

CREATIVE MAYHEM REGIONAL QUALIFIER COMPETITION TERMS & CONDITIONS

NO PURCHASE REQUIRED TO ENTER OR WIN THE CHALLENGE.

By participating in the Creative Mayhem Regional Qualifier Competition (“Competition”), you (and, if an eligible minor, your parent or legal guardian) agree to be bound by these Terms and Conditions (“Terms”) and the decisions of Epic Games, Inc. (“Epic”), located at 620 Crossroads Blvd., Cary, North Carolina 27518. Any violation of these Terms and Conditions may result in the termination of your participation in the Competition.

OVERVIEW: The Competition will be divided into thirteen (13) regions (each, a “Region”): (1) Germany; (2) Poland; (3) France; (4) Italy; (5) Spain; (6) Bahrain, Saudi Arabia, Kuwait, Egypt and UAE; (7) Russia; (8) South Korea; (9) Japan; (10) Australia; (11) Argentina, Bolivia, Chile Colombia, Perú, Ecuador, Panamá, Uruguay, Paraguay, Nicaragua, Costa Rica, México; (12) Brazil; and (13) United States. Epic will select eight (8) influencers (each, a “Team Captain”) for each Region who will compete to become the Creative World Champion. Epic will post a Fortnite Creative map (“Map”) on which all Participants (as defined below) will compete (“Team Selection Challenge”). The Participants who submit the top three (3) scores on the Map will qualify to join a team led by their selected Team Captain (each, a “Team”). The eight (8) Teams in each Region will be divided into groups of four (4) Teams (as determined by Epic) (“Group A” and “Group B”) and will compete to determine two (2) Teams from each Group who will advance from the “Quarter-Finals” round to the “Semi-Finals.” Those Teams will compete against each other to determine which Team will compete on behalf of its Region (“Regional Champion”) in the “Finals” rounds for the opportunity to be named the Creative Mayhem Champion.

ELIGIBILITY: The Competition is open to individuals 13 years of age or older who have a valid Epic account, and who reside in one of the Regions (“Participant”). In case you are an eligible minor between 13 years of age and the legal age of majority in the jurisdiction of your residence, your parent or legal guardian must consent to these Terms on your behalf.

Employees, officers, directors, agents, and representatives of Epic (including the legal, promotion, and advertising agencies of Epic), and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Competition, and each parent company, affiliate, and subsidiary of Epic are not eligible.

The Competition is subject to all applicable federal, provincial, state and local laws. Void where prohibited.

TEAM SELECTION CHALLENGE: The Team Selection Challenge period will take place for all Regions beginning May 4, 2021 at 9:00 am Eastern Standard Time (“EST”) and ending May 11, 2021 at 9:00 am (the “Team Selection Challenge Period”). To participate, Participants can visit <https://creativemayhem.fortnite.com/> (“Competition Site”) and follow the directions to login with their Epic accounts. Once logged in, Participants will be able to select a Team Captain from their respective Regions whose Team they would like to join; provided, for clarity, that in order to be considered for a Team, Participants (a) must, before the end of

the Team Selection Challenge Period, track their best time via a YouTube video (“Competition Submission”) and provide a link to the Competition Submission within the “Submit a Time” section of the Competition Site (“Team Selection Challenge Tracking Form”) to be reviewed by Epic; and (b) must be able to communicate with their selected Team Captain in the native language of such Team Captain (as indicated on the Competition Site). Only Epic will have access to the Team Selection Challenge Tracking Forms.

Participants are required to comply with all Fortnite rules and regulations, including, but not limited to, the Fortnite End User License Agreement (<https://www.epicgames.com/fortnite/eula>) (“Fortnite EULA”). Failure to do so may result in disqualification of that Participant from the Competition.

TEAM MEMBER NOTIFICATION: Following the conclusion of the Team Selection Challenge Period, Epic will review the Competition Submissions to determine the top three (3) Participants to be paired with each Team Captain in accordance with the terms and conditions of these Terms (each, a “Quarter-Finals Team”). Epic will contact each of these Participants using the information provided on the Team Selection Challenge Tracking Form with exact details about the Quarter-Finals round. If a Participant does not respond to the initial notification within the time period stated in the initial notification, is not in compliance with these Terms, or cannot be available to participate in the Quarter-Finals on the date and during the times indicated, such Participant will be disqualified and Epic will notify a runner-up from the Team Selection Challenge at issue. In the event of a tie, the Participant who posted the winning time first will be deemed the potential Team member.

