

MISSION: LOVE REVOLUTION RULES FOR PARTICIPATION

The present Rules for Participation (hereinafter: *Rules*) define the terms and conditions for participation in the 2019 Mission: Love Revolution Game (hereinafter: *Game*) organised in connection with the Sziget Festival.

I. Organiser of the Game

The organiser of the Game is the owner of Sziget Festival 2019, Sziget Kulturális Menedzser Iroda Zártkörűen Működő Részvénytársaság (Sziget Cultural Management Private Company Limited by Shares, H-1033 Budapest, Hajógyári sziget hrsz. 23796/58, company registration number: 01-10-049598, tax number: 26189905-2-41; hereinafter: *Organiser*).

II. Terms and conditions of participation

Any natural person over the age of 18 may take part in the Game as a team leader or as a team member. Participants may only register for the Game in teams. Teams must include at least 2 and no more than 4 people. Each team must have a team leader chosen by its members. No one may be a member of more than one team.

The Organiser as well as the owners, executive officers, employees, agents – or close relatives as defined by the Civil Code (Act V of 2013) – of those directly involved in the implementation of the Game may not take part in the Game.

III. Registration for the Game

Participants may register for the Game at the mission.szigetfestival.com website (hereinafter: *Website*). Registration may be submitted by the person chosen by the team as team leader (hereinafter: *Team Leader*). By registering, the Team Leader declares and explicitly warrants that the members of the team have given their consent to registering for the Game, including consent to the disclosure of their full names, submission of the team photo to the Organiser, use by the Organiser for all the purposes described in the present Rules, participation in the Game, uploading of all photos as well as video and audio recordings in the course of the Game, and their use for all the purposes described in the present Rules, and the processing of personal data provided in accordance with the [Privacy Notice for the Game](#).

By registering for the Game, the Team Leader expressly declares and unconditionally warrants that every singly person (team member) has given voluntary and express consent to registration, and has thus consented to the disclosure of their personal data, to appearing in photos and videos to evidence accomplishment of tasks, as well as to the use of their personal data and likeness according to the present Rules or pursuant to the Privacy Notice for the Game. Under this warranty, the Organiser will bear no financial or legal liability towards the Team Leader, any Player or third party; accordingly, the Team Leader will be directly liable for any third-party claims of any nature whatsoever, and the liability of the Organiser in this respect is excluded. Given the warranty granted by and the direct indemnification obligation of the Team Leader, the Organiser may refer any third party entitled to bring a claim under the present paragraph to the Team Leader, after providing information about the direct indemnification obligation.

The Game will take place from 12:00, (Central European Time) on 26 April 2019 until 12:00 (CET) on 31 May 2019, which means registration for the Game is open during this time period. In order to register for the Game, the Team Leader must provide the name of the team, the country considered to be the team's base, the city considered to be the team's base, the team leader's full name, the full names of the team members, the team leader's email address, a team photo that shows all of the members of the team (and which must also show the team mascot in its entirety), a password and must accept the present Rules as well as the Privacy Notice for the Game. By confirming the reply email received to the email address provided, the Team Leader will create an account (hereinafter: *Account*) on the Website for the team.

The Organiser hereby notes that any application for registration with a team photo or team name that contains a violent, obscene, pornographic or sexual, religious, political, hatred-inciting or otherwise offensive element, is offensive to others on the basis of ethnicity, religion, nationality, gender, political or other identity or in any way, violates the personal or intellectual property rights of others, or is of poor quality (blurred), features a team mascot that is unrecognisable, or is inappropriate in the Organiser's subjective judgement, will be held invalid. Any application with a team name or team photo of this nature will be disqualified by the Organiser.

All dates written in these Rules must be understood as CET.

IV. Accomplishing missions during the Game, evaluation of missions

A total of 60 missions are posted on the Website in three categories (i. environmental awareness, ii. equality and human rights, iii. world peace), which a team can perform in any order they choose. A team does not have to accomplish all of the missions. Next to each mission is the number of points that the team will earn by performing this mission, as well as a description of the exact criteria that the team must meet and the tasks that it needs to carry out in order to be awarded the specified number of points. The description of each mission also includes whether all of the team members must appear in the photo or video made about performing the mission. The description of the mission also specifies whether it is a video or a photo that the team needs to make about performing the mission.

The team mascot must appear in every photo or video. The team mascot must be at least 30x15x15cm in size, must be related to the team name, and must also bear the Sziget Festival logo.

