

VERDICTS & SETTLEMENTS

FRIDAY, JUNE 18, 2021

BUSINESS LAW

UNFAIR COMPETITION Trafficking in Circumvention Devices

Settlement: \$2,000,000

CASE/NUMBER:

Riot Games Inc., Bungie Inc. v. Cameron Santos dba Gatorcheats, and Does 1 through 10, inclusive / 2:21-cv-00195 MCSAS

COURT/DATE: USDC Central / May 12, 2021

JUDGE: Mark C. Scarsi

ATTORNEYS:

Plaintiff – **Marc E. Mayer, Mark C. Humphrey (Mitchell, Silberberg & Knupp LLP)**

Defendant – Benjamin N. Simler (Holland & Hart LLP)

FACTS: Plaintiffs Riot Games, Inc. and Bungie, Inc. are the owners and publishers of two popular online multiplayer video games: “Valorant” and “Destiny 2.” Plaintiffs brought an action against Cameron Santos (dba Gatorcheats) seeking to put a stop to Gatorcheats’ sale and distribution of software products designed to enable members of the public to gain unfair competitive advantages in the Games. Plaintiffs alleged that Gatorcheats’ software impairs and destroys the plaintiffs’ games which destroys

plaintiffs’ overall businesses and experiences of plaintiffs’ player communities.

PLAINTIFFS’ CONTENTIONS: Plaintiffs contended that the defendant’s software allows cheats for the games and users are able to manipulate the games using the software to their advantage. Plaintiffs contended that defendant’s software caused massive and irreparable harm to plaintiffs’ business and damage to their goodwill and reputation and also caused them to lose millions of dollars in revenue because the software gave certain players unfair advantage, thereby ruining the experience of the games for its’ customers. Plaintiffs contended that defendant knowingly, intentionally, and maliciously interfered with and disrupted the contracts plaintiffs have with their customers.

DEFENDANTS’ CONTENTIONS: Defendant denied all of the contentions.

RESULT: The case settled for \$2,000,000. Defendant was enjoined from creating, marketing, and distributing cheating software.

FILING DATE: Jan. 8, 2021