



**Latest revision date:** March 4, 2026

## **REGULATIONS FOR HOLDING THE STALCRAFT: X GAME EVENT**

### **PREAMBLE**

This set of Rules (hereinafter "**Rules**") defines the procedure for holding a STALCRAFT: X event called "Screenshot Contest" (hereinafter "**Contest**") and is an additional agreement to the STALCRAFT: X Game (hereinafter "**Game**") **Licence Agreement** in force as of December 24, 2025 (hereinafter "**Licence Agreement**").

This set of Rules is referred to global regions of the STALCRAFT: X Game. Global regions are Europe (EU), North America (NA), Southeast Asia (SEA), Northeast Asia (NEA). All the regions are combined by one name, "GLOBAL" ("GL" for short) which will be used in this document to designate the above listed regions.

To read the Licence Agreement, click here:

— For EXBO Launcher players (GL regions):

[https://exbo.net/legal/gl\\_launcher\\_licence.pdf](https://exbo.net/legal/gl_launcher_licence.pdf)

— For Steam players (GL regions):

[https://exbo.net/legal/gl\\_steam\\_licence.pdf](https://exbo.net/legal/gl_steam_licence.pdf)

Participation in the Contest and users of the Game are also subject to a Privacy Policy (hereinafter referred to as the "**Privacy Policy**"). To read the Privacy Policy, click here: [https://exbo.net/legal/gl\\_launcher\\_privacy.pdf](https://exbo.net/legal/gl_launcher_privacy.pdf).

The organiser of the Contest is the right holder of the Game — **Exbo East LLC**, registered in the territory of the Republic of Kazakhstan, BIN: 221140035112 (hereinafter "Organiser").

The Organiser does not charge a fee for participation in the Contest.

Organiser's e-mail: [contact@exbo.net](mailto:contact@exbo.net)

The most up-to-date version of the Rules can be found here:

[https://exbo.net/legal/en\\_screenshot\\_contest\\_rules\\_2026.pdf](https://exbo.net/legal/en_screenshot_contest_rules_2026.pdf).



## WHY IS IT IMPORTANT TO READ THE CONTEST RULES

Please read these Rules carefully. They will not only tell you more about how to participate in the Contest and the criteria for judging the winners, but will also help ensure that the Contest is run in a safe and comfortable environment for all Participants.

By submitting an Application Form and entering the Contest, you confirm that:

- you've read all the Rules, agreed to all the terms and conditions presented herein and agree to abide by them.
- you have reached the age of legal capacity in accordance with the laws of the applicable legislation to accept the terms of the Rules and participate in the Contest. **OR**
- you have previously obtained all necessary consents (including parental/legal representative consent) in accordance to laws of the applicable legislation to accept the terms of the Rules and participate in the Contest.
- you provided consent to the collection and processing of personal data (independently or on behalf of a legal representative).
- you have an account on the <https://stalcraft.net/> website and its subdomains at the time of the Application Form submission that is required to access the Game.
- you are a user of the Game in accordance with the Licence Agreement.

The Contest Organiser is unable to further verify the age of each Participant, and therefore relies only on the information provided by the Participant themselves and their good faith in obtaining the necessary consents and permissions.

In this regard, the Organiser presumes that each Participant is legally capable or acts with the consent of their legal representatives, and is not responsible for the Participant's actions in case the latter violates the terms of the Rules on prior obtaining the necessary consents and authorizations for participation in the Contest.



If you are not sure that you've reached the sufficient age to participate in the Contest, please address a professional lawyer or attorney.

## DEFINITIONS

- **Participant** — an individual (you) who has submitted an Application to participate in the Contest and who is a User of the Game in accordance with the Licence Agreement, acting solely on their own behalf upon reaching legal capacity in accordance with applicable law or on their own behalf on the basis of the relevant consent from legal representatives if they have not reached the age of legal capacity.
- **Application** — a written voluntary statement by the Participant expressing their desire to participate in the Contest, made by posting (making public) the Creative Work on the Platform, including the requested information (such as the Game character's nickname and Game region).
- **Platform** — cross-platform proprietary instant messaging system (messenger) Discord (<https://discord.com/>, <https://discord.gg>), namely the following resource:

### **Discord messenger:**

<https://discord.com/channels/996757051399221288/1478698663047069817>.

