

Peer to Peer Piracy and Sociology Theories

An evolution phenomenon

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1. Introduction

1. “Everyone has the right to be a part of the Information Society. The State is obliged to facilitate the access, production, exchange and spreading of electronically transmitted information” is the provision in article 5A, paragraph 2, of the current of the greek constitution, after the 2001 amendments, which were a part of the huge effort made legal institutions make in order to keep up with the continuously evolving technology. Sociological analysis would definitely come to the same conclusion with a systematic legal analysis: Placing this provision among the fundamental human social civil rights, such as the principle of equality, proves how crucial this right is for the constitutional system.

2. This effort, which started in Greece somewhere around 2001, is still the case: A plethora of laws european directives and regulations occurs: Article 386A of the greek penal code (fraud by means of a computer), laws 2121/1993 and 2472/1997, which were amended with law 3471/2006, ratified World Intellectual Property Organization Treaties, law 2075/1992 for the foundation of the greek National Telecommunications and Postal Services Committee, european e-privacy directive 58/2002. New authorities, national or supranational, are founded, such as the greek independent authorities or the Body of European Regulators for Electronic Communications, which, according to Manuel Castells [1], deeply affect the role of the traditional national state. Taking these facts into consideration, it is obvious that “expert systems”, as described by A. Giddens in his modernity theory, are inclined to expand even in public administration.

3. To be more specific, law making process is not anymore something exclusively handled by elected -parliamentary- representatives, but it gradually turns into a “specialist team” matter [2]. These teams are supposed to compose and negotiate the normative text and submit this to the representatives. The quintessence of the normative rule, usually consists of technical terminology, thus differentiating itself from common language, and requiring special knowledge in order to be fully understood.

4. One of the situations this kind of rules regulates is “internet piracy”, which, as a socially deviant-prohibited behaviour must be first accurately described. However at least in greek law, this word seems to be more of a *convention* than a definable, specific legal term, such as “fraud” or “theft”. The “heart” of the greek Intellectual property legislation, amended law 2121/1993 [4], which was praised [5] by greek intellectual property institutions such as IFPI, does not contain a definition of the word *piracy*, but in article 66, there is a punishment for the unauthorized reproduction, recording, renting or selling, presentation, public distribution of audiovisual works, software, books, databases. This text contains excessively long sentences and a lot of commas, which indicates how difficult it was for the legislators to define this kind of criminal behaviour, since criminal legislation must be absolutely clear and precise (the *nullum crimen nulla pena sine lege stricta et certa* principle). On the other hand, article 370C of the greek penal code, is much simpler, yet far more specific in its subject: It focuses on unauthorized copying or usage of software. In this essay, we will use the following definition of internet piracy “temporary or permanent, free of charge, acquisition or offer of copyrighted digitized audiovisual works, software, through an open and accessible computer network”.

5. This subject is quite complicated and its analysis would lead to further questions, which are sometimes not closely related to sociology. However, it is one of the key aspects of *digital technology revolution in the post industrial society* [6] and a part of its identity. Any approach to this matter without a brief, at least, sociological analysis of the technologies which made it possible, would be deficient and maybe inappropriate for the information era.

2. Technology: An unpredictably evolving revolution.

6. The creation of the internet itself could be considered to be a latent function[7] of united states military institution: During the cold war era, when Soviet Union launched the “Sputnik” ,military organization required rapid and effective radar communications. It was initially covered by the ARPANET[8] university network, which was later commodified and offered as a service open to public. Its spread would reach even 100% per year[9]. According to Douglas Comer[10], internet's decentralized structure and lack of -profit oriented- copyright patents in communication protocols are to thank for this quick spread.

