUBLISHING |
| CELEBRITY SPORTS SHOWDOWN | ELECTRONIC ARTS |
| RIO | THQ |
| MANHUNT 2 | ROCKSTAR GAMES (TAKE 2) |
| MONSTER HUNTER 3 TRI W/ CLASSIC CONTROLLER | CAPCOM USA |
| CIRCUS GAMES | UBISOFT |
| ARE YOU SMARTER THAN A 5TH GRADER? BACK TO SCHOOL | THQ |
| FINAL FANTASY CRYSTAL CHRONICLES: THE CRYSTAL BEARERS | SQUARE ENIX INC |
| BARBIE AS THE ISLAND PRINCESS | ACTIVISION (ACTIVISION BLIZZARD) |
| ROCK BAND TRACK PACK: VOL 2 | MTV GAMES/ELECTRONIC ARTS |
| NHL 2K11 | 2K SPORTS (TAKE 2) |
| FACEBREAKER: KO PARTY | ELECTRONIC ARTS |
| MONSTER HIGH GHOUL SPIRIT | THQ |
| BACKYARD SPORTS: SANDLOT SLUGGERS | ATARI |
| KAWASAKI SNOWMOBILES | DESTINEER STUDIOS |
| MONSTER 4X4: STUNT RACER WITH WHEEL | UBISOFT |
| TOMB RAIDER: ANNIVERSARY | EIDOS |
| AVATAR THE LAST AIRBENDER: THE BURNING EARTH | THQ |
| GREG HASTINGS PAINTBALL 2 | MAJESCO |

| | |
|---|---|
| WINTER SPORTS 2: THE NEXT CHALLENGE | CONSPIRACY |
| CABELA'S TROPHY BUCKS | ACTIVISION (ACTIVISION BLIZZARD) |
| TMNT | UBISOFT |
| BUST A MOVE BASH | MAJESCO |
| TOM CLANCY'S GHOST RECON | UBISOFT |
| KAWASAKI QUAD BIKES | DESTINEER STUDIOS |
| TRANSFORMERS: CYBERTRON ADVENTURES | ACTIVISION (ACTIVISION BLIZZARD) |
| HELLO KITTY SEASONS | ZOO DIGITAL PUBLISHING |
| MONSTER TRUCK MAYHEM | ZOO DIGITAL PUBLISHING |
| BACKYARD FOOTBALL 2008 | ATARI |
| WALK IT OUT | KONAMI DIGITAL ENT. |
| MYSIMS SKYHEROES | ELECTRONIC ARTS |
| ULTIMATE BOARD GAME COLLECTION | VALCON GAMES |
| BASS PRO SHOPS: THE HUNT BUNDLE | GRIFFIN |
| ACTIVE LIFE: EXTREME CHALLENGE | NAMCO BANDAI GAMES |
| BEN 10: ULTIMATE ALIEN: COSMIC DESTRUCTION | D3PUBLISHER |
| ARCTIC TALE | DESTINATION SOFTWARE INC. |
| FAR CRY: VENGEANCE | UBISOFT |
| CSI: HARD EVIDENCE | UBISOFT |
| RAPALA PRO BASS FISHING W/ ROD | ACTIVISION (ACTIVISION BLIZZARD) |
| EXCITEBOTS: TRICK RACING W/ WHEEL | NINTENDO |
| ORDER UP! | DESTINATION SOFTWARE INC. |
| NERF N STRIKE DOUBLE BLAST BUNDLE | ELECTRONIC ARTS |
| PETZ HORSEZ 2 | UBISOFT |
| JUMPSTART ESCAPE FROM ADVENTURE ISLAND | KNOWLEDGE ADVENTURE |
| HARRY POTTER AND THE DEATHLY HALLOWS PART 2 | ELECTRONIC ARTS |
| HOW TO TRAIN YOUR DRAGON | ACTIVISION (ACTIVISION BLIZZARD) |
| MONSTERS VS. ALIENS | ACTIVISION (ACTIVISION BLIZZARD) |
| BALLOON POP | UFO INTERACTIVE |
| FURU FURU PARK | MAJESCO |
| METAL SLUG ANTHOLOGY | SNK |
| MINI GOLF RESORT | TAKE 2 INTERACTIVE |
| NINJA REFLEX | ELECTRONIC ARTS |
| THE LAST AIRBENDER | THQ |
| ICE AGE 2: THE MELTDOWN | VIVENDI (ACTIVISION BLIZZARD) |
| SEA MONSTERS: A PREHISTORIC ADVENTURE | DESTINATION SOFTWARE INC. |
| DEAD SPACE EXTRACTION | ELECTRONIC ARTS |
| DDR: HOTTEST PARTY 2 | KONAMI DIGITAL ENT. |
| DISNEY EPIC MICKEY COLLECTOR'S ED | DISNEY INTERACTIVE STUDIOS |
| X-MEN ORIGINS: WOLVERINE | ACTIVISION (ACTIVISION BLIZZARD) |
| DAISY FUENTES PILATES | SEGA |

| | |
|---|---|
| CABELA'S OUTDOOR ADVENTURES 2009 | ACTIVISION (ACTIVISION BLIZZARD) |
| DESTROY ALL HUMANS! BIG WILLY UNLEASHED | THQ |
| SILENT HILL: SHATTERED MEMORIES | KONAMI DIGITAL ENT. |
| ZHU ZHU PETS: FEATURING THE WILD BUNCH | ACTIVISION (ACTIVISION BLIZZARD) |
| RED STEEL 2 | UBISOFT |
| SPECTROBES: ORIGINS | DISNEY INTERACTIVE STUDIOS |
| POPSTAR GUITAR W/2 GRIPS | XS GAMES |
| HASBRO FAMILY GAME NIGHT 4: THE GAME SHOW | ELECTRONIC ARTS |
| THE AMAZING RACE | UBISOFT |
| THE BEATLES: ROCK BAND LIMITED ED BUNDLE | MTV GAMES/ELECTRONIC ARTS |
| MURAMASA: THE DEMON BLADE | IGNITION ENTERTAINMENT |
| TOMB RAIDER: UNDERWORLD | EIDOS |
| SURF'S UP | UBISOFT |
| GREEN DAY: ROCK BAND | MTV GAMES/ELECTRONIC ARTS |
| TOM CLANCY'S SPLINTER CELL: DOUBLE AGENT | UBISOFT |
| BIRTHDAY PARTY BASH | 2K PLAY (TAKE 2) |
| MEET THE ROBINSONS | DISNEY INTERACTIVE STUDIOS |
| BAKUGAN: DEFENDERS OF THE CORE | ACTIVISION (ACTIVISION BLIZZARD) |
| MY BABY FIRST STEPS | SOUTHPEAK INTERACTIVE |
| FANTASTIC 4: RISE OF THE SILVER SURFER | 2K GAMES (TAKE 2) |
| DEF JAM RAPSTAR W/MIC | KONAMI DIGITAL ENT. |
| DRAGON BLADE: WRATH OF FIRE | D3PUBLISHER |
| LEGEND OF SPYRO: DAWN OF THE DRAGON | SIERRA ENTERTAINMENT (ACTIVISION |
| DRAGON QUEST SWORDS: THE MASKED QUEEN AND THE TOWER OF MIRRORS | SQUARE ENIX INC |
| KUNG FU PANDA: LEGENDARY WARRIOR | ACTIVISION (ACTIVISION BLIZZARD) |
| BIG BUCK HUNTER W/ GUN | CRAVE ENTERTAINMENT |
| REAL HEROES: FIREFIGHTER | CONSPIRACY |
| SUPER MONKEY BALL: STEP & ROLL | SEGA |
| KIDZ SPORTS: BASKETBALL | DESTINEER STUDIOS |
| BACKYARD FOOTBALL 2009 | ATARI |
| LEGEND OF SPYRO: THE ETERNAL NIGHT | SIERRA ENTERTAINMENT (ACTIVISION |
| SING IT! HIGH SCHOOL MUSICAL 3: SENIOR YEAR W/MICROPHONE | DISNEY INTERACTIVE STUDIOS |
| HOLLYWOOD SQUARES | UBISOFT |
| JILLIAN MICHAELS FITNESS ULTIMATUM 2011 | D3PUBLISHER |
| DEAD RISING: CHOP TILL YOU DROP | CAPCOM USA |
| BACKYARD SPORTS: ROOKIE RUSH | ATARI |
| ABBA: YOU CAN DANCE | UBISOFT |
| BARBIE JET SET & STYLE | THQ |
| KIDZ SPORTS: CRAZY MINI GOLF 2 | XS GAMES |
| MEDIEVAL GAMES | BETHESDA SOFTWORKS |

| | |
|---|---|
| THE BEATLES: ROCK BAND SPECIAL VALUE ED BUNDLE | MTV GAMES/ELECTRONIC ARTS |
| HEATSEEKER | CODEMASTERS |
| PROJECT RUNWAY | ATARI |
| CRUIS'N | MIDWAY |
| NO MORE HEROES 2: DESPERATE STRUGGLE | UBISOFT |
| MONSTER TRUCKS MAYHEM W/ WHEEL BUNDLE | ZOO DIGITAL PUBLISHING |
| BACKYARD BASEBALL 2010 | ATARI |
| PUSS IN BOOTS | THQ |
| ICE AGE: DAWN OF THE DINOSAURS | ACTIVISION (ACTIVISION BLIZZARD) |
| GUITAR HERO: WARRIORS OF ROCK | ACTIVISION (ACTIVISION BLIZZARD) |
| OBSCURE THE AFTERMATH | IGNITION ENTERTAINMENT |
| RAYMAN ORIGINS | UBISOFT |
| SCENE IT? BRIGHT LIGHTS! BIG SCREEN! | WARNER BROS. INTERACTIVE |
| ARMY MEN: SOLDIERS OF MISFORTUNE | DESTINATION SOFTWARE INC. |
| GOOSEBUMPS: HORRORLAND | SCHOLASTIC |
| NBA 2K12 | 2K SPORTS (TAKE 2) |
| THE LORD OF THE RINGS: ARAGORN'S QUEST | WARNER BROS. INTERACTIVE |
| MY FITNESS COACH 2: EXERCISE AND NUTRITION | UBISOFT |
| REMINGTON GREAT AMERICAN BIRD HUNT | MASTIFF |
| A BOY AND HIS BLOB | MAJESCO |
| KARAOKE REVOLUTION: GLEE VOLUME 2 W/ MICROPHONE | KONAMI DIGITAL ENT. |
| IRON CHEF AMERICA: SUPREME CUISINE | DESTINEER STUDIOS |
| RESIDENT EVIL ARCHIVES | CAPCOM USA |
| CAKE MANIA: IN THE MIX! | MAJESCO |
| MARTIAN PANIC W/ BLASTER | ZOO DIGITAL PUBLISHING |
| DANCE DANCE REVOLUTION: DISNEY GROOVES BUNDLE | KONAMI DIGITAL ENT. |
| SPY GAMES: ELEVATOR MISSION | UFO INTERACTIVE |
| GEOMETRY WARS: GALAXIES | SIERRA ENTERTAINMENT (ACTIVISION |
| HIDDEN MYSTERIES: TITANIC | ACTIVISION (ACTIVISION BLIZZARD) |
| FORTUNE STREET | NINTENDO |
| YOU DON'T KNOW JACK 2011 | THQ |
| DESPICABLE ME: THE GAME | D3PUBLISHER |
| SESAME STREET: COOKIE'S COUNTING CARNIVAL | WARNER BROS. INTERACTIVE |
| ALL STAR CHEER SQUAD 2 | THQ |
| MYSTERY CASE FILES: MALGRAVE INCIDENT | NINTENDO |
| KARAOKE REVOLUTION: GLEE VOLUME 3 W/ MICROPHONE | KONAMI DIGITAL ENT. |
| NICKTOONS MLB | 2K PLAY (TAKE 2) |
| THE CHRONICLES OF NARNIA: PRINCE CASPIAN | DISNEY INTERACTIVE STUDIOS |

| | |
|---|---|
| WE CHEER 2 | NAMCO BANDAI GAMES |
| MONSTER JAM: PATH OF DESTRUCTION W/ WHEEL | ACTIVISION (ACTIVISION BLIZZARD) |
| THE GOLDEN COMPASS | SEGA |
| WE LOVE GOLF! | CAPCOM USA |
| THE DOG ISLAND | UBISOFT |
| CREATE | ELECTRONIC ARTS |
| BARNYARD | THQ |
| ROCK BAND 3 W/ WIRELESS KEYBOARD | MAD CATZ/MTV GAMES/ELECTRONIC AR |
| SIMANIMALS: AFRICA | ELECTRONIC ARTS |
| PETZ CATZ 2 | UBISOFT |
| TV SHOW KING PARTY | UBISOFT |
| 101 IN 1 PARTY MEGAMIX | ATLUS |
| HOOKED! AGAIN: REAL MOTION FISHING W/FISHING ROD GRIP | AKSYS GAMES |
| BRATZ: THE MOVIE | THQ |
| TRANSFORMERS: DARK OF THE MOON STEALTH FORCE ED W/ TOY | ACTIVISION (ACTIVISION BLIZZARD) |
| DON KING BOXING | 2K SPORTS (TAKE 2) |
| CASTLEVANIA: JUDGEMENT | KONAMI DIGITAL ENT. |
| DE BLOB 2 | THQ |
| UDRAW DISNEY PRINCESS: ENCHANTING STORYBOOKS | THQ |
| ICARLY 2: I JOIN THE CLICK | ACTIVISION (ACTIVISION BLIZZARD) |
| RUBIK'S WORLD | THE GAME FACTORY |
| CRASH BANDICOOT: MIND OVER MUTANT | SIERRA ENTERTAINMENT (ACTIVISION |
| CRUISE SHIP VACATION GAMES | ACTIVISION (ACTIVISION BLIZZARD) |
| MARGOT'S WORD BRAIN | ZOO DIGITAL PUBLISHING |
| IMAGINE: PARTY BABYZ | UBISOFT |
| CHARM GIRLS CLUB: PAJAMA PARTY | ELECTRONIC ARTS |
| SHREK FOREVER AFTER: THE FINAL CHAPTER | ACTIVISION (ACTIVISION BLIZZARD) |
| GO PLAY LUMBERJACKS | MAJESCO |
| MLB POWER PROS 2008 | 2K SPORTS (TAKE 2) |
| CABELA'S NORTH AMERICAN ADVENTURE | ACTIVISION (ACTIVISION BLIZZARD) |
| KIDZ SPORTS: ICE HOCKEY | DESTINEER STUDIOS |
| NITROBIKE | UBISOFT |
| UDRAW SPONGEBOB SQUIGGLEPANTS | THQ |
| BRATZ: GIRLZ REALLY ROCK | THQ |
| SIN AND PUNISHMENT: STAR SUCCESSOR | NINTENDO |
| THE NAKED BROTHERS BAND: THE VIDEO GAME | THQ |
| HEAVENLY GUARDIAN | UFO INTERACTIVE |
| ROCK BAND | MTV GAMES/ELECTRONIC ARTS |
| G.I. JOE: THE RISE OF COBRA | ELECTRONIC ARTS |

| RUNE FACTORY: FRONTIER | XSEED GAMES |
|---|---|
| RUDOLPH THE RED-NOSED REINDEER | CRAVE ENTERTAINMENT |
| ULTIMATE BAND | DISNEY INTERACTIVE STUDIOS |
| POWER RANGERS SAMURAI | NAMCO BANDAI GAMES |
| CABELA'S SURVIVAL: SHADOWS OF KATMAI W/ GUN | ACTIVISION (ACTIVISION BLIZZARD) |
| VIRTUA TENNIS 2009 | SEGA |
| FERRARI CHALLENGE: TROFEO PIRELLI | ACTIVISION (ACTIVISION BLIZZARD) |
| ALVIN AND THE CHIPMUNKS: THE SQUEAKQUEL | MAJESCO |
| DORA'S BIG BIRTHDAY ADVENTURE | 2K PLAY (TAKE 2) |
| PETZ CRAZY MONKEYZ | UBISOFT |
| BEYBLADE: METAL FUSION BATTLE FORTRESS | HUDSON ENTERTAINMENT |
| DREAM PINBALL 3D | SOUTHPEAK INTERACTIVE |
| THE GRIM ADVENTURES OF BILLY & MANDY | MIDWAY |
| IMAGINE: FASHION PARTY | UBISOFT |
| GUITAR HERO AEROSMITH W/ 2 WIRED GUITARS | RED OCTANE (ACTIVISION BLIZZARD) |
| MINI NINJAS | WARNER BROS. INTERACTIVE |
| NEW CARNIVAL GAMES W/ MOTION PLUS BUNDLE | 2K PLAY (TAKE 2) |
| FAMILY FUN FOOTBALL | TECMO |
| RANGO | ELECTRONIC ARTS |
| LITTLE LEAGUE WORLD SERIES BASEBALL:  DOUBLE PLAY | ACTIVISION (ACTIVISION BLIZZARD) |
| VICTORIOUS BOXERS: REVOLUTION | XSEED GAMES |
| ACTIVE LIFE: EXPLORER W/MAT | NAMCO BANDAI GAMES |
| YAMAHA SUPERCROSS | DESTINATION SOFTWARE INC. |
| NARUTO SHIPPUDEN: DRAGON BLADE CHRONICLES | TOMY |
| DISNEY SING IT: FAMILY HITS | DISNEY INTERACTIVE STUDIOS |
| RABBIDS PARTY COLLECTION | UBISOFT |
| ATV QUAD KINGS | ZOO DIGITAL PUBLISHING |
| TNA IMPACT! | MIDWAY |
| FAMILY PARTY: 30 GREAT GAMES WINTER FUN | D3PUBLISHER |
| DISNEY'S CHICKEN LITTLE: ACE IN ACTION | DISNEY INTERACTIVE STUDIOS |
| SUPER SWING GOLF: SEASON 2 | TECMO |
| MLB SUPERSTARS | 2K SPORTS (TAKE 2) |
| TOM CLANCY'S H.A.W.X. 2 | UBISOFT |
| BATTLE OF THE BANDS | THQ |
| THE SPIDERWICK CHRONICLES | SIERRA ENTERTAINMENT (ACTIVISION |
| OPEN SEASON | UBISOFT |
| GUITAR HERO: VAN HALEN | RED OCTANE (ACTIVISION BLIZZARD) |
| JURASSIC: THE HUNTED | ACTIVISION (ACTIVISION BLIZZARD) |
| FISHING MASTER | HUDSON ENTERTAINMENT |
| DEADLY CREATURES | THQ |
| HOT WHEELS: BATTLE FORCE 5 | ACTIVISION (ACTIVISION BLIZZARD) |

| | |
|---|---|
| TEN PIN ALLEY 2 | XS GAMES |
| CHICKEN BLASTER | ZOO DIGITAL PUBLISHING |
| BATTLE OF GIANTS: DINOSAURS STRIKE | UBISOFT |
| LET'S PAINT | ZOO DIGITAL PUBLISHING |
| GREASE: THE GAME | 505 GAMES |
| SHAWN JOHNSON GYMNASTICS | ZOO DIGITAL PUBLISHING |
| THE PRICE IS RIGHT DECADES | UBISOFT |
| WORLD PARTY GAMES | DREAMCATCHER INTERACTIVE |
| VACATION SPORTS | UBISOFT |
| HASBRO FAMILY GAME NIGHT FUN PACK | ELECTRONIC ARTS |
| MONKEY KING: THE LEGEND BEGINS | UFO INTERACTIVE |
| ALIEN SYNDROME | SEGA |
| NIGHT AT THE MUSEUM: BATTLE OF THE SMITHSONIAN | MAJESCO |
| BRUNSWICK ZONE: COSMIC BOWLING | GAME MILL |
| WORLD SERIES OF POKER : TOURNAMENT OF CHAMPIONS 2007 | ACTIVISION (ACTIVISION BLIZZARD) |
| RELOAD: TARGET TOWN | MASTIFF |
| FINAL FANTASY CRYSTAL CHRONICLES: ECHOES OF TIME | SQUARE ENIX INC |
| DISNEY SING IT: POP HITS | DISNEY INTERACTIVE STUDIOS |
| BIG LEAGUE SPORTS: SUMMER | ACTIVISION (ACTIVISION BLIZZARD) |
| JUNIOR LEAGUE SPORTS | XS GAMES |
| ULTIMATE DUCK HUNTING | DETN8 GAMES LTD |
| SKY CRAWLERS: INNOCENT ACES | XSEED GAMES |
| DIRT 2 | CODEMASTERS |
| CSI: FATAL CONSPIRACY | UBISOFT |
| KORORINPA: MARBLE MANIA | KONAMI DIGITAL ENT. |
| RESIDENT EVIL ARCHIVES: RESIDENT EVIL ZERO | CAPCOM USA |
| MYSIMS COLLECTION | ELECTRONIC ARTS |
| TRAUMA TEAM | ATLUS |
| POOL PARTY W/ CUE STICK | SOUTHPEAK INTERACTIVE |
| PITFALL: THE BIG ADVENTURE | ACTIVISION (ACTIVISION BLIZZARD) |
| ROCK BAND TRACK PACK: CLASSIC ROCK | MTV GAMES/ELECTRONIC ARTS |
| BLAST WORKS: BUILD, TRADE, DESTROY | MAJESCO |
| CODE LYOKO: QUEST FOR INFINITY | THE GAME FACTORY |
| STAR TREK: CONQUEST | BETHESDA SOFTWORKS |
| GALLOP AND RIDE | THQ |
| DEWY'S ADVENTURE | KONAMI DIGITAL ENT. |
| ALL STAR KARATE | THQ |
| WHEEL OF FORTUNE/JEOPARDY! | THQ |
| HAUNTED HOUSE | ATARI |

| | |
|---|---|
| ANT BULLY | MIDWAY |
| SCARFACE: THE WORLD IS YOURS | VIVENDI (ACTIVISION BLIZZARD) |
| DRIVER: PARALLEL LINES | UBISOFT |
| TAMAGOTCHI: PARTY ON! | NAMCO BANDAI GAMES |
| BOOGIE SUPERSTAR | ELECTRONIC ARTS |
| FINAL FANTASY FABLES CHOCOBO DUNGEON | SQUARE ENIX INC |
| GUITAR HERO III LEGENDS OF ROCK | RED OCTANE (ACTIVISION BLIZZARD) |
| BARBIE AND THE THREE MUSKETEERS | ACTIVISION (ACTIVISION BLIZZARD) |
| CHAMPIONSHIP FOOSBALL | 505 GAMES |
| ATTACK OF THE MOVIES 3D | MAJESCO |
| SING4: THE HITS EDITION W/ MICROPHONE | CRAVE ENTERTAINMENT |
| HELP WANTED: 50 WACKY JOBS | HUDSON ENTERTAINMENT |
| ALONE IN THE DARK | ATARI |
| CABELAS DANGEROUS HUNTS 2011 SPECIAL ED | ACTIVISION (ACTIVISION BLIZZARD) |
| KART RACER | NORDIC GAMES |
| ZOO HOSPITAL | MAJESCO |
| TRUTH OR LIES: SOMEONE WILL GET CAUGHT W/ MICROPHONE | THQ |
| THINKSMART: FAMILY! POWER UP YOUR BRAIN! | CRAVE ENTERTAINMENT |
| MY HORSE & ME | ATARI |
| PBR: OUT OF THE CHUTE | CRAVE ENTERTAINMENT |
| GO PLAY: CIRCUS STAR | MAJESCO |
| SPACE CHIMPS | BRASH ENTERTAINMENT |
| JENGA WORLD TOUR | ATARI |
| FISHING MASTER WORLD TOUR | HUDSON ENTERTAINMENT |
| HARVEY BIRDMAN: ATTORNEY AT LAW | CAPCOM USA |
| FAMILY GAMESHOW | STORM CITY GAMES |
| NANCY DREW: THE WHITE WOLF OF ICICLE CREEK | SEGA |
| RAPALA: WE FISH | ACTIVISION (ACTIVISION BLIZZARD) |
| PUPPY LUV: YOUR NEW BEST FRIEND | ACTIVISION (ACTIVISION BLIZZARD) |
| SKATE CITY HEROES | ZOO DIGITAL PUBLISHING |
| TWIN STRIKE: OPERATION THUNDER | DESTINATION SOFTWARE INC. |
| PETZ RESCUE WILDLIFE VET | UBISOFT |
| MONOPOLY COLLECTION | ELECTRONIC ARTS |
| HISTORY CHANNEL: BATTLE FOR THE PACIFIC | ACTIVISION (ACTIVISION BLIZZARD) |
| NEED FOR SPEED: THE RUN | ELECTRONIC ARTS |
| DDR: HOTTEST PARTY | KONAMI DIGITAL ENT. |
| TAK AND THE GUARDIANS OF GROSS | THQ |
| ZHU ZHU PETS: FEATURING THE WILD BUNCH W/ HAMSTER | ACTIVISION (ACTIVISION BLIZZARD) |
| PRO EVOLUTION SOCCER 2008 | KONAMI DIGITAL ENT. |
| BIG BEACH SPORTS 2 | THQ |

| | |
|---|---|
| LITTLE KING'S STORY | XSEED GAMES |
| TENCHU: SHADOW ASSASSINS | UBISOFT |
| PAWS & CLAWS PET RESORT | THQ |
| SQUEEBALLS PARTY | PDP (PELICAN) |
| ARC RISE FANTASIA | IGNITION ENTERTAINMENT |
| REMINGTON SUPER SLAM HUNTING: AFRICA | MASTIFF |
| AVATAR THE LAST AIRBENDER: INTO THE INFERNO | THQ |
| M&M'S ADVENTURE | ZOO DIGITAL PUBLISHING |
| SID MEIER'S PIRATES! | 2K GAMES (TAKE 2) |
| SAFECRACKER: THE ULTIMATE PUZZLE ADVENTURE | DREAMCATCHER INTERACTIVE |
| KORORINPA 2: MARBLE SAGA | HUDSON ENTERTAINMENT |
| DJ HERO 2 PARTY BUNDLE | ACTIVISION (ACTIVISION BLIZZARD) |
| BROTHERS IN ARMS: DOUBLE TIME | UBISOFT |
| PUZZLER COLLECTION | DESTINATION SOFTWARE INC. |
| LUXOR 3 | MUMBO JUMBO |
| PETZ HORSE CLUB | UBISOFT |
| CHAOTIC: SHADOW WARRIORS | ACTIVISION (ACTIVISION BLIZZARD) |
| DANCE DANCE REVOLUTION II W/ DANCE MAT CONTROLLER | KONAMI DIGITAL ENT. |
| PAWS & CLAWS PET VET | THQ |
| NASCAR UNLEASHED | ACTIVISION (ACTIVISION BLIZZARD) |
| MUSHROOM MEN: THE SPORE WARS | GAMECOCK MEDIA GROUP |
| AGATHA CHRISTIE: EVIL UNDER THE SUN | DREAMCATCHER INTERACTIVE |
| BAJA 1000: SCORE INTERNATIONAL | ACTIVISION (ACTIVISION BLIZZARD) |
| PLANET 51 | SEGA |
| MOUNTAIN SPORTS | ACTIVISION (ACTIVISION BLIZZARD) |
| GLACIER 2 | ZOO DIGITAL PUBLISHING |
| RINGLING BROS. AND BARNUM & BAILEY CIRCUS | 2K PLAY (TAKE 2) |
| TOP SHOT ARCADE W/ GUN | ACTIVISION (ACTIVISION BLIZZARD) |
| NI HAO, KAI LAN: SUPER GAME DAY | 2K PLAY (TAKE 2) |
| SPACE CAMP | ACTIVISION (ACTIVISION BLIZZARD) |
| 10 MINUTE SOLUTION | ACTIVISION (ACTIVISION BLIZZARD) |
| HELL'S KITCHEN | UBISOFT |
| DISNEY SING IT: PARTY HITS | DISNEY INTERACTIVE STUDIOS |
| ATV QUAD KINGS W/ RACING WHEEL | ZOO DIGITAL PUBLISHING |
| UDRAW KUNG FU PANDA 2 | THQ |
| JUMPER: GRIFFIN'S STORY | BRASH ENTERTAINMENT |
| KLONOA | NAMCO BANDAI GAMES |
| EMERGENCY HEROES | UBISOFT |
| LINE RIDER 2: UNBOUND | GENIUS PRODUCTS INC |
| CHICKEN RIOT | CITY INTERACTIVE |
| GREEN LANTERN: RISE OF THE MANHUNTERS | WARNER BROS. INTERACTIVE |