A good quality photo or video must be uploaded either to YouTube or to the Instagram page. When uploading the video to YouTube, the video should have the following title: Sziget Mission: Love Revolution 2019 – team name – mission title. The video cannot be longer than 3 minutes and 30 seconds. Any video longer than this will be rejected and will not take part in the Game.

When uploading pictures or videos to Instagram (videos cannot be longer than 3 minutes and 30 seconds), all of the following hashtags should be included: #mission #loverevolution #sziget2019.

If this requirement is not met, the photo or the video will be rejected and will not take part in the Game.

After uploading to YouTube or Instagram, a link to the photo or video on Instagram or YouTube must be copied and pasted into the designated space for the given mission, then the “upload” button must be clicked.

By providing this link to the Organiser, the Team Leader voluntarily and expressly, also on behalf of the other members of the team, consents to the use by the Organiser of the photo or of the video and audio recording for the Game and to its evaluation by the judges of the Game. By sending the link to the Organiser, the Team Leader consents to the Organiser using these recordings for promotional purposes in connection with the Mission: Love Revolution game up until the start date of the Mission: Love Revolution game to be held in 2020, including posting these recordings on its official Facebook and Instagram pages and other official channels and using them in promotional videos, including inclusion in publications about the Game and the Sziget Festival. By uploading the link, the Team Leader also expressly consents to the Organiser obtaining exclusive usage rights to the photo or the audio and visual recording for the above time period and mode of use. The Organiser is entitled to such use free of charge, and thus may exploit, use, reproduce, publish, disclose, and broadcast to the public these photos and audio and visual recordings. By registering for the Game, the Team Leader also consents to the publication of the photos and audio and visual recordings in news reports about the Sziget Festival or the Game.

The judge for the given category will verify accomplishment of missions, and will 54 hours from the time they are uploaded to either accept or reject the given mission or to assign it a pending status. In the event the accomplishment of a mission is rejected by a judge, the Team Leader will receive an email with an explanation for rejection. The Team Leader will also be notified by email if a mission is accepted. Any photos or audio and visual recordings made and provided to the Organiser that contains a violent, obscene, pornographic or sexual, religious, political, hatred-inciting or otherwise offensive element, is offensive to others on the basis of ethnicity, religion, nationality, gender, political or other identity or in any way, violates the personal or intellectual property rights of others, does not meet the description of the mission, is of poor quality (blurred), does not fully show the team mascot, or is inappropriate in the Organiser’s and judges’ subjective judgement, will be rejected. If a mission is rejected, the team still has a chance to try again to accomplish the mission at any time during the duration of the Game.

The judge evaluating the missions may, at his or her discretion, award teams extra points for outstanding performance of their accomplished missions. The judge for the given category may award an extra 1, 3 or 5 points to the selected teams. The judge may award extra points to more than one team.

V. Prizes

1. Weekly prizes

On every Sunday at midnight (Central European Time) for the duration of the Game, the Organiser will establish which team has the most points. In the case of a tie, the teams with the most points will be awarded the following prizes:

Prize for the team with the most points by midnight on 28 April 2019:

Lunch provided by the Organiser in the 2019 Sziget Festival Backstage area at a time and date to be specified by email.

In order to receive the prize, team members must provide their full names and team name at the venue.

Prize for the team with the most points by midnight on 5 May 2019:

7-Day VIP wristband and Citypass wristband, which will be distributed at the venue of the 2019 Sziget Festival, at the “Immigration Office” to team members upon providing their full names and team name.

Prize for the team with the most points by midnight on 12 May 2019:

Name-bearing Sziget ticket to the Cruisin Boat Party for the day of the Team Leader’s choice. Name-bearing tickets will be sent by the Organiser to the email address of the Team Leader.

Prize for the team with the most points by midnight on 19 May 2019:

The team photo of the winning team will be printed on a large outdoor banner, which will be displayed at a highly-frequented location at the 2019 Sziget Festival between 7 and 13 August 2019.

The Team Leader may confirm to the Organiser by email his or her consent to the printing of the team photo on the banner on behalf all of the team members. If the Team Leader fails to provide such consent, the Organiser will not be able to award the team the prize.

After the closing of the 2019 Sziget Festival, the Organiser will destroy the banner, or, at the request of the Team Leader, if sent by email to Sziget before midnight on 12 August 2019, the Organiser will give the Team Leader the banner on 13 August 2019 between 4 PM and 6 PM on the venue of the Sziget Festival at a time and place to be arranged in advance.

If the team does not want to receive this prize, the Organiser may offer the team other valuable prizes.

