2015 MOONBOTS: A Google Lunar XPRIZE® Challenge
Official Rules

1. Description of the Challenge

The XPRIZE and Google have created the Google Lunar XPRIZE, a new, private race to the Moon that is engaging and exciting the global public while enabling the commercial exploration of space and dramatically reducing its cost. The Google Lunar XPRIZE is expected to increase the connection that individuals around the world feel to space exploration, science, and education by taking advantage of new tools for the rapid and targeted distribution of information. By reigniting a race to the Moon, the Google Lunar XPRIZE is intended to engage a new generation, making lunar exploration not just a historical accomplishment, but a tangible reality.

To further this purpose, XPRIZE, hereinafter collectively referred to as the "Sponsor" is administering "MOONBOTS: A Google Lunar XPRIZE® Challenge," hereinafter "MOONBOTS" or the "Challenge". MOONBOTS is designed to challenge teams consisting of two (2) to four (4) members (ages 8 to 17 years old) and one (1) team captain at least 18 years old (collectively, the "Team") to develop and design an innovative lunar landscape that is capable of having a robot perform a simulated lunar mission. The Challenge is considered a "game of skill" and is designed to help Teams learn about different robotic platform systems and team building, while also generating excitement about the new Moon race.

There are two (2) phases of the Challenge. To participate in Phase One of the Challenge, each Team must register their Team, turn in a Team biography, provide a Team logo, turn in parental/guardian consent forms for each team member, select their favorite robotics platform system (LEGO ® MINDSTORMS® EV3, VEX Robotics, MECCANO Meccanoid G15 KS) and create a tale about what inspires you about the Moon. The Team can base it on a legend they have heard before or on scientific facts.

Each Team that is selected as a Phase One winner will advance to Phase Two of the Challenge. In Phase Two the Team will design and build a lunar landscape, build and program a robot using one of three robotics platform systems (LEGO MINDSTORMS EV3, VEX IQ, MECCANO Meccanoid G15 KS), develop a game for the robot to rove the lunar landscape and demonstrate the game online and in a local community.

Google, Inc., *FIRST®* LEGO® League, Cogmation Robotics, , VEX Robotics Inc., Spin-Master Ltd., the Robotics Education and Competition Foundation (RECF), GeekDad, GeekMom and Dexter Industries (hereinafter collectively referred to as the "Co-Marketing Partners,") will promote the Challenge and/or provide materials to the winning Teams.

2. Binding Agreement

These Rules are a legally binding agreement by and between each Team member (and, if a member is under the age or majority in his/her country of residence, his/her parent or legal guardian) and the Sponsor and govern each Team member's participation in the Challenge. Please read them carefully. Teams may not enter the Challenge nor be eligible for the prizes described in these Rules unless all Team members agree to these Rules. **IF YOU ARE A PARENT OR LEGAL GUARDIAN AGREEING TO THESE RULES FOR THE BENEFIT OF A CHILD, YOU ARE FULLY RESPONSIBLE FOR HIS OR HER ENTRY IN THE CHALLENGE, INCLUDING WITHOUT LIMITATION ANY LEGAL LIABILITY THAT HE OR SHE MAY INCUR.**

The purpose of these Rules is to fully state the binding requirements for competing in the Challenge. Except as expressly set forth in herein, these Rules do not extend beyond activities related to the Challenge. These Rules may be revised at the sole discretion of the Sponsor, effective upon written notice. By participating in this Challenge, each Team member or their parent or guardian in the case of Team members under the age of majority in their country of residence is bound by the interpretations of these Rules by the Sponsor of the Challenge, which are rendered final unless the Sponsor, in their sole discretion, agree to change them.

3. Eligibility

No purchase or payment of any kind is necessary to enter or win the Challenge or to win any Prize. The purchase of any good and/or service will not increase a Team's chance of winning the Challenge.

All Team members must be at least 8 years of age as of the date of the Team's registration in the Challenge in order to participate in the Challenge. The Team Captain must be over the age of majority in the Team Captain's country of residence—the age of majority to enter into a binding contract can differ from country to country. In no case may the Team Captain be younger than 18 years of age. All Team members are required to abide by any legal restrictions, including those regarding age limitations, in the Team member's country of residence.

Minors – Parents and Guardian: The parent(s) or guardian(s) of any Team member under the legal age of majority in his/her country will ensure that the Team member of whom they agree to these Rules will comply with these Rules and warrants that the Team member is capable of agreeing to these Rules and giving the consent contained herein. A Consent Form must be signed by a parent(s) or legal guardian(s) of each Team member below the age of majority in the Team member's country of residence pursuant to Section 11 of these Rules.

The Challenge is international; therefore Teams from all countries and with any background are eligible to participate in the Challenge, except where prohibited by applicable laws. The Challenge is not open to residents of Cuba, Iran, North Korea, Myanmar/Burma, Zimbabwe, Sudan, Syria, Argentina, Quebec, any other U.S. sanctioned country and where prohibited or restricted by law. Prizes however, will be awarded in accordance with U.S. law which may restrict or prohibit awards to Teams within countries subject to U.S. sanctions and may subject international Teams to U.S. taxes.

All Team members must comply with licensing rules and agreements set forth in all design software, online services, and other software products used in the process of competing in the Challenge, including restrictions placed on the age of the user.