- **Contest** — a Screenshot Contest event dedicated to the Game and organised by Exbo East LLC, with Digital Prizes.
- **Creative Work** — a screenshot from the Game created independently by the Participant in accordance with the requirements of the Rules for participation in the Contest, directly related to the Game and dedicated to the Tempered Steel spring season of the Game. Creative Work also refers to interim and other results of work provided by the Participant through the Application.
- **Nomination** — categories of Participants' Creative Works determined by the Organiser, within which the Organiser evaluates such works to determine the Winners among the Participants in each category.
- **Winner** — the Participant whose Creative Work was submitted in accordance with the Contest Rules and selected as the winning entry.
- **Digital prizes** — in-game prizes in the STALCRAFT: X Game as defined in the Licence Agreement, issued to Participants in accordance with the Rules.



- **Information about the Contest** — Information about the STALCRAFT: X Contest located on the Platform, as well as other official resources of the Organiser, including the Organiser's communities on social media, including:  
<https://store.steampowered.com/news/app/1818450/view/523118018927001648>. Information about the Contest is an integral part of these Rules and contains mandatory requirements for Participants, Creative works and the Contest.

## ELIGIBILITY REQUIREMENTS

- 1. How to participate in the Contest:** The Participant must have reached the age of legal capacity or provide the necessary consent/authorization of legal representatives when submitting the Application.
- 2. Submission of Data:** when submitting Creative Work, the Participant must provide up-to-date, accurate and valid information and shall be solely responsible for any violation of this requirement.
- 3. Being part of the Game:** the Participant must have an account to access the Game and be a user of the Game (number of playing hours is irrelevant).
- 4. Participation in the Contest:** one Creative Work must be submitted to participate in the Contest. Participant may submit only one Creative Work to the Contest.  
**Note:** participation is possible by submitting only one Creative Work. In the event that a Participant submits different Creative Works, including in different Nominations, the Organiser reserves the right, at its sole discretion, to accept one of the Creative Works selected by the Organiser or to reject all submitted Creative Works as violating the terms of these Rules.
- 5. Independent Creative Work:** Participant must create their Creative Work independently and on their own. The use of elements and fragments of the Game and other materials is permitted subject to compliance with the Rules. The Organiser shall not reimburse any expenses or losses incurred by the Participant in connection with participation in the Contest and/or the creation, posting, or use of the Creative Work.
- 6. Author of Creative Work:** the Participant who published (made public) the Creative Work must be the author of such work. The authorship of

Creative Work must be indicated by placing the nickname of the Game character and the Game region together with the Creative Work.

- I. In the event of victory in the Contest, the Digital Prize shall be awarded to the Winner who has identified themselves as the author of the Creative Work, in accordance with the provisions of the Rules. The Organiser does not have the technical capability to additionally verify that the author of the Creative Work has the right to use the character in the Game with the nickname that was posted together with such work, therefore it relies solely on the information provided by the Participant themselves and their good faith.
- II. In the event that the Creative Work does not indicate its author (including by means of a signature or comments), as well as in the event of a mismatch between the Game nickname specified by the Participant and the actual Game region for any reason (including typos, addition of other characters, etc.), the Organiser shall have the right, at its discretion, to accept or reject such work, as well as to exclude the Participant or award Digital Prizes in the event of victory in the Contest.
- III. The Organiser shall not award the Digital Prize to a person who has claimed authorship of the winning Creative Work without providing supporting evidence.
- IV. The Organiser shall have the right, at its sole discretion, to exclude a Contest Participant or Contest Winner, as well as to return a Digital Prize already awarded to the Winner, if a third party provides information confirming the authorship of the Creative Work **before** the end of the Contest (clause 1.1. of the Rules).
- V. In the event that identical Creative Works are received from different Participants, including those with different Game nicknames, the Organiser shall have the right, at its sole discretion, to unilaterally accept all or several identical Creative Works, independently select and accept only one Creative Work, or exclude all Contest Participants who submitted identical Creative Works. The Organiser shall have the right to contact Participants for clarification regarding the Creative Work.
- VI. In the event that a Creative Work is received, and its content is borrowed from another Creative Work and/or made with minimal differences from another Creative Work, the Organiser shall also have the right, at its sole discretion, to unilaterally accept all or

