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**UNITED STATES DISTRICT COURT
 DISTRICT OF ARIZONA**

MDY INDUSTRIES, LLC,)

Case No.: CV06-02555-PHX-DGC

)
 Plaintiff and Counter-Claim)
 Defendant)

**BLIZZARD ENTERTAINMENT,
 INC. AND VIVENDI GAMES,
 INC. RESPONSE TO MDY
 INDUSTRIES, LLC and
 MICHAEL DONNELLY'S
 MOTION FOR SUMMARY
 JUDGMENT**

)
 vs.)

)
 BLIZZARD ENTERTAINMENT, INC.,)
 and VIVENDI GAMES, INC.)

)
 Defendants and)
 Counter-Claim Plaintiffs.)

The Honorable David G. Campbell

)
 BLIZZARD ENTERTAINMENT, INC.,)
 and VIVENDI GAMES, INC.)

)
 Third-Party Plaintiffs,)

)
 vs.)

)
 MICHAEL DONNELLY,)

)
 Third-Party Defendant.)

Blizzard Entertainment, Inc. and Vivendi Games, Inc. (collectively,
 “Blizzard”) submit the following memorandum in opposition to MDY Industries,
 LLC and Michael Donnelly’s (collectively, “MDY”) motion for summary judgment
 on Blizzard’s claims for secondary copyright infringement, DMCA trafficking,

1 tortious interference with contractual relationships, and unjust enrichment. For the
2 reasons stated herein, MDY's motion should be denied.

3 **I. Introduction**

4 As detailed in Blizzard's own motion for summary judgment and supporting
5 papers, Blizzard is the creator, licensor, and operator of the online game World of
6 Warcraft ("WoW"), in which players join together online to create characters,
7 socialize and explore a rich virtual universe. (See Blizzard's Statement of Facts in
8 Supp. of Their Mot. for Summ. J. ("SOF") ¶ 9-12, 25). Blizzard enforces its rights in
9 and to the game through both the WoW End User License Agreement ("EULA") and
10 Terms of Use ("TOU"), as well as technological measures designed to prevent users
11 from accessing the copyrighted game content in an unauthorized manner. (SOF ¶
12 84, 105-119). Blizzard demonstrated in its motion that MDY's promotion, sale and
13 support of the Glider "bot" program has induced tens of thousands of third parties to
14 infringe Blizzard's copyrights and breach its agreements, and in the process damaged
15 the WoW gaming experience for other players and forced Blizzard to divert
16 significant resources from game development and support to efforts to stop Glider.
17 (SOF ¶ 238-42). MDY has also frustrated Blizzard's ability to enforce its rights
18 against Glider users by enabling them to circumvent Blizzard's technological access
19 controls and conceal their infringements from Blizzard.

20 Against this backdrop, MDY seeks summary judgment on Blizzard's claims
21 for secondary copyright infringement, DMCA trafficking, tortious interference, and
22 unjust enrichment, in each instance focusing only on isolated elements of those
23 claims that MDY contends Blizzard has failed to establish as a matter of law.¹ In its
24 motion, however, MDY misconstrues well established law defining the scope of
25 copyright and DMCA claims; law that compels entry of judgment in favor of
26 Blizzard.

27
28 ¹ Blizzard does not oppose MDY's motion as to Blizzard's common law unfair
competition claim.

1 In support of its arguments on tortious interference and unjust enrichment,
2 MDY blatantly ignores the inconvenient facts of record (set forth in Blizzard's own
3 motion) that clearly demonstrate the impropriety of its conduct and resulting harm,
4 and instead seeks summary judgment largely on the basis of a self-serving,
5 uncorroborated affidavit from Michael Donnelly that attempts to retroactively
6 transform the true nature of MDY's business and the Glider product. Donnelly's
7 affidavit portrays MDY as a business that seeks only mutual success with Blizzard,
8 claims that MDY has always steered Glider users from particularly exploitive uses
9 like gold farming, and even disingenuously suggests one aim of Glider is to assist the
10 disabled to play WoW. (See MDY SOF ¶ 41-43, 51-56).

11 The complete, corroborated facts of record, however, tell a much different
12 story. MDY's own prior admissions, marketing efforts, business tactics, and
13 disregard for the concerns of Blizzard and the WoW population at large make clear
14 that neither MDY's intentions nor its practices are nearly so noble. (SOF ¶ 158-70,
15 177-97, 234-47). Rather, like the purveyors of file-sharing programs, MDY
16 designed Glider to enable and profit from third-party infringements. Here, Glider is
17 a parasite program through which its creator MDY, and Glider users, improperly
18 exploit the intellectual property of a single host -- WoW -- for their own commercial
19 gain.

20 As demonstrated herein, under the prevailing law and undisputed facts of
21 record, Blizzard, not MDY, is entitled to summary judgment on its claims for
22 copyright infringement, DMCA trafficking and tortious interference.

23 **II. The Standard of Review on Summary Judgment**

24 Summary judgment is appropriate if the evidence, viewed in the light most
25 favorable to the nonmoving party, "show[s] that there is no genuine issue as to any
26 material fact and that the moving party is entitled to judgment as a matter of law.
27 Only disputes over facts that might affect the outcome of the suit . . . will properly
28 preclude the entry of summary judgment.'" *Lemon v. Harlem Globetrotters Int'l.*,

1 *Inc.*, 437 F. Supp. 2d 1089, 1093 (D. Ariz. 2006) (Campbell, J.) (alteration in
2 original). Moreover, the Ninth Circuit has refused to find a “genuine issue” where
3 the only evidence presented is “uncorroborated and self-serving” testimony.

4 *Kennedy v. Applause, Inc.*, 90 F.3d 1477, 1481 (9th Cir. 1996).

5 **III. Under Well Established Ninth Circuit Law and the Undisputed Facts**
6 **of Record, Glider Users’ Copying of WoW in Excess of the WoW**
7 **EULA and TOU Constitutes Copyright Infringement.**

8 MDY’s sole ground for seeking summary judgment on Blizzard’s secondary
9 infringement claim is its assertion that Glider users do not directly infringe
10 Blizzard’s copyrights. MDY appears to concede, as it must, that Glider users’
11 loading of WoW into RAM is “copying” under firmly established Ninth Circuit law.²
12 MDY further acknowledges that the WoW EULA and TOU authorize WoW users to
13 make the copy in RAM, *subject to the conditions in the license*. (MDY Mem. at 8-9)
14 (emphasis added). One such condition is that users do not run WoW with
15 unauthorized programs like Glider. (SOF ¶ 178). Thus, when Glider users load
16 WoW into RAM in conjunction with Glider, there is no question that a copy is
17 created, and that the copy breaches WoW’s license restrictions.

