GENERAL RULES OF THE WONDERZ.COM WEBSITE

Date Version 03/08/2026

1. **Legal framework**

1.1. DreamCentury Entertainment SARL, a limited liability company with a capital of 137,204.10 Euros, located at 7 rue Beaujon - 75008 PARIS, FRANCE registered with the Paris Trade and Companies Register under number B 434 076 899 (hereinafter referred to as the "organising company") offers, on the Wonderz website accessible from the url "http://www.Wonderz.com", an entertainment and gaming platform without any obligation to purchase and for an indefinite period.

1.2. The Wonderz site, as well as all the rights attached to it, are the exclusive property of DreamCentury Entertainment.

1.3. All trademarks, logos and other distinctive signs reproduced on the Wonderz site, as well as on the sites to which it allows access via hypertext links, are the exclusive property of DreamCentury Entertainment and are protected as such by the provisions of the Intellectual Property Code.
Any unauthorized use and/or reproduction of these trademarks, logos and signs constitutes an infringement punishable by law.

1.4. The entertainment and games offered on the Wonderz site with no obligation to purchase, as well as all the rights attached to them, are the exclusive property of DreamCentury Entertainment.

1.5. All software used and texts, comments, illustrations or images reproduced on the Wonderz site, as well as on the sites to which it allows access via hypertext links, are the exclusive property of DreamCentury Entertainment and are protected as such by the provisions of the Intellectual Property Code.
Any unauthorized use and/or reproduction of this software constitutes an infringement punishable by criminal penalties.

2. **Responsibilities and Reservations**

2.1. Participation in the Games implies knowledge and acceptance of the characteristics and limitations of the network, in particular with regard to technical performance, response times for consulting, querying or transferring information, the lack of protection of certain data against possible hijackings and the risks of contamination by possible viruses circulating on the network.

2.2. The organizing company cannot be held responsible for the malfunction of the online service(s) and/or the Game for a given browser.
The organising company does not guarantee that the online services and/or games operate without interruption or that they do not contain any computer errors, nor that any defects found will be corrected.

2.3. In case of technical malfunction of the site or games, of any nature whatsoever and whatever the cause, the organizing company reserves the right, if necessary, to invalidate and/or cancel all games played during the period during which such malfunction occurred.

2.4. In particular, the organising company draws the members' attention to the fact that all games played will automatically be considered null and void as soon as one or more Diamond of the game appear to have a prize or a cost that is disproportionate to the normal operation of the game - the possible gain of this prize will therefore also be cancelled.
No claim will be accepted as such.

2.5. The organising company cannot be held responsible if the data relating to a Member's registration is not received for any reason whatsoever, for which it cannot be held responsible (for example, a network connection problem, a temporary server failure for any reason whatsoever, etc.).
The organising company may not be held liable if the data relating to a Member's registration reaches the company illegible or impossible to process for any reason whatsoever, for which it could not be held liable (for example, if the Member has a hardware, a software environment or a mobile terminal inadequate for its registration, etc.).

2.6. The organizing company cannot be held responsible for any prejudice of any nature whatsoever (personal, physical, material, financial or other) that may occur during a Member's participation in the Games.

3. How to register

3.1. Wonderz is only accessible to individuals aged 18 and over, excluding employees, family members and DreamCentury Entertainment partners.

3.2. Wonderz reserves the right to refuse the registration of any person, including former Members and/or Members of its family or close relations at its sole discretion.

3.3. Any person wishing to become a Member of the Wonderz site undertakes to duly fill in the registration form by providing personal information (surname and first name) and exact contact details. The Member's Name, First Name, Sex and Country are data that cannot be modified.

3.4. Only one registration on the Wonderz site will be accepted per person (same name, same first name, same address).

3.5. Only two entries per household will be accepted on the Wonderz site. A household is defined as the same postal address and/or IP address.

3.6. The organising company may, at any time, ask the Member to send a photocopy of an identity document and a proof of address less than 3 months old in order to ensure the accuracy of the information entered by the Member at the time of registration and, in particular, the Member's age.
Any person having at least two valid accounts on Wonderz, namely not blocked or closed by the user or the Organizing company, is in violation of these rules in regards to the multiple account rule.

3.7. Wonderz reserves the right to refuse the re-registration of a Member and/or a Member of his family or close relations if the Member has already seen his account blocked at least once for multi-account or any other reason. A family member or close friend is defined by :

3.7.1. Any person having the same last name as the Member and at least one IP address in common with the Member.
3.7.2. Any person having the same address as the Member and at least one IP address in common with the Member.

3.8. Registration on the Wonderz site is limited to certain countries whose list is regularly updated. It is available on the Wonderz site registration form.

3.9. Any entry made in violation of the provisions of these Rules, in particular by means of inaccurate information or multiple entries made by one and the same person, will be suspended or cancelled by the organizing company.
The organising company also reserves the right to cancel the entries and/or winnings of a Member whose entry form does not comply with the provisions of these Rules.

3.10. To become a Member of the Wonderz site, the Internet user is asked to choose a Member account name or "login name" as well as a confidential password, which will give him access to all the services of the Wonderz site.

3.11. The Member assumes full responsibility for maintaining the confidentiality of his/her Member account name and password.
The Member is in no case authorized to transfer his Member-account or access rights to a third party. He is legally responsible for the use of his Member account, including in case of use of said account by a third party.

3.12. Registration on the Wonderz site is for an unlimited period.
The Member may however unsubscribe from the Wonderz site at any time and without any justification, by indicating his/her wishes in the appropriate Customer Service section or by sending a letter to the following address:

DreamCentury Entertainment
7 Rue Beaujon
75008 PARIS, FRANCE

4. Nominative registration

4.1. This data will be kept online until the closure of the Member Account and beyond on an archiving medium for an additional period of 5 years to meet legal obligations.

4.2. Members who can prove their identity have certain rights concerning their personal data.
In particular, they have a right to prior information, access, rectification, updating and deletion of personal data concerning them.

These rights can be exercised either via the "Customer Service" section accessible from the Wonderz site, or by post addressed to the following address:

DreamCentury Entertainment
7 Rue Beaujon
75008 PARIS, FRANCE

4.3. Member's personal information is used exclusively by the organising company or, indeed, by any service providers involved as support for the operation of the games.

4.4. In order to comply with the laws and regulations in force, personal information may however be communicated to a sworn third party in the event of a judicial or administrative requisition.

5. Use of the Account

5.1. Account Inactivity

A Member who has not played at least 120 Free Rounds in the last 90 days is considered inactive. The organizing company reserves the right to block/delete any inactive account from its databases.
Any account that has not been accessed for a minimum period of one year, meaning no login using username and password, shall be automatically terminated. Such termination shall result in the definitive deletion of all points and winnings associated with the account, without any possibility of claim or compensation.

5.2. Advertising

5.2.1. Any Member registered on the Wonderz site who has not purchased at least 300 Game Credits accepts to receive offers from Wonderz site partners and/or advertisers at the e-mail address indicated at the time of registration.

5.2.2. Any request to unsubscribe to these offers from partners and/or advertisers will lead, after confirmation of the Member's will, to the complete deletion of his Member account.
This account deletion will be carried out within a maximum of 10 working days following the Member's confirmation and will not give right to any compensation.

5.3. Customer service

5.3.1. Customer Service undertakes to respond to Members' requests within 48 hours maximum, except during periods of holidays.
For any Member who would make an abusive use (calculated according to posted message rates) of Customer Service, Customer Service reserves the right to respond outside this period or not process a request that is not a request directly related to an incident on the site or a Game.

5.3.2. Any Member who questions the honesty of the Organizing Body, its services or its teams, the comments being judged at the sole discretion of the account manager and his manager, will result in the Member's account being blocked, without any possible claim or compensation.

6. DreamCard loyalty program

6.1. Acquisition of the DreamCard

The DreamCard is a virtual loyalty card, automatically given to the Member upon registration. It consists of a counter that increments with each acquisition of Credits. Depending on the level of this meter, the Member automatically obtains new benefits ("DreamCard Status") or directly a prize.

6.2. DreamCard Statutes

6.2.1. Bronze DreamCard : This status is granted for a period of 30 days to the Member who has acquired the equivalent of 6 Credits over the previous 30 days.

6.2.2. Silver DreamCard: This status is granted for an unlimited duration to the Member who has acquired the equivalent of 300 Credits since his registration on Wonderz. It allows the Member to benefit from the following advantages: removal of advertising displays, doubling of Points winnings (excluding prizes) on Contests and Mega Contests draws, access to the "Winnings Exchange" section, which allows him to exchange his prizes won for Points, possibility of converting his unlimited rounds into free or paid rounds.

6.2.3. Gold DreamCard: This status is granted for an unlimited duration to the Member who has acquired the equivalent of 1200 Credits since his registration on Wonderz. It allows the Member to benefit from the advantages of the Silver DreamCard status, as well as the following advantage: access to the "Credits Transfer" section, which allows him to transfer his Credits acquired on the Wonderz and MadWin sites, and his Pass acquired on the ZooValley site, to his Member account on one of these 3 sites.

6.2.4. Diamond DreamCard : This status is granted for an unlimited duration to the Member who has acquired the equivalent of 12000 Credits since his registration on Wonderz. It allows the Member to benefit from the advantages of the Silver and Gold DreamCard status, as well as the following advantages: priority access to Customer Service and preferential exchange rate in the "Earnings Exchange" section.

6.3. Prizes offered

In addition to the DreamCard Statutes, the Member automatically wins a prize when his meter reaches the following levels, expressed in Credits: 60, 300, 600, 1200, 2400, 4800, 12000, 24000, 48000, 96000, 144000, 300000.
When the Member reaches one of these levels, he is offered to choose a prize among a selection.

6.4. Related accounts

Members who also have an account on the MadWin, ZooValley and MadLotto sites have the possibility to "link their accounts" in order to group them on a single DreamCard. This allows them to increase their counter faster: Credits (or Pass on ZooValley) acquired on each of these sites are then counted on the same DreamCard. Similarly, the DreamCard Statutes acquired are applied to all Member accounts attached to the same DreamCard.

6.5. Resetting the DreamCard

When the Member reaches the maximum level of the DreamCard, i.e. 300,000 Credits, the DreamCard is reset. Its counter is reset to zero, thus allowing the Member to win again the prizes awarded at each level. Concerning the DreamCard Statutes, the DreamCard Diamond Status having previously been acquired definitively, the Member retains this status when his DreamCard is reset.

7. The Dreambox :

7.1. Principle

7.1.1. The Dreambox corresponds to a subscription of one, two or three months in order to benefit from certain advantages on the Wonderz site.

7.1.2. Each Dreambox is identified by a unique identification number. A Dreambox has an activation date and an expiration date.

7.1.3. The advantages of a Dreambox are acquired on an account and a site. If the Member has an account on several DreamCentury sites (MadWin, ZooValley, Wonderz, MadLotto and Mafia

Inc.), he must subscribe to a Dreambox subscription for each of his accounts if he wishes to benefit from the advantages of the Dreambox on all of his accounts.

7.1.4. The benefits of a Dreambox are not transferable to another account and are not modifiable or adaptable.

7.1.5. A Dreambox subscription cannot be refunded or interrupted during the subscription period.

7.1.6. The Dreambox subscription principle works as follows:

7.1.6 A The subscription period is chosen at the time of subscription by the Member.

7.1.6.B This period may be one month, two months or three months.

7.1.6.C The subscription is not automatically renewed on the expiry date. The subscription must be renewed by the Member before the expiry date. For example, if the Member wishes to continue to benefit from the advantages of his Dreambox Green, he must therefore, before the expiry date of his Dreambox, make the renewal process himself on the Wonderz site.

7.1.6.D The Member may hold only one valid maximum current subscription for each type of Dreambox. The Member can therefore benefit, to the maximum, from the combined advantages of the Dreambox Green, the Dreambox Blue and the Dreambox Red.

7.1.6.E Upon renewal by the Member, and regardless of the date on which such renewal was effected, the expiry date will be extended for the duration of the renewal.

7.1.7. There are three types of Dreambox:

- The Dreambox Green,
- The Dreambox Blue,
- The Dreambox Red.

7.1.8. Each type of Dreambox corresponds to specific advantages on the Wonderz site.

7.1.9. The advantages of Dreamboxes are presented on the "Principle" and "Learn More" sections of each type of Dreambox.

7.1.10. The cost of subscribing to a Dreambox is clearly indicated on the page of the "Learn More" section of the Dreambox in question.

7.1.11. The payment of the subscription is made exclusively by credit card.

7.2. The Advantages

7.2.1. Dreambox can offer one or more of the following benefits.

7.2.2. Free Round Advantage :

7.2.2.A The Member benefits from additional Free Rounds.

7.2.2.B The number of additional Free Rounds may vary depending on the type of Dreambox and is shown on the "Learn More" section of the Dreambox in question.

7.2.2.C Additional Free Rounds are credited to the Member's account a maximum of three (3) minutes after the first connection of the calendar day to his account.

