

Epic Games Event License Terms

1 Background and Acceptance

- a These Epic Event License Terms (these **“Terms”**) contain the legal conditions under which Epic Games, Inc. (**“Epic”**) will grant you a limited license to operate and use Fortnite, Rocket League, or Fall Guys (the **“Game”** or **“Games”**) in connection with those events and tournaments that meet the qualification criteria specified in Section 2 below (the **“Qualification Criteria”**); and each such event or tournament, an **“Event.”** An Event is a competition, tournament, challenge tied to a specific window of time where a reward, prize or celebration of a winner(s) is the end result and can either be online/remote or in-person/on-site. For the avoidance of doubt, any event or tournament that does not meet all of the Qualification Criteria is, in the absence of a separate written agreement signed by you and Epic, unlicensed and unauthorized.
- b To produce, host, or operate an Event, you must agree (or, if under 18 years of age or the age of majority as defined in your country of residence (a **“Minor”**), your parent or legal guardian must agree on your behalf) to abide by these Terms at all times. By operating, playing, or using the Game(s) in any Event, or by continuing to operate, play, or use the Game(s) at an Event after a change to these Terms, you (or, if a Minor, your parent or legal guardian) are confirming that you have accepted these Terms. You agree (or, if a Minor, your parent or legal guardian agrees) that, once these Terms have been accepted by you (or, if a Minor, your parent or legal guardian), they are legally enforceable just like any written agreement that is signed by you (or, if a Minor, your parent or legal guardian).
- c If you are a Minor, the use of “you” and “your” in these Terms refers to you as the Event organizer and the parent or legal guardian providing permission, as applicable.

2 Qualification Criteria for Events

- a Except as otherwise agreed by Epic in writing (including by email), an Event is licensed under these Terms only if it meets each of the following criteria:
 - i The Event is not broadcast on television, or streamed on a gated platform that which requires a paywall to watch the Event.
 - ii You do not restrict or gate participation in, or viewing of, the Event behind paid ticketing or entry fees, paid subscriptions/follows, or any other player purchase requirements;
 - iii The Event must start and end within a 30-day period;
 - iv To be eligible to participate in any Event match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player’s country of residence);
 - v If the Event is marketed or promoted using the name or trademark of a non-prohibited category corporate sponsor (a **“Title Sponsor”**) and/or any Epic Assets (as defined below), (i) the Event does not have more than one (1) Title Sponsor, and (ii) the Title Sponsor’s name or trademark or Epic Asset (as applicable) is only incorporated into the Event-specific logo.
 - vi You pay all costs and expenses associated with the operation, management, or hosting of your Event, as provided in Section 3 below;
 - vii The marketing and promotion for the Event complies with the terms in Section 5 below, the Brand Guidelines (as defined below), and the Restricted Sponsor List in Section 6;