18 MDY asserts, however, that Glider users’ copying of WoW in excess of the
19 EULA constitutes merely a breach of contract, and not copyright infringement. This
20 assertion runs directly counter to well established Ninth Circuit law. In the Ninth
21 Circuit, breaches of a license equate to infringement where, as in this case, the
22 license that gives users the right to use the work also conditions that right on
23 compliance with certain restrictions on how the work may be used.

24 **A. Glider Users Make Unauthorized Copies of WoW by Loading**
25 **the WoW Software into RAM in Conjunction with Glider.**

26 There is no factual dispute that to run Glider with WoW, users must copy
27 WoW from their hard drive into their computers’ RAM. (SOF ¶ 50-52).

28 ² *MAI Sys. v. Peak Computer, Inc.* 991 F.2d 511, 519 (9th Cir. 1993).

1 Significantly, WoW is a dynamic game. When a user first launches WoW, the
2 executable of the program is loaded into RAM, and as the user moves through the
3 game, additional copyrighted game content is loaded from the hard drive into RAM
4 when the player reaches points in the game with which that content is associated.
5 (SOF ¶ 51).³

6 WoW players' authority to copy and use the WoW client is governed by the
7 terms of the WoW EULA and TOU, which conditions users' ability to copy WoW
8 on their doing so within the scope of the license. (SOF ¶ 89-95). Specifically, the
9 EULA states the following:

- 10 • IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU
11 ARE NOT PERMITTED TO INSTALL, COPY, OR USE THE GAME. (SOF
12 ¶ 89).
- 13 • The Game is distributed solely for use by authorized end users according to the
14 terms of the License Agreement. *Any use, reproduction, modification or
15 distribution of the Game not expressly authorized by the terms of the License
16 Agreement is expressly prohibited.* (SOF ¶ 89, 94).
- 17 • 1. Grant of a Limited Use License. If you agree to this License Agreement,
18 computer software (hereafter referred to as the "Game Client") will be installed
19 onto your hardware. . . . *Subject to your agreement to and continuing
20 compliance with this License Agreement, Blizzard hereby grants, and you
21 hereby accept, a limited, non-exclusive license . . . All use of the Game Client is
22 subject to this License Agreement and to the Terms of Use agreement, both of
23 which you must accept before you can use your Account to play the Game.*
(SOF Supp. ¶ 265).
- 24 • 3. Ownership. A. *All title, ownership rights and intellectual property rights in
25 and to the Game and all copies thereof . . . are owned or licensed by Blizzard.*
(SOF Supp. ¶ 265).
- 26 • 4. Responsibilities of End User. A. *Subject to the license granted hereunder,
27 you may not, in whole or in part, copy . . . the Game.* Failure to comply with the
28 restrictions and limitations contained in this Section 4 shall result in immediate,

24 ³ The testimony in the record makes clear that in order to avoid easy detection and
25 blocking of Glider by Blizzard's anti-cheat technology, Glider users have relied on
26 Glider's "launch pad" to *initiate* the start up and loading of WoW into RAM. (SOF
27 ¶ 135). However, even if a Glider user chooses to launch WoW first, without using
28 the Glider launch pad, and then subsequently launches Glider to run with WoW, that
user continues to load expressive game content from the user's hard drive into RAM
as he progresses through the game, and the copying of that content occurs in
conjunction with running Glider. (SOF ¶ 51).

1 automatic termination of the license granted hereunder (SOF Supp. ¶
2 265).⁴

3 As detailed in Blizzard’s own motion for summary judgment, the WoW license
4 restrictions clearly condition a user’s right to copy WoW into RAM on his doing so
5 via authorized connections and without running WoW in conjunction with bot
6 programs like Glider. Accordingly, loading WoW with Glider plainly exceeds the
7 scope of authorized copying under the EULA and TOU. (Blizzard Mem. at 6-
8 7)(citing relevant EULA and TOU provisions and demonstrating how Glider violates
9 them).

10 **B. Glider Users’ Copying of WoW in Excess of Their Rights
 Under the EULA and TOU Is Infringing.**

11 In asserting that Glider users’ unauthorized copying of WoW constitutes
12 merely a breach of contract, and not copyright infringement, MDY fails to
13 acknowledge the Ninth Circuit’s well established recognition of a copyright owner’s
14 right to pursue claims for infringement where a licensee acts in excess of the license
15 scope. MDY may wish as a “matter of public policy” that copyright “cannot be
16 made to bear so much weight,” but established case law amply supports Blizzard’s
17 claim for infringement. (MDY Mem. at 8).

18 In fact, it is MDY’s argument for an exclusive contractual remedy that
19 overstates the law. MDY contends that “by granting a nonexclusive license to use
20 copyrighted material, the copyright owner waives *any* right to sue its licensee for
21 infringing its copyright.” (*Id.* 9)(emphasis added). MDY implies, falsely, that this is
22 a hard and fast rule, and selectively cites cases involving *exclusive* and *compulsory*
23 licenses, as opposed to nonexclusive licenses conditioned on authorized use.⁵ The
24

25 ⁴ Section 4 of the TOU, which prohibits the use of unauthorized third party programs
26 such as Glider, similarly is entitled “Limitations on Your Use of the Service.” (Ex.
 18 to Blizzard’s SOF).

27 ⁵ See *id.* at 9, nn. 16-17, citing *Peer Int’l Corp. v. Pausa Records, Inc.*, 909 F.2d
28 1332, 1338 (9th Cir. 1990)(addressing claim under the compulsory music license in
 Section 115 of the Copyright Act); and *United States Naval Inst. v. Charter
 Comm’ns, Inc.*, 936 F.2d 692, 695 (2d Cir. 1991)(addressing an *exclusive* license).

1 Ninth Circuit has repeatedly affirmed, however, that when “a license is limited in
2 scope and the licensee acts outside the scope, the licensor can bring an action for
3 copyright infringement.”⁶ In determining whether a copyright owner may pursue a
4 claim for infringement, the key inquiry is whether the license terms at issue are
5 *limitations on the scope of the license*, in which case a breach equates to
6 infringement, or merely contractual covenants independent from the use rights
7 granted under the license, in which case the remedy sounds in contract. *Sun I*, 188
8 F.3d at 1121. The analysis employed in answering this inquiry compels the
9 conclusion that Blizzard’s license restrictions are the former.

