

PLATFORM REGULATIONS

Need for Game Idea Platform Regulations

§1 Preliminary provisions

1. These Regulations apply to the rights and obligations of the entities using the *Need for Game Idea* service available at pway.io, as well as the rights and obligations of the entity authorized to administer the Service.
2. The service operates on the principles set out in these Regulations and in the provisions of applicable law.
3. Availability of the Service for a User staying outside the territory of the Republic of Poland may be limited in whole or in part.
4. These Regulations have been prepared in accordance with the local law applicable to the seat of the Service. The User using the Service declares that use of the Service and the Services offered by the Service is permitted by law in the country from which the Service and the Services offered by the Service are used, and takes full responsibility for use of the Service. If the use of the Service is prohibited in the country, from which the User is using the Service, acceptance of the provisions of these Terms of Use shall cease to be valid and use of the Service by the User is prohibited. The Organizer does not declare that the use of the Service is legally permitted outside the country where the Service is located. If the Service is used by Users outside the territory of the Republic of Poland, they do so on their own responsibility and are responsible for compliance with the legal regulations in force in the country from which they use the Service.
5. If a given service requires separate regulation, or if it results from its specificity (e.g. promotions), its terms and conditions may be specified in additional regulations, which will constitute an integral part of these Regulations.
6. The entity authorized to administer the Service is PWay sp. z o.o. based in Warsaw, address: Bieniewicka 26, 01-632 Warsaw, entered into the Register of Entrepreneurs of the National Court Register kept by the District Court for the Capital City of Warsaw in Warsaw, 12th Commercial Division of the National Court Register under KRS number: 0000831601, NIP: 5252817200, share capital 10 thousand PLN, being a member of the PlayWay capital group.
7. The Regulations have been made available to the Service Users in a manner enabling them to get acquainted with its content free of charge before using the Services offered by the entity authorized to administer the Service.
8. Users of the Service have the possibility to acquire, play and record the content of the Regulations by means of the ICT system they use.
9. Each User of the Service is obliged to get acquainted with the provisions of the Regulations before using the Services offered by the Organizer within the Service. Registration in the Service shall be preceded by a request for consent to observe the provisions of the Regulations. Lack of consent is tantamount to resignation from making the Registration in the Service.
10. The Organizer may make marketing content of both the Organizer and other entities available in the Service in the forms permitted by law.

11. The User is aware of the fact that the Internet is public and the use of Services provided by electronic means may involve the risk of obtaining and modifying Users' data by unauthorized persons, therefore Users should use appropriate technical means to minimize these risks. In particular, the use of antivirus programs by Users is justified.
12. The Organizer endeavors to ensure that the Service is properly secured, primarily against unauthorized access, but does not guarantee uninterrupted and continuous access to the Service and the Services to the extent that this depends on the Internet network used by the User.

§2. Definitions

1. For the purposes of the Regulations, the following terms shall have the meaning assigned to them below:
 - 1) Regulations - means these Regulations,
 - 2) Service - is an internet platform available at www.pway.io.
 - 3) Organizer - the entity administering the Service, i.e. PWay sp. z o.o. based in Warsaw, address: Bieniewicka 26, 01-632 Warsaw, entered into the Register of Entrepreneurs of the National Court Register kept by the District Court for the Capital City of Warsaw in Warsaw, 12th Commercial Division of the National Court Register under KRS number: 0000831601, NIP: 5252817200, share capital PLN 10,000, being a member of the PlayWay capital group,
 - 4) User - an individual meeting the criteria referred to in § 4 section 2 of the Regulations, who has successfully registered in the Service and who uses the Services provided by the Organizer electronically as part of the Service for purposes not directly related to his or her business or professional activity,
 - 5) Registration - a procedure for creating an Account in the Service, consisting of filling in a registration form, including the User's data referred to in § 4 section 3 of the Regulations, and then activating the Account by clicking on a link, constituting an activation code, contained in a message sent by the Organizer to the User's e-mail address,
 - 6) Account - a functionality available to a registered User after logging in to the Service, from the level of which the User is entitled to use the Services offered by the Organizer as part of the Service and complete his/her Profile,
 - 7) Profile - a collection of information about the User, provided by one voluntarily during the Registration in the Service or completed afterwards,
 - 8) Login - confirmation of identity and authorization of the User via Steam service,
 - 9) Steam - a video game digital distribution service provided by Valve,
 - 10) Idea - means a manifestation of the User's literary activity, which is not subject to protection within the meaning of Article 1, section 21 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended), expressed in the form of a short description of the future computer game. Submitting an Idea in accordance with the rules described in the Regulations constitutes realization of the subject of the public promise made by the Organizer referred to in the Regulations,

- 11) Project - an undertaking realized within the Service by the Organizer, the aim of which is to acquire ideas for games selected in the Contest and then to develop Game Concepts on the basis of it, the course of the Project is described in detail in § 6 of the Regulations,
- 12) Contest - means a public promise of reward within the meaning of art. 919 of the Civil Code of 23 April 1964 (i.e. 16 May 2019, Journal of Laws of 2019, item 1145) in return for sending the Idea by the User in accordance with the rules described in the Regulations, within the framework of the Project organized through the Service by the Organizer, with the reservation that it is not a Contest constituting a game of chance, a fantasy lottery, a mutual bet, a promotional lottery or any other game, the result of which depends on the chance within the meaning of the Gambling Act of 19 November 2009 (i.e. of 4 April 2019, Journal of Laws of 2019, item 847 as amended),
- 13) Activity - a specific activity possible to be performed by the User in the Service, in particular logging in the Service, sending Ideas within the Contest,
- 14) Agreement - an agreement concluded for an indefinite period of time between the User and the Organizer for the provision of services by electronic means within the meaning of the Act of 18 July 2002 on the provision of services by electronic means (i.e. 13 December 2018, Journal of Laws of 2019, item 123, as amended), concluded at the time of the first Logging in the Service,
- 15) PlayWay group companies - companies indicated at the address: <https://www.playway.com/spolka/grupa-kapitalowa> and other companies with a capital or personal relationship as defined by law,
- 16) Game Concept - creative development of the Idea presented by the User, constituting a work within the meaning of Article 1 section 1 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended),
- 17) GC Creator - Service User, who will develop a creative Game Concept based on the previously submitted Idea,
- 18) Service - a service that the Organizer provides to the Service Users,
- 19) Token - a cryptographic token issued by the Organizer in the ERC20 standard and divisible into 100,000,000 parts, constituting a legitimacy mark within the meaning of art. 92115 of the Civil Code of 23 April 1964 (i.e. 16 May 2019). (Journal of Laws of 2019, item 1145),
- 20) Cryptocurrency Exchange - an Internet service whose users submit cryptocurrency purchase and sale offers,
- 21) CCC - Code of Commercial Companies of September 15, 2000 (Journal of Laws No. 94, item 1037, as amended).

