

Background

No Major Glitches (“NMG”) is a speedrun subcategory for the Alien: Isolation leaderboard, which is hosted by speedrun.com (“SR.C”) at the URL speedrun.com/ai (“SR.C/AI” or “the AI leaderboard”). The NMG subcategory bans major glitches, including silent walking/running and item/object clipping in various forms. Although NMG originally existed on SR.C/AI under another name (NSR or No Silent Running), it was absent from the AI leaderboard for several years due to lack of interest and activity. In late 2018, renewed interest led to NMG being re-added to SR.C/AI, with additional rules to preclude the use of item/object clipping in various forms.

In early 2019, runner twitch.tv/ttvjeffnl (“Jeff”) began streaming runs of All Missions (Nightmare, NMG). Between February and early May 2019, Jeff achieved multiple personal best times for the category, culminating in an ostensible world record run of 2:42:59 achieved on May 13, 2019. All of these runs were submitted to the AI leaderboard and verified.

In the live Twitch chat of the ostensible world record run of 2:42:59, one of the moderators of the AI leaderboard expressed doubt regarding the fuel consumption demonstrated in the first portion of Mission 10. This doubt was confirmed to be accurate both by an initial investigation, and subsequent exhaustive analysis undertaken by the moderators of the AI leaderboard, which revealed, among other things, that fuel consumption and damage values had been modified in the run at issue as well as in multiple prior runs. The specific facts uncovered in that investigation and analysis are detailed at length below in Section I.

Following this investigation and analysis, the moderators of the AI leaderboard imposed a temporary 4.5-month ban on run submissions from Jeff, lasting from late May to September 30, 2019. In a joint statement published on the SR.C/AI forums, the moderators of the AI leaderboard indicated that modifications to fuel consumption and damage values had been discovered, but carefully avoided words indicating that such modifications had occurred with intent, and indeed, the word “cheating” was never utilized. This was done consciously, to preserve Jeff’s reputation if he desired to continue submitting runs following the temporary ban.

During the temporary ban period, various community members expressed doubt regarding the scope and nature of the conduct that led to the ban. It was later revealed that this doubt had been fomented by Jeff, who had sent false information regarding the nature of his conduct to undermine the legitimacy of the moderators of the AI leaderboard. Although the true extent of this misinformation campaign will likely never be fully known, that which has been disclosed to the moderators of the AI leaderboard is addressed below in Section II.

After the temporary ban lapsed on September 30, 2019, Jeff resumed streaming runs of All Missions (Nightmare, NMG). As a condition of any new run submissions, Jeff was required to stream verification of his game files via Steam for all runs intended to be submitted. For a while in late 2019, Jeff appeared to comply with this condition. He submitted several individual level runs to the AI leaderboard, which were verified.

At some point in November 2019, Jeff ceased streaming verification of his game files via Steam. On January 12, 2020, Jeff achieved an individual level time for Mission 9 of 10:45. It was submitted to SR.C/AI and verified, but raised concerns among the moderators of the AI leaderboard that it appeared to be nearly 5 seconds faster than any other runner had achieved in approximately 5 years of gameplay. This doubt would later expand to encompass other submissions, including most notably an individual level time for Mission 1 of 3:24.740 achieved on February 1, 2020. The moderators of the AI leaderboard analyzed these runs, which revealed peculiarities regarding the movement speed of certain non-player characters that could not be replicated by other runners on comparable hardware, and Jeff was asked to demonstrate the feasibility of these times with additional submissions. He failed to do so. The specific facts uncovered in that investigation and analysis are detailed at length below in Section III.

Based on the foregoing, and particularly because of numerous aggravating circumstances, the AI moderators have now collectively and unanimously concluded that a permanent ban on all future run submissions from Jeff is necessary to protect and preserve the integrity of the Leaderboard and community. This is further approved by a Full Moderator from SR.C and is discussed at length below in Section IV.

I. Events Leading to the 4.5-Month Ban

In early 2019, Jeff began streaming runs of All Missions (Nightmare, NMG). On February 10, 2019, Jeff achieved a personal best (“PB”) of 3:03:37 (“the 3:03”), which was submitted to SR.C/AI and verified. On March 21, 2019, Jeff achieved a PB of 2:53:48 (“the 2:53”), which was also submitted to SR.C/AI and verified.

Over the course of several weeks in April and early May 2019, Jeff achieved several additional PBs: 2:49:43 on April 19, 2019 (“the 2:49”), 2:47:11 on April 22, 2019 (“the 2:47”), 2:45:08 on May 7, 2019 (“the 2:45”), culminating in an ostensible World Record (“WR”) run of 2:42:59 (“the 2:42”) achieved on May 13, 2019. All of these runs were submitted to SR.C/AI and verified.

In the live Twitch chat of the 2:42, one of the moderators of the AI leaderboard (“AI moderator”) expressed doubt regarding the fuel consumption demonstrated in the first portion of Mission 10 (“Server Hub”). Specifically, by noting the starting fuel (going from Solomon’s Habitation to SysTech Lobby) and the number of times the flamethrower (“FT”) was utilized, it became apparent that the fuel consumed during FT usage was much lower than should have been on nightmare difficulty.

In the 2:42, 625 fuel was collected prior to and within the Server Hub. The FT was utilized between 14-17 times, all of which were long, slow bursts that ordinarily would only serve to increase the total fuel consumption (i.e. imperfect gameplay). At the end of the Server Hub segment, 465 fuel was displayed, making total fuel consumption (“TFC”) exactly 160. Thus, average fuel consumption per burst (“AFC”) was between 9.41 (160/17) and 11.43 (160/14). On nightmare difficulty and with perfect FT usage, an AFC of 15-16 would represent the minimum possible fuel consumption for a chain burst of 4 or 5 uses of the FT. The 2:42 demonstrated an AFC that was unattainable on nightmare difficulty even with perfect gameplay. Because this AFC was unattainable on nightmare difficulty, but the run was purportedly being played on nightmare difficulty, the only possible explanation was that the fuel

consumption had been modified to a lower value. Such modification was trivial using a publicly available modification tool. See Exhibit (“Ex.”) 1.

Although the 2:42 was the first run to raise an issue with the AI moderators, further analysis revealed that the foregoing modification had occurred to varying degrees in prior runs. In particular, the 2:45 run also demonstrated AFCs far below what could be obtained on nightmare difficulty with perfect gameplay. Regarding the 2:45, 600 fuel was collected prior to and within the Server Hub. The FT was utilized between 12-13 times (once again long, slow bursts that would increase TFC). At the end of the Server Hub segment, 497 fuel was displayed, making TFC 103 and AFC between 7.92 and 8.58. Leaving the Server Hub and going to and completing the Gemini and KG348 segments, the FT was used an additional 10 and 20 times, respectively (30 total uses). No other fuel was looted in these segments. At the end of the KG348 segment, 175 fuel was displayed, making TFC 322 and AFC 10.73.

Additionally, in a streamed race on May 8, 2019 with several other NMG runners (for which a Steam gift card was awarded to the winner), fuel consumption was also significantly below values that would be attainable on nightmare difficulty. At the start of Mission 15, 572 fuel was displayed. The FT was utilized between 4-5 times. No other fuel was collected. Shortly after being used, 540 fuel was displayed, making TFC 32 and AFC between 6.4 and 8. Later in the same run, in the exit of Mission 16, 540 fuel was displayed. No fuel was looted going into Mission 17, and the FT was utilized between 9-10 times. Shortly after being used, 471 fuel was displayed, making TFC 79 and AFC between 7.9 and 8.77. All of these AFCs were unattainable on nightmare difficulty even with perfect gameplay.

Based on this preliminary investigation, two AI moderators arranged a Discord voice call with Jeff to discuss the issues of fuel consumption present in these runs. The call occurred at 4:00 p.m. UTC on May 14, 2019 and lasted approximately 30 minutes. In this call, Jeff was explicitly asked (1) if he knew why the AI moderators wished to speak with him, and (2) if his game had been modified to alter fuel consumption far below ordinary nightmare difficulty values. Jeff was highly unresponsive and uncooperative, sitting silently and only stating that he “didn’t know” the purpose of the call, “didn’t know” about any modifications to his game, and additionally claiming that he lacked the technical proficiency to make such modifications.

However, concurrent with the call, AI moderators were sent Direct Messages (“DMs”) from another speedrunner and close confidant of Jeff, which reflected not only that Jeff knew the purpose of the call before it occurred (i.e. modifications to his game), but also raised an issue with the runs that had not even been considered by the AI moderators in the preliminary investigation, namely that of hostile Non-Player Character (“NPC”) damage values. See Ex. 2.

Specifically, the confidant of Jeff revealed that hostile NPC damage values had apparently been lowered far below ordinary nightmare difficulty values, permitting the player character to survive damage that should have been fatal. Indeed, the confidant revealed that Jeff was “really worried about the health thing before he knew what [the AI moderators] were talking about in the voice call” and highlighting the fact that “no one even mentioned anything about health at that point.” Ex. B. In support of this issue, the confidant linked specific examples in Jeff’s recent runs that reflected damage taken that should have been fatal to the player character on nightmare difficulty. The AI moderators reviewed these examples and

confirmed that this could only have occurred with some modification to the hostile NPC damage values. Despite disclosing this information to his confidant, namely his concern about “the health thing,” Jeff refused to provide to the AI moderators any substantive information on this point or regarding the issue of fuel consumption, instead asserting both ignorance and lack of technical proficiency, as noted above.

Later on May 14, 2019, in a separate voice call with one of the AI moderators who was present during the earlier call, Jeff claimed (1) that he recalled using a well-known game modification tool, (2) that he had done so on stream several weeks prior to the runs at issue, and (3) that he had forgotten about it (i.e. that it was accidental and/or unintentional). During this call, Jeff offered no explanation for why he had refused to provide any substantive information in the earlier call, and particularly why he did not address “the health thing” that he was “really worried about,” when he unequivocally had raised the issue with his confidant prior to the initial call with the AI moderators. In this later call, Jeff claimed that this stream had occurred on April 21, 2019, but as of May 14, 2019 the recording (“VOD”) of this stream had been deleted. The AI moderators were unable to determine, and Jeff did not offer an explanation for why this VOD deletion had occurred.

However, based on this date, the moderators were able to evaluate whether this timeframe was consistent with the run modifications at issue. A simple timeline emerged:

- April 19, 2019 (the 2:49)
- April 21, 2019 (stream with mod tool)
- April 22, 2019 (the 2:47)
- May 7, 2019 (the 2:45)
- May 13, 2019 (the 2:42)

Because Jeff claimed that this modification had occurred during an April 21, 2019 stream (i.e. two days after the 2:49, but a day prior to the 2:47), the AI moderators expected to find that (1) the 2:47 contained fuel consumption issues and potentially also hostile NPC damage values similar to those present in the 2:45 and 2:42 runs, and (2) the 2:49 contained no similar issues.