The official language of the Challenge is English. All communications with the Sponsor and all competition submissions shall be in English, unless the Team has received prior written permission from

the Sponsor to submit communication in another language. Additional copies in other languages are welcomed. If necessary the Team must add subtitles in English on its videos, as well as have an English-speaking translator for the live communication with the judges in Phase Two.

Employees and their immediate families (i.e., parents, spouse, children, siblings, grandparents, step parents, step children, and step siblings) of the Sponsor, and Co-Marketing Partners are not eligible to enter the Challenge. Members of Teams competing for the Google Lunar XPRIZE and their immediate families, as defined above, are eligible to compete in the Challenge.

4. Team Members; Team Captain

Each Team must be composed of no less than two (2) members and no more than four (4) members, each of whom must be between the ages of 8 and 17 as of June 23, 2015. In addition to the Team members, one (1) additional person shall be designated by the Team as the "Team Captain" and shall be above the legal age of majority in the Team Captain's country of residence; and in all cases, must be at least 18 years of age as of the date of the Team's registration in the Challenge. The maximum number of members on a Team including the Team Captain is five (5); the minimum number of members on a Team including the Team Captain is three (3). The Team Captain is responsible for uploading all Team information to the Team's competition website. All online submissions of any kind related to the Challenge must be made by the Team Captain.

5. Compliance with Laws and Regulations

All Teams and all Team members must adhere to all local, regional, national, and international laws, orders, directives, ordinances, treaties, rules and regulations for all aspects of the Challenge. Teams are solely responsible for acquiring the appropriate licenses, waivers, or permits from the applicable regulatory bodies or other applicable third parties. All Team members must abide by relevant age restrictions for all software and hardware components used in the process of competing in the Challenge. The Sponsor, and the Co-Marketing Partners shall in no way be responsible for providing to the Teams any advice or counsel, legal or otherwise, with regard thereto.

6. Logo Placements

All videos submitted by the Team shall display a Challenge Logo as provided by the Sponsor. Physical logos provided to the Team by the Sponsor may be placed on the robot at the Team's sole discretion.

7. Challenge Period

The Challenge commences on **April 23, 2015 at 12:00:01 AM (Pacific Time)** and ends on **August 31, 2015 at 11:59:59 PM (Pacific Time)** (the "Challenge Period"). The Challenge Period consists of three phases.

Registration:
April 23, 2015 12:00:01 AM (Pacific Time) – June 23, 2015 11:59:59 PM (Pacific Time)

Phase One:
April 23, 2015 12:00: 01 AM (Pacific Time) - June 23, 2015 11:59:59 PM (Pacific Time)

Phase Two (applicable to Phase One Winners):
July 7, 2015 12:00:01 AM (Pacific Time) – August 31, 2015 11:59:59 PM (Pacific Time)

8. Announcement of Winners

Teams will complete the activities for each Phase of the Challenge. Phase One Winners will be announced on or **around July 7, 2015**. All Phase One Winners will advance to Phase Two. Phase Two Winners will be announced on or **around September 15, 2015**.

9. Online Hosting

Each Team shall be responsible for all web hosting required for their Challenge entry. Each Team shall abide by the terms of service provided by their web hosting provider or similar service providers as appropriate.

10. How to Enter; Privacy Policy

All registration materials for the Challenge are online at http://www.moonbots.org (the "Challenge Site"). The Team Captain must register the Team online at the Challenge Site. A registration package identifying each Team member by name, age, must be submitted by the Team Captain online ("Registration Package"). A Team name and geographical location must also be provided. Signed Consent Forms from each parent or guardian of any Team member under the age of majority in their country of residence must be submitted online by the Team Captain and then accepted by the Sponsor in order for the Team to be registered for the Challenge.

Please see the privacy policy located at http://www.moonbots.org/privacy-policy as the same may be amended from time to time for details of the policy regarding the use of personal information collected in connection with this Challenge. **AS SET OUT IN THE PRIVACY POLICY, EACH TEAM MEMBER AND WHERE APPLICABLE, THEIR PARENT(S) OR GUARDIAN(S) UNDERSTANDS AND AGREES BY PROCEEDING TO ENTER THIS CHALLENGE THAT THEIR PERSONAL INFORMATION WILL BE TRANSFERRED AND MADE USE OF IN THE UNITED STATES FOR THE PURPOSES OF FACILITATING ALL CHALLENGE RELATED ACTIVITIES REFERRED TO IN THESE RULES AND COMPLYING WITH THE APPLICABLE FOREIGN AND DOMESTIC LAWS.**

11. Consent Form

Any Team member below the legal age of majority in said Team member's country of residence and/or below the age of 18 must have a parent or legal guardian sign a Consent Form indicating acceptance of these Rules. A Consent Form will be provided to each Team member and is also accessible via the Challenge Site. The Team Captain is responsible for collecting the properly signed Consent Forms and uploading them to the Challenge Site. Failure to comply with this requirement will result in the Team's disqualification from the Challenge.

12. Approval of Registration

Each Team's Registration Package must be approved by the Sponsor. Registration Packages will be reviewed by the Sponsor for completeness and for compliance with these Rules. The Sponsors will issue an acceptance notice via electronic mail of each Registration Package within five (5) days after receipt.

