This is the **final** message and documentation from me, regard my whole career in cracking games and dealing with the piracy scene as a whole. read everything and don't skip, for this is quite an extraordinary one. and it's important for every true gamer and history archivist.

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—PART 1—

Title :
"What happened in late 2023 & The Story Of My Last Denuvo Works".

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After my last game release in summer 2023, something unexpected happened. i got into sudden health issues from intense lack of sleep and rest, and i was bluntly told if i don't immediately try to fix it, it will be my death. so i had to take a big drift away from my cracking path, and i just focused on doing some private work on my games. i decided on building a "Universal System" to control body proportions in video games, which will allow me to erase the PLAGUE of the **"skinny characters"** garbage that is infests every game and DISGUSTS ME. SO, i started building this system that will allow make to fatten and buff all models freely, and i built it so that it will work on every single "Unreal Engine" game, and even sketching extendable variations to other engines with few conditional changes — it was very big, and very ambitious. and unfortunately it eventually ended up taking down my health even further. **Yes**, from there, things went downhill very fast, so i had to stop all my works mid 2024 and just focus on "recovering" myself and my health.

by the start of 2025, i was beginning to recover, and at birthday in march, i was "Back In Shape" .... BUT, i also realized i have grown quite a bit, and my mind had a LOT of drastic changes for how i see denuvo. i realized i no longer feel hatred for it the way i always did. but i didn't falter, and i proceeded spreading the news of my return and started sketching a new powerful system to be able to handle the new denuvo versions. until the first days of summer, and that is when i realized that i have lost every single motivation and purpose regard cracking denuvo, for the first time ever. the "Big" and "Shocking" truth was sparking in my mind and soul, and i simply just turned my entirely POV around, and started seeing the TRUTH that i was blind to all my life.

The only tragedy in this change of POVs is that i had already WORKED A LOT and developed insane system that would work by "CRASHING" all denuvo functions, instead of bypassing it. it was BRILLIANT, absolutely the BEST way i have discovered to counter denuvo. and while it was still a "prototype", it essentially worked on 3 different games that i have tested on — but at this point it was already too late, as i had concluded that i lost all my desires to continue, and it was time to stop.
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—PART 2—

Title :
"What are the big truths and realizations that made me decide to ENTIRELY STOP my cracking path ?"

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as time passed, i have came into the realization that i am not actually sure "Why" i am even doing this anymore ... everytime i asked myself "WHY", i found a big question mark with no quick answers like i used to have in the past.

i realized that every goal i have worked for is botched. every reason i had, was corrected with stronger logic, and what i kept seeing from "pirates" as a whole over the years was more than "disgusting", so it ultimately became clear that i am not the same woman i once was, and i no longer actually desire to continue doing any of this further.

one of the most critical reasons is what i saw from my peers [The Pirates] over the years :

A-Ungratefulness ✔

B-Entitlement ✔

C-ignorance ✔

D-lies ✔

A—> people were always ungrateful for every release i made. everyone just pretends to care, but once i made a release, countless people complain because the game wasn't to their liking.

B—> people were always entitled, in a sense they expect the "Cracker" as their "Servant". they expect me to do all what they want, and most of them rarely ever donated a dollar for the cause or to express appreciation. it was always empty requests, egoistic demands, and blind selfish desires. ABSOLUTELY DISGUSTING.

C—> people would never appreciate my hardwork, nor understand how "Difficult" it was to achieve all of my cracks across my long releases biography. only few does, and the rest just continued being retarded assholes, and rarely even show any "Respect" to me.

D—> people would steal my cracks, my methods, or completely make false claims about my works to discredit my efforts and my brilliance.

and... **not only that**, but people would also act like they care for "preservation", when clearly all they care about is just "Free Games". and if you ask then "Why", they cry and pretend to be poor, while rocking superb HIGH-END gaming hardware.... otherwise how can they even run all those heavy DENUVO games ? — it's all just a circle of never ending **hypocrite lies**.

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i ended up realizing that i was feeding **thieves** and **ungrateful lying fuckers** with my time, energy, and health. and rarely getting any proper appreciation or gratefulness. only more entitlement and selfishness.

and... what made it worse ?

it's how the piracy "SCENE" became, lack of skill in everyone, toxicity, and fake masks full of nothing but lies. that is all there was. nobody did anything with legitimacy, everyone's goal turned into who can feed their ego the hardest, while doing the "minimum" effort for it.