some of such Creative Works, independently select and accept only one Creative Work, as well as exclude all Contest Participants who have submitted substantially similar Creative Works. The Organiser shall have the right to contact Participants for clarification regarding the Creative Work.

**7. Compliance with the terms and conditions of the Contest:**

Participants must comply with the Contest Rules, the Licence Agreement, Privacy Policy and Resource Rules located on each of the Organiser's resources, indicating its name, the name of the Game (websites, social media, messengers, other online platforms) in specially designated areas (hereinafter "Resource Rules").

The Organiser shall have the right, at its sole discretion, to determine whether a particular Participant and/or their Creative Work meets the requirements for participation in the Contest and the requirements of the Rules, without any discrimination on the basis of race, religion, gender or any other grounds.

### **CREATIVE WORKS REQUIREMENTS**

**1.** Creative Work must include the Participant's name as the author of such work by placing the character's nickname in the Game, as well as an indication of the Game region.

**Note** that if the Creative Work doesn't have a nickname and/or Game region when it's posted, or if they're not correct (like mistakes, typos, etc.), the Creative Work won't meet the Rules, and the Participant can't be the Contest Winner.

**2.** Creative Work must be posted on the Platform specified in the Rules. The Organiser reserves the right, at its sole discretion, to accept or reject Creative Work posted elsewhere (websites, platforms, social media).

**3.** Creative Work must be created and submitted in a format that complies with the Rules and allows for the evaluation of such Creative Work, and must comply with the Nomination requirements. The size (resolution) of the Creative Work must be **at least 1440x900 pixels** with the Game interface removed.

**4.** Creative Work must not contain watermarks or signatures.

**5.** To participate in the Contest, each Participant has the right to create and submit only **one Creative Work** in accordance with the terms and conditions of the Rules.

## **The Contest includes the following Nominations**

### **5.1. Mutants Nomination**

This category includes Creative Works, which are combat or atmospheric screenshots from the Game depicting mutants, corresponding to the theme of the Contest. The recommended FOV (field of view) value is 75.

The Participant shall submit Creative Work in the Mutants Nomination for participation in the Contest by means of an Application by posting (making publicly available) such work on the Platform in a format that allows the submitted Creative Work to be reviewed and evaluated.

**Please note** that Creative Works submitted for the Mutants Nomination that are illegible, difficult to understand, or otherwise unsuitable for evaluation by the Organiser will not be accepted and will not participate in the Contest. Such Applications will be deemed invalid. Participants have the right to re-upload Creative Works for the Mutants Nomination.

### **5.2. People Nomination**

This category includes Creative Works, which are combat or atmospheric screenshots from the Game depicting people, corresponding to the theme of the Contest. The recommended FOV (field of view) value is 75.

The Participant shall submit Creative Work in the People Nomination for participation in the Contest by means of an Application by posting (making publicly available) such works on the Platform in a format that allows the submitted Creative Work to be reviewed and evaluated.

**Please note** that Creative Works submitted for the People Nomination that are illegible, difficult to understand, or otherwise unsuitable for evaluation by the Organiser will not be accepted and

will not participate in the Contest. Such Applications will be deemed invalid. Participants have the right to re-upload Creative Works for the People Nomination.

### 5.3. Landscapes Nomination

This category includes Creative works consisting of screenshots from the Game depicting the Zone, including buildings and anomalies, corresponding to the theme of the Contest. The recommended FOV (field of view) value is 75.

The Participant shall submit Creative Work in the Landscapes Nomination for participation in the Contest by means of an Application by posting (making publicly available) such works on the Platform in a format that allows the submitted Creative Work to be reviewed and evaluated.