The Sponsor may, at their sole discretion, pose additional questions or requests for clarification to supplement the Registration Package as part of their evaluation. All rejection or acceptance decisions made by the Sponsor shall be final and at their sole and absolute discretion.

13. General Entry Guidelines

Challenge Materials (as defined below) cannot: (A) contain trademarks, logos or trade dress owned by others, or advertise or promote any brand or product of any kind, without permission, or contain any personal identification, such as license plate numbers, personal names, e-mail addresses or street addresses; (B) contain copyrighted materials owned by others (including photographs, sculptures, paintings and other works of art or images published on or in websites, television, movies or other media) without permission; (C) contain materials embodying the names, likenesses, photographs, or other indicia identifying any person, living or dead, without permission; communicate messages or images inconsistent with the positive images and/or goodwill to which the Sponsor, and Co-Marketing Partners wish to associate; (D) be unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group, profane or pornographic; be obscene or offensive, endorse any form of hate or hate group; defame, misrepresent or contain disparaging remarks about the Sponsor, the Co-Marketing Partners, or their products, or other people, products or companies; (E) contain any materially dangerous activity; promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous, or any particular political agenda or message; and (F) depict, and cannot itself, be in violation of any law.

14. Phase One Requirements

All materials outlined in this Section should be submitted to the MOONBOTS website by **June 23, 2015 at 11:59:59 PM (Pacific Time).**

A. Register Team: The Team must register online at www.moonbots.org, and turn in parental/guardian consent forms.

B. Team Biography: The Team Captain must submit a one (1) paragraph description about the Team. This should include:

- Description of the Team.
- The robotics platform system that they would use to compete in Phase Two if selected. Select one (1) of the following:
    - LEGO MINDSTORMS EV3 (#31313)
    - VEX IQ Super Kit
    - MECCANO Meccanoid G15KS
- Experience with the selected robotics platform system (NO experience required to participate)

C. Create a Tale: The Team Captain must submit a video that is no longer than three (3) minutes **OR** a written story that is no longer than three (3) pages in length in which the Team discusses the following topic:

- ***Create a tale about what inspires your Team about the Moon***. You can base it on a legend you have heard before, or on scientific facts.

D. If the Team selects to complete a video, the video essay must be uploaded by the Team Captain to on a video online platform and must include the MOONBOTS Challenge Logo. The video must also

include a title containing: *MOONBOTS: A Google Lunar XPRIZE Challenge*, and the Team's name. **NOTE: Make sure to check your URL and link from a separate computer or device than** the one you upload it from. **NOTE:** The video must be in English OR have English subtitles if English is not the language spoken in the video.

E. If the Team selects to complete a written story: The Team Captain must submit the story on the MOONBOTS Challenge website. (This written story can include pictures.) **NOTE:** The written story video must be translated in English if English is not the language spoken.

F. **Testimonial:** The Team Captain must submit a short testimonial from someone that has viewed their video essay or has read their story. (This can include the person/group's favorite part of the tale, what they liked about the creativity, what kinds of scientific or technical subjects they learned about.)

15. Phase Two Requirements

A. Scaled Lunar Landscape Design

The first step in Phase Two will be for the Team to design their lunar landscape around the tale they have created in Phase One. The lunar landscape design requirement can incorporate labeled hand drawn scaled drawings on paper, a cartoon, or cardboard or a 3-D CAD designed scaled drawings using software of your choice. Creating a scale drawing means that what you draw should be the layout for the physical lunar landscape that you create. It should have a scale comparison of what you intend to make. For instance, scale 1:2, means one measuring unit (for instance, centimeters, inches, etc.) on your drawing will be 2 of those measuring units on your physical lunar landscape. **This document must be uploaded onto the MOONBOTS Challenge website on a preferable easy to view format of your choice prior to the live mission judging round.**

B. Create Lunar Landscape and Game Design

The second step in Phase Two is twofold. The Team will create their lunar landscape at hand. The landscape can be made out of any kind of material the Team chooses. It must also include a backdrop of side panels.

The Lunar Landscape must have the following as basic components in the layout:

- **Size:** The footprint of the Lunar Landscape is 183 x 183 centimeters (6 x 6 feet).
- **Backdrop:** The backdrop can be made out of materials of your choice. It can be hand drawn, painted, printed, etc. It should not exceed 3 feet in height around the footprint and should have no more than 3 sides around the footprint.
- **The Starting Base:** The Starting Base is a platform placed in one corner of the Lunar Landscape, from where your robot will start its mission. The size of the Starting Base should not exceed 21 x 29 centimeters (8.2 inches x 11.4 inches). It should be raised 7 centimeters (2.8 inches) from the ground. There has to be a ramp on the Starting Base for the robot to drive down on. The ramp should be hinged and lifted up to a vertical position at the start of the Mission.
- **The Mission Items:** You must design and build a minimum of five (5) Mission items for your robot to activate or pick up and move. The team decides what the items should represent and look like. **NOTE:** In general, the items should be placed as wide apart from each other as possible.