7. The Lack of monetary profit oriented structures was one of the main aspects of the Napster service. It was one of the first online free file sharing services, which set a milestone for the phenomenon called online piracy, although this service did not last long. Technology-wise, it was a major innovation, and regarding its judicial evaluation, it is mentioned in every modern Intellectual Property Theory book, as the predecessor of modern peer to peer systems. It was a technological breakthrough, due to the fact that its network was based on a totally different structure, compared to the conventional networks: Instead of relying on a costly central computer-server, which would certainly have some specific functional limitations, it diverted the workload to many client computers, thus offloading the master server. Users did not need to download the files from the server. The server would transmit them some information about the location of the file across the internet, and the client user would download it from another client, and then would re-upload it to another user. This innovation, which as a concept is similar to the decentralization of political power in political science, was called “Peer to Peer”. Its effectivity was enormous: In March 2001, Napster users were estimated to be around thirty million[11]. However, Records Industry Association of America (RIAA) filed a lawsuit[12], which, after the verdict of the court of appeal, resulted in the takedown of this service and a 36 million dollar fine, which napster would try to earn by the commercial use of its service. This effort was not fruitful, and napster was bought by american company Best Buy for 121 million dollars[13].

8. Another major innovation was the Bittorrent protocol, which was invented by Bram Cohen and distributed for free since July 2001[14]. Although it is a peer to peer protocol too, it can be much more effective, because it is even more decentralized and it relies on the fragmentation of the files into *chunks*, which makes their partial transfer possible, thus making the whole network even more independent from the server's availability. Its distinctive feature is the “userbase” dependence: Its -high- effectivity is correlated with its users cooperation: If the users stop offering their files for download (also known as *seeding*) the network will stop functioning[15]. Furthermore, download speeds, also known as network throughput, depend on the amount of *seeders* for each file. No user is allowed to download a file without offering his own files for uploading. Although, according to informatics science, such a network model would seem non-viable, 8 years on from its invention, data exchanged with the bittorrent protocol across the internet worldwide account for 55% of overall traffic[16]. But, since this protocol is a part of the peer to peer network evolution, the main part of this data is copyrighted material (pirated copies). The *scientific capital* of this invention was transformed into *monetary capital*. In 2004, the inventor founded the Bittorrent Incorporated digital media distribution company, which would later be funded by Doll Capital Mangement, and after a contract with Motion Pictures association of America, would ban any form of pirated material from its search engine[17].

9. It is obvious, that internet as a military means of communication was an *autopoietic system* [18] in the beginning, and through the years, it was commodified. After the hi tech business corporations, such as Information Technology corporations, whose profit stems from a high level of know how and specialization, a new, quite productive young[19] elite was born. This elite, thanks to the available technology, engages its productivity and innovation in order to create something perhaps not vital but useful and offer it to society for free. Contrary to modern capitalism, this elite is not after profit itself, but its main motive is knowledge and offering to society. Despite the usage of enthusiast-created peer to peer networks being illegal, internet users often choose to ignore this *manufactured risk* [20], depending on their respective country tolerance towards piracy[21]. On the

other side, there are multinational corporations, where the main motive is profit per se, and this profit is endangered by piracy. Due to that fact, they attempt to assimilate these networks by investing on them and adapting them to their own production model. As an example, we could refer to Blizzard software company, which distributes its programmes through bittorrent networks. As we saw in the Napster and bittorrent case, the main institutional reaction to an illegal activity will not be a lawsuit or a legal action, but a financial transaction, which will lead to the acquisition of the deviant entity by an investor willing to adapt this entity into a pure capitalist production model.

10. Furthermore, the character of this revolution is not just financial or technological, but it also consists of a social aspect. Belgian digital society anthropology professor Michel Bauwens structured a new sociological paradigm, the *Peer to Peer theory*, which can be quite useful when analyzing the piracy phenomenon.