| | |
|---|---|
| SUMMER ATHLETICS: THE ULTIMATE CHALLENGE | CONSPIRACY |
| OVERLORD: DARK LEGEND | CODEMASTERS |
| TOP SHOT ARCADE W/ TWO GUNS | ACTIVISION (ACTIVISION BLIZZARD) |
| DRAGON BALL: REVENGE OF KING PICCOLO | NAMCO BANDAI GAMES |
| ALVIN AND THE CHIPMUNKS: CHIPWRECKED | MAJESCO |
| CONDUIT 2 | SEGA |
| UFC PERSONAL TRAINER: THE ULTIMATE FITNESS SYSTEM | THQ |
| MOVIE GAMES: 20 PARTY BLOCKBUSTERS | UBISOFT |
| YU-GI-OH! 5D'S WHEELIE BREAKERS | KONAMI DIGITAL ENT. |
| DJ HERO 2 | ACTIVISION (ACTIVISION BLIZZARD) |
| KID FIT ISLAND RESORT | CRAVE ENTERTAINMENT |
| RACQUET SPORTS | UBISOFT |
| ARCADE SHOOTING GALLERY W/ BLASTER BUNDLE | ZOO DIGITAL PUBLISHING |
| DIVA GIRLS: DIVAS ON ICE | 505 GAMES |
| MATHEWS BOWHUNTING W/BOW | ZOO DIGITAL PUBLISHING |
| VEGAS PARTY | STORM CITY GAMES |
| WORD JONG PARTY | DESTINEER STUDIOS |
| SAMURAI WARRIORS 3 | NINTENDO |
| HOTEL FOR DOGS | 505 GAMES |
| REMINGTON GREAT AMERICAN BIRD HUNT W/ NOA RIFLE | MASTIFF |
| CSI: DEADLY INTENT | UBISOFT |
| REMINGTON SUPER SLAM HUNTING: NORTH AMERICA | MASTIFF |
| YOGA: THE FIRST 100 PERCENT EXPERIENCE | DREAMCATCHER INTERACTIVE |
| WINTER SPORTS 3: THE GREAT TOURNAMENT | ZOO DIGITAL PUBLISHING |
| READY 2 RUMBLE: REVOLUTION | ATARI |
| TOP SPIN 4 | 2K SPORTS (TAKE 2) |
| MONSTER LAB | EIDOS |
| FRAGILE DREAMS: FAREWELL RUINS OF THE MOON | XSEED GAMES |
| PENNY RACERS PARTY: TURBO Q SPEEDWAY | TOMY |
| SESAME STREET: READY, SET, GROVER! | WARNER BROS. INTERACTIVE |
| SPYBORGS | CAPCOM USA |
| PIRATE'S QUEST: THE HUNT FOR BLACK BEARD'S BOOTY | ACTIVISION (ACTIVISION BLIZZARD) |
| OUR HOUSE PARTY | MAJESCO |
| DEADLIEST CATCH: SEA OF CHAOS | CRAVE ENTERTAINMENT |
| ANUBIS II | CONSPIRACY |
| PUZZLE QUEST: CHALLENGE OF THE WARLORDS | D3PUBLISHER |
| ROLLING STONE: DRUM KING | 505 GAMES |
| LEGEND OF THE GUARDIANS: THE OWLS OF | WARNER BROS. INTERACTIVE |

| | |
|---|---|
| GA'HOOLE | |
| KIDZ SPORTS: INTERNATIONAL SOCCER | DESTINEER STUDIOS |
| PAJAMA SAM: DON'T FEAR THE DARK | MAJESCO |
| BOMBERMAN LAND | HUDSON ENTERTAINMENT |
| ROCK BAND: COUNTRY TRACK PACK 2 | MTV GAMES/ELECTRONIC ARTS |
| THE TALE OF DESPEREAUX | BRASH ENTERTAINMENT |
| SAM & MAX: SEASON ONE | DREAMCATCHER INTERACTIVE |
| DJ HERO RENEGADE EDITION BUNDLE | RED OCTANE (ACTIVISION BLIZZARD) |
| NEWU MIND BODY, YOGA & PILATES WORKOUT | SOUTHPEAK INTERACTIVE |
| COLD STONE CREAMERY: SCOOP IT UP | ZOO DIGITAL PUBLISHING |
| PIMP MY RIDE | ACTIVISION (ACTIVISION BLIZZARD) |
| PIRATES VS NINJAS DODGEBALL | SOUTHPEAK INTERACTIVE |
| BAROQUE | ATLUS |
| MONKEY MISCHIEF: PARTY TIME | ACTIVISION (ACTIVISION BLIZZARD) |
| ROCK BAND TRACK PACK VOL 3: AC/DC | MTV GAMES/ELECTRONIC ARTS |
| THE MUMMY: TOMB OF THE DRAGON EMPEROR | SIERRA ENTERTAINMENT (ACTIVISION |
| REBEL RAIDERS: OPERATION NIGHTHAWK | XS GAMES |
| EMERGENCY MAYHEM | WARNER BROS. INTERACTIVE |
| WORMS: A SPACE ODDITY | THQ |
| CATE WEST: THE VANISHING FILES | DESTINEER STUDIOS |
| CLOUDY WITH A CHANCE OF MEATBALLS | UBISOFT |
| THOR: GOD OF THUNDER | SEGA |
| ASTRO BOY: THE VIDEO GAME | D3PUBLISHER |
| PURR PALS | CRAVE ENTERTAINMENT |
| LOST IN BLUE: SHIPWRECKED | KONAMI DIGITAL ENT. |
| ACADEMY OF CHAMPIONS: SOCCER | UBISOFT |
| SCIENCE PAPA | ACTIVISION (ACTIVISION BLIZZARD) |
| NO MORE HEROES/RED STEEL 2PK | UBISOFT |
| GLACIER 3: THE MELTDOWN W/ WHEEL | ZOO DIGITAL PUBLISHING |
| DEATH JR: ROOT OF EVIL | EIDOS |
| IGOR: THE GAME | SOUTHPEAK INTERACTIVE |
| FAMILY PARTY: FITNESS FUN | D3PUBLISHER |
| LEGEND OF THE DRAGON | THE GAME FACTORY |
| KING OF CLUBS | CRAVE ENTERTAINMENT |
| SING IT! HIGH SCHOOL MUSICAL 3: SENIOR YEAR | DISNEY INTERACTIVE STUDIOS |
| DRIVER: SAN FRANCISCO | UBISOFT |
| ARCADE ZONE | ACTIVISION (ACTIVISION BLIZZARD) |
| GREY'S ANATOMY: THE VIDEO GAME | UBISOFT |
| JUMPSTART GET MOVING FAMILY FITNESS | KNOWLEDGE ADVENTURE |
| DREAMWORKS SUPER STAR KARTZ W/ WHEEL | ACTIVISION (ACTIVISION BLIZZARD) |
| CURSED MOUNTAIN | DEEP SILVER |

| | |
|---|---|
| ANIMAL PLANET: VET LIFE | ACTIVISION (ACTIVISION BLIZZARD) |
| CAPTAIN AMERICA: SUPER SOLDIER | SEGA |
| ESCAPE THE MUSEUM | MAJESCO |
| SPIDER-MAN: EDGE OF TIME | ACTIVISION (ACTIVISION BLIZZARD) |
| PINBALL HALL OF FAME: THE GOTTLIEB COLLECTION | CRAVE ENTERTAINMENT |
| FIT ACCESSORY BUNDLE W/ WII SKI | NINTENDO |
| THE DESTINY OF ZORRO | 505 GAMES |
| SPY FOX: DRY CEREAL | MAJESCO |
| ROCK BAND METAL TRACK PACK | MTV GAMES/ELECTRONIC ARTS |
| SNK ARCADE CLASSICS VOL 1 | SNK |
| SKYLANDERS: SPYRO'S ADVENTURE MEGA PACK | ACTIVISION (ACTIVISION BLIZZARD) |
| WORMS: BATTLE ISLANDS | THQ |
| RAPALA PRO BASS FISHING | ACTIVISION (ACTIVISION BLIZZARD) |
| PRO EVOLUTION SOCCER 2009 | KONAMI DIGITAL ENT. |
| BASEBALL BLAST! | 2K SPORTS (TAKE 2) |
| WING ISLAND | KONAMI DIGITAL ENT. |
| HAPPY FEET TWO | WARNER BROS. INTERACTIVE |
| BRATZ KIDZ: SLUMBER PARTY | THE GAME FACTORY |
| COSMIC FAMILY | UBISOFT |
| MORTIMER BECKETT & THE SECRETS OF SPOOKY MANOR | CAPCOM USA |
| CORALINE | D3PUBLISHER |
| GUILTY GEAR XX ACCENT CORE | AKSYS GAMES |
| BIONICLE: HEROES | EIDOS |
| SAMURAI WARRIORS: KATANA | KOEI |
| SUPER MONKEY BALL: BANANA BLITZ/ SONIC AND THE SECRET RINGS | SEGA |
| JEWEL QUEST TRILOGY | GAME MILL |
| WATER SPORTS | ACTIVISION (ACTIVISION BLIZZARD) |
| CRAYOLA A COLORFUL JOURNEY | CRAVE ENTERTAINMENT |
| YU-GI-OH! 5D'S DUEL TRANSER | KONAMI DIGITAL ENT. |
| BATTLE RAGE | DESTINEER STUDIOS |
| SHIMANO XTREME FISHING | MASTIFF |
| WHERE THE WILD THINGS ARE | WARNER BROS. INTERACTIVE |
| CABELA'S MONSTER BUCK HUNTER | ACTIVISION (ACTIVISION BLIZZARD) |
| CABELAS DANGEROUS HUNTS 2011 W/ TOP SHOT ELITE 2PK | ACTIVISION (ACTIVISION BLIZZARD) |
| WHERE'S WALDO? THE FANTASTIC JOURNEY | UBISOFT |
| CABELA'S BIG GAME HUNTER 2012 | ACTIVISION (ACTIVISION BLIZZARD) |
| UDRAW MARVEL SUPER HERO SQUAD: COMIC COMBAT | THQ |
| FREDDI FISH: KELP SEED MYSTERY | MAJESCO |

| | |
|---|---|
| ONECHANBARA: BIKINI ZOMBIE SLAYERS | D3PUBLISHER |
| BUCK FEVER | DESTINEER STUDIOS |
| ONE PIECE: UNLIMITED ADVENTURE | NAMCO BANDAI GAMES |
| PRO EVOLUTION SOCCER 2010 | KONAMI DIGITAL ENT. |
| BASS PRO SHOPS: THE STRIKE TOURNAMENT ED BUNDLE | XS GAMES |
| MERV GRIFFIN'S CROSSWORDS | THQ |
| BOOT CAMP ACADEMY | ZOO DIGITAL PUBLISHING |
| BASS PRO SHOPS: THE HUNT TROPHY SHOWDOWN BUNDLE | XS GAMES |
| TOURNAMENT OF LEGENDS | SEGA |
| WACKY RACES: CRASH & DASH | EIDOS |
| GEORGE OF THE JUNGLE AND THE SEARCH FOR THE SECRET | CRAVE ENTERTAINMENT |
| VACATION ISLE: BEACH PARTY | WARNER BROS. INTERACTIVE |
| BACK TO THE FUTURE: THE GAME | TELLTALE GAMES |
| ULTIMATE DUCK HUNTING | ZOO DIGITAL PUBLISHING |
| YOGI BEAR | D3PUBLISHER |
| BUSY SCISSORS | LITTLE ORBIT |
| GO PLAY: CITY SPORTS | MAJESCO |
| THE DARING GAME FOR GIRLS | MAJESCO |
| MINICOPTER: ADVENTURE FLIGHT | AKSYS GAMES |
| CANDACE KANE'S CANDY FACTORY | DESTINEER STUDIOS |
| TARGET: TERROR | KONAMI DIGITAL ENT. |
| PET PALS: ANIMAL DOCTOR | LEGACY INTERACTIVE |
| MONSTER TRUX OFFROAD | DESTINEER STUDIOS |
| CALVIN TUCKER'S REDNECK: FARM ANIMALS RACING TOURNAMENT | ZOO DIGITAL PUBLISHING |
| PHANTOM BRAVE: WE MEET AGAIN | NIS (NIPPON ICHI) |
| POOL HALL PRO | PLAYLOGIC INTERNATIONAL |
| LET'S TAP | SEGA |
| DRAGON'S LAIR TRILOGY | DESTINEER STUDIOS |
| REMINGTON GREAT AMERICAN BIRD HUNT / SHIMANO FISHING BUNDLE | MASTIFF |
| KING OF FIGHTERS COLLECTION: THE OROCHI SAGA | SNK |
| ULTIMATE PARTY CHALLENGE BUNDLE | KONAMI DIGITAL ENT. |
| THE $1,000,000 PYRAMID | UBISOFT |
| CLASSIC BRITISH MOTOR RACING | DESTINEER STUDIOS |
| NERF N STRIKE | ELECTRONIC ARTS |
| NORTH AMERICAN HUNTING EXTRAVAGANZA 2 | DESTINEER STUDIOS |
| MONSTER 4X4: STUNT RACER | UBISOFT |
| DRAWSOME ARTIST/DRAWSOME SKETCH QUEST W/ DRAWSOME TABLET | UBISOFT |

| | |
|---|---|
| PUZZLE KINGDOMS | ZOO DIGITAL PUBLISHING |
| BROKEN SWORD: SHADOW OF THE TEMPLARS - THE DIRECTOR'S CUT | UBISOFT |
| DAWN OF DISCOVERY | UBISOFT |
| AMERICA'S NEXT TOP MODEL | CRAVE ENTERTAINMENT |
| JUMPSTART CRAZY KARTS | KNOWLEDGE ADVENTURE |
| THE MUNCHABLES | NAMCO BANDAI GAMES |
| JU-ON: THE GRUDGE | XSEED GAMES |
| RIG RACER 2 | DESTINEER STUDIOS |
| MYTH MAKERS: ORBS OF DOOM | DESTINEER STUDIOS |
| BUILD-A-BEAR WORKSHOP: FRIENDSHIP VALLEY | THE GAME FACTORY |
| SANTA CLAUS IS COMIN' TO TOWN | CRAVE ENTERTAINMENT |
| DOKAPON KINGDOM | ATLUS |
| TONY HAWK: SHRED BIG AIR! BIGGER TRICKS! | ACTIVISION (ACTIVISION BLIZZARD) |
| VALHALLA KNIGHTS: ELDAR SAGA | XSEED GAMES |
| TOP SHOT ARCADE | ACTIVISION (ACTIVISION BLIZZARD) |
| EXERBEAT | NAMCO BANDAI GAMES |
| WE WISH YOU A MERRY CHRISTMAS | DESTINEER STUDIOS |
| HALL OF FAME: ULTIMATE HOOPS CHALLENGE | ZOO DIGITAL PUBLISHING |
| CABELA'S ADVENTURE CAMP | ACTIVISION (ACTIVISION BLIZZARD) |
| MOTO GP 08 | CAPCOM USA |
| LUXOR: PHARAOH'S CHALLENGE | MUMBO JUMBO |
| THE ADVENTURES OF TINTIN: THE GAME | UBISOFT |
| STORY HOUR: ADVENTURES | ZOO DIGITAL PUBLISHING |
| HIGH SCHOOL MUSICAL: SING IT | DISNEY INTERACTIVE STUDIOS |
| RYGAR: THE BATTLE OF ARGUS | TECMO |
| CABELA'S SURVIVAL: SHADOWS OF KATMAI | ACTIVISION (ACTIVISION BLIZZARD) |
| KARAOKE REVOLUTION: GLEE VOLUME 2 | KONAMI DIGITAL ENT. |
| COOK WARS | UBISOFT |
| WILD WEST SHOOTOUT W/ BLASTER | ZOO DIGITAL PUBLISHING |
| TOURNAMENT POOL | DESTINEER STUDIOS |
| FIT IN SIX: SIX WAYS TO GET IN SHAPE | UBISOFT |
| CHRYSLER CLASSIC RACING | ZOO DIGITAL PUBLISHING |
| WILD WEST SHOOTOUT | ZOO DIGITAL PUBLISHING |
| KID ADVENTURES: SKY CAPTAIN | D3PUBLISHER |
| KARAOKE REVOLUTION: GLEE VOLUME 3 | KONAMI DIGITAL ENT. |
| PROFESSOR HEINZ WOLFF'S GRAVITY | DEEP SILVER |
| RUNE FACTORY: TIDES OF DESTINY | NATSUME |
| FLIP'S TWISTED WORLD | MAJESCO |
| CHUCK E. CHEESE'S SPORTS GAMES | UFO INTERACTIVE |
| OCTOMANIA | CONSPIRACY |
| NEOPETS PUZZLE ADVENTURE | CAPCOM USA |

| | |
|---|---|
| FAST FOOD PANIC | SOUTHPEAK INTERACTIVE |
| TRACKMANIA: BUILD TO RACE | CITY INTERACTIVE |
| UDRAW THE PENGUINS OF MADAGASCAR: DR. BLOWHOLE RETURNS AGAIN! | THQ |
| DEF JAM RAPSTAR | KONAMI DIGITAL ENT. |
| DEFENDIN DE PENGUIN | CRAVE ENTERTAINMENT |
| THE OREGON TRAIL | CRAVE ENTERTAINMENT |
| REMINGTON SUPER SLAM HUNTING: ALASKA | MASTIFF |
| BEN 10: GALACTIC RACING | D3PUBLISHER |
| REMINGTON GREAT AMERICAN BIRD HUNT W/ CAMO GUN BUNDLE | MASTIFF |
| SENGOKU BASARA: SAMURAI HEROES | CAPCOM USA |
| SURVIVOR | VALCON GAMES |
| NICKELODEON FIT: FUN & FIT BUNDLE | 2K PLAY (TAKE 2) |
| MYTH MAKERS: SUPER KART GP | CONSPIRACY |
| LOST IN SHADOW | HUDSON ENTERTAINMENT |
| PARTY PIGS FARMYARD GAMES | DESTINEER STUDIOS |
| VIRTUA TENNIS 4 | SEGA |
| CRADLE OF ROME | DESTINEER STUDIOS |
| ULTIMATE SHOOTING COLLECTION | UFO INTERACTIVE |
| FIT IN SIX: WAYS TO GET IN SHAPE W/ CAMERA BUNDLE | UBISOFT |
| DATA EAST ARCADE CLASSICS | MAJESCO |
| UDRAW DISNEY PRINCESS: ENCHANTING STORYBOOKS W/ UDRAW TABLET WHITE | THQ |
| PRO EVOLUTION SOCCER 2011 | KONAMI DIGITAL ENT. |
| OPOONA | KOEI |
| FANTASY AQUARIUM | DESTINEER STUDIOS |
| DJ HERO GAME ONLY | ACTIVISION (ACTIVISION BLIZZARD) |
| ALIEN MONSTER BOWLING LEAGUE | DESTINEER STUDIOS |
| AROUND THE WORLD IN 50 GAMES | ZOO DIGITAL PUBLISHING |
| THE SECRET SATURDAYS: BEASTS OF THE 5TH SUN | D3PUBLISHER |
| SWORDS | MAJESCO |
| THE BACHELOR | WARNER BROS. INTERACTIVE |
| REEL FISHING: ANGLER'S DREAM | NATSUME |
| DANCE DANCE REVOLUTION: DISNEY GROOVES | KONAMI DIGITAL ENT. |
| ARCADE SHOOTING GALLERY | ZOO DIGITAL PUBLISHING |
| TRIVIAL PURSUIT: BET YOU KNOW IT | ELECTRONIC ARTS |
| CASTLE OF SHIKIGAMI III | AKSYS GAMES |
| ULTIMATE DUCK HUNTING BUNDLE | ZOO DIGITAL PUBLISHING |
| SAM & MAX: BEYOND TIME AND SPACE (SEASON TWO) | ATARI |

| | |
|---|---|
| DAVE MIRRA BMX CHALLENGE | CRAVE ENTERTAINMENT |
| SLEEPOVER PARTY | UBISOFT |
| BURGER ISLAND | DESTINEER STUDIOS |
| WORLD CHAMPIONSHIP ATHLETICS | CONSPIRACY |
| SPRAY | TECMO |
| X-MEN: DESTINY | ACTIVISION (ACTIVISION BLIZZARD) |
| CARTOON NETWORK: PUNCH TIME EXPLOSION XL | CRAVE ENTERTAINMENT |
| WINTER BLAST: 9 SNOW AND ICE GAMES | DESTINEER STUDIOS |
| RACQUET SPORTS W/ CAMERA | UBISOFT |
| BASS PRO SHOPS: THE STRIKE | XS GAMES |
| SAKURA WARS: SO LONG MY LOVE | NIS (NIPPON ICHI) |
| VERTIGO | PLAYLOGIC INTERNATIONAL |
| I LOVE HORSES: RIDER'S PARADISE | DESTINEER STUDIOS |
| READER RABBIT PRESCHOOL | GRAFFITI ENTERTAINMENT |
| RESIDENT EVIL: THE UMBRELLA CHRONICLES MAGNUM BUNDLE | CAPCOM USA |
| ALIENS IN THE ATTIC | PLAYLOGIC INTERNATIONAL |
| GUNBLADE NY & LA MACHINEGUNS ARCADE HITS PACK | SEGA |
| STORYBOOK WORKSHOP BUNDLE | KONAMI DIGITAL ENT. |
| POP'N MUSIC | KONAMI DIGITAL ENT. |
| LONDON TAXI RUSH HOUR | DESTINEER STUDIOS |
| CHUCK E. CHEESE'S SUPER COLLECTION | UFO INTERACTIVE |
| OFFSHORE TYCOON | VALCON GAMES |
| HYSTERIA HOSPITAL: EMERGENCY WARD | OXYGEN INTERACTIVE |
| MONSTER TRUX ARENAS | CONSPIRACY |
| READER RABBIT: 1ST GRADE | GRAFFITI ENTERTAINMENT |
| PRO EVOLUTION SOCCER 2012 | KONAMI DIGITAL ENT. |
| MAJOR MINOR'S MAJESTIC MARCH | MAJESCO |
| SKI AND SHOOT | CONSPIRACY |
| PHEASANTS FOREVER WINGSHOOTER | GAME MILL |
| OCEAN COMMANDER | VALCON GAMES |
| JAWS: ULTIMATE PREDATOR | MAJESCO |
| CHEVROLET CAMARO: WILD RIDE | STORM CITY GAMES |
| STORY HOUR: FAIRY TALES | ZOO DIGITAL PUBLISHING |
| SLED SHRED | SOUTHPEAK INTERACTIVE |
| JAMBO! SAFARI: ANIMAL RESCUE | SEGA |
| WACKY WORLD OF SPORTS | SEGA |
| CALLING | HUDSON ENTERTAINMENT |
| COCOTO MAGIC CIRCUS | CONSPIRACY |
| GLACIER 3: THE MELTDOWN | ZOO DIGITAL PUBLISHING |
| KARAOKE REVOLUTION: GLEE | KONAMI DIGITAL ENT. |

| | |
|---|---|
| THE GARFIELD SHOW: THREAT OF THE SPACE LASAGNA | ZOO DIGITAL PUBLISHING |
| SAMURAI SHOWDOWN ANTHOLOGY | SNK |
| UDRAW SPONGEBOB SQUIGGLEPANTS/ UDRAW STUDIO W/ UDRAW GAME TABLET | THQ |
| KAMEN RIDER DRAGON KNIGHT | D3PUBLISHER |
| HARDY BOYS: THE HIDDEN THEFT | DREAMCATCHER INTERACTIVE |
| PIZZA DELIVERY BOY | MAJESCO |
| PONY FRIENDS 2 | SQUARE ENIX INC |
| SECRET FILES: TUNGUSKA | DEEP SILVER |
| TOTALLY SPIES: TOTALLY PARTY | VALCON GAMES |
| MY BALLET STUDIO | 505 GAMES |
| CANADA HUNT | VP GAMES |
| FISHING RESORT W/ ROD | XSEED GAMES |
| HONDA FEVER | STORM CITY GAMES |
| UDRAW STUDIO: INSTANT ARTIST | THQ |
| ESCAPE FROM BUG ISLAND! | EIDOS |
| BEACH FUN SUMMER CHALLENGE | ZOO DIGITAL PUBLISHING |
| BASS PRO SHOPS: THE HUNT | GRIFFIN |
| OFFROAD EXTREME SPECIAL ED | CONSPIRACY |
| SOLITAIRE & MAHJONG | CRAVE ENTERTAINMENT |
| SUPER PICK UPS | XS GAMES |
| SHIREN THE WANDERER | ATLUS |
| COUNTER FORCE | CONSPIRACY |
| ROOGOO: TWISTED TOWERS | SOUTHPEAK INTERACTIVE |
| NCIS | UBISOFT |
| CITY BUILDER | VP GAMES |
| ROGUE TROOPER: QUARTZ ZONE MASSACRE | TRI SYNERGY |
| FORD RACING: OFF ROAD | EMPIRE INTERACTIVE |
| READER RABBIT KINDERGARTEN | GRAFFITI ENTERTAINMENT |
| PLAY W/ACCESSORY PACK | NINTENDO |
| CHICKEN SHOOT W/BLASTER RIFLE | DESTINATION SOFTWARE INC. |
| TEAM ELIMINATION GAMES | UBISOFT |
| SNIPER ELITE | REEF ENTERTAINMENT |
| DREAM SALON | ZOO DIGITAL PUBLISHING |
| BIG BEACH SPORTS/ BIG BEACH SPORTS 2 | THQ |
| PLAYMOBIL CIRCUS | DREAMCATCHER INTERACTIVE |
| GET UP AND DANCE | CRAVE ENTERTAINMENT |
| GENERATOR REX: AGENT OF PROVIDENCE | ACTIVISION (ACTIVISION BLIZZARD) |
| KEVIN VAN DAM BIG BASS CHALLENGE W/ ROD | ZOO DIGITAL PUBLISHING |
| DREAMWORKS SUPER STAR KARTZ | ACTIVISION (ACTIVISION BLIZZARD) |
| NATGEO QUIZ! WILD LIFE | D3PUBLISHER |

| | |
|---|---|
| MATHEWS BOWHUNTING | ZOO DIGITAL PUBLISHING |
| ROOMS: THE MAIN BUILDING | HUDSON ENTERTAINMENT |
| SPEED | ZOO DIGITAL PUBLISHING |
| DREAM DANCE & CHEER | ZOO DIGITAL PUBLISHING |
| HEAVY FIRE: AFGHANISTAN | MASTIFF |
| BRAVE: A WARRIOR'S TALE | SOUTHPEAK INTERACTIVE |
| MARTIAN PANIC | ZOO DIGITAL PUBLISHING |
| MAXIMUM RACING: DRAG & STOCK RACER | MAXIMUM FAMILY GAMES |
| LET'S PLAY BALLERINA | DEEP SILVER |
| SKI DOO: SNOWMOBILE CHALLENGE | VALCON GAMES |
| BIGFOOT: KING OF CRUSH | ZOO DIGITAL PUBLISHING |
| JIMMIE JOHNSON'S ANYTHING WITH AN ENGINE | KONAMI DIGITAL ENT. |
| SATISFASHION: ROCK THE RUNWAY | DESTINEER STUDIOS |
| POWER PUNCH | XS GAMES |
| TORNADO OUTBREAK | KONAMI DIGITAL ENT. |
| GREMLINS GIZMO | NECA |
| PACIFIC LIBERATOR | ZOO DIGITAL PUBLISHING |
| ACTION GIRLZ RACING | CONSPIRACY |
| GUNSLINGERS W/ TWO REVOLVER GUNS | VALCON GAMES |
| HORSE LIFE ADVENTURES | VALCON GAMES |
| BILLY THE WIZARD: ROCKET BROOMSTICK RACING | CONSPIRACY |
| WORLD CHAMPIONSHIP POKER: HOWARD LEDERER ALL IN | CRAVE ENTERTAINMENT |
| READER RABBIT 2ND GRADE | GRAFFITI ENTERTAINMENT |
| NATIONAL GEOGRAPHIC CHALLENGE! | IGNITION ENTERTAINMENT |
| NINJABREAD MAN | CONSPIRACY |
| HARLEY DAVIDSON: ROAD TRIP W/ MOTORCYCLE HANDLE BAR | DESTINEER STUDIOS |
| ROCK 'N' ROLL ADVENTURES | CONSPIRACY |
| MONSTER MAYHEM: BUILD & BATTLE | CRAVE ENTERTAINMENT |
| HARLEY DAVIDSON: ROAD TRIP | DESTINEER STUDIOS |
| DEEPAK CHOPRA'S LEELA: BODY.MIND.SPIRIT.PLAY | THQ |
| MAXIMUM RACING: GP CLASSIC RACING | MAXIMUM FAMILY GAMES |
| SPEED ZONE | DETN8 GAMES LTD |
| OOPS! PRANK PARTY | HUDSON ENTERTAINMENT |
| MINICLIP SUSHI GO ROUND | SOUTHPEAK INTERACTIVE |
| ISLAND OF DR. FRANKENSTEIN | STORM CITY GAMES |
| GUMMY BEARS MINI GOLF | STORM CITY GAMES |
| GORMITI: THE LORDS OF NATURE! | KONAMI DIGITAL ENT. |
| DANCE DANCE REVOLUTION II | KONAMI DIGITAL ENT. |
| CENTIPEDE: INFESTATION | ATARI |
| DANCE SENSATION! | MAJESCO |

