

Thread: Dragon Ball Xenoverse angry PS3 review

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04-10-2016, 12:07 AM		#1			
<p>WonderGamer </p> <p>Junior Member</p> <p>Join Date: Apr 2016</p> <p>Posts: 4</p>	<p>Dragon Ball Xenoverse angry PS3 review</p> <p>Honestly I'm getting tired of people who are trolling the game, trying to drive off legit players rather than actually <u>playing</u> the game they purchased. The game lacks any form of reporting/blocking/mute functions & you can't even use the PSN blocklist to do anything about it because the game completely ignores it. Tonight the spamming was so stinking bad that I shut off the game & immediately wrote this review about the PS3 version of the game that I've been intending on doing for some time.</p> <p>http://www.wondergamer.net/reviews/d..._xenoverse.htm</p> <p>I purchased a video capture device some time ago to be able to broadcast Destiny to Twitch, a game that I have stopped playing since the developers wouldn't even acknowledge the request for proper keyboard/mouse support. What it comes down to is I started using that video capture device for more than just broadcasting, I started using it to record & screenshot the idiocy of some players who in my own opinion shouldn't even play online games. With this game, I am still broadcasting to Twitch, however lately have been using the screenshot feature in my software to take logs of spamming, piece those screenshots together & point out these people by uploading those screenshots to my site & linking them to my YouTube channel. Occasionally I'll upload videos to my YouTube channel of people acting like morons, but most of the time (in this game anyways), it's just spamming, which usually doesn't warrant a video.</p> <p>In this last case, between the times of 11 PM Mountain Time on April 9th, 2016 & midnight, there were 3 individuals that were spamming the HELL out of the chat screen & I sat there & watched it for over a half-hour before I decided I didn't even feel like playing the game tonight & started writing the review you'll see above. This game needs a number of changes to deal with people who are seeking to ruin the experience for those who are actually <i>attempting</i> to play the game.</p> <p>Spammers could really be taken care of a number of ways:</p> <ul style="list-style-type: none"> • Chat Overflow: This means they get cut off after a number of <i>chat</i> messages in a short period of time, not allowing them to post any more until after a cooldown period. • Ignore Function: This could either be a separate list in the game itself or it could read from the PSN blocklist of each user to negate (hide & mute) all messages from individuals on that list. • Report Function: A report function could be used to report people for various reasons & if the developers/publishers don't want to deal with receiving reports of people acting like fools, then they can have the game manage those reports. This <i>client-side</i> report function would be used in the form of sending reports to the server, which will be held for a short amount of time that will accumulate as reports come in until it gets over a certain threshold, at which point their save gets flagged & their game will be auto-saved, which will prevent them from being able to <i>chat</i> on that save. At that point those individuals will have a few options to remove the flag: <ul style="list-style-type: none"> • An appeal option could be added, which will give a countdown from a given time until the ban is removed; this unfortunately I don't think gives proper means needed for people to learn, but if they have to wait 24 hours to continue spamming every time they get chat-banned, perhaps they'll learn over time (unfortunately if they're spamming before they're ready to log off & just do an appeal before they shut down the game, then there's little point to an appeal function since this gets around the main part of it). • The rest of the options are through save manipulation, which isn't going to be easy/simple seeing as the game has a copy restriction: <ul style="list-style-type: none"> • They could restore a save uploaded to PSN, provided they have a PSN+ subscription. This would likely be the quickest method of save manipulation options. • They could restore a system backup, which will restore the entire system to the point of the backup. This is a much lengthier means of doing what is stated above, since backups can take anywhere from half a day to 2 days or longer (my system backups currently take over a day & a half, with a 3 hour restore period, which is something I started doing specifically for this game due to having to start over NUMEROUS times due to power outages during a save or in one case, a hard drive failure). • Delete their game & start over. This will remove the flag since the save won't be there anymore & they'll have to complete the starting portion of the game again before they'll be able to start griefing through spamming again. <p>Of course with any client-side report function, it can also be manipulated if enough people are in on it. Take the example of a host for a game server being booted from their own server because he left kick-voting too slack (effectively shutting down the server if not a dedicated server) & the developers of that game didn't think to add an administrator boot-exemption to the voting system. For this I would have to say that the game needs to analyze chat logs from those reporting the individual when a report is made to verify whether those being reported actually are spamming, this may require the addition of timestamping the chat logs (which shouldn't be hard seeing as servers only seem to handle multiplayer traffic & don't actually store anything outside of perhaps events, so this can be done through the time specified by the system, however the time zone still needs to be adjusted server-side to match up the logs for an accurate chat-ban).</p> <ul style="list-style-type: none"> • Chat Window Disable Option: As a last resort, just give us the option to turn off the chat window or disable certain channels. It wouldn't be the first times I've done this in other MMOs, so if it's too hard to add an ignore function, just add an option so we can turn off features of the game so we don't have to listen to human scum that are trying to drive people off from the game since they know there is no way to report them or be penalized for it. <p style="text-align: center;"><i>Review last updated 10/23/2016</i> <i>Spammer list last updated 12/27/2016</i></p>				

