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Tandon et al.

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(54) **DETECTING LAG SWITCH CHEATING IN GAME**

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A63F 13/34	(2014.01)
A63F 13/79	(2014.01)
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CPC ***A63F 13/75*** (2014.09); ***A63F 3/00643*** (2013.01); ***A63F 13/34*** (2014.09); ***A63F 13/35*** (2014.09); ***A63F 13/71*** (2014.09); ***A63F 13/79*** (2014.09); ***H04L 67/125*** (2013.01); ***H04L 67/38*** (2013.01); ***H04L 69/28*** (2013.01); *A63F 2300/534* (2013.01); *A63F 2300/535* (2013.01); *A63F 2300/5586* (2013.01); *H04L 63/0428* (2013.01)

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See application file for complete search history.

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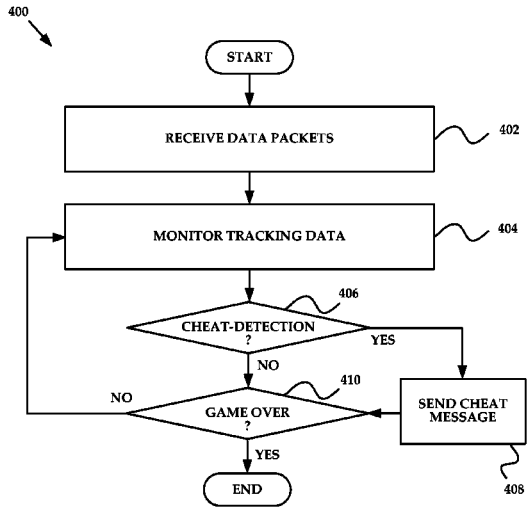
(57) **ABSTRACT**

Detecting lag switch cheating in a gaming network is disclosed. Data packets are received from a client. The data packets have tracking data including at least one of a sequence number and a time stamp. The tracking data is monitored to determine that a cheat-detection event has occurred.

21 Claims, 4 Drawing Sheets