3. Peer to Peer theory and internet piracy.

11. This theory is based upon the assumption that the protestant-Calvinist ethics, upon which modern capitalism was based according to Max Weber [22], was gradually altered and exacerbated. According to peer to peer theory [23], piracy is only a part of the peer to peer phenomenon: Open source software is another aspect of the same phenomenon. This theory can also rationalize the "piracy ethics". In the modern socioeconomic system, *cognitive capitalism*, maximum profit is possible through innovation and knowledge, therefore more through immaterial than not material means. This is a concept similar to Manuel Castells' *informationalism* [24]. We live in the post-Fordism era, and the nature of work is heavily altered. The *Worker is not anymore a part of the machine*, supposed to carry out a simplified-predefined task as soon as possible, but a creative unique individual, expected to *engage his full subjectivity*, in Michel Bauwens' words.

12. This kind of worker, called *knowledge worker* by McKenzie Wark [25] although appearing in various forms, such as artists, graphic designers, programmers, managers has some certain characteristics a) immaterial object of work b) sophisticated and specialist c) high stress, time sensitive work d) high use value. This use value is converted to commercial, monetary value through the social class Bauwens and Wark call *vectoralists*. This class is in control of the *immaterial flows* [26] between knowledge work and consumer society, thus being a successor to industrial capitalism capitalist class. To be more specific, industrial capitalists made profit by controlling the means of production, which were material and not accessible to wide public. Nowadays, computers and electronic devices which dominate the production procedure, are not financially unreachable, but it is practically impossible for a consumer to buy all available software, which is a major profit source for the IT industry. It is clear, that Karl Marx's social class theory can be quite helpful in understanding Bauwens and Wark theories, which can support an argument against Bell's *situses theory* [27]. Bell argues that conflicts are not anymore among social classes in the post industrial society. They are horizontal instead. Vectoralists' profits depend on knowledge workers productivity.

13. However, since the knowledge workers work results into immaterial objects, such as software, and the main dimension of modernity according to A. Giddens is space being disembedded by time, knowledge workers work can be rapidly reproduced and multiplied anywhere. Bauwens argues that there is an *abundance* when it comes to knowledge work, which is the opposite of *scarcity* which endangers only physical objects, such as natural resources and every economy branch relying on them, such as industry. This abundance does not fit very well in our modern *neoliberalist, hypercapitalist*, social system, where everything is subject to *commodification*. The only way for the vectoralists to sustain their profits, is to induce an artificial scarcity of knowledge goods, through pushing towards the direction of a stricter more prohibitive intellectual property-copyright legislation, since, the peer to peer networks can always produce *use value* without demanding the consumption of a respective *exchange (monetary) value*. This theoretical analysis is rather close to Karl Marx's theory about law's function as rules oriented towards the financial interests of the dominant social class -*vectoralists*-, who will oppose to any effort of the knowledge workers class to achieve the maximum possible, legal or illegal, access to knowledge works, the fruit of the labours of their own class.

14. At this point, a new question arises. How did the knowledge workers manage to gain so much power, that they can pose a threat for the vectoral class, which is assumed to be socially superior to them? Using the peer to peer scientific paradigm the answer, in M/Bauwens words, would be something like “*new social dynamics, which are already a social fact and rapidly spread across society, peer to peer dynamics*”. This theory's asset is its individuality: It does not attempt to oversimplify using abstract theories, it is much more precise instead. Bauwens also uses *isomorphism* [28] as an effective analytical tool. If some certain structures obviously share some similarities, then there will probably be other, not so obvious similarities or analogies in these structures.

15. Peer to Peer networks and communities developing around them are a suitable example. Although the innovator of this theory distinguishes between *decentralized* and *distributed networks*, there are some common principles. *If workload and authority are distributed across equipotent users, and obligatory duty turns into community-oriented contribution a certain system becomes much more effective and flexible from a profit oriented structure/system.* Keeping in mind the previously mentioned peer to peer networks functions, we could easily draw parallels with political decentralization: The same way a computer network does not depend anymore exclusively on servers reliability and effectivity, modern states public structures shift e.g. to flexible independent authorities, more open to the citizens, thus solving problems such as red tape. It is a matter of overall social change.