| | |
|---|---|
| IVY THE KIWI? | XSEED GAMES |
| CHAMPION JOCKEY: G1 JOCKEY & GALLOP RACER | TECMO KOEI |
| 101 IN 1 SPORTS PARTY MEGAMIX | ATLUS |
| ANIMAL KINGDOM: WILDLIFE EXPEDITION | NATSUME |
| LET'S PLAY: GARDEN | DEEP SILVER |
| M&M'S KART RACING BUNDLE | DESTINATION SOFTWARE INC. |
| BIT. TRIP COMPLETE | AKSYS GAMES |
| DODGE RACING CHARGER VS. CHALLENGER | ZOO DIGITAL PUBLISHING |
| JERRY RICE AND NITUS DOG FOOTBALL | JUDOBABY |
| ATTACK OF THE MOVIES 3D W/ TWO BLASTERS | MAJESCO |
| THE CAGES: PRO STYLE BATTING PRACTICE | KONAMI DIGITAL ENT. |
| MY HORSE & ME 2: RIDING FOR GOLD | ATARI |
| MINI DESKTOP RACING | CONSPIRACY |
| ACTIVE LIFE: MAGICAL CARNIVAL W/ MAT | NAMCO BANDAI GAMES |
| BEASTLY | STORM CITY GAMES |
| PIRATES PLUNDARRR | MAJESCO |
| FORD RACING: OFF ROAD W/ WHEEL BUNDLE | ZOO DIGITAL PUBLISHING |
| MAN VS. WILD WITH BEAR GRYLLS | CRAVE ENTERTAINMENT |
| MAD DOG MCCREE: GUNSLINGER PACK | MAJESCO |
| SEGA BASS FISHING BUNDLE | SEGA |
| WINTER STARS | DEEP SILVER |
| IMPOSSIBLE MISSION | CODEMASTERS |
| COCOTO KART RACER | CONSPIRACY |
| JEEP THRILLS W/ WHEEL | DESTINATION SOFTWARE INC. |
| WICKED MONSTERS BLAST! W/ FOUR BLASTERS | VALCON GAMES |
| TRIPLE CROWN CHAMPIONSHIP SNOWBOARDING | DESTINEER STUDIOS |
| MARINES MODERN URBAN COMBAT | DESTINEER STUDIOS |
| GROOVIN BLOCKS | ZOO DIGITAL PUBLISHING |
| DOCTOR FIZZWHIZZLE'S ANIMAL RESCUE | CONSPIRACY |
| FISHING RESORT | XSEED GAMES |
| SEGA SUPERSTARS TENNIS COMPETITION PACK | SEGA |
| FLATOUT | ZOO DIGITAL PUBLISHING |
| GET FIT WITH MEL B | DEEP SILVER |
| NORTH AMERICAN HUNTING EXTRAVAGANZA/ SEGA BASS FISHING BUNDLE | MULTIPLE VIDEO GAME MANUFACTURER |
| SAFARI ADVENTURES: AFRICA | CONSPIRACY |
| KIDZ SPORTS: CRAZY GOLF BUNDLE | DESTINEER STUDIOS |
| KEVIN VAN DAM BIG BASS CHALLENGE | ZOO DIGITAL PUBLISHING |
| PUZZLE CHALLENGE: CROSSWORDS AND MORE! | CRAVE ENTERTAINMENT |
| GEON CUBE | UFO INTERACTIVE |
| BRUNSWICK ZONE: COSMIC BOWLING W/ BOWLING BALL | GAME MILL |

| | |
|---|---|
| PRINCESS ISABELLA: A WITCH'S CURSE | DESTINEER STUDIOS |
| TRUTH OR LIES: SOMEONE WILL GET CAUGHT | THQ |
| PDC WORLD CHAMPIONSHIP DARTS | OXYGEN INTERACTIVE |
| CARNIVAL GAMES W/SHIRT | 2K PLAY (TAKE 2) |
| ULTIMATE PARTY CHALLENGE | KONAMI DIGITAL ENT. |
| ARMY RESCUE | UFO INTERACTIVE |
| MYTH MAKERS: TRIXIE IN TOYLAND | CONSPIRACY |
| DINO STRIKE | ZOO DIGITAL PUBLISHING |
| TOP SPIN 3 W/ TENNIS RACKET BUNDLE | 2K SPORTS (TAKE 2) |
| GUILTY GEAR XX ACCENT CORE PLUS | AKSYS GAMES |
| BIG BUCK HUNTER PRO | CRAVE ENTERTAINMENT |
| LEGO BATMAN/INDIANA JONES: THE ORIGINAL ADVENTURES/STAR WARS: THE COMPLE | MULTIPLE VIDEO GAME MANUFACTURER |
| HEATHCLIFF: THE FAST AND THE FURRIEST | STORM CITY GAMES |
| THE KORE GANG: OUTVASION FROM INNER EARTH | ATARI |
| BERMUDA TRIANGLE: SAVING THE CORAL | STORM CITY GAMES |
| JELLY BELLY BALLISTIC BEANS | ZOO DIGITAL PUBLISHING |
| GTI CLUB: SUPERMINI FESTA! | KONAMI DIGITAL ENT. |
| SPEED W/ WHEEL | ZOO DIGITAL PUBLISHING |
| DINO STRIKE W/ GREEN GUN BUNDLE | ZOO DIGITAL PUBLISHING |
| MAXIMUM RACING: RALLY RACER | MAXIMUM FAMILY GAMES |
| THINKSMART: CRAZY MACHINES | MENTOR INTERACTIVE |
| CRAZY CHICKEN TALES | CONSPIRACY |
| PIRATE BLAST | ZOO DIGITAL PUBLISHING |
| HYPER FIGHTERS | ZOO DIGITAL PUBLISHING |
| GEM SMASHERS | CRAVE ENTERTAINMENT |
| EA SPORTS ACTIVE MORE WORKOUTS | ELECTRONIC ARTS |
| ROCK BLAST | UFO INTERACTIVE |
| CASPER'S SCARE SCHOOL: SPOOKY SPORTS DAY | CRAVE ENTERTAINMENT |
| ACTIVE LIFE: MAGICAL CARNIVAL | NAMCO BANDAI GAMES |
| CID THE DUMMY | OXYGEN INTERACTIVE |
| DOMINO RALLY | UFO INTERACTIVE |
| MR BEAN'S WACKY WORLD | CRAVE ENTERTAINMENT |
| 2 FOR 1 POWER PACK: INDY 500/WWII ACES | DESTINEER STUDIOS |
| MAXIMUM RACING: SPRINT CARS | MAXIMUM FAMILY GAMES |
| FIT PLUS & WORKOUT KIT BUNDLE | NINTENDO |
| STAR WARS CLONE WARS & FORCE UNLEASHED W/ LIGHTSABERS | LUCASARTS |
| MAXIMUM RACING: SUPER TRUCK RACER | MAXIMUM FAMILY GAMES |
| MAXIMUM RACING: CRASH CAR RACER | MAXIMUM FAMILY GAMES |
| BASS PRO SHOPS: THE STRIKE TOURNAMENT ED | XS GAMES |
| BASS PRO SHOPS: THE HUNT TROPHY SHOWDOWN | XS GAMES |

| | |
|---|---|
| MAXIMUM RACING SUPER KARTS | MAXIMUM FAMILY GAMES |
| DJ HERO W/ 2 TURNTABLES | RED OCTANE (ACTIVISION BLIZZARD) |
| FRITZ CHESS | DEEP SILVER |
| SMILEY WORLD ISLAND CHALLENGE | ZOO DIGITAL PUBLISHING |
| GUNSLINGERS | VALCON GAMES |
| RAPALA: TOURNAMENT FISHING W/ ROD | ACTIVISION (ACTIVISION BLIZZARD) |
| ALADDIN MAGIC RACER | CRAVE ENTERTAINMENT |
| SUPERSONIC RACER | ZOO DIGITAL PUBLISHING |
| FREE RUNNING | GRAFFITI ENTERTAINMENT |
| PIRATE BLAST W/ WHITE GUN BUNDLE | ZOO DIGITAL PUBLISHING |
| GUMMY BEARS MAGICAL MEDALLION | STORM CITY GAMES |
| SUPER FRUIT FALL | WARNER BROS. INTERACTIVE |
| CHRYSLER CLASSIC RACING W/ WHEEL | ZOO DIGITAL PUBLISHING |
| 2 FOR 1 POWER PACK: KAWASAKI JET SKI/SUMMER SPORTS | DESTINEER STUDIOS |
| SAINT | TOMMO INC. |
| ONCE UPON A TIME | STORM CITY GAMES |
| TRUCK RACER (EURO) | NORDIC GAMES |
| MARIO KART W/ 2 EXTRA BLUE WHEELS | NINTENDO |
| AQUA PANIC | ZOO DIGITAL PUBLISHING |
| VEGGY WORLD | VP GAMES |
| MY FITNESS COACH & YOGA BAG BUNDLE | UBISOFT |
| GARFIELD GETS REAL | DESTINATION SOFTWARE INC. |
| EA SPORTS ACTIVE PERSONAL TRAINER: SUSAN G. KOMEN EDITION | ELECTRONIC ARTS |
| NICKELODEON BUNDLE PINK | 2K PLAY (TAKE 2) |
| NICKELODEON BUNDLE GREEN | 2K PLAY (TAKE 2) |
| MARTIAN PANIC W/ RAY GUN BUNDLE | ZOO DIGITAL PUBLISHING |

![Xbox logo] XBOX

Free. XBOX LIVE.

My Account | Join Now | Sign In

Xbox 360 + Kinect    Xbox LIVE    Social    Games    Video    Music    Support

Home > Support > Apps

# Apps

Billing and Subscriptions
Xbox 360
Xbox LIVE
Kinect
Apps
Games

**CATEGORY:**

Top Issues

### CinemaNow

Set up and troubleshoot the CinemaNow app on Xbox LIVE.

### Crackle on Xbox LIVE

Find everything you need to know to set up and use the Crackle app on your Xbox 360 console.

### Dailymotion app

Find all you need to know about the Dailymotion app on Xbox LIVE.

### EPIX on Xbox LIVE

Find all you need to know about using the EPIX app on your Xbox 360 console.

### ESPN on Xbox LIVE

Information for setting up and troubleshooting ESPN on Xbox LIVE

### Facebook on Xbox LIVE

Here's how to set up the Facebook app on your Xbox 360 console, and how to share achievements, beacons, and other items directly from the Xbox Dashboard.

---

### Set up and troubleshoot the Hulu Plus App

Learn how to set up, use, and troubleshoot the Hulu Plus App.

---

### iHeartRadio on Xbox 360

Listen to more than 800 of the nation's most popular live broadcast radio stations from 150 U.S. cities with iHeartRadio. Here's how to install and use the iHeartRadio app.

---

### Listen to music with the Last.fm App

Use the Last.fm App to stream music, create personalized radio stations, and enjoy your favorite music on your Xbox 360 console..

---

### MSN with MSNBC.com

Find all you need to know about using the MSN with MSNBC.com app on your Xbox 360 console.

---

### My Xbox LIVE app

Find everything you need to know to install and use the My Xbox LIVE app on your Apple iPhone, iPad, or iPod Touch.

---

### Netflix on Xbox LIVE

Information for setting up and troubleshooting Netflix on Xbox LIVE

## Syfy



Unlock Syfy video with exclusive access to Syfy digital series as well as webisodes, clips and behind-the-scenes video of your favorite shows in HD.

## TMZ on Xbox 360



TMZ is your all-access pass to the latest entertainment stories and TMZ videos everyone is talking about. Here's how to access it on your Xbox 360 console.

## The TODAY Show



Set up and troubleshoot The TODAY Show app on Xbox LIVE.

## Twitter app on Xbox 360



Tweet from your Xbox 360 console and stay connected to everyone you follow using the Twitter app.

## UFC® on Xbox LIVE



See Ultimate Fighting Championship fights on your Xbox 360 console. Find all you need to know about using the UFC app on your Xbox 360 console.

## Verizon FiOS TV app

Information and troubleshooting for the Verizon FiOS TV app on your Xbox 360 console.
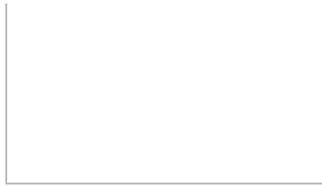
### VUDU Movies on Xbox LIVE



VUDU Movies on Xbox LIVE enables you to rent the hottest new movies and TV shows right on your Xbox 360 console, without ever leaving your house! Find out how to set up and use the VUDU Movies app. Find all you need to know to set up and use the VUDU Movies app on your Xbox 360 console.

### Xbox Companion app



Here's how to install and troubleshoot the Xbox Companion app on your Windows Phone.

### YouTube app



Use the YouTube app to watch a variety of original videos on your Xbox 360 console. Here's how to install it and troubleshoot any issues.

Contact Us  l  Press  l  For Developers  l  Jobs  l  Feedback

**United States**  |  **Mobile version**  |  Privacy Statement  l  Xbox.com Terms of Use  |  Code of Conduct  |  About Our Ads

**Microsoft**
© 2012 Microsoft

➔ **Home** ➔ Browse Movies & TV Shows

# Browse Movies & TV Shows

**Looking for something? You can browse our movies & TV shows here. Just use the filters below to refine and sort your results.**

| Games | Accessories | Movies & TV Shows |
| --- | --- | --- |

**485 Results**

Sort by: Release Date (newest first)    Results per page: 12    View: ▦ ▤

## Filter by    Show all

### ◄ Console
Select all | Clear
PlayStation®3 System
PSP® System

### ▶ Category
Select all | Clear
TV Episodes
TV Seasons
Movies

### ◄ Genre
Select all | Clear
Action
Adventure
Animation
Anime
Classics
Comedy
Crime
Drama
Family/Kids
Horror
Reality TV
Romance
Sci-Fi/Fantasy
Sports
Thriller
Western

Filters Applied:

**Endless Love**
With the single-minded passion of young, first love, 17-year-old David and Jade are totally...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: R
Genre: Drama
Format: SD
Purchase :Rent
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3

**A Warrior's Heart**
Twilight's Kellan Lutz and Ashley Greene re-team in a story of young love and the values that can...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: PG
Genre: Drama
Format: SD,HD
Purchase :Rent
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3

**Friends With Benefits**
Dylan (Justin Timberlake) and Jamie (Mila Kunis) think it's going to be easy to add the simple act...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: R
Genre: Comedy
Format: SD,HD
Purchase :Rent,Own
**Formats and Purchase Options**
Purchase and watch now

◢ **Rating**

Select all | Clear

   TV-Y

   TV-Y7

   TV-Y7-FV

   TV-G

   TV-PG

   TV-14

   TV-MA

   G

   PG

   PG-13

   R

▶ **Begins with**

▶ **Format & Purchase Options**

How to Download to Your PS3

**Oceana Air Show (3D)**
Highlighting the Oceana Air Show in 3D, experience high performance aerial maneuvers...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: G
Genre: Adventure
Format: HD
Purchase :Rent,Own
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3
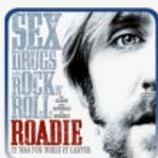
**Roadie**
Watch Now Before Its In Theaters. Canned from a 20-year job as roadie for Blue Oyster Cult, Jimmy...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: R
Genre: Drama
Format: SD,HD
Purchase :Rent
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3

**The Smurfs**
The Smurfs make their first trip to the big screen in Columbia Pictures'/Sony Pictures Animation's...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: PG
Genre: Animation
Format: SD,HD
Purchase :Rent,Own
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3

**The Smurfs (3-D)**
The Smurfs make their first 3D trip to the big screen in Columbia Pictures'/Sony Pictures...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: PG
Genre: Animation
Format: HD
Purchase :Own
**Formats and Purchase Options**
Purchase and watch now
How to Download to Your PS3

**A Flintstone Christmas Carol**
It's the day before Christmas and the Bedrock Community Players are presenting their version of "A...

Release Date: 12.2011
Platform: PS3™, PSP®
Rating: G

Genre: Animation

Format: SD

Purchase :Rent,Own

**Formats and Purchase Options**

Purchase and watch now

How to Download to Your PS3

**Charley Varrick**
Charley Varrick is a small-time crook that outfoxes the Mob in this fast-paced offbeat thriller...

Release Date: 12.2011

Platform: PS3™, PSP®

Rating: PG

Genre: Action

Format: SD

Purchase :Rent,Own

**Formats and Purchase Options**

Purchase and watch now

How to Download to Your PS3

**Cop Land**
This tense action thriller explodes with nonstop excitement and riveting star performances!...

Release Date: 12.2011

Platform: PS3™, PSP®

Rating: R

Genre: Crime

Format: SD,HD

Purchase :Rent,Own

**Formats and Purchase Options**

Purchase and watch now

How to Download to Your PS3

**Daylight**
A harrowing psychological thriller from a widely acclaimed filmmaker, Daylight pits a couple lost...

Release Date: 12.2011

Platform: PS3™, PSP®

Rating: MA

Genre: Thriller/Suspense

Format: SD,HD

Purchase :Rent,Own

**Formats and Purchase Options**

Purchase and watch now

How to Download to Your PS3
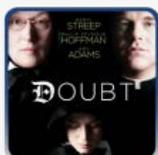
**Doubt**
Based on the Pulitzer Prize and Tony Award-winning play, Doubt is a mesmerizing, suspense-filled...

Release Date: 12.2011

Platform: PS3™, PSP®

Rating: PG-13

Genre: Drama

Format: SD,HD

Purchase :Rent,Own

**Formats and
Purchase Options**

Purchase and
watch now

How to Download
to Your PS3

◄ 1 2 3 4 5 6 7 8 9 ►

## Support

Knowledge Center/Support ▷

Warranty Information ▷

Protection Plan ▷

Contacting Support ▷

Register Your Product ▷

## Corporate

About SCEA ▷

Contact Us ▷

Careers ▷

Press Releases ▷

Consumer Alerts ▷

## Community

Forums ▷

PlayStation® Blog ▷

PlayStation® Home ▷

RSS Feeds ▷

Events ▷

PS3™ SYSTEM UPDATE
4.00
GET UPDATE ↓

PSP® SYSTEM UPDATE
6.60
GET UPDATE ↓

[+] Site Feedback | Site Map | Where to Buy | Terms of Service | Privacy Policy | Country Selector

© 2012 Sony Computer Entertainment America LLC

SONY
COMPUTER ENTERTAINMENT ®

SONY
make.believe

ESRB
Privacy Certified
CLICK TO PRIVACY STATEMENT

McAfee SECURE™
TESTED DAILY 05-FEB

**Nintendo** | Wii | Nintendo 3DS | Nintendo DS | Games | Club Nintendo | Support

# Wii

Main | What is Wii? | Built-in Entertainment | Enhance Your Wii | Wii 101 | Buy Now

# Entertainment

**for home, family, and friends.**

Packed with a suite of built-in features, Wii is more than just a game system.

Make it the centerpiece to your home entertainment center.

## Wii Channels

**Access these fun built-in applications right out of the box.**

- Wii Shop Channel
- Netflix
- Mii Channel
- Nintendo Channel
- Internet Channel
- Check Mii Out Channel
- Everybody Votes Channel
- News Channel
- Forecast Channel
- Photo Channel

# Wii Shop Channel

Your online* experience with the Wii console begins here. You'll find a huge selection of new and classic games downloadable at a great value, and exciting Wii Channels.
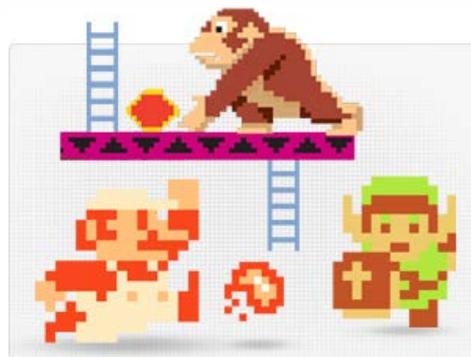
Download hundreds of all-time classic games from the Virtual Console service. **LEARN MORE >**

Discover new & unique downloadable games from the WiiWare service. **LEARN MORE >**

* Broadband Internet access required for all online features. For more information, go to

support.nintendo.com

Enhance your Wii experience with extra channels, available at no cost.

**Wii 101**

## How do I make Netflix work?

**ANSWER:**

If you have questions about setting up or using Netflix on the Wii console, we've got answers **HERE**. If you can't find what you're looking for, you may also want to try the Netflix support page **HERE**.

**MORE QUESTIONS ANSWERED IN Wii 101** ▸

| About Wii | Explore More | Wii Support | Health & Safety/Privacy |
|---|---|---|---|
| What is Wii | Enhance Your Wii | Wii 101 | Health & Safety Precautions Manual |
| What's in the Box | Value Wii Games | How to Connect to the Internet | Updated Privacy Policy |
| Built-in Entertainment | Download Classic Games | Troubleshooting | |
| Hardware Specs | Netflix | Parental Controls | |
| Wii Games | Controllers | | |
| Where to Buy | Accessories | | |

Contact Us
Newsletter Signup

Website Feedback
Find Us:

Nintendo's Online Privacy Policy

ESRB
Privacy Certified
CLICK TO PRIVACY STATEMENT

# NETFLIX

## Recently Watched

**Suggestions for You** (MORE)

New Arrivals

Genres

Instant Queue

Search

X View more suggestions

## Top Picks for Matthew

## Like: Lost: Season 5

Forecast Channel

News Channel

internet

Everybody Votes Channel

Photo Channel

16:27

Wii

Tue 07/08

1

# Exhibit B

There is a symbiotic relationship between "jailbreaking" and piracy. These exhibits show that when a user searches for "free wii games" online, the user will receive results encouraging the user to jailbreak his or her console in order to play pirated content.
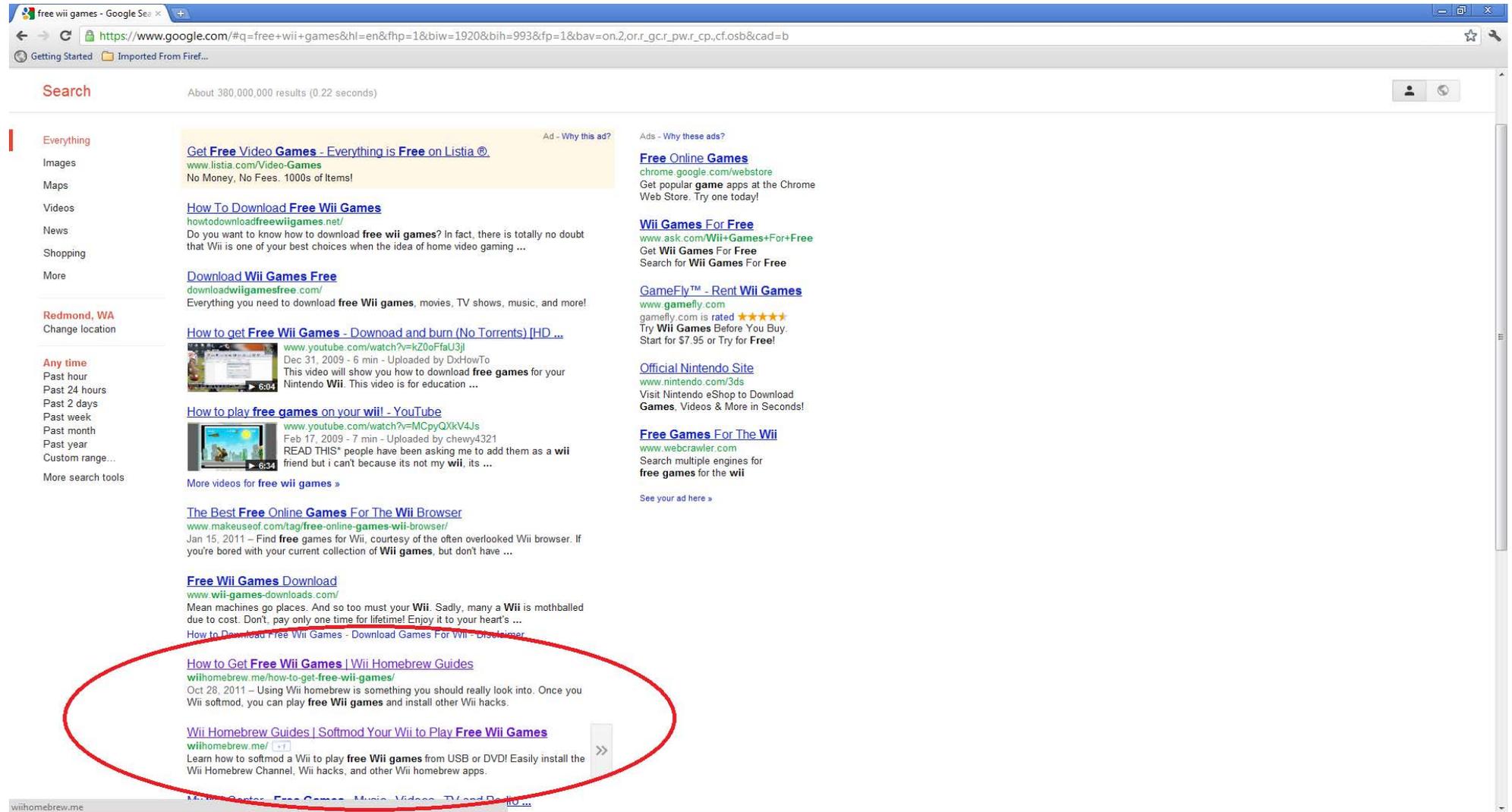


*Figure 1: The first page of search results for "free wii games"*

As shown above, 2 of the top 10 results feature the word "homebrew."

The user can click and follow the link to the website http://wiihomebrew.me/ (*Fig. 2*).



Figure 2: The homepage of http://www.wiihomebrew.me

As we see on the homepage of "Wii Homebrew Guides," the page is headlined with a promise to the user to "Easily Learn How to Hack a Wii!" (denoted by the red underline). There are a plethora of resources available to the user, from YouTube videos (denoted by the red arrow) to instructions on how to determine which firmware version of a Wii the user owns (denoted by the red oval). It also is important to note that the page highlights piracy as a main purpose for performing a modification of the Wii video game console ("With the Wii Homebrew Channel installed, you will save hundreds as you can play free games, movies, and music from an external USB Hard Drive or burned DVDS!").

Assuming the user does not know what version of the Wii he or she has, the user clicks on the question mark (*Fig. 2.1*).



*Figure 2.1: A quick explanation of finding which version of the Wii firmware is installed on the game console.*

After discovering which version the user has (for the sake of this discussion we assume the Wii is a newer 4.3 version of the video game console), the user then clicks on the links to the right labeled "4.3 Links," specifically "How to Hack Any Wii 4.3 (Part 1)" (*Fig. 3*).



*Figure 3: Part 1 of a 6-part process to modify a Wii game console.*

The very first step of the process instructs the user to go to "The Pirate Bay" and download a Wii video game. Of course, there is a warning that this guide is for "educational purposes only" (denoted by the red underline).

- [Home](#)
- [News](#)
- [Forums](#)
- [3.55 Downloads](#)
- [3.41 Downloads](#)
- [Kmeaw Compatibility List](#)



- [fail0verflow](#)
- [Geohot](#)
- [Homebrew](#)
- [Kmeaw](#)
- [Waninkoko](#)
- [KaKaRoTo](#)
- [Backup Managers](#)



[Home](#) » 3.55 Downloads

# 3.55 Downloads

**Gathering data...**
Please allow up to 3 hours for this zone to activate. Contact [customer service](#) with any questions.

[Join Our Forums To Discuss Which Works and Which Doesn't!](#)



Also, These Files were not created by me, I am just making a list of them.

Thank you to all of the developers at PSX-Scene, PSGroove, and PS3News.com.

**Disclaimer: Do NOT use any of these files for piracy. This is STRICTLY frowned upon... It's people like YOU who are responsible for Geohot's and fail0verflow's lawsuit... Please, do not be a leach... After all, the people who work tirelessly on these games are developers too, and you have to support them or they will go out of business. Have some respect for the games. This list is strictly for those who want to play their personal backups and preserve their laser's life or have a scratched game disc.**

You can download various new homebrew files(All are for 3.55 JB):

# Tools:

[PS3 Signer Released!](#) * This signs the files automagically!http://homebrewps3.com/downloads/

[PS3 DLL's Required to Sign and Finalize the packages](#)

[PS3Foxx-GUI](#) Automated PKG tool

[Package Toolkit GUI](#)

EBoot Elf Auto Modifier

PUPPy Packer/Unpacker

# Custom Firmwares:

Geohot's Jailbreak (scroll down to "It's Jailbreak Time")

CFW With PEEK & POKE Syscalls (Thanks Netkas and Flukes1) http://homebrewps3.com/downloads/

# Working APPS:

MultiMAN

——MultiMAN Update with Link Support

ComGenie's Awesome File Manager

SNES 9X v4.4.2

SNES 9x v4.4.4

PS3 FTP Server

FCeu NES Emulator http://homebrewps3.com/downloads/

FBANext

GenesisPlus

Open Manager 2.1 http://homebrewps3.com/downloads/

Mednafen Multi System Emulator

PS3 Breakout Game!

PS3 Doom (don't forget to transfer the files to USRDIR)

VBA GBA GB Emulator

PS3SX Signed and Working on 3.55 JB

# WORKING BACKUPS(don't forget to transfer the USRDIR folder):

**If no Firmware is listed, MOST LIKELY it's a 3.55, or it contains BOTH 3.41 & 3.55**

**\*\*It's been noted that some of these games ONLY work on 3.55JB without Peek n Poke and Vice Versa\*\***

007-BLOODSTONE (BLES01017) 3.41 and 3.55 Untested

3D Dot Games Heroes installable package.

3D Dot Game Heroes *Another attempt, said to work if other didn't

3D Dot Game Heroes BLJM60180 1.01 Update

Apache Air Assault (BLES00937) 3.41

Apache Air Assault (BLES00937) 3.55

Aquanauts Holiday 3.55 Transfer param.sfo to BLAN00001

Arcana Heart 3 JPN 3.41 & 3.55 WORKING

Arcana heart 3 BLJM60248 3.55, Transfer to AH3_GAME

Ashes Cricket 2009 online (Transfer to ASHESCKT/usrdir)

Assassin's Creed BLES00158 3.55 copy to AC1_GAME/usrdir.

