

CONNECTED, SELF-DRIVE CARS POSE SERIOUS NEW SECURITY CHALLENGES

HACKING INTO CARS COULD THREATEN FLESH AND BLOOD

DETROIT: In a world where motor vehicles can be weapons and cars increasingly depend on internal computers and internet connections, automakers are under increasing pressure to find ways to guard against cyberattacks.

pointed to the need to protect the personal data of customers who use their in-car system for banking or to pay for other services. "The fact is personal data is stored in or transmitted through vehicle networks," she said.

On top of that is the complexity of the newest auto IT systems, which, she said, "opens up opportunities for those who would do harm through cyber-attacks."

"We know these terrorists. They don't have the capability yet. But if they're trying to get people to drive truck into crowds, than it doesn't take too much imagination to think they are going to take an autonomous car and drive it into a crowd of people," said Carlin.

Using white hat hackers

The landscape is changing fast, according to Jonathan Allen, a cybersecurity expert with Booz Allen who is helping car makers and their suppliers organize to deal with

threats. Up until only two years ago, manufacturers tended to downplay the threat posed by hackers, he noted. But there has been a significant cultural shift within automotive business, which is now taking the challenge very seriously.

Online fraud is one thing, but hacking into cars could actually threaten "flesh and blood," so that car makers have to be even more vigilant, he said. Jeffrey Massimilla, GM's chief cybersecurity officer, said sharing information broadly across the industry is one of the keys to fighting off the threat.

Automakers are also recruiting "white hat" hackers who help hunt down vulnerabilities in the IT systems of cars. "We should have a way for people to find things and report them," said Titus Melnyk, senior manager of security architecture at Fiat Chrysler Automobiles (FCA).



TOKYO: This image released by Japan's National Center of Incident Readiness and Strategy for Cyber security shows a copy of a flier issued by the Japanese government to Pokemon Go players. — AP

WATCH IT, COWBOY: JAPAN'S 9 SAFETY TIPS FOR 'POKEMON GO'

TOKYO: Aware of the reports of "Pokemon Go"-related mishaps elsewhere, Japan's government-run National Center of Incident Readiness and Strategy for Cyber security has issued a flier with these nine public safety tips to keep overly enthusiastic players from getting into trouble.

Protect personal information

The government says when registering, a player should use a nickname that a third party cannot use to identify the player. It also advises against posting photos taken near one's home on social media, as the location could be ascertained.

Beware of fake apps

The government warns there are possibilities that there are apps that contain viruses, and urges users to download the game's app from legitimate distribution channels.

Download weather apps

"Pokemon Go" users who play outside need to be mindful of the weather. Download apps that issue severe weather warnings. A cartoon on the government flier shows a person dragging away a preoccupied player as a tsunami approaches, shouting, "Stop playing and run!"

Beware of heatstroke

Players of the game may go on hunting on a sunny day. In that case, the government advises players to be aware of heatstroke, taking a rest in the shade frequently and consuming drinks that contain salt. Drinking water only is not sufficient.

Carry an extra battery

Games that use GPS eat up battery life, so carry extra batteries or chargers.

Have an additional method of contact

In case your smartphone runs out of battery, carry a phone card so you can use a public phone. For kids playing alone, parents should take a head-to-toe picture of them in the clothes they are wearing, in case they go missing.

Do not enter dangerous areas

There are reports in other countries of people getting into trouble while playing the game, including being hit by a car, falling into a pond, getting robbed and getting bitten by a snake. The government also warns players to be careful overseas - its flier features a cartoon of two pistol-wielding men in cowboy gear to emphasize the point.

Beware of people who say they want to meet

The government warns against meeting strangers. Bring an adult if players absolutely have to meet a person and avoid playing the game in a place where no one is around.

