



Product Information

Situation: Gaming Is a Very Popular Work Break

According to a CNET survey (11/99), playing computer games is a very common way to take a work break. Individual workers play “solo” games on a desktop while groups play network-enabled games, competing against each other over the corporate LAN. Networked games are so enticing that a tournament with the network game, *Unreal*, was one of the major highlights of Novell's BrainShare user conference (NetworkWorld Fusion, 3/6/02). With their popularity and group appeal, games are bound to enter an organization's network and spread quickly, causing serious problems with productivity, storage, and bandwidth. Games can even drive up hardware expenses.

Solution: SmartSearch™ Detection of Game Files

Apreo's AntiGame *Plus* automatically detects and, optionally, deletes games from network servers and individual workstations. AntiGame's SmartSearch technology finds the files, even if they have been renamed or hidden inside compressed files. With AntiGame *Plus*, an organization can keep its network ready for work by preserving critical IT resources for business use.

Benefits: AntiGame *Plus* offers a comprehensive solution that:

- *Maintains IT resources* for intended use, which helps preserve service levels and response time, and also facilitates storage management.
- *Improves IT efficiency* by automating the search and removal process, eliminating the need to scan desktops manually.
- *Enhances productivity* by enforcing a no-games policy.

Complements Other Solutions for Game Management

AntiGame *Plus* complements other solutions used to manage desktop and network gaming by finding the game files themselves, which are outside the scope of these tools. To be fully protected against unauthorized game-playing, an organization must combine other solutions like Internet access monitors, file management utilities, and operating system features, with AntiGame *Plus*.

Technical Highlights

SmartSearch:™ Unlike traditional file-search tools, AntiGame *Plus* has a SmartSearch engine that works independently of the file name or extension, detecting a game by its content, called a signature. Consequently, AntiGame *Plus* locates unauthorized files, even if they have been renamed or hidden in compressed files.

Signature Database™ of 20,000+ Games: The AntiGame *Plus* Signature Database contains signatures for more than 20,000 games, and is continually updated. If an unwanted game file sneaks on to the corporate network, AntiGame *Plus* will find it.

DB Editor:™ The DB Editor creates custom databases of games, or other application files for AntiGame *Plus* to detect, such as outdated software, illegally obtained programs, nuisance jokes, etc. Creating a custom database turns AntiGame *Plus* into a powerful file-detection utility to support other IT applications and activities like software distribution and enforcing a software-piracy policy.

Clientless Installation: To scan local drives on user workstations, AntiGame *Plus* can operate in “stealth mode,” completely invisible to the user, without appearing on the screen, in the system tray, or in the “close program” dialog box. Unlike other file-detection programs, in stealth mode, AntiGame *Plus* executes from a login script without requiring the installation of any software on the client (user) workstation. This clientless installation prevents a user from disabling AntiGame's search of his desktop.

AntiGame *Plus* can also run in display mode on the AntiGame administrator's PC where the program's operation is visible and controlled through a full graphical user interface.

Live Update: The live update capability ensures that AntiGame *Plus* always operates with the latest software and Signature database of games. Live update works over the Internet and notifies the AntiGame administrator when updates are available, with a prompt for automatic installation.

Security: AntiGame *Plus* includes password protection for its configuration files and database files so information may not be viewed or edited. The product documentation also provides recommendations about using network operating system capabilities (for Windows 2000, Windows NT, and Novell) to create additional access controls for AntiGame *Plus* program information. In addition to these access restrictions, AntiGame requires that its configuration and database files be created on the same machine, usually the AntiGame administrator's PC. Without “co-created” files, AntiGame *Plus* will not operate.

30-Day Free Trial: Organizations may try AntiGame *Plus* for 30 days.

System Requirements: AntiGame *Plus* is compatible with all Win32 operating systems— Windows 95/98/ME and Windows NT/2000/XP. It supports all major PC networks including Novell, Windows NT and Windows 2000. Internet Explorer is required to view the Help File.

Installation: The AntiGame *Plus* software is downloaded from the Apreo web site, and includes an Installation Wizard, QuickStart guide and Help File to assist with program set-up.

Technical Support: Apreo supports AntiGame *Plus* via the web, email, and phone. The Apreo web site provides Frequently Asked Questions (FAQ) and a QuickForm to submit a support request. The company responds to support requests by email and phone, depending on the nature of the issue.