10 For example, in *Sun Microsystems, Inc. v. Microsoft Corp.*,⁷ the district court,
11 at the specific direction of the Ninth Circuit on remand, analyzed whether a license
12 term that required software the defendant developed with plaintiff’s copyrighted
13 software to be “compatible” with certain other software helped define the scope of
14 the license. The court concluded that the “compatibility” provision was merely a
15 separate contractual covenant, because the license said “nothing about the license
16 grants being *subject to, conditional on, or limited by compliance* with the
17 compatibility obligations,” and did not give the licensor an unqualified right to
18 terminate the license for failure to comply with the provision. *Id.* at 1032-33. By
19 contrast, the WoW EULA contains the very provisions that were lacking in *Sun II*,
20 and which evidence that Blizzard’s prohibitions on impermissible uses of WoW help
21 define the scope of the license. The WoW EULA clearly provides a “Grant of a
22 Limited Use License,” conditions licensees’ rights to use and copy the program on
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24
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26 ⁶ *Sun Microsystems, Inc. v. Microsoft Corp.*, 188 F.3d 1115, 11-22 (9th Cir. 1999);
27 *S.O.S., Inc. v. Payday, Inc.*, 886 F.2d 1081, 1085, 1087 (9th Cir. 1989); and *LGS*
Architects, Inc. v. Concordia Homes, 434 F. 3d 1150, 1156 (9th Cir. 2006).

28 ⁷ 81 F. Supp. 2d 1026, 1032 (N.D. Cal. 2000) (“*Sun II*”)

1 continued compliance with the license,⁸ and permits Blizzard to terminate the license
2 in the event of non-compliance.⁹

3 Another recent district court decision is likewise instructive. In *Netbula, LLC*
4 *v. Storage Technology Corp.*,¹⁰ the court assessed whether two distinct licenses
5 involving the same software — one defining the number of users permitted to use the
6 software, the other restricting the operating systems that could be used in
7 conjunction with the software — constituted limitations on the scope of the licenses.
8 After surveying Ninth Circuit authority, the court held that the former provision was
9 merely a secondary contractual covenant, while the latter limited the scope of the
10 license itself. In deeming the limit on the number of users a separate contractual
11 covenant, the court explained that “[t]his provision does not limit *how* the software
12 may be used, but instead defines what the purchase of one license gives the buyer.”
13 *Id.* at *5 (emphasis in original). By contrast, the court found the limitation on
14 operating systems that could be used with the software “[l]ike the license in *LGS* and
15 *S.O.S.*” a restriction on “the way in which the licensed material may be used and
16 [thus] part and parcel of the license grant itself.” *Id.* Because the second license
17 “restriction limit[ed] the breadth of the license,” the court held the breach of that
18 provision formed the grounds for an infringement claim. *Id.*

19 As in *Netbula*, the WoW license restrictions condition “*how* the [WoW]
20 software may be used” (and specifically under what conditions users are authorized
21 to load the software into RAM) and thus “*limi[t] the breadth* of the license.” *Id.*

23 ⁸ (e.g., “Subject to your agreement to and continuing compliance with this License
24 Agreement, Blizzard hereby grants, and you hereby accept, a limited, non-exclusive
25 license”; “Subject to the license granted hereunder, you may not, in whole or in part,
copy . . . the game”)(SOF Supp. ¶ 265).

26 ⁹ “Failure to comply with the restrictions and limitations contained in this Section 4
27 shall result in immediate, automatic termination of the license granted hereunder”).
(SOF Supp. ¶ 265).

28 ¹⁰ No. C06-07391 MJJ, slip op., 2008 WL 228036 (N.D. Cal Jan. 18, 2008).

1 When the rights conferred by a license are subject to such limitations, the breach of
2 that license is plainly grounds for infringement. *Id.*; *Sun II*, 81 F. Supp. 2d at 1032-
3 33; *see also Ticketmaster, L.L.C. v. RMG Techs., Inc.* 507 F. Supp. 2d 1096, 1102-
4 03, 1109-10 (C.D. Cal. 2007)(holding that using a bot program to access and
5 download copies of copyrighted web pages into RAM in order to purchase large
6 quantities of tickets — where the use of bots for this purpose was prohibited by the
7 website’s terms of use — infringed Ticketmaster’s copyrights).

8 In lieu of this authority from within the Ninth Circuit, MDY relies heavily on
9 the Federal Circuit case *Storage Technology Corp. v. Custom Hardware Engineering*
10 *& Consulting, Inc.*¹¹ That case, however, is inapposite. First, the court’s holding of
11 non-infringement hinged on the fact that the StorageTek license at issue placed *no*
12 *restriction* on the defendant’s right to *copy* the maintenance code at issue (i.e., load
13 the code into RAM), and thus the license authorized the copying of that code.¹²
14 Moreover, the court’s reasoning that “‘uses’ that violate a license agreement
15 constitute copyright infringement only when those uses would infringe in the
16 absence of any license agreement at all” actually compels a finding of infringement
17 in this case. *Id.* at 1316. Here, there is no question that, in the absence of *any*
18 license at all, users would have no right to copy WoW into RAM. By MDY’s own
19 admission, that right is *granted* to users in the WoW licenses. (MDY Mem. at 9).
20 Absent the license, the use objected to here - copying into RAM - would infringe.

21 Accordingly, where the same license that confers the right to copy also
22 conditions that right on continued compliance with certain restrictions, exceeding
23 those restrictions is infringement. Indeed, the *Storage Technology Corp.* court
24 recognized as much by distinguishing its facts from those at issue in *S.O.S., Inc.*,¹³

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26 ¹¹ 421 F.3d 1307 (Fed. Cir. 2005).

27 ¹² 421 F.3d at 1315-16.

28 ¹³ 886 F.2d 1081, 1087 (9th Cir. 1989).

1 where the use the copyright owner objected to included copying of its software. 421
2 F.3d at 1316. As in *S.O.S., Netbula*, and *Ticketmaster*, and contrary to *Storage*
3 *Technology Corp.*, the act complained of in this case is the *unauthorized copying* of
4 WoW into RAM. The WoW license restrictions, unlike the agreement in *Storage*
5 *Technology Corp.*, subject users' authorization to copy and use WoW to certain
6 conditions. When a Glider user exceeds those restrictions, he infringes.