§3. Services provided by the Organizer

1. Through the Service, Users may use the following Services provided by the Organizer electronically:
 - 1) access to the resources of the Service,

- 2) the possibility of posting Ideas and Game Concepts within the Project,
 - 3) possibility of discussion on a dedicated games forum.
2. The use of the Service and Services provided by the Organizer is voluntary and, as a rule, free of charge. Through the Service are provided or may be provided in the future, paid and free of charge services for Users related to the subject of the Service.
 3. The User is not entitled to remuneration for the use of the Service, except for the benefits expressly indicated in the Regulations.
 4. The Organizer is authorized to conduct the Contest for Users.
 5. The Organizer does not provide services of archiving files, data or information.

§4 Registration/Logging in the Service

1. Access to individual Services made available on the Service is possible only for Users with the status of registered Users. Access to the Services provided by the Organizer referred to in §3 section 1 shall be subject to effective completion of the Registration procedure.
2. The Service User may be a natural person who is at least 13 years old. Users who do not have full legal capacity may transfer the copyright to the Game Concept only with the consent of their legal representatives, which is attached as Annex 1 to the Regulations.
3. Registration requires the User to provide the following data:
 - 1) e-mail address,
 - 2) username,
 - 3) date of birth.
4. Resignation from providing obligatory personal data is tantamount to resigning from participation in the Contest and creating an Account in the Service.
5. Registration in the Service is done through the Steam platform. If you do not have a Steam account, you cannot register in the Service. However, the Organizer reserves the right to change the method of Registration in case of a change in the rules of functioning of the Steam platform, which does not constitute an amendment to the Regulations.
6. The registered User is obliged to protect his Password and not make it available to other Users and third parties.
7. Only the registered User can submit an Idea thanks to the functionality specified on the Platform.
8. The User who sent the Idea will receive immediately confirmation on the website regarding the Idea submission. When the PWay application is launched, an information from the Organizer about acceptance of the Idea or its rejection due to the occurrence of any of the negative premises indicated in § 6 section will be available in the application. The Organizer is not obliged to launch the PWay application on any specific date and the User is not entitled to request the Organizer to communicate the information referred to in the previous sentence, regardless of the date of launching the PWay application.

9. After sending the required data, the User receives an activation code to the indicated email address which is a link. The User clicking on this link confirms the activation of the Account.
10. A 12 or 24 seed phrase and thus a cryptographic key-pair will be generated on User's device that will serve as a Service authentication credential and a PWay Token wallet. It is User's responsibility to backup this seed phrase using available methods, as lost seed cannot be recovered by PWay or any other party, and losing the seed implies losing access to the PWay account.
11. The Organizer has the right to control and verify the correctness of User identification data indicated in section 3 above.
12. The owner of the Account is the User.
13. Only the User may use the Account.
14. The User can only have one Account.
15. The User indicating the User name (nickname) may not use the data of third parties. The User providing such data or information shall be liable in this respect, in particular towards the Organizer.
16. The Organizer may require the User to provide additional personal data other than those specified in section 3 above in cases specified by the Organizer's internal procedures.
17. In connection with the requirement to provide the aforementioned data, the User shall be obliged to submit a declaration on the processing of personal data. During the registration process the User will be asked to confirm that he or she has read the following declaration:

"The administrator of your personal data is PWay sp. z o.o. with its registered office in Warsaw at 26 Bieniewicka Street, 01-632 Warsaw, entered into the Register of Entrepreneurs of the National Court Register kept by the District Court for the Capital City of Warsaw in Warsaw, 12th Commercial Division of the National Court Register under NCR number: 831601 NIP: 5252817200, REGON: 38566256) ("Administrator"). Your data is processed by the Administrator in connection with your use of Need for Games Idea. You have the right to access and receive a copy of your data, to correct (correct) your personal data, to restrict its processing, to delete it and to lodge a complaint with the President of the Office for General Data Protection Regulation.
18. During the Registration process, a User who wants to receive promotional, advertising or marketing information from the Organizer has the right to agree to the following statements (consent is voluntary and may be revoked at any time):

"I agree that PWay sp. z o.o. with its registered office in Warsaw at 26 Bieniewicka Street, 01-632 Warsaw, may send commercial and marketing information (including discount codes for games) directly by means of electronic communication and telecommunication terminal equipment to the e-mail address provided by me."*

"I agree to the processing of my personal data indicated in the form by PWay sp. z o.o. with its registered office in Warsaw at 26 Bieniewicka Street, 01-632 Warsaw for marketing purposes. The above mentioned permissions are optional and do not condition the registration in the Service or the possibility to use the services available to the registered User.
19. By registering, the User concludes an Agreement with the Organizer. Upon completion of the Registration (moment of account activation), the User becomes an entity to whom

services are provided by electronic means within the meaning of Article 2 section 4 of the Act of 18 July 2002 on the provision of services by electronic means (i.e. of 13 December 2018, Journal of Laws of 2019, item 123, as amended).

20. For the Contract to be concluded, it is required : (a) The User is a legal person who is at least 13 years old; (b) The User has an active Account; (c) The User accepts the content of these Regulations, and any other conditions indicated and made available as part of the registration process; (d) The Account has been positively verified by the Organizer.