In the 2:49, 600 fuel was collected prior to and including within the Server Hub. The FT was utilized 9 times. At the end of the Server Hub segment, 434 fuel was displayed, making TFC 166 and AFC 18.44.

In the 2:47, 600 fuel was collected prior to and including within the Server Hub. The FT was utilized between 8-9 times. At the end of the Server Hub segment, 424 fuel was displayed, making TFC 176 and AFC between 19.56 and 22. Leaving the Server Hub and going to and completing the Gemini and KG348 segments, the FT was used an additional 10 times. No other fuel was looted in these segments. At the end of the KG348 segment, 158 fuel was displayed, making TFC 266 and AFC 26.6.

Thus, analysis of both the 2:49 and 2:47 runs revealed AFCs that were theoretically attainable on nightmare difficulty, unlike the 2:45 and 2:42 runs. As such, AI moderators concluded that the modifications reflected in the 2:45 and 2:42 runs necessarily occurred sometime after the 2:47 took place, refuting Jeff’s claim that this modification took place on and as a result of an April 21, 2019 stream. To

be clear, this was not a conclusion by the AI moderators that either the 2:49 or 2:47 runs were themselves without modifications, but merely an observation that any such modifications included differing fuel consumption values from those present in the later 2:45 and 2:42 runs.

Subsequent discussions with Jeff, including voice calls and DMs occurring on and in the days following the initial May 14, 2019 call, provided no additional substantive information. Among other things, Jeff told AI moderators (1) that he “didn’t know” what happened because of long stream sessions, (2) that he “didn’t notice” the fuel consumption and hostile NPC damage value issues, and (3) that the modifications were solely attributable to a one-time event stemming from an April 21, 2019 stream which he forgot.

These vague claims were both internally inconsistent and contradicted by publicly available evidence. For example, Jeff’s claim that he “didn’t notice” the fuel consumption and hostile NPC damage values was entirely inconsistent with the significant concern he expressed in prior runs such as the 2:53 and the 3:03, in which he meticulously monitored fuel consumption and health to ensure that the runs could be finished successfully. During the period where the modified runs occurred, these issues were completely ignored, to the extent that fuel consumption was not checked at all in the latter portion of multiple runs, and several incidents where hostile NPC damage quite clearly should have been fatal (but was not) were simply discounted as “luck.”

On or about May 15, 2019, Jeff also deleted all VODs of his prior PBs and streams, dating back to the 2:53 achieved on March 21, 2019. This prevented some analysis of the runs that had occurred during the period of alleged accidental modification, i.e. between April 21 and May 13, 2019. A number of the incomplete runs that were streamed during this period reflected modifications to fuel consumption even more extreme than those present in the completed 2:45 and 2:42 runs. For example, in an unsuccessful run that occurred on or about May 2, 2019, during the Server Hub segment, the FT was utilized between 10-11 times and TFC was 64, making AFC between 5.82 and 6.4.

Not only was this AFC unattainable on nightmare difficulty even with perfect gameplay, it was significantly lower than the already unattainable AFCs reflected in the 2:45 and 2:42 runs. This demonstrated that active modification to at least fuel consumption values had taken place multiple times after the April 21, 2019 stream, insofar as the 2:45 and 2:42 runs had significantly higher (but still unattainable) AFCs. Jeff’s action to delete all video evidence of the runs being scrutinized did not prevent further analysis of the PB runs that were submitted to the leaderboard, each of which had been previously downloaded by the AI moderators in anticipation of such possible deletion.

Later that same day on May 15, 2019, Jeff told one of the AI moderators via DM that his “3:03 and 2:57 [sic] runs were 100% legit.” See Ex. 3. (Jeff had no 2:57 PB and was presumably referring to the 2:53 achieved on March 21, 2019.) This comment strongly implied not only that Jeff had known which runs had been modified, but also that the 2:49 and 2:47 runs had been modified in some fashion, even where those runs clearly reflected fuel consumption values that were significantly different from the subsequent 2:45 and 2:42 runs. This comment also prompted concern among the AI moderators that other much more subtle modifications to the runs had also occurred, such as minor adjustments to NPC movement speeds, which would be considerably harder to detect. Given the obvious and extensive

modifications to fuel consumption and hostile NPC damage values, the AI moderators undertook the majority of this ancillary analysis later in time and separately from the foregoing investigation and analysis, as detailed below in Section II.

Based on the foregoing investigation and analysis, the AI moderators concluded that there was unequivocal evidence that modifications to fuel consumption and hostile NPC damage values had occurred in multiple runs, including an ostensible WR, and additionally that such modifications were neither accidental nor unintentional.

Both direct and circumstantial evidence strongly indicated these modifications were intentional, particularly the fact that the two known modifications, i.e., fuel consumption and hostile NPC damage values, were (1) the precise modifications necessary to ensure a run in the All Missions (Nightmare, NMG) category could be completed successfully, and (2) so subtle that they would not be readily detected by even experienced runners of the game. No explanation was ever offered on these points, and indeed to believe such specific modifications could have occurred accidentally would test the limits of credulity.

Jeff's behavior during the entire investigative process only further supported the AI moderators' belief that this conduct was intentional, particularly:

1. his non-substantive or patently false responses to most questions, including, among others,
 - a. his knowledge of the issues in the 2:42 run prior to the initial May 14, 2019 voice call with AI moderators, particularly the fact that he was aware of an additional modification ("the health thing") present in the 2:42 run that AI moderators had not even considered,
 - b. his initial claim of ignorance regarding use of a modification tool,
 - c. his initial claim of lack of technical proficiency regarding use of a modification tool,
 - d. his assertion that the modifications stemmed from a one-time event, namely an April 21, 2019 stream,
 - i. despite the fact that the 2:47, which took place one day after the April 21 stream, reflected AFCs were attainable on nightmare difficulty, and
 - ii. despite the fact that the successful and unsuccessful runs after the 2:47 reflected not only AFCs that were unattainable on nightmare difficulty, but AFCs that were themselves inconsistent across runs (i.e., the May 2 unsuccessful run and May 8 race reflected AFCs much lower than the 2:45 and 2:42 runs),
2. his conduct to obstruct, impede and prevent the AI moderators' investigative process, including, among others, deleting all of his VODs and broadcast history, in an effort to prevent further analysis of his runs; and
3. his total lack of remorse and effort to undertake responsibility regarding the modifications.

Although such misconduct was an issue of first impression for the AI moderators and the leaderboard, numerous other speedrun communities had addressed similar misconduct and thus provided prior precedent for the AI moderators to fashion an appropriate response. The AI moderators reviewed this prior precedent and drew upon experience from other communities, such as the Half-Life speedrun

community, wherein a runner received a temporary 6 month ban for using scripts in a scriptless category, to conclude that a temporary 4.5-month ban would be appropriate in this instance.

The AI moderators' joint statement made only broad references to the modifications discovered, including fuel consumption and hostile NPC damage values. Additionally, the joint statement did not indicate that the misconduct was "intentional" or that Jeff had "cheated," specifically because the ban would be temporary, in an effort to avoid lasting reputation damage to Jeff as a runner and streamer should he chose to continue submitting runs after the temporary ban would lapse on September 30, 2019. Finally, the joint statement expressly indicated that future runs following the temporary ban would be subject to additional verification requirements, the scope and nature of which would be determined and disclosed at some point in the future. The joint statement was published on May 16, 2019 on the AI leaderboard forums. See Ex. 4.

II. Events During the 4.5-Month Ban (ending September 30, 2019)

In the days following the joint statement, the AI moderators continued with the ancillary analysis of Jeff's runs to determine if and to what extent other more subtle modifications had occurred. The same modification tool permitting changes to fuel consumption and hostile NPC damage values also included, among others, the capability to adjust locomotion speed of non-stationary characters, including the player character and NPCs. See Ex. 5. Against this backdrop, the AI moderators undertook video comparisons and exhaustive frame-by-frame dissection of the 2:42 run, in an effort to understand where within specific missions and intramission segments, time could have been saved without a visible modification. See Ex. 6.

This analysis revealed various additional peculiarities about the 2:42. Among others, the 2:42 contained numerous time saves that did not appear explainable by gameplay, such as (1) in Mission 10, the FT was able to be collected almost a second faster than other runners, (2) in Mission 16, the second minigame appeared to operate almost three seconds faster than other runners, (3) in Mission 9, several seconds were lost in the final portion of the mission, but the overall time of 10:48 was still faster than any known gold from the community. However, the AI moderators concluded that, standing alone, such peculiarities were not definitive evidence of additional modification. Instead, for the AI moderators to determine whether such time saves were the result of other subtle modifications, Jeff would need to submit numerous additional runs for analysis.

During this same period, and for the entirety of the temporary 4.5-month ban, Jeff engaged in an unrelenting pattern and practice of (1) spreading false information to various community members regarding the scope and extent of the evidence underlying the ban, as well as his conduct during the AI moderators' investigation and analysis thereof, (2) attempting to reduce the ban duration, and (3) personally attacking specific AI moderators publicly and privately.

Almost immediately after the joint statement was issued, various community members contacted AI moderators with concerns that the temporary 4.5-month ban was unsupported by evidence and/or otherwise unfair because Jeff's conduct had been accidental or unintentional. As indicated, the joint statement itself did not reveal the specific evidence reflecting the extensive modifications in Jeff's prior

runs, or his responses and behavior in connection with the AI moderators' investigation and analysis of those runs. It quickly became clear that these community members had been contacted by Jeff and been given misleading or outright false information regarding the evidence underlying the temporary 4.5-month ban as well as Jeff's conduct in connection with the same.

In response to the misinformation being spread by Jeff to various community members, AI moderators disclosed some, but not all of the specific evidence demonstrating (1) that modifications to fuel consumption and hostile NPC damage values had unequivocally taken place, and (2) that such modifications could not have been accidental or unintentional. However, the AI moderators did not disclose any of Jeff's conduct during the investigation and analysis process, particularly his omissions, his patently false statements, his obstructive conduct, or his total lack of responsibility regarding any of the modifications found throughout numerous prior runs. Because that conduct partly factors into the AI moderators' conviction to permanently ban Jeff, as detailed in Section IV.

Approximately two months into the temporary 4.5-month ban, Jeff also began a pattern and practice of seeking to reduce the ban duration by DMing each active AI moderator and making the same arguments he had made during and in the time surrounding the May 14, 2019 voice calls and DMs, namely that his conduct had been accidental and unintentional. It was in these DMs that Jeff introduced a novel argument that he would repeat many times up to and including the present, specifically, that the AI moderators were at fault for verifying his prior modded runs (i.e. for failing to detect that numerous prior runs had included modifications to fuel consumption and hostile NPC damage values). According to Jeff, the temporary 4.5-month ban was invalid because of this purported failure by the AI moderators to do their job. See Ex. 7.

