

The logo features the text 'THE ANGRY 2 BIRDS MOVIE' in a stylized, bold font. 'THE' is in red, 'ANGRY' is in black with a white outline, '2' is a large red number, 'BIRDS' is in black with a white outline, and 'MOVIE' is in red. Below this, the text 'AND SUPER LEAGUE' is written in a bold, black, sans-serif font. The 'E' in 'LEAGUE' has a lightning bolt symbol integrated into its tail.

THE ANGRY 2 BIRDS MOVIE
AND SUPER LEAGUE

Official Rules

Version 1.0; 07/15/2019

Introduction and Purpose

These Official Rules (“Rules”) of the Super League Gaming, Inc. (“SLG”) ANGRY BIRDS 2: BUILD COMPETITION (“AB2BC”) and ANGRY BIRDS 2: HATCHLING RESCUE COMPETITION (“AB2HR” together with AB2BC shall be called the “Competition”) apply to each player who enters to play in the event. These Rules apply only to official AB2BC play and not to other competitions, tournaments or organized play of MINECRAFT (“MC” or the “game”). The Competition is sponsored by SLG, Inc., 2906 Colorado Ave., Santa Monica, CA 90404 (the “Sponsor”).

Super League Gaming, Inc. a Delaware company, has established these Rules for the competitive play of MC in order to unify and standardize the rules used in AB2BC competitive play.

These Rules are designed solely to ensure the integrity of the system established by the AB2BC for play of MC and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of MC.

Competition open only to legal residents of the fifty (50) United States & the District of Columbia , 13 years old or older. A participant under the age of majority in his/her jurisdiction of legal residency (a “Minor”) should have his or her parent’s or legal guardian’s permission before participating in the Competition.

Employees (and their families) of SLG, Columbia TriStar Marketing Group, Inc. (“CTMG”) and Rovio Entertainment Corporation and Rovio Animation Ltd. (“Rovio”) and its and their respective partners, parent companies, divisions, subsidiaries, affiliates, licensees, distributors, advertising, promotion and public relations agencies and their respective officers, directors, employees, agents, independent contractors, representatives and agencies (collectively, the “**Competition Entities**”) or households of such (whether or not related), are not eligible to participate in the Competitions.

1.0 Competition Eligibility

1.1 Association Regulations

All participants must be registered via the Super League platform for either or both events, located at:

<https://superleague.com/hatchlingrescue>

<https://superleague.com/wellnested>

1.2 Eligibility Rules

1.2.1 Equipment

Players are expected during AB2BC that their device meets or exceeds the following specifications:

- CPU: Intel Pentium D or AMD Athlon 64 (K8) 2.6 GHz.
- RAM: 2GB.
- GPU (Integrated): Intel HD Graphics or AMD (formerly ATI) Radeon HD Graphics with OpenGL 2.1.
- GPU (Discrete): Nvidia GeForce 9600 GT or AMD Radeon HD 2400 with OpenGL 3.1.
- HDD: At least 200MB for Game Core and Other Files.
- Java 6 Release 45.

1.2.2 MOJANG Disciplinary Status

Players may not have any current disciplinary suspension from MOJANG affiliated competitions.

1.2.3 Eligible MC Account

Players must have a MINECRAFT account in good standing with MOJANG.

2.0 Prizes

2.1 Prize Breakdown

2.1.1 Hatchling Rescue Tournament Prizing (collectively the “HR Prizing”)

In order to be eligible for Hatchling Rescue prizing participants must have participated at least 6 minigame rounds throughout the duration of the event.

2.1.1.1 Hatchling Rescue Tournament Grand Prize

- One Sony 55" LED X800G Series TV with a retail value of \$800.00 USD

2.1.1.2 Hatchling Rescue Tournament Weekly Winner Prize

- One Sony XB950B1 Wireless Headphones with a retail value of \$400.00 USD

2.1.1.3 Hatchling Rescue Tournament Raffle Prizing

Throughout the duration of the Hatchling Rescue Tournament three Minehut Credit giveaways of 2000 credits with an approximate retail value of \$10.00 USD will be raffled to participating registrants.

2.1.2 Well Nested Build Competition Prizing (collectively the “BC Prizing”)

2.1.2.1 Well Nested Build Competition Grand Prize

One Sony 55" LED X800G Series TV with a retail value of \$800.00 USD Per Team Member.