§5. User rights and obligations

1. Each User is obliged to use the Service in a manner consistent with the applicable law, good manners and the provisions of these Regulations, bearing in mind in particular (but not exclusively) respect for personal rights and intellectual property rights of third parties.
2. The User is obliged to enter data (including personal data) in accordance with the factual and legal status.
3. The User undertakes to use the Service and the Account in accordance with its intended use and not to transmit through the Service or place in the Service materials and content prohibited by law, vulgar, obscene, drastic, including in particular photos and discriminating content, violating someone else's privacy, containing racist, fascist or offensive religious feelings.
4. The User is aware of the type and subject matter of the content offered by the Service and the type of Services offered through it.
5. The User is entitled to use the Service and the Services only for his/her own use. It is not permitted to use the resources and functions of the Service and Services for the purpose of carrying out activities which would infringe the Organizer's interests, in particular by acting to the detriment of PlayWay group companies.
6. Users are prohibited to: (a) copy, multiply and distribute the content to which they gain access within the Service, including placing it in other Services or distributing it in another way in whole or in part; (b) place references to the Organizer's Service in such a way that it is difficult or impossible to know the source of the content; (c) multiplying materials and content on carriers and distributing and marketing copies produced in such a way; (d) distributing content and materials elaborations, making and distributing their modifications, changes, abbreviations or synchronization with other works; (e) distributing content and materials (e.g. streaming) both in whole and in fragments, including synchronization with other works or objects of related rights.
7. The Service User may be any natural person who is at least 13 years old. The User declares that the date of birth given by him is true. By using the Service the User declares that he meets the required age criteria. None of the Service Services are intended for persons under 13 years of age.

§6. Contest procedure

1. The purpose of the Contest is for the Organizer to obtain Ideas from Users that will enable the development of Game Concepts, based on which the development teams of the PlayWay Group company will have the opportunity to create computer games.

2. The first stage of the Project consists in sending an Idea by User, which is the fulfillment of the promise made in the Contest.
3. The User provides the Idea through the electronic form on pway.io website, which constitutes Annex 2 to the Regulations.
4. An Idea, pursuant to Article 1 section 21 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended), are not works within the meaning of that Act and are not subject to copyright protection.
5. The User may submit one Idea a month.
6. Ideas can only be submitted in English, in a way that the recipient can understand.
7. If two Users submit the same Idea, the order of submissions will determine which Idea will be used in the Project.
8. The Organizer reserves that no prize will be due for the submission of the application whose content:
 - 1) does not include idea of the game within the meaning of art. 1 section 21 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended),
 - 2) discriminates against third parties, in particular on the basis of sex, age, disability, race, religion, nationality, political beliefs, ethnic origin, religion, sexual orientation,
 - 3) contains information and material that violates laws, morals or standards of morality, offends the dignity or violates the personal rights of others, generally considered socially inappropriate, vulgar, or violates fundamental principles of personal culture,
 - 4) expresses a work within the meaning of Article 1, section 1 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended),
 - 5) was not reported in English, in a way that the recipient could understand.
9. The reward for sending the Idea by the User is 1 (one) Token which is transferred to the electronic address of the User's wallet.
10. To collect Token, the User should have at least Steam level 2, as well as have at least one game on a Steam account.
11. The entity authorized to transfer the Token or Tokens is The Organizer or the entity indicated by the Organizer.
12. Token will be transferred within three business days of submitting the Idea.
13. If an attempted fraud is suspected, the expected time of sending Token to the User will be extended due to the necessity to verify the related circumstances by the Organizer.
14. If the User fails to collect the reward within the one year from the date of Registration, the claim for the reward (the Token transfer claim) will expire.
15. The Organizer informs that after receiving the submitted Ideas, it will choose those which it considers worthwhile to use for the production of a video game and will offer the User the possibility to send a creative Game Concept for a future video game. The Organizer will

select the Idea referred to in the first sentence together with the development studio of one of the PlayWay Group Companies, which will express their interest in using the Idea for the production of a video game. The selected Idea or a similar Idea will be used if it has not previously been used to create a creative Game Concept and work on a video game based on this Game Concept has not been undertaken. The invited User (GC Creator) will fill in the form attached as Annex 3 to the Regulations, which will allow to present in detail the Game Concept of the future video game, which at the same time will exhaust all elements determining the creative character of the Game Concept as a work. The second possibility that the Organizer may offer to the User will be to develop the Game Concept together. The User, who is interested in cooperation on creating a creative Game Concept, is obliged to agree with the Organizer the place, time and method of communication. Such User also agrees not to make the Game Concept available to the Organizer for the benefit of persons other than the Organizer and PlayWay group companies within 30 days from sending the Game Concept to the Organizer.

16. The Game Concept, created by the User or in cooperation with the Organizer, shall constitute a work within the meaning of Article 1 section 1 of the Copyright and Related Rights Act of 4 February 1994 (i.e. 6 June 2019, Journal of Laws of 2019, item 1231, as amended). Full use of the Game Concept by Organizer throughout the entire production cycle of a future video game will only be possible after the transfer of the User's proprietary copyrights and subsidiary rights to the Game Concept and as a result of that User's commitment not to exercise his own personal copyrights related to the Game Concept (based on a written agreement). Therefore, the Organizer, after receiving the Game Concept, which will meet the requirements of section 15 above, will have the right to propose to the GC Creator to conclude an appropriate agreement in return for a lump sum remuneration of 100 Tokens (paid within 48 hours from the date of signing the agreement of transfer rights to Game Concept) and remuneration, paid in Tokens equivalent to 5% of the net profits obtained from the future, possible distribution of a video game based on the Game Concept (i.e. income, after deducting any costs, in particular all public levies, marketing costs, production costs of the video game, hosting costs, costs of technical support of the video game, etc.). The equivalent of 5 % of the profits from the video game will be paid in Tokens quarterly (Tokens will be purchased on the Cryptocurrency Exchanges at prices set on the 45th day following the relevant quarter and paid within 3 days of their purchase). As a result, the User's remuneration will be the number of Tokens, which is a product of 5% of net profits from a certain video game (described above) and the Organizer's average purchase price of Tokens from the market (Cryptocurrency Exchanges on which the Token will be listed) as of the 45th day following a certain quarter.
17. In the event when it is not possible to purchase Tokens on the Cryptocurrency Exchange, in particular when the Token is not publicly traded, in order to transfer the remuneration, the Organizer may send the transfer in the form of USDT tokens to the address of the electronic wallet provided by the User or in the form of a money transfer in USD to the bank account indicated by the User. The remuneration amount will be converted from PLN to USD at the average USDPLN exchange rate published by the National Bank of Poland on the day preceding the payment date.
18. The Organizer reserves that in case of interest in certain Game Concept, the game preproduction will be prepared first. Only when the preproduction is positively received on the market will the video game be developed.
19. Game Concepts accepted by the Organizer will be placed in the Game Concepts database provided by the Organizer to a specific group of entities. The video game will be created if

the development team of one of the PlayWay Group companies expresses their interest in the Game Concept.