Next, the Team will **create their own game** around the tale they have created in Phase One. It is almost entirely up to the Team to describe and create the Mission for their robot to complete. There are a few items that are required to be part of the Play Field Mission. See below for details:

SIMULATED MISSION TASKS	**POINTS**
Robot Dismount from Starting Base	**10 Points**
Robot Pick Up/Visit/Turn a Mission Items (5) on Playfield	10 Points per each Complete Attempt: **Up to 50 Points**
FREE CHOICE to show Robot do something unique	**30 Points**
Robot Return to Starting Base	**10 Points**
TOTAL POSSIBLE POINT	**100 Points Possible**

The Team's Lunar Landscape and Game Design will be due by August 31, 2015 at 11:59:59 PM (Pacific Time). The Game Design **s**hould be written in English in a single (one) page document and submitted in a standard PDF format. Further details as to how to dispatch this document will be specified when the time comes.
NOTE: A 100 point system must be identified in the Team's Game Play.

Legal note: Each Team member (or their parent/legal guardian if the Team member is under the age of majority in his/her country of residence) and the Team Captain shall hold the Sponsor and the Co-Marketing Partners harmless from any personal injury, property damage (real or personal) or death incurred as a result of using the materials or working outdoors to create the Lunar Landscape unless such injury, property damage or death is solely as the result of Sponsors or the Co-Marketing Partners acts or omissions.

C. Practical Robot
The fourth step in Phase Two will be for the Team to build their robot to complete the game that they have created. The robots will be provided to the Team.

Size: The robot must occupy a ground footprint no larger than a single sheet of A4 paper (297 x 210 mm; 11.7 x 8.3 in) at the start of the Mission. The robot may expand in size after starting, but only by adding the size of its own length in any direction from the robot.

Materials and Hardware:
The **LEGO MINDSTORMS EV3** robot must be built entirely out of the LEGO elements and must only be controlled by LEGO MINDSTORMS EV3 elements that come with the supplied set.

Only one (1) MINDSTORMS EV3 micro-controller is allowed for the LEGO MINDSTORMS robot.

The **VEX IQ** robot must be built entirely out of the LEGO elements and must only be controlled by t h e VEX IQ Robot Brain that comes with the supplied set.

Only one (1) VEX IQ Robot Brain is allowed for the VEX IQ robot.

The **MECCANO Meccanoid G15KS** robot must be built entirely out of the MECCANO elements and must only be controlled by t h e M E C C A N O M e c c a b r a i n that comes with the supplied

set.

Only one (1) MECCANO Meccabrain is allowed for the Meccanoid robot.

Adhesives such as glue, tape, Velcro, or any material that through their use will enhance the structural strength of the ass*embly through the bonding of two surfaces shall not be permitted.*

Software and Control:
Independently of the robotic platform, the robot must be capable of running in an autonomous mode during the Live Mission Webcast. The robot must run on a program entered into and executed on the micro-controller. The Teams can choose any programming environment they like. Once the mission has begun, no outside interference (touching, light, sound, use of remote controls, etc.) can be used to influence the Robot's path or programming. It must remain autonomous based on its own programming and sensor readings.

NOTE: The various robotic platforms can be programmed using programming interfaces running on smart devices. It is the full responsibility of the Teams to download and run the programming interfaces. Links may be provided by the organizer.

D. Live Game Mission Transmission (via Google Hangout or Skype)
At the conclusion of Phase Two, at a date specified by the Team and in agreement with the MOONBOTS judges, the Team must conduct a live webcast using a webcasting service identified b y the MOONBOTS judges. The Live Lunar demonstration should take place at a location chosen b y the Team. The Team will have the opportunity to demonstrate their Game Play/Mission, their Lunar Landscape and their Practical Robot that they have created. During this webcast, the Team's robot will also perform the simulated game that the Team has created. The Challenge demonstration should not exceed fifteen (15) minutes. The intent of this lunar mission is not to try to get a perfect score based on the Team's game (would be nice), but rather, to show the MOONBOTS judges how they came up with their idea for their Lunar Landscape, how the game works, how the robot works and how to play the game.

NOTE: It is the sole responsibility of the Team to have a stable internet connection at the time of the Live Lunar Demonstration.

NOTE: If English is not the preferred language of the Team, it necessary for the Team to have an English-speaking translator or interpreter for the Live Transmission.

E. Video Essay
The Team Captain must submit a video that is no longer than three (3) minutes in length in which the Team members provide the following subject matter:

- **A summary video of the Team's STEM Outreach project**
  The video shall be uploaded by the Team Captain to the Team's online video sharing platform and must include the MOONBOTS Challenge Logo. The video must also include a title containing: "MOONBOTS STEM Outreach Video," and the Team's name**.** The purpose

of this video is to show the MOONBOTS judges how the Team demonstrated their MOONBOTS game to children and adults in their community, and teach audiences about lunar exploration, the Google Lunar XPRIZE and how STEM education can be fun.

F. Photo Documentation

The Team must upload the following photos to the Challenge website before August 31, 2015 at 11:59:59 PM (Pacific Time):

1. A picture of the Team's Robot
2. A picture of the Team's Playfield
3. A picture of the Team
4. A picture of the Team with their Robot and Playfield
5. A picture that sums up your experience with the MOONBOTS Challenge

16. Judging

This Challenge is a "Game of Skill". Each Team will be judged upon the criteria set forth below. The Sponsor will empanel a group of experts to serve as judges for the Challenge ("Judges"). The Judges may include representatives from some or all of the Sponsor and/or Co-Marketing Partners. Additionally, Judges may include external experts. All decisions made by the Judges shall be considered binding on both the Team and the Sponsor.