This thread will continue to be updated with dates of updates to the review/spammer list so long as it doesn't get locked/deleted; the review will be updated with details of the lock/deletion when it happens (a backup has been made should that happen)

Last edited by WonderGamer; Today at 07:10 PM.

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06-27-2016, 06:07 PM

#2

WonderGamer 

Junior Member

Join Date: Apr 2016

Posts: 4



5/5/2016 UPDATE:

There have been 3 instances in this game where the spam has been SO thick, that I didn't want to deal with it & just shut the game off:

- The first time I did not have access to my video capture device, so I ended up shutting off the game & getting the review published without a spammer list.
- The second time was a few days ago, where I shut down the game, but left the PS3 running; I published the screenshots & listed those individuals as quickly as possible, then contacted each one individually notifying them about the fact that their idiocy was on the web & I had let the publisher of the game know about their grieving through spamming.
- The third time was today, where I ended up shutting off the PS3, got all screenshots pieced together for easily the longest run of spam I have in a screenshot, then decided I needed to make another post in this thread to point out how bad the issue is with this one screenshot. This run literally had 12 spammers going at once; while I got the names of all those in this one screenshot, the spam was coming so fast, the top (starting) part of this run actually ran off the top of the list (due to a limitation of how many messages can be shown in the log at one time). This all happened in a period of about 20-40 minutes: [screenshot](#)

5/7/2016 UPDATE:

Easily the worst spam *attack* I've seen by a single individual. There were others involved, but PSN user **GSTNIGHTMAE** was easily the most obvious in the bunch. After about 2 minutes of trying to get screenshots, decided I couldn't keep up with the amount of spam scrolling off the top of what can be in the list to do screenshots, started recording a video. This video alone should be enough to point out why something needs to be done about this.

<https://youtu.be/SvEXMdvELdI>

6/17/2016 UPDATE:

This is the second video displaying how badly these attacks can make the chat function in Toki Toki completely useless! The worst of these spammers include PSN users **Scarface58913**, **eli2kool4u**, **Buddymillions** & **JonKaimon**, although there was a total of 8 (from what I could tell) in this apparent *DDoS* of the chat function.

<https://youtu.be/WGoQhZm0GfI>

6/27/2016 UPDATE:

Third video in this run of EXTREME spam attacks, the instigator (PSN user **Scarface58913**) also played a major part in the video recorded on the 17th, which means he apparently does this regularly. Before I started the video, I was working on [this screenshot](#) for the review (spammer rant) of this game on my site, so the video ended up becoming a continuation to the screenshot. Unfortunately this attack also coaxed others into retaliating to it, but this only made the matter worse for those who were attempting to use the *chat* feature for what it was actually intended for.