20. The Organizer indicates that the User is only obliged to send via a dedicated Idea's form an Idea in the form of short content, not containing creative features, in return for remuneration paid in the form of 1 Token (in words: one Token). After submitting the Idea, the User will not be obliged to cooperate with the Organizer by creating and delivering or co-creating the Game Concept with the Organizer. At the same time, the User shall not be obliged to transfer in any way the author's proprietary copyrights, subsidiary rights and shall not be the addressee of the obligation not to exercise the personal copyrights to the Game Concept and any content protected by copyright, as such content shall not be created.
21. Game Concepts can only be submitted in English. The English language will also be the only language in which correspondence between the Organizer and the User will be conducted.
22. The Organizer makes the adoption of the Game Concept and the use of the Game Concept in a possible production cycle of a future video game subject to its own subjective evaluation criteria. At the same time, the Organizer reserves that Game Concepts whose content will not be accepted:
 - 1) does not express a work within the meaning of Art. 1, section 1 of the Act of 4 February 1994 on Copyright and Related Rights (Journal of Laws 1994 No. 24, item 83, as amended).
 - 2) discriminates against third parties, in particular on grounds of sex, age, disability, race, religion, nationality, political opinion, ethnic origin, religion, belief, sexual orientation
 - 3) contains information and material that violates the law, good manners or moral standards, offends the dignity or violates the personal rights of others, is generally considered socially inappropriate, vulgar or violates basic principles of personal culture
23. The User who decides to cooperate in the creation of the Game Concept agrees to introduce into the Game Concept all creative and non-creative amendments proposed by the Organizer.
24. The User declares that he/she is the sole author of the Game Concept and that he/she is the sole owner of the copyright and subsidiary rights to the Game Concept.
25. The Organizer indicates that in creating the Game Concept, it will only cooperate with the User who submitted the Idea on which the Game Concept is to be based. The Organizer will not cooperate in the creation of this particular Game Concept with persons other than the User, who will be willing to cooperate after receiving a response from the User referred to in the first sentence.
26. The Organizer indicates that the total sum of Tokens to be paid as prizes in the Contest and as remuneration for the transfer of copyrights is 37 811 111 Tokens.
27. Token parameters and features:
 - 1) Form - digital representation of values in ERC20 standard,

- 2) Exchangeability - at the time of issue or later during the Token lifecycle, Token will not be exchangeable (will not be entitled to exchange) for any financial instruments (e.g. company shares),
- 3) Means of payment (economic) - Token enables the purchase of goods and services only within the Platform - that is, it is one of the ways to purchase goods and services on the Platform, next to fiduciary (e.g. USD) and virtual (e.g. bitcoin) currencies,
- 4) Cooling-off period - Token cannot be returned (e.g. right of withdrawal) and the transfer of Token from Organizer to the User is irreversible,
- 5) Redemption - the User has a claim for the transfer of the Token to the Organizer resulting from the fulfillment of the Promise, however, the Token is not transferred with the Organizer's obligation of a later redemption of the Token (e.g. as electronic money),
- 6) Standardization - each of the Tokens entitles each User to use the same, equal rights - The Tokens are of one type and emitted in one series (no more than one Token class is emitted),
- 7) Portability - Token is designed without any mechanisms, including technical ones (e.g. in the form of an appropriate blockade or deposit), which will actually and permanently prevent the transfer of Tokens, each User may transfer Token to any other purchaser without limitation,
- 8) Circulation - the Tokens may be sold on external virtual currency exchanges independent of the Organizer (both decentralized and centralized exchanges) and without the participation of the Organizer, i.e., activities aimed at making the Tokens available on the exchanges (so called listings),
- 9) Acceptability in trading - Token may be an acceptable means of payment within the Platform, however, the Organizer does not exclude that other traders not connected with the Organizer in any way, will settle their own transactions in the form of Tokens outside the Platform or use them for other purposes,
- 10) Card - User's rights towards the Organizer result from the circumstances of disposing of the Token,
- 11) Expiry date - Token has no fixed expiry date (assuming that the Platform to which the Token functionality is related exists), rights related to the Token do not expire and the Token will not be purchased by the Organizer within the specified deadline.

28. Token functions:

- 1) payment function - Token may be an additional means of exchange on the Platform allowing the purchase of goods and services inside the Platform,
- 2) Voting - Token also incorporates voting rights for the introduction of updates into the functional structure of the platform, i.e. a typically usable rights, which manifests itself for example in:
 - the possibility of co-deciding on the design of the platform, i.e. the graphic design, appearance and arrangement of individual elements located on the site, etc.
 - the possibility of adding new functions, however, with the assumption that they cannot be functions that will cause the incorporation of investment powers in the Token.

29. Due to the useful nature of the voting rights incorporated in Token, no issue directly related to the Organizer's company, and in particular those requiring a resolution of the General Meeting, as indicated in Article 393 of the CCC (and other issues requiring a resolution of the General Meeting, as listed in the same section of the CCC), may be put to a vote by Token holders:
- 1) examination and approval of the management board's report on the company's operations and the financial statements for the previous financial year and granting a vote of acceptance to members of the company's governing bodies for the performance of their duties;
 - 2) decision concerning claims for compensation for damage inflicted upon the establishment of the company or management or supervision;
 - 3) selling and leasing the enterprise or its organized part and establishing a limited right in rem on them;
 - 4) purchase and sale of real estate, perpetual usufruct or share in real estate, unless the statutes provide otherwise;
 - 5) issue of convertible bonds or bonds with priority right; and issue of subscription warrants referred to in Article 453 § 2 of the CCC;
 - 6) purchase of own shares in the case specified in Article 362 § 1 point 2 of the CCC and authorization to purchase them in the case specified in Article 362 § 1 point 8 of the CCC;
 - 7) concluding the agreement referred to in Article 7 of the CCC.
30. The voting may not concern also key / strategic decisions concerning the functioning of the Platform (e.g. liquidation of the Platform, change of the voting algorithm, conducting a hard fork Token, resulting in software update, which introduces a new rule that is not compatible with previous versions of Token).
31. The result of the vote of each issue put to a vote by Users of the Platform is binding for all Users of the Platform.
32. Each User has the same voting power (number of votes) regardless of the number of Tokens owned.
33. The result of the vote is determined by the algorithm planned in the smart contract (eg relative / absolute majority or other voting standards).