- viii The Event does not incorporate or otherwise include any pornographic content or adult-only materials (as determined by Epic); involve alcohol consumption as part of its competition structure (such as a drinking game); and does not conduct or promote betting, wagering, or gambling on any Event match, or benefit, either directly or indirectly, from betting, wagering, or gambling on any Event match;
- ix Winners at the Event must be determined by skill. Collusion, match fixing or throwing, cheating, hacking, or any other form of unfair play is prohibited by these Terms;
- x To the extent your Event features or otherwise incorporates an island created with the Fortnite Creative or Unreal Editor for Fortnite tools, such island must be created in compliance with these Terms, the [Epic Games Community Rules](#) (including the Content Guidelines), and the [Fortnite Island Creator Rules](#);
- xi The Event prize and rules (if any) must be set in advance, must be clearly stated in the Event Rules (as defined below), communicated to players in advance of the tournament and cannot be a function of, or otherwise be dependent on, the number of participants for the Event;
- xii The total compensation paid to all of the players and/or teams does not exceed \$50,000 USD per month, \$250,000 USD for 6 months or \$500,000 USD in one year organized or hosted by you (as further described in Section 2(b) below); this is inclusive of all items of value (cash and non-cash) will be counted, including compensation paid or contributions provided in the form of prize money, purses, salaries, non-cash prizes (such as gaming hardware or equipment), travel and lodging expenses, sponsor-furnished clothing or merchandise, and appearance fees.
- xiii The Event Rules and all marketing materials, including any Event Materials (as defined below), must contain or display the following disclaimers in a color and font that makes them easily visible:
 - For all Events: “THIS EVENT IS NOT SPONSORED, ENDORSED, OR ADMINISTERED BY EPIC GAMES, INC.”
 - In addition, if Event Players must submit any account or personal information: **THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS EVENT IS BEING PROVIDED TO EVENT ORGANIZER AND NOT TO EPIC GAMES, INC.”**;
- xiv The Event Rules must also contain the following release: **“BY PARTICIPATING IN THIS EVENT, TO THE EXTENT PERMITTED BY APPLICABLE LAW, PLAYERS AGREE TO RELEASE AND HOLD HARMLESS EPIC GAMES, INC., ITS LICENSORS, ITS AND THEIR AFFILIATES, AND ITS AND THEIR EMPLOYEES, OFFICERS, DIRECTORS, AGENTS, CONTRACTORS, AND OTHER REPRESENTATIVES FROM ALL CLAIMS, DEMANDS, ACTIONS, LOSSES, LIABILITIES, AND EXPENSES RELATED TO THE EVENT.”**;
- xv You do not provide any player data, statistics, or match results for your Event to any business engaged in fantasy esports or betting, wagering, or gambling on esports, or otherwise use any player

data, statistics, or match results for or in connection with fantasy esports or betting, wagering, or gambling on esports; and this data is not for sale to partners affiliated or non-affiliated with the event

xvi The Event complies with all applicable laws.

In addition to the above, if an Event requires private match and/or spectator access, you must separately request the ability to create private matches and/or receive spectator access (as applicable) by completing the Fortnite Event License Request Form available fn.gg/3PLicenseForm. Approval or denial of your request is at the sole discretion of Epic, based upon the supporting information that you submit. Your request should include Event date(s), location, any relevant branding/creative, prize pool (if any), rules/structure, and URLs if a web presence already exists.

Please note that the ability to create private matches does not come with access to spectator tools or scoring systems.

- b In the event of a dispute between you and Epic relating to the application of the Qualification Criteria to your Events, including whether or not one or more of your Events satisfies the Qualification Criteria, the decision of Epic, made in its sole discretion, shall be final and binding.

3 Production of Events

- a You are solely responsible for all Events that you organize, produce, or host and all costs, expenses, and liabilities incurred by you or on your behalf in connection with such Events (including, without limitation, production costs, sales and marketing expenses, and all sales, use, value-added, and similar taxes).
- b You are solely responsible for (i) complying with all applicable laws relating to your Events and the participation of players in those Events, including all relevant local health and safety requirements if your Event is an in-person Event, (ii) obtaining all governmental approvals, licenses, and permits required to organize or conduct any Event, and (iii) ensuring compliance with any applicable player age and work eligibility requirements in the jurisdiction where the Event is taking place. If your Event requires a clearance, consent, waiver, license, or permission from any third party, you are solely responsible for, and shall obtain at your cost, any such clearance, consent, waiver, license, or permission.
- c Without limitation of the foregoing in Section 3(b), you are solely responsible for determining if applicable law in your jurisdiction permits the organizer of an Event to pay or award cash and/or non-cash prizes to players or teams.
- d You acknowledge and agree that Epic will not share any user data with you and any independent collection of any user data must be in compliance with all applicable laws applying to you and the players and participants at your Event.
- e You expressly acknowledge and agree that neither you, nor any person working for or with you, has a right to reimbursement from Epic for any portion of the costs and expenses incurred in connection with the operation, production, management, or hosting of any Event.