7.2.2.D Additional Free Rounds have in all respects the same features as Free Rounds offered at midnight to any connected Member. As such, and without this example being exhaustive, the Additional Free Rounds also expire at midnight.

7.2.2.E Additional Free Rounds obtained thanks to this advantage are not counted in the Classification of the Contests of the Day and the Mega-Contest of the week.

7.2.3. Additional Points Advantage

7.2.3.A The Member receives a Points Bonus for each Free Round played that has earned Points.

7.2.3.B The value of this Points Bonus may vary depending on the type of Dreambox and is shown on the "Learn More" section of the Dreambox in question.

7.2.3.C The Member benefits from this advantage for his Free Rounds offered at midnight and his additional Free Rounds obtained via the Dreambox subscription.

7.2.3.D Additional Points obtained thanks to this advantage are not counted in the Daily and Mega-Contest Rankings for the week.

7.2.4. Sponsorship Advantage :

7.2.4.A The Member receives a percentage bonus on the Points earned by his sponsored friends on Wonderz.

7.2.4.B The benefit is expressed as an additional percentage (%) by the Member holding a Dreambox on the Points acquired by his sponsored friend on the Wonderz site.

7.2.4.C The value of this Percentage Bonus may vary depending on the type of Dreambox and is shown on the "Learn More" section of the Dreambox in question.

7.2.4.D For example :

- Member A has a Dreambox and benefits from a 5% Sponsor a Freind advantage.
- Member A sponsors Member B, who thus becomes his sponsored friend.
- Member B earns 1000 Points on the Wonderz site.
- Member A will then be credited with :
  - 10% of the 1000 Points earned by Member B (10%*1000 = 100 Points), under the Default Sponsor a Freind Win on Wonderz.
  - 5% of the 1000 Points earned by Member B (5%*1000 = 50 Points), under the Dreambox Sponsorship advantage.
- Member A will earn in this example 15% (10%+5%) of the Points earned by his sponsored friend on Wonderz.

7.2.5. Advertising Advantage :

7.2.5.A The Member benefiting from this advantage will not see on Wonderz any advertising content external to the DreamCentury network of sites (Wonderz, ZooValley, MadWin, MadLotto and Mafia inc.).

7.2.5.B The Advertising advantage may vary depending on the type of Dreambox and is clearly presented on the "Learn More" section of the Dreambox in question.

7.2.6. Surprise Prize Advantage:

7.2.6.A The Member benefiting from this advantage will receive a Surprise Prize following the exceeding of a number of consecutive months subscribers.

7.2.6.B The benefit is expressed in number of consecutive subscriber months and by the commercial value of the Surprise Prize won.

7.2.6.C The commercial value of the Surprise Prize won is expressed in value including all taxes. This commercial value incl. all taxes is a commercial value noted on one of the following e-commerce sites : amazon.com, amazon.co.uk, amazon.com.au, priceminister.com, rakuten.com.

7.2.6.D The values of the Surprise Prize advantage may vary depending on the type of Dreambox and are clearly presented on the "Learn More" section of the Dreambox in question.

7.2.7. Advantage Contest and Mega-Contest :

7.2.7.A The Member receives a Bonus Point for each Point earned through a draw on a Contest Game or Mega Contest.

7.2.7.B The value of this Points Bonus may vary depending on the type of Dreambox and is shown on the "Learn More" section of the Dreambox in question.

7.2.7.C Additional Points obtained thanks to this advantage are not counted in the Classification of the Contests of the Day and the Mega-Contest of the week.

8. The Casual Games :

8.1. Description

8.1.1. The Casual Games are accessible under the heading "Free Rounds".

8.1.2. The Member can access the Casual Games with Free Rounds, Booster Rounds, with Credits or in unlimited mode.

8.1.3. The goal of the Casual Games is to achieve the best score in each game. The Member earns Points whose amount varies according to the score achieved during the game. Unless the games are played in unlimited mode, then no points are awarded to the Member and no Free Rounds are deducted from his account.

8.1.4. The page of each Casual Game displays :

- The category of the Casual Game;
- The name of the Casual Game;
- The cost of participation;
- Ranking of the Contest of the day;

8.1.5. By clicking on the "Play" button of the Casual Game, the Member agrees to have his Member Account debited for the cost of participation corresponding to the said Casual Game and to participate in it under the conditions set out in these Rules.

8.1.6. The number of Points and the cost of participation may vary from one party to another without notice, without entitlement to any compensation.

8.2. Rules and Explanations

8.2.1. Casual Games are defined in 2 sections:

- Free: Casual Games allow Members to earn Points.
- Credits: Casual Games allow Members to earn more Points.

8.2.2. The Member must click on the "Play" button on the index page of the Free Casual Games to launch the loading of the game and to be able to consult the rules of the Game, which he will be able to read again at any time of his round. He must then click on the "Play" button of the Casual Game to start his round.

8.2.3. Some Casual Games have levels. On these, the Member has the possibility of choosing his level of game provided that he has already succeeded in reaching the level.

8.2.4. At the end of the round, the Member's score is converted into Points credited directly to his Member Account.
The conversion of the score into Points is different from one level to another and from one game to another.
The organising company reserves the right to modify the amount of conversions at any time.

9. Contests and Mega-Contest :

9.1. Description

9.1.1. The Contests Games and Mega-Contest are accessible via the link at the bottom of the page in the "Other Games" section for the Contests and "Free Casual Games" section for the Mega-Contest. All Members playing Free Rounds participate automatically.

9.1.2. The goal of the game is to rank among the best in the Mega-Contest Ranking in order to win the best prize of the Mega-Contest. The first 3 win a Prize that will be added to their winnings history. Other Members earn Points.

9.1.3. The Mega-Contest section displays :

- The start and end date of the Mega-Contest,
- Prizes,
- The Mega-Contest Ranking,
- Mega-Contest rules.

9.1.4. The nature of the prizes and the Classification may vary without notice, without giving the right to any compensation.

9.1.5. Depending on the Mega-Contest mode, "Classic" or "Box", the Contests organised as part of the Mega-Contest are "Classic" or "Box" Contests.

9.2. Rules and Explanations

9.2.1. Contests

9.2.1.A Contests are organized every day.

9.2.1.B They are accessible on the "Casual Games" page whose presentation page for each game contains the "Contest of the Day" section. Each of these games has its own Contest.

9.2.1.C If a Game Contest is a "Classic" Contest, then the Contest has only one type of ranking :

9.2.1.C.1. **« HighScore Ranking »** :

9.2.1.C..1.1. Members are ranked according to their Game Score.

9.2.1.C..1.2. The Member's Game Contest Score is calculated as follows: number of points won in the Game during the day thanks to the use of his Free Rounds of the day.

9.2.1.D If the Game Contest is a Contest Box, then the Contest has 3 types of Rankings :

9.2.1.D.1. **« HighScore Ranking»** :

9.2.1.D..1.1. Members are ranked according to their Game Score.

9.2.1.D..1.2. The Member's Game Contest Score is calculated as follows: number of points won in the Game during the day thanks to the use of the member's Free Rounds of the day.

9.2.1.D.2. **« Progression Ranking »** :

9.2.1.D..2.1. Members are ranked according to the evolution of their Game Score (up or down) compared to the Contest Score of the immediately preceding Day,

9.2.1.D.3. **« New Player Ranking» :**

9.2.1.D..3.1. Members who have never participated in a Game Contest before the Mega-Contest starts are ranked according to the highest score on the Game.

9.2.1.E The Member may participate in one or more Contests simultaneously.

9.2.1.F Participation in a Contest takes place automatically when the Member plays the corresponding Casual Game. There are no additional costs associated with this participation.

9.2.1.G Only games played with "Free Rounds" are counted in the Contest Rankings. Games played with "Booster Rounds", in "unlimited mode" or with "Credits" are not taken into account.

9.2.1.H Participation in the Contest is as follows :

- The Member plays one or more Free Rounds in the Casual Game during the duration of the Contest.
- These various rounds earn him Points, in accordance with the rules of the Free Rounds.
- The Member's Contest Score is then calculated: number of points won on the Game during the day thanks to the use of his Free Rounds of the Day.
- On the basis of Score, the Member is thus automatically ranked on the different Contest Rankings according to the Mega-Contest, Classic or Box mode, namely :
    - o HighScore Ranking
    - o Progression Ranking
    - o New Player Ranking

9.2.1.I At midnight, the Rankings for the Day's Contests are considered final.

9.2.1.J If the Contest is a "Classic" Contest, Members receive Points and Medals according to their HighScore Rankings.

9.2.1.K If the Contest is a "Box" Contest, Members are awarded Clicks, according to their different HighScore, New Player or Progression Rankings. These clicks are to be made in a Grid full of Prizes.

9.2.1.L The Prize Grids include direct winnings, Medals and a Loot. A series of Loots is initially launched. When the Series maximum gain is won then the series regenerates.

9.2.1.M If the Contest is a "Box" Contest and the the Member has not clicked on the grid the day following the gain of his Clicks, the Clicks of the Member will be made automatically at midnight the following day.

9.2.1.N The nature of the prizes and the Classification may vary without notice, without giving any right to compensation.

9.2.2. Mega-Contest

9.2.2.A The Mega Contest is held weekly. This duration may be modified at any time by the Organising Company. The start and end dates are indicated on the index page.

9.2.2.B It groups the Rankings of all the Contests organised on the Casual Games on the Wonderz site into a single Ranking.

9.2.2.C The Mega Contest Ranking is established by the number of Medals collected by Members throughout the Mega Contest.

9.2.2.D To collect Medals, Members participate in Contests. Members classified in the Contests then receive Medals at the end of each Contest of the day.

9.2.2.E Since the Member's Medals are only actually awarded at the end of the Contest Day of each Casual Game, his positions are indicated to him on a provisional basis during the duration of the Mega-Contest and thus constantly evolve upwards and downwards.

9.2.2.F At the end of the Mega-Contest, the best members are rewarded and win the prizes according to their rank.

9.2.2.G The nature of the prizes and the Classification may vary without notice, without giving the right to any compensation.

10. The Scratch Games :

10.1. Description :

10.1.1. Scratch Games are accessible under "Scratch Games".

10.1.2. The Member may play Scratch Games with his Free Rounds, his Booster Rounds and his Points in the "Free Games" section; with his Credits and the Currencies in his Cash pot in the "Credits" section

10.1.3. The object of the game is to scratch the selected Ticket in order to win what it contains.
Each series of tickets contains one "Loot" ticket: this ticket contains the biggest win of the series. When found by a Member, the series is entirely renewed.

10.1.4. Several Scratches are available. Each of them has its own characteristics, displayed on the index page of the section :

- The name of the ticket (ex: "Tutti Frutti")
- The access modes proposed and their cost to scratch a ticket (ex: " 3 Credits or 3 Dollars ")
- The number of tickets already scratched compared to the total number of tickets in the series (ex: "5438 / 8000")
- The maximum amount of the win (ex: "win up to 1000 Dollars");
- The last winners.

10.1.5. By clicking on a scratch ticket, the Member agrees to have his Member account debited for the cost of participation corresponding to said ticket and to participate under the conditions set out in these Rules.

10.1.6. The nature of the prizes and the cost of participation may vary from one party to the other without notice, without entitlement to any compensation.

10.2. Rules and Explanations

10.2.1. The Scratches are divided into 2 sections: :

- **« Free »:** To scratch these tickets, the Member uses his or her Free Rounds, Booster Rounds or Points.
- **« Credits »:** To scratch these tickets, the Member uses either his Credits or the currencies from his Cash pot.

10.2.2. To access the ticket :

- The Member chooses the ticket he wishes to scratch and clicks on the "Play" button.
- On the home screen of the selected ticket, it then chooses its ticket access mode. For example, for a "Credits" ticket, he chooses to play using his Credits or the currencies in his Cash pot. The access cost for each of the proposed modes being indicated to him on the same screen.
- This choice being made, the amount of his participation is then debited from his Member account.

Scratch Games the ticket:

- The Member scratches his ticket with the mouse.
- He can also click on the "Automatic Scratch " button at the bottom right of the ticket. This has the effect of displaying the contents of the ticket directly without having to scratch it with the mouse.
- Each Scratch Ticket has a unique identification number at the top left of the ticket.

10.2.3. Once the ticket has been scratched, a screen will appear showing the Member's winnings. He can review the ticket by clicking on the "Review Ticket" link.

10.2.4. The Loot :

- Each Scratch Game proposes its own Loot.
- The Loot consists of a list of winnings which are attributed one by one to the Members who find the Ticket "Loot".
- This list is permanently posted on the reward summary for each Scratch Game. For example a Loot can consist of: 1 win of $1000, 5 wins of $200, 94 wins of $100.
- When a Member finds the Loot Ticket, he randomly wins one of the Loot Prizes that have not yet been won.
- When the maximum Prize (ie the Maximum Loot Prize) has been won, the Loot Prizes list is entirely renewed.

