

LINE Bug Bounty Program

LINE Corporation will conduct the LINE Bug Bounty Program ("the Program") from August 24 to September 23, 2015, whereby cash rewards will be paid for vulnerability reports, for the purpose of improving the security of the Company's online environment. Individuals desiring to receive a cash reward must agree to the provisions stipulated below ("these Terms of Service"). Individuals submitting a vulnerability report shall be deemed to have granted their agreement to these stipulations.

Article 1 (Purpose)

The purpose of the Program is to quickly discover any vulnerabilities that exist in the LINE messenger app (LINE for iOS, LINE for Android 5.2.0 or above) and provide users of the messenger app ("LINE Users") the most secure service possible.

Article 2 (Qualifications for Participation)

1. Those who wish to participate in the Program ("Participants") must:

- (i) be an adult (See Paragraph 2 for info regarding exceptions for minors)
- (ii) not be an employee of the Company or an affiliated company
- (iii) not be an entity or part of an entity carrying out a project that is being advanced with the Company
- (iv) be able communicate in Japanese or English
- (v) not reside in a country subject to economic sanctions (such as the Islamic Republic of Iran, the Republic of the Sudan, the Republic of Cuba, North Korea, the Republic of the Union of Myanmar, and the Syrian Arab Republic) at any point during the report submission period or at the time of reward payment for the Program

2. In instances where a Participant is the parent or legal guardian of a minor, they may allow the minor to test vulnerabilities in accordance with these Terms of Service and under their supervision. In such instances, Participants shall bear all responsibility for the actions of said minor.

Article 3 (Eligibility)

1. Cash rewards are limited to vulnerabilities found in LINE Corporation services that are displayed in the latest version of the LINE messenger app (LINE for iOS, LINE for Android 5.2.0 or above) and have one of the following domains. However, LINE-related apps that are activated via another process after clicking a link within the messenger

app (LINE Family apps, LINE Game apps, etc.) are not eligible.

- (i) *.line-apps.com
- (ii) *.line.me
- (iii) *.line.naver.jp

2. Examples of vulnerabilities not eligible for cash rewards are listed below.

- (i) Reporting a vulnerability as-is after detection using an automated scanner
- (ii) Reporting hypothetical or theoretical vulnerabilities without actual verification code
- (iii) Reporting the susceptibility to a denial-of-service attack
- (iv) Reporting the susceptibility to bruteforce attacks aimed at retrieving passwords or tokens
- (v) Reporting the ability to spam LINE Users arbitrarily with spam messages
- (vi) Reporting on the deficiencies of e-mail verification, expiration of password reset links, policy on password complexity, etc.
- (vii) Reporting on the absence of CSRF token
- (viii) Reporting login/logout CSRF
- (ix) Reporting the susceptibility to a attack via physical access to a user's device
- (x) Reporting of missing security header
- (xi) Reporting of script executions that do not affect LINE Users
- (xii) Reporting of vulnerabilities found in domains other than *.line.me, *.line-apps.com, *.line.naver.jp
- (xiii) Reporting vulnerabilities attributable to out-of-date browsers or platforms
- (xiv) Reporting of content related to an auto fill web form
- (xv) Reporting of absence of secure flag attribute for non-critical cookies
- (xvi) Reports related to unsafe SSL/TLS ciphers
- (xvii) Reporting of accessibility of user data via rooting device
- (xviii) Reporting of accessibility of profile photos, Timeline photos, etc. by anyone via URL.
- (xix) Reporting of vulnerability attributable to virtual phone number
- (xx) Reporting of vulnerability of which the Company has already received a report, or which the Company is already aware, or which has already been made public

Article 4 (Program Dates)

In principal, the Program shall be conducted from August 24(12am, GMT+9) to September 23(12am, GMT+9), 2015. However, the Company may terminate provision of the Program without notice when circumstances so require.

Article 5 (Reporting)

Vulnerabilities are to be reported via the Vulnerability Report Form specified by the Company. Reports made by means other than the Vulnerability Report Form shall not be eligible for cash rewards.

