

## WORLD TOURNAMENT RULES

"Ticket to Ride - 20th Anniversary World Tournament"

### ARTICLE 1 – ORGANIZATION AND DURATION

ASMDEE GROUP, a simplified joint-stock company with a sole shareholder, registered at the Registry of Commerce of Versailles under number 399 899 806 00067 and having its registered offices at 18 rue Jacqueline Auriol – Quartier Villaroy - 78280 Guyancourt – France (the “Organizing Company”) is organizing, under the conditions defined below, a free competition-tournament with no purchase obligation titled "Ticket to Ride - 20th Anniversary World Tournament" (hereinafter referred to as the "**World Tournament**").

The World Tournament consists of several phases:

- A qualifying phase with direct elimination on the Board Game Arena platform from December 1, 2024, to January 15, 2025 (hereinafter the "**Qualifying Phase**"),
- A semi-final phase in Swiss rounds on the Board Game Arena platform from January 25, 2025, to March 1, 2025, inclusive (hereinafter the "**Semi-Final**"),
- A grand final held in person in Paris in May (exact date and further information will be provided later) (hereinafter the "**Final**").

### ARTICLE 2 – PARTICIPANTS

The World Tournament is open exclusively to individuals who are of legal age on the date of registration for the World Tournament (hereinafter "**Participants**") and who have:

- An internet connection,
- An account on the Board Game Arena platform,
- A minimum score of 100 ELO and 50 karma on the registration date for the World Tournament.

As the Final of the World Tournament will take place in person in Paris, each Participant must also:

- be available in May 2025,
- Be able to travel by plane,
- Hold valid travel documents as of the Final date.

Persons who do not meet the above conditions are excluded from the World Tournament, as well as employees of the Organizing Company and anyone directly or indirectly involved in the design, production, or management of the World Tournament, as well as their spouses (marriage, civil union, or cohabitation) and members of their families: direct ascendants and descendants, siblings, or any other relatives living under their roof.

The Organizing Company reserves the right to require any Participant to provide proof of compliance with the above conditions. Anyone who does not meet these conditions or refuses to provide proof will be excluded from the World Tournament and will not be entitled to any prize if they win.

Only one participation per person (same name and surname, same Board Game Arena account) is allowed. The Organizing Company reserves the right to verify compliance with this rule. If a Participant has entered multiple times, the Organizing Company reserves the right to deny the concerned Participants access to the Semi-Final and their eligibility for the prize.

Participation in the World Tournament implies full and unconditional acceptance of these rules (hereinafter the "**Rules**") and the laws and regulations in force on French territory.

The Organizing Company may cancel the World Tournament if there are frauds that seriously undermine the reliability and sustainability of the entire World Tournament, particularly through computer methods in the context of participation in the World Tournament, such as participation automata, automated participation programs, etc. It will be considered a case of fraud for a Participant to register and then participate in the World Tournament under fictitious or borrowed names from third parties. Each Participant must register and participate in the World Tournament under their own unique name.

The Organizing Company reserves the right to exclude fraudsters from the World Tournament, not award them any prizes, and/or take legal action against them. It shall not be held liable in any way to the Participants for any fraud that may be committed.

Failure to comply with these Rules will result in the invalidation of the Participant's entry and the forfeiture of any prize.

## **ARTICLE 3 – TOURNAMENT PARTICIPATION TERMS**

### **3.1 Tournament Announcement**

The announcement of the World Tournament will be made on Days of Wonder's social media channels, website, and the Board Game Arena platform.

### **3.2 Tournament Phases**

#### **A) Qualifying Phase**

World Tournament Participants will compete in multiple tournaments (hereinafter "**Multiple Tournaments**") organized in different time slots, each accessible in a unique time zone (hereinafter "**Time Zones**"):

- Central European Time (CET),
- China Standard Time (CST),
- Eastern Standard Time (EST),
- Pacific Standard Time (PST).