16. The term *equipotent* is also of major importance. The innovator of the theory, in video interview [29], argues that peer to peer systems, despite their highly specialised nature, are totally *anticredentialed*, participation is open and process-free, no one has to prove his level of expertise or demonstrate some certain abilities. Entering a peer to peer network does not require a certain *symbolic capital* [30]. They are not what Anthony Giddens would call *expert systems* either, they offer *deinstitutionalised knowledge* instead. This openness is crucial in comprehending their role, bearing in mind the fact that Microsoft Corporation, whose dominance in Operating Systems market is undisputable, gained this position it holds today by successfully marketing, since 1995, a Graphic User Interface computer operating system [31], and simplifying computer's use by eliminating the need for command-line interfaces.

17. Another aspect of Peer to peer systems, is the nature of the motives. The basic motivation is not financial profit or outperforming all competitors. Contribution in the form of participation is totally voluntary, there are no obligatory activities. The main motivation is the best possible result per se. This could sound similar to Karl Marx's theory, since “everyone offers according to his ability and expects to receive according to his needs.” According to Bauwens analysis, Peer to Peer systems superiority lies in their motives: System-wise, *instead of being extrinsic, they are intrinsic.* A peer to peer community will not download movies/music/software to gain some kind of financial profit, but his main goal is movies/music/software itself, which he will later share with the rest community members. The activity is a goal in itself, it is not a medium for achieving something else. From a structural-functional point of view, according to Talcot Parsons and Robert Merton theories [32], this characteristic covers the need for a latent status and non-financial social values. To be more specific, this system maintains the value of cooperative work [33], because it relies on cooperative human nature, instead of relying on competitive human nature. The more it develops, the firmer becomes its base. Even in everyday language, this kind of networks resuscitated the meaning of the word “community, commons”, and bearing in mind the fact that peer to peer support websites call themselves communities, we can easily understand the functions of such groups.

18. But how do these communities are administrated? That is one of the reasons why peer to peer systems can be superior than other social models. There is a *demonopolization of power instead of standard authority-control structures.* There is no pyramid-like hierarchy, but some symbolic indicators [34], which serve as an evaluation and *intrinsic* quasi reward of each users contribution. As an example we could refer to the *ratio* indicator found in bittorrent protocol. It indicates the amount of data offered-*uploaded* relative to the data received-*downloaded* by the user and it is a part of his identity in a specific peer to peer community, as it is usually printed next to his nickname. New users, with ratio less than 1:1, do not have full user access, while users with a relatively low ratio, are

called *leechers* in a degrading manner and sometimes banned from the communities. Some other communities use the *reputation* system, which incorporates a more complicated way of evaluating users' contributions, based on how frequently they contribute, or how effective their advice towards other members are. Sometimes, positive evaluation leads to elevated (administrator) user rights, such as the authority to control misbehaving users. In both cases, evaluation is always dynamic instead of static. Hierarchy structures are not fixed and there are equal chances for everyone, which seems to be a major asset compared to modern political systems, where election requires public relationships and funding [35]. In addition to that, peer to peer systems sustain a totally intrinsic motivation: Evaluation is symbolic and cannot be used anywhere except for the network. Although it may seem meaningless, the majority of peer to peer users are keen on contributing more and more to their networks. Many of them maintain a second, low-end home computer, in order to upload files all day long. So peer to peer systems development is *organic* [36] and *autonomous*, without central administration or dependence, thus proving the superiority of a non profit model compared to a scientifically structured profit driven corporate model, such as the *vectoralist* company model.

4. Peer to Peer Piracy in Modern culture

19. Piracy as a social phenomenon, and the reaction to it, be it prosecution or legalization is obvious in our modern culture. There is a plethora of caricatures, tv spots and controversial texts around the internet. To begin with, Motion Pictures Association of America's ad [37] in the beginning of every DVD movie attempts to classify piracy as theft of a material object. This ad remains unchanged since the video cassette era, being rather unable to keep up with the current evolution. This rather "demonizing" approach is even more frequent and direct in the previous decade's anti-piracy ads [38]. The criminal system symbol is used in a rather extreme and disproportionate way, by depicting a person being arrested in front of a mother and a child. The same symbol is used in a picture where a professor is arrested during class and two students share the reward. However, these pictures are rather hard to find, which is easy to explain: Intellectual property interested corporations have been forced to change their public relations policies and ameliorate their messages by appealing users' morality, after realizing the power of peer to peer networks.

