

GAMING RULES OF THE HACK TO THE MOON COMPETITION 2019

(the „Gaming Rules“)

The Hack To The Moon Competition 2019 (the “**Competition**”), organized and announced by **Blockad s.r.o.**, a limited liability company incorporated in the Czech Republic, ID: 08006458, with its registered office at Nádražní 344/23, Smíchov, 150 00 Prague 5, Czech Republic, entered in the Commercial Register maintained by the Municipal Court in Prague under file no.: C 311433 (the “**Organizer**”), is subject to these Gaming Rules which regulate general rules, terms and conditions of the Competition.

The Competition is supported by these four business partners:

- 1) **For Binance**
Binance Holdings Limited
Sertus Chambers, Governors Square,
Suite # 5-204, 23 Lime Tree Bay Avenue,
P.O. Box 2547, Grand Cayman, KY1-1104, Cayman Islands
ID: 326889
- 2) **For TOP Network**
TELOS PROTOCOL LIMITED
Hong Kong Business ID: 2711236
Room 2103, Futura Plaza, 111 How Ming Street,
Kwun Tong, Hong Kong
- 3) **For Matic Network**
Matic Network (BVI) Ltd.
BVI Company Number: 1993457
Craigmuir Chambers
Road Town, Tortola VG1110
British Virgin Islands
- 4) **For Oasis Labs**
Oasis Labs Inc
1117 South California Avenue Palo Alto
CA 94304 United States
EIN number 82-4986093

(Individually “**Partner**” and jointly “**Partners**”).

Each Partner will provide one hack challenge for the purposes of the Competition and will supply a prize for such the winner of the given challenge.

TERMS OF PARTICIPATION IN THE COMPETITION:

A natural person who:

- (i) has at least 18 years,

- (ii) registers via a registration webform for the competition accessible here: www.hacktothemoon.com (the "Website");
- (iii) agrees:
 - a. that any code which is developed in the course of the Competition:
 - i. is open-sourced,
 - ii. shall be made accessible and available by the participant to the Organizer and the Partners;
- (iv) agrees with these Gaming Rules;

can participate in The Competition.

All the participants can register via a webform for the competition accessible on the Website. The registration itself starts on 26 August 2019 at 20:00. All the fields must be filled, including skills of a participant. The registration is free.

The number of participants is limited to 60 participants. The participants shall be hand-picked according to their skills from the webform. The teams shall be composed of 1 to 4 participants representing all the wanted skills. The teams shall be set by the participant themselves and in compliance with optional instructions from the Organizer.

KICK-OFF MEETING AND COURSE OF THE COMPETITION:

Each Partner shall make public one hack challenge on the Website during August 2019 so participants can prepare for the Competition. For each challenge, there will be one prize from the respective Partner for the winning team of a respective challenge.

A kick-off meeting will be held on 28 September 2019, in Paralelní Polis at this address: Dělnická 475/43, Prague 7 - Holešovice, from 8:00 am to 10:00 am.

The Competition shall take place in English language in **Paralelní Polis**, at this address:

Paralelní polis, Dělnická 475/43, Prague 7 - Holešovice, Czech Republic,

between 28 and 29 September 2019.

The Competition shall start **28 September 2019 at 11:15 a.m.** and shall end **29 September 2019 at 8:00 p.m.** The final presentation of results and announcement of winners shall take place between **8:00 pm and 10:00 p.m.**

We are looking for participants who primarily are:

- a) hackers and developers who want to show their skills and solve a real issue at the same time in the field of Blockchain technologies.
- b) Well-coordinated teams of hackers, developers, project/product managers which can deal with problems, divide work among themselves and work hard, if it is necessary.

The Participants can stay overnight or sleep over in Paralelní Polis, refreshments, food and drinks shall be arranged by the Organizer.

The Participants shall observe all instructions of the Organizer or designated persons/s (by the Organizer) during the course of the Competition. The same applies for any participants before and after the Competition itself, if they are in the premises of Paralelní Polis or optionally in any other premises where the Competition or any part of it is held.

THE GOAL OF THE COMPETITION:

The goal of the Competition is to solve problems in the field of Blockchain technologies. The solution must be simple (as the situation permits), effective and foremost working. The solution shall be evaluated by an expert committee.

The Participants can use technologies and tools according to their preferences, if it is necessary for solving the challenge. There will be a tech support and expert advisors during the course of the Competition who can help the participants.

The participants will have access to tools, data and instructions provided by the Partners for successful completion of the challenge.

OUTPUTS FROM THE COMPETITION:

The meetings should start with ideas and end with a working solution, working prototype or proof-of concept, which will be evaluated and tried by an expert committee. The output should include a clear development road map in which all necessary steps, IT tools and other elements for acceleration of implementation of the solution will be included.

COPYRIGHTS TO THE OUTPUTS FROM THE COMPETITION:

The Participants shall retain all their rights to the works and/or outputs created during the course of the Competition and arising from participating in the Competition. Any computer code such created shall be created in open-source format. Any such work or output (as described in this paragraph) shall be made accessible to the Organizer and/or Partners for Competition evaluation purposes and for studying and research purposes; the Participants have not any right to any remuneration.