On July 30, 2019, in a demonstration of a heavily modified game that was or would later be known as "Kitty Mod," Jeff also began personally attacking and mocking the AI moderators for imposing the temporary 4.5-month ban. See Ex. 8. When confronted about this, he claimed that "many people [took] it as a joke." See Ex. 9. At and around the same time, various community members ceased communications with specific AI moderators, apparently as a result of DMs they received from Jeff. The full scope and extent of those DMs will likely never be known to the AI moderators, but a disruptive effect to the community was achieved.

III. Events Following the 4.5-Month Ban

On September 30, 2019, the temporary 4.5-month ban lapsed. As indicated by the joint statement, in connection with any new run submissions, Jeff was instructed to undertake additional verification requirements. Initially, this only required Jeff to verify his game files on stream prior to run attempts intended to be submitted to the AI leaderboard. He was instructed to do this on October 6, 2019 by one of the AI moderators. The May 16, 2019 joint statement expressly contemplated the possibility that additional verification requirements, beyond simple verification of game files on stream, could be imposed at any time at the AI moderators' sole discretion.

For a period of time in October-November 2019, this verification of game files on stream prior to runs was at least ostensibly performed. During this period, several All Missions (Nightmare, NMG) runs

were attempted, but none were completed or submitted to the AI leaderboard. However, from these incomplete and/or unsuccessful run attempts, various NMG IL PBs were achieved, including a 3:24.890 Mission 1 (“the 890 MI”), a 14:54.470 Mission 2, and a 6:06.820 Mission 4, all of which were achieved on November 10, 2019. These NMG IL PBs were submitted to SR.C/AI and verified.

At and around this time, i.e., mid- to late- November 2019, Jeff began a pattern and practice of seeking to avoid verifying his game files on stream prior to run attempts. Specifically, he began repeatedly contacting the AI moderator who had instructed him to undertake such verification in an effort to have the verification requirement removed. Jeff was told unequivocally that he had to continue such verification until such time that he had submitted multiple completed All Missions (Nightmare, NMG) runs that the AI moderators had analyzed and concluded were free of modifications, i.e. were legitimate. Notwithstanding this clear directive, Jeff continued to protest to the AI moderator for several weeks through November and into December 2019.

On December 11, 2019, Jeff expanded his prior efforts to avoid the verification requirement by contacting additional AI moderators and stating that this requirement was “crazy” and “for nothing.” See Ex. 10. In particular, Jeff argued he would “never submit a run” unless it was the All Missions (Nightmare, NMG) WR, and accordingly he would “have [to] keep doing this [for] life ... now.” Ex. 10. Separately, but also on December 11, 2019, Jeff complained to the AI moderator who had originally instructed him to undertake verification that he would “have this BS life long.” See Ex. 11.

Jeff was again told unequivocally, this time by multiple AI moderators, that he had to continue such verification under the previously stated terms. To be sure, the AI moderators did not impose any requirement on Jeff regarding the final times achieved in any completed and submitted All Missions (Nightmare, NMG) runs. Jeff himself refused to submit any runs that were not a specific time (i.e. WR), and then argued to the AI moderators that his self-imposed condition would prevent fulfillment of the AI moderators’ requirement that he submit multiple completed runs for analysis. Jeff responded that such a condition was “not gonna happen.” See Ex. 27.

On and around December 11, 2019, as a result of Jeff’s pattern and practice of trying to avoid the verification requirement, the AI moderators became concerned that Jeff was either concurrently or planning to again make modifications to his game, which would otherwise have been prevented or impeded by the verification requirement to which he had been subject. The AI moderators began discussing additional requirements beyond merely verifying game files on stream, including, among others, the possibility of a third-party tool designed to ensure real time integrity of game files. However, as the feasibility of such additional requirements were unknown at the time, the AI moderators did not immediately impose any additional requirements as a condition of Jeff’s run submissions.

Shortly thereafter, several additional NMG IL PBs were achieved, including a 14:53.030 Mission 2 achieved on December 13, 2019 and a 14:52.860 Mission 2 achieved the following day on December 14, 2019. These NMG IL PBs were submitted to SR.C/AI and verified.

In late 2019, disregarding the AI moderators’ unequivocal directive, Jeff ceased verifying his game files on stream prior to run attempts. Thereafter, in January, Jeff achieved several NMG IL PBs,

most notably a 10:45.140 Mission 9 (“the 10:45 M9”) achieved on January 12, 2020, a 3:24.740 Mission 1 (“the 740 M1”) achieved on February 1, 2020, and a 3:24.620 Mission 1 (“the 620 M1”) achieved on or about February 6, 2020. The 10:45 M9 was submitted to SR.C/AI and verified.

Against the backdrop of Jeff’s prior behavior and in light of his unilateral decision to cease verifying his game files on stream prior to run attempts, the AI moderators became alarmed that these recent runs incorporated some subtle modifications to, among others, NPC movement or behavior. Such subtle modifications were trivial given the publicly accessible mod tool (see Ex. 5), in which Jeff had attained a high degree of proficiency due primarily to his development of the “Kitty Mod.” These modifications would permit times to be achieved that were neither the product of superior gameplay nor replicable by other runners, even those on comparable hardware. As such, the AI moderators launched a second exhaustive investigation and analysis of these and numerous additional runs.

With respect to the 10:45 M9, the AI moderators undertook frame-by-frame dissection of this and several other comparative runs to evaluate the precise intrasegment times reflecting both gameplay and non-gameplay portions of the mission. These intrasegment times were defined as those that could be evaluated by a visible reference point that would be present in every instance of a completed mission. For Mission 9, these intrasegment times were defined as the first frame of video in which an interactive prompt appeared. Thus, for Mission 9, these intrasegment times included the prompts for the two Heyst boosts, the bomb plant, the Meeks boost, and the winch.

Analysis of Mission 9 presented several challenges, in part due to the mission’s overall length, but primarily because there were relatively few visible reference points which could be utilized to measure intrasegment times. Furthermore, aside from the modded 2:42 run, which contained a Mission 9 time of 10:48, the AI moderators were not aware of any recorded Mission 9 time below 10:49, much less one close enough to the 10:45 M9 to form a meaningful basis for comparison.

Preliminary analysis of the 10:45 M9, in the few days after it was submitted, revealed that it was approximately 0.4s slower at the first Heyst boost, but 3.8s faster at the Meeks boost, than the prior 10:48 from the modded 2:42 run. See Ex. 12. However, this singular comparison was insufficient to provide insight on what, if any, modifications had been present in the 10:45 M9.

One of the AI moderators with comparable hardware to Jeff was able to produce (after hours of grinding) a similar Mission 9 time that had better intrasegment times for the gameplay portions of the mission than the 10:45 M9, but could never replicate the movement speed and behavior of two NPCs, Heyst and Meeks, which saved Jeff 0.17s (first Heyst boost), 0.67s (second Heyst boost), and 0.89s (Meeks boost), or 1.39s total. See Ex. 19. Video comparison between these two runs confirmed this observation, i.e. that the 10:45 M9 (1) had lost time to a comparable run during all gameplay portions of the mission, and (2) had gained time as the sole result of the movement speed and behavior of NPCs Heyst and Meeks.

Accordingly, the AI moderators believed it would be necessary for Jeff to demonstrate the feasibility of the 10:45 M9 by providing multiple additional recorded Mission 9 submissions that could be

compared with and analyzed against the 10:45 M9. Pending such data, the AI moderators ceased verifying further submissions from Jeff, which would later include the 740 M1.

With respect to the 740 M1, the AI moderators undertook frame-by-frame dissection of this and numerous other comparative runs to evaluate the precise intrasegment times reflecting both gameplay and non-gameplay portions of the mission. Similar to the Mission 9 analysis, these intrasegment times were defined as those that could be evaluated by a visible reference point that would be present in every instance of a completed mission. For Mission 1, these intrasegment times were defined as the first frame of video in which either an interactive prompt or subtitle dialogue appeared. Thus, for Mission 1, these intrasegment times included the prompts for the keycard, locker, and documents, and the subtitle dialogue appearance for the two Samuels, Taylor, and Verlaine dialogue sequences, respectively.

Importantly, some of the intrasegment times reflected exclusively gameplay portions of the mission, while others reflected primarily uncontrollable or non-gameplay portions of the mission. For example, the time between the keycard and locker prompts is a function of the player's movement and gameplay inputs. In contrast, the time between Verlaine's first dialogue sequence (which is triggered automatically after Taylor's second dialogue sequence has occurred) and her second dialogue sequence (which is triggered when both the player character and Samuels are present on the bridge of the ship) is almost entirely dependent on the movement speed and behavior of the NPC Samuels, because in a speedrun setting, the player character will always be present on the bridge prior to Samuels. This distinction is critical because it reveals whether intrasegment time gains or losses are due to (1) superior or inferior gameplay, or (2) uncontrollable or non-gameplay portions of the mission.

Under this evaluative framework, the AI moderators determined that the 740 M1 contained time losses at most or all gameplay portions of the mission, even when compared to ostensibly slower runs achieved by other runners on comparable hardware. See Ex. 13. Notably, however, the 740 M1 contained a specific intrasegment time (between Verlaine's two dialogue sequences) which was demonstrably faster than any other run. As indicated, this specific intrasegment time was tethered exclusively to the movement speed and behavior of the NPC Samuels and could not be explained by gameplay. Nor could it be explained by hardware differences.

One of the AI moderators with comparable hardware to Jeff was able to produce (after hours of grinding) a lower Mission 1 time that had better intrasegment times for the gameplay portions of the mission than the 740 M1, but could never replicate the movement speed and behavior of NPC Samuels, which somehow saved Jeff between 0.3-0.6s against comparative runs. Video comparison between these two runs confirmed this observation, i.e. that the 740 M1 (1) had lost time to a comparable run during all gameplay portions of the mission, and (2) had gained time as the sole result of the movement speed and behavior of NPC Samuels.

Having conducted this preliminary analysis, the AI moderators contacted Jeff on February 1, 2020 to determine whether he had again modified his game, this time to manipulate the movement speed and/or behavior of NPCs, i.e. in the 10:45 M9 and 740 M1 submissions. In response, Jeff suggested that the 10:45 M9 was the result of (1) a new hard drive that was "just a little faster with everything loading etc," and (2) RNG that could not be replicated. See Ex. 14. Jeff did not offer any explanation as to how a

new hard drive would have affected the movement speed and/or behavior of NPCs, nor was he willing to demonstrate how it occurred. The latter point was both nonsensical (if the 10:45 M9 was the result of RNG, that RNG would surely be replicable with some amount of repetition) and wholly inconsistent with Jeff's demonstration of an apparent 10:46 Mission 9 time that had been privately streamed the very same day. See Ex. 20. As noted below, a recording of this apparent 10:46 Mission 9 time was never provided to the AI moderators for comparison and analysis.