Do not use smartphones while walking

There are many accidents related to texting while walking. The game has a feature that a phone vibrates when a character appears near players. If it does, stop and check out the surroundings before looking at a smartphone.—AP



NEW YORK: In this photo, Jordan Clark, left, and Lewis Gutierrez sit in Prospect Park as they talk about their new Pokemon Go business in the Brooklyn borough of New York. — AP

TOO BUSY FOR POKEMON? THESE ENTREPRENEURS WILL PLAY FOR YOU

NEW YORK: Too busy with your real life to play the hit augmented reality game "Pokemon Go"? For a price, some entrepreneurs will play the game for you. New ads are popping up on Craigslist nearly every day from people who say they will log on to your "Pokemon Go" account and effectively run up your score while you are stuck at work or sitting in class.

Gutierrez, who described himself as a welder and writer, said he began by helping relatives with the game after it was released in the US in early July. Then he put a post on Craigslist advertising his services professionally. He said he was immediately inundated with requests from potential customers and had to recruit Clark, a part-time wine purveyor, to help.

'Pokedate'

The two college friends liken the service to dog walking and call themselves Pokewalkers. And they aren't the only ones getting in the game. One trainer in London offers to boost your Pokemon account up to Level 20, which is

very high, for a price of \$185. Others offer Uber-like driving services with the promise of taking a player to some of the hottest Pokemon hunting grounds around the city. Played on smartphones, "Pokemon Go" has been a phenomenon since its release. The game involves going to real-world locations to chase virtual characters from the classic Nintendo game.

Paying people to play a game for you might seem to defy common sense, but Gutierrez and Clark say clients come to them mainly for two reasons. They want to compete in the game at a high level, but they don't have time to roam the city and play the game all day. Or, they are getting ready for a "Pokedate."

The clandestine practice already occurs with online multiplayer role-playing games such as "World of Warcraft" and "Destiny," where paid professionals help clients gain the necessary experience and resources in the game to compete at a high level when they are actually playing for themselves. Publishers of such titles deem the act cheating and warn they'll cancel accounts of users who enlist outside assistance to mine for virtual currency or level up their characters.

THE POKEMON-MCDONALD'S DEAL IN JAPAN COULD BE BIG

TOKYO: The Japan launch of "Pokemon Go" on Friday included the game's first partnership with an outside company: Fast-food giant McDonald's. About 400 McDonald's Japan outlets are "gyms," where players can battle on their smartphones. The other 2,500 are "Pokestops," where they can get items to play the game.

Serkan Toto, a Tokyo-based games industry consultant, explained earlier this week why this partnership between the Pokemon Co, McDonald's Japan and "Pokemon Go"-developer Niantic Inc could be big for the gaming industry. His comments were edited for space and clarity.

From the game industry (perspective), the critical point here is that this game is making money from in-app purchases. It's the number one grossing application in every single market where this game has been launched up to this point.

That's the amazing, amazing point about this application.

The McDonald's deal

The reason people are talking about this McDonald's deal is it could constitute, and I think it will constitute, a second revenue stream for Niantic that other games cannot possibly have for systemic reasons, if you will. Because of the GPS element, Niantic can do these O2O (online to offline) kind of business deals. They are adding a new way to make money through mobile games, by virtue of the GPS element in the game, and I think this deal is just the first of many to come.

There are certain applications - they are not games - that are able to drive traffic to restaurants, or to drive traffic to tourist spots that are not as popular as in Tokyo, for example. The expectation for "Pokemon Go" is that "Pokemon Go" in that sense can become an advertising platform.—AP



TOKYO: Women play Pokemon Go in front of a McDonald's restaurant in Tokyo.—AP

SAMSUNG SUES HUAWEI FOR ALLEGED PATENT VIOLATIONS

SEOUL: Samsung Electronics Co sued Chinese smartphone maker Huawei for allegedly violating six of its patents in the latest move in a series of deepening patent disputes between Asian smartphone giants. The South Korean company said Friday that it took legal action to defend its intellectual property despite efforts to resolve the dispute amicably.

"At all times we have faithfully negotiated with other patent holders for the fair licensing of technology in order to ensure fair competition and continued growth in the industry," the company said in an emailed statement. "However, despite our best efforts to resolve this matter amicably, it has regrettably become necessary to take legal action in order to defend our intellectual property."