- f You agree that you will establish a set of written rules governing play of the Game at your Event (the “**Event Rules**”) and that you will provide a copy of the Event Rules to each player prior to the start of your Event.
- g You agree that you will not, and will use reasonable efforts to ensure that each of the participants at your Events do not, behave in a manner which violates these Terms, or which is otherwise detrimental to the enjoyment of the Game by other users as intended by Epic (as determined by Epic). In particular and without limitation of the foregoing, you will not, and will use reasonable efforts to ensure that each of the participants at your Events do not, engage in harassing or disrespectful conduct, use of abusive or offensive language, game abandonment, game sabotage, collusion, match fixing, spamming, social engineering, scamming, or any unlawful activity (“**Toxic Behavior**”).
- h You agree that Epic reserves the right to bar any person from playing or otherwise participating in an Event if Epic determines, in its sole discretion, that such person has engaged in any activity or practice that constitutes Toxic Behavior or any other violation of these Terms. You agree not to allow any person to participate in your Event if Epic has barred that person from future events for Toxic Behavior or any other violation of these Terms.
- i You agree that you will not enter into any contract or agreement with any person participating in an Event, now or in the future, that prohibits or restricts the ability of that person from playing or participating in Epic’s own events and tournaments. You agree that if Epic has barred a player from competing in any event or tournament featuring the Game due to conduct or other violations, you will not permit that player to compete in Events.

4 License Grant

- a Epic Game License. During the Term (as defined below), Epic grants to Licensee a non-exclusive, non-transferable, revocable limited license (with no right to sublicense) to: (i) use and publicly display the Game(s) at the Event; (ii) stream live coverage of the Game at the Event through an online streaming platform (e.g., Twitch, YouTube, etc.) (a “**Streaming Platform**”); provided, for clarity, that only Event Game play captured in the Game’s “Streamer Mode” (“**Streamer Mode**”) may be streamed pursuant to this subclause (ii); (iii) record all Event games, and distribute such recordings for on-demand viewing through a Streaming Platform; provided, for clarity, that only Event Game play captured in Streamer Mode may be distributed within such recordings pursuant to this subclause (iii); and (iv) market and promote the Game in connection with the Event, subject to the advertising and sponsorship restrictions set forth below. The Parties acknowledge and agree that the foregoing license expressly excludes the right to broadcast or otherwise televise, via any linear television programming service or platform, or via a gated platform with a paywall to watch, Game content or video or audio footage of the Event in which the Game or its content are featured. Licensee acknowledges and agrees that, other than the rights granted in this Section 1, nothing in this Agreement shall grant to Licensee any title or ownership interest in the Game or any elements thereof. Epic hereby expressly reserves all rights not expressly granted to Licensee herein. Licensee agrees to comply with all applicable laws and the policies of the Streaming Platform it is using to stream any event.
- b Epic Trademark License.
 - i Fortnite: During the Term, Epic grants to Licensee a limited, non-exclusive, non-transferable, revocable license to use the *Fortnite* trademark and logo, high resolution *Fortnite* digital images (e.g., skin and weapon images) and other creative elements as depicted in Fortnite’s Third Party Event Brand Guide (available at <https://brand.epicgames.com/document/159#/featuring-fortnite/getting-started>) (as updated, revised, changed, or modified from time to time by Epic, the “**Fortnite Brand Guide**”) and other materials provided by Epic to Licensee (collectively, the “**Epic Materials**”) solely for use at and in connection with the production of the Event. All right, title and interest in and to the Epic Materials will remain with Epic and all use by Licensee thereof will inure to Epic’s benefit. Licensee agrees that it will not challenge or attack Epic’s rights in the Epic Materials for any reason

whatsoever. Licensee shall not use the Epic Materials in any scandalous, defamatory or offensive manner likely to bring the Epic Materials or Epic into disrepute, diminish Epic's goodwill, tarnish Epic's image or otherwise be prejudicial to Epic.

