



RULE BOOK

RED BULL MIND GAMERS CHALLENGES

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1. TERMS & CONDITIONS

1.1. The following challenges (“Challenges”) are covered under the Terms and Conditions for Red Bull Mind Gamers website (“Website”).

1.2. Red Bull (“Sponsor” or “Red Bull”) may now or in the future permit the players of a Challenge (“Players”) to post, upload, transmit through, or otherwise make available through Red Bull’s services (collectively, “submit”) entries and materials including the Players’ voice, image, photograph, statements, biographical information, performances, name and likeness and including any user generated content messages, text, illustrations, data, files, images, graphics, photos, comments, sounds, music, videos, information, content, and/or other materials (“User Content”). The Player acknowledges and agrees to be solely responsible for the submitted User Content. The Player represents and warrants to be the owner of all Intellectual Property rights to the User Content and Red Bull does not accept any responsibility for the same.

1.3. The Player hereby assigns and grants to Red Bull including Red Bull’s subsidiaries, affiliates and cooperation partners any and all rights, title and interest in and to the User Content under current and future law to the broadest extent possible. To the extent that rights are not assignable, the Player hereby grants Red Bull the irrevocable, worldwide, perpetual, exclusive, transferable and unlimited rights (unlimited in terms of territory, time or purpose) to exploit, copy, distribute, transmit, publish, perform, display, make derivative works from, exploit, and otherwise use the User Content in any known or yet unknown kind of use without any payment or notice. The Player waives any and all moral rights (sometimes referred to as “droit moral” or similar terms) in the User Content in Red Bull’s favor. The conveyances and licenses in this section include in particular but are not limited to the following rights: the broadcasting right, the right of making available to the public (download/on demand- rights), the film theatre right (cinematic/exhibition right), the video rights, the right of distribution and copying, the right of alteration and dubbing, the right of promotion, the merchandising right, the publishing right and the stage drama, radio drama and audio/talking book rights. Furthermore, Red Bull acquires the right to make any alterations, intermissions, deletions, cuts or other modifications in and to the User Content and the exclusive right to exploit such altered version in any matter. Red Bull and its subsidiaries, affiliates and cooperation partners shall be enabled to exploit the User Content without any limitations and regardless of the medium via which the exploitation takes place. Red Bull is however not obliged to make use of these rights.

1.4. The Player warrants and covenants not to submit any User Content which is untrue, defamatory, obscene, indecent, harassing or threatening; warrant that their Submission does not violate any applicable law or regulation (including any laws regarding anti-discrimination or false advertising); and warrants that the User Content is not infringing, obscene or pornographic. For the avoidance of doubt, this provision shall not restrict the Terms & Conditions of the Website.

1.5. Directors, officers and employees of Red Bull, its parent, and any of their respective affiliate companies, subsidiaries, agents, any company involved in the development or production of the Challenges, professional advisers, third party service providers or advertising and promotional agencies involved with this Promotion, and immediate family members and those living in the same household of such persons (whether legally related or not) are not eligible to receive any prizes from this Challenge. Red Bull shall verify these conditions consulting its database at the time



of the selection.

1.6. In the event this Challenge is run via one or more third party platform(s), the Challenge is not linked to the third party platform(s) and is not sponsored, endorsed or administered by, or associated in any way by the third party platform(s). Your use on the third party platform(s) is subject to the terms and conditions located on such site. Red Bull disclaims any liability should the Player fail to comply with the third party platform(s) terms and conditions.

2. HOW TO PLAY

2.1. Players need to create an account at <https://mindgamers.redbull.com> to be able to participate in the monthly Challenges.

2.2. Players should go to the Challenge page -

<https://mindgamers.redbull.com/challenge/puzzlechallenge/info> - then start the Challenge by first watching the Challenge video, clicking on the 'Start' button and navigate through the Challenge specific tasks and questions located on the "Test" page.

2.3. Players must submit one answer for the Challenge's final questions in the 'Submit' section in order to be considered for the final prize.

2.4. Players can only submit one entry per Challenge.

2.5. Players will be disqualified if they are found to have entered a Challenge using multiple accounts.

3. CHALLENGE TIMELINE

3. Red Bull Puzzle Design Challenge

3.1. The Red Bull Puzzle Design Challenge starts on Jan 25th, 2018, at 12:00 CEST and ends on Feb 28th, 2018, at 23:00 CEST.

3.2. Red Bull reserves the right to extend the end date of the Challenge.

3.3. Entries received by Red Bull outside the registration phase of the Challenge period will not be considered.

3.4. There is one prize for this challenge. Players must submit a link to their HTML5 prototype game, under the 'Test' section of the challenge. The game needs to be inspired by a real-world toy designers have interacted with during their lifetime. They must not try to recreate Tetris or a new version of Tetris or anything similar to it.

3.5. The submitted answers must refer the Player's own original work.

3.7. At the end of the challenge, an expert panel with representatives from Red Bull will select the top best 5 prototypes, based on the creativity and originality of their submitted game.

3.8. The top 5 prototypes will receive a payment of 500 EUR for publishing the games on the Red Bull Mind Gamers platform and the games will be voted on by the public. The game with the best rating after the voting period will be declared the winner of the challenge.

3.9. A representative from Red Bull will contact the winner within four weeks of the closing date for the Challenge via the email provided by the Players in their Red Bull Mind Gamers account. The Players therefore shall keep their email up to date. If the Player fails to respond within ten working days, Red Bull reserves the right to select an alternative winner.

3.10. The winner will be announced on the Red Bull Mind Gamers platform and also Red Bull Social Media Channels: Red Bull Mind Gamers Twitter account and Facebook page.

3.11. Only by following the procedure above will the Player be able to enter the Challenge. Late, illegible, incomplete, defaced or corrupt entries will not be accepted. No responsibility can be accepted for lost entries and proof of transmission will not be accepted as proof of receipt. Competition entries cannot be returned.



4. CHALLENGE PRIZE

4. Red Bull Puzzle Design Challenge

4.1. The best 5 prototypes will receive a payment of 500 EUR for releasing the game on the Red Bull Mind Gamers platform.

4.2 The best rated game out of the top 5 prototypes will be declared the winner. The prize for the winner is a round trip to Hawaii for 2 team members and includes: airfare, 2 nights accommodation and a meeting with Alexey Pajitnov, the creator of Tetris. The estimated total value of the prize is 5,000 EUR. The exact dates of the trip will be arranged according to Alexey Pajitnov, but will take place no later than August 2019.

4.2. To the extent permitted by applicable local law, all prizes are awarded “as is” and without warranty of any kind, express or implied (including, without limitation, any implied warranty of satisfactory quality or fitness for a particular purpose). Country, state, local taxes, including VAT taxes which are associated with the receipt or use of any prizes are the sole responsibility of the winner.

4.3. The delivery period for the prizes will be up to 90 days after the acceptance of the prize by the winners.

4.4. Red Bull reserves the right to replace any or all prizes with prizes of a similar value.

4.5. No cash alternatives will be provided and prizes are non-transferable and nonrefundable.

5. GOVERNING LAW

5.1. If any provision of the Terms shall be held to be invalid, illegal or unenforceable, the validity, legality and enforceability of the remaining provisions of the Terms shall not in any way be affected or impaired thereby.

5.2. These Terms shall be governed by Austrian Law, and the parties submit to the non-exclusive jurisdiction of the courts of Vienna - Inner City.

For general questions arising out of these Rules and/or related to this Challenge, please contact ioana@redbullmindgamers.com.