By submitting the official registration, the participant represents to the Organizer that he/she (i) agrees with the Gaming Rules and (ii) that he/she is the author of the work (i.e. any output from the Competition) or (iii) the person entitled to perform/execute economic rights and the right to publicize the work, (iv) that data used by his/her work was gathered in compliance with any applicable laws, (v) that operation of the work does not violate any applicable law and does not violate any right of a third party and is in compliance with the accepted principles of morality.

RULES FOR CHOOSING PROJECTS AND THEIR EVALUATION:

On 29 September, 8:00 p.m. every team shall present its project during 10-minute-long pitch to members of the expert committee. The members are expert mentors present during the Competition and shall be selected by the Partners.

The members of the expert committee shall evaluate the projects according to these criteria:

- a) The project is related to the topic;
- b) The project uses provided data and technology;
- c) Innovativeness and uniqueness;
- d) Project offers an effective solution to the problem.

THE PRIZE:

For each challenge, there will be one winning team picked by the expert committee. The winning team shall receive for:

- 1) Binance challenge this prize: an opportunity to participate on the Binance Fellowship Program (the Organizer is not liable nor responsible for any matter or relation arising from the Binance Fellowship Program, the program is hosted and managed by Binance and its affiliates only);
- 2) Top Network challenge this prize: USDT (Tether) 3300;
- 3) Matic Network challenge this prize: max up to 8 ETH (Ethereum);
- 4) Oasis Labs challenge this prize: EUR 1500.

The names of the winners will be revealed on the Website and no later than 14 days after the end the Competition. The participants shall be informed by e-mail by the respective Partner about their victory and the means of transferring the prizes no later than 20 days after the public announcement of the results of the Competition. The communication to the winners and the transfer of prizes is to be procured by a respective Partner (the Partner for the particular challenge) and the Organizer has no responsibility or liability from such matters.

The Organizer has the right to decide with the final effect disputable cases which can arise in relation to the Competition held under these Gaming Rules. The participants are obliged to observe such a decision.

The Organizer together with a respective Partner for the particular challenge can decide that no project, solution or output meets quality criteria or that they/it do/does not meet criteria set by the Partner, and therefore the prize shall not be awarded.

GENERAL:

The Organizer is not liable for any malfunction of any hardware or software or for any technical issues of any kind which could endanger or cause late joining the Competition.

The Organizer has the right to expel any participant from the Competition, (i) if (in Organizer's sole discretion) the participant does not meet the terms for participation in the Competition or (ii) if the participant violates these Gaming Rules or (iii) if it is found out that that the participant circumvented or tries/tried circumventing the rules of Competition set by these Gaming Rules.

The prizes are taxable under Czech applicable tax laws, particularly under statute no. 586/1992 Coll., on income taxes, as amended. If applicable, the prizes will be subject to a 15% withholding tax. By law, the tax is payable by the Organizer (the prizes will be paid out by the Organizer through the Partners). This means that the actual amount received by winners shall be reduced by 15%.

The prizes in this Competition are not subject to any purchase agreement or agreement for work, therefore the prizes are not subject to any right arising from a defective performance under the Civil Code.

The Organizer is not liable for any technical malfunction or outage or operation of internet services or networks.

If a participant receives any data for their usage in the Competition, the participant represents to the Organizer that he/she is aware that he/she is entitled to use the data only for the purposes of the Competition and that he/she is not allowed to appropriate, transfer or handle the data in any manner other than it is to fulfill the purpose of the Competition. In case such data are illegally used in violation of these Gaming Rules and such usage causes any harm or damage to the Organizer or any Partner, the Organizer or a given Partner will seek to demand damages and other remedies, according to any applicable law.

These Gaming Rules were created in compliance with applicable laws of the Czech Republic and are binding to the participants. The Gaming Rules and the Competition is governed by the laws of the Czech Republic.

In case that these Gaming Rules were created in different languages than English and there are any discrepancies between the language versions, the English version prevails.

These Gaming Rules are valid and effective as of 21 August 2019 and are accessible on the Website. These Gaming Rules are amended as of 20 September 2019.

MISCELANEOUS:

The Organizer is entitled to change these Gaming Rules anytime, even during the course of the Competition, change the period of the duration of the Competition, i.e. among other things temporarily stop the Competition or cancel it prematurely, or even completely cancel it. These facts shall be made public on the Website. The participants have no entitlement to any reimbursement for costs and expenses that could arise from or are in connection with the Competition.

Notwithstanding any other provision of these Gaming Rules or any statement on the Website, the participants do not have any right or claim to participate in the Competition and do not have any right or claim to any prize from the Competition. The prizes cannot be claimed by any legal action. The participants cannot request changing the prize for any other prize nor they do not have any right to any performance of the Organizer.

If there are any discrepancies between the content of the Website and these Gaming Rules, the Gaming Rules shall prevail.