

# GameLab Database API

- **Overview**

Remote access to our corporate network is essential to maintain our Team's productivity, but in many cases this remote access originates from networks that may already be compromised or are at a significantly lower security posture than our corporate network. While these remote networks are beyond the control of Hypergolic Reactions, LLC policy, we must mitigate these external risks the best of our ability.

- **Purpose**

The purpose of this policy is to define rules and requirements for connecting to our network from any host. These rules and requirements are designed to minimize the potential exposure to us from damages which may result from unauthorized use of game API resources. Damages include the loss of sensitive or company confidential data, intellectual property, damage to public image, damage to critical internal systems, and fines or other financial liabilities incurred as a result of those losses.

- **Scope**

This policy applies to all employees, contractors, vendors and agents with owned or personally-owned computer or workstation used to connect to the network. This policy applies to remote access connections used to do work on behalf of <Company Name>, including reading or sending email and viewing intranet web resources. This policy covers any and all technical implementations of remote access used to connect to <Company Name> networks.

- **Policy**

It is the responsibility of employees, contractors, vendors and agents with remote access privileges to OUR corporate network to ensure that their remote access connection is given the same consideration as the user's on-site connection to API.

General access to the Internet for recreational use through the <Company Name> network is strictly limited to employees, contractors, vendors and agents (hereafter referred to as "Authorized Users"). When accessing the api network from a personal computer, Authorized Users are responsible for preventing access to any computer resources or data by non-Authorized Users. Performance of illegal activities through the network by any user (Authorized or otherwise) is prohibited. The Authorized User bears responsibility for and consequences of misuse of the Authorized User's access. For further information and definitions, see the *Acceptable Use Policy*.

For additional information regarding API's remote access connection options, including how to obtain a remote access login, free anti-virus software, troubleshooting, etc., go to the Remote Access Services website (company url).

- **Requirements**

- Secure remote access must be strictly controlled with encryption (i.e., Virtual Private Networks (VPNs)) and strong pass-phrases. For further information see the *Acceptable Encryption Policy* and the *Password Policy*.
- Authorized Users shall protect their login and password, even from family members.
- While using a computer to remotely connect to other corporate network, Authorized Users shall ensure the remote host is not connected to any other network at the same time, with the exception of personal networks that are under their complete control or under the complete control of an Authorized User or Third Party.
- Use of external resources to conduct business must be approved in advance by Game API and the appropriate business unit manager.
- All hosts that are connected to internal networks via remote access technologies must use the most up-to-date anti-virus software (place url to corporate software site here), this includes personal computers. Third party connections must comply with requirements as stated in the *Third Party Agreement*.
- Personal equipment used to connect to game API networks must meet the requirements of api owner-owned equipment for remote access as stated in the *Hardware and Software Configuration Standards for Remote Access to GAME APINetworks*.

## • Policy Compliance

- Compliance Measurement

The GAME API Team will verify compliance to this policy through various methods, including but not limited to, periodic walk-thrus, video monitoring, business tool reports, internal and external audits, and inspection, and will provide feedback to the policy owner and appropriate business unit manager.

- Exceptions

Any exception to the policy must be approved by Remote Access Services and the Infosec Team in advance.

## • Related Standards, Policies and Processes

Please review the following policies for details of protecting information when accessing the corporate network via remote access methods, and acceptable use of GAME DB API's network:

- *Acceptable Encryption Policy*
- *Acceptable Use Policy*
- *Password Policy*
- *Third Party Agreement*
- *Hardware and Software Configuration Standards for Remote Access*

## • Revision History

Date of Change	Responsible	Summary of Change
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<b>DECEMBER 2020</b>	SOP Policy Team	Updated and converted to new format.
<b>April 2021</b>	Test SOP	Added an Overview; created a group term for company employees, contractors, etc. (“Authorized Users”); strengthened the policy by explicitly limiting use of company resources to Authorized Users only; combined Requirements when possible, or eliminated Requirements better suited for a Standard (and added a reference to that Standard); consolidated list of related references to end of Policy.