QUARTER-FINALS: Exact times and dates for each Region’s Quarter-Finals will be posted on the Competition Site following the conclusion of the last Team Selection Challenge, but by no later than May 26, 2021. For each Region, Group A Quarter-Finals Teams will compete against each other in a 1vs1vs1vs1 structure to determine which two (2) Quarter-Finals Teams will advance to the Semi-Finals and Group B Quarter-Finals Teams will compete against each other in a 1vs1vs1vs1 structure to determine the same (each, a “Semi-Finals Team”). Quarter-Finals competition will consist of gameplay in four (4) Fortnite Creative maps (“Quarter-Finals Maps”). In the event of a tie, another round of gameplay in the fourth (4th) Quarter-Finals Map will be played between the tied Quarter-Finals Teams.

SEMI-FINALS: Exact times and dates for each Region’s Semi-Finals will be posted on the Competition Site following the conclusion of the last Quarter-Finals round, but by no later than June 5, 2021. For each Region, Group A Semi-Finals Teams will compete against Group B Semi-Finals Teams in a 1vs1vs1vs1 structure to determine which Semi-Finals Team will be declared the Regional Champion and advance to the Finals (each, a “Finals Team”). Semi-Finals competition will consist of gameplay in four (4) Fortnite Creative maps (“Semi-Finals Maps”) and the Regional Champion will be determined based on the total number of points scored following the conclusion of Semi-Finals gameplay. In the event of a tie, another round of gameplay in the fourth (4th) Semi-Finals Map will be played between the tied Semi-Finals Teams.

FINALS: Exact time and date for the Finals will be posted on the Competition Site following the conclusion of the last Semi-Finals round, but by no later than June 5, 2021. Finals Teams will compete against each other to determine which Finals Team will be declared the Creative Mayhem Champion. Finals competition will consist of gameplay in four (4) Fortnite Creative maps (“Finals Maps”) and the Creative Mayhem Champion will be determined

based on the total number of points scored following the conclusion of Finals gameplay. In the event of a tie, another round of gameplay in the fourth (4th) Finals Map will be played between the tied Finals Teams.

LEADERBOARDS: Please note that the point scores displayed on the leaderboard may not be accurate or in real-time. Epic reserves the right to alter the point scores displayed for any Participant or Team due to technical issues or if there has been unsportsmanlike or other behavior prohibited by these Terms. A Participant or Team is not a winner even if the leaderboard should so indicate unless and until Epic has verified the Participant or Team and his/her/its point total and officially announced such Participant or Team as a winner.

PUBLICITY GRANT: To the maximum extent permitted by law, by agreeing to these Terms, each Participant (and, if an eligible minor, their parent or legal guardian) grants permission for Epic and its designees to use his/her name, tag, likeness, audio, video, game play statistics, and/or Epic account, for publicity purposes prior to, during, or after the Competition Period for up to three (3) years, on Epic's websites (including, without limitation, the Competition Site), social media platforms, and through communication channels, such as email, throughout the world, but only in connection with publicizing the Competition, without any additional compensation or prior review unless specifically prohibited by law. For the avoidance of doubt, Epic will not remove any prior publication after expiration of such three (3)-year period, but will not make any other publication or use.

PRIZES: Subject to the terms and conditions herein, the following prizes will be awarded to each Participant, Quarter-Finals Team, Semi-Finals Team, and Finals Team (in each case as applicable) based on his/her/its placement within the Leaderboard at the conclusion of the Competition:

Participation Prizes

- Each Participant will receive one (1) "Golden Flopper" Fortnite in-game cosmetic Graffiti Spray for successfully registering in the Competition Site.
- Each Participant who spends at least thirty (30) minutes in the specially-marked Creative Mayhem Regional Qualifier Map will receive one (1) "Piranhas" Fortnite in-game cosmetic Pickaxe.