- ii Rocket League: During the Term, Epic grants to Licensee a limited, non-exclusive, non-transferable, revocable license to use (i) use, display, broadcast, distribute, copy, and modify the Psyonix Event Materials (available at <https://epicgames.ent.box.com/s/xky6b12ji2rv3skwyo07ymigvxz2mvbf>) and the Psyonix Marks, artwork, music, and other materials provided by Psyonix to Host under this Agreement (collectively, "**Psyonix Materials**") solely to administer, provide, and market the Events; provided, however, except for with respect to any Psyonix-approved Supplementary Broadcast (if any), that any such broadcast or distribution shall be only via online a Streaming Platform as that term is defined in this Agreement, and not via television or cable, and that the foregoing license to the Psyonix Marks shall be subject to Psyonix's trademark usage guidelines that Psyonix provides from time to time ("**Psyonix Guidelines**"); and (ii) the right, for a period of three (3) years from the end of the Broadcasts, to display and distribute footage from such Broadcasts, including any Psyonix Marks, Psyonix Pre-Existing Materials, and Psyonix Event Materials contained therein, solely to promote Licensee's esports initiatives but not to exceed four (4) minutes in duration in the aggregate (whether continuous or otherwise).
 - iii Fall Guys: During the Term, Epic grants to Licensee a limited, non-exclusive, non-transferable, revocable license to use the *Fall Guys* trademark and logo, high resolution *Fall Guys* digital images (e.g., costume images), and other creative elements as depicted in Fall Guys' Third Party Event Brand Guide and asset kit (available at <https://cdn2.unrealengine.com/fallguys-eventbrandguidelines-v-1-0-0-fadcec12ac9b.pdf>) (as updated, revised, changed, or modified from time to time by Epic, the "**Fall Guys Brand Guide**"; Fortnite Brand Guide, Psyonix Guidelines, and Fall Guys Brand Guide collectively referred to as "**Brand Guidelines**") and other creative elements and other Game content provided by Epic to Licensee from time to time, (collectively, the "**Epic Materials**") solely for use at and in connection with the production of the Event. All right, title and interest in and to the Epic Materials will remain with Epic and all use by Licensee thereof will inure to Epic's benefit. Licensee agrees that it will not challenge or attack Epic's rights in the Epic Materials for any reason whatsoever. Licensee shall not use the Epic Materials in any scandalous, defamatory or offensive manner likely to bring the Epic Materials or Epic into disrepute, diminish Epic's goodwill, tarnish Epic's image, or otherwise be prejudicial to Epic.
- c Event Logo License. Licensee grants to Epic a limited, non-exclusive, non-transferable, revocable license to use any Event-specific logo (the "**Event Logo**") on Epic's social media pages, on its game launcher and in-game message of the day, and within the Game. All right, title, and interest in and to the Event Logo will remain with Licensee and all use by Epic thereof will inure to Licensee's benefit. Epic agrees that it will not challenge or attack Licensee's rights in the Event Logo for any reason whatsoever. Notwithstanding any provision of this Agreement, Epic shall have full discretion whether and how it uses the Event Logo and shall be under no obligation to actually make any use of the Event Logo. Epic shall not use the Event Logo in any scandalous, defamatory or offensive manner likely to bring the Event Logo or Licensee into disrepute, diminish Licensee's goodwill, tarnish Licensee's image or otherwise be prejudicial to Licensee.
- d Event Media License. "**Event Media**" means any stream or recordings of the Event, created by Licensee or on its behalf by a third party, in which audio or video of Game play or Epic Materials are used, included, embedded, or otherwise exploited. Licensee hereby grants to Epic an irrevocable, perpetual, non-exclusive, royalty-free license to copy, display, publish, edit, host, store, and otherwise exploit the Event Media or derivative works based on the Event Media (including, without limitation, highlights, video clips, still photos, graphics, animations, or other content and/or news from the Event Media) throughout the universe in any media now known or hereafter devised.