7 **IV. Blizzard's Warden and Scan.dll are Technological Measures that**
8 **Effectively Control Access to Blizzard's Copyrighted Work and**
9 **Protect Blizzard's Rights as a Copyright Owner.**

10 MDY does not, because it cannot, contest that it sells a program primarily
11 designed to circumvent Blizzard's anti-cheat technologies. Rather, MDY seeks
12 summary judgment on Blizzard's DMCA claims solely on the grounds that: 1)
13 Blizzard's anti-cheat technologies do not qualify as "technological measure[s] that
14 effectively *contro[l]* access to a [copyrighted] work" under the Digital Millennium
15 Copyright Act, 17 U.S.C. § 1201(a)(2) and (a)(3)(b)(emphasis added); and 2) If
16 Blizzard's anti-cheat technologies are such measures, MDY cannot be liable under
17 Section 1201(a)(2) because no reasonable relationship exists between the access
18 gained to WoW by Glider and consequential copyright infringement. The facts
19 concerning how Blizzard's technologies work are undisputed, but MDY misapplies
20 applicable precedent and neglects to address certain of Blizzard's grounds for
DMCA liability.¹⁴

21 **A. Blizzard's Anti-Cheat Technology Effectively Controls Access to and**
22 **Protects Blizzard's Rights in WoW and Portions Thereof.**
23

24 ¹⁴ As discussed in Section III.A.2 and B. *infra*, MDY fails to address Blizzard's
25 distinct claim under 17 U.S.C. § 1201(b)(1)(A) that Glider circumvents
26 "technological measure[s] that effectively *protec[t] a right of a copyright owner . . .*
27 *in a work or portion thereof*," *id.* (emphasis added) beyond including the statutory
28 reference in its heading and topic sentence for its DMCA argument. As detailed
infra, § 1201(b)(1)(A) protects a separate right of a copyright owner, in Blizzard's
case its right to preclude WoW users from loading copyrighted WoW content into
RAM in excess of their license.

1 In order to access the expressive, copyrighted WoW game content, a user
2 must load the executable portion of the WoW client into her computer's RAM and
3 connect to Blizzard's WoW servers, after which point substantial additional
4 expressive content continues to be loaded into RAM as the user encounter new
5 aspects of the WoW universe. (SOF ¶ 51). As detailed in Blizzard's own motion,
6 Blizzard's "Warden" anti-cheat technology, comprised of two components -- scan.dll
7 and the Warden resident component¹⁵ -- is designed to safeguard access to this
8 expressive content, and enforce the WoW license restrictions on copying and use of
9 the program in conjunction with unauthorized programs. (Blizzard Mem. at 11-13).

10 **1. Scan.dll and Warden are Effective Access Controls**

11 The DMCA states that "a technological measure 'effectively controls access
12 to a work' if the measure, in the ordinary course of its operation, requires the
13 application of information, or a process or a treatment, with the authority of the
14 copyright owner, to gain access to the work." 17 U.S.C. § 1201(a)(3)(B). Here,
15 scan.dll loads immediately upon launching the game, scans the RAM of the user's
16 computer to ensure the copy of WoW supplies only the authorized information — a
17 clean copy of WoW free of unauthorized cheats — and denies a user access to the
18 game servers and the expressive game content on the client if it detects a cheat.
19 (SOF ¶ 108-114). If the user removes the cheat from memory, launches the game
20 again and supplies the correct information to pass the check, scan.dll will then permit
21 the user to log in and access the copyrighted content.

22 MDY contends that scan.dll, even if it is a DMCA access control, is not
23 "effective," because a user can delete the file containing scan.dll from his hard drive
24 to prevent its operation. This assertion is belied by the facts of record, however, and
25 contrary to established case law. Identifying and locating the file containing scan.dll

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27 ¹⁵ Although the two components collectively comprise the "Warden" anti-cheat
28 technology, Blizzard uses the term "Warden" herein to refer to the resident
component.

1 that is installed along with the WoW client is hardly trivial, and there is no evidence
2 in the record that WoW users have successfully disabled scan.dll by doing so. In
3 fact, when scan.dll was successful in identifying and blocking access to WoW in
4 conjunction with Glider, MDY did not merely demonstrate to his users how they
5 could “easily” remove the scan.dll file to resume use of Glider. MDY instead
6 invested the time and effort to analyze the process scan.dll ran to identify Glider, and
7 modified the Glider code to conceal itself and circumvent that process. (SOF Supp.
8 ¶ 274). Moreover, the mere fact that Glider circumvents this access measure does
9 not render the control ineffective, because any claim under this section of the DMCA
10 must arise from the circumvention of an access measure; reading successful
11 circumvention as an indicator of the ineffectiveness of a control would eliminate all
12 claims under the statute.¹⁶ Here, the fact that scan.dll has, with the notable exception
13 of Glider, been extremely successful in blocking access to users running
14 unauthorized programs in conjunction with WoW, demonstrates that it is an
15 “effective” access control. (SOF ¶ 114).

16 Warden provides a secondary access control after scan.dll permits initial
17 access to the game, either because no cheat was running at the time or because the
18 cheat successfully circumvented scan.dll. Warden continuously scans the
19 computer’s RAM while the user is connected to Blizzard’s game server, and can
20 automatically revoke a user’s access to the game upon detection. (SOF ¶ 115-19).
21 Warden has located cheats and revoked user access tens of thousands of times
22 (including periodic success with Glider), proving it to be an effective measure
23 against virtually every cheat Blizzard has encountered, save Glider. (SOF ¶ 114).
24 MDY styles Warden as a “data reporting machine,” and contends it cannot be an
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26 ¹⁶ *Universal City Studios, Inc. v. Reimerdes*, 111 F. Supp. 2d 294, 317-18 (S.D.N.Y.
27 2000) (rejecting argument that “weak cipher” that was “trivial” to circumvent was
28 not an effective access control), *aff’d sub nom. Universal City Studios, Inc. v. Corley*, 273 F.3d 429 (2d Cir. 2001).

1 access control because while Warden runs a user is able to access the WoW content
2 and play the game. This argument neglects to acknowledge, however, that once
3 Warden detects and reports the presence of a cheat, Warden can then *revoke* a user's
4 continued access to that game content. (SOF ¶ 116-17).

5 **2. Scan.dll and Warden effectively protect Blizzard's rights**
6 **in WoW and portions thereof**

7 MDY fails to address Blizzard's distinct claim under Section 1201(b)(1)(A)
8 that Scan.dll and Warden are "technological measure[s] that effectively protect[] a
9 right of a copyright owner under this title in *a work or a portion thereof*." 17 U.S.C.
10 §1201 12 (b)(1)(A) (emphasis added). Under Section 1201(b)(2)(B) of the DMCA,
11 "a technological measure 'effectively protects a right of a copyright owner under this
12 title' if the measure, in the ordinary course of its operation, prevents, restricts, or
13 otherwise limits the *exercise of a right of a copyright owner* under this title." *Id.* §
14 1201(b)(2)(B). Here, both Scan.dll and Warden protect Blizzard's well established
15 right to prevent unauthorized copying of WoW in excess of the WoW license
16 restrictions.

