

END USER LICENCE AGREEMENT

Please read the following terms of use carefully. By using the EasyAntiCheat software (“**Software**”) you accept all the terms of this End User License Agreement (“**Agreement**”). Software is an anti-cheat software, used and integrated in various games (“**Game(s)**”). The Software has a client software (“**Client**”) that is integrated into the Game. Your use of the Game may be subject to your use of the Software and your acceptance of this Agreement.

You are granted a non-exclusive and non-transferable license to use the Software as part of the Game. You may not disassemble, decompile, reverse engineer, redistribute, create derivative works of, or modify the Software in any way. EasyAntiCheat reserves the right to terminate the license at any time and for any reason, or no reason at all, and without notice to you.

When you start a new Game session a Client will automatically load its latest version to your computer or other gameplay device the Game is used (“**Unit**”) without any notice to you. To find instructions on how to install and uninstall the Software, please visit the FAQ on EasyAntiCheat’s official website.

When you are using the Game on your Unit the Software is monitoring the Unit, analyzing the Game binaries and scanning the memory of the Unit for the purpose of detecting and preventing cheating in the Game (“**Purpose**”).

The Software only runs when the Game is running. To verify the runtime duration, monitor the Software service status in the Services panel in Windows Task Manager (CTRL+ALT+DEL). If the Software is manually stopped prior to exiting the Game, parts of the Software may remain active in memory until the Unit is restarted.

For the Purpose the Software is storing information regarding cheating methods used in the Game (“**Data**”). By installing, copying, or otherwise using a Game which has the Software integrated into it, you give your consent that the Software may monitor your unit and gather, store and publish the Data for the sole purpose of the Purpose. You furthermore understand and agree that the Data monitored, gathered, stored and/or published may include personal data.

The Software only handles Data relevant to the identification of cheats, as found in the Unit's runtime memory or as collected by the Game server. Other than that, the Software does not store any Data on individual users and have no intent to ever do so. The Data cannot personally identify you as a person. There are three steps in how session specific Data is stored and processed.

- (a) **Analysis:** Data is sent from the Unit and processed in real-time on our back-end. If nothing abnormal is found, the data is discarded instantly.
- (b) **Red flag analysis:** If unknown or suspicious patterns are found, the Software stores those pieces of memory for manual analysis. If the pattern

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doesn't prove to repeat itself and/or not to be a cheat, the Data is discarded usually within one month and at most three months. This means that a delayed ban can be placed up to three months after the offense.

- (c) **Known cheat pattern:** The piece of memory is stored indefinitely as evidence. This allows us to reliably re-evaluate bans upon request.

Third-party data sharing. The Data will be used solely for the Purpose including but not limited to identifying and banning players who are cheating in computer games, analyzing cheating behavior and cheating codes as well as sharing data about cheats with affiliates of EasyAntiCheat. The Data regarding the ban reason, ban time, and IP on which the initial detection occurred bans may be shared with the publisher of the Game.

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