**Please note** that Creative Works submitted for the Landscapes Nomination that are illegible, difficult to understand, or otherwise unsuitable for evaluation by the Organiser will not be accepted and will not participate in the Contest. Such Applications will be deemed invalid. Participants have the right to re-upload Creative Works for the Landscapes Nomination.

6. Creative Work must be created specifically for the Contest and posted during the period of its conduct. The Participant undertakes not to submit to the Contest any Creative Works that were created and published prior to the Contest, including Creative Works that copy or substantially borrow from previously created and published works, as well as works that have previously been submitted to other similar Contests.
7. Creative Work must be directly related to the Game **and dedicated to the Tempered Steel spring season of the Game**. The Organiser reserves the right, at its sole discretion, not to accept Creative Works that are not dedicated to or directly related to the Tempered Steel spring season of the Game, including those that mention the Game or use fragments of it in such works.
8. The Creative Work being created/any part thereof, including its title and description, must not contain the following materials in any form (including text, statements, images, video, audio, etc.):

- I. that violate or encourage actions that violate applicable law, the laws of other countries, or the rules of the Platform.
  - II. military and/or political propaganda, military and/or political symbols, emblems, other identifying marks, as well as materials that violate generally accepted standards of decency (including discrediting the armed forces of states, pornographic, extremist, nationalistic and other similar materials).
  - III. that can justify or excuse extremism, contain propaganda that incites social, racial, national, or religious hatred, degrades national dignity, promotes exclusivity, superiority, or inferiority of citizens based on their attitude towards religion, social, racial, national, gender or linguistic affiliation, as well as propaganda that involves the promotion and public display of Nazi symbols or symbols similar to Nazi symbols to the extent that they can be confused with them.
  - IV. that violate the rights and interests of the Organiser, third parties, including intellectual property rights.
  - V. that violate the provisions of the Licence Agreement, Privacy Policy, and these Rules.
  - VI. that violate or may violate the interests of the Organiser and/or cause or may cause damage to its business reputation, the reputation of the Game, the honour, and dignity of its users (players), employees and representatives of the Organiser.
  - VII. that contain any form of advertising and promotional materials, as well as materials that may be considered advertising of any third parties, their goods, products, or services.
  - VIII. that mention in any form and/or advertise gambling, black markets for in-game items (including markets and marketplaces), sports betting, or other services that require an additional licence in accordance with applicable law.
  - IX. which are the result of and/or contain the results of the use of neural networks, as well as contain any elements, parts or are derivatives of the results provided free of charge on the basis of licences.  
The Organiser has the right to accept Creative Work that mentions the above activities if such mention has a comical effect, is intended to be satirical, and cannot be perceived as advertising, encouraging the use, promotion, or popularisation of either the specified activities or individual platforms, websites, or individuals offering such services.
9. Only basic processing of Creative work is permitted (including colour correction, brightness and contrast adjustment). When using neural



networks and/or adding additional objects, elements or materials to a Creative Work, such Creative Work shall be deemed non-compliant with the Rules and shall not be evaluated by the Organiser.

10. More detailed requirements for Creative Works can also be found in the Information about the Contest.

The Organiser shall have the right, at its sole discretion, to accept any Creative Work for participation in the Contest without notifying the Participants and without explaining the reasons, including in the event of a violation of any provisions of the Rules.

The Organiser has the right to unilaterally and at its discretion reject and refuse to accept any Creative Work for participation in the Contest without notifying the Participants and explaining the reasons.

The Organiser shall not be liable for the actions and/or inaction of the Platform and their representatives, including in cases where the actions/inaction of the Platform and/or its representatives in any way affect the Creative Works, including their removal, closure of access, etc.

## **GENERAL TERMS AND CONDITIONS**

**1.1.** The contest will be held **since March 4, 2026 until March 10, 2026.**

Participants have the right to submit Applications and submit their Creative Works in accordance with these Contest Rules from the start of the Contest until the end of the last day of the Contest.