Assassins Creed: Brotherhood (BLES00909) Works 2.02 patch

Assassin's Creed: Brotherhood (BLES00911). Works Online. 2.02 Patch

Assassins Creed: Brotherhood EUR BLES00909

Assassin's Creed Brotherhood EU BLES00909

Assassins Creed 2 BLES00669

Assassins Creed: Brotherhood EUR BLES00910

Atelier Rorona: The Alchemist of Arland [BLUS30465]

Atelier Rorona: The Alchemist of Arland (BLUS30465)

Batman: Arkum Asylum copy param.sfo and eboot.bin to BLBM00001

Batman:AA (BLUS30279) Data goes into BATMANAAA/USRDATA

Battlefield Bad Company 2 copy param.sfo to BLBC20001, restart, run.

Battlefield Bad Company 2 EUR (BLES00773) http://homebrewps3.com/downloads/

Battlefield Bad Company 2 (BLES00773)

Bayonetta BLES00599 3.55 Copy ALL files and folders from PS3_GAME to hdd0:/RAT/BAYO EXCEPT PARAM.SFO & EBOOT.BIN from USRDIR

Bayonetta [BLUS30367] [3.55]

Black Rain BCES00802 3.55 http://homebrewps3.com/downloads/

Blazblue Continuum Shift (BLUS30576)

BlazBlue Calamity Trigger (BLES00820) Transfer to BLAZBLCT

Blood Drive (MRTC00011) http://homebrewps3.com/downloads/

Blur BLUS30295 3.55

Blur (BLES00759) (3.41 AND 3.55)

Blur (another attempt at it if the other didn't work)

Borderlands 3.55 USA copy usrdir to /BORDER/usrdir

Borderlands 3.55: Copy Param.sfo & USRDIR to BLBL00000, Navigate to /dev_hdd0/game/BLBL00000/USRDIR/ENGINE/SPLASH/PS3/ and rename LOADSCREEN.FPO to LOADSCRN.FPO

Call Of Duty: Black Ops (BLES01031) WORKING ONLINE 1.05 PATCHED:

> It may work in zombie mode but the mp self for normal multiplayer needs patching still.
> BLES01031 is the GAME version, but this method and files should work for other regions (you will need to edit titleID in param.sfo files provided)

> Follow the readme instructions. Sorry for filesize (57mb) its only way I could get a dummy link made.

> This **fixes the disappearing xmb icon** BTW. That was my main reason for making this. Sorry if this has been figured out already. Took me ages to figure this out btw (tried 10 different ideas before this one).

Call Of Duty: Black Ops (BLES01031) 3.55 *Reported **working offline only**

Call Of Duty: Black Ops (BLUS30591) 3.55 *Reported **working offline only**

~~Call Of Duty: Black Ops (US) (3.55) *Reported not working! new 1.05 update needs patching!~~

~~Call Of Duty: Black Ops (BLES01031) EU *Reported not working!~~

~~Call Of Duty: Black Ops (BLES01031) EU *Reported not working!~~

Call Of Duty: Modern Warfare 2 (BLES00683) EU 3.55 Working ONLINE ONLY, NO SINGLE PLAYER, Transfer to MW2_GAME/USRDIR

Call Of Duty: Modern Warfare 2 (BLES00683) EU 3.55

Call Of Duty: Modern Warfare 2 (BLES00683) EU 3.55

Call Of Duty: MW2 BLES00683 for 3.41 only

Call of Duty: World At War BLES00354 3.55

Castlevania Backup Not Included First one to be done 

CROSS EDGE (BLUS30348)

Cross Edge BLUS30348 3.55 AND 3.41

Dark Sector BLES00222 3.55

Dark Siders: Install, Make DS0000 folder, Upload data.rar contents, upload param.sfo to DS000000 AND DS0000, restart, run.

Dead Rising 2 BLES00948

uctions (See FAR Below)

# The webpage c

nstructions:  (thanks slifer) *update

d rising 2 if its there also use comgenies or ftp and delete any previous
om dev_hdd0/game

## Most likely causes:

3. replace PARAM.SFO,LICDIR,TROPDIR,USRDIR in dev_hdd0/game/BLES0001 with the ones from the archive

4. copy data folder to dev_hdd0/game/BLES0001/USRDIR and then restart your ps3

it should now start and install game data

Dead Space 3.55 working*

Demon Souls BLUS30443 3.41 & 3.55, transfer to DMS_Game

Demon Souls BLES00932 Euro V4

Demons Souls – Made by Omnomnom US -  Working Online TESTED!

Demons Souls [BLES00932] [EUR] [3.41 / 3.55] Working

Devil May Cry 4 BLUS30092

Dirt 2, BLES00673 *Totally untested, even by author… ->*DOESN'T WORK*

Disgaea BLUS30181 v2.3

DJ Hero 2 (BLES00896)

Dragon Ball Raging Blast 1 BLES VERSION Data goes in dev_hdd0/DRAGONBR/USRDIR

Dragon Ball raging blast 2 (blus30581)

Dragon Ball Raging Blast 2 (BLUS30581) transfer to "dev_hdd0/BLUS3058/"

Dragon Ball Raging Blast 2 BLES00978 *Special Instructions (See Below)

Dragon Ball Raging Blast 2 BLES00978 http://homebrewps3.com/downloads/

Dragon Ball Raging Blast 2 BLUS30581 3.55

Dynasty Warrior Gundam  BLUS30058

Eat Lead BLES00495 Patch for USBHDD000 – 3.41 & 3.55 tested

The Elder Scrolls IV: Oblivion GOTY (PAL) (BLES00163)

The Elder Scrolls IV: Oblivion & GOTY (BLUS-30007 & BLUS30087) 3.55 *Working Confirmed

Enchanted Arms BLES00049 Both 3.41 AND 3.55 included, tested and working

Enslaved US BLUS30558 Transfer to ENSLAVED/USRDIR

Eternal Sonata (BLUS30161) (A fix for this was just released, scroll down)

Eternal Sonata BLES00444 PATCH for USB HDD External 3.55 & 3.41

Fallout New Vegas 3.55 Copy USRDIR & Param.SFO provided to FONV3000,  Copy FALLOUT.ini from
dev_hdd0/game/FONV3000/USRDIR to dev_hdd0/game/FONV3000 so there is 2 copies of it, 1 in usrdir one in root folder.

Fallout New Vegas (Eu)

Fallout New Vegas (US) BLUS3500

[Family Game Night 3 USA BLUS30578](#)

[Fifa 2011 Pal – BLES01059 3.55 – By DjYXA](#) *Confirmed working* [?]

[FIFA 2011 BLES01059 3.55](#)

[Fifa Street 3 – BLES00188](#) 3.55

[Fifa 11 1.03 Online instructions below:](#)

Copy .pkg to USB drive

Delete any previously installed fifa patches by deleting them from Game Data on

XMB

Install .pkg with Geohot CFW

Copy Everything from Fifa 11's USRDIR to dev_hdd0/game/BLES01059/USRDIR/ except

for these files. These files must remain in dev_hdd0/game/BLES01059/USRDIR/ and

cannot be overwritten. This is due to the fact that the 1.03 Patch is embedded

in my .pkg to enable online play.

dlc (folder)

CardsDLLzf.sprx

EBOOT.BIN

fifazf.self

patch.bh

patch.big

Also copy the TROPDIR from Fifa 11 to dev_hdd0/game/BLES01059/

[Fight Night round 4 (BLES00538)](#) Made by trueicecold

[Fight Night Round 4 for 3.55 (BLUS30285)](#)

[Final Fantasy XIII Asian Edition](#) BCAS25005 3.41

[FFXII Asian Signed ^^^^^](#) And another one [FFXII Asian Signed](#)

[Final Fantasy XIII BLES00783](#) 3.55

[Fist of the North Star: Kens Rage BLES01062 3.55](#) Transfer to FTNKGAME/Usrdir

['Get Fit With Mel B' USA PKG for 3.55 only](#)

[Ghostbusters BCES00233 3.55](#) copy to GHOSTBUS/usrdir… also replace param.sfo

[God of War Collection (BCES00791 EU)](#) 3.55 working

1 – Install the two pkg
2 – Create a folder in / dev_hdd0 / with the name z
3 – Within that folder create two folders called GOWAR1 and GOWAR2
4 – Within GOWAR1 copy all files from your backup (LICDIR / TROPDIR / USRDIR) except USRDIR/GOW2 that in the other.
5 – Within GOWAR2 copy all files from your backup (LICDIR / TROPDIR / USRDIR) except USRDIR/GOW1 that is already in the other folder.
6 – The final address for GOW1 is this: /devhdd0/z/GOWAR1/USRDIR/GOW1/exec/gow1.psarc
The final address for GOW2 is this: /devhdd0/z/GOWAR2/USRDIR/GOW2/exec/gow2.psarc

God Of War Collection (BCUS98229) Working 3.55 & 3.41

God of War 3

God of War 3

Gran Turismo 5 BCUS98114 *Special Instructions (Look at the bottom), unconfirmed, beaver says no [?]

GTA IV 3.55 BLES00229 working EXTERNAL HDD ONLY!!! MOVE FILES TO HDD1/BLES00229

GTA IV 3.55 BLUS30127 Working, copy to z/GTAIV4/usrdir, then  edit param.sfo from hg to GD

GTA IV 3.55 BLES version

GTA IV 3.55 BLUS30127

GTA 4 BLES00229 3.55

Guitar Hero 5 (BLUS30292) Not working!!!

Guitar Hero Metallica Install, Copy Param.sfo to BLGHM0001, restart ps3, play

Guitar Hero Smash Hits BLUS30290, Copy games into GHSHGAME/

Guitar Hero Warriors of Rock BLUS30487

Guitar Hero III: Legends of Rock BLUS30074 3.55 (Thanks Maniakc)

1. Copy the "PS3_GAME" folder from your Guitar Hero III backup to "dev_hdd0".
2. Rename "PS3_GAME" to "GH3_GAME".
3. Install the included pkg file.
4. Boot up from the xmb and have fun rocking out!

Gundam Musou 3 (BLJM60300) (Install, copy usrdir to GUN3GAME, copy tropdir to game/BLJM60300)

Heavenly Sword BCES00078

Heavenly Sword BCUS98132 BOTH 3.41 AND 3.55

Heavy Rain BCES00802 3.55 ***** (You must copy TROPDIR as well) ******

Heavy Rain 3.55 BLUS98164

How to Train your Dragon (BLES00798) 3.55, copy to G/DRAGON/

How To Train Your Dragon (BLES00798)

inFamous BCES00609 3.55 EXTERNAL HDD ONLY!!!! Move to hdd1/game-id

inFamous 3.55 install, copy param.sfo to BCIN00000 (plus game data)

inFamous BCAS20074 Made by trueicecold   Upload to:  /dev_hdd0/INFAMOUS/USRDIR

Iron Man 2 BLES00885 3.41 & 3.55 TESTED, transfer USRDIR contents to BLES00885

INITIAL D BLJM60055

James Bond 007: Blood Stone BLES01017

Just Cause 2 EU 3.55

Katamari Forever (BLES00658) for 3.55 *UNTESTED, UNCONFIRMED

KILLZONE 2 – BCUS98116 3.55 *Tested working by author

KillZone 2 (BCES00081) 3.41

[KillZone 2 (BCES00081) 3.55](#)

[Killzone 2 – 3.55 (Fixed)](#) BCES00081

[Killzone 3 3.55](#)

[King of Fighters XII, The](#) PAL 3.41 & 3.55 BLES00610

**Gathering data...**
Please allow up to 3 hours for this zone to activate. Contact [customer service](#) with any questions.

[Last Rebellion BLES00861](#) 3.41 & 3.55

[Lego Harry Potter 3.55 BLES00720](#)

[Little Big Planet BCES00611 3.55,](#) Transfer both USRDATA and LICDIR

[Little Big Planet BCES00141 (EUR normal Edition?) 3.55 Fix](#) Install that, then [replace the eboot with this](#)

[Little Big Planet 2 3.55](#)

Little Big Planet 2 BCUS98245 3.55

[Little Big Planet GOTY Edition BCUS89208](#) 3.55

[Little Big Planet GOTY Edition [BCAS20078]](#) Confirm Working

[Little Big Planet GOTY EUR BCES00611](#)

[Little Big Planet – BCUS98148 – 3.55](#) WORKING

[Lost Planet BLES00198](#) working 3.55 EXTERNAL HDD ONLY

[Madden 11 BLES00916 working 3.55](#)

[Madden 11 BLUS30546/BLES30546](#) WORKING

1. Install Package
2. Make folder in dev_hdd0 called MADDENME
3. Inside MADDENME make folder called USRDIR
4. Copy the contents of your backup's USRDIR into the USRDIR of MADDENME (minus the eboot.bin)
5. Go to dev_hdd0/game/BLUS30546
6. Delete the folders TROPDIR and LICDIR (if it's there) and upload those folders from your backup.

[Madden 11 US Version (BLUS-30546)](#) *3.55*

[Madden 11 US 3.55 Untested](#)

[Majin and the Forsaken Kingdom](#) BLUS30472 for 3.41 & 3.55

[Majin and the Forsaken Kingdom](#) BLES00919  (3.41 & 3.55)

[Majin and the Forsaken Kingdom](#) BLES00919

[Majin and the Forsaken Kingdom 3.55](#) - PAL – BLES00919- By DjYXA

[Makai Senki Disgaea 3 (BLJS10011) V5.10](#)

[Medal Of Honor BLUS30436](#)

[Metal Gear Solid 3](#) *Untested

[Midnight Club LA BLES00362](#) EXTERNAL HDD ONLY

[Mindjack](#) Install package, Copy PARAM.SFO to MRMJ00001, Restart PS3, Play

[Mindjack (MRTC00014)](#)

[Mini Ninjas BLUS30248](#) BOTH 3.41 AND 3.55

~~Monopoly~~ *was commented that it doesn't work

[Monopoly Streets USA BLUS30533](#)

[Monster Jam: POD (BLUS30561) 3.55](#) by jadekitten  \dev_hdd0\MJAMGAME

[Motor Storm Pacific Rift – BCUS98155](#) 3.55

[EA Sports MMA EU](#)

[EA Sports MMA](#) Working

[EA MMA EU or US, BLUS30567](#)

[Nail'd US BLUS30544 3.55](#) if you have 1.02 update installed <u>delete</u> it it First or it will not run!

[Naruto Shippuden: Ultimate Ninja Storm 2 BLUS30495 (USA)](#)

[Naruto Ultimate Ninja Storm 1](#) *Working 3.55

[Naruto Ultimate Ninja Storm 2 BLES00952 3.55](#) **Transfer to /dev_hdd0/game/BLES00952/USRDIR/**

[Naruto Ultimate Ninja Storm 2](#) (BLES00952) http://homebrewps3.com/downloads/

[Naruto Ultimate Ninja Storm 2 [BLES00952]](#) 3.55

[Naughty Bear (BLES00945)](#)

[Naughty Bear](#) Working (Transfer to hdd0/z/NGBEU1/)

[NBA 2K11 *Eboot patch file only*](#) BLUS3057

[NBA Elite 11 BLUS30592](#) Do the following: Copy USRDIR to "/dev_hdd0/NBA_GAME/", Install PKG,  Put the folder BLUS30592 to "/dev_hdd0/game/", Put the params.sfo from the folder "sfo fix" into "/dev_hdd0/game/BLUS30593"

[NBA Jam BLES01162 3.55](#) USRDIR goes into BLES01162

[NBA Jam BLES01162 3.55](#) – Move data to game/BLES01162/USRDIR folder.

[NBA Jam BLES001162 3.41 & 3.55](#)

[NBA Jam (BLUS30969)](#) 3.55

[NBA Jam (BLUS30969)](#) 3.55

[NBA JAM BLES01162](#)

[NBA JAM BLES01162](#)

[NBA Live 10 v1.00 BLES00637](#)

[NCAA Football 11 BLUS30560 3.55](#)

[Need For Speed: Carbon for 3.55](#) Working:

```
create folder HIYAHIYA/ in hdd0/
then create a folder titled USRDIR in HIYAHIYA
so it should like this hdd0/HIYAHIYA/USRDIR
copy all files except eboot.bin to the HIYAHIYA/ folder
then install the pkg
```

[Need For Speed Hot Pursuit for 3.55 (BLES00949) *](#) Just updated, Now working!

[Need For Speed Hot Pursuit for 3.55 (BLUS30566)](#) * Reported WORKING!

NFS Hot Pursuit (BLES00949) 3.55 *Working Online 1.01

NFS Hot Pursuit (BLES00949) 3.55

NFS Hot Pursuit (BLES00949) 3.55

NFS Hot Pursuit (BLES00949) 3.55

Need For Speed Shift 3.55 install, place game into dev_hdd0/z/SHIFT0

Need For Speed Shift – BLES00682

NHL 2011 US 3.55

NieR Replicant (BLJM60223)

Nier BLUS30481 3.41 & 3.55

Ninja Gaiden 2 Sigma 3.55 : Install, Copy param.sfo to BLNG20000, Copy USRDIR to BLNG20000, restart, run.

NINJA GAIDEN SIGMA 2 (FIXED 3.41)

NINJA GAIDEN SIGMA 2 (FIXED 3.55)

No More Heroes – Made by Omnomnom BLJS10072 3.55

No More Heroes Paradise (BLJS10072)

Prison Break 3.55

Prison Break 3.55

Pro Evolution Soccer 2011 (BLES01022) 1.02 ONLINE

Pro Evolution Soccer 2011 (BLES01022)

PES 2011 BLUS30610 *Special Instructions (See Below)

PES 2011 BLES01022 *Reportedly doesn't work, give it a shot though.

PES 2011 BLES01022 3.41

PES 2011 BLES01022 3.55

Prince of Persia Trilogy 3d BLES01092 3.55

    Place USRDIR like this: /dev_hdd0/PP3_GAME/USRDIR
    Delete original
    USRDIR/EBOOT.BIN
    USRDIR/POP_SOT/mainps3.ppu.self
    USRDIR/POP_TT/mainps3.ppu.self
    USRDIR/POP_WW/mainps3.ppu.self

Prototype 3.55

Quantum of Solice (BLUS30199) 3.55 Copy files to BLUS30199

Red Dead Redemption BLES00680 3.55 Copy to REDEADR

Red Dead Redemption US (BLUS30418) *Not working reportedly, Needs patch.

Red Dead Redemption 3.55 install, copy param.sfo & eboot.bin to BLRD000000, restart, run

Red Dead Redemption (BLUS30418) *Special Instructions, Confirmed Working!!

Red Dead Redemption (BLES00680) ~~Working~~

    1) Install PKG, game will install to /dev_hdd0/game/BLESRDRED/
    2) Copy USRDIR contents except EBOOT.BIN to /dev_hdd0/game/BLESRDRED/USRDIR
    3) Replace /dev_hdd0/game/BLESRDRED/PARAM.SFO with the one in the package.
    4) Restart PS3 (may not be necessary)
    5) Launch game, it will install data.

Red Dead Redemption (BLES00680) 3.55

1. Install Package
2. Make folder in dev_hdd0 called REDDEADR
3. Inside REDDEADR make folder called USRDIR
4. Copy the contents of your backup's USRDIR into the USRDIR of REDDEADR (minus the eboot.bin)
5. Go to dev_hdd0/game/BLES00680
6. Delete the folders TROPDIR and LICDIR (if it's there) and upload those folders from your backup

Reflex MX Vs. ATV BLES00662 3.41 & 3.55

Resident Evil 5 Gold Edition [BLUS30491] [3.55]

Resonance of Fate (BLUS30484) 3.41 & 3.55, transfer to FATE30484

Ridge Racer 7 BCES00009 3.55 (put in RR7_GAME/USRDIR/)

Ridge Racer 7 BCES00009 3.55 Copy to RID_Game

Rock Band: The Beatles BLUS30282 transfer to dev_hdd0/z/BEATLE/ Install, then play

Rock Band 3 (US) v1.02 – BLU30463

Rock Band 3 (BLUS30463)

Rock Band 3 (BLUS30463) FIXED 3.55

Rorona no Atelier: Arland no Renkinjutsushi (BLJM60154) * Special Instructions (See Below)

RUSE [BLUS30478]

Saboteur BLUS30407} {{3.55 By Garus59 geohot}

SEGA MEGA DRIVE Ultimate Collection for 3.55

SEGA Super All Stars Racing

Sengoku Basara MRTC00005 for 3.41 & 3.55 WORKING

Sengoku Basara: Samurai Heroes USA MRTC00005 3.55, EXTERNAL HDD ONLY

Shoot, The BCES00463 copy usrdir to THESHOOT, copy icon0.png to THESHOOT

Sims 3 3.55 Copy param.sfo into BLTS20001

Singstar Motown EU 3.55 & 3.41

Singstar Vol 2 BCES00233 copy to SINGSTAR/usrdir, working on 3.55

Skate 3 3.55 BLES00760 Tested Working

Skate 3 (BLES00760) *Tested Working!

Skate 3 BLUS30464

Sly Collection BCUS98246

[Sly Collection](#) Tested Working

[Sly 1](#) BCUS-98246 *WORKING

[Sly 2](#) BCUS-98246 *WORKING

[Sly 3 BCUS-98246](#) *WORKING

[Sonic and Sega All Stars Racing PAL – BLES00750](#)

[Sonic Unleashed: BLUS30244](#)

[SONIC UNLEASHED BLUS30244](#)

[Soul Caliber 4 3.55](#) BLES00296 Working

[Soul Caliber 4 3.55](#) BLUS30160 Working

[Spiderman Web of Shadows BLES00392](#) working

[Splatterhouse (BLUS30335)](#)

[Splatterhouse EU 3.55](#)

[Splatterhouse EUR (BLES01120) – 3.41 & 3.55](#)

[Splinter Cell Double Agent BLES00024 3.41 & 3.55](#) thanks acevader

[Split Second BLUS30300](#)

[Split Second BLUS30300](#) alt

[Sports Champions USA (BCUS98177) with V1.2](#) For CFW 3.55

[Sport Champions for 3.41 and 3.55](#) Thanks Tunsi

[Sports Champions 3.55 BCES00795](#)

[Star Ocean: The Last Hope International (MTRC00001)](#) 3.55 and 3.41, Transfer to STAR00001

[Star Wars Force Unleashed 2](#) BLUS30534

[START THE PARTY BCES00747](#)

**Gathering data...**
Please allow up to 3 hours for this zone to activate. Contact customer service with any questions.

[Start The Party BCES00969](#) 3.55

[Tales of Graces f (BLJS10093)](#)

[Tekken 6 PKG](#) & Here is the [Tekken 6 fixed Param.SFO](#) instructions (Thanks BOTGOD):

1. Install Tekken 6 PKG

2. Upload the fixed PARAM.SFO to your PS3 HDD in dev_hdd0/game/BLT600001
3. Upload the DATA (from USRDIR of your backup) to dev_hdd0/game/BLT600001
3. Restart PS3
4. Launch Tekken 6 (It will install data)
5. (OPTIONAL SOMETIMES: Sometimes even after changing the PARAM.SFO and restarting your PS3 the game will say data corrupt still! Do not freak out, just run game from XMB again. This happened to me on 2 previous titles.)

[Tekken 6 EU BLES00635 3.55](#)

[Tiger Woods PGA 2011 (BLES00870)](#)

[Tomb Raider](#) (3.55) http://homebrewps3.com/downloads/

[Tombraider Underworld – BLUS30224 prepatched with 1.01](#) INTERNAL VERSION

[Tombraider underworld – BLUS30224 pre-patched with V1.01 update](#) *External HDD version!!!!!

[Tomb Raider Underworld 1.00](#)

[Tomb Raider Underworld Euro Version (BLES00409)](#)

[Tombraider Underworld BLUS30224](#) Also, the [Prison Break Patch EU](#)

[THE FIGHT LIGHTS OUT BCUS98255](#) *Special Instructions(See Below)

[Trinity Universe BLUS30535](#) 3.55 & 3.44 Working

[Tron Evolution 3.55 c](#)opy param.sfo and eboot.bin to BLTR00001

[TRON BLES00761](#) Untested 3.55 (Thanks snipermonkey)

1. Install pkg
2. Create folder in dev_hdd0\ called TRONGAME
3. Create a folder called USRDIR in dev_hdd0\TRONGAME
4. Install the contents of the USRDIR of your back up into the USRDIR of dev_hdd0\TRONGAME\
5. Copy the EBOOT.BIN from your dev_hdd0\game\BLES00971\USRDIR into the USRDIR of dev_hdd0\TRONGAME\, so that you have 1 in each.

[TRON – Made by Omnomnom BLES00761](#) 3.55

[Two World  2 BLES00845](#)

[Umineko no Naku koro ni: Majo to Suiri no Rondo (BLJM60292)](#)

[Umineko no Naku Koro Ni [BLJM60292]](#) 3.55

[Uncharted 1 3.55](#) Transfer to UNC_GAME/USRDIR

[Uncharted BCES00065 EURO](#) Transfer to UNCHART0/USRDIR

[Uncharted – Made by Omnomnom for 3.55 (BCUS98103)](#)

[Uncharted 2 BCUS98123 1.09](#) update 3.55 WORKING

[Uncharted 2 3.55](#), install, copy param.sfo to BCUN00000, restart, run

[Uncharted 2 – Made by Omnomnom for 3.55](#) (BCES00509)

[Uncharted 2 (BCUS98123)](#) Made by trueicecold

[Uncharted 2 BCES00757](#) 3.55 *Untested

[Valkyria Chronicles – Made by Omnomnom BLES00372](#)

[Vanquish – BLES00927 – 3.55](#) WORKING

[Vanqush BLUS30543](#) working

[Virtua Fighter BLES00029](#) EXTERNAL HDD ONLY!

[Wall-E BLES00280](#) 3.41 only

[Wet BLES00707 – For 3.41 & 3.55](#)

[White Knight Chronicles – Made by Omnomnom](#) BCES00225 3.55 May or May Not Work (depends)

[Winter Sports 2011 BLES01061](#)

[WRC EU BLES00992 3.55](#) Working, Install, transfer to WRC_GAME/USRDIR. Transfer PARAM.SFO to FAK009921

[Wipeout HD – Made by Omnomnom BCES00664 3.55](#)

[Wipeout HD Fury BCES00664 3.55](#) Instructions (Rat_BO):

1. install .pkg
2. move USRDIR except eboot.bin to hdd0/RAT/WOHF
3. copy TROPDIR to hdd0/RAT/WOHF & game/BCES0664DATA – read edit
4. Restart PS3

Wipeout HD Fury BCES00664 for 3.55 Online Play, long instructions (thanks Rat_Bo):

1. install 1st .pkg
2. move USRDIR except eboot.bin to hdd0/RAT/WOHF
3. copy TROPDIR to hdd0/RAT/WOHF & game/BCES0664DATA – read edit
4. Restart PS3
5. Start the Game and Install Gamedata then skip Update, go in the gamemenu, then quit the game
6. start the game again and make the update
7. now you have a data07.psarc in game/BCES00664/USRDIR move this to RAT/WOHF/USRDIR & game/BCES00644DATA/USRDIR
8. delete data07.psarc from game/BCES00644/USRDIR
9. install 2nd .pkg
10. delete all data from RAT/WOHF/USRDIR
11. run the game and enjoy

1st: [http://rapidshare.com/files/44251102..._BCES00644.rar](#)
2nd: [http://rapidshare.com/files/44253163...S00644_2nd.rar](#)

WWE Smackdown Vs Raw 2011 WORKING (Thanks Gambit92)

Download the following packages:

[Version 1.00 — install first](#)

[Version 1.01 — install second](#)

1. Install the first package, version 1.00 UP0001-BLUS30621_00-0000111122223333.pkg.

2. Copy the game data from the original backup to /dev_hdd0/WWE_GAME/USRDIR

3. Download and install the SvR 2011 patch. You can find this online, you can get it from a torrent. The file size is 331 MB so you can check against that to make sure you are getting the right file. The name is UP1005-BLUS30621_00-SVRCATALOG000002-A0101-V0100.pkg. I have uploaded it but it might take a long time for you to download it so getting a torrent and ONLY downloading the patch is probably faster. Or there may be other sources you can get it from… It is mentioned earlier in [this thread (Smackdown VS Raw 2011 backup problem)](#) if you are interested. If you don't want to look around though, [you can download the patch here](#).

4. Install the second package, version 1.01 UP0001-BLUS99887_00-0000111122223333.pkg.

[X-Blades 3.55,](#) install, copy param.sfo + usrdata to BLEX0000 without eboot obviously

[Yakuza 3](#) copy param.sfo to BLYA00001, restart, run

[Yakuza 3 BLES00834](#) 3.55 install data to YAKUZA

**\*BACKUPS ARE NOT INCLUDED**… YOU MUST HAVE THEM ALREADY TO FILL UP THE USRDIR\*

**\*Reminder, You cannot upload EURO files to a US version crack, nor vice versa, although you can play EURO games on a US PS3.\***

**Gathering data...**
Please allow up to 3 hours for this zone to activate. Contact customer service with any questions.

regarding doom (XTTL from PSX-SCENE.com):

You need to make a directory called "ps3doom" (all lowercase!) on the root of your USB drive and put your WAD(s) in there. The WAD filenames must also be all lowercase (eg. "doom1.wad", not "DOOM1.WAD" or "Doom1.wad").