17 When scan.dll prohibits a user from accessing the game, it precludes any
18 copyrighted game assets (beyond the initial authentication module) from being
19 loaded into the user's RAM. (SOF ¶ 111). Similarly, when Warden detects a cheat,
20 it prevents additional copyrighted portions of WoW from being copied into RAM
21 without authorization. (SOF ¶ 116). Because loading a program into RAM
22 constitutes copying for purposes of copyright law, loading WoW in excess of
23 Blizzard's authorization under the WoW EULA and TOU (i.e., in conjunction with
24 Glider) violates Blizzard's exclusive right to make copies of WoW.¹⁷ Accordingly,
25 because Scan.dll and Warden prevent a Glider user from copying substantial
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¹⁷ *MAI Systems*, 991 F.2d at 518-19.

1 additional portions of Blizzard’s copyrighted work, they qualify as technological
2 protection measures under § 1201(b)(2)(B).¹⁸

3 **B. In Circumventing Scan.dll and Warden, Glider Enables Users**
4 **to Make Unauthorized Use and Copies of WoW.**

5 MDY contends that even if scan.dll and Warden are “effective access control
6 measures,” MDY has not violated § 1201(a)(2) of the DMCA because Glider’s
7 circumvention lacks a “reasonable relationship” to the protection of the copyrighted
8 WoW work. Specifically, MDY argues that Glider’s circumvention of scan.dll and
9 Warden merely enables Glider users’ “rightful access” to WoW, and does not enable
10 them to make any use of WoW they would not otherwise have the ability, and the
11 right, to make without Glider. In making this argument, MDY draws a flawed
12 comparison between Glider and the universal garage door remote control at issue in
13 *Chamberlain Group, Inc. v. Skylink Technologies, Inc.*¹⁹

14 In *Skylink*, the court rejected the plaintiff Chamberlain’s DMCA claim
15 because it found no nexus between the circumvention and Chamberlain’s protection
16 of its copyrighted work where Chamberlain made *no attempt to limit* its customers
17 inherent right to use the product they purchased, and where Chamberlain could not
18 allege that Skylink’s device contributed to third-party copyright infringements. *Id.* at
19 1187, 1203-04. The facts here differ on these critical points. First, Chamberlain sold
20 a product; it did not, as Blizzard does, license limited rights to use its software.
21 Second, given the nature of the equipment at issue in *Skylink*, no “copies” were
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24 ¹⁸ *Ticketmaster* 507 F. Supp. 2d at 1112. (CAPTCHA program that prevented user
25 from using bots to access copyrighted website content “both *control[led]* access to a
26 protected work [under § 1201(a)(2)] because a user cannot proceed to copyright
27 protected webpages without solving CAPTCHA, and *protect[ed]* rights of a
copyright owner [under § 1201(b)(1)] because, by preventing automated access to
the ticket purchase webpage, CAPTCHA prevents users from copying those pages
[into RAM].”)(emphasis added.)

28 ¹⁹ 381 F.3d 1178 (Fed Cir. 2004).

1 made, as no software was loaded into RAM in connection with its operation, and
2 thus Chamberlain offered no evidence that users of Skylink’s devices infringed.

3 In this case, however, Blizzard has pursued a contributory infringement claim,
4 because Glider users do make unauthorized copies of WoW when they load it in
5 RAM in connection with Glider. *Skylink* makes clear that had Chamberlain been
6 able to proffer evidence of limitations on use that implicated its rights to protect a
7 copyrighted work, as Blizzard has here, Chamberlain could have sustained its claim.
8 *Id.* at 1204. Significantly, MDY appears to concede this distinction by addressing
9 this argument solely to Blizzard’s “access” claim under § 1201(a)(2), and not
10 Blizzard’s § 1201(b)(1) “protection” claim, which centers on Blizzard’s right to
11 prevent users from making unauthorized copies of WoW in excess of the EULA.
12 Indeed, *Skylink* acknowledges it has no application to 1201(b)(1) claims.²⁰

13 Accordingly, MDY’s attempt to equate Glider with the Skylink device fails.
14 As MDY notes, the Skylink device “did not enhance the user’s ability to copy or
15 distribute the software over *anything the user could have done without the*
16 *defendant’s device.*” (MDY Mem. at 16). The same does not hold true for Glider, as
17 shown by a simple example of two hypothetical WoW users. All purchasers of
18 WoW have the right to use the game, and load copies into RAM, consistent with the
19 EULA and TOU limitations. User “A” loads WoW into RAM and runs the program
20 without Glider or any other cheat. User “B” loads WoW into RAM in conjunction
21 with Glider. Scan.dll and Warden are designed to check the information being
22 supplied by the program and permit user A’s *rightful* (i.e., consistent with the EULA
23

24 ²⁰ 381 F.3d at 1195 (“all defendants who traffic in devices that circumvent rights
25 controls [under § 1201(b)(1)] necessarily facilitate infringement”). Moreover,
26 *Skylink* does not foreclose liability under § 1201(a)(2) in this case even if the Court
27 concludes that Glider facilitates merely a breach of contract, and not infringement.
28 *Id.* at 1202 n.17 (“[i]t is not clear whether a consumer who circumvents a
technological measure controlling access to a copyrighted work in a manner that
enables uses permitted under the Copyright Act but prohibited by contract can be
subject to liability under the DMCA”).

1 and TOU) access to the game, while blocking user B's attempt to gain wrongful
2 access to the game (i.e., in excess of the license restrictions). In other words, these
3 measures enforce Blizzard's license restrictions on accessing and copying the
4 content into RAM. Precisely because of Glider's ability to circumvent Scan.dll and
5 Warden, however, user B is able to gain *unauthorized access* to and make
6 *unauthorized copies* of WoW in RAM. In so doing, user B is *not* merely gaining the
7 same "rightful access" as user A.²¹ Unlike the Skylink device, then, Glider's
8 circumvention ability clearly enhances the user's ability to load unauthorized copies
9 of WoW it would otherwise be prevented from making, and thus is tied directly to
10 Blizzard's interest in protecting its copyrighted work.