Article 6 (Cash Rewards)

1. The Company will decide the cash reward at its own discretion, and based on the seriousness and novelty of the vulnerability reported. Refer to the table below regarding reward value guidelines

Vulnerability	Description	Monetary value
Message/Call Eavesdropping	Ability to eavesdrop on, modify or terminate another person's messages or phone calls	USD 10,000 or more
SQL Injection	Ability to access private information through SQL injection attack	USD 3,000 or more
Cross-Site Scripting (XSS)	Ability to hijack session or execute scripts through XSS attack	USD 500 or more
Cross-Site Request Forgery (CSRF)	Ability to force the LINE User to perform an undesired process through CSRF attack	USD 500 or more
Client-Side Remote Code Execution	Ability to send message containing arbitrary code via LINE and cause desired code to be executed on devices receiving message	USD 20,000 or more
Server-Side Remote Code Execution	Ability to send packets containing arbitrary code to server side and cause desired code to be executed on server side	USD 10,000 or more
Authentication	Ability to masquerade as another	USD 5,000 or more

Bypass	person by bypassing authentication procedures	
Purchase Bypass	Ability to obtain items while bypassing in-app payment procedures	USD 5,000 or more
Other	Other vulnerabilities	USD 500 or more

2. In cases where the Company receives reports for similar vulnerabilities, it shall treat those that it determines to be the same vulnerability as one vulnerability. This includes but is not limited to:

- (i) the same vulnerability can be exploited under multiple parameters through a single method
- (ii) the same vulnerability exists for a method that runs across multiple domains

3. If the same vulnerability is reported by multiple participants, a cash reward will be paid only for the first report submission.

4. Participants shall receive cash rewards via the following method. Participants shall promptly provide all valid and credible information requested by the Company and needed for the remittance of cash rewards. Participants are deemed to have waived the right to receive their reward if they do not supply the relevant information within three months of the request from the Company.

- (i) Participants with a Japanese bank account:

Cash rewards are paid in JPY via deposit to the Japanese bank account. The Company shall use the exchange rate on the final date of the Program per Article 4 for converting the cash reward into Japanese yen. If said date is a Sunday or public holiday, the exchange rate of the previous business day will be applied. Bank transfer fees for deposits shall be borne by the Company.

- (ii) Participants with a foreign bank account:

Cash rewards are paid in USD via deposit to the foreign bank account. Bank transfer fees for deposits shall be borne by the Company.

5. In cases where there is a legal requirement to pay withholding income tax for the cash reward given to a Participant, the Company shall pay to Participants the amount equivalent of the cash reward less said tax.

6. The Company determines a person who sends or receives messages via Email address stated in Vulnerability Report Form stated in Paragraph 5 (“the Address”) as the Participant him/herself. In instances where there is no response from the Address 90 days after the Company transmitted the message, and in instances where a Participant is unable to receive cash rewards, in whole or part, even after the Company completes the necessary remittance procedures based on the information received from a Participant per Paragraph 4 (including instances where there is a mistake in the information, where there are banking system issues or the Participant is subject to economic sanctions) , the Company's obligation to pay the cash reward will be dissolved.

7. In cases where it is made clear that a Participant has violated these Terms of Service, the Company shall be able to refuse payment or request a refund for payment of cash rewards to said Participant.

Article 7 (Prohibited Acts)

1. Participants shall not perform:

- (i) any act that violates the rights of others or the law
- (ii) a denial-of-service attack that interferes with the Company's service
- (iii) an attack using an automated vulnerability scanner
- (iv) spamming LINE Users arbitrarily with spam messages
- (v) physical attacks against our Company assets or data centers
- (vi) viewing, deletion, modification or disclosure of other LINE Users’ data using the discovered vulnerability.
- (vii) viewing, deletion, modification or disclosure of source code, etc. using the discovered vulnerability.
- (viii) any act in relation to vulnerability testing and reporting that violates others' rights
- (ix) any act other than those listed above that is contrary to the spirit and purpose of the Program

2. If a participant is in violation of an item in the preceding paragraph, the Company shall be able to disqualify the participant from participation in the Program

Article 8 (Rights)

1. In instances where a Participant creates an invention, methodology or design for

verifying or studying repair methods for a vulnerability ("Inventions, Etc."), industrial property rights and other patent filing/application rights related to Inventions, Etc. (including rights prescribed in Copyright Act, Article 27 and 28) and all other rights shall be transferred to the Company with the submission of the Vulnerability Report Form prescribed in Article 5, and the Company shall be able to freely exercise and dispose of those rights.