- e Licensee may not, directly or indirectly: (i) create, use, register, or otherwise exploit any trademark or service mark that is confusingly similar to any of the trademarks or service marks included in the Epic Materials; (ii) create, use, register or otherwise exploit any domain name that includes all or any part of the Epic Materials; (iii) join any name, trademark, logo, social media identifier, or domain name with any of the trademarks or service marks included in the Epic Materials so as to form a composite or combined trade name, mark, logo, or domain name; or (iv) engage in any acts that might jeopardize, challenge, or contest or attempt to acquire, any rights of Epic or its licensors in the Epic Materials or any part thereof. All use of the Epic Materials, and all goodwill generated thereby, shall insure to and for the benefit of Epic.
- f Licensee's Event Media must comply with applicable law, the Brand Guidelines, and this Agreement, may not violate the rights of others, and must not be obscene, sexually explicit, defamatory, offensive, objectionable, or harmful to others.
- g Epic may, in its sole discretion, instruct Licensee to take down or otherwise remove any Epic Materials that have previously been displayed or distributed or prohibit future display or distribution of Epic Materials for any reason, including as a result of Licensee's non-compliance with this Agreement. Licensee will have three (3) business days following receipt of written instructions from Epic to take down or otherwise remove the Epic Materials specified in Epic's instructions.

5 Marketing and Promotion of Events

- a Subject to your compliance with these Terms, you may use the Game(s) name and logo, and other creative elements as depicted in the Brand Guidelines ([Fortnite Brand Guide](#), [Psyonix Guidelines](#), and [Fall Guys Brand Guide](#)) and other Game content provided by Epic to Event organizers from time to time ("**Epic Assets**"), to market and promote your Events. You may not, without the prior written consent of Epic in each instance, change, alter, or modify any of the Epic Assets or create any derivative or variation of any of the Epic Assets.
- b You may not use any Epic Assets (i) in a manner that could cause people to believe that your Event is an official Epic production or that it has been endorsed or approved by Epic; (ii) in a manner that may damage the value, reputation, or goodwill of Epic, or its products, services or brands (as determined by Epic); (iii) in a manner that is in any way inconsistent with the Brand Guidelines; or (iv) to create, market or sell merchandise of any kind, including intangible or digital merchandise.
- c All marketing and promotion materials for your Events that include any part of the Epic Assets ("**Event Materials**") must be appropriate for the audience of the Game and be consistent with the spirit and tone of the Epic Assets (as determined by Epic). Your Event Materials may not include links to any website that promotes or exploits (i) cheats or hacks to the Game or any other game, (ii) in-game currency farming or selling, or (iii) the sale, rental, licensing, distribution, or transfer of a game account or (iv) any brand in any of the prohibited categories
- d You may not, directly or indirectly: (i) create, use, register, or otherwise exploit any trademark or service mark that is confusingly similar to any of the trademarks or service marks included in the Epic Assets; (ii) create, use, register or otherwise exploit any domain name that includes all or any part of the Epic Assets; (iii) join any name, trademark, logo, social media identifier, or domain name with any of the trademarks or service marks included in the Epic Assets so as to form a composite or combined trade name, mark, logo, or domain name; or (iv) engage in any acts that might jeopardize, challenge, or contest or attempt to acquire, any rights of Epic or its licensors in the Epic Assets or any part thereof. All use of the Epic Assets, and all goodwill generated thereby, shall insure to and for the benefit of Epic.
- e Your Event Materials must comply with applicable law, the Brand Guidelines, and these Terms, may not violate the rights of others, and must not be obscene, sexually explicit, defamatory, offensive, objectionable, or harmful to others.
- f Epic may, in its sole discretion, instruct you to take down or otherwise remove any Epic Assets that have

previously been displayed or distributed or prohibit future display or distribution of Epic Assets for any reason, including as a result of your non-compliance with these Terms. You will have three (3) business days following receipt of written instructions from Epic to take down or otherwise remove the Epic Assets specified in Epic's instructions.