A. **Selection of Phase One Winners:** After the Phase One deadline of June 23, 2015, the Judges will be responsible for selecting 10 (ten) winners from **each** of the three (3) robotics platform classification groups (LEGO MINDSTORMS EV3, VEX IQ or MECCANO Meccanoid) for a total of thirty (30) Teams as winners during Phase One ("Phase One Winners"). The Team Captain of each Phase One Winner must have submitted a complete, Registration Package. The Judges will select Phase One Winners from the Teams that have submitted complete Registration Packages based on the following weighted criteria:

i. Registration requirements completed as defined in Section 14 of these Rules: Team Biography and Team Member Consent Forms must be completed or Team will not be judged.
ii. Video OR Written Story = 75%
iii. Testimonial = 25%

In the event of a tie in the Phase One judging criteria, the tie breaker will be based upon the highest score in "The Video Essay". Phase One Winners will advance to Phase Two of the Challenge.

B. **Selection of Phase Two Winners**: After the Phase Two deadline of August 31, 2015 at 11:59:59 PM (Pacific Time), the Judges will be responsible for selecting three (3) Team as winners of the Grand Prize ("Grand Prize Winners"). All participants in Phase Two must have previously been selected as Phase One Winners, and must have completed all of the Phase Two requirements set forth in Section 15 of these Rules. The Grand Prize Winners will be selected based on the following weighted criteria:

- Scaled Lunar Landscape Design = 10%
- Lunar Landscape and Game Design = 25%

- The Robot and Live Game Mission = 30%
- STEM Outreach Video Essay = 30%
- Photo Documentation= 5%

17. Prizes

A. **Phase One Winners:** All Phase One Winners (30) will receive one (1) of the following robotics kits: (1) LEGO MINDSTORMS EV3 robotic toolkit (Approximate retail value is $350.00 USD), VEX IQ Super Kit (Approximate retail value is $300.00 USD) or MECCANO Meccanoid G15 KS (Approximate retail value is $400.00 USD). The kit will be mailed to the address specified in the Registration Package, one per winning Team. All Phase One Winners will receive a MOONBOTS Marketing Kit (one per winning Team) to use for their STEM outreach work; ARV for the MOONBOTS Marketing Kit is $50.00 US Dollars.

All Phase One Winners will get one (1) full free license of the Virtual Robotics Toolkit from Cogmation Robotics. The ARV of the Virtual Robotics Toolkit license is Fifty Dollars ($50.00 USD).

The Phase One Winners will be listed by Team name on the official MOONBOTS website and promoted by the Sponsor.

B. **Grand Prize Winner: Three** (3) teams will each be awarded a Grand Prize. Each Team member, Team Captain and one (1) Designated Chaperone of the Grand Prize Winners will receive round trip economy airfare from any major gateway city airport located closest to a Team member or Team Captain's home for travel to Tokyo, Japan. Lodging selected by the Sponsor will be provided for each Team member, Team Captain and one (1) Designated Chaperone for four (4) days and four (4) nights. Three (3) meals on each day of the tours will be provided to each member of the Grand Prize Winners. ARV for the Grand Prize for **each** of the Teams one (1) winning team is $20,000 US dollars. Actual value of trip may vary based on point of departure and airfare fluctuations. Any difference between stated ARV and actual value of the Grand Prize will not be awarded. Selection of airline and hotel are solely within the Sponsor's discretion. Each winner or their parent/legal guardian shall book the trip through a travel agent designated by the Sponsor at least one month before trip departure and shall go on the trip on the designated date or otherwise forfeit the Grand Prize. Meals and beverages outside of those listed above, gratuities, luggage fees, parking, incidental hotel charges, in-room charges, phone calls, ground transportation, and any other travel-related expenses not specified herein are the sole responsibility of each winner. Each winner acknowledges and understands that the maximum amount that the Sponsor will be responsible for paying toward the Grand Prize is $20,000 US dollars (assumes that each winner travels to Japan). Each winner is responsible for transportation to and from the major commercial airport. All travel must take place on the specified dates or the Grand Prize will be forfeited; no alternative travel dates are available. Exact travel dates and arrangements subject to availability. Minors must be accompanied at all times by their parent or guardian during trip (including, but not limited to, in-flight, hotel stay and all Grand Prize-related events). Winning team members and their parent(s) or guardian(s) must sign and return a travel waiver and release before any ticketing of travel occurs. Winners and parents/legal guardians must have all necessary identification and/or travel documents (e.g., acceptable photo ID, passport or visa) required for travel (at his/her expense). If one or more of the winners cannot attend, neither they nor the winners attending the trip are entitled to the