**1.2.** This Contest is open to the public, aims to serve socially useful purposes, and pursues the following objectives: to engage young people in creative activities, to contribute to the development of the creative potential of Participants, and to promote the gaming industry.

**1.3.** The Organiser shall evaluate the Creative Works, including compliance with the provisions of these Rules, and make the final decision on the Winners of the Contest.

**1.4.** The Organiser reserves the exclusive right to independently determine the Winners in this Contest in accordance with the Rules without providing any explanations.

**1.5.** The Organiser shall have the right, at its sole discretion, to exclude (disqualify) a Participant if they violate any of the terms and conditions of the Rules, the Licence Agreement, the Privacy policy, the provisions of



applicable law, the laws of other countries, the rules of the Platform, and in other cases.

**1.6.** The Organiser shall be entitled to amend or waive individual provisions of the Rules at its sole discretion. Participants shall be notified of changes by the Organiser publishing a new version of the Rules at the following link: [https://exbo.net/legal/en\\_screenshot\\_contest\\_rules\\_2026.pdf](https://exbo.net/legal/en_screenshot_contest_rules_2026.pdf).

If the Participant does not agree to accept the modified version of the Rules, they undertake to notify the Organiser of this via the contact email address [contact@exbo.net](mailto:contact@exbo.net) within 10 calendar days from the date of publication of the new version of the Rules, but in any case no later than the end of the Contest within the meaning of clause 1.1. of the Rules. Failure to give such notification after the expiration of the time limit shall be deemed acceptance by the Participant of the new version of the Rules.

Refusal to accept the new version of the Rules means refusal to participate in the Contest.

**1.7.** Communication with winners may only be conducted via email addresses with the @exbo.net domains. Exbo East LLC does not have any other email addresses except for the domains listed above. Other means of communication may be suggested by the Organiser's staff in messages sent via emails with @exbo.net domains.

## **PARTICIPANTS AND WINNERS ARE PROHIBITED**

**2.1.** To disturb, interfere, or otherwise prevent other Participants from participating in the Contest.

**2.2.** To leave comments, use nicknames, send messages (both on the Platform and private messages) to other Contest Participants and people involved in the Contest, the Organiser (including its representatives and employees) in any offensive, threatening, indecent, defamatory or other unacceptable manner, including within the meaning of clause 8 of the CREATIVE WORKS REQUIREMENTS section of the Rules.

**2.3.** To violate any terms of the Rules, the Licence Agreement, the Privacy policy, the provisions of applicable law and the laws of other countries, or to violate the rules of the Platform.

**2.4.** To transfer their Creative Works to other Participants, including in cases where, for any reason, a Participant is unable to participate in the Contest.

**2.5.** To transfer the right to receive the Digital Prize, to transfer the received Digital Prize to third parties, including relatives or friends.

**2.6.** The Organiser has the right to monitor compliance with these Rules, monitor possible violations and apply appropriate measures at its discretion, including issuing warnings and disqualifying Participants.

**2.7.** To violate the requirements and provisions specified in the sections ELIGIBILITY REQUIREMENTS and REQUIREMENTS FOR CREATIVE WORKS of these Rules.

### **CONTEST SUMMARISATION**

**3.1.** The Organiser shall announce the results of the Contest no later than March 17, 2026 inclusively.

**3.2.** Participants whose Creative Works comply with the terms and conditions of the Rules, and are recognised as the best works of the Contest, shall be determined by the Organiser as Winners based on the results of the Contest and shall receive Digital Prizes in accordance with the provisions of the Rules.

**3.3.** The guaranteed number of Winners receiving Digital Prizes is 10 (ten) Participants, corresponding to the number of prize places. Each of the three Nominations provides for 10 (ten) prize places. The Organiser reserves the right to unilaterally and at its sole discretion increase the number of Winners and prize places in any or all Nominations.

**3.4.** Winners in each Nomination receive Digital Prizes depending on their place, which is determined by the Organiser. The list of Digital Prizes and prize places is the same for all Nominations.