With respect to the 740 M1, Jeff had a more straightforward assertion: it was necessarily legitimate because another runner had achieved a Mission 1 IL of 3:24.160. Analysis of the intrasegment times in that run (see Ex. 13), which was never submitted to the AI leaderboard, revealed that it contained a well-known, publicly documented speed glitch resulting from uncapped or excessively high frames per second ("FPS"). See Ex. 15. Even against this FPS speed glitched run, the 740 M1 still contained a demonstrably faster non-gameplay segment between the two Verlaine dialogue sequences, saving 0.4s. Jeff again claimed this was due to hardware and/or RNG but refused to demonstrate or replicate it.

On or about February 1, 2020, a AI moderator told Jeff unequivocally he would be required to submit multiple recordings of both Mission 9 and Mission 1, to demonstrate the feasibility of those times, and particularly to demonstrate the NPC behavior within both missions such that meaningful comparison could be made to other runs on comparable hardware.

Shortly after this request, Jeff resumed a pattern and practice of (1) attempting to avoid compliance with the AI moderators' prior requests, including submission of Mission 9 and Mission 1 runs for analysis; (2) obstructing, impeding and preventing the AI moderators' investigative process, by once again deleting VODs and broadcast history, including the 740 M1; and (3) blaming the AI moderators for the prior verification of his earlier modded runs.

Instead of grinding Mission 9 and Mission 1 as requested by the AI moderators, Jeff began streaming multiple casual-style speedruns of All Missions (Nightmare, NMG). On February 7, 2020, during one of these streams, Jeff achieved a "PB" of 3:26:49, a time that was approximately 30 minutes slower than his last self-proclaimed legitimate run. See Ex. 3. During this and similar runs, significant amounts of time (i.e. minutes) were quite intentionally lost and no effort was made to reset or utilize proper play. This behavior was in stark contrast to prior runs, which had been reset for much smaller time losses (i.e. seconds). No relevant information could be gleaned from any of these streams, and the AI moderators concluded this behavior was merely an effort to avoid grinding and submitting additional Mission 9 and Mission 1 times for analysis.

Jeff also engaged in his prior practice of attempting to obstruct, impede and prevent the AI moderators' analysis by deleting his disputed runs, including the 740 M1. It is unclear when this deletion occurred, but the AI moderators had again prepared for the possibility and downloaded this and other runs for further analysis.

Finally, Jeff once again engaged in an unrelenting "blame campaign" against the AI moderators, sending numerous DMs to active and inactive AI moderators. In this campaign, Jeff's core argument was that he was not responsible for any of the prior or current runs because, according to him, the AI

moderators failed to detect his modifications prior to verification. See Ex. 16, 17. Accordingly, the AI moderators' request for Mission 9 and Mission 1 times was "bs" and "just literally a waste of time." See Ex. 17.

Despite the AI moderators request, Jeff never provided any Mission 9 times for comparison and analysis. Instead, according to a confidant, in a private, unrecorded Discord screen share stream that occurred on February 1, 2020, Jeff ostensibly obtained a 10:46 Mission 9 time. See Ex. 20. Insofar as it was apparently never recorded, much less submitted to the AI moderators for comparison and analysis, further evaluation of the 10:45 M9 was limited to runs produced by other runners.

On February 9, 2020, despite concurrent protest (Ex. 16, 17), Jeff did provide a small collection of Mission 1 times for analysis by the AI moderators. However, none of these 7 runs, one of which was incomplete because the timer had not been properly reset, achieved a time comparable to the 740 M1. Indeed, the fastest run of the submitted times was 3:25.980, and most of the runs were approximately 2 seconds slower. Because these runs were so much slower, meaningful comparison against the 740 M1 was limited. Intra-segment analysis of these runs did reveal some distinct peculiarities, however.

First, in the submitted collection, Jeff explicitly changed his looting pattern to skip the first box, which he had systematically looted in all of his runs, including in the 740 M1. This was significant because the intra-segment time between the keycard and locker, which is entirely gameplay, reflected a time loss of between 0.2s and 0.5s whenever the first box was looted. Jeff did not explain why the submitted collection contained this change, particularly where prior runs, including the 740 M1, were achieved with this box having been looted.

Second, in the submitted collection, the movement speed of NPC Samuels was not clearly sped up but reflected limited variance across runs. Specifically, the time between Verlaine's two dialogue sequences, which is tethered solely to the time it takes Samuels to walk to the bridge, reflected a total variance of only 0.72s (between 30.74s and 31.46s). See Ex. 18. The 740 M1 reflected more than double the variance of these runs, as it had an intra-segment time of 29.03s, which was 1.71s to 2.43s faster than the runs in this submitted collection. See Ex. 13. The AI moderators could not conclude, based on such limited data, whether the movement speed of NPC Samuels had been modified in the submitted collection, beyond the obvious observation that any such modification was not to the same extent or degree as reflected in the 740 M1.

Given this failure to provide (1) any Mission 9 times whatsoever, (2) any Mission 1 times against which meaningful comparison and analysis could be made, the AI moderators concluded that Jeff had not demonstrated the feasibility of the 10:45 M9 and 740 M1 times. Furthermore, Jeff's behavior during the entire investigative process supported the AI moderators' belief that this conduct was both intentional and deceptive, particularly:

1. his non-substantive or patently false responses to most questions, including, among others,
 - a. his claim that the times were due to hardware, when comparable hardware and unequivocally superior gameplay could not replicate the movement speed and behavior of various NPCs in both Mission 9 and Mission 1,

- b. his claim that the times were due to non-replicable RNG, despite ostensible concurrent demonstration of the exact opposite in private stream(s) that were never shared with or provided to the AI moderators for comparison and analysis,
2. his significant expertise in a publicly accessible modification tool that made modifications to the movement speed and behavior of various NPCs trivial,
3. his conduct to again obstruct, impede and prevent the AI moderators' investigative process, including,
 - a. his failure to provide any recorded Mission 9 times for comparison and analysis,
 - b. his failure to provide any recorded Mission 1 times against which meaningful comparison and analysis could be made, instead providing a small set of runs that were neither comparable in time to the 740 M1 nor similar in gameplay (i.e. skipping the first box),
 - c. his deletion of all his VODs and broadcast history, in an effort to again prevent further analysis of his runs; and
4. his total lack of remorse and effort to responsibility regarding any possible modifications, particularly his extensive efforts to blame the AI moderators for failing to detect the modifications in his prior runs.

Accordingly, the AI moderators determined that some irrefutable method of verification would be required to demonstrate the legitimacy of all future run submissions from Jeff, or a permanent ban would be imposed. On or about February 10, 2020, one of the AI moderators, as a software engineer, offered to and did create a prototype tool that would verify the integrity of the game files in real time, by comparing a checksum of the current files against the checksum of files that had been verified through a fresh installation and/or full verification via the Steam client.

This tool was tested by the AI moderators and several other runners, but such testing revealed several limitations that would necessarily require further development. On or about February 23, 2020, Jeff was made aware of the existence of this prototype tool by the AI moderator who had developed it. That same day, the AI moderator had a significant real-life commitment arise, which precluded his further development of the prototype tool as well as his involvement in investigation, analysis and conclusions of the AI moderators as a collective. To the knowledge of the other active AI moderators, the tool was never provided to Jeff, and indeed, the project was dropped entirely before it was completed. Consequently, the AI moderators determined that, in light of the foregoing evidence and for reasons discussed more fully below in Section IV, a permanent ban would be necessary to protect the integrity of the leaderboard.

IV. Decision to Impose Permanent Ban from the AI Leaderboard

Against this backdrop of multiple incidents of intentional modification, obstruction and deception regarding the same, the AI moderators determined:

1. that it is more likely than not that future run submissions from Jeff will include the foregoing and/or other modifications to the game to obtain an unfair advantage against other runners.
2. that the AI moderators will be unable to determine the legitimacy of future run submissions from Jeff due to the subtlety of modifications permitted by the publicly accessible tool in which Jeff has demonstrated extreme proficiency; and

3. that Jeff will not assist the AI moderators in determining the legitimacy of future run submissions, but will instead actively seek to obstruct, impede and prevent efforts to do the same.

Accordingly, the AI moderators collectively concluded that a permanent ban would be the only option by which the integrity of the leaderboard could be protected. This conclusion was driven in equal parts by the overwhelming, irrefutable evidence of modifications demonstrated in the May 2019 runs, by the numerous unexplainable red flags identified in the more recent IL submissions, and by Jeff's uncooperative, deceptive, and outright destructive and malicious behavior during the entire investigative process, including his February 1, 2020 efforts to have the AI moderators removed as administrators on the official Alien: Isolation Discord, which were temporarily successful,¹ and his more recent March 9, 2020 efforts to involve a SR.C full moderator ("SR.C moderator"),² which resulted in his indefinite site ban from SR.C.

According to the SR.C moderator, Jeff had asserted, among other things, that (1) the prototype tool was an effort by the AI moderators to "dox" him,³ (2) that he had been banned from the leaderboard for 4.5 months, and (3) that the AI moderators had been negligent providing actual evidence regarding the issues in his prior runs, specifically including those reflected in Section I.

The AI moderators clarified to the SR.C moderator that the prototype tool was an abandoned project that had never been provided to Jeff, and further offered to provide the SR.C moderator the source code to this abandoned project to demonstrate that its function was limited to verifying the integrity of the game files in real time, by comparing a checksum of the current files against the checksum of files that had been verified through a fresh installation and/or full verification via the Steam client. The SR.C moderator informed the AI moderators that such a tool was unnecessary for verifying the legitimacy of runs, and that runners who contested game moderators' decisions regarding legitimacy of runs would be required to show proof.

As detailed in Section I, on May 16, 2019 the AI moderators decided to temporarily ban Jeff from the AI leaderboard for a 4.5-month period ending September 30, 2019. The SR.C moderator informed the AI moderators that only SR.C moderators could enforce leaderboard bans and requested that the AI moderators provide evidence supporting this decision. In response, the AI moderators provided a portion of evidence contained herein, specifically including Section I and copies of the runs submitted by Jeff to the leaderboard. The SR.C moderator reviewed this evidence, including the submitted runs, and concluded it was "more than enough evidence" to support a site ban from the entirety of SR.C.

Finally, insofar as Jeff had claimed to the SR.C moderator that the AI moderators had been negligent providing actual evidence regarding the issues in his prior runs, specifically including those

¹ On February 1, 2020, in response to being contacted by Jeff, the (now former) owner of the official AI SRDC Discord, who was not an AI moderator, revoked administrative privileges on Discord for all of the AI moderators. See Ex. 21, 22. This was done unilaterally and without contacting the AI moderators for any information regarding the May 2019 incident or the issues discovered in the more recent IL submissions. Following discussion with the AI moderators, administrative privileges on Discord were restored for the AI moderators.

² See <https://www.speedrun.com/ai/thread/g7jip>.