6 Sponsorship of Events

- a Subject to your compliance with these Terms, including the sponsor restrictions set forth in Section 2(a) and Section 6(b), you may sell sponsorships for Events. In order to preserve the integrity of competition and the business reputation of Epic and its products, you may not include any marketing, promotion, endorsement, or sponsorship of any of the entities, products or services on the following list ("**Prohibited Categories**") in any Event or any stream or recording of an Event: (i) drugs or drug paraphernalia; (ii) tobacco or tobacco related products, including vaping products; (iii) alcohol; (iv) firearms; (v) pornography or any other adult-only materials; (vi) cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related product or service; (vii) any business (A) whose content is discriminatory, harassing, or otherwise hateful in nature, or (B) whose practices are detrimental to the image of, or results in public criticism of or reflects badly on, Epic and Partner; (viii) any business that encourages illegal activities or violates applicable law; (ix) gambling products (including fantasy sports betting), lotteries or illegal wagering; (x) any business that promotes (A) the use of in-game hacks, cheating, exploits, or in-game currency farming or selling, or (B) the sale, rental, licensing, distribution, or transfer of a game account; (xi) political candidates; (xii) high toll phone services.

7 Limited Right of Review and Approval

- a Licensee shall afford Epic with a reasonable opportunity to review and approve Licensee's plans for exploitation of the Game as part of the Event, including, without limitation, (i) the format to be used for competitive Game play at the Event; and (ii) the method of selection for all individuals who will engage in any competitive Game play (or otherwise play the Game on an official basis) (each, an "**Event Player**") as part of the Event.
- b Epic's right to review under this Section 7 shall be limited to (i) ensuring that the exploitation of the Game at the Event is consistent with the Fortnite Official Competition Terms and Conditions as set forth in Schedule 1 hereto and incorporated herein by reference (the "**Competition Terms**"); and (ii) determining whether any Event Player has been banned by Epic from competitive Game play by reason of engaging in any activity or practice that violates the Games' EULAs (available at <https://www.epicgames.com/fortnite/en-US/eula>, <https://www.psyonix.com/eula>, or <https://www.fallguys.com/en-US/legal/eula>) including, without limitation, harassment, use of abusive or offensive language, game abandonment, game sabotage, spamming, social engineering, scamming, or any unlawful activity ("**Toxic Behavior**"). Epic shall not unreasonably withhold or delay its approval under this Section 7.
- c Licensee agrees that it will not, and will use reasonable efforts to ensure that each of the participants at the Event do not, behave in a manner which violates this Agreement, or which is otherwise detrimental to the enjoyment of the Game by other users as intended by Epic (as determined by Epic), or constitutes Toxic Behavior. Licensee agrees that Epic reserves the right to bar any person from playing or otherwise participating in an Event if Epic determines, in its sole discretion, that such person has engaged in any activity or practice that constitutes Toxic Behavior or any other violation of this Agreement. Licensee agrees not to allow any person to participate in your Event if Epic has barred that person from future events for Toxic Behavior or any other violation of this Agreement. Licensee agrees that it will not enter into any contract or agreement with any person participating in an Event, now or in the future, that prohibits or restricts the ability of that person from playing or participating in Epic's own events and tournaments. Licensee agrees that if Epic has barred a player from competing in any event or tournament

featuring the Game due to conduct or other violations, Licensee will not permit that player to compete in Events.

8 Privacy Policy

You agree that by using the Game pursuant to these Terms and hosting an Event that features the Game, you consent to the data collection and usage terms in Epic's Privacy Policy, as it may be updated from time to time. The Privacy Policy is available at <https://www.epicgames.com/site/en-US/privacypolicy>.