10.2.5. One Loot per Series :

- Each series of tickets contains one and only one "Loot" Ticket.
- When the "Loot" Ticket is discovered, the tickets remaining to scratch in the series are cancelled and a new series of tickets is immediately proposed.
- The number of tickets already scratched in the series is indicated at the top right of the ticket. The "Loot" ticket is necessarily in one of the tickets still to be scratched.

10.2.6. The rules for each Scratch Game and the payout table are detailed on the Scratch Game access page by clicking on the small question mark or the "Learn More" link on each scratch ticket.

11. Challenges :

11.1. Description :

11.1.1. Available Challenges are posted under "Challenges".

11.1.2. The Member may access the Challenges with Free Rounds, Booster Rounds, Points, Credits or with his Cash pot.

11.1.3. The goal of the game is to play a round of the game of the Challenge and establish the best score among the participants.

11.1.4. The general "Challenges" index page displays :

- The Tops Challenges;
- Challenges by Games ;
- Scores to beat from other Members ;
- The Last Winners ;

The different types of Challenges display:

- The cost of participating in the chosen Challenge;
- The number of Members required to take up the Challenge in order for the Challenge to be closed and the prizes drawn;
- Prizes;
- The list of Challenges in progress with the scores already done and the list of Challenges that can be opened.

11.1.5. By clicking on the "Launch the Challenge" or "Take up the Challenge" button, the Member agrees to have the Member's account debited for the cost of participation corresponding to the said Challenge and to participate in it under the conditions set out in these Rules.

11.1.6. The rules of each game proposed during a Challenge are available on the home screen of each of these games.

11.1.7. The nature of the prizes and the cost of participation may vary from one party to the other without notice, without entitlement to any compensation.

11.2. Rules and Explanations

11.2.1. There are 3 types of Contests:

- **Anonymous Challenges:** these are Challenges in which the Member participates without knowing the login name or the score of his opponents.
- **Public Challenges:** these are Challenges in which the Member participates with knowledge of the login name and score of the other Members participating in this Challenge.
- **Private Challenges:** these are Challenges that are limited to 5 participants, who must be friends with the Member who initiated the Challenge in question (considered as the creator of the Contest).

11.2.2. A Challenge can be of two possible modes: "Classic Mode" Challenge or "Box Mode" Challenge.

11.2.3. If a Challenge is a "Classic" Challenge, then The Challenge has only one type of Rankings:

11.2.3.A **"HighScore Ranking":**

11.2.3.A.1. Members are ranked according to their Score.

11.2.3.A.2. In the event of a tie, the Member having achieved his score first will be declared the winner, it being specified that only the dates and times of the entries recorded in the DreamCentury company database are authentic.

11.2.4. If the Contest is a Box Contest, then the Contest has 3 types of Rankings:

11.2.4.A **"HighScore Ranking":**

11.2.4.A.1. Members are ranked according to their Score.

11.2.4.A.2. In the event of a tie, the Member having achieved his score first will be declared the winner, it being specified that only the dates and times of the entries recorded in the DreamCentury company database are authentic.

11.2.4.B **"New Player Ranking":**

11.2.4.B.1. Members who have never participated in a Game Challenge, before the Challenge in question began, are ranked according to the highest score on the Game.

11.2.5. At the end of the Challenge, i.e. when all the places reserved for the Challenge have been taken up or when a maximum time limit of 30 days has been exceeded, the gains of the Challenge are awarded.

11.2.6. If the Challenge is a "Classic" Challenge, Members receive their prize money according to their HighScore Rankings and the Paytable posted on the Wonderz site.

11.2.7. If the Challenge is a "Box" Challenge, Members are awarded Clicks, according to their different HighScore or New Player Rankings and according to the Paytable displayed on the Wonderz site. These Clicks are to be made in a Prize Grid.

11.2.8. The payout grids include Direct Gains and a Loot. A series of Loots is initially launched. When the maximum win of the Series is won namely the Bronze Jackpot, Silver Jackpot or Gold Jackpot according to the Grids, then the Series regenerate.

11.2.9. The 1st prize for each Challenge is as follows: JackPot Bronze, JackPot Silver, Jackpot Gold and JackPot $50. These JackPots are common to all Challenges. Each JackPot is part of a list of loots that can be won on the corresponding grids.

11.2.10. In the case of the Bronze or Silver JackPots, the amount to be won is calculated based on the number of entries on the Challenges. When the maximum value of the Bronze or Silver JackPot is won, the JackPot is reset to its original value.

11.2.11. In the case of Private Challenges, if the Challenge has not been taken up by any friend, the creator of the Challenge will be refunded after 30 days.

12. Tournaments :

12.1. Description

12.1.1. Tournaments are accessible under "Tournaments". All Members participate in the same Tournament depending on the game chosen.

12.1.2. Members must have Game Credits to participate in Tournaments.

12.1.3. The goal of the game is to be ranked among the best to win the 1st prize

12.1.4. The "Tournaments" section displays :

- The cost of participating in tournaments;
- The start and end date of the tournament;
- The prizes
- The "Learn More" button which indicates the list of prizes to be won and the Ranking.

12.1.5. The nature of the prizes and the cost of participation may vary from one party to the other without notice, without entitlement to any compensation.

12.2. Rules and Explanations

12.2.1. To participate in Tournaments, Members use their Game Credits.

12.2.2. The Member can participate as many times as he wishes in the same Tournament.

12.2.3. In the event of multiple participations in the same Tournament, the Member's Member account shall be debited with the cost of participation in Credits indicated on the Tournament for each of his participations. By clicking on the "Launch Game" button on the page of the Tournament, the Member agrees to have his Member Account debited for the cost of his participation corresponding to said Tournament and to participate in it under the conditions set out in these Rules.

12.2.4. The rules of each game during a Tournament are available on the home screen of each of these games.

12.2.5. A Tournament can be of two possible modes: Classic Mode Tournament or Box Mode Tournament.

12.2.6. If a Tournament is a "Classic" Tournament, then the Tournament has only one type of Rankings:

12.2.6.A **"HighScore Ranking":**

12.2.6.A.1. Members are ranked according to their Tournament Score.

12.2.6.A.2. In the event of a tie, the Member having achieved his score first will be declared the winner, it being specified that only the dates and times of the entries recorded in the DreamCentury company database are authentic.

12.2.7. If the Tournament is a Box Tournament, then the Tournament has 3 types of Rankings:

12.2.7.A **"HighScore Ranking":**

12.2.7.A.1. Members are ranked according to their Tournament Score.

12.2.7.A.2. In the event of a tie, the Member having achieved his score first will be declared the winner, it being specified that only the dates and times of the entries recorded in the DreamCentury company database are authentic.

12.2.7.B **"New Player Ranking":**

12.2.7.B.1. Members who have never participated in a Game Tournament, before the relevant Tournament begins, are ranked according to the highest Score on the Tournament.

12.2.7.C **"Cumulative Ranking":**

12.2.7.C.1. Members are ranked according to their total tournament scores.

12.2.8. At the end of the tournament, i.e. when the end date of the tournament has been reached, the tournament winnings are awarded.

12.2.9. If the Tournament is a "Classic" Tournament, Members receive their prize money according to their HighScore Rankings and the paytable posted on the Wonderz site.

12.2.10. If the Tournament is a "Box" Tournament, Members are awarded Clicks, according to their different HighScore, New Player or Cumulative Rankings and according to the Paytable displayed on the Wonderz site. These Clicks are to be made in a Prize Grid.

12.2.11. The Prize Grid includes Prizes and a Loot. A series of Loots is initially launched and draws a Prize at random from the set of Loots. When the maximum Loot is won, the Tournament Winner is displayed on the Tournaments page, and then the series regenerates.

12.2.12. In the event of multiple participations in the same Tournament, the Member's Member account shall be debited with the cost of participation in Credits indicated on the Tournament for each of his participations. By clicking on the "Launch Game" button on the page of one of the Tournaments, the Member agrees to have his Member Account debited for the cost of participation corresponding to said Tournament and to participate in it under the conditions set out in these Rules.

12.2.13. The publication of the list of winners of a Tournament will be made in the "Winners" section of the Wonderz site and will intervene at the latest 15 working days after the closing of the said Tournament.

13. <u>The Loot Games</u>

13.1. Arabesque “free mode”

13.1.1. Description

13.1.1.A The "Arabesque «free mode»" game grids are accessible on the " Arabesque «free mode» " web page under the heading "Free Rounds". The Grid is common to all Members.

13.1.1.B The Member must own Free Rounds or Booster Rounds to participate in Arabesque «free mode».

13.1.1.C The object of the game is to uncover the square that contains the Loot. The biggest loot on the Grid being the Jackpot. The Jackpot is progressive and its amount in Dollars increases as Members participate.
Getting the Loot ends the current game and a new Grid begins.

13.1.1.D Loot is a currency value prize drawn from a series of several Loots. This series initially launched includes a JackPot, currency value prizes and Clicks on the Arabesque Game "jackpot mode" or on the current Game of the Month.
Members know the remaining winnings in the current round. The list of Loots is available at any time on the index page of the game.
When the maximum check, the JackPot, is won, the series regenerates.

13.1.1.E The 'Arabesque «free mode»' web page displays :

- The Arabesque «free mode» Game Grid in progress ;
- The cost of participation in Arabesque «free mode» in progress ;
- The list of prizes put into play;
- The last Loot won;
- The Member's actions on the current Grid ;
- Information on the latest rounds;
- The boxes already opened on the current Grid and their contents.

13.1.1.F By clicking on a box in the " Arabesque «free mode»" Grid, the Member agrees to have his Member account debited for the cost of participation corresponding to the said Grid and to participate in it under the conditions set out in these Rules.

13.1.1.G The nature of the prizes and the cost of participation may vary from one party to another without notice, without entitlement to any compensation.

13.1.2. Rules and Explanations

13.1.2.A A Member accesses the Grid with Free Rounds or Booster Rounds.

13.1.2.B Each box on the Grid contains either :

- a prize,
- Points,
- Bonuses,
- a Loot.

Each Grid contains a single "Loot" box. The Member wins the content of the box he has chosen to "click".

13.1.2.C The Game starts when a Member clicks on a square on the Grid. The discovery of a "Loot" box by a Member will result in the end of the game and the beginning of a new game in the following minutes.
The list of loot prizes can be consulted by clicking on "See all loot".

13.1.2.D The Member has 30 minutes to validate his Loot. To do this, he must enter a Captcha code. After this period, his gain will be invalidated without giving right to any compensation.

13.1.2.E Grid Bonuses are :

- **Restaurant Car :** The Member offers a Prize to one of the other Members of the current Grid.
- **Magnifying Glass :** This Bonus allows the Member to watch without opening them, what is hidden behind 5 squares of the current Grid.
- **Digital Footprint :** The Member wins a free click on one of the boxes indicated by this Bonus.
- **Charcoal :** All Members who have opened at least one grid square since the last discovery of this bonus win Booster Rounds.
- **Free Arabesque :** The Member adds the Bonus of his choice to the current Grid.
- **Play Again :** The Member wins a free click on the current Grid.
- **North Pole and South Pole Bonus:** The Member must find these two squares on the same Grid to win a Prize.

13.1.2.F Details of winnings can be viewed by clicking on "Prize List".

13.2. Arabesque

13.2.1. Description

13.2.1.A The "Arabesque" Game Grids are accessible on the " Arabesque" Internet page under the heading "Loot Games". The Grids are common to all Members.

13.2.1.B The Member must have Credits to participate in «Arabesque».

13.2.1.C There are three versions of the «Arabesque» Game: Bronze, Silver and Gold. When a game of the "Arabesque" is initialized, the version of the game is randomly drawn. The version of the Game "Arabesque" determines the value of the Loot of the Game.

13.2.1.D The purpose of the Game is to uncover the square that contains the Loot. The Loot corresponds to the big prize of the Grid. Obtaining it ends the current game and a new Grid begins.

13.2.1.E The «Arabesque» web page displays :

- The Arabesque game grid in progress ;
- The cost of participation in Arabesque in progress ;
- The list of prizes put into play;
- The last Loot won;
- The Member's actions on the current Grid ;
- Information on the latest rounds;
- The boxes already opened on the current Grid and their contents.

13.2.1.F By clicking on a box in the "Arabesque" Grid, the Member agrees to have his Member account debited for the cost of participation corresponding to the said Grid and to participate in it under the conditions set out in these Rules.

13.2.1.G The nature of the prizes and the cost of participation may vary from one party to the other without prior notice, without giving the right to any compensation.

13.2.2. Rules and Explanations :

13.2.2.A The Member accesses the Grid with Game Credits.

13.2.2.B Each box on the Grid contains either :

- a prize,
- Points,
- Bonuses,
- Booster Parties,
- a Loot.

Each Grid contains a single "Loot" box. The Member wins the content of the box he has chosen to "click".

13.2.2.C The Game starts when a Member clicks on a square on the Grid. The discovery of a "Loot" box by a Member will result in the end of the game and the beginning of a new game in the following minutes.

13.2.2.D The Member chooses his prize among the list of Loots available for consultation by clicking on "See all Loots".
Members can also go to their "Winnings History" and click on the link at the top of the page to choose their Prize.