20. Peer to peer networks wide spread is an argument often used by their users. In picture [50], there is another MPAA ad reminding that tracing a person committing piracy is technically possible, with the message "you can click, but you cannot hide". Pirates' response is "You can sue but you cannot catch everyone", indicating a rather collective- or perhaps community oriented- way of thinking. The meaning of this message is of major importance: It is based on the assumption that the definition of a crime as a deviant behaviour must be a society-oriented concept. In pirates' opinion, when a behaviour is adopted by the majority, it should stop being classified as a deviant behaviour, because reality should have a certain normative role in social life.

21. Pictures [40] and [41] criticize modern law in a quite interesting way, too. In picture [40], under the title "Piracy is not theft, A handy guide: Theft removes the original, piracy makes a copy", the willingly childish and handmade looking picture attempts to clarify the distinction between material and intellectual property. For a person who is not aware of the respective legislation, the terms "property" or "ownership" are equal to the meaning of the ancient Roman legal term "dominium". Therefore, an average person cannot comprehend the ratio legis for criminalizing unauthorized copying and considers respective legislation to be rather unfair. Picture [42], uses childish sketches and compares file sharing with piracy. Sharing is depicted as a rather happy picture, where two smiling persons share a toy. Piracy is depicted as a murder committed by the first person, in order to keep the toy for herself. Compared to pictures in [38], where a virtual violation of the principle of proportionality occurs, the roles are inverted. The *vectoralist* corporations are heavily criticized, on the grounds of disproportionate reaction to piracy: In peer to peer users' opinion, vectoralists act as if piracy was murder. Taking a second look into picture [42], we will notice that the victim is an African American woman. It is a hint on Capitol vs Thomas case, which took place in Minnesota, US, in 2007 and a retrial in 2009. The defendant, native American and

mother of four was found liable for infringing 24 songs via the peer to peer Kazaa network and was ordered to pay \$1.920.000 in statutory damages, later reduced to \$54.000[43]. Those indirectly expressed arguments are mixed in video[44], where the message of video[35] is ridiculed by a comparison with the kidnapping of a baby. In the end of this video, police invades a house and shoots a person who downloads pirated material dead. This is a rough picture of what peer to peer users think about intellectual property legislation and its enforcement: They think that their fundamental rights, such as the right of privacy are disproportionately endangered by legislation tailored to suit *vectoralist* corporations profitability, since they do not accept any intervention to their privacy, no matter what this certain privacy conceals.

22. In picture [45], a much more sophisticated communication technique is used and a more complicated message is created. Under the title *When you pirate MP3s you are downloading communism*, a smiling fiend in former Union of Soviet Socialist Republics officer uniform stands behind a person using an iMac computer. The message style is the same as a second world war Allied picture with the title "When you ride alone you are riding with Hitler", which was used in the US during the second world war to support the fuel economy campaign. So, this picture criticizes the methods the intellectual property rightholders use to fight piracy, by drawing the parallels with war propaganda. However, peer to peer paradigm shares some concepts with the communist theory. On the other hand, peer to peer piracy as a phenomenon is totally incompatible with modern social-economic model, and it can definitely bring some groundbreaking changes. These changes pose a threat to *vectoralist corporations* market share and profits, and according to the picture, that is the reason why these corporations try to demonize piracy in a way which resembles to cold-war era methods. According to these corporations, piracy is a threat for the *American dream* itself. We should also notice the kind of computer the user operates in this picture. Apple computers are one of the top selling, lifestyle consumer goods, and their success relies on their ease of use and style, contrary to less stylish, yet cheaper, IBM compatibles. It is implied, that piracy is a capitalist system phenomenon, which evolved uncontrollably and now threatens the essence of capitalism, financial profit.