If you don't have any Doom IWADs yet, try this shareware Doom 1 IWAD:
http://distro.ibiblio.org/pub/linux/distributions/slitaz/sources/packages/d/doom1.wad

(edit: you can also put the WADs on CF/MS/SD/MMC cards if you have an early PS3 with integrated card readers or you can put them in PS3DOOM's USRDIR on your PS3 HDD too)

Regarding Rorona no Atelier (Thanks Rikukh3):

1) Install first (NPWR00712) PKG file.

2) Install second (BLJM60154) PKG file.

3) Transfer USRDIR folder with all contents to /dev_hdd0/game/BLJM60154/USRDIR/

Regarding PES 2011 (Thanks Nikmaster):

Create the file structure below inside your PS3:

/dev_hdd0/PES1GAME/USRDIR

After that, put all files needed

Regarding Dead Rising 2 ( Thanks Just2Good)

Install pkg.

Create folders in your PS3 so it looks like the following:

/dev_hdd0/DR2_GAME/USRDIR

Place the data folder into USRDIR via FTP/Filemanager and your set.

I also suggest not updating when it prompts.

Regarding Dragon Ball Raging Blast 2 (thanks Raiiza)

Follow Steps

1)Start blackb0x FTP(or other ps3 ftp server)

2)Open FileZilla(or other) on computer

3)Create Directory Name DBRBGAME In /dev_hdd0

4)Install PKG file.

5)Copy the USRDIR FOLDER to /dev_hdd0/DBRBGAME/ (Remember to remove EBOOT.BIN)

6)*IMPORTANT* Transfer TROPDIR Folder in RAR Using FileZilla(or other) to /dev_hdd0/game/BLES00978.

~Raiiza

Regarding The Fight Lights Out (Thanks FullMetal172):

1. Create folder TFLOGAME under dev_hdd0

2. Place USRDIR folder (without EBOOT.BIN) in TFLOGAME

Regarding Gran Turismo 4 (thanks racketboy):

This took me far too bloody long to get working, so appreciate it!!

Installable Gran Turismo 5 on XMB.

Backup your Gran Turismo 5 disc using a PS3 FTP server to your computer. I recommend Blackb0x FTP.

Download this: Multiupload.com – upload your files to multiple file hosting sites!

Copy PKG to a memory stick and plug this into your PS3.

Install Package from XMB (requires 3.55 Geohot).

Run Gran Turismo 5 from the XMB, Don't worry if it black screens and you can't access XMB, it's supposed to do this.

Restart your PS3.

Open your FTP program again, and run your FTP server on PS3. Navigate to dev_hdd0/BCUS98114/USRDIR/

Copy the following files from your backed up GT5 disc: GT.VOL and the Movies folder. DO NOT COPY EBOOT.BIN. Leave the one that is already in there alone, this is the modified EBOOT.BIN that allows it to boot from the HDD.

Once this is complete. Exit your FTP Server and run the game from XMB. Cancel the update as this will overwrite the modified EBOOT.BIN and will stop the game booting and you will have to do the whole thing again.

Have fun.

Regarding Red Dead Redemption (Thanks Cayspekko):

This is how I did it. (It might only work after you've run the retail disk already)

First I renamed /dev_hdd0/game/BLUS30418 to BLUS30419-BU (if you've already used the retail disk). Then I followed the steps in the rar:

1) Install PKG

2) COpy everything from PS3_GAME to /dev_hdd0/game/rdr

3) Copy PARAM.SFO to /dev_hdd0/game/BLUS30418

4) Run Red Dead Redemption

5) Install will hang at 100%

6) Install PKG again

7) Copy PARAM.SFO to /dev_hdd0/game/BLUS30418 again

[?] Run RDR from xmb and enjoy

9) Repeat steps 6-8 everytime you quit

Regarding Heavenly Sword (Thanks Syntenic):

1) Install PKG [from here](#)

2) Make New folder in /dev_hdd0 called HVSWGAME

3) Make New folder in /dev_hdd0/HVSWGAME called USRDIR

4) Copy the folder HS from inside your backup USRDIR (if you used MultiMAN – /dev_hdd0/GAMES/BCES00078/PS3_GAME/USRDIR) to /dev_hdd0/HVSWGAME/USRDIR)

5) Go back to the XMB AND PLAY! (for some reason everything comes up in the Unknown folder at first but you can change this by pressing Triangle on the game icon and going to Information then Edit the Album name ⬚ )

[BLES00444 - Eternal Sonata Euro Version (thanks min2max)](#)

Copy UP0004-BLES00444_00-0000111122223333.pkg into the root directory of an usb stick or external hdd.

Install on PS3 OFW3.41 JB. Copy from your backup the folder /ps3_game/USRDIR/archives to the internal

hdd of the ps3 by ftp or with any ps3 filemanager to /dev_hdd0/game/BLES00444/

Start the game directly from XMB - no more JB needed!

Enjoy :D

**Please do not take any of the above without my permission, I spent hours finding these... Thank you to all developers (Yes, you are now dubbed developers ⬚ )**

**Incoming search terms:**

- ps3 3 55 homebrew
- ps3 3 55 download
- uncharted 2 FIX 3 55
- x-blades eboot 3 55
- red dead redemption 3 55 fix
- killzone 3 3 55 fix
- 3 55 pkg
- uncharted 2 3 55 fix
- pkg 3 55
- Red Dead Redemption 3 55

# 748 comments

1. Toccara Tortorice / January 20, 2012

   Quite definitely informative article. I love it. Appreciate your discussing, although the video is ok.

   Reply

2. copy psp games / January 20, 2012

   Hi there, I would like to subscribe for this weblog to take most recent updates, so where can i do it please help.

   Reply

Home | Xbox 360 | PS3 | PC | PS Vita | Wii | 3DS | PS2 | PSP | Mobile | 2011 Best Games | Features | News | Previews | Reviews | Videos | Cheats & Guides | More

# PS3 piracy - it begins. First hacked game shown running on unmodded PS3

**Castlevania takes the dubious honour of being first**

*Words: Justin Towell on January 10, 2011*

49 Comments | Email | +1 0 | Tweet 0 | f Like Confirm | Share / Save

JUSTIN TOWELL
CONTENT EDITOR

After last week's cracking of the PS3's master key, it was only a matter of time before the first full pirated game booted up on PS3. And... it has. Castlevania: Lords of Shadow has been shown running off a hard drive, with the PS3 convinced it's a PSN game. GeoHot, the hacker responsible for publishing the key online, may well be 'totally against piracy', but the pirates in question are gleefully touting 'GeoHot's custom firmware' as their springboard. D'oh.

Fortunately for Sony, at this stage it's still a complex thing to do to get it running, which is well beyond the capabilities of 'normal' gamers. But now the dam has been breached, it's unlikely anyone's going to stick their finger in the hole because they're having second thoughts.
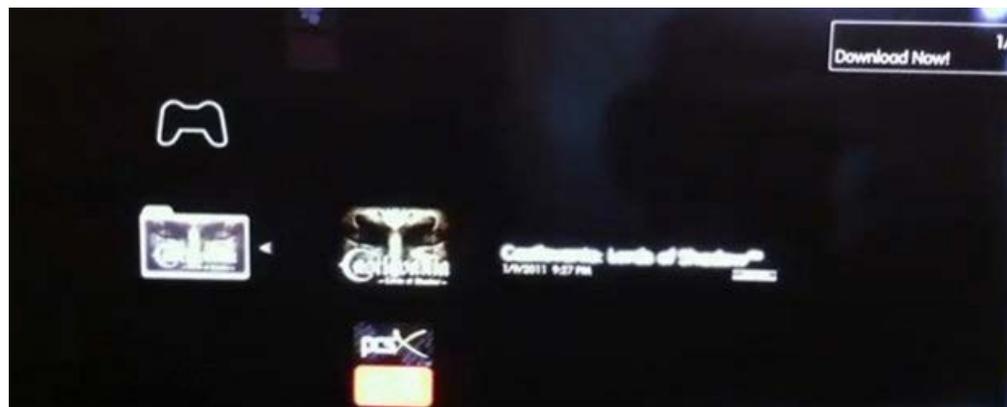


**Above: There it is - Castlevania installed to a retail PS3 hard drive like a PSN download game**

Now. There is a very strong argument for us not posting stories about pirated games, as it can only exacerbate the problem, so I won't link to the site that reported this. But the comments field there is an amazingly interesting read, if only as a study into human behaviour.

**Blade86 - 6 Hours Ago 07:05 PM**                                      ↩ Reply

OOOOOOOOOOOOOOOOOOOO MYYYYYYYYYYYYYYY GOOOOOOOOOOOD 😊
What can I say???? LETZ DO SOME EBOOT.BINs
All of us!! Come on
BÄÄÄÄÄM
As i told 😊 Just edit the f**king path 😊 YEEEEEEAAAAAHHHHH

There are also pages and pages of people failing to get it to work, like this...

ProfChaos - 1 Hour Ago 04:58 AM          ↩ Reply

If you don't mind me asking when you signed the elf was it significantly smaller then its original size?

...which has reached such a high level of assumed knowledge, I can't do anything but imagine it literally.



I used to be much bigger...

**Above: My elf was *so* small the ink acted like a tattoo and now he refuses to load any PS3 games whatsoever**

I know, the situation's not funny. Be sure to read our previous article on why this is all a Very Bad Thing right here.

*10 Jan, 2010*

## We recommend:



Final Fantasy XIII-2 review | GamesRadar



If video game power-ups were advertised



This sexy Mario statue is NSFW and definitely UNOFFICIAL... but we can't help but laugh



Who is the hottest woman without pants? **(StyleBistro)**



What Megaupload's Demise Teaches About Cloud Storage **(CIO)**

[?]

## Related

### Games:

**Castlevania: Lords of Shadow (PS3)**

ADD TO MY GAMES

▼ **Hide Videos and Screenshots**

### Featured Content



## Top 7... Final Fantasy spinoffs
18 Comments



**Final Fantasy XIII-2 review**
55 Comments



**13 games we want announced in 2012**
120 Comments



**The 100 most anticipated games of 2012**
142 Comments



**League of Legends roundtable - Is Sejuani worth buying?**
13 Comments

# Why the latest PS3 crack is disastrous for Sony and for gamers

**Don't let anyone tell you it's a good thing**

*Words: Justin Towell on January 7, 2011*

117 Comments   Email   +1 [0]   Tweet [0]   Like Confirm   Share / Save

Every school kid dreams of unlimited free videogames – it's the modern version of being locked in a sweet shop. But the triumphant proclamations of 'PS3 jailbroken' and 'Hacker claims PS3 is hacked for good' are potentially the worst news Sony fans could ever hear. So let's look at why this week in particular may be remembered in future years for all the wrong reasons.

JUSTIN TOWELL
CONTENT EDITOR

## So what's the problem exactly?

A guy called George Hotz (known online as GeoHot), said to be the man responsible for jailbreaking the iPhone, has published the PS3's master key online. This master key sounds like an item from The Legend of Zelda, and in truth it's no less mythical. It's a list of digital signatures that are used in software to tell a PS3 that the program it's playing is an officially licensed Sony product. Copy that and you can make a PS3 play anything.

'Chipped' consoles pass security through physical means (and can normally be combated through firmware upgrades), but the big deal about this latest hack is that it's supposedly undetectable by normal, retail machines. The codes are built into the hardware, so shop-bought PS3s will happily boot up pirated game discs or package files and believe they're 100% legit. They'll feed back to Sony's servers that everything's fine, allowing full online play.

It is even alleged that the only way to combat this breach would be to revise the hardware itself. You know, a *mass recall* by Sony where everyone sends their PS3s back to the manufacturer for a new security system to be installed. And that just ain't gonna happen.

## Sony's response

Sony has responded to the issue with a very short statement, saying:

*"We are aware of this, and are currently looking into it. We will fix the issues through network updates, but because this is a security issue, we are not able to provide you with any more details."*

### Most Commented

**121** Comments — 13 games we want announced in 2012

**60** Comments — Why winning at FIFA 12 disgusted me so much I'll never play it again

**55** Comments — Final Fantasy XIII-2 review

**19** Comments — New Soulcalibur V ad keeps it classy just in time for the game's launch

**19** Comments — Resident Evil: Operation Raccoon City GR GamePlay demo

### Connect with GamesRadar

However, the hackers say the *entire console* is compromised and that network updates will have zero effect. It's important to stress that GeoHot and the group of hackers he works with claim they do not believe in piracy – all they want to do is go back to not being restricted to Sony's OS so that they can run independently created and developed software. GeoHot himself admitted he is worried about a lawsuit, but said:

*"I am confident I would win since what I released was just a number obtained by running software on the PS3 I purchased"*

However, there's no denying his Twitter feed once looked like this:
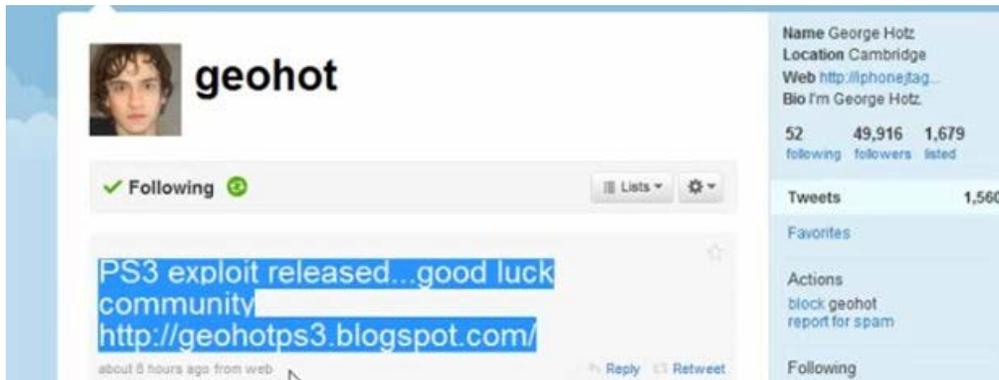
And now looks like this:
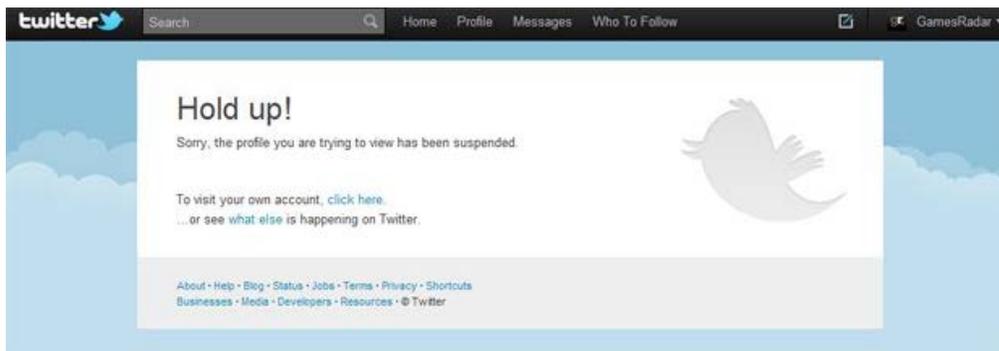
Coincidence?

## Know your arguments!

Sure, it's easy to argue the case for hacking a console in this way. Firstly comes the **"we're only getting back what we originally paid for"** argument. Sony's decision to remove the 'Other OS' option from PS3 via a firmware upgrade (downgrade?) annoyed a lot of people. Meiks is the only member of the GR UK team to have installed Linux on his PS3 and he rather bluntly describes it as 'shit'. It didn't use all the PS3's processors, ran like a 7-year-old PC and could barely stream an SD episode of Lost without breaking. As a result, very, very few people used it. But it sure gave people a reason to get angry when it was taken away, and a reason to start hacking.

The second argument is: **"I don't believe in piracy – I'm only going to use homebrew on it."** If you've paid for a computer of any sort, many believe you should be able to run your own applications on it. While this does infringe End User License Agreements, it's arguably harmless enough for bedroom developers to potter away with their 'GOTO 10's (am I showing my age there?) and I admit I am totally jealous of anyone who has Flash on their iPhone. Even so, if you break the EULA, you're breaking a legal contract, so you're always going to be on dodgy ground

where the law's concerned.

The third argument is the oldest. ***"Games cost too much anyway - who are the criminals really?"*** OK, fine. But when everyone has easy access to free games and nobody pays for them, the developers get zero money. What's the point of having infinite access to free games when no developer can stay in business long enough to make new ones? That's the reality of it. With game budgets already so big that a single flop can destroy you (R.I.P. Realtime Worlds), the prospect of widespread piracy is a death knell. Oh, and shops 'mark-up' prices for a reason. They *employ* people. Probably even the parents of the gamers playing the pirated games.

The fourth argument is possibly the most stupid. ***"Sony's making money on every PS3 they sell, so if more people are buying full-price consoles to play the free games, everyone's a winner"***. Wrong. PSP may well have sold millions of units to people who want it to play old SNES games on the train, but this kind of market is not sustainable. Wonder why PSP's software line-up is so poor? Sales just aren't high enough to encourage devs to release their premium fare. And look at Nintendo DS' crash in software sales thanks to that damned R4 card. Game piracy will not make Sony happy. It's extremely selfish, highly illegal and no good for anyone in the long run.

# What you can do

I'm going to sound like every anti-piracy advert that you try to skip past on DVDs, but it's at times like this that true gamers need to be resolute. So probably best to read this in the voice of South Park's school councillor, Mr Mackey. Don't get suckered in, mmmkay? If you love games, then buy them. It's healthy for the industry and you'll value them more.

What would we do if consoles died out because they no longer work as a business model? We'd probably make games ourselves. And then we'd undoubtedly hope that someone pays us for doing it. After all, all that hard work ought to be rewarded, right?

*07 Jan, 2011*

Sources: BBC, Next-Gen, OneFaceInAMillion

## We recommend:

BioShock Infinite gets punishing 1999 Mode

13 games we want announced in 2012

Top 10 best-selling games of 2011 worldwide includes tons of warfare and dancing

Next Xbox console to be six times more powerful, headed for fall 2013 release? **(Engadget)**

G-String Wedding Dress Is Anything But Virginal **(The Stir By CafeMom)**

[?]

**WTF is Destructoid? Read this first!**    Got news? **email us**

# DTOID COMMUNITY
COMMUNITY-AUTHORED BLOGS AND FORUMS

create an account | login

| Home | Buy & Sell | Wii U | PS Vita | 360 | PS3 | Wii | PC | 3DS | PSP | Reviews | Videos | Blogs | Forums | Fight |

## MathewRD's blog

⊕ Follow
RSS
Contact



| mathewrd's blog | comments | all blogs | your blogs | your friends |

### Piracy and Homebrew.
↘ MathewRD | **12:56 PM** on 12.31.2010

💬 **23 comments**

## About Me                                    edit

I'm just here to play some games.

## Gamer Profile                               edit

**3DS friend code:**
**Steam:**
**Battle:**
**PSN:**
**Mii:**
**Gamertag:**

## Following (1)                               edit



The new Dtoid post with Ps3 homebrew available seems to have people a bit bothered by it. But people are generalizing, one of my pet peeves even though sometimes I have done it. Rarely, but I have. And here's the thing....Well, first, here are the three different types of Piracy I see:

**Non-Victimized Piracy** = Stealing games that are so old the developers don't give a shit about them anymore. AKA; PSX, SNES, Nes, Sega, Dreamcast, etc. This kind of piracy, isn't a bad thing in my opinion. The developers already got their money when the game is released, and the games are so old, you can't just go out and buy them in stores. I honestly have no negative feelings towards these pirates who pirate old games, and old games alone. They're not doing the right thing, but they're not doing the wrong thing either.

**Test-Piracy** = This may be a myth to some people, they might not believe it exists, but it does. This is the art of stealing a game for testing purposes ONLY. For example, Bad Company 2. I had downloaded this game. And you know why? PC users were having massive trouble getting this game to work 200 pages of people having problems getting this game working. I, luckily, tested it for free, and then bought it because it worked for me. Test-Piracy also includes stealing a game to see if it's worth your money. Like a demo, don't play the whole f***ing game and say that was a test. Run through levels 1-3 and decide if it's worth it. Limit your time on it. Also, Test-Piracy is a lot more common with PC Gamers.

**Victimized Piracy** = Stealing games just so you can play them and not pay money. This is my issue with today's pirates. They're the reason we can't have Test-Piracy anymore. These people are the selfish people who steal modern games developers are trying to make money on, and therefore are the cause of several problems (PC ports probably being one of them.)

Now that I've cleared that up, what I'm saying is the homebrew should stick to Non-vicimized piracy rather than Victimized. Saying homebrew is just a coverup for piracy is **ignorant**. My Wii has 100000 more uses than a non-homebrewed wii. I can play user made games, I can watch DVDs, I can just play music, I can transfer save data, I can use SSBB hacks, I can run any Nintendo system ever, I can browse all the homebrew for the wii, I can do lots.

All I'm asking, is stop generalizing homebrew as piracy. Homebrew does usually lead to piracy, but that's not all it is. And that homebrew should be homebrew + Non-Victimized piracy. That'd be nice.

**Attached photos:**

### Around the community:



Bloggers Wanted: Improvement



Your complete guide to Destructoid

Privacy

**Is this post awesome? Vote it up!**

1
FAPS

**Those who have fapped:** pedrovay2003

Post a comment! You can also **post a photo** below:

# Comment with Facebook

Click connect and comment instantly!

# Comment with Dtoid

LOGIN

New? **SIGN UP** - it takes 5 seconds

## 21 comments | showing # 1 to 21

prev                                                                next

**sheppy**  🔲 follow                                               ✉ send PM

Problem is, regardless of intention (aka, Homebrew), the more common use will be victomized piracy. Put another way, the gate is open, irrepairably so, and despite the best of intentions (see: PSP, Dreamcast, DS), the evil has been done. And most of the pirates, frankly, are not the good kinds. PSP was brought to it's knees if you follow the sales trends once ISO loader dropped.

The problem, sadly, is saying "fuck those gamers who would do that kind of stuff." PSP focused on a consumer tech savvy enough to know how to steal PSP games, Nintendo decided Brain Training and Nintendogs was more important. One had a huge paying consumer base that felt entitled to free games. The other one had a larger paying consumer base and only the games focused on "gamers" suffered terrible sales because it was so easy to steal with an R4.

I don't deny the PS3 being cracked is going to bring out some really cool stuff but I would have to be an idiot to think it won't do more harm than good to the platform and developers on it.

**Epic-Kx**  🔲 follow                                              ✉ send PM

Well, since I do Non-Victimized piracy so u can play games I never got the opprotunity to play those games while they were out on console. I felt this blog, WHILE FULL OF CONTROVERSY!!!!, was pretty informative...

**rexwolf2**  🔲 follow                                             ✉ send PM

Well, homebrew's fine, and I actually go to the extreme with non-victimized piracy, by only doing legal online emulation (VirtualNes), and even then not playing a single game available on Virtual Console.

But, test-piracy, to me, seems to be a gateway into victimized piracy, and we all know how bad that is for developers.

**Daxelman**  ☐ follow

☒ send PM

From what I understand, Console Piracy is about as rare as someone coming up with the idea that the Republic of Congo is going to drop bombs on Russia.

**meteorscrap**  ☐ follow

☒ send PM

@Lenigold

Personally speaking, I generally fall into the non-victimized piracy side. Before I even consider downloading a game I don't actually have a physical copy for, I ask myself three questions:

-Is this game over ten years old? If not, I don't download it.
-Is this game two-generations back from the current generation of that console? If not, I don't download it.
-Is there some way for me to pick up a legitimate copy of the game *which supports the developer and/or publisher?* If there is, I don't download it.

Beyond that, I don't see how I'm harming the industry. If I've made every attempt to not only give the publisher time to rerelease the game via XBLA/PSN/Wii and/or track down a copy and I can't turn anything up, I'd call it abandonware and feel little guilt about grabbing it.

**DaedHead8**  ☐ follow

☒ send PM

I agree with you on everything but the test-piracy issue. The problem with test-piracy is it inflates the numbers which isn't a good thing. Developers aren't going to look at the numbers and just assume that a bunch of those people bought the game after pirating it, they are just going to see a bunch of people who played the game for free. Thus they are going to react accordingly. If you support the games industry at all, you won't pirate for any reason (with the exception of old school games that haven't made their way to the virtual console, XBLA or PSN).

**MathewRD**  ☐ follow

☒ send PM

@Meteorscrap,

I understand what you're saying, but honestly, don't take Lenigod seriously. Pretend it's just ambient noise in the comments.

@Daxelman,

If I understood that correctly, you're saying console piracy is rare. In which case, I would have to disagree somewhat. Like the wii, it's so easy to pirate that everyone does it and it's the reason we don't see many good sequels (Madworld 2, HOTD Overkill 2 maybe). Both Madworld and HOTD Overkill were put in bargain bins at their launch date, despite how good they are. The casual audience seeks not so violent games, while the more hardcore tend to pirate more. And if you consider the DS/PSP a console, then yeah, it's pretty common there too. But for newer gen consoles other than the wii, I haven't seen much, although I'm sure there are lots of pirates on there too.

**Elsa**  ☐ follow

☒ send PM

If you want to play old games, then buy an old console (most of them can still be found) and yes, sometimes you have to pirate games for consoles that are no longer being made... but there IS NO EXCUSE for pirating games for current consoles. It is very simply theft and hurts not just publishers and the developers, but it also hurts other gamers.

Homebrew is something slightly different, but if you want to make your own game, then both Sony and Microsoft have venues for this. If you want to make an app, then look to apple where you can legitimately do this. The majority of the "homebrew community" simply exists for the reason of pirating current games and not paying for them.

I'm tired of paying inflated prices to support pirates, and I'm tired of seeing devs drop support for a platform (PSP) because of game piracy. There are many legitimate venues for people who want to be developers... the illegitimate venues usually lead to illegitimate uses.

Again... this is why we can't have nice things... like the "other OS" option in the PS3.

**Malik**  ☐ follow

☒ send PM

Intents are meaningless. The results are what matter. My intent could be to make

**GameTrailers.com**

GT.COM     Web   Users

Home | PC | PS3 | Xbox 360 | Wii | PSP | DS | Mobile | More...     Side Mission | Game Reviews | GT Motion | SHOP | User Movies | Forums | Cheats

**Games of February**
The Vita launches, along with a bunch of big games!

**FORUM SEARCH**

SUBMIT     Forum CP | FAQ | Adv. Search | My Posts | New Posts | Who's Online

Forum Home » Sony » PS3 » **Do you have homebrew on your ps3?**          Page 1 of 6:  1 | 2 | 3 | 4 | 5 | 6 >

**Vote Now:** Do you have homebrew on your ps3?

1.     Yes, I ONLY have homebrew and it's great!

2.     No, I have my ps3 hacked for piracy

3.     No, I don't have it because I don't want it (explain)

4.     I don't know if I want it or I will wait before I get it

You must be logged in to vote.

**b33eazy**
Level 11

**Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 8:41 pm

With the whole expansion of homebrew on the ps3, Snes, Sega Genesis, Other OS, etc, have any of you delved into the world of homebrew? Why or why not? Also, I should mention that I only mean homebrew, not piracy...

NEXT LEVEL
Join Date: Sep 28 2007
Posts: 6191
Location: GA

_____
Signature has been removed because it either exceeded max sig dimensions of 615 x 100 (including text), was over the 300 kb size limit, or broke referral advertising rules. Please read the rules! [modded by FaithlessMr]

**MmaFan-Qc**
Level 5

**Re: Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 9:14 pm

no, because using a CFW only for homebrews is total bullshit, everyone here know its for piracy, no need to hide behind the old "dude, i swear its only for homebrewzz and emulatorz...im not a thief dude!" shitty lie.

if i want emulators, my pc was able to do it for the last 17 years....no need to do it on a ps3, if i want to view .mkv video files, simply use PS3 Media Server, homebrews usually suck monkey balls 99% of the time...so no need to hack my ps3 for a 1% usage.

NEXT LEVEL
Join Date: Apr 24 2010
Posts: 2338
Location: in your bed with your wife

now close this shitty thread

_____

**MmaFanQc** — World Ranking: 3,164 / Total Trophies: 2,319 — ⭐15 — 41%

1
48
319
1,951

**Bunchie**
**Level 8**

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:14 pm

i want to mod my PS3 but only for emulators and low-rated Ps3 games, i will still support the good devs buying their games tho...

_____

Signature has been removed because of **awesomeness** Please read the rules! [modded by EpicBox]

Join Date: Apr 21 2010
Posts: 1330

**SacredWolf**
**Level 1**

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:15 pm

**MmaFan-Qc said:** no, because using a CFW only for homebrews is total bullshit, everyone here know its for piracy, no need to hide behind the old "dude, i swear its only for homebrewzz and emulatorz...im not a thief dude!" shitty lie.

if i want emulators, my pc was able to do it for the last 17 years....no need to do it on a ps3

now close this shitty thread

> **MmaFan-Qc said:** no, because using a CFW only for homebrews is total bullshit, everyone here know its for piracy, no need to hide behind the old "dude, i swear its only for homebrewzz and emulatorz...im not a thief dude!" shitty lie.
>
> if i want emulators, my pc was able to do it for the last 17 years....no need to do it on a ps3, if i want to view .mkv video files, simply use PS3 Media Server, homebrews usually suck monkey balls 99% of the time...so no need to hack my ps3 for a 1% usage.
>
> now close this shitty thread

Join Date: Jan 10 2011
Posts: 295

Sensitive. ^

And no, I don't have or want it.