Each Multiple Tournament can host a minimum of 33 Participants and a maximum of 512 Participants. If a Multiple Tournament has fewer than 33 Participants, it will be canceled.

Participants will compete between 10:00 a.m. and 10:00 p.m. (local Time Zone time) (hereinafter "**Official Hours**").

Participants may only register for one Multiple Tournament.

The start of the Qualifying Phase Multiple Tournaments is set for December 1, 2024.

The end of the Qualifying Phase Multiple Tournaments is set for January 15, 2025.

Each game is a one-on-one, turn-based, direct elimination match over a fixed period of 5 days. If no Participant wins at the end of this period, the Participant with the most remaining time reserve will be declared the winner. Participants receive a notification at each turn and have a 30-hour time reserve to make their move. This reserve decreases once the opponent ends their turn, but only during Official Hours. If a Participant's reserve is exhausted, their opponent may expel them from the game, resulting in an automatic loss.

Depending on the number of Participants in each Multiple Tournament, the last Participants remaining (up to a maximum of 8 Participants) will qualify for the Semi-Final. The number of qualified Participants is determined as follows (hereinafter "**Qualifiers**"):

- Between 257 and 512 Participants: 8 Qualifiers,
- Between 129 and 256 Participants: 4 Qualifiers,
- Between 65 and 128 Participants: 2 Qualifiers,
- Between 33 and 64 Participants: 1 Qualifier,
- Below 32 Participants: the Multiple Tournament will not take place.

#### B) Semi-Final

Qualifiers will compete in a semi-final tournament (hereinafter "**Semi-Final Tournament**") organized in a single Time Zone determined by the Organizing Company.

The Semi-Final phase starts on January 25, 2025.

The Semi-Final phase closes on March 1, 2025.

Qualifiers will enter the Semi-Final to play up to 7 matches in Swiss rounds, one-on-one, turn-based, each lasting a period of 5 days. If no Participant wins by the end of this period, the Participant with the most remaining time reserve will be declared the match winner. Participants receive a notification at each turn and have a 30-hour time reserve to make their move. This reserve decreases as soon as the opponent ends their turn but only during the hours of the Semi-Final Tournament as determined by the Organizing Company. If a Participant's reserve is exhausted, their opponent may expel them from the game, resulting in an automatic loss.

After each match, a provisional ranking is established. Subsequent matches are determined based on the rankings from previous matches. At the end of the final match, a final ranking is established to determine the 8 finalists who will compete in person in Paris in May 2025 (hereinafter "**Finalists**").

### C) Final

The in-person Final will be governed by separate rules.

### 3.3 Tie Management

#### A) Qualifying Phase

In the event of a tie during a match, the Participant with the highest number of Destination Ticket cards completed is the winner. If there's still a tie, the Participant with the longest continuous path is the winner.

#### B) Semi-Final

In the event of a tie during a match, the Participant with the highest number of Destination Ticket cards completed is the winner. If there's still a tie, the Participant with the longest continuous path is the winner.

For ties in the final Semi-Final ranking, the sum of scores from matched Participants will be used as a tiebreaker. If ties persist, the sum of ELO scores of matched Participants will be considered.

### 3.4 Registration

To participate in the World Tournament, each Participant must:

- Log in to their Board Game Arena account;
- Have a minimum score of 100 ELO and 50 karma;
- Search for the tournament "20th Anniversary World Tournament for Ticket to Ride";
- Register once in the appropriate Time Zone Multiple Tournament.

### 3.5 Conditions for Validity of Tournament Participation

Entries with incomplete, false, or incorrect information will not be considered.