Conclusion

23. Technological evolution had a huge impact on various fields, such as law science and sociology. It has altered them, but there are always some substantial needs, such as adequate right theories, when it comes to privacy in internet communications for example. However, the peer to peer paradigm offers an analytical tool capable of contributing to the comprehension of peer to peer related phenomena, such as the Zopa private bank.

24. In addition to that, peer to peer piracy has an influence on politics, too. Although piracy is illegal, there are already some parties, whose goal is its legalization, along with changes in copyright legislation and stricter communications privacy legislation. This has began in Sweden in 2006, where a certain incident triggered a shift towards such parties. After Swedish Police arrested the owners of the famous Pirate Bay torrent tracker, the members of the Swedish pirate party doubled in two days. It was not a coincidence. After the verdict in 2009, three thousand additional members joined the party in three hours. One week after that, this party had 40000 members total[46]. Similar developments occur in other countries too, showing an effort to institutionalise a currently illegal behaviour.

1. It is the fourth dimension of the "Information Age" (1996)

2. As an example, we could refer to the Greek parliament regulation: Articles 160-162A provide for the special scientist service, which is also referred to in article 65 paragraph 5 of the Greek constitution. In the European Union institutions, the Committee is capable of founding small specialist groups. This has been criticized by the European Parliament with the 19.1.1993 resolution.

4. This law was used to ratify EU copyright directives, such as 91/250, 2001/29, 2004/48

5. <http://www.ifpi.gr/mission/piracy2b.htm> IFPI considered this law to be innovative, and according

to it, what matters is not the law by itself but its enforcement.

6. Daniel Bell

7. I. Lambiris-Dimakris "Sociology and its methods", vol A., page 63 Robert K. Merton theory

8. <http://www.darpa.mil/history.html> Defense Advanced Research Projects Agency History accessed 27.5.2010

9. <http://www.dtc.umn.edu/~odlyzko/doc/internet.size.pdf> 1998 Koffman, K. G; Odlyzko, A. M. The size and growth rate of the Internet. AT&T Labs accessed 27.5.2010
10. Comer, Douglas (2006). The Internet book. Prentice Hall. p. 64.
11. http://en.wikipedia.org/wiki/File:Napster_Unique_Users.svg according to this chart, accessed 27.5.2010
12. A&M Records, Inc. v. Napster, Inc., 114 F. Supp. 2d 896 (N.D. Cal. 2000) 239 F.3d 1004 (9th Cir. 2001)
13. <http://paidcontent.org/article/419-breaking-best-buy-to-acquire-napster-for-121-million/>
14. <http://finance.groups.yahoo.com/group/decentralization/message/3160> inventor of this protocol announces its distribution, accessed 27.5.2010
15. This network concept would be a total failure in a commercial, failsafe high availability network, such as a hospital or a bank network. This kind of networks relies on traditional server-client structures.
16. http://www.ipoque.com/resources/internet-studies/internet-study-2008_2009 Ipoque company research
17. http://www.zeropaaid.com/news/5952/mpaa_bit_torrent_reach_agreement/ accessed 27.5.2010
18. Niklas Luhmann terminology
19. Shawn Fanning invented Napster when he was 19 years old and Bram Cohen created the BitTorrent when he was 26 years old.
20. Ulrich Beck's Terminology, Ulrich Beck, Risk Society, Towards a New Modernity 1999
21. http://www.nationmaster.com/graph/crime/sof_pir_rat-crime-software-piracy-rate 2007 accessed 27.5.2010
22. Max Weber "Die Protestantische Ethik Und Der Geist Des Kapitalismus" 1905
23. <http://integralvisioning.org/article.php?story=p2pttheory1> 2005 accessed 27.5.2010
24. Castells, The Rise of the Network Society (1996)
25. McKenzie Wark, Hacker Manifesto Harvard University Press, Cambridge, 2004
26. Castells, The Rise of the Network Society (1996)
27. Tassis N.H. "Modernity and Social change" Nissos 2004 p. 177
28. This term is also familiar in biology, math, chemistry and IT.
29. <http://video.google.com.au/videoplay?docid=4549818267592301968&hl=en-AU#> accessed 27.5.2010
30. term from Bourdieu, Pierre (1984) Distinction: A Social Critique of the Judgement of Taste. London: Routledge
31. Windows
32. Parsons, The Structure of Social Action, 1937,
33. Perhaps this sounds too optimistic, but I think it is a quickly spreading trend in our times. It can be found on electronic entertainment, where multiplayer, instead of single-player, online games conquer the market.
34. Tassis N.H. "Modernity and Social change" Nissos Publications 2004 page 78, "Anthony Giddens"
35. This is called full inclusion system by M. Bauwens
36. Term coined by Alexander Galloway in his book "Protocol"
37. <http://www.youtube.com/watch?v=iPcHhOBd-hI&NR=1> accessed 27.5.2010
38. <http://worldofstuart.excellentcontent.com/antipiracy.htm> accessed

