

On 4/7/19, runs by kevindurden were removed from the leaderboards due to suspected cheating. For a refresher, the original doc is linked [here](#)

Since that post, Kevin has maintained his innocence, which he of course has the right to do. As discussed in the doc, we felt based on the evidence we had that we made the right decision. However, we understood that while there was a lot of evidence that went undisputed, there was no clear “smoking gun”. While one wasn’t needed for us to come to a conclusion, certainly it would have been nice to have. After several days, a couple members of the moderation team had some ideas about new windows to look into, and did so. Below you will find a summary of our findings, with examples.

## 1. Audio analysis

- a. Sound from Kevin’s PS3 run were run through Audacity to take a look at battle/dungeon transitions in gen 1. It was found that transitions between the end of a battle and the resuming of the dungeon walk, were notably off at times. While this was mentioned in the previous doc, it was not fully explored or elaborated on.
  - i. [Example](#)
    1. Picture 1 shows two transitions from Kevin’s run. You can see that the start of the fadeout to 100% sound fade in, is *roughly* a measurement of “00:01.2 to 00:01.5”.
    2. Picture 2 shows one transition seconds later in Kevin’s run. You can see that the start of the fadeout to 100% sound fade in is *roughly* a measurement of “00:00.4”. Quite a bit shorter. Of course, one example is just one example
- b. The entirety of Kevin’s gen 1 was run against the previous WR from Jiseed. Different setups can yield somewhat different results of what audio waves can look like, so we focused on the consistency of transitions as opposed to the strict time.
  - i. Example [Baseline](#) vs Example [Kevin’s run](#)
    1. As mentioned in the pictures, the #1 thing here is consistency. You’re in the same dungeon doing the same things so nothing should be different. We have also eliminated all instances where other audio (such as the runner’s voice) could mess with the analysis.
    2. What we end up seeing is consistency from Jiseed, but multiple points where transitions are quite different when they should not be for Kevin. This pattern is seen throughout all of Shusoran. These findings *\*suggest\** splice points.
- c. The moderation team feels that these findings land themselves with the list of other pieces of evidence that help 99% prove, but can’t 100% prove cheating.

## 2. Video splice points

- a. Evidence of splice points were found in multiple places in both of Kevin's PS1 records. In PS1 Ages dungeons, a map is always present that shows your location with a pulsing animation. This piece of information is how we eventually found proof of splicing.
  - i. This [vid](#) that you may have already seen goes over one splice point (at gold dragon) and how we know that it is one. (The TL;DR is that the pulse is at one spot, and a single frame later is at a completely different spot in its cycle.)
  - ii. This [doc](#) identifies 4 other splice points between the 1:12 and 1:08 where the same thing occurs.
  - iii. These abrupt changes in animation by several frames tells us the video is not continuous but spliced together. They also can't be refuted with a random frame drop. These are definitely our more significant findings.

As mentioned, it is the runner's right to maintain innocence. He has given us some newer responses such as StreamLabs OBS being known to cause ghosting, the fact that he has not used Vegas in years, and the possibility that one or more of the moderators is making everything up. The first still does not explain why the ghosting happens only in WR runs and nowhere else, the second can be fudged with easily, and the third is certainly going to be hard for anyone on either side to prove anything. All other unmentioned pieces of evidence still stand. The runner has also deleted all of his WR twitch vods as of this writing.

Given everything we have found, we are now even more confident about the decision we have made. One cheat on one run is all you need, and the splice finding is enough for us to close the book on this one and move on, even if other parties do not want to. We don't claim to have handled this perfectly, but we have been open and honest about what we found, and why we made the decisions we did, and that is enough for us for this occasion. IF there is a such a time where there is proof that completely refutes *everything* that we found, then we will open this up again. Until then, we are glad to be done with this. We now know from experience that in situations like these, no one wins, and everyone loses.

Stay cool, run Phantasy Star, and please be legit.