difference between the ARV of the Grand Prize and the actual cost of the trip. There is no refund value for unused amenities on a trip and no cash value is due if the trip is cancelled or a winner is a no show. All hotels have their own cancellation policy which may result in additional fees to a winner. All destination packages are based on mid-week departures. Additional taxes and fees may apply if travel is booked on different days of the week than mid-week. Each member of the Team must travel together on the same itinerary. Each winner is responsible for inoculations prior to travel, any insurance (travel, health, etc.) and all other forms of insurance that they may wish to obtain (at their own expense), and hereby acknowledge that the Sponsor have not and will not obtain or provide travel insurance or any other form of insurance. All airline tickets are non-refundable and the names of each winner printed on the tickets need to exactly match proof of citizenship. Failure to check in for your flight in an appropriate amount of time may result in denied boarding. No substitution, cash redemption or transfer of the Grand Prize is allowed. The Sponsor and agents of the Sponsor retain sole discretion for the selection of departing airport, destination airport, airline carrier, flight times and destination hotel. Partner Entities (defined below) are not liable for any expenses incurred as a consequent of flight cancellation/delay. The Grand Prize may be forfeited if: (a) proper travel documents for any and all travel are unattainable for any reason within the time required by the Sponsor; or (b) the Team member did not have the unqualified right, at the time of being selected, to re-enter his/her country of origin after leaving the country. Each Team member is solely responsible for determining and complying with all applicable international/domestic travel procedures and restrictions. Each Team member must comply with all hotel check-in requirements, including, but not limited to, presentation of a major credit card.

The Grand Prize Winner teams will also each be awarded a *FIRST*® Robotics registration. The Team Captain of each Team will receive one (1) *FIRST*® LEGO® League (FLL) team registration. Value of this prize may only be used for team registration and will not be paid to the team. Event fees may apply.

The Grand Prize Winner teams will be awarded a VEX Robotics Competition registration (ARV $100.00 USD).

Each of the Grand Prize Winner teams will also be awarded one (1) VEX IQ Super Kit (ARV $300.00 USD) + one (1) Competition Add On Kit (ARV $100.00 USD) + one (1) Foundation Add On Kit (ARV $80.00 USD).

Each Grand Prize Winner team will also receive one (1) BrickPi Advanced unit from Dexter Industries. The ARV of the BrickPi Advanced is Ninety Dollars (US$ 90.00).

The Grand Prize Winner's Team name will be featured on the Challenge Site, and may be included on the Sponsor, or Co-Marketing Partners websites and/or in local and national media outreach. The Grand Prize may be terminated or extended at the sole discretion of the Sponsor.

Prize Conditions for Team members under the Age of Majority: If any winner is not the age of majority in his/her country of residence, the prize will be awarded in the name of his/her parent(s) or guardian(s) who will be responsible for fulfilling all requirements imposed on winners set forth herein; however, the Team member and not his/her parent(s) or guardian(s) will participate in the prize.

18. Odds Governing Victory

There are thirty (30) Teams selected as Phase One Winners, three (3) Teams selected as Grand Prize Winners. The odds of becoming a Winner depend on the number of eligible entries received by the Sponsor.

19. Prize Winner Notification and Verification

All potential Phase One and Phase Two Winners will be notified via the contact information provided in the Team Registration Package. The Sponsor, Co-Marketing Partners are not responsible for any change in a participant's mailing address, telephone number, and/or email address. Potential winners are subject to verification, including verification of age. If a potential Phase One or Phase Two Winner is found not to be eligible or not in compliance with these Rules, or if prize notification or any prize is returned as undeliverable, the potential Winner will be disqualified and all privileges otherwise due as a Prize Winner shall be terminated. Each Phase One and Phase Two Winner (or their parent(s) or guardian(s), if applicable) must sign upon verification an affidavit of eligibility and release of the Sponsor, and Co-Marketing Partners and their officers, directors, employees, agents, members, affiliated companies, and subsidiaries, from any and all liability, loss, claims, demands, and causes of action for personal injury and/or damage, theft, loss, or any other harm suffered in connection with this Challenge directly or indirectly from acceptance, possession, or misuse of any prize or participation this Challenge to be eligible for a prize. Entry into this Challenge constitutes agreement to sign such affidavit. Each winner must also complete any additional legal documents provided by the Sponsor or Co-Marketing Partners with respect to receiving a prize, including assignment of intellectual property rights, and return them as instructed within the time frame specified by the Sponsor or Co-Marketing Partners or a winner may forfeit his/her prize at the Sponsor's sole discretion. In the event a winner has not reached the age of majority in his or her country of residence, the Sponsor will require the winner's parent or legal guardian to execute such documents on behalf of the winner.

20. General Prize Terms

All costs and expenses not specifically listed above, including, without limitation, sales or use tax and shipping and handling charges to be incurred in connection with redemption of a prize are solely each winner's responsibility. The value of the prizes will be taxable to each winner as income. Each winner must supply his or her social security number for tax purposes, and youth must supply their parent or guardian's social security number for tax purposes. All applicable regional, national, international, federal, state, and/or local taxes, and any other costs not specifically provided for in these Rules are solely each winner's responsibility. The Sponsor and Co-Marketing Partners shall have no responsibility or obligation to the Winners or potential Winners who are unable to accept or utilize the prizes as described herein. Each winner, their parent or guardian (as applicable) is responsible for the reporting and payment of all applicable federal, state, international and local taxes (including income taxes) associated with the Grand Prize and will and hereby do hold the Sponsor harmless from liability for failure to timely report and/or pay such taxes. An IRS form 1099 will be issued.

