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Abstract
Online game is the most remarkable and popular industry in those years. It is a Digital Contents Industry that our government and enterprises have already paid much attention to it. The industry brings many issues, because many participants to participate in online game. The news always reports many online game players be rushed, be stolen, be swindled. But it isn't happened in real world, it's happened in virtual world.

Although the case of players' virtual properties or id and password be stolen is more often than past years. Before the online age, there are many ways to cheat on console game. But it doesn't the matter, because this kind of behavior doesn't influence to others. Gradually, online games become the main market. The players of online game use other ways to cheat of online games. They usually use some illegal programs called Plug-ins. It can make them getting unfair advantages. Why the players want to use plug-ins, because they want their characters to be stronger than before in short time, and their characters become the strongest in game server. But not all of players want to use plug-ins. They purchase virtual properties from other player's directly. Finally the virtual properties are equal to cash, so some illegal behaviors like to steal others' virtual properties become more and more serious. Although the victims doesn't lose their real properties, but they get losing their virtual properties in online game. In online game, we know one real thing that the virtual properties are equal to cash.

Before they are hurting by stealing, the victims just blame on themselves that they are too careless, so they can't protect their virtual properties. Nowadays the laws have been re-explained. If somebody tries to get others' virtual properties with illegitimate way, they will break the law. It's very helpful for every player of online game. Currently, all of the online games are almost lacking for security and fairness. In this thesis, we propose some security schemes for online game.
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