<https://youtu.be/q1qHZIb7Dgo>

Users who played a part in spamming in this video include:

- **Scarface58913**
- **GetOffDeezNut33**
- **Musthushar**
- **EL_GATILLO_909**
- **bumblestriker**
- **swagger_greal**
- **EI-LOK0tr0n_07**
- **ElnegritoPR-**
- **kjawesome511**

Now the question is, how many players need to be driven off from the game by this form of grieving before the companies involved in the game decide to do something about it?!?

UPDATE: It appears that **Scarface58913** is actually *attempting* to get banned in this game & he's made this pretty clear in his responses in the last half-hour, where I made a quick update to my site to disclose this information: <http://www.wondergamer.net/PSN/repli...rface58913.htm>

The image for the YouTube post will link to the second spammers video already linked in this thread; the counter will link to the YouTube profile he used to make the comment. Aside from the screenshots of the single post, there are also [highlighted/full](#) & [full](#) views I took just in case there was any question as to whether it was real (should he remove the comment).

Last edited by WonderGamer; 06-27-2016 at 08:30 PM.

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06-28-2016, 03:30 AM

#3

Langaf 

Junior Member

Join Date: Jun 2016

Posts: 1

 Originally Posted by **WonderGamer** 

The game lacks any form of reporting/blocking/mute functions & you can't even use the PSN blacklist to do anything about it because the game completely ignores it.

This is something I can totally agree with. Dragon Ball Xenoverse needs something done in this matter

Last edited by Jhooud; 11-01-2016 at 04:46 AM. **Reason:** hentai link

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10-31-2016, 06:16 AM

#4

WonderGamer 

Junior Member

Join Date: Apr 2016

Posts: 4

 Originally Posted by **Langaf** 

 Originally Posted by **WonderGamer**

The game lacks any form of reporting/blocking/mute functions & you can't even use the PSN blacklist to do anything about it because the game completely ignores it.

This is something I can totally agree with. Dragon Ball Xenoverse needs something done in this matter

Glad to see I'm finally getting some support on this, thanks for speaking up **Langaf**. 

7/2/2016 UPDATE:

This is video #4 of the spamming problem, the individuals included in this one are PSN users **darkevolution31** & **powerx100000**:
<https://youtu.be/WVJrFawNxLg>

At this point I am even including links on the list of spammers to their PSN profiles. It seems Bandai/Namco just wants to continue ignoring the issue, so I won't plead for them to step in on this problem anymore, but I am going to continue listing PSN usernames, uploading videos & listing those videos here until they decide to say something about it.

7/21/2016 Update:

Fifth video in this series of spammers, PSN (PS3) user **lilhomietoclean** being the worst of it this time around.
<https://youtu.be/duXmEdKIsAw>

Others that followed **lilhomietoclean** in this spam party:

- **eliagonzales**
- **FC_Hybrid_Team**
- **T122801281028**
- **the_dark_reaping**

10/31/2016 Update:

It's apparent that Namco/Bandai has no interest in taking care of griefers in their games, as there has been no official response to this thread since it's started. Furthermore I've noticed retaliation to the (mostly) negative review, a number of copyright complaints have been filed against **Dragon Ball Xenoverse** videos/streams that have effected both my YouTube & Twitch channels. It is for this reason I ended up having to file a BBB complaint against Google (owners of YouTube) & a BBB review of Namco/Bandai (unfortunately that review got heavily censored & is pretty much useless, but the original is on my site with highlights to point out censoring on the BBB censored version). I've also received confirmation of this retaliation from others, which I have a video of an **Evolve** match where this was being discussed (along with issues from Blizzard & Rockstar).

