

SZIGET
VALENTINE'S DAY PRIZE GAME
RULES OF PARTICIPATION

These present Rules of Participation (hereinafter: „**Rules**”) set forth the terms of participation in the and prize game (hereinafter “**Game**”) to be held under the name “**Sziget Valentine’s Day Prize Game**”.

Organiser of the Game. The Game is organised by **Sziget Cultural Management Ltd.**, (1033 Budapest, Hajógyári sziget, hrsz. 23796/58., Hungary; tax number: 26189905-2-44; registration number: 01 10-049598, hereinafter “**Organiser**”) organizing Sziget Festival 2024 (hereinafter “**Event**”).

The term of the Game. The Game shall be held between 00:00, February 14, 2024, and 24:00, February 14, 2024 (CET). The Organiser reserves the right to change the term of the Game.

Participants of the Game. Any individual over 18 years old, having a valid passport or identity card may participate in the Game who, during the term of the Game, purchases at the official webshop of the Event (www.szigetfestival.com) a 3 (three) or 6 (six) days (normal or VIP) pass for the Event and simultaneously therewith, declares the intention to participate in the Game and accepts the provisions of the present Rules (hereinafter each a „**Player**”, together “**Players**”). Any transaction may be deemed as a pass purchase transaction only if the payment has been duly performed. Each pass purchase transaction entitles to the participation in the Game on 1 (one) occasion with no regard to the number of passes purchased. If the Player completes more than one separate pass purchase transaction during the term of the Game, he or she may participate in the Game on more than one occasion corresponding to the number of the completed pass purchase transactions.

The proprietors and executive officers of the Organiser and other contributors having a role in carrying out the Game, their employees, agents, and their close relatives (Ptk. 8:1 § (1)) may not participate in the Game as Players.

Description of the Game. The Organiser notifies the Players on the Game on the website of the event, the Facebook and Instagram site of the Event, by newsletter and by the mobile application of the Event.

Among the Players, 14 (fourteen) winners (hereinafter each a “**Winner**”, together “**Winners**”) will be chosen by draw. The prize of each Winner is 1 (one) pass identical to the purchased 3 (three) or 6 (six) days (normal or VIP) pass in course of the pass purchase transaction entitling to the Prize (hereinafter each a “**Prize**”, together “**Prizes**”). In an event the Winner has purchased more than one passes in the course of the pass purchase transaction, he or she will be entitled to make choice on which pass to receive as a Prize among the passes involved in the pass purchase transaction entitling to the Prize.

Draw of the Winners, receiving the Prizes. The Organiser will select, through random drawing, the Winners among the Players, on February 16, 2024. The Prize may not be exchanged for money. Neither the Winner, nor others are entitled to demand from the Organiser to exchange the Prize to money or to any other gift. The Organiser does not provide any other gifts or prizes in the Game other that is determined. No additional Winner will be

selected if the Winner loses his or her right to receive the Prize or does not fulfil his or her obligation in the given term to get the Prize, or he or she refuses to get the Prize.

The Winner will be notified on the Prize by Organiser via e-mail sent to the e-mail address used for the pass purchase transaction. If according to these Rules the Winner is entitled to choose the type of the pass to be received as the Prize, he or she may exercise such right within 15 (fifteen) days after being notified by Organiser to make a choice. If the Winner fails to do so within the aforementioned time, he or she loses his or her right to receive the Prize.

Each Prize will be delivered on 1 (one) occasion. By delivering the Prize, the Organiser verifies the entitlement for the Prize on basis of the e-mail address used for the pass purchase transaction. The Organiser expressly excludes its liability connected with the eventual abuses related to the receipt of the Prize.

Legal characteristics of the Game. The Game shall be deemed as a prize draw not qualifying as a gift draw. The Organiser undertakes to pay the personal income tax directly applicable to the Prize and the amount of any additional tax or other contributions directly related to the Prize.

General provisions. The implementation of the Game and the participation therein shall be in accordance with these Rules. The Organiser excludes any liability arisen out of any abuse.

Liability matters. If there is an abuse or any suspicion of abuse during the time of the Game, the Organiser reserves the right to suspend or to terminate the Game or to exclude the offender from the Game. In such a case, the Organiser excludes its all liability.

The Winner bear all consequences of giving incorrect personal data or if his/her mailbox cannot receive letters. The Organiser is not able to check the correctness of the aforementioned personal data. In this regard the Winner shall exclusively bear all responsibility and all legal and financial consequences.

The Organiser excludes any liability for any demand for compensation or indemnification or for any cost, damage, loss incurred by the Players as a result of participating in the Game. By participating in the Game, the Player expressly waives his or her right to have any demand relating to conducting the Game, the Prize/Prizes, the Winner/Winners, the Organiser or any other third parties.

The Organiser excludes its liability for any copyright infringement.

The Organiser shall not bear any liability if the webpage that contains these Rules periodically cannot be found due to technical reasons during the term of the Game. The Organiser shall not be liable for problems with the webpage and for their consequences beyond its control (for example technical problems or break-down in the internet system).

Data processing. The email address used by the Player for the purchase of the pass will be processed by the Organiser for the purpose of sending notification on the Prize, making possible the use of the Prize, and keeping contact with the winners of the Prize Game. Organiser only stores these data until the end of the Event. The legal basis for data processing is the participant's consent pursuant to Article 6 paragraph (1) a) of the 2016/679 regulation of European Parliament and Council (GDPR). Consent may be withdrawn at any time by

sending an email to dpo@sziget.hu. Such withdrawal does not affect the lawfulness of processing based on consent before its withdrawal.

Pursuant to the GDPR, during the data processing, the participant may request access to the personal data and may request information about data processing (which will be provided by Organiser within no more than 1 month), may request rectification or erasure of personal data or the restriction of data processing.

If you feel that Organiser as controller has violated any of the legal provisions applicable to data processing, please contact Organiser first, using the above contact information, or at the following email address: dpo@sziget.hu. If this proves to be unsuccessful, you may initiate a proceeding with the Hungarian **National Authority for Data Protection and Freedom of Information** (Nemzeti Adatvédelmi és Információszabadság Hatóság, NAIH, mailing address: H-1055 Budapest, Falk Miksa utca 9-11., email: ugyfelszolgalat@naih.hu) or seek judicial remedy.

Budapest, February 2, 2024