Prize for the team with the most points by midnight on 26 May 2019:

Professional photo shoot of the team at iconic festival locations during the 2019 Sziget Festival. Photos resulting from the professional photo shoot do not belong to and cannot be used by the Organiser; they only belong to the team.

The Organiser shall inform Team Leaders of the details of other prizes by email.

2. Grand prizes

After the conclusion of the Game, the Organiser will establish, for each category (see the first paragraph of section IV), which team has the most points. This means there is one winning team for each category and three winning teams altogether. In addition, the points scored by teams in all three categories are added up, and the team with the highest total score will be the overall winner. If there is a tie, the teams with the most points will be awarded the following prizes.

The overall winner cannot also be a category winner. If the overall winner team is in first place in any given category, the team with the second highest score in that category will be the category winner.

If a team is a winner in a given category, it still has a right to the title of overall winner.

In addition, besides the overall winner and the category winners, the Organiser announces three more winner teams: a team with two members who has the most points, a team with three members who has the most points and a team with four members who has the most points (hereinafter: Team winner).

A category winner or an overall winner cannot be also a Team winner.

At the end of the Game, the teams listed above (in this 2. section) are also entitled to the following grand prize:

Name-bearing tickets for the guarded campsite especially reserved for grand prize winners in the VIP campground of the 2019 Sziget Festival.

In addition, the overall winner team and the category winner teams also entitled to the following prize:

Name-bearing tickets for the 2020 Sziget Festival.

3. Other prizes

The first 250 teams to earn 20 points in the course of the Game will be entitled to have breakfast provided by the Organiser at the 2019 Sziget Festival VIP section, at the time and date specified by the Organiser by email.

The first 150 teams to earn 150 points in the course of the Game will receive a Love Revolution T-shirt bearing the name (nickname) provided by the Team Leader by email, the team's name and the team's country.

In order to claim their meals, team members who are entitled to free breakfast must provide their full names, as provided by their Team Leader upon registration for the Game, as well as the team's name at the venue.

Love Revolution T-shirts will be distributed by hostesses at the venue of the 2019 Sziget Festival. In order to receive the T-shirts, team members must provide their team's name and the team member's full name to the hostesses. The Organiser will get the T-shirt sizes from the Team Leader by email.

None of the prizes will entitle teams to enter the VIP Main Stage stand connected to the VIP area.

VI. Notification of the awarding of prizes

Every Monday, for the duration of the Game, weekly prize winners will be announced by the Organiser, by posting their team names, countries and team photos, on the “Mission: Love Revolution 2019” Facebook page. In addition, the Organiser will also notify the Team Leader of the winning team by email.

On 2 June 2019, grand prize winners will be announced by the Organiser, by posting the winning team names, countries and team photos, on the “Mission: Love Revolution 2019” Facebook page, on the szigetofficial Instagram page, on the Sziget Festival Official Facebook page and on the Website. In addition, the Organiser will also notify the Team Leader of the winning team by email.

The Organiser will notify the winners of the other prizes by email.

The Organiser expressly notes that it will not provide teams with tickets to the 2019 Sziget Festival. Accordingly, teams must hold valid tickets for the Festival in order to receive their prizes, given that all prizes will be awarded at the venue of the 2019 Sziget Festival.

The prize cannot be exchanged for cash. Neither the Team Leader nor anyone else may demand that the prize be exchanged for cash, for another prize or for a gift of any sort.

VII. Liability

Team Leaders will be liable for all legal consequences resulting from any data provided erroneously or unlawfully, or from any incapability of their email account to receive letters. It is not possible for the Organiser to verify the accuracy of data. In each case, any and all liability, and related financial and legal consequences will be borne exclusively by the Team Leader.

The Organiser excludes all liability for any claims for compensation or indemnification for costs, damage or losses resulting from or connected with participation in the Game. By taking part in the Game, the Team Leader and the other team members expressly waive any claims they may have in connection with the implementation of the Game, the prize, the winners or other team members against the Organiser or any other third party.

The Organiser will not be held liable if, at any time during the duration of the Game, the webpage containing the present Rules becomes temporarily unavailable due to technical reasons. In addition, the Organiser will not be held liable for any errors due to causes beyond its control (i.e. caused by any technical failures or outages of the Internet network) or for any resulting consequences.

The Organiser is entitled to unilaterally modify these Rules at any time without notice.

Before registering for the Game, please carefully review the [Privacy Notice for the Game](#).

18 April 2019, Budapest