2.1.2.2 Well Nested Build Competition Second Place Prize

One pair of Sony XB950B1 Wireless Headphones with a retail value of \$400.00 USD Per Team Member.

2.1.2.3 Well Nested Build Competition Third Place Prize

One Logitech G303 Mouse with a retail value of \$69.99 USD Per Team Member.

2.1.2.4 Well Nested Build Competition Raffle Prizing

Throughout the duration of the Hatchling Rescue Tournament three Minehut Credit giveaways of 2000 credits with an approximate retail value of \$10.00 USD will be raffled to participating registrants.

2.2 Retail Value of Prizing

The prizing items hold a total approximate retail value of \$2,900.00 USD.

2.3 Prize terms:

The HR Prizing and the BC Prizing shall collectively be referred to as the “Prize”. For AB2BC the winner will be selected by the judges per section 4.2.3 (each a “BC Winner”), and for AB2HR, the players with the highest individual scores during the tournament (each a “HR Winner”, together with the BC Winner shall collectively be the "Prize Winner") and will be awarded the respective Prize. The players must have met the requirements as set forth herein. The difference between the Approximate Retail Value ("ARV") and the actual value of the Prize will not be awarded. An IRS Form 1099 may be issued in the name of the Prize Winners or Minor’s parents/legal guardians for the actual value of the Grand Prize received.

Prize Winners and Prize Winner's or Minor's parents/legal guardians must sign any legal documents required by SLG including, but not limited to an Affidavit of Eligibility, a Liability Release/Publicity Release (except where prohibited) (collectively referenced herein as the "Affidavit/Release") and a W-9 tax form, within two (2) days from the date SLG or its designee sends such documents to the Prize Winner and Prize Winners or Minor's parents/legal guardian or be subject to disqualification. If the documents are not returned within that time, or if a Prize Winner is found to be ineligible, or does not comply with the terms and conditions as set in the Rules, then he/she will forfeit the Prize.

Grand Prize is not transferable, assignable, or redeemable for cash. No Prize substitution will be allowed. If necessary, due to unavailability of a prize for any reason, a prize of equal or greater value may be awarded at the sole discretion of the Sponsor. The Prize may not be sold, bartered or exchanged by the Prize Winners. Prize is provided "as is" and without any warranty of any kind. Prize winner is responsible for all taxes and fees associated with prize receipt and/or use. By accepting the prize, the Prize winner acknowledges and agrees to compliance with these Rules. All federal, state and local tax liabilities are the responsibility of the Prize Winner.

If the prize cannot be awarded due to circumstances beyond the control of Sponsor, a substitute prize of equal or greater retail value may be awarded at Sponsor's sole discretion. If the Prize Winner cannot accept the prize, or any portion thereof, as stated, the Prize may be forfeited at the sole discretion of Sponsor.

3.0 Player Commitment and Usernames

3.1 Player Commitment

Players must play in the AB2BC events on the date and time of the AB2BC schedule.

3.2 No Refunds

By entering the AB2BC competition, you are making the commitment detailed in 3.1 above. No refund of entry fee shall be provided for any reason.

3.3 Username Restrictions

For players who qualify for AB2BC, Usernames may not contain the following: vulgarities or obscenities; MC champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

3.4 Name Approval

All Usernames must be approved by AB2BC officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. AB2BC officials have the ability to deny a Username if it does not reflect the standards sought by AB2BC officials. A player will be notified by an AB2BC official if their name does not meet the standard and will be allowed to change their name. Players may not change their Usernames on their main account during the season. Super League is not responsible for complications or costs that arise as the result of name changes.

4.0 AB2BC Structure

4.1 Hatchling Rescue Tournaments

Hatchling Rescue is an online minigame tournament in which participants must rescue hatchlings from ever increasing waves of Eagles. The Hatchling Rescue Tournaments will take place on the 27th of July, 2019 (07/27/19), the 3rd of August, 2019 (08/03/19), and the 10th of August, 2019 (08/10/19).

4.1.1 Minigame Details

Participants will be placed in teams of 4 for 10 minute duration rounds in which they must seek out and free hatchlings from their containers, while battling away Eagles as they make their way back to safety. Hatchlings will only be registered as safe once they reach a safety zone and despawned.

4.1.2 Leaderboard Scoring

Participants will be ranked by their average number of hatchlings rescued per minigame round throughout each tournament day.