There is a much larger issue here however, which happened because the game lacks blocking (ignore) & reporting functions. The lack of these features has lead to harassment, internet stalking & threats of murder/physical harm over multiple networks, targeting not only myself, but others as well (I have confirmation of this from one of my friends I made in this game after watching a Twitch stream of it, I do not know how many other victims there are). The individual causing this is PSN user **EPICMINECRAFT25**, and the harassment has come from (currently on record) 2 PSN & 4 Twitch accounts. I warned him that if he made another death threat after the first one on Twitch (3rd account used to harass me over whispers), I would be getting the law involved & it was also stated to Twitch in the report on that account that they would likely be subpoenaed for information on that user if I received another one. The next day I reported the death threats to PSN & within a matter of hours, I received another threat of physical harm during another Twitch stream of **Evolve**. Because of this, I ended the stream after the match was over, but this was still earlier than intended, followed by another report to Twitch stating that they could expect a subpoena for personal information of this user (including the prior 3 accounts) to locate him for an arrest. After that I contacted not only the local

Police, but also the Internet Crimes Division of the FBI. I intend on contacting PSN again today with the Officer's name, district & case number provided regarding the ongoing attacks, this information was also provided to the FBI when the complaint was filed through ic3.gov. PSN has likely already been subpoenaed for this user's information & Twitch may have also, but I expect it's still possible that Namco/Bandai may also be subpoenaed for connection information on this user (although I never specifically stated this in any complaint filed to Twitch, PSN, the Police or FBI, the problem did start in the PS3 version of Dragon Ball Xenoverse, so the publishers may be contacted). I won't be filing the specifics here regarding the criminal case against this user as I don't want the case to fail, however should Namco/Bandai contact me directly, I will give them the details so they can follow up on the case against this user. As for the full details on the harassment, internet stalking & threats of murder/physical harm, it's all detailed [here](#). I'll say it again, an ignore/report function could have prevented this; why in the world was one never implemented!?

Last edited by WonderGamer; 10-31-2016 at 08:31 AM.

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10-31-2016, 09:39 AM

#5

Pash Master ◊

Senior Moderator

Join Date: Apr 2014

Posts: 764

Internet trolls are the worse, but unfortunately in any online environment especially where there is anonymity on the internet, you're bound to get some hostile members on just about any community. That's for everywhere you go -- YouTube, facebook... you name it. All I can suggest is to ignore such trolls and to not entice them, as that's exactly what they want and it'll just makes them do it even more. You need a thick skin as you'll always run into people like this in life.

You have some interesting suggestions in your posts for the game, it's good to hear your opinions about it. I'm sure as the game evolves and progresses, more updates and features will be added. Keep in mind it only got released recently, so there will obviously be some aspects that weren't foreseen. Just give the developers a bit of time to work on them - You wouldn't believe how long of a process it is to do something even as simple as correct a spelling mistake!

As for the reviews and video takedowns, that's an automated system. YouTube / Twitch and other sites runs on Content ID Protection, and if it flags certain videos they are automatically taken down immediately or altered (such as music being muted) etc. This isn't Namco purposefully taking down your video, but something the Content ID System didn't like. If you ask any YouTuber they can tell you a lot more about it, but it's basically a legal system that's been there for a long time. It's annoying, but it's Google's platform so it's their rules. But rest assured it's not a real person taking your things down -- in fact, many publishers and developers would prefer if there was more content out as it's effectively free marketing. But some things are outside their control (A good example would be a simple video of a racing game - it could get a strike because it doesn't have a licence from the car manufacturer to show the car, or a strike from the music label for using it's track from the game in the video. It's a whole range of things).

Also don't be let down by no official response - Bandai Namco generally only responds on their Official Social Channels like Facebook and Twitter. These forums are run by volunteers such as myself and others, and we have no part of the company. We just help keep a nice place in shape for the community to come and enjoy.

Last edited by Pash Master; 10-31-2016 at 09:45 AM.



Need to get in touch with Customer Support for a game issue? [Click here!](#)

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11-10-2016, 09:11 PM

#6

WonderGamer ◊

Junior Member

Join Date: Apr 2016

Posts: 4

Originally Posted by **Pash Master** ◊

You have some interesting suggestions in your posts for the game, it's good to hear your opinions about it. I'm sure as the game evolves and progresses, more updates and features will be added. Keep in mind it only got released recently, so there will obviously be some aspects that weren't foreseen. Just give the developers a bit of time to work on them - You wouldn't believe how long of a process it is to do something even as simple as correct a spelling mistake!