13.2.2.E Grid Bonuses are :

- **Restaurant Car :** The Member offers a Prize to one of the other Members of the current Grid.
- **Magnifying Glass :** This Bonus allows the Member to watch without opening them, what is hidden behind 5 squares of the current Grid.
- **Digital Footprint :** The Member wins a free click on one of the boxes indicated by this Bonus.
- **Charcoal :** All Members who have opened at least one grid square since the last discovery of this bonus win Booster Rounds.
- **Free Arabesque :** The Member adds the Bonus of his choice to the current Grid.
- **Play Again :** The Member wins a free click on the current Grid.
- **North Pole and South Pole Bonus:** The Member must find these two squares on the same Grid to win a Prize.

13.2.2.F Details of winnings can be viewed by clicking on "Prize List".

13.3. Arabesque JackPot

13.3.1. Description

13.3.1.A The "Arabesque JackPot " Game Grids are accessible on the "Arabesque JackPot " web page under the heading "Loot Games". The Grids are common to all Members.

13.3.1.B The Member must have Game Credits or have won a free click in the game "Arabesque Free Mode" to participate in "Arabesque JackPot".

13.3.1.C The purpose of the Game is to uncover the square that contains the Loot. The biggest loot on the Grid being the Jackpot. The Jackpot is progressive and its amount in Dollars increases with each participation.

Getting the Loot ends the current game and a new Grid begins.

13.3.1.D The Loot is a currency value prize drawn from a series of several Loot items. This series initially launched includes a JackPot and currency value prizes.
Members know the remaining winnings in the current round. The list of Loots is available at any time on the index page of the game.
When the maximum loot,ie. the JackPot, is won, the series regenerates.

13.3.1.E The "Arabesque JackPot " web page displays :

- The Arabesque JackPot game grid in progress;
- The cost of participating in the Arabesque JackPot in progress ;
- The list of prizes put into play;
- The general information of the game ;
- Member Actions on the current Grid ;
- The last Loot won;
- The boxes already opened on the current grid and their contents.

13.3.1.F By clicking on a box in the "Arabesque JackPot " Grid, the Member agrees to have his Member account debited for the cost of participation corresponding to the said Grid and to participate in it under the conditions set out in these Rules.

13.3.1.G The nature of the prizes and the cost of participation may vary from one party to another without notice, without entitlement to any compensation.

13.3.2. Rules and Explanations

13.3.2.A The Member accesses the Grid with Game Credits or clicks obtained at "Arabesque JackPot ".

13.3.2.B Each box on the Grid contains either :

- a Prize,
- Points,
- Bonuses,
- Booster Parties,
- Clicks on a game,
- a Loot.

Each Grid contains a single "Loot" box. The Member wins the content of the box he has chosen to "click". The discovery of a "Loot" box by a Member will result in the end of the game and the beginning of a new game in the following minutes.
The list of Loots to be won can be consulted by clicking on "See all Loots".

13.3.2.C Grid Bonuses are :

- **Restaurant Car :** The Member offers a Prize to one of the other Members of the current Grid.
- **Magnifying Glass :** This Bonus allows the Member to watch without opening them, what is hidden behind 5 squares of the current Grid.
- **Digital Footprint :** The Member wins a free click on one of the boxes indicated by this Bonus.
- **Charcoal :** All Members who have opened at least one grid square since the last discovery of this bonus win Booster Rounds.

- **Free Arabesque :** The Member adds the Bonus of his choice to the current Grid.
- **Play Again :** The Member wins a free click on the current Grid.
- **North Pole and South Pole Bonus:** The Member must find these two squares on the same Grid to win a Prize.

13.3.2.D Details of winnings can be viewed by clicking on "Prize List".

13.4. Ocean Quest

13.4.1. Description :

13.4.1.A The "Ocean Quest" game grids are accessible on the "Ocean Quest" web page in the "Loot Games" section. The Grids are common to all Members.

13.4.1.B The Member must have Game Credits to participate in "Ocean Quest".

13.4.1.C The Ocean Quest 2 Game consists of 3 levels:

- The Wheel called "The Steering Wheel",
- A Prize Grid called "The Coral Reef",
- Bonus Games: "Jane Rascaille's Game or Treasure", "Sim Seahorse's Game or Treasure", "Black Teeth Al's Game or Treasure", "Red Beaver Sam's Game or Treasure" and "Shark Will's Game or Treasure".

13.4.2. Rules and Explanations :

13.4.2.A <u>The Wheel or The Steering Wheel :</u>

13.4.2.A.1. Principle and Game Mode :

The Game starts when the Player clicks to launch the Wheel. To launch the wheel, the player must click on the lever or anchor to the right of the wheel. Once the Wheel is launched, the Player does not intervene on the Wheel until it comes to a complete stop. The Wheel cleat then blocks a segment of the Wheel that lights up.

It is at the moment the Player clicks to launch the Wheel that a Round (or "Turn") is automatically debited from his player account.

There are 2 game modes: "Simple Mode" and "Multi-Turn Mode" which allows you to perform several turns at once.

13.4.2.A.2. Purpose of the Game :

The object of the game is to fall on the "Loot" segment corresponding to a Currency Value Payout.

13.4.2.A.3. Wheel Segments :

- The Wheel comprises the following Segments :
- A "Loot" Segment,
- Points Segment,
- Bonus segments.

- *<u>The "Loot" Segment:</u>*

The Currency Value Prize corresponds to a random Loot ranging from 20 000 Points to $2.

A series of Loots including a $2 Currency Value Prize and the other Loots of the Points is initially launched. The Players know the Loots remaining to be won on the current series.
When the maximum win, i.e. the Currency Value Prize of $2 is won, the series is regenerated.

The Player can either keep his Currency Value Prize or exchange it for one or more clicks in the Prize Grid "The Coral Reef", depending on the value of the check.
This choice must be made within 30 minutes maximum from the time the win is obtained. Beyond that, the exchange against a Currency Value Prize will be automatically made.

If the Player has decided to exchange his Currency Value Prize for clicks in "The Coral Reef", then he remains stuck on the Grid until he has made his clicks.

- *Segments Points :*
  All Points segments correspond to different Points segments.
  The Organising Company reserves the right to modify the amount of Points on the segments.

- *Bonus Segments:*
  - **Shell Bonus**: The player sees all points earned on the wheel doubled for him only. This Bonus is active until the end of the game on which the Player obtained this Bonus.

  - **RePlay Bonus**: The Player wins 2 additional Rounds depending on his game mode.

  - **Long-View Bonus:** The player discovers the number of turns remaining before falling on the Loot segment.

  - **North and South Compass Bonus**: The player must discover 2 Compasses, one indicating North and the other South on the same Wheel to win an additional 200 Points.

  - **Double Flag Bonus:** The player receives twice the amount of the next Discovered Points segment on the Wheel where he won the Double Flag Bonus.
    Example :
    The player wins a Double Flag Bonus on Wheel #1. He then turns the Wheel and falls on a 100 Points segment. The player will win in this scenario : 200 Points (100 x 2) instead of the 100 Points he would have won without the discovery of the Double Flag Bonus.

  - **Triple Flag Bonus:** The player receives three times the amount of the next Discovered Points segment on the Wheel where he won the Triple Flag Bonus.
    Example :

The Player wins a Triple Flag Bonus on Wheel #1. He then turns the Wheel and falls on a 100 Points segment. The player will win in this scenario : 300 Points (100 x 3) instead of the 100 Points he would have won without the discovery of the Triple Flag Bonus.

Individual Cases :

If the Player wins a Double Flag Bonus then a Triple Flag Bonus (or vice versa) and a Points segment, the Double Flag Bonus and Triple Flag Bonus will apply.
For example, if the player discovers a Double Flag Bonus, then a Triple Flag Bonus and 100 Points then he will earn: 100 Points + 100 Points (Double Flag Bonus) and 200 Points (Triple Flag Bonus).

Allocation of Winnings :

The Winnings are calculated by the servers of the Organising Company every 2 minutes. Their allocation to the Player's account will therefore be slightly staggered.

- **5 Raiders Coin Bonus**: The Player may award 50 Points to a player who has played the Steering Wheel before him. N.B : In Multi-Turn Mode, Points are randomly awarded to a player who has played on the same wheel.

- **Calypso Bonus**: The Player automatically offers 40 Points to all players who previously clicked on the current wheel.

- **Pistol Bonus:** This Bonus will allow you to make a "Double or Quits" on the win of your choice in the Coral Reef (including access to the Bonus Games, except the Red Beaver Sam Treasure). You can make up to 3 "Double or Quits" on the same prize, and thus multiply your initial win, or your access to a Bonus Game, up to 8! When you win a "Double or Quits" on a prize, you receive your winnings in the form of their equivalent value in Points. When you win it on an access to a Bonus Game, you win the corresponding number of accesses to the game.

- *Wheel Renewal*

  When a Player falls on the "Loot" segment, the game ends and a new Wheel Game begins.

13.4.2.B The Coral Reef :

13.4.2.B.1. Access to the Game:

The Player accesses this game by having fallen on the "Loot" segment of the Level 1 Wheel and having chosen to exchange his Currency Value Prize Winnings for clicks in the Level 2 Grid called "The Coral Reef".

13.4.2.B.2. Principle of the Game :

The Grid includes Items that all hide a win. The Player may attempt a Double or Quits on any winnings in this Grid including Bonus Game Access, up to a maximum of 4 consecutive Double or Quits. Any Double or Quits, i.e. any click to

attempt a Double or Quits, decrements its Double or Quits Bonus counter, accumulated via the Wheel.

13.4.2.B.3. "The Coral Reef Gains":

- The Gains in this Grid can be:
- Prize Boxes,
- Bonus Game Access Cases.

13.4.2.B.4. Renewal of the Grid :

The Grid is renewed when the Loot of the current Grid, namely the discovery of all Shark Will's Game Access or Treasure, is discovered.

13.4.2.C <u>Bonus Games :</u>

13.4.2.C.1. Shark Will's Treasure :

13.4.2.C.1.1. Players play together on this Bonus Game.

13.4.2.C.1.2. The Goal of this Bonus Game is to bet your Gold Coins on the Game Chests.

13.4.2.C.1.3. The game is played as follows:

- *<u>General Case :</u>*

  When the Player wins one (1) or more Accesses to Shark Will's Treasure via the Coral Reef Grid, he is awarded one (1) or more Gold Coins.
  A set of 8 Chests are presented to the Player.
  The Player must choose on which Chest(s) to place, i.e. bet, his Gold Coin(s).
  The Player may choose to distribute his Pieces on one or more Chests or place them on a single Chest.
  As soon as a set of Six (6) Gold Coins is placed in the Chests, the current game stops. Chests reveal what they contain and winnings are rewarded.
  Winnings are awarded to the Player according to the following principle:
  Each Player receives the payout revealed by the Chest multiplied by the number of Gold Coins bet in the Chest.
  For example :
  Player X has bet 4 Gold Coins on Chest #1, which hides $100.
  Player Y has bet 1 Gold Coin on Chest #1, which hides $100.
  Player X will win: 4 X $100 = 400 Dollars
  Player Y will win: 1 X $100 = 50 Dollars

- *<u>Special Case: Shark Tooth Malus :</u>*

  If, at the end of a Shark Will Treasure Game, a Shark Tooth Malus has been discovered by one or more Players, all Player Winnings per Chest is reduced to 50% of their original value.
  The player(s) who discovered a Shark Tooth Malus also wins the check it contains.

- *<u>End of Game :</u>*

  Once Shark Will's Treasury Game is revealed and completed, a new Game is generated for a new Shark Will Treasury Game.

  Double or Quits Bonus Case: When the Player has attempted and won one or more Double or Quits in the "Coral Reef" on a Shark Will Treasure Access, he wins additional Gold Coins.

13.4.2.C.1.4. Prizes won by the Player on this Bonus Game will be added to the "Winnings history" section of the Player account immediately after the end of the Game. They will reach the Player under the conditions and within the time limits described in the general rules of the site from which he has just played.

13.4.2.C.2. The Treasure of Red Beaver Sam :

13.4.2.C.2.1. Players play together on this Bonus Game.

13. 4.2.C.2.2. The Goal of the Game is to win Red Beaver Sam's Treasure Loot and all of the Game's Prizes by trying to stay as long as possible Looter of the game.

13. 4.2.C.2.3. Winning the Game :

Each Part of the Red Beaver Sam Treasure consists of 50 Diamonds each containing either :

- Points,
- a Prize
- a Loot.
- An Eye Cache

13. 4.2.C.2.4. Red Beaver Sam Treasury Access Special Case :

o There can only be one and only one game in progress of the Red Beaver Sam Treasure:

➔ In other words, if a Red Beaver Sam Treasure Game is already in progress, any new Red Beaver Sam Treasure Access discovered in the Coral Reef will automatically be converted into a Consolation Payout.

o There may only be one and only one Red Beaver Sam Treasure Game won in any one Coral Reef Game:

➔ In other words, if a Part of Red Beaver Sam's Treasure has been discovered in Coral Reef #1, any other discovery of Red Beaver Sam's Access to Treasure in Coral Reef #1 will automatically be converted to a Consolation payout.