4.2 Well Nested Build Competition

Well Nested is an online Minecraft build competition where participants must build the best Angry Birds level in teams of 2, featuring at least one Angry Birds character.

4.2.1 Definition of Terms

Player: A single Minecraft player.

Team: A pair of Minecraft players.

Server: The AB2BC official server.

Plot: An area of the AB2BC official server. Each participating player or team will have 1 plot designated to them.

Build: Participant's submissions for the AB2BC event.

Preliminary Judges: Members of Super League Staff will serve as judges to determine the AB2BC finalists.

Finals Judges: The Finals judges will be special guests chosen by Super League Staff.

4.2.2 Phase Details

4.2.2 Build Phase

The window during which players will access the server and build on their plots. Plots are separated by only a couple of blocks, so players can fly around and view all the plots in the entire competition (players are not able to edit/modify other players creations).

This phase will last from July 15th, 2019 (07/15/19) until July 28th, 2019 (07/28/19). Throughout the competition, players can build at any time as much as they want up until the window is closed. When the window is closed, players will no longer be able to modify their builds, and anything built in the player's plot will be viewed as a submission during the Judging Phase.

4.2.3 The Judging Phase

Upon completion of the Build Phase, Judges will enter the server and begin the judging phase. There will be a Preliminary Judging Phase and a Finals Judging Phase. The Preliminary Judging phase will be overseen by Super League staff via a scoring system and will narrow the number of participants down to thirty (30) or less final teams.

The Finals Judging Phase will be overseen by special guests chosen by Super League, who will determine the final rankings of the finalists and the grand winners of the event. Winner will be notified on or about August 14th, 2019 (08/14/19) by Sponsor. Decisions of Sponsor shall be final and binding in all matters relating to this Competition.

4.2.4 Preliminary Judging Scoring

The Preliminary Judging phase will be subject to a scoring regime, with participants able to earn a maximum of 30 points across the following categories:

- Creativity: How original was the concept? (Max. 10 pts)
- Skill: How well was the build executed? (Max. 10 pts)
- Relevancy: How did you connect your build to Angry Birds 2? (Max. 10 pts)

5.0 Player Conduct

5.1 Competition Conduct

5.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of AB2BC officials.

5.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

5.1.1.1.1 Soft Play

Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

5.1.1.1.2 Prearranging

Prearranging to split prize money and/or any other form of compensation.

5.1.1.1.3 Signaling

Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

5.1.1.1.4 Deliberate Loss

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

5.1.1.2 Competitive Integrity

Players are expected to play at their best at all times within any AB2BC game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

5.1.1.3 Hacking

Hacking is defined as any modification of the MINECRAFT game client by any player or person acting on behalf of a player.

5.1.1.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of AB2BC officials, is not functioning as intended.

5.1.1.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

5.1.1.6 Cheating Device

The use of any kind of cheating device and/or cheat program.

5.1.1.7 Allowed Mods

Super League allows the use of specific mods during competition play including:

- Optifine
- Toggle Sprint Mods
- Armor and Effect Status Mods
- Key Strokes Mods
- FPS Display
- Coordinates/Direction Mods

Mods that modify gameplay in any other way are not allowed.

5.1.1.8 Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

5.1.1.9 SLG Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of SLG officials, violates these Rules and/or the standards of integrity established by SLG for competitive game play.

5.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by SLG or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

5.1.3 Disruptive Behavior / Insults

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

5.1.4 Abusive Behavior

Abuse of Competition officials, opposing Players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.

5.2 Unsportsmanlike Behavior

5.2.1 Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

5.2.2 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

5.2.3 Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

5.2.4 Discrimination and Denigration

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

5.2.5 Statements Regarding AB2BC, MOJANG, MINECRAFT

Players may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of AB2BC, MOJANG or its affiliates, or MINECRAFT, as determined in the sole and absolute discretion of AB2BC.

5.2.6 Player Behavior Investigation

If AB2BC or MOJANG determines that a Player has violated the MC or MOJANG Terms of Service, located at https://account.mojang.com/documents/minecraft_eula and <https://account.mojang.com/terms> respectively, or other rules of MC and MOJANG, AB2BC officials may assign penalties at their sole discretion. If a AB2BC official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to an AB2BC official creating obstruction of the investigation then the Player is subject to punishment.