XFIRE Name: Soulblighter (mp5speci... This Week: No Games Played
Status: Offline   All Time: (W) World of Warcraft 835 hours

raptr | Soulblighter   http://raptr.com/Soulblighter
DEC 10 2011: Banjo-Tooie (XBLA)

**TheExplodingHead**
**Level 8**

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:32 pm

I have the SNES emulator on my PS3 Fat (over 50 SNES games), and I'll be using Linux for a few things in the future. That all I have right now in terms of homebrew.

_____

mR_Catz

Resident GT Bio-Exorcist

Join Date: Sep 30 2009
Posts: 5094
Location: VA Beach, VA

**snazzydash**
**Level 8**

Join Date: Dec 31 2007
Posts: 431

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:37 pm

I've been looking around but I still haven't found a good definition or description. Could anyone try to explain it to me?
But I voted I don't want it. I'm just wondering what exactly it is.

**thesnowdog**
**Level 7**

Join Date: Jul 11 2007
Posts: 5809
Location: London

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:37 pm

I'm going to wait myself until things develop (no pun intended lol) a bit more. Going to wait until Sony release an update and to see if people start getting hit with the banhammer. Mind you, MAC-spoofing isn't too far away imo...it's only a matter of time so bannage won't be a concern.

_____
Feel free to add me - PSN: arv1971 - Wii Friend Code: 1556 8384 1682 5902 - 360 harv1971

**NarutoGameKing**
**Level 4**

Join Date: Sep 2 2010

**Re: Do you have homebrew on your ps3?**   Posted: Sun Jan 23, 2011 9:58 pm
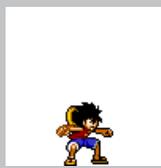
Why would you want emulators and stuff on PS3? They would run A LOT faster on a PC.
The only thing custom firmware is good for is pirated games so to answer ur question. No I don't have "homebrew" on my PS3.

snazzydash said: I've been looking around but I still haven't found a good definition or description. Could anyone try to explain it to me?
But I voted I don't want it. I'm just wondering what exactly it is.

It's illegal. It means downloading games from the internet and playing them on your PS3 ILLEGALLY. Sony knows people who are doing

Posts: 2087

this and WILL ban them eventually

**-PNT-**
**Level 8**

Join Date: Feb 23 2010
Posts: 3400

**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:14 pm

> **MmaFan-Qc said:** no, because using a CFW only for homebrews is total bullshit, everyone here know its for piracy, no need to hide behind the old "dude, i swear its only for homebrewzz and emulatorz...im not a thief dude!" shitty lie.
>
> if i want emulators, my pc was able to do it for the last 17 years....no need to do it on a ps3, if i want to view .mkv video files, simply use PS3 Media Server, homebrews usually suck monkey balls 99% of the time...so no need to hack my ps3 for a 1% usage.
>
> now close this shitty thread

yes im having a blast playing PSN games, Cfw FTW!!!

**thesnowdog**
**Level 7**

Join Date: Jul 11 2007
Posts: 5809
Location: London
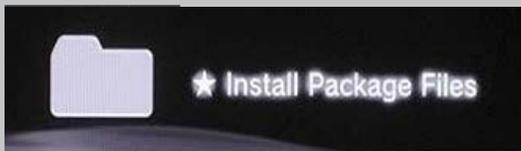
**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:16 pm

> **NarutoGameKing said:** Why would you want emulators and stuff on PS3? They would run A LOT faster on a PC.
> The only thing custom firmware is good for is pirated games so to answer ur question. No I don't have "homebrew" on my PS3.
>> **snazzydash said:** I've been looking around but I still haven't found a good definition or description. Could anyone try to explain it to me?
>> But I voted I don't want it. I'm just wondering what exactly it is.
>
> It's illegal. It means downloading games from the internet and playing them on your PS3 ILLEGALLY. Sony knows people who are doing this and WILL ban them eventually

Homebrew is not illegal, Jailbreaking a PS3 is not illegal and Homebrew != Piracy.

As for playing emulators on a PC, yes...of course it's possible, but not everyone has their PC connected to their television and many people would prefer to play emulated games using their DS3 controller.

As for the banhammer I can't see that being a problem once MAC-spoofing is possible on the PS3.

_____
Feel free to add me - PSN: arv1971 - Wii Friend Code: 1556 8384 1682 5902 - 360 harv1971

**Derp**
**Level 8**

**Re: Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 10:23 pm

Nope.avi

_____

DERP

**krayziebone99**
**Level 3**

**Re: Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 10:40 pm

I am getting a ps3 on tuesday and will be putting cfw on it and using homebrew

Join Date: Nov 17 2008
Posts: 535
Location: concord, CA

> **tdrules said:**
> **BigusBones said:** How much wud dat kind of shiz cost
> more than a dictionary

**Art**
**Level 12**

**Re: Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 10:44 pm

Why yes. Yes I do.

I just installed Erase Me v1.1

U wanna know my activity log? Well let me just erase it before I log in.

Join Date: Apr 21 2009
Posts: 9504
Location: Kattelox
Island

_____

Video     Games!

**piece-of-plastic**
**Level 4**

**Re: Do you have homebrew on your ps3?**     Posted: Sun Jan 23, 2011 10:45 pm

finally being able to play around with linux and back up my games is a blast. it's a great "fuck you" to sony and feels great having complete control over my own console.

i couldn't care less what their lawyers think, my leisure takes priority over some silly EULA. the less money i have to spend to better and sony isn't going to see any more of it for a long, long time.

Join Date: Sep 4 2010
Posts: 513

**manzoorboy06 said:** this shows that Sony doesnt care about money -_- unlike someone else (Greedy Bastards).

**Kostchtchie said:** no your DUMB

There's a reason for facepalm

**gtown**
**Level 5**

**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:50 pm

as soon as there is a decent cell utilizing video encoder, i'll hit it.

boiledice
PS3.
Gran Turismo® 5
Blissful
=)
Get a Portable ID!
10
44
★ 12    638    135
449

Join Date: Oct 20 2008
Posts: 1104

**PittsburghPirate**
**Level 1**

Posted: Sun Jan 23, 2011 10:54 pm

i only have snes homebrew currently but planning on getting the dreamcast. Hardly use it though considering my ps3 is modded to play backups, not homebrew.

Join Date: Jan 18 2011
Posts: 338

**YoungDavid said:** I have to say that SOCOM 4 is the real true SOCOM game

**IMChampion**
**Level 20**

**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:57 pm

**TheExplodingHead said:** I have the SNES emulator on my PS3 Fat (over 50 SNES games), and I'll be using Linux for a few things in the future. That all I have right now in terms of homebrew.

So pirates don't understand that they are pirates huh?

Playing the 50 SNES games you mentioned on your PS# is still piracy. You downloaded the games illegally and are running them illegally since the last time I checked SNES means Super Nintendo Entertainment System, nothing about Sony in there.

Just because it isn't a PS3 game it does not mean your not stealing, which you are.

I'm not mad at you though, its your console do whatever you want with it. I'll refrain from any illegal modding of mine.

**PittsburghPirate said:** i only have snes homebrew currently but planning on getting the dreamcast. Hardly use it though considering my ps3 is modded to play backups, not homebrew.

Another clueless thief.

Join Date: Nov 26 2007
Posts: 2151
Location: Bronx, NY

**PatriotEyez27**
Level 12

**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:57 pm

Nah,I have emulators on PC and PSP.
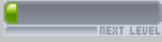
Join Date: Jul 26 2008
Posts: 6857
Location: ON

**Battlepope190**
Level 6

**Re: Do you have homebrew on your ps3?**    Posted: Sun Jan 23, 2011 10:57 pm

No, Homebrew (which always leads to piracy) is cancer and stupid.
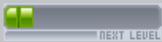
Join Date: Feb 22 2010
Posts: 2901
Location: E1M5 Phobos Lab

Has homebrew completely gone to piracy?

**ngu**

▷

| Forum | Competitions | Videos | Bookie | Arcade | What's New? | Sections |

Today's Posts    Community ▼    Forum Actions ▼    Quick Links ▼                    Advanced Search

🏠 Forum 🔹 Site Events and News 🔹 Universal Dumpster 🔹 Has homebrew completely gone to piracy?
**DONATE 10$ to BECOME PREMIUM AND REMOVE THE ADS!**

Results 1 to 10 of 38    ▼ Page 1 of 4   **1** | 2 | 3 | … | ▶ | Last ▸▸

**Thread: Has homebrew completely gone to piracy?**

LinkBack ▼    Thread Tools ▼    Search Thread ▼    Display ▼

📄 01-25-2011 04:56 PM                                                                    #1

**[ABLE]** *Jmclark*
Skilled Typer

PREMIUM

Status: *Offline*

Join Date: Jun 2010

Location: Maine

Posts: 288

Reputation: 133

📄 **Has homebrew completely gone to piracy?**

Just something I've noticed over the past few weeks. Ever since CFW let you pirate games (don't really know when it started), it's been what almost all of the threads in here have been.

I know that's cool to some people, but what about the actual reason CFW was made, for homebrew? I'm still reppin' the Geohot CFW, because I don't care about piracy. I'm not hating on it, do what you want, but I would rather support companies. I'm just disappointed that there's almost no cool new homebrew apps coming out, besides all these Backup

Has homebrew completely gone to piracy?

Managers and stuff.

So is homebrew pretty much dead besides piracy?

Points: 19,595.24
Bank: 0.00
Total Points: 19,595.24
Donate

Share

**[Only registered and activated users can see links.          ]**

---

01-25-2011 05:04 PM                                                    #2

*juddyloves...*
**I'VE GOT JUNGLE FEVER**

PREMIUM

From homebrew piracy is born, there is just no way to stop it. And lets
be honest I would rather get free games then buy them.

Share

*To view links or images in signatures your post count must be 10 or
greater. You currently have 0 posts.*

Status: **Offline**

Join Date: Apr 2009

Location: Isle of Man

Posts: 5,067

Reputation: 10000

Points: 33,644.31
Bank: 1,458,742.08
Total Points: 1,492,386.39
Donate

---

01-25-2011 05:24 PM                                                    #3

**PlayDude77**
Hamburglar

What i really really want right now is a N64 emulator!
Sure hope someone is working on one already! 🙂

---

Has homebrew completely gone to piracy?

**PlayDude77**
Hamburglar

Status: **Offline**

Join Date: Aug 2010

Location: Portugal

Posts: 343

Reputation: 293
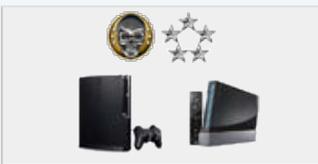
Points: 13,121.04
Bank: 0.00
Total Points: 13,121.04
Donate

What i really really want right now is a N64 emulator!
Sure hope someone is working on one already! 🙂

EDIT: whoops, double post. i'm sorry about that! :/

*Last edited by PlayDude77; 01-25-2011 at 05:29 PM.*

Share

01-25-2011 05:32 PM                                                              #6

**[eGc*] iAce**
Ninja Turtle

3

Status: **Offline**

Join Date: Jul 2009

Location: Ny

Posts: 350

Reputation: 439
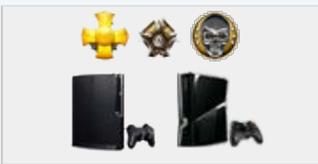
Points: 20,408.26
Bank: 0.00
Total Points: 20,408.26
Donate

I think it's bullshit people said: "Homebrew is amazing, it's gonna bring
unbelievable apps." The only thing i've seen so far is shitty emulators and
piracy.

Share

[Only registered and activated users can see links.                          ]
Support my youtube channel?

❓

# The webpage cannot

## Most likely causes:

**PS3HAX NETWORK**

THE OFFICIAL HACKING SCENE OF
PLAYSTATION 3

## Homebrew is Inevitable, so is Piracy

General, Homebrew, PS3 Hacks, 10.09.2010



Judging by the history of the previous game consoles homebrew/Linux will be inevitable on the PS3, but with homebrew always comes piracy right behind it. A post on **pagetable** goes into detail about the history of game consoles and how they all led to piracy in the end.

The PS3 as most know has gone the longest without being hacked, four years it took to develop a *complete* exploit. The only other game console that comes close to the security of the PS3 is the Gamecube, which even then only took a year to exploit.

So will piracy slowly kill the PS3 just like the other consoles?

Maybe, with the PS3 now open from all angles there will be loaders developed for it. Actually the first 'homebrew' application for the PS3 wasn't a standard 'hello world' like the other consoles, it was a backup manager meant to backup your games that you own to increase load times and convenience of not having to swap disks. But backups have already appeared online and this is just the beginning of warez for the PS3, soon PSN games will also be released online and then Sony will start loosing more than profiting. PSN is a free service unlike the xbox so if disk games and networked games become 'freely' available what will happen to PSN? Well most likely the income from PSN+ and anything else that the PS3 is still making money for them wont fit Sony's needs and just like with the iPhone and their app-store all the features you would normally have to pay for will become free in a 'community' app-store including the ones created by paid developers.

So what all these cooperate people make big money just for software, I paid for the hardware I can do whatever I feal like with it. True, the hardware is yours you can do what you please with it. The problem is the developers that create these games and applications for you are paid to do so ( the legit ones from PSN/Sony, not the homebrew apps ) and when you start stealing these from them the developers still have to be paid. So in turn Sony is loosing money trying to pay their developers for the game they have already created and released but everyone else is downloading it, so in turn the developers will notice the PS3 as a loss for development since if a great game is created the more people will pirate it and even if its a 'average' game less people will buy it. The PS3 already has a lack of games ( compared to xbox ) and now that the PS3 is open for piracy is a high possibility that even less games will be created like the PSP. Well that is unless Sony does what MS [did/is doing] which is doing everything they can to defeat piracy via means of bans or console locks. Admittedly MS has done a lot of things frowned upon by the community, but even then they still have more games in development than the PS3.

So hopefully the PS3 wont follow the histogram of all the other console and fall to piracy, Sony did a great job on securing the system and props must be given to them for it. But if piracy gets out of control now that we have full access to the console things **will** turn for the worse. Remember everyone these consoles are hacked to give access to the hardware we pay for not to give you access to all the games you want for free that developers spent a lot of time on away from their family working on. I doubt half the readers of ps3hax will read this message but for those who do lets try to make the PS3 the first console to be 'open' and working *with* the developers, if not Sony will undoubtedly lock down the PS3 like the PSP and it will be a wasted effort on both ends. Piracy is the only 'homebrew' that kills consoles and many would rather keep their $200 investment functional online and with new games as intended.

tl;dr Don't be a pirate. [/rant]
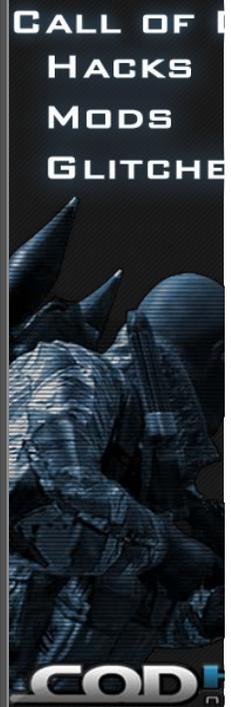
Tags: ps3 otheros linux piracy history console homebrew

**Discuss in Forums (40)**

## 40 Comments

### Fugitive
09-10-2010
09:10 PM

**1**

i hear that :\ i have a bad feeling about it tho, mostly because the exploit is so easy. insert dongle, boom bap boom. magic. no soldering involved or opening of the ps3 at all. when i did my og xbox and my 360's. u had to get in the guts of the system. that stopped a lot of people that did not want to void the warranty, had no real skills in soldering/common sense or were afraid to damage it. with all the usb boards and psfreedom ports…i just dont know. at one point (whilst flashing a xbox 360 elite) i was having such a pain in the ass time cutting traces on a dvd drive board and soldering into tight spots…i wished for a easy solution like the one for the ps3. however, it just seems so easy. anyone can just buy one and do it, or take it to their buddies house and show em. :\

### FreakAlchemist
09-10-2010
09:23 PM

**2**

i could care less about downloading ps3 games.i want mine's hacked for one reason alone and that is to use it as a computer (since i own a slim i can't install linux).it is true that i only wanted a ps2 for free games but come on that was PS2 (it had all the best games).the same can't be said for the ps3 most of the good games on it i already brought them.there's nothing more i would want to buy other then resident evil 6.
zzZ

### mrpitman
09-10-2010
09:27 PM

**3**

Well, the way I look at it as Sony had it coming to them. If they'd lower their game prices then ppl wouldn't have to pirate it. What I'm saying is if Sony cut their game prices in half they would see more games. Now they've become greedy. Btw, they shouldn't even charge for map packs since most everyone has already paid $63.xx for the game, and by the time they release all the map packs, addons, etc. The gamer is already in the hole by $40+ just for map and addons. So I say FU Sony and I'm glad the console has been hacked and I'll be pirating every game I can get my hands on. :thefinger:

### me_plz
09-10-2010
09:33 PM

**4**

I like the efforts of the first release of the psgroove with the no backup booting support. I dont want to lose my online ability but i also want to be able to add features to my ps3 awwwwwww the agony of decisions. If something doesnt happen fast then im updating, I pre-ordered Black Ops and all bets are off if there is no update to the jailbreak. i'm giving it… I dont know… untill noon tomorrow if there is no update to groove i'll have to wish for the best an update my ps3

### Pockets69
09-10-2010
09:34 PM

**5**

had already read it somewhere, just makes me dream about linux again! but this time linux will be hacked not given by sony.

**BoredUltimatum**
09-10-2010
09:41 PM

**6**

While I don't think piracy causes as much damage as it's cracked up to be, I'm seeing more and more people openly wanting to download and play pirated games on the PS3. So, I'm starting to wonder how close reality is getting to the 'poor-me' distributors that greatly exaggerate how much piracy causes revenue loss (RIAA and MPAA from the media sector for example). I hope piracy doesn't have an adverse affect on the PS3.

I wonder how long before the capability is even there though. The open-source SDK is nothing but a blank readme and no official (full) SDK can be found unless you know the right people. I really want to play around with the power of the PS3 but the community SDK is not and I can't find the official anywhere aside from just docs. Ya, getting the official SDK probably would constitute as piracy, but that (currently) is the only way to possibly write a PS3 program…

In summary, I hope piracy doesn't negatively affect the PS3 and the open-source SDK actually goes somewhere soon.

**Tokobo**
09-10-2010
09:41 PM

**7**

I wholly support this article.

Though I would have liked it if developers made their games for the PS3 itself (similar to Metal Gear Solid 4) instead of building on a PC and then porting to PS3 (the graphics looks worse). I don't mean it has to be exclusive to PS3 but at least give us graphics using the PS3 capabilities!

Regarding piracy, if you want to screw sony it's not by pirating =\ It's by boycotting their items (i.e. cameras etc). Piracy causes the DEVELOPERS to lose money more than Sony, which like the article says will stifle development.

Also hope that the jailbreak will be updated until the day Sony gives us a power OS to work with for homebrew. I'm stuck on 3.15 till now (thus not going to PSN anymore). Or maybe we can create a private network like Wii for gaming for the jailbreak users 😈

**yiyopr**
09-10-2010
09:45 PM

**8**

@mrpitman,

Don't you know that Sony has no say in the game prices, and in the dlc and map pack prices… The game developers are the ones who set the prices, not Sony. Modern warfare 2 costs $60 because Activision wanted it that way, and the map packs cost I don't know how much because Activision wanted it that way. You are screwing Sony over (they get a percentage from game sales), but really you're mostly screwing the game developers over. The prices are not Sony's fault.

With that being said, I agree $60 for a game is just way to F***ing expensive! Its pure capitalist greed. If the game developers someday decide that they don't want to screw over their customers anymore, I'll happily pay $20-$30. But until then I'll pirate away. And I'll do it with my head up high and my balls down low, because I know I'm screwing over the bastards who screw over millions of paying customers, and its a good feeling! 🙂

**lydexicboi**
09-10-2010
09:47 PM

**9**

There is no way sony would drop the price on games. Lets go down the list lets say it costs $2million to develop a game straight away the developer has to make their money back @ $99.99 a copy thats over 20,000 copies needing to be sold, easy you say but no. All 4 of these entities below need their share from the sales.

Developer $39.99
sony $30.00
wholesaler $15.00
retailer $15.00

So now you can see that the break down is even worse so for the developer to recoop their cost alone they will now need to sell 50,000. Unfortunatly when you drop prices something has to give and I can tell you the first one to lose is the retailer followed by the wholesaler and then the developer. Sony will always dodge this bullet on dropping the price as they are the only ones who dont need to.

My rant has nothing to do with piracy, thats a whole other basket

# GBATEMP.NET
### UNDERGROUND GAMING COMMUNITY

| Home | **Forums** | Blogs | Gallery | Ask! | Arcade | Reviews | Tutorials | Downloads | Wiki | ⚲ |

Forum Rules · Site Index · Calendar                                    Search · View New Content

GBAtemp.net ? Console & Handheld Discussions ? Nintendo 3DS Discussions ? 3DS - Hacking & Homebrew ? Piracy or Homebrew

« PREV   Page 5 of 6   3   4   **5**   6   NEXT          👥 1   You cannot reply to this topic

**Piracy or Homebrew, If you can only have one without the other, which would you ch**

**Poll: Piracy or Homebrew** (259 member(s) have cast votes)

**If you can only have one without the other, which would you choose?**

Piracy   (158 votes [61.00%])

Hombrew   (101 votes [39.00%])

Guests cannot vote

---

**morphius**

GBAtemp Regular
🏅🏅🏅

Group: Members
Posts: 248
Member No.: 143,857
Joined: 21-November 08

🇺🇸

Posted 08 April 2011 - 04:54 AM                                          Post #61

Not gonna say I Have never pirated a game or two .... or 2000. However If I HAD to chose one or the other I would definitely want homebrew over piracy/backups. I am REAL curious to see what the homebrew wizards can bring to the table with the 3ds.

Top

---

**Hells Malice**

Chaotic
🏅🏅🏅

Group: Members
Posts: 2,394
Member No.: 172,712
Joined: 09-April 09

🇨🇦

Posted 08 April 2011 - 04:59 AM                                          Post #62

Piracy.
The amount of fun games i've downloaded is staggering.

The amount of fun homebrew that exists, ESPECIALLY when I can be playing a game, can be counted on one hand.

No brainer, really.

Top

---

**KingVamp**

Disgaea, top dog of NIS America!
🏅🏅🏅

Group: Members
Posts: 5,699
Member No.: 207,165
Joined: 13-September 09

🇺🇸

Posted 08 April 2011 - 05:04 AM                                          Post #63

QUOTE(Hells Malice @ Apr 7 2011, 10:59 PM)                                     ❝❞

Piracy.
The amount of fun games i've downloaded is staggering.

The amount of fun homebrew that exists, ESPECIALLY when I can be playing a game, can be counted on one hand.

No brainer, really.

Posts: 3,614
Member No.: 160,938
Joined: 07-March 09
Location: GBATemp.net

Top

**ProtoKnux**                                                                Post #69
Posted 08 April 2011 - 09:36 AM

Member

Group: Newcomers
Posts: 17
Member No.: 75,766
Joined: 20-April 07

Homebrew. Both commercial games and homebrew.

This might sound bad for someone's economy, but -just- if they put game demos, piracy could decrease. Also the best titles would sell even more. Which would encourage developers.

An issue with Wii is that piracy was so rampant that a great majority of titles that actually sold well weren't precisely quality titles. I feel like a marketer for saying this, but buying games instead of pirating them kinda forces you to choose wisely, and also put some value on what you bought. Instead of playing it for 5 minutes, and let's look for the next release.

Of course, like I said though, demos **must** happen.

I also understand the whole region lock thing, but I think there should be instead an accessory to be able to use them, like in the old days. Not just a flashcart, but something that works with originals.

Top

**linuxares**                                                               Post #70
Posted 08 April 2011 - 09:44 AM

GBAtemp Advance Fan

Group: Members
Posts: 949
Member No.: 93,429
Joined: 05-August 07

I do the "Try before buy" method.

Top

**Keva**                                                                    Post #71
Posted 08 April 2011 - 09:47 AM

GBAtemp Fan

Group: Members
Posts: 300
Member No.: 26,834
Joined: 28-September 04
Location: Wiltshire

Can't say im surprised that piracy is ranked high 😳 But i'm more interested in the homebrew then free games that ill collect but rarely play..

Edited by Keva, 08 April 2011 - 09:48 AM.

Top

**Spongeroberto**                                                           Post #72
Posted 08 April 2011 - 09:58 AM

GBAtemp Regular

Group: Members
Posts: 297
Member No.: 187,018
Joined: 09-July 09

> QUOTE(KingVamp @ Apr 8 2011, 03:01 AM)
>
> If I have a chicken, it can lay eggs or I can cook it.
>
> So it automatic if I eat a chicken it leads to eggs 😄 or if I used it to lay eggs it leads to eating the chicken?
>
> Both possibilities coexist with the chicken.

That's a bad analogy because eating it and getting it to lay eggs are a bit mutually exclusive.

As much criticism as the man got for saying homebrew = piracy, I have to say he's right if you look at it differently: he's not saying those are the same but rather that if you can get one to work the other isn't far away either.

Top

**malefactor**

Member
🎖
⭐

Group: Newcomers
Posts: 13
Member No.: 126,230
Joined: 22-May 08

🇺🇸

Posted 08 April 2011 - 12:32 PM                                        Post #73

Definitely homebrew. Whithout piracy you can still buy the games, but without homebrew your losing out on a lot of sweet stuff!

Top

**TwoBladedKnight**

GBAtemp Regular
🎖🎖🎖
⭐⭐⭐

Group: Members
Posts: 206
Member No.: 179,124
Joined: 17-May 09

🇦🇺

Posted 08 April 2011 - 12:35 PM                                        Post #74

I voted for homebrew, though, piracy wouldn't be too bad... If I enjoy a game that I've pirated I'll go out and buy it. Done this with TWEWY (My now favourite game) and a few others...

Top

**Gengar**

Member
🎖
⭐

Group: Newcomers
Posts: 18
Member No.: 194,052
Joined: 18-August 09

🇺🇸

Posted 08 April 2011 - 01:51 PM                                        Post #75

QUOTE(A Gay Little Catboy @ Apr 7 2011, 11:35 PM)                              ❝❞

-inserts my rant-
-adds passive aggressive explanation behind rant-

You sure showed me.

QUOTE(SoulSnatcher @ Apr 7 2011, 11:48 PM)                                    ❝❞

QUOTE(Gengar @ Apr 7 2011, 04:34 PM)                                         ❝❞

Homebrew.. Ah. That thing where you port crappy flashgames that nobody wants to play on the DS.

I suggest you look at this.
http://gbatemp.net/index.php?showtopic=70463

Okay. (I already know all those "programs")

1. Flickbook
How could this be fun? I'd rather play real actual games but I guess that's my opinion.
Drawing stuff frame by frame isn't fun for me, it may be for you.

2. DS Reader
*Sigh* Reading eBooks on the DS? No thank you.
I like real books.

3. DSNotes
I'd have to start my DS, start the flashcart OS and then start DSNotes. This takes way too long for something that I can do in real life much easier, better looking and I can take a look at the note whenever I want.

4. BeUp
Might be the only interesting thing. I'll let that pass.

5. Morning timer

Why on earth would I need this? I don't see any reason. And who keeps their DS on all night for the alarm?
Also I'd bet that there are only badly scaled Dragonball Z and Hentai girls skins that look horrible.


I've had enough already. They all suck in my opinion and have a horrible UI.
Oh there are also games. Well, like I said, old flash games that look HORRIBLE and stupid puzzle shit.
Why play this low resolution Comic Sans shit when you can pirate Professor Layton? For EVERY game on homebrew there's a retail version that is 100% better in graphics, gameplay and everything else.
The only games I enjoyed on homebrew and that were decently made were that Portal game, that REALLY well designed music game (can't remember the name) and Pocket Phsysics.

Also the emulators are shit aswell since nearly no game runs without some flaw or at all.


Top

R4i Gold Plus Deluxe Edition V1.4.3

Change Theme    Mark Community Read    Help

| HOME | FORUMS | PS3 | HOMEBREW | BACKUP MANAGER | TUTORIALS | CFW | NEWS TIPS | ABOUT |
|------|--------|-----|----------|----------------|-----------|-----|-----------|-------|

## PS3 Homebrew

# C4eva speaks on the Sony PS3 Bluray Drive – FW coming

Tweet

*by* WHNUNLIFE *on* JANUARY 24, 2011

We'll, if all these CFW's out there got you bored, take a look at this. **C4eva**, developer of the iXtreme LT firmware, is planning on releasing a PS3 Bluray drive firmware. If you know anything about the iXtreme LT scene, this is great news. I'm not sure what the process will be in flashing it or even if they have a beta version working yet, but one thing to remember, C4eva truly delivers.

If I'm thinking about this correctly, this would allow users to "backup" their legally owned games, burn them to a blurday disc and theoretically, they would load. To many presumptions, but very interesting indeed.