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It will end in tears.

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Anthony Shaw	Cardiff	8 months prison
John Edgar	Walsfield	£100 fine & £120 costs
Ryan Kaye	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£500 fine & £200 costs
Ronnie Woodford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1800 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Ronald Pooble	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Abereeron	£400 fine & £5000 costs

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27.5.2010

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OH NO! NOT MATHS AGAIN!

MATHS TEXTBOOK

AND MR JONES IS SUCH A ROTTER!!

YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?

MATHS TEXTBOOK

YEAH?

WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.

AND HOW MR. JONES LETS EVERYBODY COPY SOFTWARE AND EVEN DOES IT HIMSELF?

I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED

I HOPE THEY GET HIM.

THEN I'LL SHARE THE REWARD WITH YOU!!

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ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

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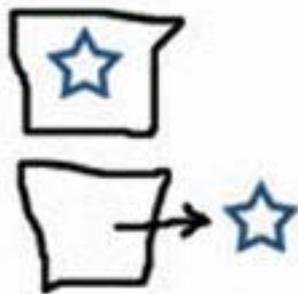
39. <http://www.thelab.gr/showthread.php?t=72031> accessed 27.5.2010

40. <http://www.thelab.gr/showthread.php?t=72031> accessed 27.5.2010

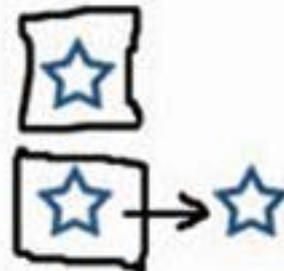
Piracy Is Not Theft

It's Piracy

a handy guide



Theft removes the original



Piracy makes a copy

41.

42. <http://www.thelab.gr/showthread.php?t=72031> accessed 27.5.2010

Sharing is not piracy



Sharing



Piracy

43.

44. <http://www.thelab.gr/showthread.php?t=72031> accessed 27.5.2010

45. <http://www.webcitation.org/5n2E7HM3z> January 22,2010 accessed 27.5.2010



46.

47. http://www.youtube.com/watch?v=ALZZx1xmAzg&feature=player_embedded

48. <http://www.thelab.gr/showthread.php?t=72031> accessed 27.5.2010

49. [http://en.wikipedia.org/wiki/Pirate_Party_\(Sweden\)](http://en.wikipedia.org/wiki/Pirate_Party_(Sweden)) accessed 27.5.2010

50. <http://www.thelab.gr/showthread.php?t=72031>

I INAPPROPRIATE CONDUCT
Inexcusable Business Practices 

**YOU CAN SUE
BUT YOU CAN'T
CATCH
EVERYONE**



**YOU CAN CLICK
BUT YOU
CAN'T HIDE**

I ILLEGAL DOWNLOADING
Inappropriate for All Ages 



51.