

World of Warcraft Law Enforcement Compliance Guide

Here is the contact information and requirements for Blizzard Entertainment in regards to World of Warcraft, and subpoena issuance.

Subpoenas should be sent to:

Blizzard Entertainment

Peter Tye

Fax (949) 725-0125

Phone (949) 955-1380 Ex. 2465

Items needed in the subpoena are:

Real name of person/character name/realm or server being played on...

Or any combination of the above two.

Realms are the equivalent of servers. A person can have a user name on a realm and be the only person on that realm with that user name. But someone else on another realm can also use the same name on another realm: Hence YOU MUST KNOW THE REALM (Server) THE USER NAME WAS ON IN ORDER TO IDENTIFY BY USERNAME.

An example would be Username: Slayer on Realm: Azuremyst

Search Warrant:

A fact not commonly know to users: Blizzard entertainment keeps chat logs for their games for up to 60 days. Chats can be saved longer with preservation order. Chats occur in a number of ways:

- 1- Chat on a realm is divided into channels depending on where in the game physically the user it located – i.e. what City – what Forrest – What Lakeside – etc.
- 2- Chat occurs also between teams of players
- 3- Chat also occurs one on one just like IM chat between private parties in Yahoo chat. Blizzard did not differentiate for us which of these are the ones they save and we assumed they saved them all by what they said.

We currently have a subpoena and a preservation letter on an account involving “Lets Meet Off-line and have sex” chat. We will see what we get. After we identify by subpoena our thought is to do a Search Warrant for the actual chat.