11 **V. Blizzard Has Proffered Substantial Evidence that MDY's Promotion**
12 **And Support of Glider Intentionally and Improperly Interferes With**
13 **Blizzard's Contracts With WoW Users and Causes Blizzard Harm.**

14 MDY contends that Blizzard has failed to present sufficient evidence on three
15 elements of its tort claim: 1) MDY's improper purpose; 2) MDY's intent to
16 interfere; and 3) resultant harm to Blizzard. In so arguing, MDY distorts the legal
17 burden imposed on Blizzard and disregards significant evidence of record in favor of
18 a self-serving affidavit by Michael Donnelly in which he, belatedly and implausibly,
19 insists that MDY's motives and tactics are pure. MDY's actions and pre-litigation
20 statements, however, overwhelmingly establish the impropriety and intentional
21 nature of its interference, and the hundreds of thousands of complaints by WoW
22 players and substantial expenditures incurred by Blizzard in combating Glider
23 evidence the serious harm MDY has caused. (SOF ¶ 158-70, 177-97, 234-47).

24 **A. MDY's Interference Was Improper.**

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26
27 ²¹ Only if user B ceases using Glider altogether does his access equate to user A's.
28 Of course if Glider is not used, then no circumvention is necessary, and the point is moot.

1 Both parties agree that the Restatement test, which cites seven factors to
2 consider in determining whether conduct is improper, is the applicable standard for
3 assessing impropriety.

4 **1. Nature of conduct**

5 MDY asserts that Blizzard must show that MDY's conduct is either "illegal or
6 inequitable" and then summarily proclaims that Blizzard has shown neither. The
7 *Bar J Bar* case on which MDY relies, however, plainly states that inequitable
8 conduct includes both acts constituting fraud and those counter to public policy.²²
9 Here, MDY's business offers no independent good - Glider simply enables users to
10 cheat. Indeed, its sole aim is to encourage and enable a group of opportunistic
11 cheaters to exploit the WoW game for their own benefit, to the dismay and
12 frustration of not only Blizzard, but the rule-abiding players whose experience is
13 sullied. (SOF ¶ 159-70). The public interest is hardly advanced by MDY's
14 actions.²³

15 Moreover, MDY's entire business model is premised on a fraud. MDY has
16 acknowledged that the market for Glider is dependent upon MDY's ability to ensure
17 users successfully defraud Blizzard by concealing their breaches. (SOF ¶ 145-48).
18 Moreover, MDY's self-serving affidavit regarding Glider's "inefficiency" for use in
19 gold farming notwithstanding, MDY's actions reveal that it knows the market for
20 Glider is driven largely by those seeking to exploit WoW for their own profit. (SOF
21 ¶ 188-97, 244-47). To sustain its business, MDY has also committed additional
22 breaches of the WoW EULA and TOU, including reverse engineering WoW and
23 sharing WoW accounts to test Glider surreptitiously. (SOF ¶ 234, 245).

25 ²² *Bar J Bar Cattle Co. v. Pace*, 158 Ariz. 481, 484-85 (Ariz. Ct. App. 1988).

26 ²³ *Universal City Studios, Inc. v. Sony Corp. of Am.*, 659 F.2d 963, 976 (9th Cir.
27 1981) (noting in copyright case that once the court finds infringement of plaintiff's
28 rights, "the continued profitability of [defendants'] businesses is of secondary
concern").

1 Against this evidence, MDY offers only the unsupported assertion that “[a]n
2 accused tortfeasor cannot tortiously interfere with a plaintiff when the tortfeasor
3 benefits from the plaintiff’s well being.” (MDY Mem. at 19). On the contrary, in
4 *Am. Airlines, Inc. v. Platinum Worlds Travel*, the broker service held liable for
5 tortious interference for its purchase and resale of frequent flyer vouchers depended
6 on American Airlines continuing to award the vouchers and make the flights from
7 which the defendant improperly profited.²⁴ Moreover, like the broker in *Am.*
8 *Airlines*, although MDY’s business is dependent upon Blizzard’s continued viability,
9 the key determinant of MDY’s continued success is its ongoing ability to defraud
10 Blizzard about Glider usage. (SOF ¶ 242).

11 **2. MDY’s motive**

12 In addressing its motive, MDY relies exclusively on the *Bar J Bar* case, and
13 grossly exaggerates the import of its holding, contending that “[m]alice must be the
14 sole motivator for the actor to interfere tortiously.” (MDY Mem. at 19). This
15 statement finds no support in *Bar J Bar* or elsewhere. Under the Restatement,
16 *motive* is but one of seven factors a court should consider in determining whether
17 conduct is *improper*. *Malice* is not a factor at all, as an interferor’s motive may be
18 improper without being malicious.²⁵ In fact, *Bar J Bar* stands only for the inverse,
19 and unremarkable, proposition that a tortfeasor’s ill will toward the aggrieved party
20 will not, standing alone, render him liable if his conduct is not otherwise improper.

21 MDY also cites *Bar J Bar* for the proposition that “[a] competitor does not act
22 improperly if his purpose at least in part is to advance his own economic interests.”
23 (MDY Mem. at 19-20). This statement, however, emanates from the portion of the
24

25 ²⁴ 769 F. Supp. 1203, 1204 (D. Utah 1990), *affd sub nom. Am. Airlines v.*
26 *Christensen*, 967, F. 2d 410 (10th Cir. 1992).

27 ²⁵ For example, conduct in violation of a statute or contrary to public policy may
28 render conduct improper regardless of the other factors. *Wells Fargo Bank*, 38 P.3d
 at 32-33.

1 Restatement addressing the situation where an interferor justifiably seeks a share of a
2 competitor's market.²⁶ Here, MDY is *not* a competitor, and seeks no such thing. By
3 its own admission, MDY does not attempt to “lure away Blizzard’s customers.”
4 (MDY Mem. at 20). Rather, MDY attempts to lure cheaters into WoW - be it to
5 farm gold, level accounts to sell, or level characters without the required time
6 investment - with the assurance that their efforts to exploit the game will go
7 undetected, and their investment in Glider will be rewarded. (SOF ¶ 182, 246-47).
8 Glider is a parasite on WoW, but it does not compete for the game’s market share.
9 Likewise, no “social benefits” arise from Glider use. Most WoW players see their
10 playing experience damaged by Glider use, as reflected by the thousands of
11 complaints about Glider, and MDY’s admission that other players seek to have
12 Glider users banned. In fact, as detailed in Blizzard’s motion, MDY’s own words
13 and deeds through the course of its operation betray its ill motive.²⁷ Accordingly,
14 Blizzard has provided substantial evidence attesting to MDY’s improper motive to
15 negate the import of Donnelly’s self-serving affidavit.

16 **3. The interests of those interfered**

17 MDY contends that because Glider users voluntarily elect to use the program,
18 *their* interests are not adversely impacted. However, this factor hardly turns on
19 Blizzard’s ability to show that MDY coerced Glider users. In fact, the parties whose
20 interests are relevant to this factor are Blizzard, whose contracts are being breached
21 in a manner that prevents their enforcement, and the large population of WoW
22 players who are parties to those contracts, whose contractual interest in having a
23 game free of cheaters is undermined.