9 Disclaimers and Limitation of Liability

- a THE GAME AND ALL EPIC ASSETS ARE PROVIDED ON AN **"AS IS"** AND **"AS AVAILABLE"** BASIS, **"WITH ALL FAULTS"** AND WITHOUT WARRANTY OF ANY KIND. EPIC, ITS LICENSORS, AND ITS AND THEIR AFFILIATES, DISCLAIM ALL WARRANTIES, CONDITIONS, COMMON LAW DUTIES, AND REPRESENTATIONS (EXPRESS, IMPLIED, ORAL, AND WRITTEN) WITH RESPECT TO THE GAME AND THE EPIC ASSETS, INCLUDING ALL EXPRESS, IMPLIED, AND STATUTORY WARRANTIES AND CONDITIONS OF ANY KIND, SUCH AS TITLE, NON-INTERFERENCE WITH YOUR ENJOYMENT, AUTHORITY, NON-INFRINGEMENT, MERCHANTABILITY, FITNESS, OR SUITABILITY FOR ANY PURPOSE (WHETHER OR NOT EPIC KNOWS OR HAS REASON TO KNOW OF ANY SUCH PURPOSE), SYSTEM INTEGRATION, ACCURACY OR COMPLETENESS, RESULTS, REASONABLE CARE, WORKMANLIKE EFFORT, LACK OF NEGLIGENCE, AND LACK OF VIRUSES, WHETHER ALLEGED TO ARISE UNDER LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR BY COURSE OF DEALING. WITHOUT LIMITING THE GENERALITY OF THE FOREGOING, EPIC, ITS LICENSORS, AND ITS AND THEIR AFFILIATES, MAKE NO WARRANTY (I) THAT THE GAME OR THE EPIC ASSETS WILL OPERATE PROPERLY, (II) THAT THE GAME AND THE EPIC ASSETS WILL MEET YOUR REQUIREMENTS, (III) THAT THE OPERATION OF THE GAME WILL BE UNINTERRUPTED, BUG FREE, OR ERROR FREE AT ANY EVENT OR IN ANY OTHER CIRCUMSTANCES, OR (IV) THAT ANY DEFECTS IN THE GAME OR THE EPIC ASSETS CAN OR WILL BE CORRECTED. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312 OF THE UNIFORM COMMERCIAL CODE OR IN ANY OTHER COMPARABLE STATUTE IS EXPRESSLY DISCLAIMED. EPIC, ITS LICENSORS, AND ITS AND THEIR AFFILIATES, DO NOT GUARANTEE CONTINUOUS, ERROR-FREE, VIRUS-FREE, OR SECURE OPERATION OF OR ACCESS TO THE GAME OR ANY EPIC ASSET.
- b To the maximum extent permitted by applicable law, neither Epic, nor its licensors, nor its or their affiliates, nor any of Epic's service providers (collectively, the **"Epic Parties"**), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Terms, the Game, or the Epic Assets, or the delay or inability to use or lack of functionality of the Game, even in the event of an Epic Party's fault, tort (including negligence), strict liability, indemnity, product liability, breach of contract, breach of warranty, or otherwise and even if an Epic Party has been advised of the possibility of such damages. Further, to the maximum extent permitted by applicable law, the aggregate liability of the Epic Parties arising out of or in connection with these Terms, the Game or the use of any Epic Asset will be limited to your direct

damages in an amount not to exceed **\$250 USD**. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation.

- c Notwithstanding the foregoing, some countries, states, provinces, or other jurisdictions do not allow the exclusion of certain warranties or the limitation of liability as stated above, so the above terms may not apply to you. Instead, in such jurisdictions, the foregoing exclusions and limitations shall apply only to the extent permitted by the laws of such jurisdictions. Also, you may have additional legal rights in your jurisdiction with respect to the Game, and nothing in these Terms will prejudice the statutory rights that you may have as a consumer of the Game.