³ See <https://en.wikipedia.org/wiki/Doxing>.

reflected in Section I, the AI moderators provided substantial evidence to demonstrate, unequivocally, (1) that Jeff had been provided written evidence of the issues identified in the prior runs, and (2) that Jeff had admitted in writing on multiple occasions that the prior modifications had occurred, in violation of SR.C's zero tolerance policy. Among other things, the AI moderators provided written admissions from Jeff on May 15, 2019 (see Ex. 23) and May 16, 2019 (see Ex. 24, 25, 26). These written admissions demonstrated that Jeff's current claims to the SR.C moderator were entirely false. The AI moderators also provided screenshots to the SR.C moderator of the leaderboard's audit log, demonstrating that each of the runs at issue had been submitted on the dates identified by the AI moderators, and further demonstrating that the May 16, 2019 joint statement had been published on the date indicated.

Exhibit 1

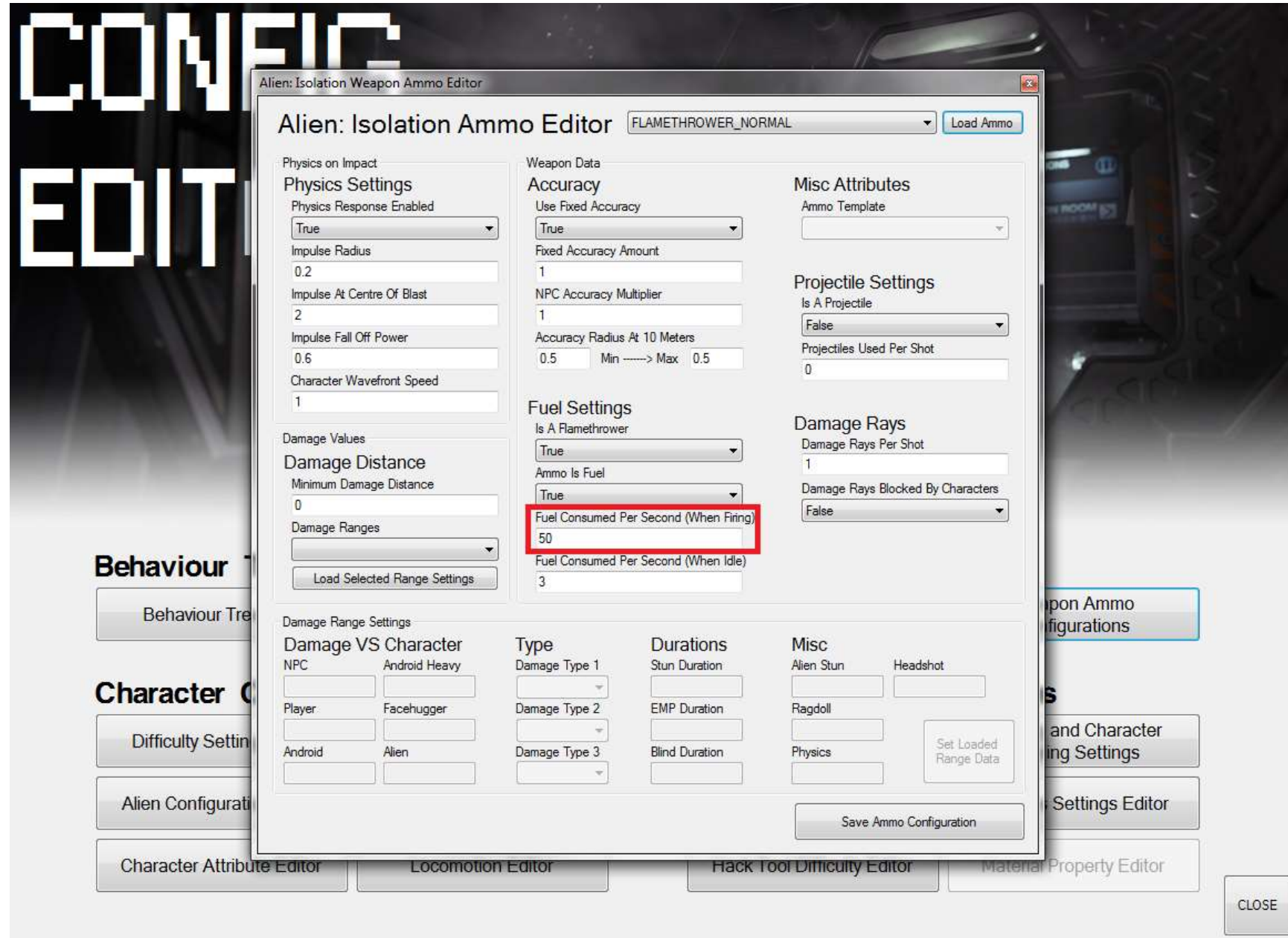


Exhibit 2

May 14, 2019



Darkstar 05/14/2019

I don't know if Jeff really is cheating or not, and I want to believe he isn't, but he took TWO revolver shots yesterday when he tried my M3 IL strat and didn't die. Looked like one was a direct hit and one was through the wall while he was hitting the override. I don't think I have ever survived two there.

<https://www.twitch.tv/videos/424448175?t=05h04m28s>

Twitch

Maybe sub 2:44... ??....



And in his run it looks like he took three revolver hits in M16 and lived. I don't think those are misses but maybe I'm wrong.

<https://www.twitch.tv/videos/424450399?t=02h11m56s>

Twitch

WR: 2:42:59..



9:13 AM The M16 ones could be two misses, but the M3 one is definitely two hits. (edited)

He was also really worried about the health thing before he knew what you guys were talking about in the voice call. Like no one even mentioned anything about health at that point, just your comments in the stream about his fuel consumption. Seemed odd he would just assume it had something to do with health unless he modified something related to that as well.

Exhibit 3



Jeff Cat Today at 9:01 PM

4.5 months is insane.. but what evs..

also is that disclaimer also be removed after the 30th ?
because for being there for ever after that for something unintentional..
and doing the runs legit.. also my 3:03 runs and 2:57 runs were 100% legit..

because you guys also did not remove the ILS runs.. which yeah off course was only M1 .. XD

i know for sure that you would also know that they were legit and you've mostly also been around in the streams to see all of it.. ?

right XD (edited)

Exhibit 4

An irregularity in runs submitted by TTVJeffNL was brought to the attention of the moderators of the Alien: Isolation leaderboards. In many of his prior runs, including both the NMG world record of May 13th (2:42:59 GT) and the May 8th organized NMG Race, we positively identified the change of damage values (damage received from enemies) and lower fuel consumption (fuel spent on using the flamethrower) in different degrees. Since the challenge of a speedrun of Alien: Isolation mostly depends on consistent ammo and health management to ensure the survival of crucial situations (like the confrontation with guards in Mission 16), those variables have to be considered vital and major in their importance for successfully finishing runs and getting good times. These irregularities are still under close scrutiny, and a way to deal with them has to be found. Since it has become clear that irregularities in the above mentioned runs exist to varying degrees (also within the same variable), we cannot tell for sure to what extent former runs of TTVJeffNL include these or other irregularities. All of his runs were therefore taken off the leaderboards. After careful consideration of all the information, the need to maintain the integrity of the leaderboards as the foundation of our community, and with the intention of encouraging existing and future runners to fully stay aware of the responsibility for submitting clean and legit runs, TTVJeffNL will receive a temporary ban from submitting runs until the 30th of September (about 4 ½ months) as a penalty (including any runs done during this time for submission after the ban phase). Additional requirements, not yet determined, will be applied for run submissions after the ban period has been exceeded.

This penalty has been chosen in comparison with other speedgame communities and their dealings with similar situations.

In the upcoming weeks, we will analyze how exactly the irregularities got into effect to present a way of preventing these kinds of incidents from happening in the future.