13. 4.2.C.2.5. The Game Procedure is as follows:

- *Discovering Access to the Bonus and First Looter:*

When a Player discovers Red Beaver Sam's Treasure Access, a new Game begins. The player who discovered Access to the Bonus Game becomes the First Looter. This First Looter Status allows the Player to make a first Click, that is, a first Looter into Red Beaver Sam's Treasure without being removable. In other words, as long as that Player has not made his First Loot on the current Game, the current Red Beaver Sam Treasure Game is not accessible to any other Player.

The First Looter must make his first Loot within 5 minutes maximum from the time of obtaining his Access to the Treasure of Red Beaver Sam. Beyond this time, he loses his First Looter status and can be dismissed at any time.

To loot Red Beaver Sam's Treasure, the Player must click on one of the fifty (50) Diamonds displayed on the Game Board. His Winnings are then revealed and the Diamond disappears from the Game Board.

- *Game sequence after the First Loot :*

  Once the first Loot has been made, the current Red Beaver Sam Treasure Game is available to all players; in other words, any player can now become himself a Looter of the current Game.

  Once the first Looting has been done, the first Looter, now a simple Looter, must wait the time indicated by his Time Counter before being able to do his next Looting in Red Beaver Sam's Treasure.

  Once the waiting period is over, the Looter can again make a Loot by clicking on one of the Diamonds in Red Beaver Sam's Treasure. He will then have to wait again before his next looting.

- *Time and Decrement Counter :*

  The Time Counter is presented in the form of a Time Gauge whose each segment indicates to the Player the waiting period between two Loops:

  o The Time Gauge is composed of the following Bearings :

  Bearing N°1 : 20 Minutes
  Bearing N°2 : 15 Minutes
  Bearing 3: 8 Minutes
  Bearing N°4 : 4 Minutes
  Bearing N°5 : 1 Minute
  Bearing No. 6 : No Waiting

  The Looter Time Counter is constantly displayed under the Ocean Quest Game Logo and on Red Beaver Sam's Treasure Access Page.

  The Player may at any time decrement his Time Gauge by reducing his waiting period between two Lootings by discovering a new Loot on The Steering Wheel:

  o He must trade his Loot for a Click in the Coral Reef to get this advantage.

  o This advantage is acquired in addition to the Click obtained in the Coral Reef.

  Each Loot won decrements its Time Gauge from a Bearing and directly influences its Waiting period in progress:

  o Here is an Example, illustrating the operation of the Time Gauge :

  The Looter is at Landing No. 1. His waiting time between each looting is 20 minutes.

  At this moment, his Time Counter displays 14 min and 30 s (so he has waited 5 min and 30 s since his last Loot).

  The Looter discovers a Loot; he exchanges his Gain for a Click in the Coral Reef.

  His Time Gauge is now at Tier 2, 15 minutes.

  The Player's Time Counter is automatically readjusted to 9 minutes and 30 seconds (15 minutes less the 5 minutes and 30 seconds that have already elapsed since the last Loot).

  When the Looter's Time Gauge reaches Tier #6, the Looter may loot Red Beaver Sam's Treasure without being limited by a delay between each click.

- *Removal of the Looter:*

  A Player is automatically removed from his Looter status when another Player discovers a Loot on the Wheel of The Steering Wheel:

  o The Player must exchange his Loot for a Click in the Coral Reef to remove the current Looter.

  o This Looter Status is acquired in addition to the Click obtained in the Coral Reef thanks to the exchange made.

Once removed, the removed Looter may no longer loot the Red Beaver Sam Treasure.
The new Looter in place can immediately Loot the Treasure of Red Beaver Sam.
The new Looter in place will then have to wait the time indicated by his Time Counter before being able to make his next Looting in the Treasure of Red Beaver Sam.
A deposed Looter may nevertheless become again at any time the Looter of the current Game by winning again a Loot on The Steering Wheel Wheel and exchanging it for a Click on the Coral Reef. However, its Time Gauge automatically starts again at Level N°1.

- *End of Game :*
  The Red Beaver Sam Treasure Game ends when the maximum Loot or Eye Hide is discovered.

13.4.2.C.2.6. Double or Quits Bonus Cases: It is not possible to attempt a Double or Quits on Red Beaver Sam Treasure Access.

13.4.2.C.2.7. Prizes won by the Player on this Bonus Game will be added to the "Winnings history" section of the Player account immediately after the end of the Game. They will reach the Player under the conditions and within the time limits described in the general rules of the site from which he has just played.

13.4.2.C.3. The Treasure of Black Teeth Al :
13.4.2.C.3.1. Players play together on this Bonus Game.

13.4.2.C.3.2. The purpose of this Bonus Game is to win the Game Prizes represented by a 12 Segment Wheel.

13.4.2.C.3.3. The Game Procedure is as follows:

- The wheel has 12 segments in the form of 12 different gemstones.
- Each Segment represents one of the following Gains :
- Points,
- Prizes,
- an Al's Eye Bonus.
- The player rolls two dice. The sum of the dice face values determines the Player's movement on the Black Teeth Al Treasure Wheel.
- The Player is then automatically placed on the Wheel Segment number so determined:
  - If the Player falls on a Segment already discovered by a Player other than himself on the current Black Teeth Al Treasure Game, he wins the corresponding Prize but returns 20% of his Prize to the player who fell first on that Segment during that Game.
  - If the Player comes across a Segment that he has already discovered, he wins the entire corresponding Prize.
  - If the Player comes across a Free Segment:

- If the Wheel Segment represents a Prize, he wins the Prize. This Segment is now his for the duration of the current Black Teeth Al Treasure Game: he will receive 20% of the Win if another player falls on that Segment during that Game.
- If the Segment represents the Al Eye Bonus, the Black Teeth Al Treasure Game is reset. The Player then receives a Consolation Payout.

13.4.2.C.3.4. Double or Quits Bonus Cases: When the Player has attempted and won one or more Double or Quits in the Coral Reef on a Black Teeth Al Treasure Entry, he wins additional dice rolls. Each Game of the Black Teeth Al Treasure consists of one roll of the dice and one move on the Game Board Wheel.

13.4.2.C.3.4. Prizes won by the Player on this Bonus Game will be added to the "Winnings history" section of the Player account immediately after the end of the Game. They will reach the Player under the conditions and within the time limits described in the general rules of the site from which he has just played.

13.4.2.C.4. Jane Rascaille's Treasure :

13.4.2.C.4.1. The Player who has access to this Bonus Game is the only one to participate.

13.4.2.C.4.2. The Goal of this Bonus Game is to win the maximum number of Prizes in the Game by avoiding the Black Pearl.

13.4.2.C.4.3. The game is played as follows:

o The Player has a game board, presented in the form of a set of Shells on which the Player must click one after the other.

o If the Player falls on a White Pearl, the Game stops and he wins all the Prizes revealed behind the Shells discovered during that Game of Jane Rascaille's Treasure, namely those on which he clicked before the discovery of the White Pearl.

o If the Player comes across a Black Pearl, he does not win any of the Prizes revealed behind the Shells discovered during that Game of Jane Rascaille's Treasure, namely those on which he clicked prior to the discovery of the Black Pearl. The Player then wins a Consolation Prize.

o If the player discovers a White Pearl the first time he clicks on a Shell from a Jane Rascaille Treasure Game, he wins a Consolation Prize.

13.4.2.C.4.4. Double or Quits Bonus Cases: When the Player has attempted and won one or more Double or Quits in The Coral Reef on Jane Rascaille's Access to Treasure, he wins additional games. Each Part of Jane Rascaille's Treasure consists of a new game board.

13.4.2.C.4.5. Prizes will be added to the "Track Winnings" section of the Player account immediately after the end of the game. They will reach the Player under the conditions and within the time limits described in the general rules of the site from which he has just played.

13.4.2.C.5. Jim Seahorse's Treasure:

13.4.2.C.5.1. The Player who has access to this Bonus Game is the only one to participate.

13.4.2.C.5.2. The object of the Game is to win the Game Points by aligning the 3 by 3 Currency Value Prizes in strictly ascending order in row, column or diagonal.

13.4.2.C.5.3. Ties in value are not considered valid and therefore do not respect the strictly increasing value rule of the Game.

13.4.2.C.5.4. The 7 valid combinations of rows, columns or diagonals of the Game are, using the keys of a keyboard or numeric keypad :

- o 1 – 2 – 3
- o 4 – 5 – 6
- o 7 – 8 – 9
- o 1 – 4 – 7
- o 2 – 5 – 8
- o 3 – 6 – 9
- o 1 – 5 – 9
- o Diagonal 7 - 5 - 3 does not represent a valid combination.

To start the game, the Player has a Grid represented by 3*3 empty boxes and a selection area showing him the first gain in Points to place in his Grid.

13.4.2.C.5.5. The Game Procedure is as follows:

- o The Player clicks on the Prize Payout presented in his selection area to place it in one of the nine possible locations on his Game Grid.
- o A new Prize Payout appears in its selection area. The Player then places the second Prize Payout in one of the remaining eight slots on his Game Grid and so on.
- o Once its Game is finished (by clicking on the Validate Game Button), each row, column or diagonal respecting a strictly ascending order of Gain value in Points is validated. The player then wins all wins from each validated row, column or diagonal.

o For example :
o If the Player validates the next square :
$2 $15 $20
$2 $5 $10
$2 $5 $5
o Combination Results :
Line 1 - 2 - 3 => INVALID ($5 tie)
Line 4 - 5 - 6 => VALID (Gain $17)
Line 7 - 8 - 9 => VALID (Gain $37)
Column 1 - 4 - 7 => INVALID ($2 Equality)
Column 2 - 5 - 8 => INVALID ($5 Equality)
Column 3 - 6 - 9 => VALID (Gain $35)

Column 1 - 5 - 9 => VALID (Gain $27)

o Total Gains :
$17 + $37 + $35 + $27 or $116

13.4.2.C.5.6. A Surprise Bonus Win is offered to the Player if he manages a perfect square i.e. if he manages to validate all 7 possible combinations.

13.4.2.C.5.7. Double or Quits Bonus Cases: When the Player has attempted and won one or more Double or Quits in The Coral Reef on Jim Seahorse's Access to Treasure, he wins additional games. Each part of Jim Seahorse's Treasure consists of a new game board.

13.5. Treasures of Atlantis

13.5.1. Description

13.5.1.A The grids of the game "Treasures of Atlantis" are accessible on the Internet page "Treasures of Atlantis" under the heading "Loot Games". All Members play on the same Pyramid Grid.

13.5.1.B The Member must have Game Credits to participate in Treasures of Atlantis.

13.5.1.C The aim of the Game is to discover in the Pyramid the most powerful medallion to access the associated Crypt.

13.5.1.D The "Treasures of Atlantis" web page displays :

- The current grid of the game Treasures of Atlantis;
- The cost of participating in the Treasures of Atlantis game in progress;
- The visual of the prizes put into play;
- The boxes already opened on the current Grid and their contents;
- Prizes already won;
- Information about the game.

13.5.1.E By clicking on a box on the "Treasures of Atlantis" Game Grid, the Member agrees to have his Member Account debited for the cost of participation corresponding to said Grid and to participate in it under the conditions set out in these Rules.

13.5.1.F The nature of the prizes and the cost of participation may vary from one party to another without prior notice, without giving the right to any compensation.

13.5.2. Rules and Explanations :

13.5.2.A The Member accesses the Grid using Game Credits.

13.5.2.B Each Game shall consist of:

- Atlantis Gate Cases where Points, Medallions, Booster Rounds or Bonuses are hidden.
- The Crypts which correspond in a Grid containing several Prizes (and Points for the Crypt Sea Urchin). Crypts values are the following ascending order : Sea Urchin Crypt, Shell, Star, Medusa and Hippocampus.

The Game starts when a Member clicks on a square on the Atlantis Gate Grid. Each Medallion allows the Member to access his Crypt to make a Click and win a prize.
The Atlantis Gate is renewed when all the Hippocampus Medallions have been discovered.

13.5.2.C The stronger the Medallion discovered by the Member, the higher the Crypt's gains.
A Double or Quits is then offered to the Member on the Prize discovered: either he accepts it or he cashes the prize he has won. He may attempt up to 3 Double or Quits in a row.
The Crypts opened by the Member through his Medallions are unique and are opened only once. An exception to this rule exists thanks to the Poseidon Bonus which allows the Member to "resurrect" his "Best Crypt" discovered so far. Best Crypt" means the one containing the best prize yet to be won.

The first Member to discover a Hippocampus Medallion becomes the King of the Pyramid. Each time a Member discovers a Medallion and clicks in the Crypt associated with that Medallion, the King earns a Points Bonus equivalent to 10% of the Points value of the prize earned and redeemed by the Member.

This advantage is also valid for Medallions validated by the King himself. The King therefore wins 10% of the Points value of each Medallion validated as long as he is King.
However, a future King does not receive 10% of the medallion that allowed him to become King and the current King does not receive 10% of the medallion that served to overthrow him.
The value in Points of the Prize earned corresponds to that actually earned by the Member in the Crypt, including Double or Quits.