21. Rights

A. **Competition Media Rights:** By entering the Challenge, the Team, Team Captain, and all of the Team's members irrevocably agree to allow the Sponsor, and Co-Marketing Partners to reference their names, Team name, and all blogs, videos, and photographs submitted as part of Challenge at the Challenge and/or Challenge Site and to use the Team name, image, likeness, and recordings associated with the Challenge in all media anywhere throughout the world in perpetuity, without additional permission or compensation unless prohibited by law.

Each Team, Team Captain, and Team member, by entering the Challenge, agrees, if chosen as a winner to irrevocably assign to the Sponsor of the Challenge all worldwide rights, titles and interests to the Team's Video Essay, Team Photograph, and Live Mission Webcast recording

from the Challenge, (collectively, "Challenge Materials") including intellectual property rights and moral rights, including by way of example but not limitation, all copyright rights, invention and trademark rights, on an exclusive basis, such exclusive basis to also exclude participant/owner from exercising any rights or interest over the subject matter hereof.

By submitting any Challenge Materials, each Team, Team Captain, and Team member warrants and represents that the Challenge Materials: (i) are the Team's original work, (ii) have not been previously published, (iii) have not won previous awards, (iv) do not infringe upon the copyrights, trademarks, rights of privacy, publicity or other intellectual property or other rights of any person or entity; (v) that the Team has obtained permission from a person whose name, likeness or voice is used in any Challenge Materials; (vi) that publication of any of the Challenge Materials via various media including Web posting, will not infringe on the rights of any third party rights; and (vii) that all rights, licenses and permissions have been obtained in writing from any person who may have helped with or in the participated in the creation of the Challenge Materials (or from parent(s)/guardian(s) if any Team member is considered under the age of majority in their country of residence). Each Team, Team Captain, and Team member will indemnify and hold harmless the Sponsor, Administrator, and Co-Marketing Partners from any claims to the contrary. Each Team whose work includes likenesses of third parties or contains elements not owned by any Team Captain or Team member (such as, but not limited to, depictions of persons, buildings, trademarks or logos) must be able to provide legal releases for such use including the Sponsor's use of such materials, in a form satisfactory to the Sponsor, upon request, prior to award of prize and/or naming of the Team as a winner.

By submitting any Challenge Materials, each Team, Team Captain, and Team member agrees that such submissions are gratuitous and made without restriction, and will not place the Sponsor, Administrators and/or Co-Marketing Partners under any obligation, and that the Sponsor, Administrator, and Co-Marketing Partners are free to disclose or otherwise disclose the ideas contained in any of the Challenge Materials on a non-confidential basis to anyone or otherwise use the ideas without any additional compensation. Each Team, Team Captain, and Team member acknowledges that, by acceptance of such submission, the Sponsor, Administrator, and Co-Marketing Partners do not waive any rights to use similar or related ideas previously known to said entity, or developed by its employees or obtained from sources other than the Team.

B. Use of Marks: Except as expressly set forth in these Rules, the Team shall not use the names, trademarks, copyrights, logos, insignias or similar intellectual property of the Sponsor, Administrator, and/or the Co-Marketing Partners or any other third party entity in any way without such party's prior written permission in each instance, which such party may grant or withhold in its sole discretion. The Sponsor and Co-Marketing Partners grant the Team a limited, non-exclusive, royalty-free, worldwide non-transferable, non-sub licensable, revocable license to use the Challenge logo for the approved purposes set forth in this document.

22. General Provisions

A. **Acceptance and Removal:** The Sponsor reserve the right for any reason to reject the Registration Package of any potential Team, Team Captain, or Team member to participate in the Challenge and to prohibit the participation of any person or any group of persons to participate in the Challenge. Each Team, Team Captain, and Team member agrees to abide by a decision for removal, termination, or disqualification made by the Sponsor or Administrator without challenge, legal recourse, or any other action of protest of the decision.

B. **General Indemnification:** By entering the Challenge, Teams, Team Captain, Team members, and Phase One and Phase Two Winners agree to hold harmless and indemnify officers, directors, partners, members, shareholders, employees and agents of the Sponsor and Co-Marketing Partners, and each of their respective parent companies, subsidiaries, affiliates, advertising and promotional agencies (collectively, "Partner Entities") from and against any and all liability, damages or causes of action (however named or described), with respect to or arising out of either (i) the Team's, Team Captain, Team members, or Winner's participation in the Challenge, including, without limitation, the breach or violation of any participant's representations and warranties concerning his or her submissions; (ii) the use of and acts or omissions caused by any materials used in participating in the Challenge; and (i) the receipt, redemption or use of any prizes awarded in the Challenge, including, without limitation, any related travel or products purchased with redemption of the prizes themselves. The Teams, Team Captain, Team members, and Winners agree to release all rights to bring any claim, action or proceeding against the Sponsor, and Co-Marketing Partners, further covenant not to sue the Sponsor, or Co-Marketing Partners and hereby acknowledge that neither the Sponsor, nor the Co-Marketing Partners, nor any Partner Entity has made or is in any manner responsible or liable for any warranty, representation or guarantee, express or implied, in fact or in law, relative to the Challenge or the prizes. Where permitted by law, in consideration for being awarded a prize, each winner hereby agrees and consents, without further authorization, compensation or remuneration of any kind, to the use of their names and/or likenesses in any and all advertising, promotions and other publicity conducted by the Sponsor and Co-Marketing Partners. To the extent permitted by law, the rights to litigate, to seek injunctive relief or to any other recourse to judicial or any other recourse in case of disputes or claims resulting from or in connection with this Challenge are hereby excluded, and each Team, Team Captain, Team member, and winner expressly waives any and all such rights.