§7. Liability

1. By posting a Game Concept or other content in the Service, the User declares that:
 - 1) one is entitled to all copyrights to the Game Concept or the published content or is a legitimate holder of the proprietary copyrights to the Game Concept as a whole, as well as to its individual elements, thus one is entitled to place the Game Concept and its individual elements on the Service, without violating the rights (proprietary and personal) of third parties and personal rights, company secrets and other legally protected secrets, trademarks, patents, construction solutions and other protected rights,

- 2) there were no legal or factual restrictions or limitations as a result of which the transfer of the copyright or subsidiary right to the Game Concept would be invalid or ineffective,
 - 3) is aware of the legal responsibility for any consequences resulting from the inclusion of Game Concept or other intellectual property content in the Service.
2. If the statements referred to in section 1 prove to be untrue, as a result of which a third party makes any claims against the Organizer due to breach of their rights, in particular copyright, industrial property rights or personal rights, the Organizer shall have a recourse claim against the User for reimbursement of costs related to the third party's justified claim. The Organizer shall immediately inform the User if the third party makes the above mentioned claims.
 3. The provision referred to in section 2 hereinabove is binding on the User also after removing from the Game Concept Service or other content that violates applicable laws or the rights of third parties.
 4. The Organizer shall immediately inform the User (via e-mail or any other means of communication, e.g. through a Steam account) about any claims made against the Organizer in connection with the placement of the Game Concept or other content on the Service by this User.
 5. In case of reasonable suspicion that a Game Concept sent by the User through the Service or other content violates the applicable laws or the personal rights/personal well-being of third parties, the Organizer reserves the right to remove the Game Concept or this content from the Service or refuse to publish it on the Service.
 6. The Organizer informs that in cases provided for by the law, he/she shall, at the request of a competent court or authority, provide information about the User covered by this request, including the User's IP addresses from which one logged into the Service.
 7. Each User is entitled to report to the Organizer information about a comment violating the Regulations or rules of social coexistence by email support@pway.io.
 8. If the User receives unwanted or unnecessary messages (so-called Spam), the User is obliged to notify the Organizer of this fact in order to enable the Organizer to eliminate unwanted actions in this scope.
 9. The registered User is obliged to notify the Organizer immediately if one becomes aware that a third party has acquired his/her password. In the absence of notification, the User may bear the risk related to the third party's use of his/her Account.
 10. The organizer reserves the right to: (a) change the functional features and capabilities of the Service, in particular the scope and type of Services and functionality; (b) periodic technical interruptions necessary for the development of the Service and minimizing the risk of failure; the Organizer shall make every effort to ensure that interruptions in access to the Service do not affect the quality of the Services provided as part of the Service; (c) to cease, after prior notification to the User and calling on him/her to cease the breach, providing the Services as part of the Service in relation to the User who violates the provisions of these Regulations.

§8. Withdrawal/Termination of the Agreement

1. The User is not able to withdraw from the contract due to the content of Article 38 section 1 of the Act of 30 May 2014 on Consumer Rights (i.e. of 13 December 2018, Journal of Laws of 2019, item 134, as amended), because during the Registration process he simultaneously submits an Idea for which he receives 1 Token, so we are dealing with a situation where the Organizer, as an entrepreneur, has performed a full service for the benefit of the consumer, which is the User, with his explicit consent given by the User simultaneously with the acceptance of the Regulations, a statement with the following content: "I want to start using the service immediately after Registration and I am aware that I cannot withdraw from the Agreement."
Therefore, it is not possible to return the Token to the Organizer or to redeem it by the Organizer. The Idea remains in the Organizer's possession forever, even after deleting the Account.
2. The User has the right to terminate the Agreement at any time by sending a request to the Organizer to remove the User Account from the Service. The request referred to in the preceding sentence may be sent electronically to the Organizer's e-mail address: gdpr@pway.io. The User is entitled to give a reason for resignation from using the Services provided by the Organizer within the Service.
3. Regardless of the consequences resulting from a breach of generally applicable law, the Organizer shall consider it unacceptable:
 - 1) conducting promotional and marketing or advertising activities by the User of any products, services, activities of their own or another person, in particular by sending unsolicited commercial information or sending so-called spam,
 - 2) misleading the User or indicating false user data,
 - 3) violation by the User of honor and dignity and other rights (in particular personal rights) of third parties,
 - 4) violation by the User of any applicable laws, rules of social coexistence and good manners,
 - 5) the use by the User of information made available in the Service for any illegal purposes,
 - 6) discrimination by the User against third parties, in particular on the basis of sex, age, disability, race, religion, nationality, political beliefs, ethnic origin, religion, sexual orientation,
 - 7) publication by the User of information and materials that violate the law, good manners or moral standards, offend the dignity or violate the personal rights of others, generally considered socially inappropriate, vulgar or violating basic principles of personal culture,
 - 8) any other actions by the User that are contrary to the law, good manners or the Regulations,
 - 9) use multiple Accounts by one User,
 - 10) the use by the User of programs that automate the execution of the Activity,
 - 11) the use by the User of programs and tools that redirect traffic to the Service and the Actions performed,

- 12) the use of Services and autosurf and proxy programs,
 - 13) tampering with the source code of the Service and copying it, in particular for the purpose of obtaining benefits,
 - 14) the provision of illegal content by Users within the Service and the Contest, in accordance with Article 8(3)(2)(b) of the Act of 18 July 2002 on the provision of electronic services (i.e. of 13 December 2018). (Journal of Laws of 2019, item 123),
 - 15) intentional actions of the User to the detriment of the Organizer,
 - 16) to consider the User's actions as *trolling*, i.e. deliberately provoking other Users by aggressive, controversial (also unrelated to the subject) or offensive (often personal) statements/submitted *Game Concepts* aimed at pointlessly arousing or triggering a new discussion and focusing attention,
 - 17) Use of the Service by the User in reserved countries indicated by the Organizer in Annex 4 to the Regulations,
 - 18) use of the Service and the Services offered by the Service in a country where the use of the Service and the Services offered by the Service is not legally permitted.
4. A User who uses the Service in an unacceptable manner, as described in section 3, shall be subject to sanctions concerning the restriction of use of the Service:
 - 1) removal of data provided to the Service by the User or
 - 2) suspension of the performance of the Agreement by blocking the Account or Service in connection with which the Regulations have been violated or
 - 3) termination with immediate effect of the Agreement and permanent removal of the Account from the Service.
 5. Termination of the Agreement by the Organizer shall be tantamount to deleting the User Account.
 6. In the event of suspicion of the occurrence of the circumstances referred to in section 3 point 1-18 above, the Organizer shall be entitled to temporarily deactivate the User's Account (depriving the User of control over the Account) to which these suspicions relate. If these suspicions are confirmed, the Organizer shall be entitled to terminate the Agreement in accordance with the provisions of this paragraph.
 7. In case of imposing sanctions by the Organizer described in section 4 above, the User shall be entitled to lodge a complaint on the terms provided for in the Regulations.