25 ²⁶ See Restatement (Second) of Torts § 768 (2007), comments on (1)(d) (if
26 defendant's conduct is directed, at least in part, “to advance the actor's competitive
27 interest and the supposed social benefits arising from it,” motivation by other
impulses is not alone sufficient to render interference improper).

28 ²⁷ (Blizzard Mem. at 16-17; and SOF ¶ 79, 192-97, 208-09, 238-242).

1 **4. The interests sought to be advanced by MDY**

2 The interest MDY seeks to advance is its own; selling its cheat to boost
3 MDY’s revenues while driving up Blizzard’s costs. (SOF ¶ 242). Nearly all
4 interferors seek to advance their own interest, of course, but MDY advances no other
5 interest. Moreover, MDY’s contention that it is “not trying to harm Blizzard” is
6 patently absurd given the facts of record. MDY may *wish* that it could exploit
7 Blizzard’s work in a manner that does Blizzard no harm, but its actions speak louder
8 than words. By continuing to sell and support Glider when it is fully aware that
9 hundreds of thousands of WoW players have protested its use, designing features
10 and instructing users how to avoid detection and reporting by those players, and
11 affirming its intent to drive up Blizzard’s costs of enforcement to an intolerable
12 level, MDY is in fact trying very hard to harm Blizzard. (SOF ¶ 208, 237-43).

13 **5. The social interests in protecting the freedom of MDY**
14 **and the contractual interests of Blizzard and its users**

15 MDY’s argument that social interests weigh in its favor rests entirely on the
16 proposition, which it disavowed earlier in its brief, that MDY and Blizzard are fairly
17 competing for the same business opportunities. That is clearly not the case here, and
18 thus the authorities cited by MDY are inapposite.²⁸ In fact, the relevant social
19 interests here favor Blizzard, because the pertinent “society” is the WoW gaming
20 universe, and there is no question MDY is intentionally disrupting the bargained-for
21 mores of that society. (SOF ¶ 226, 241-43).

22 **6. The proximity of MDY’s conduct to the interference**

23 MDY’s sale of Glider is clearly the but-for cause of the interference. MDY’s
24 sole ground for contesting this factor is that MDY cannot be charged with wrongful

25 ²⁸ MDY contends that Blizzard’s allegation of unfair competition evidences a
26 recognition that it and MDY are “competitors” in the sense that term is used in the
27 context of the tortious interference cases it cites. (MDY Mem. at 22). On the
28 contrary, Blizzard’s unfair competition claim, like its Lanham Act claim, was
premiered on MDY’s misleading use of Blizzard trademarks in promoting Glider (a
practice MDY agreed to cease). Hence, that claim has no bearing on this issue.

1 conduct until after Blizzard updated its TOU to explicitly include the word “bot.”
2 (MDY Mem. at 22). This assertion is preposterous in light of MDY’s multiple
3 admissions that it understood, from nearly the outset of its business, that Blizzard
4 considered use of Glider a violation of its EULA and TOU. Specifically, MDY
5 admitted that it understood long before the change in terms that Blizzard objected to
6 unauthorized third party programs, that it never sought nor received authorization for
7 Glider, and that it knew Blizzard objected to Glider use because it detected and
8 banned Glider users in September 2005. (SOF ¶ 177, 183, 187). Long before the
9 inception of this litigation, MDY’s own website FAQ informed Glider users that
10 Blizzard considered Glider use a breach of the TOU. (SOF ¶ 182).

11 **7. The relations of the parties**

12 Here again, MDY relies exclusively on the argument, rejected by the court in
13 *Am. Airlines*, that MDY cannot interfere with Blizzard’s contracts when it seeks to
14 have Blizzard perform those same contracts. MDY’s argument, of course, overlooks
15 the fact that Blizzard *does not want to perform* in the case of Glider users, but has no
16 choice where MDY is assisting Blizzard’s customers in concealing their breaches.

17 As demonstrated above, the evidence of record weighs in Blizzard’s favor on
18 each of the seven Restatement factors under the relevant authority. Moreover, the
19 *Am. Airlines* court acknowledged that the cases analyzing the seven factors in the
20 typical business competitor scenario (like those cited by MDY) fail to address

21 “precisely the unusual circumstances . . . [where] the defendants do not
22 want the plaintiff’s customers to breach their contracts under circumstances
23 in which the plaintiff also refuses to perform [but] [r]ather, the defendants’
24 business depends upon their ability to induce the plaintiff’s customers to
breach their contractual obligations while the plaintiff continues to
perform.” 769 F. Supp. At 1206.

25 Those unusual circumstances are again precisely at issue here. And, like in *Am.*
26 *Airlines*, MDY has accomplished its goal by “develop[ing] an elaborate system of
27 deception enlisting the aid of the plaintiff’s customers . . . it is difficult to see how the
28

1 defendants' interference in this case can be characterized as anything but
2 improper.”²⁹

3 **B. MDY Intentionally Induced Breaches of Blizzard's Contracts.**

4 MDY's argument on this element rests solely on the premise that MDY
5 should not be held accountable for sales of Glider prior to Blizzard's amendment of
6 the TOU to include the specific word “bots”. As demonstrated above, the record
7 contains extensive evidence of MDY's knowledge that Glider violated the Blizzard
8 EULA and TOU long before that amendment.³⁰ Moreover, MDY's argument has no
9 bearing at this juncture, as Blizzard is seeking both damages and injunctive relief,
10 and by MDY's own admission it had the requisite intent to interfere as of October
11 2006.

12 **C. The Breaches of the EULA and TOU Harm Blizzard.**

13 Finally, MDY contends “Blizzard cannot present any evidence that MDY has
14 caused damage.” (MDY Mem. at 23). On the contrary, the record is replete with
15 evidence, which MDY cannot dispute, that MDY's sale and ongoing support of
16 Glider have caused Blizzard immense reputational and economic harm. The only
17 portion of this evidence acknowledged by MDY in its motion is Blizzard's
18 undisputed evidence that it has been forced to incur nearly one million dollars per
19 year in direct costs of its enforcement efforts against bots and responses to user
20 complaints about bots.³¹ In the face of this evidence, MDY claims that Blizzard
21 cannot show that Glider was a “substantial factor” in driving these costs, nor even
22 “only a little” responsible for them. (MDY Mem. at 24). The record, however,
23

24 ²⁹ *Id.* at 1206-07 (footnote omitted).