In case the World Tournament requires a Participant contribution (photo, video, drawing, etc.) (hereinafter "**Contribution**") or comment under the post announcing the World Tournament, the Organizing Company reserves the right, at its discretion, to disqualify Participants whose Contribution or comment contains elements or statements that:

- Are manifestly illegal;
- Are pornographic, pedophilic, racist, or xenophobic;
- Are defamatory or may in any way harm the image, privacy, honor, reputation, and/or respectability of any individual or legal entity;
- Incite crime, hatred, violence, or suicide;
- Contain slanderous, derogatory, insulting, offensive, or degrading statements;
- Disrespect public order;

- Infringe the rights of others, including, but not limited to, copyright, patent, or trademark rights or any other intellectual property rights;
- Are contrary to decency;
- Are not in compliance with current laws and regulations;
- Are likely to harm the image of the Organizing Company, service providers, or partners.

This list is not exhaustive.

Additionally, each Participant guarantees that their Contribution may be used as described in Article 8 below and will indemnify the Organizing Company against any claims.

#### **ARTICLE 4 – PRIZES**

Each Winner of a Multiple Tournament in the Qualifying Phase (hereinafter "**Winning Participants**") will receive:

- A product package (games and/or accessories) from the Ticket to Ride range with a total value of €100 (recommended retail price from the manufacturer) as of the date of these Rules, subject to availability in the Participant's country.

The airfare and hotel expenses of the Finalists for the Final to be held in Paris in May 2025 (specific date and information to be communicated later) will be fully covered by the Organizing Company (subject to ticket availability).

The prize value is provided as an estimate and may not be contested as to its valuation.

Any additional costs required to obtain and enjoy the prizes, except for shipping costs as specified in Article 5 below, will be the sole responsibility of the Winning Participants, who may not request any compensation from the Organizing Company, service providers, or partners.

Winning Participants agree to accept the prizes as offered, without the possibility of exchanging them, notably for cash, other goods or services of any kind, nor transferring the benefit to a third party. Similarly, these prizes cannot be the subject of compensation claims.

The Organizing Company reserves the right, in the event of force majeure, including from its suppliers, to replace the announced prizes with prizes of equivalent value. Winning Participants will be informed of any changes and hereby waive any claims.

The Organizing Company will not provide any service or warranty related to the use of the prizes.

#### **ARTICLE 5 – DELIVERY OF PRIZES**

Winning Participants will receive their prize by mail, at the expense of the Organizing Company, within 10 weeks from the date the Winning Participant provides their delivery address.

Any prize returned to the Organizing Company by the postal service or the delivery service for any reason (e.g., "no longer resides at the indicated address") will be considered abandoned by the Winning Participant, who cannot make any claims in this regard. The Organizing Company is then free to reclaim the prize as it sees fit.

If the Winning Participant declines or is unable to receive or enjoy all or part of the prize won under the conditions outlined in these Rules, they will be deemed to have forfeited the entire prize, without any right to compensation or counter-value from the Organizing Company.

No message will be sent to Participants who did not win.

## **ARTICLE 6 – LIABILITY**

The Organizing Company's liability is strictly limited to delivering the prizes legitimately won. Under no circumstances can it be held liable for any damage related to the enjoyment of the prizes and/or their use, which Participants expressly accept by validating their participation in the World Tournament.

The Organizing Company cannot be held liable if, due to events beyond its control, the World Tournament must be interrupted, canceled, extended, shortened, postponed, or modified, or if changes to the access conditions and/or operating methods are required. This decision will be made without notice, and the Organizing Company will inform the Participants by any means of its choosing.

The Organizing Company cannot be held responsible for delays, losses, thefts, damages to the mail (prize shipping) nor for unreadable postmarks due to postal or delivery service errors. The Organizing Company will not be held responsible for the shipment of the prize to an incorrect address due to the Participant's negligence.

In any case, the Organizing Company will not be liable, and no recourse can be taken against it in the event of events beyond its control (strikes, bad weather, etc.) that partially or totally prevent Participants from participating in the World Tournament and/or Winning Participants from enjoying their prizes.

