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Abstract
The popularity of wide-band network has brought limitless business to the industry that is correlated with the network, with the on-line gaming industry being the best example. Due to the flourishing development of on-line gaming, security issues are the focus of significant attention.

The security issues for on-line games are produced in succession, specifically the cheating programs and account theft what we discuss in this research. The opportunists of on-line games use the auxiliary programs while they try to get unfair advantages; it is easy to find that the situation of these kinds of illegal activities already affected other legal players' will for playing the game. Furthermore, many of business transactions of on-line game are appeared frequently and connected with cash, therefore it attracts some delinquents to steal the players' accounts of on-line game. We can figure out the importance of security for on-line game by players' quitting the game sequentially.

In our study, we try to provide the solution that is related to the security issue of on-line game's cheating program and account theft. Based on the hypothesis of the game factories' and players' lower cost and the usage friendly and widely, we attempt to supply a fair and secure online game environment, to make users have lots fun in the virtual world.
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