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—PART 3—

Title :
"Is Cracking Denuvo Actually Worth it ?".
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And my "realizations" continues.

as time passes, everything in life gradually change, and i realized that our "Video Games" case here has drastically changed over the years.

i am talking about **"GAME UPDATES"** here.

since pretty much the last decade now, video games came out more and more "Broken" and full of bugs, which was rarely game-breaking or made the games unplayable, and so... "updates" weren't VERY critical back then — yes, THIS was the case even when i first started cracking in the team CODEX back in 2019 or so. it was a "mess", but it was an "OK" mess that can be handled in 1 way or another.

but THEN... things became worse. MUCH MUCH WORSE. now getting games on release -almost- ALWAYS assures you that you will get a huge bug fest destroying your experience, or COMPLETELY UNPLAYABLE game, and this entirely broken state takes tens and tens of updates to put the game in "decent" state — and even THEN, developers still keep releasing fixes, optimization patches, and |New Content| in so many cases, which renders the previous versions lacking and incomplete.

many games get updates and such support even after "YEARS" of release, take an example of when |WINDOWS 11| completely made many ubisoft games unplayable and many other games. it then randomly got support and got fixed, even for ancient games from a decade ago. [[and there are many more examples of even older games receieving updates after long decades]].

so ULTIMATELY, it became almost impossible to know when a "final" version will ever release, or if it will "Continue" to work on the continuous windows updates and changes over the years. and in-turn, it became impossible to be able to completely preserve a video game through cracking whatsoever — **which DESTROYED and SHATTERED my original premise and goal from cracking.**

so is there **ANY** "justification" for cracking anymore ? — **NO**, because every crack takes lots of energy and time to be properly done, and only to be trashed in the end for being broken, outdated, and simply **"OBOSLETE".**
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—PART 4—

Title :
"The Dark Side Of Piracy & THE BENEFITS OF LEGALLY BUYING GAMES".
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what does piracy actually lead to from the personal and mental health perspective ?

1—UNAPPRECIATION

it destroys your sense of understanding a game's value, because in the end, it's just another "FREE" game you got to "check out", then delete later without any appreciation of the work put into it, and not only trashing the developers' work in the process, but also destroying "YOUR" own enjoyment for the game, as you got adapted to taking this shit for free and so your brain will never be able to truly acknowledge it's true value.

2— UNORGNIZATION

it actually starts to harm your health, both physically and mentally, because pirating games is a huge "unorganized mess" on your pc. there is no library to control them, and hold them together.

there is also no official descriptions, covers, and artworks. it ends up as a stupid "Yellow Folder" in your pc, looking very ugly and unattractive. and not even putting an "icon" there will save you, because there are endless amount of games, and it quickly becomes "Hectic" to even bother.

and even if you get some "Launcher" to handle them and build your organized library this way — you are still going to struggle managing your crack/emulator files, dealing with antivirus flagging them, and much more nonsense to keep them correctly maintained.

3—LOSS OF SAVED GAMES

overtime, you realize that it's actually quite a tough job to always keep and preserve your saved games from countless different titles, and you simply forget about some and your saves gets lost often, not to mention your OS can simply "fail" any moment, sometimes when you LEAST EXPECT IT, and then all your game saves are lost, and you can do nothing but feel horrible and get blocked from touching the game you wanted to play anymore.

4—FORGETTING GAME TITLES

have you ever had that moment when you recall a game from the past that you have pirated and deleted, but you can't quite remember the exact "name" ?.

Well, it's a fact that as you grow up, your tastes changes, and many of these games you "test & delete" today, may be your biggest gem in the future. and as such, you realize you actually wanna revisit these games and try them again, but finding out the name becomes a semi-impossible quest that you are likely to give up on.

this problem is especially visible "nowadays" due to the SHEER AMOUNT of games being released thanks to the advanced technologies we have today, which wasn't present in the past. so you end up with

thousands of games and it becomes IMPOSSIBLE to keep track of them all.

5—STORAGE

with the rapid growth of the number of games, in both numbers AND size, you realize that it's literally an "impossible task" to be able to store all the games you want at the same time **[[[which is the reason why you always had to "Delete" games in the previous "forgetting game titles" factor]]]**. so yes, you end up deleting games that you like, just because you are unable to find space for your games anymore, or can't afford to buy new disk storage. this is a problem not only for remembering those games you deleted which we mentioned in the previous part, but also consumes time and internet bandwidth.... and you will not even be able to guarantee if you will even find it online or will end up with old versions, broken links, ETC.

6—RISK OF VIRUSES

how many times you accidently got a virus in a game you downloaded ? yes, there are many trusted sources, but many of them still started injecting miners and garbage, and countless users still suffered from it. there is simply no way to 100% guarantee safety when you are dealing with a "hacked" product from the start. your antivirus will most likely flag most of your cracks as viruses, and so you will either make exceptions or uninstall it — and in both cases, you become WIDE-OPEN for any virus attack, masked as a false positive, when it's actually a "REAL" virus.