13.5.2.D The King retains his place on the Grid except in the following cases:

- <u>when another Member discovers a Hippocampus Medallion:</u>

- If the King is protected by Guards, the Member who discovered the Hippocampus Medallion eliminates one of the Guards at random.
- If the King no longer has Guards, that Member takes his place.
Only one exception to this rule: if the Member discovers a Hippocampus Medallion as a Guard, then he takes the place of the King and all former Guards are eliminated.

- <u>when another Member discovers an Attack Bonus:</u>

- If a King is protected by Guards, the Member who discovered the Attack Bonus eliminates one of the Guards at random.
- if the King no longer has Guards, the Member who discovered this Bonus takes his place.

- <u>when another Member discovers a Renewal Bonus :</u>

The King and his Guards are overthrown. Then there are no King or Guards. The Member does not take the place of the King.

13.5.2.E Grid Bonuses are (not all Bonuses are necessarily present in all Grids):

- **Second Chance:** The Member may attempt his last Missed Double or Quits again. He may only use this Bonus once per Double or Quits series.
- **Atlantis Gate :** This Bonus gives the Member an indication in the form of an area on the Pyramid in which a Hippocampus Medallion is hidden.

- **Atlas Bonus :** The Member must win his next Quits or Doubles. He may only use this Bonus once per Double or Quits series. It can only be used on the Game Grid and not on the Crypts.
- **Trident:** The Member must discover this Bonus twice on the same Pyramid in order to reconstitute the Gold Mask and win 10,000 Points.
- **Poseidon:** This bonus "resurrects" the best Crypt that the Member has accessed (and not won the best prize). He can then click again and win another prize. He thus sees thanks to this Bonus his or his last clicks in the resurrected Crypt.
- **Guard of the King:** The Member becomes Guard of the King.
  If there is no King, if he is the King or if he is already Guard, then the Member earns Points in compensation.
  As a Guard, he is rewarded when another Member knocks him down with the Attack Bonus or by discovering a Hippocampus Medallion.
  Two exceptions to this rule: the Renewal Bonus or the discovery of a Hippocampus Medallion by a Guard.
- **Attack:** The Member may overthrow a King's Guard at random or the King himself if he has no Guard. He may refuse to use his Attack Bonus. If there is no Guard or King, then he becomes King.
- **Renewal:** The Member may overthrow the King, regardless of his number of Guards. Then there is no more King. He may refuse to use his Renewal Bonus.
- **Typhoon Bonus :** The discovery of this Bonus mixes all the undiscovered squares of the Atlantis Gate.

13.5.2.F The details of the winnings can be viewed from the "Temple Cases" link on the "Treasures of Atlantis" game page.

13.6. Black Diamond Island

13.6.1. Description :

13.6.1.A The Game Grids "Black Diamond Island" are accessible on the Internet page "Black Diamond Island" under the heading "Loot Games". All Members play on the same Grid.

13.6.1.B The Member must have Game Credits to participate in "The Black Diamond Island".

13.6.1.C The purpose of the Game is to complete its Diamantier, to validate its content in order to win the related prizes.

13.6.1.D The 'Black Diamond Island' web page displays :

- The current grid of the game 'Black Diamond Island';
- The cost of participating in the game 'Black Diamond Island' in progress ;
- The list of prizes put into play;
- The Member's Diamantier;
- The boxes already opened on the current grid and their contents;
- The last validated Diamantiers;
- Information about the game.

13.6.1.E By clicking on a box in the Game Grid "The Black Diamond Island", the Member agrees to have his Member account debited for the cost of participation corresponding to the said grid and to participate in it under the conditions set out in these Rules.

13.6.1.F The nature of the prizes and the cost of participation may vary from one party to the other without prior notice, without giving the right to any compensation.

13.6.2. Rules and Explanations

13.6.2.A The Member must have Game Credits to access the current Grid.

13.6.2.B Each box on the Grid contains either :

- Points,
- Diamond,
- Bonuses,
- Prizes.

13.6.2.C The Game starts when a Member clicks on a square on the current Grid. Each Member has an Diamantier which allows him to collect prizes and Diamond which, if associated with the corresponding prizes, will allow him to validate his Diamantier and to win all the prizes contained inside.
The Island Grid is renewed when all the Black Diamond have been discovered.

13.6.2.D An Diamantier contains 10 slots that can be increased with the Collect Bonus.

13.6.2.E To validate his Diamantier, the Member must possess an Diamond at least as powerful as his most powerful prize.
The Diamond are of increasing power: Green, Blue, White and Black.

13.6.2.F The Member may empty the content of his Diamantier at any time if it does not satisfy him. He will then receive compensation in Points whose amount depends on the content of his Diamantier on one hand, and on the other hand on the value of the prizes it contained.

13.6.2.G The first Member who validates an Diamantier with a Black Element becomes the Master of the Island.
He then benefits from the following advantages:

- **Earnings from other Members**: Each time a valid Member redeems an Diamantier, , the Island Master earns a Points bonus equal to 10% of the value of the winnings contained in the validated Diamantier.
  This advantage is also valid for Diamantier validated by the Master himself. The Master therefore wins 10% of the Points value of each Diamantier validated as long as he is Master.
  However, a future Master does not touch 10% of the Diamantier who allowed him to become Master and the Master in place does not touch 10% of the Diamantier who served to overthrow him.

- **Master Prize Bonus**: When another Member or the Master himself discovers this Bonus, the Master of the Island wins clicks in the Island.

- **Master's Choice Bonus**: when the Master discovers this Bonus, he can inject the Bonus of his choice into the current Grid.

13.6.2.H The Island Master retains his place on the Grid except in the following cases:

- <u>when another Member validates a Black Element:</u>

- If the Master is protected by Guards, the Member eliminates one of the Guards at random.
- If the Master no longer has Guards to protect him, the Member replaces the Master.

Only one exception to this rule: if the Member has validated a Black Element as a Guard, he takes the place of the Master and all the former Guards are killed.

- <u>when another Member discovers the Conspiracy Bonus:</u>

- If the Master is protected by Guards, the Member eliminates one of the Guards at random.
- If the Master no longer has Guards to protect him, the Member who discovered this Bonus replaces the Master.

- <u>when another Member discovers the Dismissal Bonus</u>

The Master and his Guards are overthrown. Then there is no Master or Guards.

13.6.2.I When Members find the Master's Guard Bonus, they become the Master of the Island's Guards. Each time a Member attempts a Conspiracy or validates a Black Element, he overthrows a guard, and so on until the Island Master has no more Guards to protect him.

13.6.2.J The Black Diamond Island Grid Bonuses are as follows:

- **Collection:** A place is added in the Member's Diamantier.
- **Traps:** The Member can delete an element at the choice of his Diamantier.
- **Double or Quits**: this Bonus allows the Member to attempt one or more Double or Quits on the Diamantier of his choice. When he has several Quits or Doubles, he can use them on a single Diamantier (with a maximum of 3 Quits or Doubles on the same Diamantier), or spread them over several Diamantiers.
  Bonus winnings are credited to the Member's account with their Points value.
- **Prize to Master:** The Member makes the Master in place win clicks in the Grid and he wins Points. If the Member is the Master, then he offers himself clicks.
- **Master's Favor**: If the Member finds a prize during his next 3 clicks, this one does not go in his Diamantier but wins it directly.
- **Master's Guard** : The Member becomes a Guard of the Master. If there is no Master or if the Member is the Master or if he is already Guard, then he earns Points in compensation. As a Guard, he is rewarded when another Member knocks him down with the Conspiracy Bonus or the validation of a Black Element.
  There are two exceptions to this rule: Dismissal or validation of a Black Element by a Guard.
- **Conspiracy:** The Member may overthrow a Master's Guard at random or the Master himself even if he has no Guard. He may refuse to use his Conspiracy Bonus. If there is no Guard or Master, he becomes Master of the Temple.
- **Black Diamond Way** : This Bonus indicates to the Member an area containing a Black Diamond.
- **White Diamond Way**: This Bonus indicates to the Member an area containing a White Diamond.

- **Master Selection**: If this Bonus is discovered by the Master, he can add the Bonus of his choice in an unopened box of the current Grid. If the Member is not the Master, he earns Points in compensation.
- **Dismissal :** This Bonus, if he agrees to use it, allows the Member to overthrow the Master, regardless of his number of Guards. Then there is no Master.
- **Master's Breath:** The discovery of this Bonus mixes all the undiscovered squares of the current Grid.

13.6.2.K Not all bonuses are necessarily present in all grids

13.6.2.L Details of winnings can be viewed by clicking on the "Temple Boxes" link on the "Black Diamond Island" page.

13.7. Zombie Academy

13.7.1. Description :

13.7.1.A The game "Zombie Academy" is accessible on the Internet page "Zombie Academy" under the heading "Loot Games".

13.7.1.B Two versions of the game "Zombie Academy" are offered simultaneously: the "Free" mode and the "Credits" mode.

13.7.1.C These 2 versions are completely independent from one another. To play in "Free" mode, the Member must have "Free Rounds" in his account. To play in "Credits" mode, he must have Credits in his account.

13.7.1.D All Members of the same version of "Zombie Academy" play on the same Grid. The object of the game is to fall on the "Loot" square corresponding to the most important payout on the Grid. This win allows, if the Member chooses, to access the Trophy Room and try to win the maximum prize at stake.

13.7.1.E The "Zombie Academy" web page displays :

- The current grid of the game "Zombie Academy";
- The cost of participating in the game "Zombie Academy" in progress;
- The list of prizes put into play;
- The boxes already opened on the current grid and their contents;
- The "Cool Meter" gauge,
- Information about the game.

13.7.1.F By clicking on a box in the "Zombie Academy" game grid, the Member agrees to have his Member account debited for the cost of participation corresponding to said grid and to participate in it under the conditions set out in these Rules.

13.7.1.G The nature of the prizes and the cost of participation may vary from one party to another without notice, without entitlement to any compensation.

13.7.2. How the Grid Works :

13.7.2.A Each cell of the Grid contains either :

- A "Loot" box,
- Points boxes,
- Bonus boxes.

13.7.2.B The Game starts when the Member clicks on a square on the current Grid. The discovery of a "Loot" box by a Member will result in the end of the Grid and the beginning of a new Grid in the following minutes.
The list of Loots to be won on the Grid can be consulted by clicking on "List of Loots".

13.7.2.C Loot is a Currency Value Prize or Points value drawn from a series of several Loots. Members have access to the list of winnings remaining to be won on the current round by clicking on "Loot List".
When the maximum gain is won, the series regenerates.

13.7.2.D The Member who wins the Loot from the Grid may either keep his winnings or exchange them for one or more Clicks in the Trophy Room.
This choice must be made within 30 minutes maximum from the date of obtaining the Loot. Beyond that, the loot won will automatically be considered as retained.
N.B : For Loots whose value is less than 10,000 Points, the Member must keep his winnings and cannot therefore exchange them for Clicks in the Trophy Room.

13.7.2.E If the Member decides to exchange his Loot for Clicks in the Trophy Room, he is automatically directed to the Trophy Room page. He stays there until he clicks.
The use of all Clicks on the Trophy Room must be made within 30 minutes maximum from the date of obtaining said Clicks. Beyond that, unused Clicks will automatically be exchanged for Points.

13.7.2.F The bonuses in the Grid are as follows:

- **Double Ration Bonus**: The Member sees all his next Points winnings on the Grid doubled for him only. This Bonus is active until the end of the Grid on which the Member has obtained this Bonus.
- **Bonus " Replayz "**: The Member wins additional clicks on the Grid.
- **Bonus "Zoom "**: The Member sees on the current Grid what is hidden behind a square without opening it.
- **Bonus "Give me an A!/Give me a Z!"** Bonus: The Member must combine the two "elements" of this Bonus on the current Grid to win an additional win in Points.
- **Red Blood Bonus:** Member wins Booster Rounds.
- **"Friday 12" Bonus**: The Member receives twice the amount of the next Points Discovery Box on the Grid on which he won the Friday 12 Bonus.
  Example :
  The Member wins a Friday 12 Bonus on Grid #1. He then clicks on the Grid and falls on a 500 Points square. The Member will win this scenario by opening this box :
  - 1000 Points (500 x 2) instead of the 500 Points he would have won without the discovery of the Friday 12th Bonus.
- **"Friday 13" Bonus:** The Member receives three times the amount of the next Points Discovery Box on the Grid on which he won the Friday 13 Bonus.
  Example :

The Member wins a Friday 13 Bonus on Grid #1. He then clicks on the Grid and falls on a 500 Points square. The Member will win in this scenario :

- 1500 Points (500 x 3) instead of the 500 Points he would have won without the discovery of the Friday 13 Bonus.

Individual Cases :

If the Member wins a "Friday 12" Bonus then a "Friday 13" Bonus (or vice versa), then a Points box, the "Friday 12" and "Friday 13" Bonuses will apply.