#### **Prize places and rewards:**

<b>1-10 PLACE</b>		
<b>Type</b>	<b>Name</b>	<b>Amount</b>
Season Points	Season Points	10 000
Premium	Premium	3 days
Spare Parts	Advanced Spare Parts	20
Tools	Advanced Tools	10
Charm	Polaroid Charm	1

**3.5.** Additional criteria for evaluating Creative Work may be specified in the Information about the Contest.

**3.6.** Winners shall be determined based on the compliance of Participants and Creative Works with the terms and conditions of the Rules at the time of the end of the Contest.

**Note** that to take part in the Contest, the Creative Work must be available on the Platform until the Contest results are announced (clause 3.1. of the Rules). The Organiser shall not be liable for the absence of any Creative Work on the Platform at the time of the Contest results announcement for any reason, including as a result of its removal/termination of access to it by representatives of the Platform, the independent removal of the Creative Work by the Participant or another person from the account of the Participant who posted the Creative Work. If it is impossible to view the Creative Work during the period from the moment of its posting until the results of the Contest are announced, such Creative Work shall not be evaluated by the Organiser, and the Participant shall automatically terminate their participation in the Contest from the moment of removal/termination of access to such Creative Work.

**3.7.** The results of the Contest, including the Winners' Creative Works, may be posted on the Platform, on other official resources of the Organiser, including those dedicated to the STALCRAFT: X game, as well as in the STALCRAFT: X game itself.

**3.8.** Winners shall only be awarded the specified Digital Prizes in accordance with the terms and conditions of the Rules. The content of Digital Prizes is determined by the Organiser unilaterally.

**3.9.** Digital Prizes cannot be replaced or exchanged, including for other in-game items and currencies of the Game, or for cash. Digital Prizes are awarded only in accordance with the information specified when posting (making public) the Creative Work, and are not provided to other persons or other accounts/characters of the Winner, their relatives, friends, or other persons.

**3.10.** The Winner has the right to use or not use the Digital Prizes received in the Game at their discretion. If the Digital Prize is time-limited, the Organiser shall not compensate or restore the period of use of such Digital Prize, including due to its non-use by the Winner.

**3.11.** Digital Prizes are personal and cannot be exchanged with other players in the Game. The Winner shall not be entitled to use, transfer to anyone, sell, exchange or otherwise use and dispose of Digital Prizes outside the Game.

## **DIGITAL PRIZES DELIVERY**

**4.1.** Digital Prizes will be credited to the Winners' accounts (using the character nickname specified in the Creative Work and in the Application) within 30 working days after the results of the Contest are announced.

**4.2.** All Winners of the Contest are eligible to receive Digital Prizes, regardless of their citizenship or location.

**4.3.** The Organiser reserves the right to increase the number and/or change the content and/or add new Digital Prizes for Winners unilaterally and at its sole discretion.

**4.4.** The Organiser shall not be liable for the non-transfer of Digital Prizes and their non-receipt by the Winner for reasons beyond the Organiser's control, including in the event of failure to provide or provision of incorrect data by the Participant, including the character's nickname in the Game, the Game region, as a result of technical errors or malfunctions, etc.

## **LIMITATION OF LIABILITY**

**5.1.** The Organiser is not responsible for:

**5.1.1.** Failure to receive emails or other documents from Participants on time, including cases caused by failure of email services, communication services, technical malfunctions or fraud in the Internet or communication channels used during the Contest period.

**5.1.2.** Provision by the Participant of incorrect data required for the receiving of Digital Prizes.

**5.1.3.** Violation by the Participant of third party rights, including intellectual rights, violation of applicable law.

**5.1.4.** Failure of Participants to read and understand the Rules and failure to familiarise themselves with the results of the Contest.

**5.1.5.** The inability to familiarise oneself with the terms and conditions both during the Contest period and at the time of its results being announced (clause 3.1. of the Rules) or any reason, including their removal by the Platform, an employee/representative of any Platform, removal of the Creative Work by the Participant themselves or from the Participant's account, including against their will.

**5.2.** The Organiser shall not be liable in other cases specified in the Rules, Contest Information, Licence Agreement, Privacy Policy, Resource Rules, provisions of applicable law, or Platform rules.

