

**2017 HEROES OF THE STORM®**

**NEXUS GAMES EUROPE**

**SPECIFIC COMPETITION RULES, TERMS AND CONDITIONS**

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## 1. INTRODUCTION

These 2017 Heroes of the Storm Nexus Games Europe Specific Competition Rules, Terms and Conditions govern qualification for and competitive play of Heroes of the Storm in the 2017 Nexus Games Europe. These Specific Rules establish the rules of tournament play, including rules governing player eligibility, tournament structure, prize awards, sponsorships and the conduct of players and other Team Members. These Specific Rules also contain limitations of liability, license grants and other legally binding contract terms. You are required to read and understand these Specific Rules before you can participate in the Tournament.

You must accept these Specific Rules in order to participate as a player in the Tournament, and you must abide by these Specific Rules in order to remain eligible to play in the Tournament and receive prizes. All of this is explained below.

## 2. NEXUS GAMES EUROPE

### 2.1 Acceptance of the Specific Rules.

- (a) If you are a player you may accept these rules by signing or accepting a Participation Form. You also indicate your acceptance to these Specific Rules if you enter and participate in any game or match that is part of the Tournament.
- (b) If you are under the age of majority (as described below), your parent or legal guardian may accept these Specific Rules on your behalf.
- (c) If you (or your parent or legal guardian) do not accept these Specific Rules, you may not participate in the Tournament. If you are a player and you do not meet the player eligibility requirements in Section 3 below, you may not participate in the Tournament.

### 2.2. Applicability of the Specific Rules.

- (a) These Specific Rules govern competitive play of Heroes of the Storm during the 2017 Nexus Games Europe.
- (b) These Specific Rules are in addition to the Blizzard® End User License Agreement applicable to your use of Blizzard Battle.net, the Online Privacy Policy applicable to your use of Blizzard Battle.net, and the other terms and conditions governing use of the Blizzard website. The current version of the End User License Agreement for EU Blizzard account holders is found at <http://eu.blizzard.com/en-gb/company/legal/eula.html> and the current version of the Online Privacy Policy for EU Blizzard account holders is found at <http://eu.blizzard.com/en-gb/>. The current versions of the Blizzard End User License Agreement and Online Privacy Policy applicable to other countries' Blizzard account holders can be found by going to the above websites and switching to the appropriate language at the bottom of that webpage.
- (c) There is a Glossary of terms at the back of these Specific Rules that explains key terms in greater detail. The Glossary is an important part of these Specific Rules.

- (d) If you or your team violates these Specific Rules or the Website Terms, you may be subject to game forfeitures, prize forfeitures, disciplinary action and legal claims, as explained below.

### 3. PLAYER ELIGIBILITY REQUIREMENTS

#### 3.1. Regional Eligibility.

- (a) You may participate in the Nexus Games Europe as a player if, as of October 12, 2017, you are a citizen or legal resident of one of the following countries: Belgium, Czech Republic, Denmark, Finland, France, Germany, Hungary, Italy, Netherlands, Poland, Romania, Russia, Spain, Sweden, United Kingdom, Ukraine.
- (b) In order to be eligible to participate in the Tournament as a player, you must have authorized access to a full Blizzard account registered on Blizzard Battle.net platform. Your account must be in good standing at the start of the Tournament and remain in good standing throughout the Tournament.
- (c) All Blizzard Accounts list the player's country of residence. The country of residence listed in your account details must match the country or region that you are representing in the Tournament. For example, if you are playing for a team that is representing Germany in the Tournament, the country of residence listed in your Blizzard Account must be Germany.
- (d) Your BlizzardAccount must include a valid email address. Blizzard reserves the right to verify the email address that you provide.
- (e) In order to be eligible to participate in the Tournament as a player, you must be a natural person (i.e., not a corporation, partnership or other legal entity) who is the same individual who registered the Blizzard Account, unless you are a minor using a Blizzard Account registered by your parent or legal guardian.

3.2. Residency Requirements.

- (a) If you want to participate in the Tournament as a player you must provide Blizzard with proof that you are either a citizen or a legal resident of one of the Eligible Countries identified in Section 3.1 above.
- (b) For the purposes of this Tournament, a “citizen” is a participant who is a citizen of an Eligible Country, and a “resident” is a participant who has resided in an Eligible Country for at least one month prior to the Tournament’s first match and through the Tournament’s last match.
- (c) In order to prove citizenship or residency, you must provide Blizzard with a Blizzard Account for verification purposes, and the country of residence of your Blizzard Account must be one of the Eligible Countries set forth above. Your BattleTag must match the tag of your public persona and Blizzard must pre-approve your BattleTag before you can enter the Tournament.
- (d) You will be required to provide Blizzard with a copy of a valid photo ID with a current address within your country of residence. Examples of acceptable and unacceptable identification are outlined below:

Photo ID Requirements	
Acceptable Forms of ID	Unacceptable Forms of ID
Government-issued driver’s license	Expired identification
Military photo identification card	School-issued photo identification card
Passport	Gym membership card
National identity card with photo	Library card
Voter registration card with photo (Mexico)	Public transportation cards
	Private ID cards

- (e) A participant claiming residency status must submit a copy of his or her passport along with a valid visa for the applicable country for evaluation by Blizzard. The visa must be acquired no less than one month before the start of the Tournament. Examples of acceptable identification for visa purposes are: professional athlete visas, work visas, and student visas. Examples of forms of identification that are not acceptable for visa purposes are: expired visas, working holiday visas and general tourist/visitor visas.
  