For example, if the Member discovers a Friday 12 Bonus, then a Friday 13 and 100 Points Bonus then he will earn: 100 Points + 100 Points (Friday 12 Bonus) + 200 Points (Friday 13 Bonus).

Allocation of Winnings :

The Winnings are calculated by the servers of the Organising Company every 2 minutes. Their allocation to the Member's account will therefore be slightly delayed.

- **"Zomby Party" bonus:** The Member wins Tickets (called Zomby Party Tickets) for the "Zomby Party" of the Grid on which he plays. At the end of the Grid and according to the number of Tickets won by the Member, his prize is awarded.

The Member's Earnings are calculated according to the number of Tickets won:

  - o From 1 to 4 Tickets: 100 Points (Free Mode) or 2000 Points (Credits Mode) per Ticket.
  - o From 5 to 9 Tickets: 200 Points (Free Mode) or 4000 Points (Credit Mode) per Ticket.
  - o 10 Tickets: 300 Points (Free Mode) or 50000 Points (Credit Mode) per Ticket.

- **Cool Meter bonus**: The Cool Meter is a Zombie Academy cross game that allows the Member to win a prize every day at midnight thanks to the Cool Meter score.

When the Member discovers a Cool Meter Bonus, he earns Score Points that increment his Cool Meter Score. The Cool Meter Bonuses available in the Grid are: Perfume, UV Session, Shopping, Hairdresser, Makeup, Muscle, Star Glasses, Lifting. Each of these Bonuses increases the Member's Cool Meter score by the amount indicated on the Game index page by clicking on "Game Rules".

The Member's Cool Meter Score is the total of the Member's Cool Meter Score earned by finding the Cool Meter Bonuses within the last 7 sliding days to the nearest second (i.e. the Member's last 604,800 seconds of play).

Every night at midnight, the Member wins the gain associated with his Cool Meter Score at that time. The Cool Meter Winnings List can be accessed from the Game homepage by clicking on "Game Rules".

- **“Who’Z Who” Bonus** : The “Who’z Who” is a Zombie Academy Transversal Game in which the Member collects Cards in an album called "Who’Z Who". The Who’Z Who consists of 7 Cards. Once the album is completed, the Member wins a Gain.

When the Member discovers a Card from this Bonus, the Card is automatically added to his album. If he already has it, the Card is not added to his album and he receives Points of compensation.

The Who’Z Who Cards are:

- Albert ZEINSTEIN (Math teacher)
- Zalvador ZALI (Professor of Arts)
- Zapoléon BONAPARTE (History Professor)

- William Z'EXPEAR (Professor of Literature)
- Zamadeus MOZARBY (Music Teacher)
- ZO'CRAP (Professor of Philosophy)
- Izzak NEWTOD (Physics Professor)

13.7.3. How the Trophy Room works:

13.7.3.A The Member accesses the Trophy Room by having discovered the "Loot" box on the Grid and by having chosen to exchange his Winnings for Clicks in the Trophy Room.

13.7.3.B The Trophy Room is composed of Objects in the form of Trophies which all hide a prize. All Members play on the same part of the Trophy Room. The Elements hidden behind the Trophies are either:
o A Loot,
o Points,
o Prizes.

13.7.3.C The Member's Objective in the Trophy Room is to find the box containing the "Loot".

13.7.3.D The Loot is a Currency Value Prize drawn from a list of Loot. The Member can consult at any time the Currency Value Prizes remaining to be won on the current series by clicking on "Loot List" from the "Trophy Room" page.
When the series maximum gain is won, the series regenerates.

14. Access to the Games

14.1. Free Rounds Mode :

14.1.1.A To participate in the Games offered in "Free Rounds" mode, the Member must have created a Member Account.

14.1.1.B The Member has 15 Free Rounds each calendar day, which he can freely use to participate in the Game(s) of his choice accessible in "Free Rounds" mode on the Wonderz site.

14.1.1.C These 15 Daily Free Rounds are automatically renewed each calendar day at midnight French time, the Free Rounds not consumed the day before being definitively lost.

14.1.1.D When the Member has used his 15 daily games, he has the possibility to play additional games if he has Booster Rounds in his Member Account.

14.1.1.E Booster Rounds are additional Free Rounds with no expiry date, to be used on any of the Free Casual Games or on any section of the Wonderz Site that allows their use.

14.1.1.F Booster Parties are offered to the Member when he carries out a purchase or registration type action on a Partner site via the "More Booster Parties with Wonderz Partners" section.
For example :
- A subscription to the Disney Newsletter allows you to win 5 Booster Rounds.
- A purchase of a DVD at amazon.com gives you 150 Booster Rounds.

The Member may also obtain Booster Parties through other Members in connection with certain Games such as the “Arabesque“Free Mode”” game.

14.2. Credits Mode :

14.2.1.A To participate in the Games offered in "Credits Mode", the Member must have created a Member Account and obtained game "Credits".

14.2.1.B Three access paths are proposed to the Member in order to receive Game Credits :

- The Member may acquire Game Credits in the "Purchase Credits" section. He can then buy credits via any means of payment offered on the Wonderz site in order to receive his Game Credits on his Member Account.
- Members can convert their Points for Game Credits in the "Credits" section of the "Prizes" section.
- To do this, they simply select the number of Game Credits they wish to receive from the choices available to them. By clicking on "Validate", the Member's account is debited with the required number of Points and immediately credited with the corresponding number of Game Credits.
- In accordance to the laws of the member’s country, the Member may request to receive Game Credits free of charge by making a request via an online form:
- The Member may apply to receive up to 15 Game Credits per application and up to one application per week, it being understood that a use of 15 Game Credits per week maximum on Wonderz corresponds to a normal playing time, not presenting a health risk, neither in terms of addiction, nor in terms of risk of epilepsy, in accordance with the precautions recommended within the framework of the use of video games.

14.2.1.C The procedure for obtaining Game Credits is as follows:

- The Member fills out the application form accessible on the link below: https://www.wonderz.com/wonderz/playbox/demande/credit.asp?codemax=FF2ECAF6E
- In order to guarantee equity between Wonderz Members, only one request per week is authorized, this limitation making it possible to guarantee to all Members that the organizing company will be able to treat the requests of each of them within the same deadlines, taking into account the time necessary for the customer service to handle these requests and the mail routing time by the Postal services.
- In order to fight against fraudulent use of the Member Account, a Code is generated at each request. This Code is communicated to the Member when he validates his online request.
- Finally, in order to avoid automated form submissions by computer robots, the Member is asked to complete his online request by typing on his keyboard a series of characters, called "Captcha Code", which is presented to him on the screen. Once this step is completed, the application for Game Credits is registered.
- Following the registration of his online application, the Member receives at home a postal mail containing a form to be completed and signed in order to validate his application as well as a "Return" envelope allowing him to return this form to the organizing company at no cost. It is on this form that the Member must enter the Code that was communicated to him when he made his request online.
- The Member has a maximum of 15 days after the date of his online request to return his form. During this time, the application is considered "in process" and no further application can be made. If the Member does not respect the 15 days deadline to return his request, it is then cancelled. The Member can then make a new request online.

- Any form that is not returned signed and complete will result in the cancellation of the Game Credits application. The form must therefore contain the desired number of Game Credits, the unique Code communicated to the Member at the time of his online request, the current date and the Member's signature.
- The organising company cannot be held responsible in the event of a problem with the delivery of mail by the postal services (delay, lost of mail, etc.).
- After receipt of the completed and signed form, the organising company grants the Member the game Credits requested. The latter can then make a new request online, subject to a deadline of 7 days after his previous online request.

14.2.1.D Game Credits are valid for 90 days from the date they are earned, regardless of how they are earned.

14.2.1.E The number of Game Credits required to participate in each game is freely determined and modified by the organising company. No claim will be accepted as such.

14.3. Cash Pot Mode:

14.3.1.A The Member may have acquired Currencies in his Cash pot, which he may use to access certain games such as Scratch Games and Challenges.

14.3.1.B The Member has a single Member Account for all Game Modes.

15. Prizes Shop and Sweepstakes :

15.1. Sweepstakes

15.1.1. **Description**

15.1.1.A Sweepstakes are accessible via the "Prizes" section.

15.1.1.B The Member must own Points to participate in the Sweepstakes.

15.1.1.C For each prize offered in Sweepstakes, the Member has the following information:

- The price of the Sweepstake ticket;
- The date of the draw for the winner of the Sweepstake;
- The quantity available,
- The number of requests for this prize.

15.1.1.D To wager his Points against a Sweepstake ticket, the Member must click on the "Confirm my request" button. The Member then agrees to have his Member account debited for the cost of participation corresponding to the said Sweepstake and to participate under the conditions set out in these Rules.

15.1.1.E The cost of participation may vary without notice, without entitlement to any compensation.

15.1.2. **Rules and Explanations**

15.1.2.A The Member accesses the Sweepstake by using his Points.

15.1.2.B Once the Member has validated his request, his Points are debited immediately from his account. The Member can only obtain one ticket for each Sweepstake.

15.1.2.C Before the Member definitively validates his request, he sees a brief description of the prize and the number of entries for this ticket. He needs to make sure his address is up to date.

15.1.2.D If the Member is not selected at random to win this prize, then he/she will be refunded the prize of his/her Sweepstake ticket.

15.1.2.E If the Member is drawn to win this prize, he wins it and is therefore not reimbursed. The prize is sent to the address indicated by the Member on his account. The organizing company is not responsible in case of non-distribution of the prize if the Member has not entered the correct information or has not updated it.

15.1.2.F The draw will take place on the end date indicated on the selected Sweepstake ticket page at midnight french time.

15.2. Prize Shops:

15.2.1. **Description**

15.2.1.A The Prize Shops are accessible via the "Prizes" section.

15.2.1.B They allow for the redemption of Points accumulated by the Member for prizes.

15.2.1.C For each prize offered in the Prize Shops, the Member has the following information:

- The cost in Points of the prize,
- The quantity available.

15.2.1.D To redeem Points for a prize, the Member must click on the "Confirm my request" button. The Member then agrees to have his Member account debited for the cost of the corresponding prize and accepts the conditions set out in these Rules.

15.2.1.E The cost in Points of each prize may vary without notice and without entitlement to any compensation.

15.2.2. **Rules and Explanations**

15.2.2.A The Member accesses the Prize Shops using his Points to obtain a prize.

15.2.2.B Once the Member has validated his prize request, his Points are immediately debited from his Member Account.

15.2.2.C Before the Member definitively validates his request, he sees a brief description of the prize and a confirmation of his address is requested.

15.2.2.D The prize is sent to the address indicated by the Member on his account. The organizing company is not responsible in case of non-distribution of the prize if the Member has not entered correct postal details or has not updated them.

15.2.2.E Once the prize request is confirmed, it is added to the Member's Earnings Tracking.

16. Winnings

16.1. General Principle

16.1.1. By participating in the Games organized on the Wonderz site, the Member accumulates Points, Currency values or Prizes.
Each Member then has 2 counters: a virtual Points counter and a Cash pot of the currency of this country.

16.1.2. Once the Member has earned Points, they will immediately be credited to their Member Account.
When he wins currency values, these will be immediately credited in his Cash pot.

16.1.3. Depending on the number of Points available, Members may convert their Points into prizes or services, which are offered in the "Prizes" section of the Wonderz website.

16.1.4. The content of the "Prizes" section is subject to change without notice by the organizing company, without this being the subject of any claim on the part of Members.
Points will be exchanged for prizes or services according to the cost in Points set by the organizing company.
This cost is subject to change without notice or justification, without this being subject to any claim on the part of Members.

16.1.5. The Points cost of a prize indicated in the Prize Shops is debited from the Member's Points balance at the time the Member places the order. The cost in Points paid for the order of a prize in store corresponds to the cost displayed at the moment when the Member clicks on the "Validate" box displayed on his screen.

16.1.6. The organising company draws the Members' attention to the fact that all games played or prize acquisitions will automatically be considered null and void as soon as one or more elements of the Game or on the site appear to be a prize or a cost that is disproportionate to the normal operation of the Game and the normal costs of the Prize Shops - any winnings from this prize will therefore also be cancelled. No claim will be accepted on this account.

16.1.7. The descriptions of the prizes can be consulted at any time in the "Prizes" section. However, the illustrations and descriptions of the Prizes are intended to illustrate the shops and have no contractual value.

16.2. Obligations and Restrictions

16.2.1. Under the Cash pot, the Member must have accumulated :

- a minimum of $30 of winnings for a non-Vip Member,
- a minimum of $20 in winnings for a Member with DreamCard Bronze status,
- a minimum of $5 of winnings for a Silver DreamCard Member,
- a minimum of $2 of winnings for a DreamCard Gold and Diamond Member to be able to exchange them for a Currency Value Prize.

16.2.2. The gain of prizes, whatever the method or the means, is prohibited to the employees of the organising Company, its subsidiaries, its parent company, or its partners, as well as to the persons of their families.