Sounds like it just might be time to invest in that Bluray Burner.

```
[2011-01-23 09:51AM UTC] #fw &lt;Zellcorp&gt; for starters your in the wrong channel
asking the wrong person the wrong question lol
[2011-01-23 09:52AM UTC] #fw &lt;Redx508&gt; wrong person?
[2011-01-23 09:52AM UTC] #fw &lt;AD`&gt; im not in the wrong channel.
[2011-01-23 09:52AM UTC] #fw &lt;dunedude&gt; not really Zellcorp
[2011-01-23 09:52AM UTC] #fw &lt;boxxstar&gt; i just got here what was the question
he just answered?
[2011-01-23 09:52AM UTC] #fw &lt;Zellcorp&gt; c4eva does 360 fw
[2011-01-23 09:52AM UTC] #fw &lt;dunedude&gt; and other things
[2011-01-23 09:52AM UTC] #fw &lt;Zellcorp&gt; this is a 360 channel
[2011-01-23 09:52AM UTC] #fw &lt;c4eva_&gt; ps3 fw will be done!
```

Source: [C4eva Speaks](#)

Tagged as: [backups](#), [bluray](#), [c4eva](#), [drive](#), [firmware](#), [fw](#)

Like

Confirm

You like **C4eva speaks on the Sony PS3 Bluray Drive – FW coming**. · Add Comment · Insights · **Error**
You and one other person like this. One person likes this. · Add Comment · Insights · **Error**

**Trackback URL:**

{ 3 comments... read them below or [add one](#) }

**brains** January 25, 2011 at 9:09 am

This is actually really good new, can't wait to see what c4eva has to release?

REPLY TO THIS COMMENT

## RECENT POSTS

PS3 "Metldr" Exploit leaked and steps to pwn

PSN access rolling out – Can change password as services are restoring

PS3 firmware 3.61 released to the wild – still no PSN access

PSN Restoration Timeline Update – likely a few more days!

multiMAN v2.00 and xmb styling

## CATEGORIES

Select Category

## LATEST COMMENTS

jnreuv on Geo's lawyers say he doesn't have a PSN account

bxnafgrrqab on Geo's lawyers say he doesn't have a PSN account

Celina on Geo's lawyers say he doesn't have a PSN account

flolfbrubre on Possible to connect to PSN on kmeaw 3.55 CFW? – Updated

PS3 Metldr Exploit leaked and steps to Pwn on PS3 "Metldr" Exploit leaked and steps to pwn

# JAILBREAK SCENE

All    PS3⌄    Xbox 360⌄    3DS⌄    PS Vita⌄    Forums⌄    Submit News

# Network ISO done, 4.00 CFW next for Cobra USB?

by *Dukio* - on Feb 6th 2012 - *1 Comment and 1 Reaction*

🔥 **2150 Views**

**Cobra USB finally delivers what they had promised before by giving us an update to the owners of the DRM-locked dongle.**

So, what you should expect in the new update? Network ISO.

With the network ISO feature, consumers now able to stream PS3, PSX games as well as DVD, Blu-ray ISOs directly from their computer. No need of discs, external hard disk or even worrying about using a major space PS3's built-in HDD.

Did a sound like your a typical salesperson? Good.

Now, what's next for the Chinese jailbreak dongle manufacturer? We had True Blue JB2 coming out of nowhere bringing us wonderful fixes to play newer PS3 games, so it is no-brainier to expect Cobra USB to do the same in the future. Let's just hope for that, folks.

> *Hello!*
>
> *Changelog of Cobra USB Fw 5.0:*
>
> *- Added support to play isos from a PC using network connection. No more waste of time copying between PC and ps3, play directly from the files on your computer!*
> *Requires to run the supplied ps3netsrv server application (it is inside mmCM 04.01.00 download) on the PC, a version for windows and linux is provided (mac users can use the windows version with wine*
> *Note: when using wine, we recommend to run directly the command line ps3netsrv.exe and not the gui).*
>
> *Currently the following items can be played from network:*
>
> *\* PS3 isos*
> *\* PSX cue+bin or isos*
> *\* Blu-Ray isos*
> *\* DVD isos*
>
> *Currently the following items cannot be played from network:*
>
> *\* PS3 games in JB directory format (planned for 5.1 release)*
> *\* PSP isos (planned for 5.1 release)*
> *\* PS2 isos (planned, but we cannot estimate the version)*
>
> *Although Cobra doesn't restrict the isos from being loaded through wifi, wifi is too slow for most*

---

## Connect with us on social networks

👍 Like    You like **Jailbreakscene.** · Admin Page · Insights · **Error**

Follow @jailbreakscene    2,375 followers

+1    1    Recommend on Google

---

**Popular** | **Comments** | **Tags**

**Another new attack on Sony's PSN after graf_chokolo news?**
June 21, 2011, 0 Comments and 0 Reactions

**3.65 PS3 Firmware Causing Freezing Problems – Report**
June 10, 2011, 0 Comments and 0 Reactions

**PS3 Game List v1.3 – Allows further PARAM.SFO editing**
March 19, 2011, 0 Comments and 0 Reactions

**Logo Design says:**
That's a great chance to win this.. Thanks for share details about...

**Cloos says:**
I hope soon I will receive my Cobra USB :D...

**Dukio says:**

uses, we recommend to use a wired connection.

- Optimized a bit the read of PS3 isos (15-20% gain in external disk, not noticeable in internal disk)

- Added dynamic firmware version spoofer capabilities. You can set the spoof in mmCM settings. As Sony release new firmwares, the spoofer can be updated by updating mmCm, without need of updating Cobra USB fw. No system files are modified by the version spoofer, all take place in ram.

Changelog of mmCM 04.01.00:

* Changed: Nethost PC server application "ps3serv" is replaced by new windows/linux application "ps3netsrv"
* Added support for playing PS3 and PSX games in ISO/CUE+BIN format from remote net_hosts (PCs connected to the LAN)
* Added support for playing Blu-ray and DVD-Video movie titles in ISO format from remote net_hosts
! NOTE: For best performance and compatibility of the new net_host interface, a WIRED network may be required (Wi-Fi is also supported)
! NOTE: Root folders served by remote hosts must contain /PS3ISO, /BDISO, /DVDISO and /PSXISO folders to enable remote content
* Added new option in SETTINGS column: "Network Servers" for setting up to 10 remote nethost IP:PORT values
* Removed: *nethost* settings from options[_default].ini are ignored and no longer supported

* Added new option in SETTINGS column: "System Firmware Version" for "spoofing" current FW version to 4.00 or higher

* Added support for thumbnail images for remote BD/DVD/PS3/PSX ISO/BIN+CUE files (*.jpg / *.png)
* Added support to copy files from one net_host to another
* Added support to delete folders from remote net_host
* Added support to view files in TextViewer from remote net_host folders
* Added support to copy games and ISO images to remote host from SIDE menu ([TRIANGLE] in XMMB/XBDM/BOARD display modes)

Cobra USB

**Categorized as** Jailbreaks & Exploits  PS3

**Tags** Cobra USB

## Dukio
**About the Author**

I'm a former founder of ps3crunch.net and a lame blogger. Follow me at @oredebe

## Related News

Like  Confirm  +1  1  Tweet  1  1

**Important message to our readers regarding Dukio and JailbreakScene**- To all of our readers: First and foremost, I want to personally thank you for supporting us. In the last few days, you may seem...

**LV2 Loader by REBUG**- REBUG has just released an handy too especially for devs considering that most jailbreak users out there hardly know what is hypervisor and LV2. Should...

**[UPDATE] The winners of Cobra USB are...**- Thanks to everyone who submitted their JailbreakScene logo design. Below are the five (5) winners. UPDATE: Due to email issue with support@jailbreakscene.com, WINNER please reply...

**PS3 SDK v3.70 leaked — includes PS3 PhyreEngine**- Forum member from ps3hax is claiming that he has leaked the full SDK v3.70 for the PS3. Check out the information below for more details...

---

Thanks, but i meant major update since the number said a leap...

3.41 **3.55** **3.55 CFW** **3.60** 3.61 3.65 **3DS** **Android** **AsbestOS** Cobra USB **Custom Firmware Maker** Doom **FBANext** **Featured** **FTP Server** gaia manager Game Boy Advance **Genesis Plus GX** Geohot Gitbrew **graf_chokolo** hermes iPhone 5 **KaKaRoToKS** **Kmeaw** LV2 patcher Mathieulh **multiMAN** NES payload PKG signer **PS3 PS3 Saga** PS3Win **PSN** PS Vita **Rebug** rogero manager **SNES Sony** spoof theme **USB Dongles** x3 Xbox 360

## Hottest posts

1. New multiMAN incoming? - 2809 Views
2. How-to boot v3.60+ PS3 games on CFW v3.55 & v3.41 without dongle — work-in-progress - 2348 Views
3. PS3 v4.00 hybrid firmware v2 released — adds debug XMB items - 2210 Views
4. Network ISO done, 4.00 CFW next for Cobra USB? - 2150 Views
5. True Blue dongle can now boot 3.6x or higher games (Update #2: Video of True Blue booting Portal 2 from HDD) - 1552 Views
6. [UPDATE] The winners of Cobra USB are... - 1540 Views
7. LV2 Loader by REBUG - 1477 Views

## Most Popular Posts

**[Breaking News] Team ACID uncovers the secret behind True Blue dongle — calls True Blue a scam. Take our poll.**
15 comments

**Important message to our readers regarding Dukio and JailbreakScene**
14 comments

**[UPDATE] The winners of Cobra USB are...**
9 comments

**Logo contest: Create a new logo for JailbreakScene and win 1 of 5 Cobra USB**
9 comments

HOME     FORUMS     PS3     HOMEBREW     BACKUP MANAGER     TUTORIALS     CFW     NEWS TIPS     ABOUT

# PS3 Homebrew

## PS3 Hacked by fail0verflow – Piracy on the rise?     Tweet

*by* WHNUNLIFE *on* JANUARY 1, 2011



One of the last consoles out there that hasn't been ridden of full blown piracy as of yet is the PS3 and according to some news this holiday, that might all change. Hackers known as failoverlow have discovered the "Private Key" which is used for code authorization that allows for applications to be installed on the Play Station 3. Which this exploit, the hackers now have full access to the highest level and according to fail0verflow, this exploit is permanent.

According to their [website](), they will be releasing all the tools in January, after their code is cleaned up. Don't know about you, but I'm really excited and it's looking like it's going to be a great 2011.

Once the exploit is publicly released you will be able to run Linux irrespective of your PS3's firmware version, homebrews and even PS3 game backups which is an obvious side effect.

Tagged as: Exploit, fail0verflow, master key

Like
Confirm

You like this. · Add Comment · Insights · **Error**
You like thisBe the first of your friends to like this. · Add Comment · Insights · **Error**

**Trackback URL:**

## Leave a Comment

Name *

E-mail *

Website

### RECENT POSTS

PS3 "Metldr" Exploit leaked and steps to pwn

PSN access rolling out – Can change password as services are restoring

PS3 firmware 3.61 released to the wild – still no PSN access

PSN Restoration Timeline Update – likely a few more days!

multiMAN v2.00 and xmb styling

### CATEGORIES

Select Category

### LATEST COMMENTS

jnreuv on Geo's lawyers say he doesn't have a PSN account

bxnafgrrqab on Geo's lawyers say he doesn't have a PSN account

Celina on Geo's lawyers say he doesn't have a PSN account

flolfbrubre on Possible to connect to PSN on kmeaw 3.55 CFW? – Updated

PS3 Metldr Exploit leaked and steps to Pwn on PS3 "Metldr" Exploit leaked and steps to pwn

HOME    FORUMS    PS3    HOMEBREW    BACKUP MANAGER    TUTORIALS    CFW    NEWS TIPS    ABOUT

# PSJailbreak – allows users to Jailbreak their PS3 Playstation 3 to play backups via USB dongle?

🐦 Tweet

*by* WHNUNLIFE *on* AUGUST 20, 2010

In some of the best news I've heard recently, theirs is a new product emerging upon the scene, which allows users to play copied games off the PS3's hard drive. This is currently referred to as PSJailBreak. The mod allows users to insert PS3 games and using the backups utility, copy the game to their internal or external hard drive and also allows them to boot their backups.

The Sony PS3 has really been the last console to actually be exploited in one way or another. Their are many out there claiming that this is fake, but according to Fox-Chip, a France based distributor, said this wasn't the case. He was quoted in saying

"It works on all PlayStation 3s. We tested it yesterday."

In terms of pricing. This is currently being sold around $150 smakcers from a company name OzModChips

Personally, I'm going to wait, and see what the scene comes up in terms of offering a free version of this. And don't forget, the Xbox LT Lite Touch modder name C4eva, remember this guy. He's the guy who creates all the Xbox 360 DVD drive firmware, which allows you to play copied games. We'll, it's been rumored that he's working on the PS3 Bluray Firmware. Interesting times indeed.

Tagged as: backup, debug, firmware, PS3, PSJailbreak, usb

👍 Like
Confirm

You like this. · Add Comment · Insights · **Error**
You like thisBe the first of your friends to like this. · Add Comment · Insights · **Error**

## RECENT POSTS

PS3 "Metldr" Exploit leaked and steps to pwn

PSN access rolling out – Can change password as services are restoring

PS3 firmware 3.61 released to the wild – still no PSN access

PSN Restoration Timeline Update – likely a few more days!

multiMAN v2.00 and xmb styling

## CATEGORIES

Select Category

## LATEST COMMENTS

jnreuv on Geo's lawyers say he doesn't have a PSN account

bxnafgrrqab on Geo's lawyers say he doesn't have a PSN account

Celina on Geo's lawyers say he doesn't have a PSN account

flolfbrubre on Possible to connect to PSN on kmeaw 3.55 CFW? – Updated

PS3 Metldr Exploit leaked and steps to Pwn on PS3 "Metldr" Exploit leaked and steps to pwn

# Exhibit C

# Perfect Web Tutorials
*Its free... Learn more*

Home     Archive     Web Design     Contact         Subscribe to RSS

## How to hack PS3 and play pirated games – 100% Tested

**April 1, 2011**

in **Other**

**Comments ( 76 )**

**54,242 views**

## More from this category

**How to install wamp & Joomla & make basics Website**
**March 20, 2011**

**How to create simple contact form in Flash**
**March 20, 2011**

**Online web document viewer, open-source ppt, pdf, doc**
**March 20, 2011**

**JQuery Ajax contact form in PHP**
**March 25, 2011**

**What hosting service should i use**
**March 28, 2011**

Learn how to hack PS3.This is intended for all those who have problems with installing ps3 costum firmware. You do not need to own jailbrake stick, everything u need is usb with an least 256 mb (fat32). I've tried several combinations and finally found the right one and I will share with you. Hope that you'll have no problems with installation.

***TESTED 100% WORKING***

## First step

First of all make sure you're PS3 has 3.55 official firmware or older version. If is not, please downgrade to 3.55 first. Google it for how to install.

*Thanks to Zamp suggestion, as i forgot : You have to use signed pkg made for 3.55 or you will get error occurred during the install operation (80029567)*

Download link : kmeaw CFW 3.55 Patched PUP
Create on the root of a USB (formatted FAT 32) the following folders: \PS3\UPDATE\

## Secound step

Access to the Playstation recovery menu:
Turn off Plastation 3
Hold The power button down; The system will turn on and turn off once again.
Once the System has been shutdown, re-press you finger until you hear 2 consecutive beeps
You will be promted to plug in your controller via usb and then hit the PS button
The Recovery menu will pop up.
Go to System update > Update via Storage Media and instal kmeaw CFW 3.55
After reboot you should see the install package file and the app_home/PS3_GAME/ inside the Game Folder

## Last step

Download lvl2 patcher (lvl2-v9.pkg) and multiman (1.16+)
Make sure to save the files on usb root directory
Navigate to install package file and install them (XMB)
And remember before run multiman make sure to run lvl2 patcher first
Load game from external or internal and enjoy! Easy done PS3 hacking!

## If u want to play ps3 games via portable usb hard drive

-Make sure that is FAT32 and if is not you can convert from NTFS to FAT32 with Paragon Hard Disk Manager eazy and fast (http://www.paragon-software.com/home/hdm-personal/)
-Then download the game u want and add it to the following folder \GAMEZ
-Game folder you downloaded must contain (BLES, BLUS) number. (ex. \GAMEZ\BLUS-30490)
list with numbers (http://sonyindex.com/)
-Start the game from backup manager (eg. Multiman, Rogero) and enjoy.

# If u want to transfer games from PC to PS3 via FTP

-First download filezila (http://filezilla-project.org/) and install to you're Pc.

-Then download PS3 FTP Server (http://www.ps3-hacks.com/2010/09/07/ps3-ftp-server-released/) and install to you're PS3

-Open FileZilla and press the 'Site Manager' button (Under 'File' in the top left hand corner) then press 'New Site' ant set up host: (view from ps3 FTP server) port: 21 server type: FTP Logon Type : Normal User: FTPD12345 pass: (leave blank)

-You will see a tab that says 'Transfer Settings'. You want to limit the connections to 2 (One for browsing the PS3 and one for transferring.. If you set this to 1 you will only be able to browse the PS3 if you're not transferring anything).

-hit Connect!

-Browse to folder (BLUSXXXX) on your PC and transfer the entire folder to /dev_hdd0/game/(BUM DISC ID)/GAMEZ on your PS3

Start the game from backup manager (eg. Multiman, Rogero) and enjoy.

*Update on How to hack ps3 coming soon*

**PS3 First Person Shooter** Wield The Unstoppable Power Of The Darkness. See The New Trailer! www.EmbraceTheDarkness.

**Get Starhawk Beta Early** Join PlayStation Plus and Get Beta Access Before Official Release. www.starhawkthegame.com/plusb

**Download Psp Games** Find more sources/options for Download Psp Games www.webcrawler.com

◀ ▶

AdChoices ▷

# 76 Responses

**From Mucha Gracia**

Finally found a post where it is well explained. Working tnx 😃

REPLY

**From Anders**

Nice! I´ll try it out when I get my ps3 then. 😃

REPLY

**From Zamp**

You have to use signed pkg made for 3.55 or you will get error occurred during the install operation (80029567)

REPLY

**From Admin**

**From fahad**

hey i brought ps3 from a store he cracked it wit 3.55 n put multi man in it…..but i ask he how to transfer game from pc he dint tell me…can help me pls…….

REPLY

**From Admin**

You need external HDD with Fat32 partition. Put the game in folder "Gamez" and start from multi man.

REPLY

**From Coolio55**

Hey Admin
Once you've installed it, can you revert it to it's original state (remove the hack) by officially upgrading it or something? so that you can play online again……..
Thx Plz answer (even if it's negative)

REPLY

**From Admin**

Yes its possible, next post update will include this section too.

REPLY

**From Crissrenald**

So does it means the PS3 sees the flash drive just like that, without any configuration in it internal system?

REPLY

**From Crissrenald**

what will be the best version of paragon hard disk manager, that will be easy to used and work with?

REPLY

**From Kaktus7002**

I won a PS3 last week and I just want to know? Does this really work?
Please reply

REPLY

**From Admin**

Yep, this works, tested on my PS3

**From maddog**

is ther any wa you can make a vid admin……or if you have one plz…..tel me wher can look for it….cuz buying games are prity expensive……

REPLY

> **From Admin**
>
> no i dont have video, but soon will be post upgrade!
>
> REPLY

**From aIM**

after hack it, then can play the newest game like fifa 12 or not? thanks~

REPLY

**From Hack**

hey admin are you able to install downloaded games on the ps3 hard drive it self so you dont need to use a external hard drive

REPLY

> **From Admin**
>
> ofc, you can
>
> REPLY

**From Noah**

will i still be able to play online？

REPLY

> **From Admin**
>
> No, just from hdd
>
> REPLY

**From Hack**

hey admin i've been trying to get my ps3 to 3.55 but im lost at how to do it cuz im fairly new to jail breaking

**PS3-HACKS** The Dashhacks™ Network

| Hacks | Homebrew | News | Downloads | Tutorials | Network |

Google™ Custom Search

# Time Out!

# Please take our survey...

All PSP Games   Download PS3 Games   PSP 2   Games Play

# Cobra MultiMAN v04.00.00 Released

Submitted by Demonchild; Thu, 01/12/2012

+1  0      Tweet  0      Like Confirm

If you are sporting the Cobra dongle for the PS3 and use their modified multiMAN game manager, you'll be preparing to update as the team has dropped a [new version](#). v04.00.00 of their manager brings a few new goodies. Not only that, the update allows you to use the manager without having the dongle inserted. Let's take a closer look at the changelog.

The coverflow mode has been improved with support for .jpg & .png covers for BD/DVD iso files. For PSP iso files in the PSP launcher, the PIC1.PNG and SND0.AT3 files are now played. (Background music & image) In Addition, performance improvements to the creation of ISO files have been made. Finally, the manager is being prepped for experimental multidisc support for PSX games. Finally, users will be able to use this version of multiMAN without having the dongle inserted.

You can grab the latest version of the multiMAN manager below.

**Source:** [Cobra USB](#)

cobra    manager    multiMAN    PS3 Hacks

---

Submitted by Anonymous on Fri, 01/13/2012.

Does this mean us 3.55 cfw users can now play PSP backups? If so, how?

**reply**

---

Submitted by Anonymous on Fri, 01/13/2012.

It saying you can play psp backup via multiman modified threw cobra on there new update. Why dont you update and found out then ask questions later

**reply**

---

Submitted by Anonymous on Wed, 01/18/2012.

BEWARE. the 4.0 dload shows up on the auto dload section of **multi**-man. THIS IS ONLY FOR COBRA! Anyone without Cobra who updates will have a non-working backup manager

**reply**

---

Submitted by Anonymous on Fri, 01/20/2012.

what games can we play on the multiman 4 installment

**Hacks**    **Homebrew**    **News**    **Downloads**    **Tutorials**    **Network**

# Cobra USB Firmware 4.3 Released

Submitted by greg; Thu, 12/08/2011                    Tweet    f Like  Confirm

A big update for those jail breaking by way of the Cobra — it's Cobra-USB Firmware v4.3 ... and coinciding with that is Multiman Cobra-USB Manager v03.01.00. You'll find increased compatibility with certain [black screen] games and support for reActPSN (replacing vsh.self), plus a lot more in Multiman for Cobra...

**Cobra-USB Firmware v4.3 CHANGELOG**

- Increased the compatibility of games in JB directory format (fix for the so called black screen games, that were only working in iso format). In Cobra USB, you don't need to set any special option or key combination in multiman for these games to work, just start them normally. Unlike in regular CFW, in Cobra USB these games work also in internal hdd.

- At the request of customers, vsh.self of Cobra USB CFW can now be replaced by the ReactPSN one (only by the one of 3.55k folder) without loosing any Cobra functionality.

**Multiman for Cobra 03.01.00 CHANGELOG**

- Improved loading of PSP ISO files when no disc is inserted

- Added option "Detect Game Title in ISO Images" to allow using ISO filenames and *not* scan for game names in local database

- Improved scanning for retro roms/iso and covers (populating the Retro column)

- Support for ICON0.PNG for PSP ISO in Retro column

- Support for cover art for PS2 ISO/CUE+BIN in Retro column

- Support for cover art for PSX CUE+BIN in Retro column and for PSX discs

- New THEME format (.thm). One theme - one file. Easy installation within mmCM without going to XMB to install theme pkg files.

- mmTM - Easy to use PC application to create thm files from folders (separate download).

- mmCM will try to read disc volume labels and display in VIDEO column (BD/DVD entry) and in other display modes. >>> ISO images created from such discs (BD/DVD/AVCHD) will get the disc volume label as file name for the ISO.

- Fixed extracting ICON0.PNG from PSP ISO images saved on external USB drives

- Added indication (rotating refresh icon next to the column icon) when mmCM is loading/extracting title thumbnails (XMMB mode)

- Added support for PSX/PS2/PSP covers when browsing drives/folders in Retro column

- Added pop-up notifications when new versions of mmCM, CobraUSB firmware and Showtime are available for download

- Added pop-up notification when running low on disc space (less than 1GB on internal HDD)

- Added pop-up notification when mmCM successfully connects to nethost folders during startup (/net_host# in File Manager)

- Added support for downloading themes in a background thread (pop-up messages will notify user when download starts and completes)

- Added support for copying big (4+GB) files in File Manager to USB drives. mmCM will split source file when copying to USB.

- Added "Copy" function to SIDE menu for BD/DVD/PS2/PSP/PS3 ISO images (supports joining and splitting depending

on source and destination drives)

- Changed option "Link Video Library to Showtime" - it will only create links for XMB Video files, but will not start Showtime
- Added shortcuts to BDISO and DVDISO folders when browsing internal HDD in VIDEO column (shown as "Blu-ray Video (ISO)" and "DVD Video (ISO)"
- Added support for Blu-ray and DVD covers when browsing drives/folders in VIDEO column (for BD/DVD ISO files)
- Added shortcut (virtual folder) "XMB Video Files" when browsing HDD/USB drives in VIDEO column
- Easier overall access to BD/DVD/PSX/PS2/PSP/PS3 ISO/BIN images/folders in XMMB and XBDM display modes (when browsing drives/folders)
- Added "Showtime Font Preference" option to select 10 different fonts for SHOWTIME media player (GUI and Subtitles)
- Added "Extract ISO" option in SIDE menu for PS3 ISO images (to convert ISO games to folder format).

Attached are the updates below.

Those interested can buy the Cobra-USB jailbreak dongle right here.

- source: cobra-usb.com

| Attachment | Size |
|---|---|
| Cobra-USB_Firmware_v4.3.rar | 184.56 KB |
| mmCM ver 03.01.00 (20112007-220000).rar | 19.1 MB |

Cobra USB    Jailbreak    PS3 Hacks    reActPSN

# Post new comment

**Subject:**

**Comment:** *

Web page addresses and e-mail addresses turn into links automatically.
Allowed HTML tags: <a> <em> <strong> <cite> <code> <ul> <ol> <li> <dl> <dt> <dd>
Lines and paragraphs break automatically.

More information about formatting options

# PS3-HACKS
## The Dashhacks™ Network

**Hacks** | **Homebrew** | **News** | **Downloads** | **Tutorials** | **Network**

Google™ Custom Search

# Cobra USB Firmware v5.0 & MultiMAN 04.01 Released

Submitted by Demonchild; Sat, 02/04/2012

+1 | 1        Tweet | 1        Like  Confirm

It's always a nice feeling when you hear the New Mail notification of Trillian and look down to find some good news. At least, it would be that way if I actually owned a Cobra USB dongle. Nonetheless, the email is quite a lengthy one. Anyways, let's get into what's new... Network ISO loading, firmware spoofing and a multiMAN to go along with it.

The new network ISO loading feature can play PS3 ISOs, (not those in JB directory format however) PS1 images, as well as BluRay and DVD images. All three major operating systems are supported and you can stream via WiFi, although it is not recommended. To further tease the feature, support for PS3 ISOs in JB format and PSP ISOs will be released when firmware v5.1 comes around. On top of that, PS2 ISOs will be supported in a future firmware revision.

The dynamic firmware spoofer option is available from mmCM settings and will be updated as necessary via a multiMAN update.

The new multiMAN has been updated to support the new network loading capabilities.

You can grab your goodies below.

**Source:** Cobra USB

Cobra USB    Dongle    PS3 Hacks

---

Submitted by Anonymous on Sat, 02/04/2012.

So this version of multiman only works for cobra? I can't use w/o???

**reply**

---

Submitted by Anonymous on Tue, 02/07/2012.

What the hell does this crap mean?

**reply**

## Post new comment

**Subject:**

**Comment:** *

**B** *I* U ABC

# Exhibit D

# Jailbreak Wii

How do I unlock or jailbreak my wii

About    wii store    wii cheat codes    FAQ    Privacy policy    Contact

## wii u

📅 August 10th, 2011                                      💬 1 comment

wii u

 Wii U starts the next generation of the gaming consoles, it's about time too, over 4 years in fact since the last major gaming console launch, the generation of the 128-bits gaming console, Microsoft Xbox 360 was on November the 21st 2005, Sony PlayStation 3 on November the 11th 2006, and Nintendo's Wii on November the 19th 2006.

The Wii U console will be mainly intended for game play and not for DVDs nor Blu-ray playback, it will not be an entertainment system as some might hope. Nintendo Chief Satoru Iwata confirmed at the annual video game conference show held at the Los Angeles Convention centre that there will be no DVD playback for wii u due to patent licensing fees. I really hope Nintendo change their mind and give us an all-in-one entertainment system probably as an upgradable add-on feature and something revolutionary like they did with motion-sensing gaming if they really want to fight off the ever so powerful competition from Microsoft and Sony. Microsoft and Sony are currently making huge investments in research for their version of the next generation of gaming consoles.

Is the touchscreen controller, 1080p high-definition graphics,  a gyroscope and rumble functionality enough?

## wii jailbreak – options

📅 May 26th, 2011                                        💬 6 comments

- Modchips exist, similar to the ones used with PlayStation 1 & 2, the risks are a void warranty and damaging the console,  one needs a steady hand and the right one will need to be purchased for the console hardware revision. The best options for a mod wii chip are  "WiiKey", "mD2CKey", "Cyclowiz", "Wiinja", "Wiinja Deluxe" or "Wiibuster" and costs between $40 to $60, they all support Homebrew and will all do the job nicely.  Cyclowiz and WiiKey are the market leaders and what's really good is that any new features or improvements can be installed from a DVD.

————————————

- Solder-less chips do exist like the SunKey Lite however most are not upgradeable, this means that if a chip update is required e.g. to fix a problem, it's impossible to update and will need to be replaced.

————————————

- One can also buy an already modded console, I did a search and they are about double the price of a standard one.