C. Minors – Parent(s) and Guardian(s): As the parent(s) or guardian(s) of a Team member, you agree to indemnify the Partner Entities for and against: (i) any claims made by you or your

family against the Partner Entities in connection with the Challenge or the prizes awarded herein; and

(ii) any losses (including any liability) caused by you, your Team member and/or your or your Team member's conduct.

23. General Terms

Noncompliance with any of these Rules may result in disqualification. ANY VIOLATION OF THESE RULES OR BEHAVIOR BY A TEAM, TEAM CAPTAIN OR WINNER THAT WILL BRING SUCH TEAM, TEAM CAPTAIN, WINNER OR SPONSOR,OR CO-MARKETING PARTNER INTO A DISREPUTE (IN THE SPONSOR'S SOLE DISCRETION) WILL RESULT IN THEIR DISQUALIFICATION FROM THE CHALLENGE OR AS A PRIZE WINNER AND ALL PRIVILEGES AS A PRIZE WINNER WILL BE IMMEDIATELY TERMINATED.

The Sponsor and Co-Marketing Partners assume no responsibility for incorrect or inaccurate information regarding the Challenge or Registration Packages whether caused by any of the equipment or programming associated with or utilized in this Challenge or by any human error which may occur in the processing of the Registration Packages in this Challenge. The Sponsor, and Co-Marketing Partners are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any email or servers on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, or any incomplete, lost, late, delayed, misdirected or garbled entries or failure to receive entries, including, without limitation, any injury or damage to entrant's or any other person's computer related to or resulting from participation or uploading or downloading any materials or software or attempts to participate in or upload or download materials or software related to this Challenge. The Sponsor and Co-Marketing Partners are not responsible for any typographical or other error in the printing of the Challenge, administration of the Challenge, or in the announcement of the prizes and the winners. If, for any reason, the Challenge is not capable of running as planned, or is disrupted or corrupted, including, without limitation, by strikes, acts of war or terrorism, infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical or system failures, or any other causes beyond the control of the Sponsor and/or Co-Marketing Partners which corrupts or affects the administration, security, fairness, integrity or proper conduct of this Challenge or for any reason the Sponsor deem it necessary, the Sponsor reserve the right in their sole discretion to cancel, terminate, modify or suspend the Challenge or to determine the winners in their sole discretion. All interpretations of these Rules and decisions by the Sponsor are final. No software-generated, robotic, programmed, script, macro or other online or text message entries are permitted. The Sponsor reserve the right in their sole discretion to disqualify any individual it suspects or finds: (i) to have used a software – generated, robotic, programmed, script, macro or other automated online or text message entry; (ii) to have tampered with the entry process or the operation of this Challenge; (iii) to be acting in violation of these Rules; (iv) to be acting in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person; or (v) to have provided inaccurate information on any legal documents submitted in connection with this Challenge.

CAUTION: ANY ATTEMPT BY AN INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CHALLENGE IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE SPONSOR, GOOGLE AND CO-MARKETING PARTNERS RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH INDIVIDUAL TO THE FULLEST EXTENT PERMITTED BY LAW. THE CALIFORNIA COURTS (STATE AND FEDERAL)

SHALL HAVE SOLE JURISDICTION OF ANY CONTROVERSIES REGARDING THE CHALLENGE AND THE LAWS OF THE STATE OF CALIFORNIA SHALL GOVERN THE CHALLENGE WITHOUT REFERENCE TO ITS CONFLICTS OF LAW PRINCIPLES. EACH TEAM, TEAM CAPTAIN, AND TEAM MEMBER WAIVES ANY AND ALL OBJECTIONS TO JURISDICTION AND VENUE IN THESE COURTS AND HEREBY SUBMITS TO THE JURISDICTION OF THOSE COURTS.

All disputes arising out of, related to, or in connection with this Challenge will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by three (3) arbitrators appointed as follows: each party shall select an arbitrator, and such arbitrators will select a third; provided, however, that in all events at least two (2) out of the three (3) arbitrators must be active members of the bar of a U.S. State. The arbitration will be conducted in English in Los Angeles, California.

If any provision(s) of these Rules are held to be invalid or unenforceable, all remaining provisions hereof will remain in full force and effect.

24. Waiver of Requirements

The Sponsor may, at their sole discretion, elect to waive or relax specific requirements if the basic objectives of the Challenge are found to have been satisfied.

25. Winners List

For a list of Winners, visit the MOONBOTS website at www.moonbots.org after **September 15, 2015.**

26. Choice of Law: The Challenge is governed by United States law and is subject to all applicable federal, state and local laws. Except where prohibited by law, any and all legal actions or claims arising in connection with this Challenge must be brought in a court of competent jurisdiction in the County of Santa Clara, in the State of California, USA.

27. Sponsor

XPRIZE
800 Corporate Point, Suite
350 Culver City, CA 90230
USA