Quarter-Finals (for each Region)

- First Place and Second Place in Group A and Group B: USD\$500.00 per person
- Third and Fourth Place in Group A and Group B: USD\$250.00 per person

Semi-Finals (for each Region)

- First Place: USD\$1,000.00 per person.

Finals (for Finals Teams only)

- First Place: USD\$6,000.00 per person
- Second Place: USD\$5,000.00 per person
- Third Place: USD\$4,000.00 per person
- Fourth - Sixth Place: USD\$3,000.00 per person
- Seventh - Ninth Place: USD\$2,000.00 per person
- Tenth - Twelfth Place: USD\$1,000.00 per person

Participation Prizes have no retail value because they are not offered for purchase by Epic; however, similar items offered by Epic for purchase in the Fortnite Item Shop have an approximate retail value of USD \$12.45. Participation Prizes awarded in connection with the Competition will be granted directly to each Participant's (collectively, "Participation Prize Winners") Epic account within 3 weeks of completion of the Competition, or such other time as reasonably required by Epic for such grant. A Participation Prize Winner's use of a Participation Prize in Fortnite will be governed by Epic's Terms of Service, Epic's Privacy Policy, and the Fortnite EULA (each, an "Epic Agreement"). Epic has the right to enforce these agreements against each Participation Prize Winner. If a Participant chooses not to accept an Epic Agreement, such Participant must not use Fortnite or seek to use the Participation Prizes.

All Quarter-Finals, Semi-Finals, and Finals prizes (collectively, "Cash Prizes") will be awarded via Hyperwallet. All Participants and Team Captains on winning Quarter-Finals Teams, Semi-Finals Teams, and Finals Teams (collectively, "Cash Prize Winners") are responsible for all federal, state, and local taxes (including income and withholding taxes), if any, as well as any costs and expenses associated with prize acceptance and use not specified herein as being provided.

Participation Prizes and Cash Prizes (collectively, "Prizes") are non-assignable and nontransferable and, in the case of Participation Prizes, cannot be redeemed for cash. Prizes are awarded "as is" with no warranty or guarantee, either express or implied. Participation Prize Winners and Cash Prize Winners (collectively "Prize Winners") may not substitute a Prize, but Epic reserves the right, at its sole discretion, in case of justified reasons, to substitute a Prize (or portion thereof) with one of comparable or greater value. Additional terms and conditions may apply to acceptance and use of a Prize. Epic will not act as tax or any other agent of a Prize Winner.

CASH PRIZE AWARD NOTIFICATION AND REQUIREMENTS: Each potential Cash Prize Winner will be notified of his/her status as a potential Cash Prize Winner at the email address associated with such Participant's/Team Captain's (as applicable) Epic account within seven (7) days of completion of the Competition, or such other time as reasonably required by Epic for such notification, and will be subject to verification of compliance with these Terms. Upon formal notification from Epic, a potential Cash Prize Winner shall have seventy-two (72) hours from the date such notice was sent to respond and provide any information or materials requested by Epic, including the Release (as defined below) for purposes of verification of eligibility. The date of receipt by Epic shall be decisive for a potential Cash Prize Winner's compliance with the deadlines set forth in this section. In the event of (a) the failure by any such Participant/Team Captain (as applicable) to (i) keep the Epic account that he or she used to compete in the Competition active throughout the verification of eligibility process or (ii) timely respond to any notification or request for materials or information; or (b) any such Participant/Team Captain (as applicable) being unable to accept or receive the Cash Prize for any reason (including, without limitation, for failure to provide the necessary tax and payment information through Epic's approved tax and payment processing vendors), then in either case (items (a) or (b)), such Participant/Team Captain (as applicable) shall be disqualified as a potential Cash Prize Winner, and such Participant/Team Captain (as applicable) shall not be entitled to win any Cash Prizes in connection with the Competition. In such cases, no alternate Cash Prize Winner will be named, and Epic shall have the right, in its sole and absolute discretion, to (a) award any Cash Prize amounts that would have otherwise been awarded to such disqualified

Participant/Team Captain (as applicable) as part of a future Fortnite competitive event or (b) award any such Cash Prize amounts to non-profit causes and efforts.