5.2.7 Criminal Activity

A Player may not engage in any activity which is prohibited by all applicable federal, state, and local law regulations which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

5.2.8 Moral Turpitude

A Player may not engage in any activity which is deemed by the AB2BC to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

5.2.9 Confidentiality

A Player may not disclose any confidential information provided by AB2BC or any affiliate of MOJANG, by any method of communication, including all social media channels.

5.2.10 Bribery

No Player may offer any gift or reward to a player, AB2BC official, MOJANG employee, or person connected with or employed by another AB2BC team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

5.2.11 Gifts

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game.

5.2.12 Noncompliance

No Player may refuse or fail to apply the instructions or decisions of AB2BC officials.

5.2.13 Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

5.2.14 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the AB2BC as requested by AB2BC officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the AB2BC.

5.3 Association with Gambling

No Player or AB2BC official may take part, either directly or indirectly, in betting or gambling on any results of any MINECRAFT tournament or match globally.

5.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during the AB2BC event.

5.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of Super League Gaming Assets and Imagery without the express, written consent of Super League Gaming. Personal use of Super League Gaming imagery and assets, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

5.6 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that AB2BC believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the AB2BC.

5.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, the AB2BC may issue the following penalties:

- Official Warning
 - Participants will receive an official contact via competition registration information detailing conduct in violation of the Rules and details of further ramifications should continued or repeated violations occur.
- Prize Forfeiture under Section 2.3 of the Rules
- Disqualification under Section 5.10 of the Rules

5.8 Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in AB2BC. It should be noted that penalties may not always be imposed in a successive manner. AB2BC, in its sole discretion, for example, can

disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by AB2BC.

5.9 Right to Publish

AB2BC shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against the AB2BC, Super League Gaming, MOJANG and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

5.10 Competition Entries

If a dispute arises about an entry into a Competition (collectively "Competition Entry" or "Competition Entries"), the Competition Entry will be deemed submitted by the authorized account holder of the email address used. The authorized account holder of the email address is deemed the natural person who is assigned to an email address by an Internet access provider, service provider, or other online organization that is responsible for assigning email addresses for the domain associated with the submitted email address. A potential Prize Winner may be requested to provide the Sponsor with proof that he/she is the authorized account holder of the email address associated with the winning Competition Entry and that all eligibility requirements are met.

In the event a dispute regarding the identity of the individual who actually submitted an Competition Entries cannot be resolved to Sponsor's satisfaction, the affected Competition Entries will be deemed ineligible. The Releasees are not responsible for electronic communications that are undeliverable as a result of any form of active or passive filtering of any kind, or insufficient space in participant's email account to receive email messages. Also, the Releasees are not responsible, and may disqualify a participant, if his or her email address or telephone number does not work or if either is changed without participant giving prior written notice to Sponsor.

NOTE: Entry must be made by the participants only as detailed above. Competition Entries made by any other individual or any entity, and/or originating at any other web site or email address, including, but not limited to, commercial competition subscription notification and/or entering service sites, will be declared invalid and disqualified for this Competition. Competition Entries generated by a script, computer programs, macro, programmed, robotic or other automated means are void and may be disqualified. The use of any device or software to automate the Entry process is prohibited. Entries or other Competition materials that are incomplete, illegible, corrupted, damaged, destroyed, forged, false, lost, late, misdirected, postage due, deceptive, in greater quantity than the limit stated above or

otherwise not in compliance with the Rules may be disqualified from the Competition at Sponsor's sole and absolute discretion

6.0 Spirit of the Rules

6.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the AB2BC, and penalties for misconduct, lie solely with AB2BC, the decisions of which are final. AB2BC decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

6.2 Rule Changes

These Rules may be amended, modified or supplemented by AB2BC, from time to time, in order to ensure fair play and the integrity of AB2BC.

6.3 Best Interests of the AB2BC

AB2BC officials at all times may act with the necessary authority to preserve the best interests of the AB2BC. This power is not constrained by lack of specific language in this document. AB2BC officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the AB2BC.

7.0 Legal Disclaimers

7.1 Title Rights to Derivative Copyrighted Works

Participants agree that by participating in the Angry Birds Movie 2 Build Competition ("AB2BC") and thereby submitting a game build ("Build") participants understand and agree that all rights, title and interest to the characters, elements, and all intellectual property associated with The Angry Birds Movie 2, including the Angry Birds, ("AB Elements") are owned or controlled by Sony Pictures Animation Inc. ("SPA"), and that by participating in the AB2BC and the Build which uses or incorporates AB Elements, participants are creating a derivative work which shall also be owned or controlled by SPA. If a Build created via the AB2BC is determined to not be a derivative work, participants hereby irrevocably grant to SPA and the Rovio Entertainment Corporation the royalty free, sublicensable, worldwide and perpetual right to copy, display, distribute, edit, reproduce, use and otherwise exploit the Build by any means, including the right to use the Build for commercial purposes such as in advertising and marketing materials.