17. Shipping of Winnings

17.1. General Principle

17.1.1. Prizes obtained through the exchange of Points in the “Prize Shops” section, or by any other means of winnings, will be shipped within 8 weeks from the date of validation of the prize, namely the effective validation date of the prize by Customer Service.

17.1.2. The prizes won will be delivered to the postal address indicated by the Member in the personal information form that can be consulted and modified in the "Account" section of the Wonderz website.

17.1.3. Prizes sent by post or by carrier travel at the risk and peril of the recipient. DreamCentury Entertainment cannot be held responsible in the event of loss or deterioration of the Prizes sent. DreamCentury Entertainment shall not be held liable for any delay in the shipment of prizes when such delay is not attributable to DreamCentury Entertainment, but is the fault of the service provider to whom DreamCentury Entertainment uses to carry out the shipment. It shall not incur any contractual or legal liability in respect of operations relating to the transport of the prizes awarded.

17.1.4. DreamCentury Entertainment reserves the right to cancel any unclaimed winnings after 1 year from the effective win date on the site. An unclaimed win is defined as :

- a prize sent by the organizing company but returned by the postal services for "default of address", "person not living at the address indicated" or "not claimed" or any other proof by the postal services indicating a mismatch between the postal address indicated on Wonderz and the identity of the Member.
- a prize awaiting a postal address entry by the Member so that the organising company can send the prize.
- a prize pending bank details (IBAN, Routing Number, Account Number, Paypal Account) so that the organising company can transfer the prize.
- a gain awaiting action by the Member so that the organising company can transfer the prize.

17.1.5. DreamCentury Entertainment is not a producer, manufacturer, supplier, vendor or distributor of prizes and therefore cannot be held liable for any of these. Prizes won by Wonderz Site Members are delivered to them without guarantee. Consequently, malfunctions, breakdowns or other defects will not be taken care of by DreamCentury Entertainment and will remain the responsibility of the Member.

17.2. Obligations and Restrictions

17.2.1. Prizes won can only be sent to the person holding the Member Account who won the prize(s) on the Wonderz site.

17.2.2. The shipping costs of the prizes are borne by the organising company, all other possible costs related to the Prize (implementation, commissioning, installation, use, administrative formalities) and not included in the description of the Prize will remain the responsibility of the winning Member.

The winner of a prize or winnings undertakes to pay any tax, tax, social contribution or other possible right of any nature whatsoever, which may be due under the law, the organising company being discharged of any liability in this regard.

If a prize could not be sent by post, the particular terms of delivery of the prize would be indicated in the description of the Prize or set out in a personal email addressed to the winner.

17.2.3. For Members winning currency value prizes a transfer to the Member's PayPal account is made instead of sending the Member's Currency Value Prize. If the Member does not have a PayPal Account, the organising company will refund the value of the winnings in Points.

17.2.4. In the case of winnings sent by bank transfer, the Member's IBAN must correspond to the Country from which the Member has registered.
The transfer costs are borne by the organising company.

17.2.5. It is expressly stated that DreamCentury Entertainment will not be required to send its winnings to a winning Member:

- having engaged in conduct that infringes the Wonderz Site, the Games, the Members' community, the organizing company, or having violated any of the provisions of these Rules ;
- whose prize notification by e-mail cannot be validly sent by the organising company (incorrect or outdated e-mail address, etc.);
- for which delivery of the prize proves unsuccessful to the address declared on the Member Account ;
- not having gone to the place of delivery of the consignment indicated by the logistics service provider of the organising company, within the time limits indicated on the delivery driver's delivery note (notice of delivery by the postman for delivery of a parcel to be collected at the Post Office, for example);
- whose account is inactive, according to the terms of section 5.1 of these regulations;
- who has requested and obtained the termination of his Member Account before sending his winnings.

In all cases where the organising company will be forced to cancel the winnings, no compensation will be awarded to the person concerned.

17.2.6. If DreamCentury Entertainment finds itself unable to deliver the prize chosen or won by the member—particularly due to, but not limited to, a stock shortage from one of its suppliers, or as a result of the supplier's receivership or judicial liquidation—the member will be informed by Customer Service, and the prize will be reimbursed by its value in Points, without any possibility of objection from the member being admissible.

18. Complaints

18.1. Complaints concerning the Games and/or the payment of prizes must be addressed to the Customer Service at the postal address indicated below:

DreamCentury Entertainment
Complaints WONDERZ
7 rue Beaujon
75008 PARIS, FRANCE

18.2. Under penalty of foreclosure, complaints, in particular those relating to the provision of the prizes, must be sent no later than the sixtieth day following the day on which the game is taken. Complaints relating to the management of game "Credits" must be sent no later than the sixtieth day following the date of registration of the operation on the Wonderz site's computer system.

19. User conduct

19.1. Registration and participation in the Wonderz site Games implies a loyal attitude, in full respect of the rules and rights of other Members. The Member assumes full responsibility for the content it produces and communicates to third parties. The Member undertakes that the content of his messages, in any form whatsoever, shall not violate in any way:

- the rights of third parties (in particular intellectual or industrial property rights such as trademarks, designs, models, patents, databases, know-how, etc.) ;
- the laws and regulations in force in the country of residence or in the country where the message is to be received;
- contains, in the case of a computer message, neither viruses nor programs likely to cause damage to persons or their property. The Member undertakes in particular, and without this list being considered exhaustive, not to transmit messages that are defamatory, threatening or indecent.

19.2. Any Member who uses the "wall" of the Wonderz site undertakes to respect the rules of conduct and courtesy, failing which the organising company will ban the Member from the wall temporarily or permanently, depending on the seriousness of the comments left to the discretion of the webmaster, account manager or his manager.
Any Member posting the same message incessantly in order to generate discomfort among the other Members or the Organizing Body shall be temporarily or permanently banned from the wall.
Any Member posting messages in order to discredit the Organizing Body shall be temporarily or permanently banned from the wall.
Note that after two provisional bans notified to the Member, the Member will be permanently banned from the wall without any possible claim.

19.3. Participation in the games organized on the Wonderz site is individual, and any sharing of solutions or group strategy is prohibited.

19.4. Each Member must play in person and therefore refrains from using, directly or indirectly, any mode of interrogation or automated request on the site.
Members are prohibited from using any software, application or website used to improve their results.

It is strictly forbidden, by any process whatsoever, to modify or attempt to modify the proposed Games devices, in particular in order to modify the results or any element determining the outcome of a game and the winners of a game.

The organizing company reserves the right to enforce equality of opportunity among all participants, including by legal or other means at its convenience.
The organizing company also reserves the right to disqualify any person who does not fully comply with these rules, whether by suspension of provisional or definitive account, by deletion of scores established through any modification of the game system, or by cancellation of winnings obtained by these means.

19.5. The organising company may send its Members a request for proof of their identity, place of residence and payments made on the Wonderz website. A Member's refusal to provide the requested proof will result in the cancellation of any gain made on the Wonderz site and the blocking of the Member's account; without this giving rise to any right to any compensation.

19.6. The Organising Company may ask its Members and as many times as it deems necessary, to prove, by means of a video recording obtained via specific software, the feasibility of the scores obtained or passed by its latter at the games offered on the Wonderz site. Any refusal to submit this video recording will result in the cancellation of any winnings made on the Wonderz Site and the blocking of the Member Account and without any right to any compensation. A refusal to reply or a lack of reply from the Member within one month (sufficient time to make the video) will result in the same sanction.

20. Recordings

20.1. The transactions carried out by the Member, in particular the participation in the Games, the game "Credits" rules, the prizes won at the Games, the changes to personal information, are recorded on a secure medium by the DreamCentury Entertainment company's computer system.

20.2. By express agreement between the Member and the organising company, only these recordings made by DreamCentury Entertainment's computer system are authentic between the Member and the organising company.

20.3. Transactions of any nature carried out using the identifier and the confidential code assigned to a Member at the time of his registration are presumed, in an irrefragable manner, to have been carried out under the responsibility of the holder of the Member account corresponding to this identifier and this confidential code.

21. Fraud

21.1. Any fraud, or attempted fraud, manifested by the commencement of an execution and committed in particular with a view to improperly collecting a prize, shall be subject to criminal prosecution.

21.2. Any breach of the Wonderz site's automated data processing system will be subject to criminal prosecution. Any forgery and use of forgeries will be subject to criminal prosecution.

21.3. Any operation having the object or effect of infringing the secrecy of correspondence, professional secrecy or data relating to the private life of Members shall be prosecuted in accordance with the civil and penal provisions in force.

21.4. In the event of non-compliance or presumption of non-compliance with the Rules by a Member or in the event of an infringement, attempted infringement or presumption of infringement by a Member liable to prosecution, the organising company may temporarily, or even definitively, prohibit the Member's access to his account.

22. Provisional measures

22.1. If a Member's winnings or scores are questionable, the organizing company reserves the right, at its sole discretion and without notice, to:

- ask the Member for documents proving his identity and address before sending any winnings;
- request a video recording of game rounds;
- to cancel, retroactively or not, all or part of the winnings, participations in drawings or other transactions made from the Member's account;
- to empty the Member Account of its Points.

If necessary, these measures could even go as far as invalidating the registration and identifier of the Member concerned.

22.2. The organising company may also apply these measures, at its sole discretion and without prior notice, against Members engaging in reprehensible behaviour on the Wonderz site, in the context of their participation in the Games, characterised in particular by:

- a violation of these Rules or any other rules of conduct issued on the Wonderz site;
- racist, defamatory, insulting or indecent comments or statements;
- any attitude or comments that constitute or may constitute a breach of the member's country's laws or harm the Wonderz site or the organizing company.

22.3. In the event of tampering with Points' earning system on a Member Account or other acts seriously affecting the proper Rules and Explanations of the Wonderz Site, the Games and contests offered, the organizing company may, at its sole discretion and without notice, immediately deactivate the Member Account of the person concerned, cancel all winnings and orders for Prizes and/or participation in any Games offered.
It is expressly stated that the application by the organising company of any of the measures mentioned above shall not entitle the Member concerned to any compensation whatsoever.

23. Outstanding Payment Management

23.1. DreamCentury Entertainment and DreamCentury's payment collection partner are the sole recipients of the Member's Credit Purchases data.

23.2. In the event of a non-payment, the organising company will automatically transmit all information relating to the Member's participation to the DreamCentury's payment collection partner. This information will then be subject to automated data processing for which DreamCentury's payment collection partner is responsible.

24. Payment Default

24.1. Failure to pay a single sum on the agreed due date renders all sums due payable and will result in the application of the penalty clause.

24.2. Penal Clause :
For any failure to pay by the due date, the debtor participant will have to pay by way of penalty clause and in addition to the sums remaining due:

- if it regularises payment of its contractual obligation within 30 (thirty) days from the date of dispatch of the first formal notice, including by electronic message, a sum of EUR 25 (twenty-five Dollars),
- if it regularises payment of its contractual obligation after this period, a sum of EUR 50 (fifty Dollars).

This penalty clause, subject to a request for refund, will remain definitively vested in DreamCentury Entertainment.

25. Access to the Rules

25.1. These Rules can be consulted online from the "Rules" section of the Wonderz website or from the "Rules" hypertext link at the bottom of each page of the Wonderz website.

25.2. The present General Regulations, as well as all the Games Regulations annexed to them, are deposited with SCP Simonin - Le Marec - Guerrier, Huissiers de Justice Associés, located at 54 rue Taitbout - 75009 Paris.

25.3. A written copy of these Regulations shall be sent free of charge to any person who so requests. This request should only be sent by post to the following address:

DreamCentury Entertainment
General Rules and Regulations
7 rue Beaujon
75008 PARIS, FRANCE

The costs incurred by a Member to obtain a copy of this Regulation shall be reimbursed on the basis of the slow rate in force on simple written request to the address indicated above, accompanied by a Bank or postal identity statement. Only one request for a copy of this Regulation and refund of expenses incurred to obtain such copy shall be considered per registered Member.

26. Amendment of the Rules

In order to adapt to changes on the Wonderz Site, the organising company reserves the right to amend these regulations.
These changes will take effect as soon as they are put online. Any Participant will be deemed to have accepted the amended rules simply by virtue of his participation in the Games, as of the date on which the amendment comes into force.
If the Member does not agree to the new rules, he will have to manifest his refusal to the organising company by any means, in particular by sending an email from the customer service interface.
This refusal will result in the immediate closure of the Member's account without entitling him to any compensation.

27. Acceptance of the Rules

27.1. Any participation in the Games offered on the Wonderz site implies full and entire acceptance of these these Rules.

27.2. Members certify that they have read these Rules and accept them in their entirety by electronic signature, by clicking on the "Validate" button displayed on their screen when they register on the Wonderz site.

27.3. This electronic acceptance, namely the IP address as well as the precise time of the "click" made on the Wonderz site resulting in the acceptance of these Rules, will be kept by DreamCentury Entertainment's computer server for all practical purposes.

28. Applicable law

28.1. The law applicable to the Wonderz site and to these Regulations is the French law.

28.2. Any dispute arising from the interpretation or execution of these Rules shall be submitted to the competent courts.