25 ³⁰ *Wells Fargo Bank 201 Ariz. At 494*, (“[I]ntent is shown by proving that the
26 interferor either intended or knew that '[a particular] result was substantially certain
to be produced by its conduct'”)(alteration in original).

27 ³¹ These costs are identified and explained in detail in Blizzard's motion for
28 summary judgment and supporting statement of facts. (See Blizzard Mem., at 21-22,
SOF ¶ 198-224, 248-252, and corresponding exhibits).

1 contains ample evidence demonstrating that Glider is the preeminent WoW bot, and
2 is not only a substantial factor, but the primary one, in driving Blizzard's
3 enforcement costs. Moreover, MDY cannot simply ignore the additional evidence of
4 record that Glider has caused, and continues to cause, both severe harm to Blizzard's
5 reputation and direct loss of revenue to Blizzard.³²

6 **1. Glider is a substantial factor in driving Blizzard's costs**
7 **of bot enforcement and response to bot complaints**

8 The record is unequivocal that Glider is a substantial factor in driving
9 Blizzard's bot enforcement and response costs. William Galey, the head of
10 Blizzard's customer service group, testified at his deposition that WoW users
11 specifically mention Glider as a cause of dissatisfaction when they contact Blizzard's
12 customer service personnel, and that "[i]t has become commonplace and
13 acknowledged amongst our players that, yes, they are aware of Glider specifically."
14 (SOF ¶ 226.) Greg Ashe, the head of Blizzard's bot enforcement group, similarly
15 testified at his deposition, that Glider is the longest-standing cheat, that Glider
16 consumes more Blizzard resources than any other cheat, and that Blizzard has to
17 divert resources from game development specifically to combat Glider. (SOF ¶ 221-
18 23). Ashe further testified that Glider alone has significantly increased Blizzard's
19 costs because each time Blizzard has implemented automatic detection of Glider,
20 MDY has revised Glider to combat these measures, whereas other bots have not
21 required a similar resource commitment given Blizzard's success at quickly blocking
22 their use. (SOF ¶ 224). In the face of this evidence, MDY cannot seriously ascribe
23 any reasonable portion of the nearly \$2.5 million in enforcement costs to bots other
24 than Glider.³³

25 ³² Arizona law has recognized that harm, for purposes of tortious interference, may
26 take a variety of forms including harm to reputation. *See Hy Cite Corp. v.*
27 *badbusinessbureau.com, L.L.C.*, 418 F. Supp. 2d 1142, 1151 (D. Ariz. 2005).

28 ³³ Indeed, MDY's rebuttal expert on damages set out to identify other bots that were
being actively used in conjunction with WoW, and could identify only one, a bot
called Innerspace. (SOF Supp. ¶ 268).

1 **2. Glider is damaging Blizzard's reputation with users**

2 In contending that MDY's dissemination of Glider has not harmed Blizzard,
3 MDY simply ignores the overwhelming evidence of harm to Blizzard's reputation,
4 evidenced most prominently by the several hundred thousand in-game user
5 complaints about the destructive presence of bots in the game. Several thousand of
6 those complaints specifically reference Glider by its brand name, reflecting Glider's
7 status as the most well-known bot in the WoW universe. (SOF ¶ 83, 204, 226).
8 Blizzard detailed the evidence of harm to its reputation in its own motion for
9 summary judgment, and refers the court to those papers for more detail. (Blizzard
10 Mem. at 19-21 and supporting SOF Exs.).³⁴

11 **3. Loss of Revenue**

12 Finally, MDY likewise ignores Blizzard's evidence that it has also suffered
13 approximately \$10.5 million in lost subscription revenues resulting directly from
14 Glider use. (SOF ¶ 260). The evidence establishing this loss of revenue is detailed
15 in Blizzard's own motion for summary judgment and supporting statement of facts.
16 (See Blizzard Mem. at 21-23; SOF ¶ 255-260).

17 **VI. MDY Has Not Carried its Burden on Unjust Enrichment**

18 Under Arizona law, there are five elements to an unjust enrichment claim, and
19 Blizzard has pled and offered evidence in support of each: "(1) an enrichment; (2) an
20 impoverishment; (3) a connection between the enrichment and the impoverishment;
21 (4) absence of justification for the enrichment and the impoverishment and (5) an
22

23
24 ³⁴ Blizzard's economic expert, Dr. Edward Castronova, submitted a report projecting
25 the long-term financial impact to Blizzard of this devaluing of its reputation, and,
26 starting from a conservative estimate that a one percent increase in a cheating
27 behavior such as botting results in a .05% decrease in demand for the game,
28 concluded that Blizzard bears a loss of profit of \$900,000 per 100,000 users, per
year, or over \$18 million per year from customer dissatisfaction alone. (SOF ¶ 263-
64). Although MDY's rebuttal expert questioned this model in his report, the
substitute numbers he offered still calculated a loss of \$5 million per year, still
evidencing significant harm. (SOF Supp. 288).

1 absence of a remedy provided by law."³⁵ Here, MDY has been enriched by millions
2 of dollars in Glider sales that enable users to violate the WoW contracts, while
3 Blizzard has been impoverished both through reputational harm and the costs
4 associated with combating Glider use. (SOF ¶ 231-33, 248-64). MDY's ill-gotten
5 gains and Blizzard's losses are directly connected, because as MDY acknowledges,
6 its product could not exist but for WoW.³⁶ MDY offers no justification for its
7 activities beyond the pursuit of a financial opportunity at Blizzard and WoW player's
8 expense. Finally, although Blizzard has pursued other causes of action for MDY's
9 unfair business activities, the court has yet to determine whether an alternate remedy
10 is available at law. Against this evidence, MDY's unsupported assertion that "the
11 defendants cannot establish all of the elements" is insufficient to warrant entry of
12 summary judgment.

13 **VII. Conclusion**

14 As demonstrated herein, Blizzard has submitted ample evidence not only
15 sufficient to defeat MDY's motion for summary judgment, but to support entry of
16 summary judgment in favor of Blizzard on its copyright, DMCA and tort claims.

17 Dated: April 23, 2008

Respectfully submitted,

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27 ³⁵ *Cnty. Guardian Bank v. Hamlin*, 182, Ariz. 627, 631(Ariz. Ct. App. 1995).

28 ³⁶ See Restatement (First) of Restitution § 1, cmt. e (2007) (benefit received need not
be balanced by an exact corresponding loss).

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CERTIFICATE OF SERVICE

I hereby certify that on April 23, 2008, I electronically transmitted the attached document to the Clerk's Office using the CM/ECF System for filing and transmittal of a Notice of Electronic Filing to the following CM/ECF registrants:

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