

The Rules of the Competition

“THE GEFORCE CUP MVP”

I. GENERAL TERMS

§1

1. These regulations define the conditions under which the “**GEFORCE CUP MVP**” competition, hereinafter referred to as “the **Competition**”, is held. The subject of the competition is to identify a winner – a person who selected a player of his/her choice and would be an author of the most unique answer to the question: “**Why do you consider this player the best player of the tournament?**” Winners will be identified out of participants registered in the geforce.com webpage, who voted in the GEFORCE CUP MVP contest, and the one who gathered the largest number of votes.

2. Organiser declares that the Competition is not a game of chance; lottery; mutual wagering; promotional game in which the outcome is dependent on a chance; and any other form mentioned in the Act on Gambling of 19 November 2009 (Dz.U.2009.201.1540 as amended).

§2

The organiser of the Competition is FantasyEXPO SP. z o.o. with its registered office in Wrocław at ul. Kazimierza Wielkiego 27, 50-077, REGON 022340859, TIN 8971796193, entered into the register of entrepreneurs under the KRS 0000496522 number.

§3

The Competition is organised on the territory of the Republic of Poland, on the www.geforcecup.com page of the Facebook.com website for its users, who vote in the contest for the best player and for every player participating in the GEFORCE CUP tournament, who was at least promoted to the group stage of the tournament. .

II. PARTICIPANTS

§4

A participant is an individual who

- a) has full legal capacity. Individual limited in their legal capacities may participate in the Competition with the consent of their legal representatives or guardians;
- b) declares his/hers consent to the processing of their personal data;
- c) is a registered user of the www.geforcecup.com page.
- d) registered his/her actual email address, which they own.

§5

An employee of the Organiser, a person who has permanent mandate relationship with the Organiser of the Competition, and a person to whom regulations on a permanent mandate relationship apply may not participate in the Competition.

§6

The Organiser is the administrator of personal data of the participants. Personal data provided to the Organiser of the Competition will be processed to complete the goal of the Competition. Personal data may be processed in order to meet the legally justified goals of the personal data administrator. Provision of personal data is voluntary; however, not providing personal data prevents the Organiser from delivering prizes to winners.

III. PRINCIPLES OF THE COMPETITION

§7

1. Due performance of the Competition and distribution of prizes is ensured by the Responsible in Charge appointed by the Organiser (the Jury). The Jury is composed of two people appointed by the Organiser.
2. The winner of the best player competition is determined by the largest number of votes obtained. For voters, the most unique answer is the determining factor.
3. An entirely independent decision on the selection of the winners shall be taken by the Jury and shall be based on subjective assessment of aesthetic values of submitted responses. It is not possible to revoke the decision taken by the Jury, as the choice will be entirely subjective, as announced.
4. By entering the Competition, a participant agrees and acknowledges that he/she is its author of the answer he/she provides and that he/she owns all financial and personal rights to the answer, including the fact of being legitimate to send it to the Competition.

§8

1. To enter the competition one must:

- a) Be a player who was at least promoted to the group stage of the GEFORCE CUP tournament (only for MVP award participants)
 - b) Be a registered user of the GEFORCE CUP webpage
 - c) Vote in the GEFORCE CUP MVP competition and answer the question (only for participants voting for MVP).
2. Each participant has only one vote.
 3. The organizer highly prohibits all forms of unfair competition (i.e. creating multiple accounts) aimed at corrupting the Competition. Thus, in justified cases, Participants engaged in such practices, may be removed from the competition by the Organiser.
 4. The Competition ends on 28th of May, at 8pm.
 5. The results of the Competition will be announced by the 1st of June, 8pm in the form of a note published on the www.geforcecup.com webpage and emails sent to winners.
 6. The winners will be asked to provide address data for the delivery of prizes. Shipping costs will be covered by the Organiser or/and the winners will be informed about the credentials for the personal collection of prizes.

IV. PRIZES

§9

1. Two main prizes, hereinafter referred to as "the Prize" are awarded in the competition.
2. The Prize for the best player competition is the AORUS GeForce® GTX 1080 Ti Xtreme Edition graphics card.
3. The Prize for the voters is the Gigabyte AORUS GeForce® GTX 1080 Ti graphics card.
4. The Organiser is to send the prizes at its own expense in the period of 60 days after the Competition ends.
5. Prizes are not exchangeable for cash.
6. Prizes are covered by the full manufacturer's warranty effective with the manufacturing date.
7. Participants are not allowed to report any specific characteristics of the prizes.

V. FINAL PROVISIONS

§10

1. By participating in the Competition, one declares his/hers consent for the inclusion of personal data listed in § 8 (name and surname in particular) in all materials - regardless of the form of their expression - aimed at the promotion of the Competition and the summary of the Competition on the www.geforcecup.com webpage for the time specified by the Organiser of the Competition.
2. The Organiser reserves the right to change the rules of the Competition (including the term of the Competition). Information concerning such changes will be provided on the www.geforcecup.com webpage. All changes are effective with their announcement on the websites.
3. Organiser does not cover costs of delivering the submissions to the Competition by the participants.
4. Organiser is not responsible for any technical difficulties, which may arise during submissions and any delays they may provoke.
5. Organiser covers shipping costs of prizes awarded during the Competition.
6. Organiser reserves the right to change the dates of the beginning and the end of submissions; the beginning and the end of voting; and the publication of the results.
7. In the event of a breach of the Rules, Responsible in Charge, appointed by the Organiser, may exclude the Participant from the Competition at its every stage.
8. In matters not regulated by these Rules the Civil Code applies.
9. Rules of the Competition are available on the www.geforcecup.com webpage
10. By participating in the Competition one accepts the Rules of the Competition.