Exhibit 5

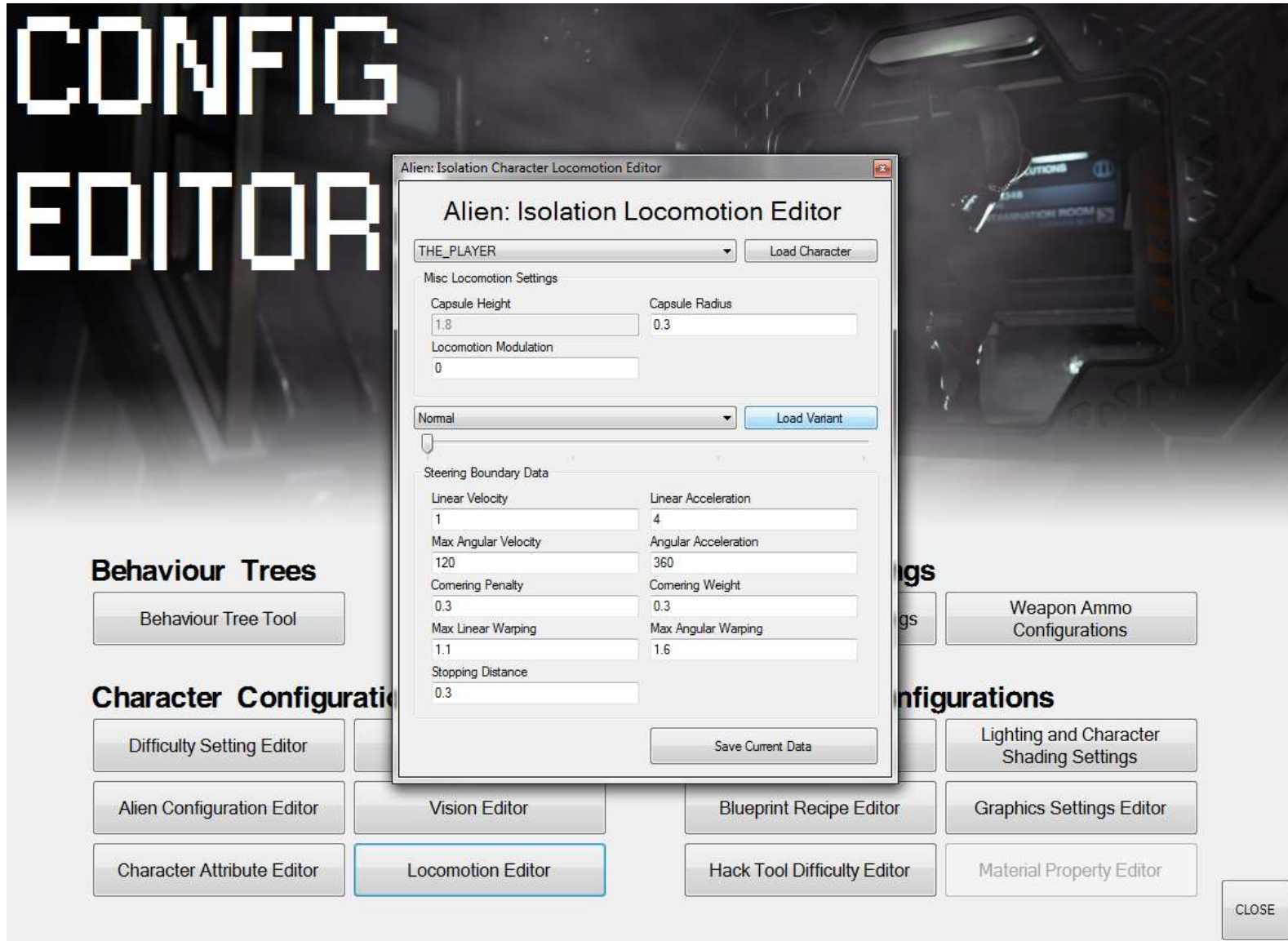


Exhibit 6

M10	FT Collect	1:02:20.790	0:00:33.650	33.65	33.65	-47.18	-0.73	-0.73	-79.14	-0.91	-0.91
	Tram	1:03:11.220	0:01:24.080	84.08	50.43	-48.51	-2.06	-1.33	-79.42	-1.19	-0.28
	Load (to Systech)	1:04:11.010	0:02:23.870	143.87	59.79	-45.57	0.88	2.94	-76.21	2.02	3.21
	Terminal #1	1:05:23.620	0:03:36.480	216.48	72.61	-49.61	-3.16	-4.04	-78.79	-0.56	-2.58
	Lockdown #1	1:05:54.670	0:04:07.530	247.53	31.05	-42.81	3.64	6.80	-72.84	5.39	5.95
	Lockdown #2	1:06:15.860	0:04:28.720	268.72	21.19	-47.84	-1.39	-5.03	-76.02	2.21	-3.18
	Door Override	1:06:31.260	0:04:44.120	284.12	15.40	-53.72	-7.27	-5.88	-80.14	-1.91	-4.12
	Terminal #2	1:06:44.000	0:04:56.860	296.86	12.74	-56.25	-9.80	-2.53	-79.55	-1.32	0.59
	Hack #1	1:07:25.150	0:05:38.010	338.01	41.15	-62.25	-15.80	-6.00	-81.72	-3.49	-2.17
	Hack #2	1:07:39.210	0:05:52.070	352.07	14.06	-61.12	-14.67	1.13	-79.75	-1.52	1.97
	Elevator (to Gemini)	1:09:30.640	0:07:43.500	463.50	111.43	-64.14	-17.69	-3.02	-88.94	-10.71	-9.19
	Load (to Gemini)	1:09:36.390	0:07:49.250	469.25	5.75	-64.08	-17.63	0.06	-88.86	-10.63	0.08
	Torch Upgrade	1:10:04.510	0:08:17.370	497.37	28.12	-63.75	-17.30	0.33	-88.47	-10.24	0.39
	Door Panel	1:10:12.070	0:08:24.930	504.93	7.56	-63.71	-17.26	0.04	-88.61	-10.38	-0.14
	Terminal #1	1:10:32.040	0:08:44.900	524.90	19.97	-64.49	-18.04	-0.78	-89.96	-11.73	-1.35
	Lever #1	1:11:02.310	0:09:15.170	555.17	30.27	-61.42	-14.97	3.07	-86.17	-7.94	3.79
	Ladder (Up)	1:11:31.550	0:09:44.410	584.41	29.24	-61.35	-14.90	0.07	-86.17	-7.94	0.00
	Lever #2	1:11:48.850	0:10:01.710	601.71	17.30	-60.85	-14.40	0.50	-87.56	-9.33	-1.39
	Ladder (Dn)	1:12:02.360	0:10:15.220	615.22	13.51	-61.07	-14.62	-0.22	-87.28	-9.05	0.28
	Terminal #2	1:12:14.600	0:10:27.460	627.46	12.24	-60.53	-14.08	0.54	-87.26	-9.03	0.02
	Call Freight Button	1:12:41.560	0:10:54.420	654.42	26.96	-64.94	-18.49	-4.41	-128.55	-50.32	-41.29
	Elevator (to KG348)	1:12:55.390	0:11:08.250	668.25	13.83	-65.03	-18.58	-0.09	-131.24	-53.01	-2.69
	Load (to KG348)	1:13:01.020	0:11:13.880	673.88	5.63	-65.04	-18.59	-0.01	-131.30	-53.07	-0.06
Door Panel	1:13:21.220	0:11:34.080	694.08	20.20	-68.23	-21.78	-3.19	-132.00	-53.77	-0.70	
Ladder	1:13:39.480	0:11:52.340	712.34	18.26	-67.80	-21.35	0.43	-132.21	-53.98	-0.21	
Lever	1:14:20.440	0:12:33.300	753.30	40.96	-81.39	-34.94	-13.59	-131.54	-53.31	0.67	
Hack	1:14:29.650	0:12:42.510	762.51	9.21	-81.33	-34.88	0.06	-131.25	-53.02	0.29	

Exhibit 7

NEUE NACHRICHTEN



Jeff Cat heute um 18:09 Uhr



funny thing is Infomastr and from what i heard from others were already aware of that there was something wrong before that WR even happened when i uploaded it..

funny thing is.. Twitchy even verified it himself

also i was unaware of all the changes because i literally could notice anything different..

because all my runs literally always end in M3 ending or M7..

the times that i actually got to M10 to get the Flamethrower was very little and then even in that moment

i'm not like in a state of like hmm.. now that i got the flamethrower.. lets calculate every tiny burst with how many percentage it wasted etc.. that is bullshit i pay more attention of avoiding danger / don't getting ripped by steve!

so that was a very unrealistic statement..

also the health thing idk because i myself didn't notice any of it.. i healed myself in between..

and if i got shot or not.. idk sometimes they mis and sometimes they hit.. its not like oh now i know i should be dead because i literally could see it or did not pay attention to..

also if infomastr or any others that were in the chat.. lmao it was even a freaking live stream..

that noticed stuff about that.. while i was unaware of and did not say anything to me..

then i didn't know and continue the run.. if people said..

Hey Jeff.. i think you should check your files or stuff etc because things seems off..

then i would've ended the run and verified my files to be sure everything is 100% at default settings

but that did not happen.. mods were aware about it what they told me in the vc..

and after the run when it was uploaded it was immediately verified.. and then the day after or so..

they return with hmmm..... that is what is BS

Exhibit 8

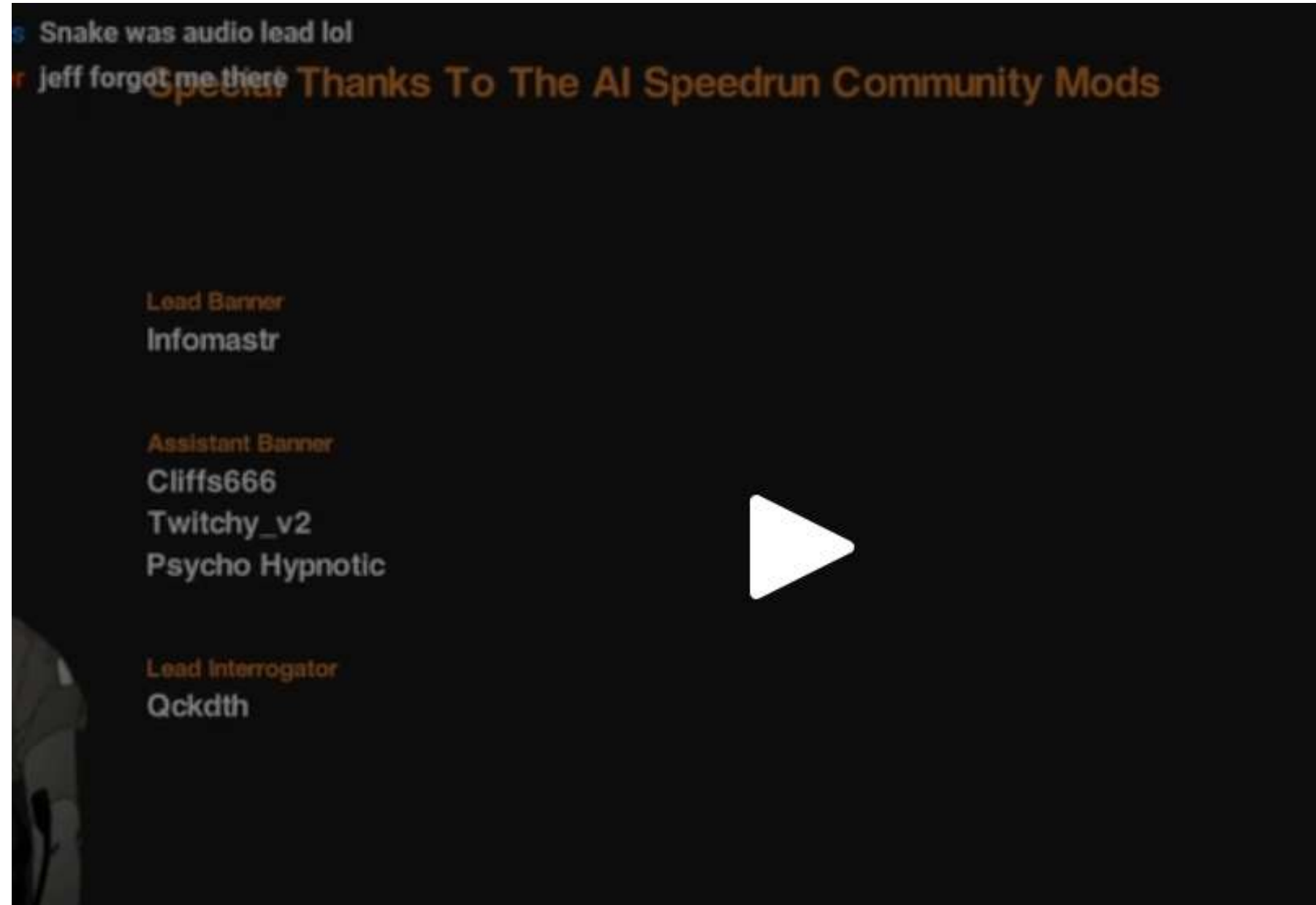


Exhibit 9



Jeff Cat

What you me to say about it?

i asked multiple people beforehand me putting it in..

And most people replied as it being funny and its already been past 2 something months..

And many people just take it as a joke and just laugh it off

Exhibit 10



Jeff Cat 12/11/2019

how long is this verify stuff last? were almost 4 months further now..

steam ai verify before doing a run every single time

psycho told me i have to submit runs first.. but that seems a bit crazy..

because i am never gonna submit a run unless i have NMG WR.. all other times are irrelevant..

so which means.. if besides that if i get that run.. after that idk what i'll do yet..

but that means that i have keep doing this life long now.. which seems a bit crazy

well i'm never touching Kitty: Isolation anymore anyways .. until all voice recordings are done and then i'll go on it again

well.. that was what psycho told me XD

you know if i did a run yesterday.. and then did not do anything else.. and now today i do runs.. the game is still the same..

if i do verify game its .. for nothing XD (edited)

also if i work further on the mod i don't even have to touch the original game files.. because i actually have a 2nd directory just for the mod so i don't even have to touch the original files anymore

Exhibit 11



Jeff Cat Yesterday at 4:56 PM

i really really wish i can keep these times up throughout the rest of the run..

