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ELECTRONIC ARTS SOFTWARE END USER LICENSE AGREEMENT BATTLEFIELD™ 1

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4. Consent to Monitor.

You acknowledge and agree that we may monitor game play to detect cheating and to enforce EA's policies.

This Software includes anti cheat technology.

WHEN YOU CONNECT ONLINE TO A BATTLEFIELD 1 GAME SERVER THIS TECHNOLOGY WILL BE ACTIVATED and used to monitor your game play, your Battlefield 1 game files and your computer's random access memory (RAM) to identify Unauthorized Third Party Programs running concurrently with the Game as well as any Battlefield 1 game file modifications enabling or facilitating cheating.

AN "UNAUTHORIZED THIRD PARTY PROGRAM" as used herein shall be defined as any third party software, including without limitation any "addon", "mod", "hack", "trainer", or "cheat" that in EA's sole determination: (i) Enables or facilitates cheating of any type: (ii) Allows users to modify or hack the game interface, environment, and /or experience in any way not expressly authorized by EA: or (iii) Intercepts, "mines", or otherwise collects information from or through the game.

In the event that the anti-cheat technology detects an unauthorized third party program and/or game file modifications enabling or facilitating cheating: (a) The game may communicate information back to EA, including without limitation your account name, as well details about any unauthorized third party program detected, and the time and date the unauthorized third party program was detected; and /or (b) EA MAY exercise any or all of its rights under this agreement, with or without prior notice to you.

When you disconnect from the game server the anti-cheat technology will be deactivated.

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 - (a) claims arising out of or relating to any aspect of the relationship between us, whether based in contract, tort, statute, fraud, misrepresentation or any other legal theory;
 - (b) claims that arose before this Agreement or any prior agreement (including, but not limited to, claims relating to advertising);

- (c) claims that are currently the subject of purported class action litigation in which you are not a member of a certified class; and
- (d) claims that may arise after the termination of this Agreement.

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- 1) a claim to enforce or protect, or concerning the validity of, any of your or EA's (or any of EA's licensors') intellectual property rights;
- 2) a claim related to, or arising from, allegations of theft, piracy, or unauthorized use of intellectual property;
- 3) if you reside in Australia: a claim to enforce any statutory consumer rights to which you are entitled under the Australian Consumer Law; and
- 4) in addition, nothing in this Agreement shall prevent either party from initiating a small claims court action.

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- **E. Location.** If you are a resident of the United States, arbitration will take place at any reasonable location convenient for you. For residents outside the United States, arbitration shall be initiated in the County of San Mateo, State of California, United States of America, and you and EA agree to submit to the personal jurisdiction of that court, in order to compel arbitration, to stay proceeding pending arbitration, or to confirm, modify, vacate or enter judgment on the award entered by the arbitrator.
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