§9. Technical conditions for using the service

1. Technical conditions of using the Service are important for the proper functioning of the Service, its proper appearance in the Internet browser used by the User, as well as for the security of the User's data saved in the Account in the Service. Each User should comply with the following conditions and guidelines, and all actions taken by the User in a different way (intentional or unintentional), are made at his responsibility.
2. For the full and correct use of the services by the User, it is necessary to have devices and software that allow the use of, Internet resources, individual e-mail address with the access to e-mail and up-to-date web browser: Mozilla Firefox, Internet Explorer, Opera, Google

Chrome, Safari or Microsoft Edge, enabling cookies and javascript support in the web browser that allows the display of websites.

3. The Organizer endeavors to make the use of the Services possible for the users of all popular web browsers, types of Internet connections and operating systems. However, the Organizer cannot guarantee that any combination of these factors will enable the use of all the Services of the Service.
4. The Organizer shall not be liable for the consequences of manual conversion of any of the supplied digital formats and related potential loss of functionality / quality.
5. The use of the Service is based on the use of so-called Cookies technology. Detailed information on the use of Cookies is described in the following section.
6. Web browsers allow to disable cookies. After disabling cookies, the use of most of the services of the Service is possible, although less convenient.
7. Access to the Services on the Service may be hindered in the event of failure due to reasons beyond the Organizer's control. In such a case, the Organizer shall make efforts to restore the possibility of uninterrupted access to the Service in the shortest possible time.

§10. Cookies, logs

1. The Service does not automatically collect any information, except for information contained in cookies and for the purposes of Google Analytics.
2. In order to ensure that the content in the Pway app and website remains user-oriented and comprehensive, our Service employs Google Analytics, a web-analysis tool from Google Inc. („Google”) that enables us to optimize the Service for you. Google Analytics uses cookies and/or uses your unique device identifier that track your preferences when you use our Service. This allows us to simplify app navigation, for example, thereby helping us to make the Service more user-friendly. The information that is generated in this process (including e.g. the IP address) is anonymized, making personal identification impossible. An evaluation for reporting purposes is carried out only after this anonymization process.
3. Cookies (so-called "cookies") are IT data, in particular text files, which are stored in the User's terminal equipment and are designed to use the Service's Services. Cookies usually contain the name of the Service from which they come, the time they are stored on your terminal equipment and a unique number.
4. Cookies are used for this purpose:
 - 1) adjusting the content of the Service's Services to the User's preferences and optimizing the use of Services; in particular, these files allow to recognize the User's device and to display the Service properly, adjusted to his/her individual needs,
 - 2) create statistics that help to understand how users use the web pages, which allows to improve their structure and content,
 - 3) maintaining the User's session (after logging in), thanks to which the User does not have to log in again on each subpage of the Service.
5. The Service uses two basic types of cookies: "session" cookies (session cookies) and "persistent" (persistent cookies). "Session" cookies are temporary files, which are stored in the User's terminal device until logging out, leaving the Service or turning off the software

(web browser). "Persistent" cookies are stored in the User's terminal equipment for the time specified in the parameters of cookies or until they are deleted by the User.

6. The following types of cookies are used in the Service:
 - 1) "necessary" cookies, enabling the use of services available within the Service, e.g. authentication of cookie files used for services requiring authentication within the Service,
 - 2) Cookies used to ensure security, e.g. used for detecting authentication abuse within the Service,
 - 3) "performance" cookies, enabling the collection of information on how to use the Service's Services,
 - 4) "functional" cookies, enabling "remembering" the settings selected by the User and personalizing the User's interface, e.g. in terms of the selected language or region from which the User comes from, font size, appearance of the Service, etc,
 - 5) "advertising" cookies, which allow to provide Users with advertising content more suited to their interests.
7. In many cases the software used to browse the web pages (web browser) by default allows to store cookies in User's device. Users can change the settings for cookies at any time. These settings can be changed in particular in such a way as to block the automatic handling of cookies in the settings of your web browser or inform about their placement in your device each time. Detailed information about the possibilities and ways of handling cookies are available in the software settings (Internet browser).
8. The Organizer informs that restrictions on the use of cookies may affect some functionalities available on the Service.
9. Cookies are placed in the User's end device and can also be used by advertisers and partners cooperating with the Organizer.
10. More information about cookies is available in the "Help" section of browser menu.
11. When using the Service, our servers automatically record information sent by browser when one view the Service. The server logs may contain such information as network request, IP address, browser type, browser language, date and time of the request and one or more cookies.

§11. Complaint proceedings

1. Each User is entitled to submit to the Organizer complaints and inquiries related to improper functioning of the Service or conducting the Contest.
2. Complaints or inquiries can be submitted in electronic form by sending their content by email to support@pway.io.
3. Users are asked to indicate in the content of the complaint/inquiry the irregularities that caused its transmission.
4. The complaint/inquiry should include the name and surname and the name of the User submitting it.

5. Complaints shall be considered in the order of their receipt by the Organizer, with the proviso that the Organizer is obliged to consider each complaint within 30 days from the date of its delivery to the Organizer.
6. The User will be informed about how the complaint will be dealt with by e-mail, to the e-mail address from which the complaint/inquiry was sent.
7. The Organizer may ask the User for additional information if it is necessary for the complaint to be dealt with properly. If such a need arises, the User's complaint will be considered within 30 days from the date of providing the Organizer with additional information. In case of failure to provide additional information, the Organizer will consider the complaint to the extent possible on the basis of the original information provided by the User.
8. Complaints can only be submitted in English or Polish.