————————————

- Another option is soft modding or jailbreak, which has become very popular as it doesn't involve any soldering, as a matter of fact can be done in less than 20 mins and is fully reversible with no warranty risk. All the products listed below will unlock wii for you and some contain bonuses, which is nice I guess. I purchased the Wii Unlocker subsequently BreWii. BreWii is very popular as it's gives you access to download additional Wii games, cheats as well as being able to backup those precious games you never want broken or destroyed.

Last updated: January 5, 2012

| SoftMod | Features | Price | Popularity |
|---|---|---|---|
|  | * Jailbreak 4.3u/e and all System Versions<br>* Watch DVDs and DivX Movies on your console<br>* Download and utilise Games through the | $34.95 | ⭕⭕⭕⭕⭕ |

### Categories

- Wii cheats
- Wii Games Download
- Wii jailbreak

Select Language

| | | | |
|---|---|---|---|
| **BreWii** | HomeBrew Channel<br>* Play Backups<br>* Make and/or Download Backups<br>* N64, SNES, Sega Genisis + many more console games!<br>* Download and run several apps on your console<br>* Download and listen to music on your console<br>* Step-by-Step instructions with easy to follow videos<br>* 24 hour support for installation and instructions.<br>* 60 day money back guarante.<br>* Bonus - Free Cheat | | |
| **WiiUnlocker** | * Jailbreak wii 4.3u/e and all System Versions<br>* Unlock Wii DVD Player<br>* Play Backup Games<br>* Compatible with most Video Formats eg Mp3, Avi, MP4, etc<br>* Homebrew applications like the Channel, Wii Earth and Pong<br>* Play imported ones from all regions<br>* Monthly Surprise<br>* 5 Bonus - Cheats, Backup guide, patching guide, DVD player, ultra guide,<br>* 60 Day Money Back Guarantee<br>* Testimonials | $29.95 | ✪✪✪✪ |
| **Homebrew Installer** | * Jailbreak wii 4.3e/u and all Versions<br>* Install the Homebrew application easily without opening your console.<br>* Easily make multiple copies of your own games and utilise them.<br>* Play any DVD`s and MP3`s simply with the advanced wii DVD playback.<br>* Get unlimited lifetime upgrades for free with the best features.<br>* N64, SNES, Sega Genisis + many more console games<br>* Run import ones from different regions easily.<br>* Bonus - Free Cheats<br>* Testimonials | $29.95 | ✪✪✪ |
| **WiiUnlockPlus** | * Unlock versions 4.2+ onwards<br>* Play backup and imported games<br>* Play popular Video Formats eg Mp3, Avi, MP4, etc<br>* Homebrew applications like Homebrew Channel, Wii Earth and Pong<br>* will work with imported ones from all regions<br>* Utilise legal backup and downloaded gamecube games<br>* 5 Bonus - HomeBrew startup video, HomeBrew Database of games and apps, Themes club, cheats Handbook, 7 free Must Have Apps<br>* 60 Day Money Back Guarantee<br>* Testimonials | $29.97 | ✪✪✪ |

Showing 1 to 4 of 4 entries

## What is jailbreaking

May 25th, 2011      1 comment

A typical Nintendo wii user is probably content with the features offered by Nintendo, however for irrepressible folks you can get more out of your console by jailbreaking wii. This page answers some of the most frequently asked questions about jailbreaking. Read more […]

## Wii Games Rentals

📅 May 7th, 2011                                                                    💬 2 comments

There is a Wii Games Rental service I would like to tell you about that I think is awesome and really if you have fun with your console, like I do, then you shouldn't be without it. The service is not free, I wish it was but for a small price starting at $7.95 you get to rent a game or for $11.95 two games out at a time. Now here comes the good part, choose any game in any category for a 10 day free trial. Please note that this service will not jailbreak your wii, see the how to jailbreak wii options, this service will give you access to wii games so you can build an entertainment library.

- Use Coupon Code TENDAY To Start a Free Trial!
- Immediate access to 1000's of games: Strategy Wii games to download, Role Playing ones, Sports, Driving, Adventure ones, Simulations, Cheats, Action  Wii Game downloads etc.
- Direct access to 1000s of other console games like PS3, PSP, XBox 360, 3DS, DS and so on
- Free Expert Technical Support.

**Use Coupon Code TENDAY To Start Your Free Trial!**

## wii dvd

📅 April 19th, 2011                                                                  💬 2 comments

It's really easy to turn your wii into a **wii dvd** player and yes it is possible in a few steps, this is what you will need to play dvds on a wii console:

An SD (any wii version) or SDHC (for versions 4.0 and above) card and an SD card reader. If you don't already have one you will need a card and a reader with a usb connection to connect it to your pc. A minimum of 2Gb is recommended. Please note these cards are used for storage and the image is a guide only there are several cards and SD card readers available. You could also use a miniSD or microSD card if you have an adapter. If you don't already have an SD card and an SD card reader for your nintendo wii dvd player software you can get one from the wii store or from most electronics retail stores.

The wii console is intended mainly as a gaming device, however it is capable of dvd playback, the main reason Nintendo held back on enabling the feature is that they would have to purchase a license from Philips and Sony. Nintendo have mentioned that in the future they might release a software upgrade that users could purchase to enable wii dvd playback. We are still waiting.

You could convert all your dvd movies to .avi or .mov then play them directly from your SD card. Please note that the limitation is that with the SD card only 2gb is supported, with the SDHC however up to 32gb is supported so SDHC (for versions 4.0 and above) is prefarred.

Another option we have to play dvds on wii is to install the wii dvd player software yourself and watch dvds directly from the dvd drive. To do this simply review the jailbreak options available, all products listed will unlock a wii play dvd as one of the benefits you get from unlocking the wii's restrictions.

## homebrew on wii

📅 March 20th, 2011                                                                  💬 2 comments

If you are wondering what the Homebrew channel is, well once installed you can download (internet connection required) and play unofficial games from providers that didn't have funding to compete with the major ones. With the Homebrew channel you will also have access to arcade style games that were designed to play on the wii and those that you thought no longer exist, like the Atari ones, I like the wii tetris. Some of the jailbreak providers I mentioned earlier include several free games, wii tricks, wiihacks, cheats and themes etc. as a bonus. The Homebrew channel also allows you to play those from foreign regions (eg. PAL and Japan). The channel gives you access to free downloads, to you have  access to Homebrew, you'll have to unlock and jailbreak wii.

## Jailbreak Wii – possible?

📅 March 20th, 2011                                              💬 **No comments**

My son came home from school a few days ago and the first thing he said to me was "Dad, can I **jailbreak Wii**" he is only a kid but I knew what he meant, I thought about it for a second and replied "you know what son, let's see if it can be done". I work with many Wii Gamers, with my personal experience and the knowledge from my friends to jailbreak a Wii or to unlock it would open up and take my Nintendo Wii to a whole new level,  we could play homebrew games on the Wii, DVDs/avi, mp4 files, copied ones and so on.

From my experience the options are to install a mod chip, like we did with PlayStation, but I risk a void warranty, furthermore modding such a system requires knowledge of hardware and software. I would have to solder the mod chip onto the motherboard of the console and damaging it is a real risk. I do enjoy taking things apart though.

In the next post I will share some experiences and advice I got from colleagues about whether it's possible to jailbreak wii.

☁ Top

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# PSP, PS3, NDS, Wii, iPOD, iPAD, iPhone Mod/Jailbreak - $1 (BELL)

Date: 2012-02-02, 6:45PM PST
Reply to: hvkvp-2784111416@sale.craigslist.org [Errors when replying to ads?]

I Do it All
PS3 Jailbreak ONLY ON 3.55 AND UNDER I CANNOT DOWNGRADE IF YOU ARE ON A HIGHER FIRMWARE
call me at (323)246-5447

- Location: BELL
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2784111416

**email this posting to a friend**

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# Wii soft Mod, fast and secure, everything with software - $20 (SF-Santa Clarita)

Date: 2012-02-01, 11:42AM PST
Reply to: jj9hj-2805993131@sale.craigslist.org [Errors when replying to ads?]

**Hi looking to get your Wii modded well I can do it for $20, you'll be able to plug and play from an external drive and once modded you'll be able to get the games you rent into your drive! awesome huh... I have a couple of games if you have your own drive we can bundle that... You'll still be able to play Netflix and the regular games... Note: to transfer games that takes time you'll have to pick your drive up next day! we can talk driving half way each.**

**If you have any question text or call 424-835-125O**
**Thanks have a good one! Se habla Espanol**

Check out this clip on youtube of a modded wii..... http://www.youtube.com/watch?v=dA6c1GtkPsU

ignore this: ipod, ipad, iphone, mac, printer, pc, xbox, ps3, laptop, desktop

- Location: SF-Santa Clarita
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2805993131

email this posting to a friend

**Avoid scams and fraud by dealing locally!** Beware any deal involving Western Union, Moneygram, wire transfer, cashier check, money order, shipping, escrow, or any promise of transaction protection/certification/guarantee. *More info*

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# tired of paying $60 for a game that's gonna get scratched anyway (Paterson Nj)

Date: 2012-01-30, 5:51PM EST
Reply to: kju9t-2792869688@sale.craigslist.org [Errors when replying to ads?]

NEVER PAY FOR A GAME AGAIN WITH MY SERVICES ILL MOD ANYTHING CONSOLE OR PHONE U HAVE

XBOX-$35
PS3-$50
PSP-$20
WII-$40

8622626963

- Location: Paterson Nj
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2792869688

Copyright © 2012 craigslist, inc.     terms of use     privacy policy     feedback forum

email this posting to a friend

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# Mods Mods Mods - Xbox 360, Nintendo Wii - Ps3 - Satellite - Cable Inet (Dover - Newark)

Date: 2012-01-30, 7:28PM EST
Reply to: yeg2d-2822182950@sale.craigslist.org [Errors when replying to ads?]

Tired of your original Xbox 360 games scratching up on you and not playing anymore? Shelling out $60 for another copy? Not anymore. Flashing your DVD drive for your Xbox 360 allows you to back up games Burned copies (Backup copies) Of orignal games . The LT 3.0 New firmware is out now. It allows you to play XDG3 games like Gears of War 3,Rage Modern Warfare 3 and many upcoming games. Xbox 360 slims can also be modded ... Other wanna be modders only offer phat...no real modding involved there lol about 6 years behind!!! Also I do cable internet , satellite tv, most cellular phones as well as most gaming systems Ps3 wii & More!!!.... My modding skills are not limited to one easy thing (xbox 360 phat) as the other guy only tends to only do lol Amateurs !

LT 3.0 Phat and Slim Email for Details you can view most pricing at my original ad

http://philadelphia.craigslist.org/vgm/2822182503.html

I've been in business from the start . 6 + years . now. If you search on Google for "xbox 360 mod delaware" page 1 , 2 and 3 are Me. This friends does not happen over night and took a lot of work to get there!!! I guarantee everything I do . Free updates for 1 full year per system then only 20 bucks to update each time after 1 year! I keep backup copies of all dvd drives firmwares just incase you come back later needing a new update or any other mod ..unless other wise requested. I also give you a backup copy of the firmware file for safe keeping.

- Location: Dover - Newark
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2822182950

> >          email this posting to a friend

**Avoid scams and fraud by dealing locally!** Beware any deal involving Western Union, Moneygram, wire transfer, cashier check, money order, shipping, escrow, or any promise of transaction protection/certification/guarantee. *More info*

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# MODDING ALL SYSTEMS PS3,PSP,PSP GO,XBOX 360,DS,DS LITE,DSI XL ETC (PATERSON, NJ)

Date: 2012-01-30, 5:51PM EST
Reply to: wrmru-2794990941@sale.craigslist.org [Errors when replying to ads?]

PS3=$50.00
XBOX 360=$25 I MOD ALL DRIVES
PSP GO=$30 I MOD THEM ALL
PSP 1000-3000=$20 I MOD EM ALL
DS=$25
DSI=$30
DSI XL=$35

(862)-262-6963 CALL OR TEXT AT ANYTIME

- Location: PATERSON, NJ
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2794990941

Mod your PsP for free games!

please flag with care: [?]

miscategorized

prohibited

spam/overpost

best of craigslist

# Mod your PsP for free games! - $20 (Willingboro )

Date: 2011-12-30, 10:19PM EST
Reply to: psyda-2776466634@sale.craigslist.org [Errors when replying to ads?]

I can hack your psp in only a few minutes and with this hack will not void your warranty because you can easily switch it back to stock... Modding or hacking your psp will allow you to download psp games and put them on the memory card, also you can play many old systems on it like attari Nintendo super Nintendo Sega Genesis gameboy, gameboy advance, PlayStation and Nintendo 64... if interested text or email me... call if you have to but I'm normally busy so leave a message, thanks. 609 878 0101

KEYWORDS : Sony PlayStation ps3 ps2 ps1 psp psv PlayStation portable video games gba snes nes

- Location: Willingboro
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2776466634

email this posting to a friend

# Nintendo Wii Mod Service + 200 Games - $25 (East Village)

Date: 2012-02-03, 4:19PM EST
Reply to: yjw2u-2829132496@sale.craigslist.org [Errors when replying to ads?]

(ADDRESS): E 4th St & Avenue D New York, NY 10009

(USE GOOGLE MAPS OR MAPQUEST, I am Not a Tour Guide)
PLEASE UPDATE YOUR Wii TO THE LATEST FIRMWARE - 4.3u, I CAN DO ANY WII, BLACK, WHITE, RED, IT DOESN'T MATTER.
By texting or calling this number you agree to the legal disclaimer below. 917 304 2401

*~*~*~ SINGLE PRICES ~*~*~*
1) Wii Mod Package $150 - EVERYTHING BELOW
SD Card With 1000 free Super Nintendo Games
Hard Drive with 200 free Wii Games
2) Wii SoftMod - $25 - 10 Minutes

NEWEST GAMES!: Just Dance 3, Kirby's Return To Dreamland, Madden 12, NBA 2K12, Tiger Woods PGA Tour 12, Go Vaction, Call of Duty Modern Warfare 3, Rayman! & ***The Legend of Zelda: Skyward Sword!***
101 in 1 Party MegaMix
A Boy And His Blob
Alice in Wonerland
Alien Monster Bowling League
Alien Syndrome
Aliens in The Attic
Alone in the Dark
Arc Rise Fantasia
Arcade Zone
Are You Smarter Than a Fifth Grader
Are You Smarter Than a Fifth Grader - Back to School
Are You Smarter Than a Fifth Grader - Grade Time
Army Men Soldiers of Misfortune
Attack of The Movies
ATV Quad Kings
Avatar The Legend of Aang
Avatar The Burning Earth
Backyard Baseball 2010
Backyard Football 2010
Bakugan Battle Brawlers
Bakugan Defense Core
Barnum & Bailey Circus
Batman The Brave and The Bold

Barbie and The Three Musketeers
Ben 10 Alien Force
Ben 10 Alien Force: Vilgax Attacks
Ben 10 Alien Ultimate Alien: Cosmic Destruction
Bermuda Triangle
Bionicle Heroes
Big Brain Academy Wii Degree
Bomberman Land
Build A Bear Workshop Friendship Valley
Build A Bear a Friend Fur All Seasons
Bully: Scholarship Edition
Bust a Move Bash
Calling
Call of Duty Black Ops
Call of Duty Modern Warfare Reflex
Call of Duty Modern Warfare 3
Call of Duty World at War
Castlevania Judgement
Carnival Games
Carnival Games Mini Golf
Chicken Little 2
Cooking Mama
Cooking Mama World Kitchen
Counter Force
Crash Bandicoot Crash of the Titans
Crash Bandicoot Mind over Mutant
CSI: Fatal Conspiracy
CSI: Hard Evidence
Dance on Broadway
Dance Sensation
Dead Rising: Chop Till You Drop
Dead Space Extraction
Dirt 2
Disney Epic Mickey
Donkey Kong Country Returns
Dora The Explorer's Big Birthday Adventure
DragonBall Revenge of King Piccolo
Dragon Ball Z Budokai Tenkaichi 3
Dragon Ball: Revenge of King Piccolo
Family Party: 30 Great Games - Outdoor Fun
Family Game Night
Family Game Night 2
Family Game Night 3
Fifa 11
Final Fantasy The Crystal Bearers
Fire Emblem Radiant Dawn
Fragile Dreams: Farewell to The Moon
Game Party 3
Geon Cube
Geometry Wars: Galaxy
Goldeneye 007: James Bond
Guilty Gear XX AC Plus
Guinness World Records
Gunblade Arcade Hits

Happy Feet
Harry Potter Deathly Hollows PT 1
HAWX 2
Hotel for Dogs
Hot Wheels Beat That
Hot Wheels Battle Force 5
How to Train Your Dragon: Disney
ICarly
Indiana Jones and the Staff of Kings
Jeopardy
Jenga World Tour
Just Dance Kids
Just Dance Summer Party -- NEW!
Just Dance
Just Dance 2
Just Dance 3 -- NEW!
Ju-On The Grudge
Karaoke Revolution Glee Volume 2
Kirby Epic Yarn
Kung Fu Panda Legendary Warriors
Kustom Mario Kart Wii
Littlest Pet Shop
Legend Spyro Dawn Dragon
Lego Star Wars the Complete Saga
Madden NFL 11
Madden NFL 12 -- NEW!
MadWorld
Mario & Sonic at the Olympic Games
Mario & Sonic at the Olympic Winter Games
Mario Party 8
Mario Strikers Charged
Mario Kart Wii
Mario Kart Black
Mario Power Tennis
Mario Sports Mix
Mario Super Sluggers
Marvel Super Hero Squad
Marvel Super Hero Squad Infinity Guantlet
Megamind
Metal Slug Anthology
Metroid Prime 3: Corruption
Metroid Other M
Metal of Honor 5
Monster Hunter Tri
Monopoly Streets
My Sims Racing
Muramasa: The Demon Blade
My Sims
Naruto Shippuden Clash of Ninja Revolution 3
Naruto Shippuden Clash of Ninja Revolution 4 - Japanese
NBA 2K12
NBA Jam
NBA Live 09 All-Play
New Carnival Games

New Super Mario Bros. Wii
New Super Mario Bros. Wii 2: The Next Levels
Need for Speed Nitro
Need for Speed Hot Pursuit
NHL Slapshot
No More Heroes
No more Heroes 2: Desperate Struggle
Okami
Pokemon Battle Revolution
PokePark Wii Pikachu's Adventure
Price is Right 2010
Prince of Persia Rival Swords
Prince of Persia The Forgotten Sands
Pro Evolution Soccer 2012
Punch Out
Rayman
Rayman Raving Rabbids 2
Rec Room Games
Resident Evil 4 Wii Edition
Resident Evil The Umbrella Chronicles
Resident Evil The Darkside Chronicles
Roogoo and the Spinning Tower
Shaun White's Skateboarding
Silent Hill Shattered Memories
Sin and Punishment 2
Sonic Colors
Sonic Riders Zero Gravity
Sonic & Sega All-Stars Racing
Sonic & The Black Knight
Sonic Unleashed
Spider Man Web of Shadows
Squeeballs Party
Star Trek Conquest
Super Mario All Stars 25th Anniversary
Super Mario Galaxy
Super Mario Galaxy 2
Super Monkey Ball Step & Roll
Super Paper Mario
Super Smash Brothers Brawl
Tales of Symphonia: Dawn of the New World
Tatsunoko vs Capcom Ultimate All-Stars
Team Elimination Games
Tetris Party Deluxe
The Ant Bully
The Bachelor
The Bigs 2
The Conduit
The Conduit 2
The House of the Dead 2 & 3
The House of the Dead 4: Overkill
The Legend of Zelda Twilight Princess
The Munchables
The Sims 2 Castaway
The Sims 3

Tiger Woods PGA TOUR 2012
Tom Clancy's Ghost Recon
Tom Clancy's HAWX 2
Tomb Raider: Underworld
Tony Hawk's Shred
Transformers: Cybertron Adventures
Trauma Center New Blood
Wacky Races: Crash & Dash
Wheel of Fortune
Where's Waldo - The Fantastic Journey
Wipeout
Wii Fit Plus
Wii Music
Wii Play
Wii Party
Wii Sports
Xmen Origins: Wolverine
Wacky Racers
WWE All Stars
WWE Smackdown VS Raw 2011
Zelda Skyward Sword
Zumba Fitness

G11 G12 G13 720p 1080i 1080p 2070p 450p Ultra Battery New Charger Case Leather Plastic USB Manual Automatic Gears Madden Yankees BMW NFS MW Lenovo Camcorder Handycam Dsc Dcr Sony Style Amazon New Egg HDD Hard Disk Dv6000 Dv6500 Dv9500 HDX NewEgg Mac OS X SK,Sidekck,sidekick,sk2,skii,s k,two,2,sidekick2,dos,nii,prepaid,pre paid,plan,sidekick2,ID,Regular,ed,edition,used,mint,inexpensive,perfect replacement,cell,phone,device,phones,mobile,danger,sharp,very,replace,freezes, frozen, ok, okay,cond 3 Tres sidekick3 ,TREY SK,Sidekck,sidekick,sk2,skii,s k,two,2,sidekick2,dos,nii,prepaid,pre paid,plan,sidekick2,ID,Regular,ed,edition,used,mint,inexpensive,perfect replacement,cell,phone,device,phones,mobile,danger,sharp,very,replace,freezes, frozen, ok, okay,cond,Slide,kick2,siekcick,sidekickii,kickii,Sidekck,side kck2,kic,kik,kik2,sidekik H 500,iphone,i phone

- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2829132496

HOME    FORUMS    PS3    HOMEBREW    BACKUP MANAGER    TUTORIALS    CFW    NEWS TIPS    ABOUT

# PSJailbreak – allows users to Jailbreak their PS3 Playstation 3 to play backups via USB dongle?

🐦 Tweet

*by* WHNUNLIFE *on* AUGUST 20, 2010

In some of the best news I've heard recently, theirs is a new product emerging upon the scene, which allows users to play copied games off the PS3′s hard drive. This is currently referred to as PSJailBreak. The mod allows users to insert PS3 games and using the backups utility, copy the game to their internal or external hard drive and also allows them to boot their backups.

The Sony PS3 has really been the last console to actually be exploited in one way or another. Their are many out there claiming that this is fake, but according to Fox-Chip, a France based distributor, said this wasn't the case. He was quoted in saying

"It works on all PlayStation 3s. We tested it yesterday."

In terms of pricing. This is currently being sold around $150 smakcers from a company name OzModChips

Personally, I'm going to wait, and see what the scene comes up in terms of offering a free version of this. And don't forget, the Xbox LT Lite Touch modder name C4eva, remember this guy. He's the guy who creates all the Xbox 360 DVD drive firmware, which allows you to play copied games. We'll, it's been rumored that he's working on the PS3 Bluray Firmware. Interesting times indeed.

Tagged as: backup, debug, firmware, PS3, PSJailbreak, usb

👍 Like
Confirm

You like this. · Add Comment · Insights · **Error**
You like thisBe the first of your friends to like this. · Add Comment · Insights · **Error**

## RECENT POSTS

PS3 "Metldr" Exploit leaked and steps to pwn

PSN access rolling out – Can change password as services are restoring

PS3 firmware 3.61 released to the wild – still no PSN access

PSN Restoration Timeline Update – likely a few more days!

multiMAN v2.00 and xmb styling

## CATEGORIES

Select Category

## LATEST COMMENTS

jnreuv on Geo's lawyers say he doesn't have a PSN account

bxnafgrrqab on Geo's lawyers say he doesn't have a PSN account

Celina on Geo's lawyers say he doesn't have a PSN account

flolfbrubre on Possible to connect to PSN on kmeaw 3.55 CFW? – Updated

PS3 Metldr Exploit leaked and steps to Pwn on PS3 "Metldr" Exploit leaked and steps to pwn

**Trackback URL:**

{ **1** comment... read it below or add one }

**All Systems Go**   August 31, 2010 at 7:12 am

We have created a webpage yesterday where you can leave your email, name, address and quantity you're interested in (this will be reserved for you on a "first come, first served" basis).

Once the PS3 Stingers are ready for shipment you will be contacted and if you're still interested you can then pay (via email or purchase page (Paypal, International Money Transfer or iDeal (for Dutch people). Upon payment the Stinger(s) will be sent the same day.

Is that procedure ok for you or would you like to see something else on that page as well ? We're opposed to taking your money before we have the PS3 Stingers physically here. Call us strange if you will, but that's the way we work.

The link to the page will be posted here and also on our twitter : http://twitter.com/allsystemsgonl

The page will be updated in the coming days with some more info about what PS3 Stinger is and costs.

To James : I couldn't find a way to contact you directly, so had to use this comment. Would you be interested in posting it as a topic ?

REPLY TO THIS COMMENT

## Leave a Comment

Name *

E-mail *

Website

PREVIOUS POST: OtherOS support remains in PS3 thanks to GEO

NEXT POST: PS3 Hacked by fail0verflow – Piracy on the rise?

# JTAG / RGH / Reset Glitch hack for XBOX 360's - $30 (Northwest Suburbs)

Date: 2012-01-31, 10:30AM CST
Reply to: sale-qcder-2820601974@craigslist.org [Errors when replying to ads?]

$30.00 - TX Coolrunner V2.0 pre-programmed (Phat or Slim) for user that want to DIY
$75.00 - RGH on Phat or Slim unit - Includes TX Coolrunner and disk with NAND/CPU key+DVD key
$25.00 - Setup user provided drive with many emulators, Freestyle Dash, Session on how it all works when picking it up

-----------------------------------------------------------------------------------------

Offering Glitch hack installation on Xbox 360's. (This makes your 360 just like a "JTAG'ED" 360) It is called the RGH, or Reset Glitch Hack.

This install includes installing the glitch hack circuit board (Team Xexcuter Cool Runner) programming it, updating your NAND with current firmware with dashlaunch
& reset glitch hack in-place. I provide a DVD with a backup of your original NAND + CPU key for your unit and instructions how how to update your 360 yourself in the future there is no reason you should have to open your 360 again or pay someone else to do it for you.

All units I do, come with the current MS dashboard. Version 14699 at this time.

If you would like a hard drive setup with 2 different versions of Freestyle dash, numerous emulators (15 GB worth), and tools I offer that also.

This hack allows your Xbox 360 to run "un-signed code" in order to run alternative dash boards, like Freestyle Dash, which allows you to play home-brew applications,
copy your games from DVD to the 360 hard drive or USB hard drive and not need your original media to play, You can even play all your 360 games over your network and not use local hard drive space if you want.

You can use ANY size 2.5" SATA drive in your 360 that is 9.5mm thickness or thinner. You can play ALL Xbox Live games from other 360's. Access your 360 over
the network through FTP to transfer games to and from it, DLC, etc.. You can even run custom game cheats or "trainers" for all the popular games or modded versions of games.

I will not provide any copyrighted software under any circumstances.

I have done several dozen RGH units locally, each console can be different with the RGH. Especially with Slim units. I can get Slims booting as fast as possible.

I have been soldering for over 20 years, have been doing hacks like this for people across all systems since the PSX 1, so you can expect a clean professional job.

# Jailbreak PS3 3.55 or lower - $50 (Schererville)

Date: 2012-01-27, 12:43PM CST

Reply to: sale-hmg2j-2821099746@craigslist.org [Errors when replying to ads?]

You will receive all of the following software PS3 custom firmware 3.55.2 Rebug, Snes emulator, NES emulator, GBA emulator, SCUMM emulator, Genesis emulator, Final Burn Alpha emulator, MultiMan backup loader. I do not condone piracy so no games are included, but you will receive all of the neccessary software and information to run backed up or downloaded roms or iso files. Hit me up if you are interested and i can explain in greater detail. Thank you and have a splendid day or night!
If you are interested you can give me a text at 2192183215

• Location: Schererville
• it's NOT ok to contact this poster with services or other commercial interests

## 160gb Ps3 jailbroken on 3.55 cfw - $100 (wilkes-barre)

Date: 2012-02-01, 9:06PM EST

Reply to: gu6kp-2830261588@sale.craigslist.org [Errors when replying to ads?]

I am selling a ps3 that is flashed with Rogero custom firmware. The firmware on the ps3 will allow you to install and run homebrew apps and games on the console (or off of an external hard drive). It is a fully working console, however it has been repaired in the past for over heating. Since the repair it has been running perfectly fine, but I wanted to be honest why I am not charging more for it. Console and power cord only. Once again fully working refurbed / modded console first $100 cash can take it. Email me you're interested, and we can meet somewhere in Wilkes-Barre.

- Location: wilkes-barre
- it's NOT ok to contact this poster with services or other commercial interests

PostingID: 2830261588

megacate

# Wii Modification - $30

Date: 2012-01-31, 8:02PM EST
Reply to: abtgx-2821394962@sale.craigslist.org [Errors when replying to ads?]

I MOD ALL VERSION WII'S RED,BLACK,WHITE 3.2 - 4.3 ALSO INCLUDING OVER 4000 FREE NINTENDO AND SUPER NINTENDO ROMS
atari roms and sega roms
ONCE I MOD YOUR WII YOU CAN
Play backup games
Play backup games from a USB drive or Hard Drive
Play emulators
Play DVDs From a Wii channel from a sd card or external usb devices

When I am done with your system you simply put your disc in and copy image to your hard-drive no need for a disc anymore.
All you supply is external hard-drive and sd card
takes about 15 min
-Play BACKUPS or COPIES of your Wii Games
-Launch copied / backup GameCube games
-Play roms and emulators
-Run homebrew applications and games
Bring your hard drive and I will get you started, I will not give you wii games but I will show you how to get them
email or call
616-842-0722

# Exhibit E