7.2 Releases

The Competition Entities, and each of their respective affiliates, subsidiaries, parent corporations, retailers and advertising and promotion agencies, and all of their officers, directors, shareholders, employees and agents (collectively, “**Releasees**”) are not responsible for: any incorrect or inaccurate Player information; human errors; technical malfunctions; failures, omissions, interruptions, deletions or defects of any telephone network, computer online systems, computer equipment, servers, providers, or software, including without limitation any injury or damage to participant’s or any other person’s computer relating to or resulting from participation in the Competition; inability to access any website or application; theft, tampering, destruction, or unauthorized access to, or alteration of, Build; data that is processed late or incorrectly or is incomplete or lost due to telephone, computer or electronic malfunction or traffic congestion on telephone lines or the Internet or any web site or for any other reason whatsoever; typographical, printing or other errors; any mail requests which are late, lost, incomplete, misdirected, stolen, mutilated, illegible, or postage due, or any combination thereof. Proof of attempting to submit a Competition Entry is not considered proof of delivery or receipt. Illegible, incomplete and Entries in excess of the limits stated above will be disqualified. All Competition Entries become the property of the Sponsor and will not be acknowledged or returned. False, fraudulent or deceptive Competition Entries or acts shall render participants ineligible. By entering the Competition, participants affirm that they have read and accepted these Rules.

7.3 Injunctive Relief Policy

NO INJUNCTIVE RELIEF: EACH PARTICIPANT UNDERSTANDS AND AGREES THAT HE/SHE SHALL HAVE NO RIGHT TO ENJOIN OR RESTRAIN THE DEVELOPMENT, PRODUCTION, ADVERTISING, PROMOTION OR EXPLOITATION OF THE PROMOTION OR THE MOTION PICTURE “THE ANGRY BIRDS MOVIE 2”, OR ANY OTHER MOVIE, PRODUCTION OR PROJECT OF CTMG OR ANY OF ITS AFFILIATES

7.4 PRIVACY INFORMATION:

You understand that any personally identifiable information you provide to Sponsor will be subject to the Sponsor’s privacy policy available at <https://www.superleague.com/privacy-policy/>.

7.5 MISCELLANEOUS:

The invalidity or unenforceability of any provision of these Rules will not affect the validity or enforceability of any other provision. In the event that any provision of the Rules is determined to be invalid or otherwise unenforceable or illegal, the other provisions will

remain in effect and will be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Sponsor's failure to enforce any term of these Rules will not constitute a waiver of that provision. Participants agree to waive any rights to claim ambiguity of these Rules. Headings are solely for convenience of reference and will not be deemed to affect in any manner the meaning or intent of the documents or any provision hereof. In the event there is a discrepancy or inconsistency between disclosures or other statements contained in any Competition-related materials, privacy policy or terms of use on the Entry Site and/or the terms and conditions of the Rules, the Rules shall prevail, govern and control and the discrepancy will be resolved in Sponsor's sole and absolute discretion.

WINNERS LIST: For an Official Winners List (available after October 31, 2019), or a copy of these Official Rules, send a self-addressed, stamped envelope to: "AB2 Movie and SLG Official Rules" (*please specify Official Winners List or Official Rules*), Super League Gaming 2906 Colorado Ave, Santa Monica, CA, 90404. Residents of Vermont with a return address in Vermont may omit the return postage on their Official Rules request. Official Rules are also available at <https://www.superleague.com/rules/> during the Hatchling Rescue Tournaments and Well Nested Build Competition.

Sponsor:

Super League Gaming, Inc. 2906 Colorado Ave., Santa Monica, CA 90404

Columbia Tristar Marketing Group, Inc. and its parent, affiliates, and subsidiaries are a prize provider only and are not a sponsor and are not responsible for the promotion, administration or execution of this competition.

Rovio Entertainment Corporation and Rovio Animation Ltd. and their parent, affiliates, and subsidiaries are not responsible for the promotion, administration or execution of this competition.

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