- (edited)

my m2 ending is 8 seconds faster..

my m3 ending is 23 seconds faster..

my m4 ending is 25 seconds faster..

my m5 ending is 25 seconds faster..

my m6 ending is 32 seconds faster..

my m7 ending is 26 seconds faster..

my m8 ending is 29 seconds faster..

my m9 ending is 34 seconds faster..

my m10 ending is 33 seconds faster..

then if it works out i can pb you with around 30+ seconds 😊

Dec



Jeff Cat Today at 3:31 PM

thing is.. i'm also never gonna upload any run on it unless its NMG Nightmare WR time..

and after that probably nothing else really..

so your asking for me to upload many runs but i am not gonna upload it if its a bad run 😞

so which means.. i am gonna have this BS life long 😞 (edited)

Exhibit 13

Runner	Time	Keycard Prompt	K > L	Locker Prompt	L > S1	Samuels #1	S1 > T1	Taylor #1	T1 > S2	Samuels #2	S2 > T2	Taylor #2	T2 > V1	Verlaine #1	V1 > V2	Δ Best	Verlaine #2	V2 > D	Docs Prompt	D > E	End
E9	3:24.160	23.17	16.36	39.53	25.15	64.68	18.40	83.08	19.76	102.84	24.71	127.55	10.38	137.93	29.43	0.40	167.36	33.94	201.30	2.86	204.16
Metzix	3:24.480	23.52	16.17	39.69	26.50	66.19	16.92	83.11	19.78	102.89	24.60	127.49	10.38	137.87	29.64	0.61	167.51	33.93	201.44	3.04	204.48
Jeff	3:24.620	23.50	16.36	39.86	26.54	66.40	17.06	83.46	19.76	103.22	24.68	127.90	10.36	138.26	29.34	0.31	167.60	33.86	201.46	3.16	204.62
Jeff	3:24.740	23.50	16.61	40.11	26.57	66.68	17.05	83.73	19.80	103.53	24.78	128.31	10.36	138.67	29.03	0.00	167.70	33.93	201.63	3.11	204.74
Jeff	3:24.890	23.45	16.38	39.83	26.47	66.30	17.01	83.31	19.65	102.96	24.82	127.78	10.32	138.10	29.71	0.68	167.81	33.93	201.74	3.15	204.89
E9	3:24.920	23.50	16.22	39.72	26.53	66.25	17.00	83.25	19.67	102.92	24.78	127.70	10.37	138.07	29.64	0.61	167.71	34.08	201.79	3.13	204.92
Metzix	3:25.060	23.50	16.10	39.60	26.51	66.11	17.13	83.24	19.64	102.88	24.58	127.46	10.37	137.83	30.21	1.18	168.04	33.91	201.95	3.11	205.06
Jeff	3:25.450	23.48	16.50	39.98	27.02	67.00	17.08	84.08	19.82	103.90	24.85	128.75	10.39	139.14	29.36	0.33	168.50	33.90	202.40	3.05	205.45
Jeff	3:25.980	23.50	16.20	39.70	26.54	66.24	17.00	83.24	19.71	102.95	24.79	127.74	10.45	138.19	30.76	1.73	168.95	33.93	202.88	3.10	205.98
Jeff	3:26.100	23.49	16.21	39.70	26.48	66.18	17.13	83.31	19.72	103.03	24.82	127.85	10.38	138.23	30.83	1.80	169.06	33.90	202.96	3.14	206.10
Jeff	3:26.490	23.49	16.60	40.09	26.64	66.73	17.04	83.77	19.76	103.53	24.87	128.40	10.39	138.79	30.68	1.65	169.47	33.91	203.38	3.11	206.49
Jeff	3:26.640	23.46	16.14	39.60	26.60	66.20	17.10	83.30	19.72	103.02	24.69	127.71	10.40	138.11	31.46	2.43	169.57	33.90	203.47	3.17	206.64
Jeff	3:26.690	23.50	16.29	39.79	26.60	66.39	17.09	83.48	19.72	103.20	24.78	127.98	10.35	138.33	31.33	2.30	169.66	33.91	203.57	3.12	206.69
Jeff	3:26.700	23.50	16.21	39.71	26.63	66.34	16.96	83.30	19.95	103.25	24.82	128.07	10.39	138.46	31.17	2.14	169.63	33.92	203.55	3.15	206.70
Jeff	3:26.700	23.48	16.45	39.93	26.60	66.53	17.04	83.57	19.82	103.39	24.67	128.06	10.37	138.43	31.19	2.16	169.62	33.95	203.57	3.13	206.70
Jeff	3:27.700	23.48	16.23	39.71	26.49	66.20	17.17	83.37	19.77	103.14	26.47	129.61	10.37	139.98	30.74	1.71	170.72	33.95	204.67	3.03	207.70
Jeff	3:2x.xxx	23.07	16.29	39.36	26.57	65.93	17.09	83.02	19.75	102.77	24.85	127.62	10.40	138.02	31.37	2.34	169.39	n/a	n/a	n/a	n/a

Exhibit 14

whv would my M9 time not be legit ?

February 1, 2020 9:18 AM : were your pc specs again where you are playing AI on?

9:18 AM i just bought myself a new 2 TB M.2 NVME.. and have AI on that.. and its just a little faster with everything loading etc

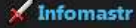
prove what?

you checked my m9 i'm sure right.. did they walk faster?

how do you want me to get the exact same time if its RNG ?


lmao

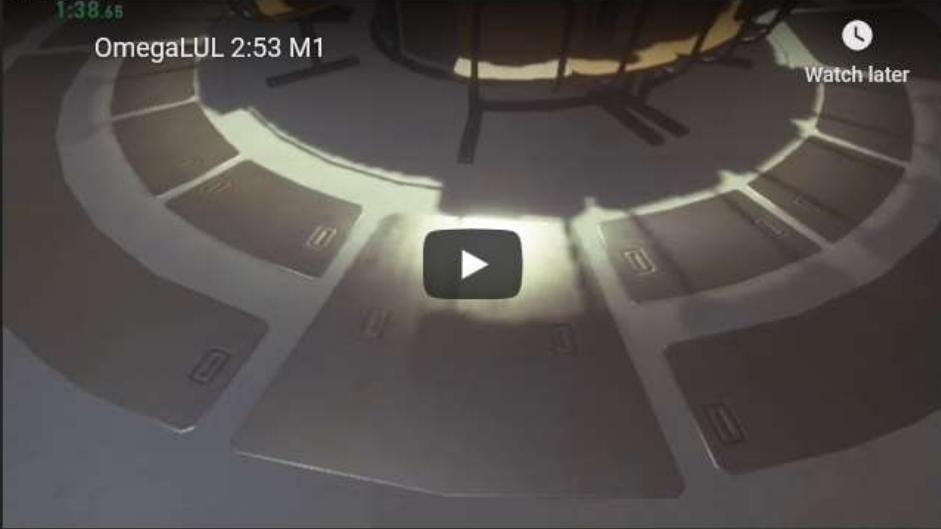
Exhibit 15

 2 years ago

United States

The community recently learned that certain very high end GPUs (e.g., Nvidia GTX 1070/1080) can cause certain missions (or portions thereof) to run significantly faster than previously possible on other hardware. Curbstompers discovered and demonstrated this, using a GTX 1080 to achieve a time of 2:53 in Mission 1:

1:38.65
OmegaLUL 2:53 M1  Watch later



Based on our testing, it appears that this "speed glitch" is the result of (or at least directly related to) the extremely high FPS values that those specific GPUs are capable of producing. Furthermore, this glitch does not appear to be reproducible on other hardware. Therefore, in the interest of fairness, this glitch will be disallowed in runs until and unless some method is discovered to permit reproduction on other hardware.

For runners that experience this glitch, please use Rivatuner Statistics Server, MSI Afterburner, Nvidia Inspector, or a comparable tool to limit your game's maximum FPS to 275 (or less) so that this glitch does not occur.

Use of such tools to limit maximum FPS will not be considered a violation of existing rules, including those that preclude "third-party programs that affect gameplay," provided that the tools are used only (1) to prevent the speed glitch discussed above, and/or (2) for other legitimate reasons that do not provide an unfair advantage over other runners (reducing GPU load/heat would be permissible; enabling the Mission 17 "console exclusive" skip would not).

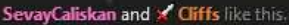


  and  like this.

Exhibit 16



Jeff Cat 09.02.2020

i did a nmg run and got a WR time right

so 2 weeks before that i was testing some stuff for a mod like i have now called: Kitty: Isolation

but i also had some other RL problems going on back then..

i wasn't much paying attention to it and mostly just started some runs..
eventually i got a WR time..

also i noticed in chat Infomastr placed some comments back then saying that he said like.. wtf.. that he thought that how is this possible or that there was maybe something wrong..

i myself was to busy with the run.. surviving trying to keep on going and finish it.. staying alive etc..

so i finished it.. and never got to hear anything from them anymore..

so i thought well.. okay.. so i guess its nothing.. then later i saw then Twitchy verified my run a couple minutes or a few hours later..

now comes the most fun part tho..

a day or few later after that twitchy verified my run on speedrun.com

they all suddenly call me.. psycho.. twitchy.. cliffs.. infomastr.. qd..

and start asking me about my run because they said there were stuff off.. not making sense..

i'm like well.. okay.. so??

and then eventually what it all came down to in that call was that all they wanted to hear from me saying is.. yes i modified the game intentionally.. and cheated..

and i'm like whoah. wait a second. that is bullshit..

first and foremost.. who submitted to be a mod on speedrun.com.. you guys..
so you guys wanted to have this job and so.. which means.. its your guys JOB to..
whenever someone submits a run to speedrun.com on ai..

that you guys watch the run through and see if everything is OK and then verify it for the leaderboards..

so now i am getting a 4.5 month ban punishment while you guys did not do your jobs properly ??