§12 Personal data and privacy protection

1. The Organizer processes the Supplier's or User's personal data in accordance with the provisions of Regulation 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46/EC and the Act of 10 May 2018. on data protection for registration purposes on the Need for Game Idea platform.
2. With the acquisition of the status of a registered User, you agree to the processing of personal data provided by the Administrator (Organizer) in order to perform the services provided by the Service, within the framework and taking into account the reservations of these Regulations.
3. The registered User has the right to inspect the personal data concerning him/her and the right to verify, modify or delete them, with the exception of data acquired automatically by the infrastructure of the Service.
4. The Administrator of personal data is the Administrator of the Service acting in accordance with the provisions of the Act of 10 May 2018 on the protection of personal data and the Act of 18 July 2002 on the provision of electronic services.
5. the Administrator may entrust the processing of personal data to an external entity.
6. The Administrator is not responsible for the data processed by external services connected to the Service.
7. The Administrator shall provide special protection and shall not make available to third parties without the knowledge and consent of the Registered User the personal data entrusted to him/her in the course of registration, except for the situations provided for by Polish law or the provisions of these Regulations.
8. The Registered User agrees to the processing and use of his/her personal data by the Administrator for his/her own purposes in circumstances justified by the need to send the User notifications about important issues related to the functioning of the Service.

§13. Final provisions

1. Polish law is applicable to the assessment of rights and obligations arising from the Regulations.
2. The current Regulations are available at "www.pway.io".
3. The service is in no way signed, sponsored or administered by Steam service.
4. The Organizer reserves the right to change the Regulations or to issue new Regulations in the course of the agreement with the User, in particular due to changes in the applicable law or due to changes in the functionality of the Service in order to provide its Users with more convenient terms of using the services offered by the Organizer or in case of occurrence of other important reasons, including reasons of technological nature of the Service functioning.
5. In case of issuing a new or amended Regulations, the User will be informed about this fact via e-mail within 14 calendar days preceding the date of entry into force of the amended Regulations. The User is entitled to terminate the concluded agreement in the manner specified in §8 section 2, within 14 calendar days from the date of receipt of email correspondence informing about the change in the Regulations. If the User does not terminate the agreement within 14 days from the date of delivery of the aforementioned notification of the amended or new content of the Regulations, the new or amended content of the Regulations shall be binding on him/her after the expiry of the aforementioned 14-day period to submit a notice of termination, not earlier, however, than from the date of entry into force of the new or amended Regulations.
6. Changes specified in the content of the Regulations described as not constituting an amendment to the Regulations or, similarly, do not require the application of the procedure specified in paragraph 5 above.
7. The Organizer has the right to change the phone number, Service addresses and other addresses given in the content of the Regulations or on the Service, by sending information on the subject to the User to the e-mail address(es) provided by him/her, User's address. The changes indicated in the preceding sentence are not changes to the Regulations.
8. The service is not available in the reserved countries indicated by the Organizer in Annex 4 to the Regulations.
9. The Regulations are governed by Polish law. Any disputes between the Organizer and the User arising from or in connection with these Regulations shall be settled by the Court of Arbitration at the Chamber of Commerce of Blockchain and New Technologies, according to the Regulations of this Court in force on the day the claim is filed (<http://blockchaincourt.org/>), provided that the User agrees to it each time. In case of lack of the User's consent indicated in the preceding sentence, all disputes arising from the execution of the Regulations shall be settled by the competent Polish court.

Annex 1

Consent of representatives of a person not having full capacity to perform legal actions to transfer property copyrights, subsidiary rights and not to exercise personal copyrights

First and last name of the GC Creator

GC Creator's address

First and last name of the GC Creator's Representative

Statement on the transfer of proprietary copyrights to the Organizer

I, the undersigned _____

as a statutory representative of _____
referred to as the author of the work - hereinafter referred to as "*Game Concept*", entered into the *Need for Game Idea* contest organized by [____] with its registered office in [____], I declare that I am entitled to transfer the copyright in the work to the extent indicated in this declaration.

As the statutory representative of the GC Creator, I agree, in return for a lump sum remuneration of 100 Tokens (paid within 48 hours from the signing the agreement) and remuneration, paid in Tokens of the equivalent of 5%, of net profits from the future possible distribution of the game (i.e. income, after deducting all costs, in particular all public contributions, marketing costs, game production costs, hosting costs, game maintenance costs, etc.) to transfer to the Organizer - [____] - the author's proprietary rights to the *Game Concept*, in the fields of exploitation indicated below, I grant permission to exercise subsidiary rights, including the right to develop the *Game Concept* through its adaptation or reworking, combining it with another work, and I undertake not to exercise personal copyrights. I accept the payment method indicated below:

"Remuneration equivalent to 5 % of the video game net profit will be paid in Tokens quarterly (Tokens will be purchased on Cryptocurrency Exchanges at prices set on the 45th day following the relevant quarter and paid within 3 days of their purchase). As a result, the User's remuneration will be the number of Tokens, which is a product of 5% of net profits from a given video game (described above) and the Organizer's average purchase price of Tokens from the market (Cryptocurrency Exchanges on which the Token will be listed) as of the 45th day following a given quarter.

In the event when it is not possible to purchase Tokens on the Cryptocurrency Exchange, in particular when the Token is not publicly traded, in order to transfer the remuneration, the Organizer may send the transfer in the form of USDT tokens to the address of the electronic wallet provided by the User or in the form of a money transfer in USD to the bank account indicated by the User. The remuneration amount will be converted from PLN to USD at the

average USDPLN exchange rate published by the National Bank of Poland on the day preceding the payment date.”

The copyrights to the *Game Concept* are transferred to the Organizer on the date of adoption of the *Game Concept* and on this basis the Organizer acquires the right to use and dispose of the *Game Concept* unlimited in time, including the permission to dispose of and use the development of the work in the country and abroad without additional payment by the Organizer. The Organizer acquires the economic copyrights in the following fields of exploitation:

1. entering the *Game Concept* into computer memory, including IT system servers;
2. multiplying or ordering the *Game Concept* to be multiplied with any digital technique (especially in the form of CD-ROM, e-book, memory cards, USB keys);
3. placing the duplicates on the market;
4. renting and lending copies;
5. sharing the *Game Concept* part files "on demand" and "on trial" on the Organizer's website
6. sharing files of the entire *Game Concept* "on demand" on the Organizer's website
7. to make a translation;
8. sharing *Game Concept* on internal networks (Intranet);
9. making *Game Concept* available in systems designed for mobile networks.

The GC Creator transfers to the Organizer the right to grant consent for the exercise of dependent rights.

As the statutory representative of the GC Creator, I hereby authorize the Organizer to dispose of and use the *Game Concept* studies to the extent indicated above. The Organizer has the right to sell the acquired rights or authorize third parties to use the obtained permits.