The Organizing Company and its service providers and partners cannot be held responsible for the loss or theft of prizes by the beneficiaries once the Winning Participants have received them. It is expressly reminded that the Internet is not a secure network. Consequently, the Organizing Company cannot be held liable for:

- A malfunction of the Internet network, Board Game Arena platform, or a Participant's computer equipment (hardware and/or software and/or databases and/or data of anyone), or any other issue related to telecommunications networks, access providers, and/or hosting services, or a Participant's terminals;
- Intrusion by a third party into a Participant's Board Game Arena account, as well as the use or inability to use the Board Game Arena platform;

- Any deterioration or virus that may infect the Participant's or the Organizing Company's computer equipment or other assets.

The Organizing Company is not liable for any damage caused to Participants, their computer equipment or terminals, and stored data, nor for any resulting impact on their personal or professional activities.

Generally, the Organizing Company disclaims all liability in case of a malfunction of the Internet network, Board Game Arena platform, or reception equipment that prevents the World Tournament from running smoothly.

The Organizing Company is not liable if one or more Participants cannot connect to the Board Game Arena platform or play on it due to any technical problem or defect.

The Organizing Company will make efforts to ensure access to the World Tournament at all times, without being bound by any obligation to succeed. The Organizing Company may interrupt access to the World Tournament at any time for legitimate reasons (including technical reasons). The Organizing Company will not be liable for these interruptions or their consequences.

## **ARTICLE 7 – PARTICIPATION IS FREE**

Participants declare that they have Internet access under their own terms, with service packages that include calls and internet access, making participation in the World Tournament inherently free. Therefore, Participants in the World Tournament confirm they already have access to the internet for their own use.

## **ARTICLE 8 – INTELLECTUAL PROPERTY RIGHTS**

### **8.1 Transfer of Intellectual Property Rights Related to the Participant's Contribution**

If World Tournament participation requires any Participant Contribution, they automatically transfer, free of charge and non-exclusively, to the Organizing Company or any third party it may substitute, the intellectual property rights associated with the Contribution. This includes the right to:

- Reproduce and use, by any technical means known or unknown to date, all or part of the Contribution on all media, known or unknown to date (including print, audiovisual, digital, electronic media), in any format, without limitation of reproductions, for any purpose including social media use;
- Display and broadcast the Contribution by any means, particularly via online digital transmission, telecommunications, or any other fixed or mobile device, and by all methods of communication on all current or future digital networks and/or systems such as the internet (including social media and sharing sites), intranets, extranets, etc.;
- Modify and adapt the Contribution, especially for network adaptation on the internet and social media, without infringing the moral rights of the author.

Considering the interactive nature of the internet, the Participant consents to their Contribution being presented in various contexts, associated with other works, hyperlinked, or used in part. This transfer is granted free of charge, worldwide, for a period of five (5) years from the date of the Contribution's first publication.

In this regard, each Participant must ensure that anyone who participated directly or indirectly in creating the Contribution or may claim any right related to the Contribution or its use, including intellectual property rights (copyright or neighboring rights, trademark rights) or personality rights (notably image rights, privacy rights), cannot raise any claims regarding the uses outlined above. Specifically, if minors are represented in the Contribution, each Participant must have obtained all necessary parental or guardian permissions for these minors. In general, any Contribution that requires an image rights authorization (representation of clearly identifiable persons, except public figures) must be accompanied by this authorization on the date the participation is submitted. If such authorization cannot be provided, the Organizing Company reserves the right to disqualify the Contribution from the World Tournament as it would infringe on third-party rights.

The Participant declares that they hold the full, exclusive, and unencumbered ownership of all rights subject to this transfer and can therefore transfer them to the Organizing Company or any substitute party under the conditions outlined above without any concern about third-party claims.

In this respect, the Participant indemnifies the Organizing Company or any substitute company against any amicable or judicial claims made by third parties.

## **8.2 Ownership of the Organizing Company**

The reproduction, representation, or exploitation of all or part of the elements comprising the World Tournament, including the Rules, is strictly prohibited.