**5.3.** Digital Prizes are provided to Winners on an AS IS basis. The Organiser shall not be liable for the functionality of Digital Prizes, for the Winners'

expectations regarding Digital Prizes, for the ability and/or skill to use the Digital Prizes received, or for the presence or absence of development and progress in the game process, or for receiving or not receiving any advantages in the Game over other players (users of the Game).

## **APPEAL**

**6.1.** The Organiser has the right not to comment on the decisions made in relation to the Creative works and the results of the Contest.

**6.2.** In the event of any disputes arising from the Rules, the Participant shall be entitled to submit a written reasoned objection by sending it to the following email address: [contact@exbo.net](mailto:contact@exbo.net) no later than 10 days after the results of the Contest have been announced.

**6.3.** The written objection must contain specific arguments and reasoning regarding the conduct of the Contest and the provisions of the Rules, and must be accompanied by duly executed written documents and confirmation that the Participant has not violated the Rules, that the Creative Work complies with the provisions of the Rules, and other decisions contested by the Participant.

**6.4.** The time limit for responding to a Participant's written appeal shall be ten (10) working days. If it is necessary to investigate the situation in more detail, the Organiser has the right to send additional requests to the Participant, as well as to extend the time limit for a response to clarify the circumstances.

**6.5.** The Organiser reserves the right not to respond to the Participant's appeal if it is submitted in violation of the terms of this section of the Rules, other clauses of the Rules, the Licence Agreement, the Privacy Policy, the Contest Information, and the Resource Rules.

## **INTELLECTUAL PROPERTY**

**7.1.** STALCRAFT: X game is a complex object of intellectual property, a computer game, which includes protected results of intellectual activity and means of individualisation, exclusive and other rights to which belong to the Organiser.

**7.2.** For the sole purpose of participating in the Contest, the Organiser grants Participants free consent to use fragments, parts of the Game, and parts of intellectual property included in the Game during the term of the Contest in all countries worldwide in such ways as reproduction and disclosure to the public on the Platform, provided that the Participant complies with the

provisions of these Rules, including those set forth in the CREATIVE WORKS REQUIREMENTS section.

**7.2.1.** Note that the use of the Game to create and post Creative Work on the Sites is only possible if these Rules are followed.

**7.2.2.** In the event of a violation of the Rules, including violations of the Licence Agreement, the Privacy Policy, the Resource Rules, the Platform Rules, the Organiser's consent to the use of the Game in relation to such Participant who has committed the violation, and the Creative Work created and/or posted in violation of the Rules or by the Participant who has committed the violation, shall be invalid, and therefore the use of the Game and the objects included in it is illegal, and the Creative Work is subject to removal no later than 2 (two) working days upon the Organiser's first request as violating its exclusive right to the Game and/or the intellectual property objects included in it.

**7.3.** The exclusive right to a Participant's Creative Work belongs to the respective Participant.

**7.4.** By submitting an Application to participate in the Contest, providing the Participant's Creative Work for the Contest (including any other materials provided through the Application by posting on the Platform), the Participant grants the Organiser a non-exclusive licence free of charge with the right to sublicense without additional consent and without providing reports in relation to the Creative Work in whole or in part, each object of intellectual property included in the Creative Work, and other materials and objects transferred through the Application for the entire term of the exclusive right of each such object of intellectual property in the territory of countries around the world by means of reproduction, bringing to public knowledge, inclusion in complex objects, creation of compilations, collection or composite work, derivative work, created on the basis of the Creative Work and other objects provided by the Participant through the Application, and by other means, including the placement (making available to the public) of links leading to the Creative Works, for any purposes, including marketing and advertising purposes.

**7.5.** By submitting an Application for Participation and providing the Participant's Creative Work for the Contest, the Participant grants consent to the Organiser and third parties and does not object to the use of their own full name, creative pseudonym, Game character nickname, Creative Work title (if any), and also grants consent and does not object to the use of the Creative Work by the Organiser without indicating information about copyright and/or related rights (anonymous use), to make changes,

abridgements, additions to the Creative Works, as well as permission to publish the Creative Works with the right to grant such permissions to third parties without the consent of the Participants.