I also authorize the Organizer to decide on the first public distribution of the submitted *Game Concept* and to carry out copyright supervision before the distribution of the work.

As a statutory representative of the GC Creator, I authorize one to supervise the copyright and anonymous distribution of the work.

As a statutory representative of the GC Creator, I agree to the provisions of the Regulations and the Agreement on the transfer of copyrights. I declare that I have read the content of these documents.

As a statutory representative of the GC Creator, I declare that the work is the work of my child / child whose legal guardian I am, and that in connection with the performance of the *Game Concept* and the transfer of copyrights to the Organizer, I do not infringe in any way the rights of third parties.

Date and signature of the statutory representative of the GC Creator

This statement should be signed by the statutory representative of the GC Creator and then scanned and sent to the Organizer.

Annex 2

Electronic form template for sending Ideas

SUBMISSION OF THE IDEA FORM

In the form below, the User is to present in a few sentences, in a concise way, the Idea of a future computer game (from 10 to 200 characters):

(Limit of characters with spaces: 200)
--

An exemplary Idea:

"A simulator where we repair old bikes for our customers, and some of them we repurchase-repair- and put in our shop. The view from the eyes. "

NOTE!

1. The Organizer indicates that no remuneration is due for the submission of the content of the application that:
 - a. does not include idea within the meaning of Article 1 section 2¹ the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended).
 - b. discriminates against third parties, in particular on grounds of sex, age, disability, race, religion, nationality, political opinion, ethnic origin, religion, belief, sexual orientation
 - c. contains information and material that violates the law, good manners or moral standards, offends the dignity or violates the personal rights of others, is generally considered socially inappropriate, vulgar or violates basic principles of personal culture,
 - d. expresses a work within the meaning of Article 1, Section 1 of the Act of 4 February 1994 on Copyright and Related Rights (i.e. of 6 June 2019, Journal of Laws of 2019, item 1231, as amended),
 - e. is identical or very similar to the Idea previously submitted by another User,
 - f. was not reported in English, in a way that the recipient could understand.
2. You may submit one Idea a month.
3. Ideas can only be submitted in English, in a way that the recipient can understand.
4. The User is not able to withdraw from the contract due to the content of Article 38(1) of the Act of 30 May 2014 on Consumer Rights (i.e. of 13 December 2018, Journal of Laws of 2019, item 134, as amended), because during the Registration process he simultaneously submits an Idea for which he receives 1 (one) Token, so we are dealing with a situation where the Organizer, as an entrepreneur, has performed a full service for the benefit of the consumer, which is the User, with his explicit consent given by the User simultaneously with the acceptance of the Regulations, a statement with the following content:
"I want to start using the service immediately after Registration."

Therefore, it is not possible to return the Token to the Organizer or to redeem it by the Organizer. The idea remains in the Organizer's possession forever, even after deleting the Account.

Annex 3

Electronic form template for sending *Game Concepts*

GC CREATOR'S FORM

Author of *Game Concept*:

1. Title of the game (max 5 words)

2. The game's storyline sketch

- *description of the game plot OR no plot*

- *action, threads, individual episodes, moral, historical and geographical background*

a. rules of the game

b. goals of the game

c. end of the game

3. Game mechanics

- *what decisions a player can make, what is allowed in the game*

--

- a. number of players:
- b. the kind of gameplay:
(RPG, FPS RTS, simulator, adventure, quiz show, etc.)
- c. Multiplayer ability: YES/NO

4. The world of the game

- *description of the surroundings, environment, scenery*

--

- a. characters

N.	name, character name	function, operation
1.		
2.		
3.		
4.		
5.		

6.		
7.		
8.		
9.		
10.		

b. props

N.	prop name	function, operation
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

5. Sound and music

- GC developers' expectations regarding the sound of the game
- musical pieces, acoustic effects, musical compositions, voice of a lector or character

--

6. Other elements of the game not mentioned in the above points

NOTE!

1. The Organizer makes the acceptance of the *Game Concept* for the later possible realization of the game dependent on their own, subjective evaluation criteria. However, the Organizer indicates that *Game Concepts* whose content will not be accepted:
 - a. does not express a work within the meaning of Art. 1, sec. 1 of the Act of 4 February 1994 on Copyright and Related Rights (Journal of Laws 1994 No. 24, item 83, as amended).
 - b. discriminates against third parties, in particular on grounds of sex, age, disability, race, religion, nationality, political opinion, ethnic origin, religion, belief, sexual orientation
 - c. contains information and material that violates the law, good manners or moral standards, offends the dignity or violates the personal rights of others, is generally considered socially inappropriate, vulgar or violates basic principles of personal culture.
2. The user who decides to cooperate in the development of *the Game Concept* agrees to introduce into the *Game Concept* all creative and non-creative amendments proposed by the Organizer.
3. You declare that you are the sole author of the *Game Concept* and that you are the sole owner of the copyrights and subsidiary rights to the *Game Concept*.
4. The Organizer indicates that in creating the *Game Concept*, it will only cooperate with the User, who will be the first to respond to the Organizer's message with a declaration of willingness to cooperate. The Organizer will not cooperate in the creation of this particular *Game Concept* with the people who will be willing to cooperate after receiving a response from the User referred to in the first sentence.

Annex 4

List of countries in which the Organizer does not provide services

1. North Korea
2. Iran
3. China
4. India
5. Pakistan
6. USA
7. Bangladesh
8. Nepal
9. Macedonia
10. Bolivia
11. Ecuador
12. Algeria
13. Morocco
14. Malta
15. Sudan
16. South Sudan
17. Somalia
18. Central African Republic
19. Russia
20. Liberia
21. Mali
22. Mauritania
23. Afghanistan
24. Irak
25. Syria
26. Turkmenistan
27. Chad
28. Niger
29. Jemen
30. Armenia
31. Bahamas
32. Barbados
33. Belize
34. Burundi
35. Democratic Republic of the Congo
36. Cuba
37. Dominicana
38. Ethiopia
39. Ghana
40. Guam
41. Guinea-Bissau
42. Guinea

43. Haiti
44. Laos
45. Lebanon
46. Libya
47. Myanmar
48. Nicaragua
49. State of Palestine
50. Panama
51. Samoa
52. Sri Lanka
53. Trinidad and Tobago
54. Venezuela
55. US Virgin Islands