7—LONELINESS

somehow, even if you have many friends around you.... without a great launcher like "STEAM", you just feel "Lonely".

you feel there is no "BASE" for your games. no directly connected friends to see who is playing what. there is no community discussions, no place to report bugs/suggestions,... you don't have local reviews, and... if you care for achievements, oh well, none of that either.

while STEAM for example has friend-list, where you can see what they are playing, or even direct chat with them and interact... which helps making even "Single Player" games feel warm and beautiful, and not much isolated anymore.

While if you have all your games, for example on |STEAM|, here are the benefits :

1—Have all your games easily accessible in organized space, with the official artworks and perfect atmosphere for your gaming appetite.

2—Have clean and neat official descriptions, artworks, game news/announcements right at the base of your library.

3—Automatic updates and all bugs getting fixed, all with without having to re-download the entire game again or struggle with any hectic process to correctly update your game. if you ever fuck anything up, you just have "verify" your game files, and your launcher will handle the rest.

4—You have friends list, reviews, community discussions, screenshots capturing/sharing, achievements, etc. all within the same space for the most wonderful vibes.

5—No worrying about viruses anymore, because there will never be any false positives.

6—No worrying about "storage" anymore. you can uninstall any game you want if you won't play for a while, and whenever you want to play it again, you will get it back with just 1 click, along with your cloud saves so you can directly jump-in and continue your gameplay perfectly.

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—PART 6—

Title :
"Alternative Solutions To piracy for The Poor".
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for the people "Claiming" to be poor, those who are too young, or those who live in trash countries and unable to legally purchase games for various reasons... most of you are LIARS -- **but for the honest ones,** read below :

there are plenty of ways to play denuvo games for free nowadays

1—activate the game through official denuvo license. this is easily done in many places on discord and others, and it costs only like $1, and in many cases it's completely free.

2—find a friend/family who has the game, and do "Family Sharing" through STEAM with them.

3—youtube the game to satiate your hunger for a while, and maybe it's not even as good as you think to begin with.

4—wait until denuvo is removed. most companies remove it at some point [with few exceptions].

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Conclusion :

Ultimately, you realize LIFE does not stop at the fact you don't have a "Crack" for the game. cracking has proven to be time-consuming, comes out "Delayed & Outdated", and eventually becomes obsolete. it simply is not worth it in any way for both the cracker and the pirates.

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—PART 7—

Title :
"The Benefits Of Denuvo, Plus Critical Fact Checks".
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1—it helps gatekeeping the games, not allowing any "retarded peasants" to play, which basically destroy and pollute your games with retarded spoilers, memes, vulgar, and broken misplaced mods that ruins

the experience for a lot of people in their friend circles. and of course, giving your game "Extra Value" overall, helping you appreciate it more and give more love and attention **that equals your paid money.**

2—it ensures people will be more honest with their money, and help reward the developers for their hard work in games, **instead of buying an extra pizza or two.**

3—it motivates you to do well in your studies, and pushes you to find a good job, and ultimately helps you **succeed in life**, because that is the only way you can freely buy games and build your dream video games library.

CRRITICAL
4—it ensures game devs have a "different method" of protecting their game. because without denuvo, you can bet that most developers will choose the even more secure protection, which the |ALWAYS-ONLINE| DRM, which is technically uncrackable, and emulating the whole server for it is very difficult to attempt and time consuming, that almost nobody will even try -- this is why "DENUVO" is IMPORTANT TO EXIST, because it protects the consumers from even "WORSE" sort of DRM that completely kills any sort of preservation of video games, and has no laws to support the consumers it as in the time of writing this message.

--Facts & Reality Checks About Denuvo--

-ONE-

no, your game won't stop working with denuvo, because it does not really require internet connection after first activation for quite long time, if not forever as long as you don't switch your windows entirely.

and lets not joke around, nobody today can live without internet for even few hours, let alone days or weeks. the internet is not only important for global communications, but for jobs, and all manners of social/society subjects. it's critical for everyone's lives now, this includes ALL those whiny crying "pirates".

making an "Excuse" of not having internet will do you no favors, and will only make you questionable of how you even got the "Hardware" to play such modern and demanding games, but at the same time can't connect to the internet for weeks or months — it just doesn't make sense and exposes you are a SCUMBAG LIAR.

-TWO-

denuvo's "Complicated" nature and the modern times it appeared in, ensures that every game developers are FULLY AWARE of its twists and probable unstability or unplanned shutdowns [[unlike past DRMs when PC Gaming was not yet popular or taken seriously]], thus most of them have a "Clean EXE" and version of their game files ready, which means even if denuvo shuts down someday, 99% chance these files will be automatically deployed in your STEAM library, and in very rare cases - you will AT LEAST be getting your money back. steam support always favors the customers over the developers, and history easily prove this.