All trademarks, logos, texts, images, videos, and other distinctive signs reproduced on any communication medium relating to the World Tournament, as well as on sites accessed via hyperlinks, are the exclusive property of their respective owners and are protected as such under the French Intellectual Property Code for the entire world. Unauthorized total or partial reproduction of these trademarks, logos, and signs constitutes infringement and is punishable under criminal law.

## **ARTICLE 9 – OBTAINING THE RULES**

The Rules can be viewed on the Days of Wonder website at:

<https://www.daysofwonder.com/blog/2024/11/14/ticket-to-ride-20th-anniversary-world-tournament/>

The Rules can also be sent free of charge to anyone who requests them from the Organizing Company.

The Organizing Company reserves the right to make any decisions it deems useful for applying and interpreting the Rules.



If one or more provisions of these Rules are declared void or unenforceable, the other clauses shall remain in full force and effect.

#### **ARTICLE 10 – USE OF PARTICIPANTS' PERSONAL DATA**

To participate in all phases of the World Tournament, Participants must provide certain personal information (Board Game Arena account username, first name, last name, email address, phone number, passport or ID number).

Asmodee Group, as the data controller, processes personal data to enable participation, determine winners, and organize prize delivery, flight reservations, and hotel bookings for Finalists. The collected data is strictly necessary for this purpose and is based on the performance of the contract with Participants.

This data is intended for the Organizing Company and may only be shared with external subcontractors acting on behalf of and under the Organizing Company's instructions (including service providers, technical partners for prize delivery) or its subsidiaries (for prize delivery purposes).

In this context, Participants' personal data may be transferred to third countries that do not offer an equivalent level of personal data protection, such as China, the United States, Canada, etc. If there is no adequacy decision from the European Commission, the transfer will be governed by transfer mechanisms established by current regulations for adequate data protection (such as signing the European Commission's standard contractual clauses).

These personal data will be retained for the duration of the Tournament and will be permanently deleted afterward.

The Organizing Company does not conduct any profiling or automated decision-making based on these personal data.

In any case, the processing of these personal data is carried out in compliance with applicable legal provisions, particularly regarding their security.

Participants have, at any time, the right to access, correct, delete their personal data, restrict or oppose the processing of their personal data, and the right to data portability. Participants also have the right to define general or specific directives regarding the fate of their personal data after their death. To exercise these rights, Participants should send their request in writing to the Organizing Company's head office, proving their identity by any means, to the address mentioned in Article 1 of the Rules, addressed to the Organizing Company's Data Protection Department, or by email to: [dpo@asmodee.com](mailto:dpo@asmodee.com).

Participants who exercise their right to delete their data before the winners are determined will be considered to have withdrawn from participation.

Participants also have the right to file a complaint directly with the competent data protection authority: the CNIL (<https://www.cnil.fr>).

## **ARTICLE 11 – DISPUTE RESOLUTION AND CLAIMS**

These Rules are governed by French law.

Any dispute or claim must be sent in writing to the Organizing Company's head office, as specified in Article 1 of these Rules, no later than 30 days after the World Tournament's closing date (postmarked date serves as proof).

If the claim with the Organizing Company is unsuccessful, or if there is no response within two (2) months from the date of receipt of the written complaint, the Participant may refer the matter to a consumer mediator specified below, who will attempt, in full independence and impartiality, to bring the parties together for an amicable resolution in accordance with Articles L.611-1 and following of the French Consumer Code.

The referral to the mediator must be done by submitting a consumer mediation request for the amicable resolution of the dispute. To this end, the dispute will be submitted to mediation following the mediation regulations of CMAP - Paris Mediation and Arbitration Center, attached to the Paris Ile-de-France Chamber of Commerce and Industry.

The Participant must refer to the mediator within one (1) year from the date of their written complaint to the Organizing Company.

Participants remain free to initiate, accept, or refuse mediation. In the case of mediation, Participants remain free to accept or reject the solution proposed by the mediator.

If mediation or any other out-of-court resolution method fails, any dispute arising from the World Tournament will be subject to the exclusive jurisdiction of the French courts designated by the French procedural rules.