I think you're confusing the purpose of this thread & review with the sequel; this is directed at the original game. I do not intend on purchasing the sequel or any other Namco/Bandai game/product from this point on because of the copyright strikes directed at my YouTube channel (might have been different if I could have gotten the last strike reversed, however YouTube ignored the appeal).

Originally Posted by **Pash Master**

As for the reviews and video takedowns, that's an automated system. YouTube / Twitch and other sites runs on Content ID Protection, and if it flags certain videos they are automatically taken down immediately or altered (such as music being muted) etc. This isn't Namco purposefully taking down your video, but something the Content ID System didn't like. If you ask any YouTuber they can tell you a lot more about it, but it's basically a legal system that's been there for a long time. It's annoying, but it's Google's platform so it's their rules. But rest assured it's not a real person taking your things down -- in fact, many publishers and developers would prefer if there was more content out as it's effectively free marketing. But some things are outside their control (A good example would be a simple video of a racing game - it could get a strike because it doesn't have a licence from the car manufacturer to show the car, or a strike from the music label for using it's track from the game in the video. It's a whole range of things).

You may state that, but I don't entirely believe it, mainly because I looked at other channels that had these videos running & they weren't running into the same problems I did. Ironically it was my YouTube stream page that got hit with copyright infringement (not once, but twice), not the videos themselves. The first time it was directly after I responded to somebody in chat (trying to build hype about the sequel) about not being in a hurry to get the sequel because it was apparent the developers wouldn't do anything about the problems in the original; the stream ended pre-maturely in the middle of that discussion & I got hit with a violation that rendered my YouTube channel nearly unusable for 13 hours. Details on this situation can be found [here](#).

The second time it happened, there wasn't even a stream running, yet the stream page got hit regardless, expected to be hit because of the link in the description to the review of the game that was unchanged from the last violation (the fact that I was using a DBX desktop for the thumbnail may have also played a part in that, also unchanged from the last violation). YouTube ignored the appeal, therefore all videos relevant to Namco/Bandai games (currently only **Dragon Ball Xenoverse**) were hidden & are no longer publicly listed on YouTube, but are linked off of other sites. Game streaming is no longer being done on YouTube because of this (that was already decided from the violation the first time it happened), furthermore any videos uploaded of a Namco/Bandai game will be unlisted & only linked on other sites seeing as it's obvious they are getting attacked simply because they are known to be on my channel. Full details regarding this strike can be found [here](#).

Also I am not the only person to claim retaliation to negative reviews; as I said before, I have a video of **Evolve** gameplay where this is being discussed throughout the majority of the match. I already knew what would happen if I uploaded that to YouTube, so I simply highlighted it on my Twitch channel & linked it over to my personal site. I still have the high-quality backup (recorded locally while streaming to Twitch) on my computer in case the highlight does get flagged on my Twitch account, so I can host it directly off of my site if needs be (whether streamed or a direct download).

I tend to believe you in the case of Twitch, however there are some oddities in this case. The only song that got properly detected was the opening movie music; every other detection ended up getting flagged on misdetected media. A link of such situations (including instances from YouTube) can be found [here](#).

11/10/2016 UPDATE:

<https://youtu.be/ZMmZUcK79GI>

Another video of particularly bad spamming in the PS3 version of **Dragon Ball Xenoverse**. The worst of the bunch were PSN users [scorpioniluminad](#) & [DJ1974f](#), but the full list included:

- [scorpioniluminad](#)
- [BuzzKillPro](#)
- [DJ1974f](#)
- [hellrider_kira2](#)
- [goku-ssgss_t23](#)

A screenshot of the entire spam can be found at [here](#). You could continue hearing the messages even after I was showing the backlog of spam in the video. I was debating whether I would upload the video or not given the fact that I could get the entire grief-attack in one picture (pieced together from 6 screenshots), ended up I would to show how fast the chat was scrolling due to excessive spamming.

Last edited by WonderGamer; 11-15-2016 at 05:53 AM.

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