-THREE-

denuvo in actuality "rarely" affect performance, and when it does, it's barely noticable. this can especially be said about the modern versions of denuvo, it has been getting implemented much better recently, and it keeps the performance smooth and there is no more negative sides anymore.

-FOUR-

With the exception of very few game companies, most game publishers and studios end up removing denuvo later at some point, so it's not even eternal in there. making it less and less of a matter to worry about.
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—PART 8—

Title :
"Message To Developers & To The Pirates"
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For Developers And Publishers :

Are you a game developer and want your game protected ? - Are you a company that loves money, and want to ensure MAXIMUM profits ?

while i mostly don't have much against denuvo anymore, i would still say it's not the best DRM due to the fact it costs quite an amount of money, and has certain "Limitations" that is not very user-friendly.

The truly BEST DRM is to simply release your games as "EARLY ACCESS".

people are more prone to buying a game that will still get a lot of new content to be released overtime, than a game which is already "Complete", and can be downloaded 1 time from a pirate site, and done. YES, you can fix bugs and improve the game overtime, ETC... but for many pirates, it's not critical enough to convince them to buy. but as soon as there is "ACTUAL CONTENT" getting added, everyone GOES CRAZY and immediately want the "new" version.

just make your first version of the game, then drop a |Road Map| of the stuff you are planning to add, and stay loyal to your promises.

if you "Regulate" this system to become your DEFAULT, pirates will get tired of re-downloading a 50GB/100GB~ game over, and over, and over. and there is rarely any easy way to update without doing so, so most pirates will immediately buy your game **if they are capable**, as long as they truly love it. which means your money will be 100% fair and well-earned. and **if they are not capable**, then it just brings extra popularity and a lot of potential future customers ! -- this is why putting a game in "EARLY ACCESS" ensures even a person who cannot purchase your game YET, can do so at certain part of the future when they are "Able". and everytime you release a new update, your game will be re-advertised, over and over, and it will certainly catch great amount of attention and interest. this has been proven to work among many of the best selling games like cyberpunk or witcher 3. dlcs, improvements, and general updates truly help people decide to "INVEST" in your product, so always keep that in mind.

using denuvo costs money, performance, and forces restrictions that, while effective, it really is not ideal for the "Gaming Industry" in general, and early access will be much better method of "Gently" convincing your customers to give in, and buy your game. because even if they first play a pirated version, if they like it, they will surely want MORE and MORE of the content, won't they ?

AND -- if you are TOO BLIND & GREEDY, fine. go pay and use denuvo, but ensure to remove it after <u>6 months or 1 year</u>, there is no sense into keeping it for longer. by doing that, you earn love and trust from your players and fanbase, and encourage many people who do not like denuvo DRM to not mind it anymore, because it will be "understandable" to them of why you are using it, and that it won't be there forever, so they can buy your game with a assurance and relaxed mind.

For Pirates :
VIDEO GAMES are the product of HARDWORK, and if **"YOU"** were a developer, you would want everyone to BUY your game -- **so do the same**, and **buy** the games as long as you are capable -- and if you are not capable, 1 day you will be. **be patient and use any of the alternative methods i mentioned earlier until you grow and become a capable person who can and <u>WILL</u> do that.**

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—PART 9—

Title :
"The End Of The Age Of Piracy"
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Yes, This is the end of a long and an important era in gaming history, And now the time has finally come for **Piracy** to perish. and for **Legitimacy** to rise.

and NO, it's not just because denuvo or any other DRM is too tough and time consuming -- but because the outdated logic of preserving an "offline copy" of the games rarely has any use anymore as the products are ever-changing, from OS, to Local Softwares, and even Computers Hardware.

"Time" has changed and it became worthless to do any personal crack versions anymore. **the gaming industry is no longer what it was "Decades-Ago"**, **and the only way to ensure correct preservation now is by having <u>"Official Support".</u>** everything now should "Evolve" to match the current times. the current digital stores and libraries are not a cancer, but a bliss for the modern user, where the "internet" is no longer a luxury, but pretty much a "RIGHT" and is ESSENTIAL in most countries of the world. having access to all your games and being able to download them with 1 click in secure and **safe** and always **up-to-date** environment is what the user needs -- no more cheap, broken, outdated, virused game links and repacks with endless installation errors and hidden miners.

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I, <u>EMPRESS</u>, the pirate queen with the LONGEST BIOGRAPHY of DENUVO releases, Declare this is the official end of my cracking career, and the true end of the piracy era. My fight has finally ended, and i thank everyone who carried my spirit and supported me all over the years. we have grown together, and will always be a family. it's time for a <u>new chapter</u> now.

-Embrace-

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