Cash Prize Winners will also be provided a Prize Acceptance and Release Form ("Release"). Unless restricted by applicable law, each Cash Prize Winner will be required to complete and submit the Release in accordance with the deadlines set forth in this section.

Epic may withhold tax payments on a Cash Prize Winner's behalf in its reasonable discretion, using the applicable backup withholding rates, or if required by law or treaty. However, Cash Prize Winners are ultimately responsible for any taxes due in connection with any awarded Cash Prize they receive from Epic pursuant to their participation in the Competition. Cash Prize Winners must provide Epic with (y) their banking information, as requested by Epic, and (z) a completed W-9, W-8BEN, or W-8BENE tax form, including if necessary their U.S. or foreign Taxpayer Identification Number (TIN), as appropriate based on their circumstances. Epic will not be responsible for any failure to award any Cash Prizes in connection with the Competition arising from incomplete, incorrect, or out of date payment or tax information. Cash Prize Winners should please consult their tax advisors if they have questions on the taxability to them in connection with the Competition.

GENERAL CONDITIONS: By participating in the Competition, each Participant and Team Captain (and, if an eligible minor, his/her parent or legal guardian) agrees: (a) to abide by these Terms and decisions of Epic, which shall be final and binding in all respects; and (b) to release, discharge and hold harmless Epic, its subsidiaries, affiliates, and advertising and promotion agencies, and all of their respective officers, directors, employees, representatives, and agents (collectively, "Released Parties") from any and all liability, losses and damages of any kind to persons or property resulting, in whole or in part, directly or indirectly, from such Participant's or Team Captain's participation in the Competition. The Released Parties are not responsible for (a) lost, late, incomplete, damaged, inaccurate, stolen, delayed, misdirected, undelivered, or garbled game play or other communication; (b) lost, interrupted, or unavailable network, server, Internet Service Provider (ISP), website, or other connections, availability or accessibility or miscommunications; (c) failed computer, satellite, telephone or cable transmissions, lines, or technical failure; (d) jumbled, scrambled, delayed, or misdirected transmissions or computer hardware or software malfunctions, failures or difficulties; (e) other errors or difficulties of any kind, whether human, mechanical, electronic, computer, network, typographical, printing or otherwise, relating to or in connection with the Competition, including, without limitation, errors or difficulties which may occur in connection with the administration of the Competition or in any Competition-related materials; (f) any incorrect or inaccurate information, whether caused by users, tampering, hacking, or by any equipment or programming associated with or utilized in the Competition; or (g) injury or damage to any person's computer related to or resulting from participating in the Competition. Persons who tamper with or abuse any aspect of the Competition, who act in an unsportsmanlike or disruptive manner, or who are in violation of these Terms, as solely determined by Epic, will be disqualified. In case of justified and grounded reasons, Epic reserves the right at its sole discretion to suspend, modify, or terminate the Competition at any time.

The invalidity or unenforceability of any provision of these Terms shall not affect the validity or enforceability of any other provision. If any provision of these Terms is determined to be invalid or otherwise unenforceable, then these Terms shall be construed as if the invalid or

unenforceable provision was not contained therein. Epic's failure to enforce any term of these Terms shall not constitute a waiver of that provision.

Regardless of any other relevant provision in these Terms, nothing in the underlined section excludes or limits the Released Parties' warranties and liability: (i) for death or personal injury caused by the Released Parties; (ii) in the event of the Released Parties' breach of their legal or contractual obligations; or (iii) for any other liability or warranty that, by law, may not be limited or excluded by the Released Parties.

Epic reserves the right to terminate a Participant's participation in the Competition if such Participant tampers with the Competition, violates these Terms or any Epic Agreement, or otherwise acts in a disruptive manner. In such cases, such terminated Participant shall not be entitled to receive any Prizes in connection with the Competition.

DISPUTES: The internal laws of the State of North Carolina, without reference to any of its conflicts of laws principles, shall govern disputes regarding these Terms and/or the Competition.

PRIVACY: The information you provide will be used only in accordance with Epic's privacy policy, located at <https://www.epicgames.com/privacypolicy>.