Exhibit 17

that is messed up. also even when infomastr was aware of my run that stuff was wrong with my flamethrower fuel in m10 lorenz hub..

uhm.. so you guys knew something was wrong.. still verify my run.. and then because of that i get a 4.5 month ban.. CRAZY (Bearthelmat)

so they cannot simply easily just blame everything on me .. because they did not did on their side their jobs properly also.. and think to get away with that so easily

also now the ban is already over for almost 5 months.. and even tho all my times and runs are legit.. even tho they don't think so because they probably think i am.. cheating or modding again. 😞
and i always verify my game files etc on stream before a run etc..

its still all not good enough and still get this bs and have now to do m1 or m9 IL's over and over again..

while i could better spend this time to normal full runs.. because this is just literally a waste of time

Exhibit 18

T	U	V	W	X	Y	Z	AA	AB	AC	AD
ta j26.69/j74	j r1 - 3:26.64	j r2 - 3:26.70	j r3 - 3:2x*	j r4 - 3:27.70	j r5 - 3:25.98	j r6 - 3:26.10	j r7 - 3:26.70	← box was skipped on this run set		
0.00	23.46	23.48	23.07	23.48	23.50	23.49	23.50	keycard (prompt)		
-0.32	39.60	39.93	39.36	39.71	39.70	39.70	39.71	locker (prompt)		
-0.29	66.20	66.53	65.93	66.20	66.24	66.18	66.34	"ah ripley"		
-0.25	83.30	83.57	83.02	83.37	83.24	83.31	83.30	"taylor, good morning"		
-0.33	103.02	103.39	102.77	103.14	102.95	103.03	103.25	"of course"		
-0.33	127.71	128.06	127.62	129.61	127.74	127.85	128.07	"have you seen samuels"		
-0.34	138.11	138.43	138.02	139.98	138.19	138.23	138.46	"all personnel to the bridge"		
1.96	169.57	169.62	169.39	170.72	168.95	169.06	169.63	"hope you had a restful journey"		
1.94	203.47	203.57	n/a	204.67	202.88	202.96	203.55	briefing documents (prompt)		
1.95	206.64	206.70	n/a	207.70	205.98	206.10	206.70	end		
	31.46	31.19	31.37	30.74	30.76	30.83	31.17			

* timer was reset before end of mission because it was not reset from the prior attempt
 game segment timer in reset run starts at 40.39
 game split timer in reset run starts at 4:07.09
this reset run was likely fps speed glitched (23.07 keycard prompt)

Exhibit 19

	jeff 10:45.140 M9						metz 10:46.380 M9						
	GT			Real Time*			Video Time* (ss.ms)						
	Split	Seg/SS (S/SS)	TS Prior S/SS	Split	Seg/SS (S/SS)	TS Prior S/SS	Seg/SS (S/SS)	TS Prior S/SS	Split	Seg/SS (S/SS)	Delta 10:45 Seg/SS	TS Prior S/SS	Delta 10:45 TSP S/SS
M8 > M9 S	0:50:33.500	n/a	n/a	0:52:01.570	n/a	n/a	1.60						
M8 > M9 E	TIMER PAUSED			0:52:09.810	n/a	n/a	9.83	8.23	TIMER PAUSED				
Heyst #1	0:52:43.760	0:02:10.260	130.26	0:54:20.060	0:02:10.250	n/a	140.09	130.26	n/a	0:02:10.430	-0:00:00.170	130.43	-0.17
Bomb Plant	0:53:53.410	0:03:19.900	69.64	0:55:29.710	0:03:19.900	0:01:09.650	209.73	69.64	n/a	0:03:19.830	0:00:00.070	69.40	0.24
Heyst #2	0:54:42.800	0:04:09.290	49.39	0:56:19.090	0:04:09.280	0:00:49.380	259.12	49.39	n/a	0:04:09.890	-0:00:00.600	50.06	-0.67
> LV426 S	0:55:11.060	0:04:37.560	28.27	0:56:47.380	0:04:37.570	0:00:28.290	287.40	28.28	n/a	0:04:38.110	-0:00:00.550	28.22	0.05
> LV426 E	TIMER PAUSED			0:56:54.470	0:04:44.660	0:00:07.090	294.49	7.09	TIMER PAUSED				
Meeks	0:58:14.240	0:07:40.740	183.18	0:59:57.630	0:07:47.820	0:03:03.160	477.70	183.21	n/a	0:07:42.180	-0:00:01.440	184.07	-0.89
Beacon	0:58:53.750	0:08:20.250	39.51	1:00:37.140	0:08:27.330	0:00:39.510	517.19	39.49	n/a	0:08:21.620	-0:00:01.370	39.44	0.07
Winch	1:00:06.380	0:09:32.880	72.63	1:01:49.770	0:09:39.960	0:01:12.630	589.83	72.64	n/a	0:09:34.130	-0:00:01.250	72.51	0.12
M9 > M10 S	1:01:18.650	0:10:45.140	72.26	1:03:02.250	0:10:52.440	0:01:12.480	n/a	n/a	n/a	0:10:46.380	-0:00:01.240	72.25	0.01
M9 > M10 E	TIMER PAUSED												

* Real Times and Video Times are based on the frame that the LiveSplit load remover/autosplitter auto paused or resumed the Game Time

Exhibit 20

February 1, 2020



Darkstar 02/01/2020

I just watched Jeff get a 10:46 M9 through screenshare immediately after verifying his game files, which I also saw. Here are the split times of his 10:45 vs his 10:46 I just saw him get.

First Boost - 2:10
Second Boost - 4:09
Loading Screen - 4:37
Third Boost - 7:40
Beacon - 8:20
Winch - 9:33
Level End - 10:45

First Boost - 2:08
Second Boost - 4:07
Loading Screen - 4:35
Third Boost - 7:41 (lost a couple seconds to Meeks' walking path)
Beacon - 8:21
Winch - 9:34
Level End - 10:46

Exhibit 21

AUDIT LOG Filter by User All ▾ Filter by Action All ▾





	[REDACTED]	updated the role Mod	>
	Today at 12:12 AM		
	[REDACTED]	updated the role Site Mod	>
	Today at 12:12 AM		
	[REDACTED]	updated the role Site Mod	>
	Yesterday at 10:48 PM		
	[REDACTED]	updated the role Mod	▾
	Yesterday at 10:48 PM		
01	— Denied permission Administrator		

Exhibit 22

AUDIT LOG		Filter by User	All	Filter by Action	All
	[REDACTED]	updated the role Mod	>		
	Today at 12:12 AM				
	[REDACTED]	updated the role Site Mod	>		
	Today at 12:12 AM				
	[REDACTED]	updated the role Site Mod	∨		
	Yesterday at 10:48 PM				
	Denied permission Administrator				
	[REDACTED]	updated the role Mod	>		
	Yesterday at 10:48 PM				

Exhibit 23



Jeff Cat 05/15/2019

Psycho

Hey Guys,

I'm sorry that this happened.

And i can assure you that it was 100% unintentional and i didn't want to do this or that something like this would happen.

I'm also sorry i wasted your time on checking so many hours of video footage.

I also removed the alien isolation game / reinstall / removed the mod tools from the computer.

I will be more careful in the future, probably just better of just not messing with it at all anymore if you want to do speedruns for that specific game.

Exhibit 24

9:50 AM **Jeff Cat** so your actually telling that there is no reason for me coming back to running alien isolation anymore..

because even tho if when the 4.5 month passes away.. **it still doesn't matter even if i do the like i always did at first legit..**
are not getting.. normally accepted..

10:05 AM **Infomastr** I'm not sure what else to tell you. You're asking us to take you at your word, but have not responded substantively to any of the specific questions, concerns, and evidence brought to light.

Infomastr Even now, you refer to runs you "always did *at first* legit"

10:07 AM **Jeff Cat** so your saying my 3:03 or 2:57 or 3:45.. / 4:04 were also cheated right ?

10:08 AM **Infomastr** I am not saying that. Your statement indicates you are aware that certain specific runs are not legitimate, correct?

Infomastr You seem to understand that past a certain point you agree that the runs are not legitimate, right?

Infomastr **Can you tell me which runs you know are not legitimate?**

Exhibit 25

10:14 AM **Jeff Cat** i know for sure the last 2
Jeff Cat did you check the 3rd one?
Jeff Cat 2:47:11 in m10 ?

10:16 AM **Infomastr** You knew this before twitchy and I spoke with you, correct?

10:18 AM **Jeff Cat** no because i almost never had myself the chance to check or notice it because that i most of the times don't even get to mission 10 and check that there is something off with the flamethrower..

and when i'm in the run and at that point in the game i'm more concerned about staying alive then calculating in my head like..
hmm how many percentage of fuel did i waste with this burst.. or how many do i have left now.. i've never ever do stuff like that..
i've always just run through it like i did from when i first started doing it

how would i then even notice myself something being off..

i know you once did say something in chat something was off.. then i called you but i never got any response back anymore and i just continued (edited)

10:19 AM **Infomastr** You spoke with darkstar via DM or VC prior to speaking with twitchy and me, right?

10:22 AM **Jeff Cat** well at the moment i got that call or messages from you guys i really started doubting myself also
and i talk a lot with darkie of streams etc.. i mean.. you know XD.. but ..
so i just asked him like hey, have you've noticed or seem anything of to my runs lately also?
and then he went in and checking it also..

Jeff Cat and then i already by myself like omfg.. 😞 i messed it up now 😞

10:23 AM **Infomastr** Didn't you tell him you knew the purpose of our call was to address fuel consumption and bullet damage?

Exhibit 26

10:30 AM **Jeff Cat** i don't know or remember if i asked him after the stream or like right before you guys asked me..
but i just checked back my chat history with darkstar and said to him what you told in chat

parts when i encounter steve / flame
he said in M10 my after my first encounter / second encounter i should've wasted already like 300+ fuel.. ?

that...

10:33 AM **Infomastr** He told us the moment we added you to a group call, you knew it was about fuel consumption and bullet damage. Is this a fair assessment of what you told him?

10:36 AM **Jeff Cat** not sure about the bullet damage but i did know that there was maybe something on with the fuel because you've noticed it in chat during M10 in server room so i thought about that moment.. that it would be about that (edited)

10:37 AM **Infomastr** If you knew we had these concerns, why did you tell us you didn't know during the call?

10:37 AM **Jeff Cat** only thing i don't understand is that it was never mentioned to me earlier like hey.. jeff.. is there something wrong with your game or did you properly reset it .. if so you should check.. and probably end this run..

Jeff Cat i lock down

Jeff Cat i am not good at these kinda conversations especially with 4-5 people.. i could normally talk later 1 on 1 with psycho..
but i just locked down.. got emotional.. i can't handle that

10:38 AM **Infomastr** I am not referring to the later call, I am referring to the initial call with you, twitchy and me.

10:38 AM **Jeff Cat** yes

Jeff Cat the first call

Jeff Cat i feel pressure on me and stop thinking straight.. dude i can't help it..
if you really wanna know everything about why this stuff happens i can send you my personal files

10:39 AM **Infomastr** Why did you raise the issue of bullet damage as a concern with darkstar, when we had not even spoken with you nor had we raised that issue in your streams?

Exhibit 27



wildfire011 01/02/2020

so basically we need to see that the game is verified, that was part of the terms that we agreed on
all you need to do is verify the game files before each attempt



Jeff Cat 01/02/2020

not gonna happen
and those runs are verified
i am not gonna do a verify run after each and every single reset after a run dies
these are legit runs



wildfire011 01/02/2020

but the verification is not in the video as part of the submission is the point :p



Jeff Cat 01/02/2020

so you want me to upload the whole stream then ?
because the verify of a run is in the beginning of the stream
and those run times might be 2-3-4 hours in



wildfire011 01/02/2020

it's a similar process to running 100% - you need to delete saved data and show you don't have any of the collectable items
it's basically the same principle here
well the point is to verify before each attempt