- (f) If you have any questions about the residency requirements, email [NGEAdministration@blizzard.com](mailto:NGEAdministration@blizzard.com), and Blizzard can begin the verification process. Blizzard's decisions as to residency and citizenship are final and binding.

### 3.3. Minimum Age Requirements.

- (a) You may participate in the Tournament if you have reached the age of majority in your country of residence as of October 12, 2017.
  
- (b) If you are under the legal age of majority in your country of residence, but over the age of 13 as of October 12, 2017, you may still enter the Tournament and participate as a player if you otherwise meet all of the eligibility criteria set forth in these Specific Rules and one of your parents or legal guardians reads and accepts these Specific Rules on your behalf.
  
- (c) In addition to your parents or legal guardians reading and accepting the rules, it is important to keep them informed of your participation in the Tournament. Should you qualify for Tournament events, your parents or legal guardians must be involved in assisting with travel, signing waivers and communication.

### 3.4. Ineligible Players.

- (a) The directors, officers and employees of Blizzard, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to win any prizes.
  
- (b) Any player participating in the current Heroes Global Championship Europe (HGC Europe).

## 4. TOURNAMENT STRUCTURE

### 4.1 Tournament Date and Location.

- (a) Sixteen teams from European countries selected by Blizzard will compete in an online tournament. The group phase will take place on November 14 – 19, 2017. The top 2 teams from each group will qualify for the playoffs bracket on November 25 – 26, 2017.

### 4.2 Qualification.

- (a) Blizzard will reach out to Heroes of the Storm players who meet the Nexus Games Europe eligibility requirements. Players will then confirm their participation in the tournament. After the confirmation period, Blizzard will announce the members of each National Team.
- (b) Blizzard on its sole discretion will determine which players take part in the National Teams, based on Rank Points, amount of games played, and community influence, amongst some of the deciding factors.

### 4.3 Tournament Format

- (a) The tournament will consist of a standard round robin Group Phase for the first round. Each group will consist of four teams, seeded by Blizzard. After each team has played one best-of-three match against every other team in the group, the top two teams of each group qualify for the playoffs bracket.
- (b) Due to the nature of the Group Phase more than one team could end up in a “tie” situation. If such a situation occurs a set of tiebreakers matches played in the best-of-one will happen using the following rules:
  - i. Any BYE given for any tie breaker match will be based on the highest seed amongst the tied teams
  - ii. The team with the first pick will be determined by a coin flip. If two teams need to play two tie breakers matches, then the team who got first pick in the first tie breaker match will get second pick in the second tiebreaker match

- iii. If two teams are tied, they will play a best-of-one match
  - iv. If three teams are tied (Team A won against Team B, Team B won against Team C, Team C won against Team A), they will play each other in a round robin format. If the teams are still tied after, they will be placed in a three-team bracket where one of the team gets a BYE for the first round
  - v. If three teams are tied on overall score but Team A won against Team B, Team A won against Team C and Team B won against Team C this will be considered as a two-team tie between Team B and Team C and follow rule iii.
  - vi. Battleground will be selected from top down of the following list in order of preference. A team may only select a battleground if it was not played in the original match or initial tiebreaker match
- (c) The single-elimination bracket played in best-of-five matches
  - (d) The bracket seeding will be communicated by Blizzard at least ten days before the first day of the tournament.

#### 4.4 Tournament Rules; Game Forfeitures.

- (a) In each Tournament match, two teams will compete against each other by playing Heroes of the Storm on the Europe Blizzard Battle.net server operated by Blizzard. Matches will be played in the “Custom” game mode and “Tournament Draft” lobby mode.
- (b) If fewer than five Eligible Participants on a National Team are present ten minutes after the scheduled match time, that team forfeits the match.
- (c) Blizzard, at its sole discretion, will select a pool of Battlegrounds for the Tournament.
- (d) Any use of a known bug or exploit will result in the team using the bug or exploit being ineligible to any prize for the Tournament. Any use of bug or exploit will result in a default loss. Blizzard as its sole discretion may apply additional sanctions. Known bugs and exploits are defined as anything made known previous to the game in question by the



administrators or any report that is public on the official bug report forums, the Heroes of the Storm Subreddit (/r/heroesofthestorm) or any form of social media.