Samsung would not say where the lawsuits were filed or whether the lawsuits were related to mobile devices. South Korea's Yonhap News said Samsung sued Huawei in Beijing for infringing on patents for smartphones worth 80.05 million yuan (\$12 million). In May, Huawei filed lawsuits against Samsung in the United States and China, accusing the South Korean company of violating 12 patents for mobile devices and networks.

Huawei demanded reasonable compensation but did not seek a sales ban on Samsung mobile devices in the United States. Samsung and Huawei are two of the largest makers of smartphones based on Google's Android system. Samsung is the world's largest smartphone supplier and Huawei is the third after Apple.—AP



SEOUL: In this photo, the corporate logo of Samsung Electronics Co is seen at its shop in Seoul, South Korea.—AP

HOW 'POKEMON GO' WENT FROM PRANK TO CULTURAL PHENOMENON

SAN FRANCISCO: The origin of "Pokemon Go" is as peculiar as any of the Voltorbs or Snorlaxes that players track and capture in the surprise hit game. Its hybrid DNA flows from a digital mapping pioneer's fascination with the world around him, Google's affinity for offbeat ideas, Nintendo's comeback quest and a 20-year-old managerie of animated monsters so popular that it spawned a company just to be its talent agency. Then all it took was a prank to hatch a mobile video game that has turned into a cultural phenomenon.

April fool, Pokemon

Google unwittingly planted the seed for "Pokemon Go" two years ago in one of the many April Fools' Day jokes the internet company is famous for. In a mischievous 2014 post, Google announced a new training tool, created in conjunction with Pokemon and Nintendo, for hunting Pokemon using Google Maps.

Its goal, the company said, was to hire the world's best Pokemon Master - because it valued technically savvy risk takers who can "navigate through tall grass to capture wild creatures." The enthusiastic reaction to Google's fake "Pokemon Challenge" video resonated within Niantic Labs, a little-known startup that had been incubating

within the company - particularly with its founder John Hanke.

Maps as a lure

Hanke was at Google because he'd sold it a digital mapping startup called Keyhole in 2004, providing the 3-D satellite imagery used in Google Earth. He'd overseen a number of maps-related projects until 2010, when he hit upon the idea of using maps to lure people outdoors to explore neighborhoods, see notable places and discover new places to eat, drink or just hang out. With the goal of building mobile apps and games that encouraged "adventures on foot with others," Hanke named Niantic after a grounded whaling vessel grounded during the San Francisco Gold Rush of 1849 and converted to a storage building.

The remains of the original ship were later found buried near a current San Francisco landmark, the Transamerica Pyramid. The Niantic name is a reminder that "there is lot of cool stuff beneath the surface of things," Hanke told The Associated Press in a 2013 interview. A Niantic spokesman said Hanke was too busy working on "Pokemon Go" to comment for this story. Hanke was ready to found his own independent startup until Google co-founder Larry Page persuaded

him he could keep Niantic within the internet's most powerful company.

Getting augmented

In 2014, Niantic set out to turn Google's Pokemon joke into a breakthrough for augmented reality - a still-nascent field that involves layering digital images onto homes, offices, streets, parks and other real-life settings. In the case of "Pokemon Go," this involves smartphone cameras and GPS technology that can project cute and creepy "pocket monsters," or Pokemon, into the real world, at least as viewed through a phone's screen. It helped that Niantic had already built a technological foundation for "Pokemon Go" via an earlier mobile game called "Ingress."

The science-fiction game requires players to visit real-world landmarks and other locations to acquire weapons and gear necessary to gain points, acquire territory and battle an opposing faction. "Ingress" has been downloaded more than 12 million times. It has such a devoted following that Hanke spent a week in Japan earlier this month to attend a live "Ingress" event in Tokyo - just as the rest of his team was struggling to keep up with the intense demand for "Pokemon Go."—AP