2. In instances where Inventions, Etc. are copyrighted material, Participants shall not claim or exercise author's moral rights associated with relevant copyrighted materials against the Company or other entities the Company has granted authority.

Article 9 (Handling of Confidential Information)

1. Participants shall treat vulnerability information as confidential information, and even after the conclusion of the Program, cannot disclose, leak, or make public said vulnerability information to a third party until the Company finishes repairing said vulnerabilities and makes such information publicly available. Even after vulnerability information is made public by the company, Participants cannot disclose, leak, or make public said vulnerability information when the Company especially designates information (ex. specific attacking method) that shall be confidential on the ground that, for instance, related vulnerability may cause harm to LINE Users when it is made public.

2. Even in the case stated in Paragraph 1, the above rule doesn't apply when 1 year has passed after the Company received said vulnerability information via Vulnerability Report Form as stated in paragraph 5.

Article 10 (Handling of Personal Information)

1. The Company respects the privacy of Participants.

2. The Company will use the personal information provided by Participants for identification, contacting, report reviewing, payments, prevention of unauthorized use, smooth operation of the Program and any other necessary clerical processes. The handling of other privacy matters shall be in accordance with the LINE Privacy Policy

3. The Company gives the utmost care to safely managing the information collected from Participants.

Article 11 (Hall of Fame)

1. Participants submitting vulnerability reports eligible for cash rewards can have their names and personal photos ("Participant Information") posted on the Company's Hall of Fame. Participants shall declare and ensure that the Participant Information they provide to the Company does not infringe on any rights of third parties, including copyrights, trademarks, or any other intellectual property rights. Furthermore, the decision to post said Participant Information on the Hall of Fame shall be made by the Company.

2. In instances where a complaint, assertion, request, demand or protest ("Complaint, Etc.") is received from a third party due to the posting of Participant Information on the Hall of Fame, the Participant shall be obligated to resolve said Complaint, Etc. at their own expense, and in instances where the Company has suffered damages, shall also bear responsibility for paying compensation immediately for the loss. In cases where the company has resolved a Complaint, Etc., Participants shall bear all expenses for that resolution.

Article 12 (Liability Exemption)

1. Participants shall participate in the Program at their own responsibility, and the Company shall bear no responsibility for any damages incurred in relation to participation in the Program.

2. The Company shall not involve itself in any disputes arising between Participants or Participants and third parties in relation to the Program, and Participants shall resolve such disputes at their own responsibility and expense.

Article 13 (Changes to These Terms of Service)

The Company may change the content of these Terms of Service without notice.

Article 14 (Language and Time)

1. The Japanese language version of these Terms of Service ("the Japanese Version") will govern the relationship between the Company and Participants. In the event of any discrepancy between the Japanese Version and these Terms of Service, Japanese Version shall prevail.

2. Unless otherwise stated in these Terms of Service, the time and date designated

regarding the Program shall be construed as time and date of Tokyo, Japan.

Article 15 (Governing Laws and Court of Jurisdiction)

Disputes between Participants and the Company arising from or in relation to these Terms of Service shall be the exclusive jurisdiction of the Tokyo District Court or the Tokyo Summary Court as the court of first instance.

Article 16 (Inquiries Regarding the Program)

The Program is operated by LINE Corporation.

All inquiries regarding the Program are to be submitted using the form below. Inquiries sent by any other method will not receive a response.

<https://contact.line.me/en/>

(Example: Select Device, then select "LINE" under Service, "Other" under Category, and "Promotions" under Details)