

RULES OF PARTICIPATION MISSION: LOVE REVOLUTION

These present Rules of Participation (hereinafter the “Rules”) set forth the terms of participation in the game “MISSION: LOVE REVOLUTION” (hereinafter the “Game”) to be held in connection with Sziget Festival 2018.

Organizer of the Game. The Game is organized by the organizer of Sziget Festival 2018, Sziget Kulturális Menedzser Iroda Zrt (Hajógyári sziget, hrsz. 23796/58, 1033 Budapest, Hungary, reg. No. 01-10-049598, hereinafter Sziget).

Term of the Game. The Game shall be held between April 22, 2018, and May 31, 2018.

The game is accessible via the mission.szigetfestival.com online platform.

Participants. All natural persons aged over eighteen who accept these Rules, may participate in the Game, either as a team leader or a team member.

Requirements. In order to take part in the Game, the Participants must meet the following requirements:

- The Game may be played in teams with a minimum of two, and a maximum of four, persons.
- Each team must have a chosen team leader.
- The team leader files registration for the Game in the name of all team members and is responsible for the entire team. If any team member is registered against their own consent, then the team leader shall bear exclusive liability and agrees to indemnify Sziget for all and any claims that such team members may issue against Sziget.
- Each person can only be part of one team.
- Anyone can take part in the activities and support the work of the team, if the description of the given activity does not state it otherwise.
- The activities of the teams must be uploaded to place specified on the Game’s above website in the required format.
- In case an activity must be submitted in the form of a video, it first must be uploaded to the video-sharing website YouTube and set public when uploading the link to the Game’s website. The title of the video must always include the following characters: “Sziget Mission:Love Revolution 2018 – TEAM NAME – title” and cannot be longer than 3 minutes and 30 seconds.
- Every team must choose a team flag which must be featured on all photos and videos

submitted. Team flag should be chosen carefully as Sziget may ask team to change the flag if found offensive.

- By submitting the registration, each Participant agrees that Sziget does not take any responsibility for their safety. The team members are responsible for their own safety.
- Sziget does not take responsibility for cases where the Participants do not behave properly and because of this behavior they cause any trouble, or they do not respect the provision of law, or disregard fundamental norms of behavior.
- Sziget specifically prohibits any manifestation that is offensive or discriminative to anyone, or addresses any criminal act or instigate hatred, or carries a political message, or could be used as aspersion.
- Non-compliance with these Rules shall result in exclusion from the Game.
- The final results shall be determined on the basis of the points gathered throughout the Game.
- Complaints shall not be considered after the completion of the missions.
- All teams and members of these give their consent to Sziget to use all video materials and images created by them during the Game for unlimited time and free of charge, even for commercial purposes.

The prizes in the Game. The prizes can only be received in person by the team leader, who must identify themselves with valid documents. The prizes cannot be exchanged to cash, cannot be transferred, and shall only be handed over to the registered members of the team.

Legal Characteristics of the Game. The Game shall be considered as a business promotion. Sziget shall pay all taxes after the gifts.

General provisions. The Game shall be held pursuant to these Rules. These Rules are accessible via mission.szigetfesztival.com. Participants shall accept these Rules as binding by submitting their registration to, and by participating in, the Game. The team leader submitting the registration shall be held responsible for all Participants to accept these Rules.

Data Protection. The following personal data of the Participants shall be acquired during the registration: Name, Email address, Country-City, Owned ticket type. Such data shall be managed by Sziget in line with the provisions of its applicable Data Protection Regulations accessible via sziget.hu. If a Participant registers to Sziget's newsletters as well, then the relevant sections in the aforesaid Data Protection Regulations shall explicitly apply to them (see especially Section II/2), and the personal data managed in connection with newsletter-registration is the email-address used for such registration. The objective of data management is to identify the Participants in each team. Data management is voluntary and is in line with this objective in all its phases. The legal basis for the data management performed by Sziget is the informed, voluntary consent by the Participants, given beforehand. The Participants grant this consent in either of the following

ways: (i) by registering to the Game; (ii) by participating in the Game; (iii) in the case of newsletters, by providing their email-address for registration to newsletters.

The personal data collected are at no time transferred by Sziget, disclosed to any third parties, or linked to any other data management procedures without the express consent of the Participants.

Sziget deletes all personal data within seventy-two (72) hours following the closing of the Game. In the case of newsletter registration, consent may be revoked by the Participant at any time, without conditions and limitations by clicking on the “Unsubscribe” link at the bottom of the newsletter or by sending an email in the subject to info@sziget.hu.