10 Indemnification

You agree to indemnify, pay the defense costs of, and hold Epic, its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives harmless from all claims, demands, actions, losses, liabilities, and expenses (including attorneys' fees, costs, and expert witnesses' fees) that arise from or in connection with (a) any breach, or alleged breach, by you of these Terms; (b) your negligent acts or omissions; (c) your use of the Game in connection with an Event (except for claims resulting solely from the use of the Epic Assets in the form provided by Epic); (d) the organization, operation, production, marketing, or promotion of an Event; and/or (e) the distribution of streams or recordings of your Events (except for claims resulting solely from the use of the Epic Assets in the form provided by Epic). You agree to reimburse Epic on demand for any defense costs incurred by Epic or any other indemnified party and any payments made or loss suffered by Epic or an indemnified party, whether in a court judgment or settlement, based on any matter covered by this Section 9.

11 Termination

Epic may, in its sole discretion, terminate these Terms and your rights and licenses hereunder at any time without cause by written notice to the email address listed in your online account registration. In addition, Epic may at any time without cause discontinue the entire Fortnite Event License program by posting a notice on <https://www.epicgames.com/fortnite/competitive/en-US/home>.

12 Changes to These Terms

Epic may update, revise, change, or modify these Terms from time to time. You are responsible for checking this page regularly for any updates, revisions, changes, or modifications. Your continued use of the Game at an Event after the posting of revised Terms on this page means that you accept and agree (or, if a Minor, your parent or legal guardian accepts and agrees) to the changes.

13 Remedies

- a You acknowledge and agree that, among its remedies, Epic may bar you from serving as an organizer for future Events featuring the Game if you violate any of these Terms. In particular and without limitation of the foregoing, you acknowledge and agree that Epic may bar you from serving as an organizer for future Events if you fail to monitor Toxic Behavior or any other violation of these Terms by players and participants at your Events and take appropriate and lawful measures to stop such Toxic Behavior or other violation.

- b You acknowledge and agree that a violation by you of these Terms may cause Epic irreparable harm, for which an award of damages would not be adequate compensation and, in the event of such a violation or threatened violation, Epic shall be entitled to equitable relief, including in the form of a restraining order, orders for preliminary or permanent injunction, specific performance, and any other relief that may be available from any court, and you hereby waive any requirement for the securing or posting of any bond or the showing of actual monetary damages in connection with such relief.
- c The remedies in these Terms shall not be deemed to be exclusive but shall be in addition to all other remedies available at law, in equity or otherwise.

14 General Terms

- a You agree that any dispute or claim by you arising out of or related to these Terms (“**Claim**”) shall be governed by North Carolina law without giving effect to any choice or conflict of law provision or rule. Any legal suit, action, or proceeding arising out of, or related to, a Claim shall be instituted exclusively in the federal courts of the United States or the courts of North Carolina, in each case located in Wake County. You agree to waive any and all objections to the exercise of jurisdiction over you by such courts and to venue in such courts.
- b You agree to comply with all applicable laws and the policies of the Streaming Platform you are using to stream any Event.
- c These Terms are for the sole benefit of you and Epic and nothing herein, express or implied, is intended to, or shall confer upon any other person or entity, any legal or equitable right, benefit, or remedy of any nature whatsoever under or by reason of these Terms.
- d If any currency conversion is required in connection with the calculation of the total compensation and/or sponsor contribution amounts set forth in Section 2(a), such conversion will be made at the spot rate of exchange published by The Board of Governors of the Federal Reserve System in Statistical Release H.10 for the date that is five (5) business days before the day on which such amounts were paid and/or provided.
- e These Terms, together with Epic’s Terms of Service, the Game’s End User License Agreement, and Epic’s Privacy Policy, constitutes the entire agreement between you and Epic with respect to your operation and use of the Game during an Event and supersedes any prior agreement, whether written or oral, relating to the subject matter of these Terms. No waiver of these Terms by Epic shall be deemed a further or continuing waiver of such term or condition or any other term or condition, and any failure of Epic to assert a right or provision under these Terms shall not constitute a waiver of such right or provision. If any provision of these Terms is held by a court of competent jurisdiction to be invalid, illegal, or unenforceable for any reason, such provision shall be eliminated or limited to the minimum extent such that the remaining provisions of these Terms will continue in full force and effect.