**7.6.** If the Participant uses intellectual property in any form (audio, image, text, video, titles, etc.) when creating the Creative Work, the intellectual rights to which belong to any third parties, the Participant undertakes to obtain all necessary consents and permissions from the authors and rights holders prior to posting the Creative Work and submitting the Application, and also guarantees and certifies that at the time of posting the Creative Work, they have obtained all necessary consents and permissions from the authors and rights holders of such objects for the purposes of compliance with and fulfilment of the provisions of these Rules, including consent to use such objects anonymously, make changes to them, process them, include them in complex objects, including for the subsequent use of Creative Works by the Organiser without the latter having to obtain any permissions or licences from the intellectual property rights holders of such intellectual property objects.

## **PARTICIPANT WARRANTIES AND REPRESENTATIONS**

**8.1.** The Participant agrees that the Organiser relies on the unconditional validity and truthfulness of the Participant's warranties and representations. The Participant's warranties and representations set forth in these Rules are representations about circumstances that are material to the Organiser.

**8.2.** The Participant hereby warrants and represents that at the time of completing and submitting the Application, posting (making public) the Creative Work:

**8.2.1.** has independently familiarised themselves with these Rules, understood their content and agrees with them, and, if necessary, obtained the consent of legal representatives, ensured that such legal representatives were familiarised with these Rules and obtained their unequivocal and explicit consent to all the terms and conditions of the Rules and to participation in the Contest.

**8.2.2.** has the right to participate in the Contest independently (is a legally capable person or has previously obtained all necessary consents and permissions from legal representatives, including for participation and for the collection and processing of personal data).

**8.2.3.** the Participant's actions, as well as the Creative Work submitted for participation in the Contest, do not contradict the provisions of applicable law, do not call for violation of applicable law and the laws of other countries, do not violate the rules of the Platform, and do not violate the intellectual and other rights or interests of third parties, and do not violate any provisions of the Rules.

**8.2.4.** The Organiser shall be entitled to use the Participant's Creative Work without any encumbrances of third-party rights, including certifying and guaranteeing that the Participant has obtained all necessary permissions and consents, including those specified in clause 7.6. of the Rules.

**8.2.5.** The Participant hereby guarantees and certifies that the Creative Work submitted for participation in the Contest has not been previously submitted to other similar contests at the time of submitting the Application for participation.

**8.3.** In the event of a Participant violating any of the guarantees and assurances specified in this section of the Rules, the Organiser reserves the right to disqualify such Participant, return any Digital Prize previously awarded, and terminate access to the Participant's Game Account temporarily or indefinitely at the Organiser's discretion.

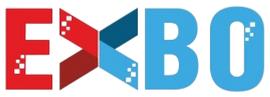
**8.4.** In the event of a Participant's violation of the guarantees and assurances specified in the Rules, such Participant undertakes to independently settle any disputes, claims and demands received by the Organiser, as well as to compensate the Organiser for all losses and expenses related to claims or legal proceedings arising from claims and lawsuits by third parties, including government agencies, caused by such a breach of guarantees and assurances, including the costs of lawyers and legal representation.

## **OTHER REGULATIONS**

**9.1.** The Rules shall be governed by the laws of the Republic of Kazakhstan.

**9.2.** In the event of any disputes between the Participant and the Organiser in connection with this Contest, the Participant and the Organiser shall take all measures to resolve them through negotiations. If it is impossible to resolve the dispute through negotiations within 15 (fifteen) working days from the date of receipt of a request or claim by one of the parties, the dispute shall be referred to the court at the Organiser's location.

**9.3.** If the Contest cannot be held due to technical problems, computer threats or other circumstances beyond the Organiser's control that prevent



the Contest from being held, the Organiser shall have the right, at its discretion, to cancel, suspend or change the terms and conditions of the Contest.

For all questions related to the terms and conditions of the Rules and the conduct of the Screenshot Contest event, please contact the Organiser at the following email address: [contact@exbo.net](mailto:contact@exbo.net).