

ACADEMY RULES

(“Rules”)

§1

GENERAL CONDITIONS

1. These Rules define the terms and conditions under which the Academy (“Academy”) functions.
2. The Academy is an integral part of the Service.
3. Capitalised terms not defined herein have the meaning assigned to them in the General Terms and Conditions (<https://challengerproject.gg/terms-conditions>).
4. Participating in Academy Challenges or referring friends as per paragraphs 3 and 4 below constitutes acceptance of all provisions of these Rules.

§2

ACADEMY MEMBERSHIP

1. Each registered User of the Service (<https://challengerproject.gg>) automatically becomes an Academy Member (“Academy Member”).
2. Being an Academy Member does not involve incurring any costs - it is charge free and it allows Users to: (i) collect Service’s points (“Coins”) for completing tasks described below, and (ii) join Challenges organized within the Academy (“Academy Challenges”) for their Coins.
3. Each logged-in User can collect Coins by completing tasks displayed to them on the dashboard page. Tasks may include, but are not limited to:
 - a. claiming available free Coins once a day (“Daily Bonus”),
 - b. watching and clicking on ads displayed across the Service,
 - c. referring friends to the Service (further described in paragraph 4 of these Rules).
4. Each User can check their current Coins balance after logging in to the Service.
5. It is forbidden to use multiple Accounts for Academy membership. Detection of the use of multiple Accounts will result in banning all Accounts of this User from the Website and all User’s Coins and Rewards will be canceled.

§3

ACADEMY CHALLENGES

1. Maximum number of participants in an Academy Challenge is limited to 1000 (one thousand).
2. Each User can participate in multiple Academy Challenges at the same time.
3. In order to join an Academy Challenge, a User needs to use their Coins.
4. The amount of Coins needed to join an Academy Challenge is displayed to the User during the process of joining the Academy Challenge.
5. In case of some games, Users need to meet game-specific Challenge's join conditions in order to take part in an Academy Challenge.
6. The Academy Challenges' rewards ("Academy Reward") are granted in line with the below rules:
 - a. each Participant who finishes in the top 5, gets the Academy Reward of 3 (three) USD;
 - b. each Participant ranked from sixth to fifteenth gets the Academy Reward of 1 (one) USD.
7. An Academy Challenge is completed, if at least 5 (five) players meet the specified Academy Challenge's conditions. Otherwise, an Academy Challenge is canceled and no rewards are distributed.
8. In accordance with point 2.5 above, each User can participate in an Academy Challenge only with one Account. Hence, they can receive a reward from each Academy Challenge only once.
9. The rules of each Academy Challenge can be downloaded as a PDF file from a challenge subsite under the "Rules" button.

§4

REFER A FRIEND PROGRAM

1. Users can refer their friends to the Service ("Referral") with the use of their unique Referral link. Each logged-in User can generate a link by clicking on the "REFER A FRIEND" button at the dashboard page or on the "GET COINS!" button at an Academy Challenge site.
2. Each User can accept only one Referral.
3. The Referral link works only for new Accounts.
4. The number of Referrals is unlimited.
5. A Referral is successful, if a referee (a User who gets a Referral link) creates a new Account after clicking on the Referral link received. Referrer gets 160 (one hundred and sixty) Coins ("Referral Reward"), every time their successfully referred friend participates in and meets a pay-to-enter Challenge's conditions.

6. A Referral Reward will be awarded automatically, once the above mentioned requirements have been fulfilled.
7. A Referrer can get a Referral Reward an unlimited number of times.
8. A Referral will fail if a referee:
 - a. clears their browser's cookies between clicking on the referral link and creating an Account,
 - b. registers from a different device/browser than the one they used while clicking on the referral link.

§5 REWARDS

1. The purpose of awarding Coins, Academy Rewards or Referral Rewards is to promote and advertise Our Service.
2. Users who win an Academy Reward will be required to claim it before paying it out. In order to claim an Academy Reward, User must be at least 18 years old. Academy Reward can be claimed through the Transactions subpage.
3. A Winner of an Academy Reward is not entitled to transfer the right to the prize to third parties.
4. An Academy Reward can be paid out to the User's PayPal digital wallet only.
5. An Academy Reward cannot be exchanged or replaced with another prize.
6. We take no responsibility for the User's inability to pay out the Academy Reward via PayPal to the User's PayPal digital wallet.
7. An Academy Reward can only be paid out to the PayPal digital wallet of the User to whom it was awarded. A specific PayPal digital wallet may only be used by one User.

§6 FINAL PROVISIONS

1. Challenger Project reserves the right to make changes to these Rules.
2. In all matters relating to the use of the Service and not governed by the Rules, the General Terms and Conditions (<https://challengerproject.gg/terms-conditions>) and Polish law apply. In the case of any discrepancies between the General Terms and Conditions and the Academy Rules, the Academy Rules will prevail.