

# Gaming in a Pandemic

Gamers and game companies continued to be a favorite target of criminals in 2020. Here are some of the ways criminals target the community. For more details, read the [full report](#).

## WEB ATTACKS CONTINUE TO CLIMB

### 246 million+

Web attacks in 2020

### 340%

Increase over 2019

### 14.6 million

Attacks in one day in July

Explore the full threat landscape in the [full report](#).

## THE TOP WEB ATTACKS OF 2020



### 59%

SQL Injection (SQLi)



### 23%

Local File Injection (LFI)

## Honorable Mentions



### 7%

Cross-Site Scripting (XSS)



### 6%

Remote File Inclusion (RFI)

## CREDENTIAL ABUSE MORE THAN DOUBLES

### 10 billion

Credential stuffing attacks in 2020

### 224%

Increase from 2019

### \$5

Price for millions of credential records

Find out what criminals look for in these lists in the [full report](#).

## DDoS IS DOWN



### -20%

  

### ~50%

fewer attacks, but  
of all attacks targeting  
the gaming industry.

Learn more about DDoS against gaming in the [full report](#).



## State of the Internet / Research

Get the complete story in our latest SOTI Research: **Gaming in a Pandemic**.

[Read report](#)