- (e) Each match will begin with an initial battleground selection process. One team will be chosen at random to start the process (here labeled “**Team A**”), and will begin by banning one battleground. The other team (“**Team B**”) will then ban one battleground. Team A will then select a battleground from the remaining (unbanned) battlegrounds.
- (f) Players will be able to select from any heroes that are available to them on their Blizzard accounts and that have been commercially released in the region of play, except that Blizzard, in its sole discretion, may restrict certain heroes from the Tournament at any point during the Tournament. Eligible Participants must have access to at least fourteen heroes in order to participate in the Tournament.
- (g) Each game within a match will begin with a drafting process to determine which heroes each team will play. Each team will have a window of time in which to ban and pick heroes. If a team runs out of time, its pick or ban will be randomly selected. The team that began the battleground selection process (Team A) will go second during the first game’s hero selection process, in the following sequence:

Hero Selection Sequence	
1.	Team B will ban one hero
2.	Team A will ban one hero
3.	Team B will choose one hero
4.	Team A will choose two heroes
5.	Team B will choose two heroes
6.	Team A will ban one hero
7.	Team B will ban one hero
8.	Team A will choose two heroes
9.	Team B will choose two heroes
10.	Team A will choose one hero

- (h) In the following games of a match, the losing team of the previous game will have the choice for battleground selection or first hero pick in draft. Blizzard, in its sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a team in the event that one or more players lose their connections or the game is otherwise

affected by abnormal technical or nontechnical issues, or based upon violations of the Specific Rules or otherwise unfair or unsportsmanlike conduct.

#### 4.5 Battleground pool

- (a) A pool of Battlegrounds for the Tournament will be selected by Blizzard. The Battlegrounds pool can be changed at any time in Blizzard's sole discretion.
- (b) The Battlegrounds pool can be changed at Blizzard's sole discretion.

#### 4.6 Prize Awards.

- (a) Each of the players who are members of a National Team that has qualified for the Group Phase of the Tournament will be awarded \$300 USD.
- (b) Each of the players who are members of a National Team that has qualified for the Playoffs of the Tournament will be awarded \$300 USD more.
- (c) The awarding of prizes is void where prohibited or restricted. No purchase is necessary to enter the Tournament.
- (d) National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in US dollars. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including an IRS form W-8 or W-9 and any other forms required by the country in which the Tournament is held. Additional paperwork that Blizzard requests, including waivers, indemnities and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable.
- (e) No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any noncash prize.
- (f) All Eligible Participants must be verified by Blizzard to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leaderboard) during the Tournament does not entitle any Eligible Participant to a prize.

In the event of a dispute as to the identity of any winner, Blizzard will resolve the dispute using the email addresses of Team Members used on the Blizzard Account.

- (g) As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Specific Rules and an indemnity and release of liability. In the event that a winner is under the age of majority, the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit and related documents within seven days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.

## **5. CONDUCT OF PLAYERS, COACHES AND MANAGERS**

### 5.1. Behavior.

- (a) All Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, Qualifier organizers and members of the administration team, the media, sponsors and fans.
- (b) Team Members may not use obscene gestures or profanity in their BattleTags, player handles, game chat, lobby chat or live interviews. This rule applies to English and all other languages in use in the Nexus Games Europe and includes abbreviations and/or obscure references.
- (c) Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or physical or non-physical intimidation. Violence is never permitted at any facility that is owned by or leased to Blizzard or a tournament organizer, or against any competitor or administrator.

### 5.2. Cheating.

- (a) Players must compete to the best of their ability at all times. Any form of cheating by any Team Member will not be tolerated. All Team Members are prohibited from influencing

or manipulating a Nexus Games Europe game or match so that the outcome is determined by anything other than its merits. Blizzard may install software on computers used in Nexus Games Europe events that is specially designed to detect cheating. Examples of cheating would include:

- Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game or match;
  - Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means; and
  - Tampering with the entry process or the operation of the Nexus Games Europe;
  - Allowing an individual who is not the registered owner of a Blizzard Account to play on that Blizzard Account in Heroes of the Storm or any other Blizzard game.
- (b) If someone asks you to bet on any Nexus Games Europe game or "fix" the outcome of a game, you must immediately report this contact to Blizzard using the following email address: [NGEAdministration@blizzard.com](mailto:NGEAdministration@blizzard.com)

### 5.3. Illegal and Unethical Conduct.

- (a) Team Members are required to observe all laws applicable to their participation in the Nexus Games Europe, including all games, matches, media events, autograph signings, photo sessions, sponsor events and other gatherings or events occurring with or as part of the Nexus Games Europe.
- (b) A Team Member may not, during the Nexus Games Europe, commit any act or become involved in any situation or occurrence which brings him or her into public disrepute, scandal or ridicule, or shocks or offends the community, or derogates from his or her public image or reflects unfavorably upon Blizzard, Heroes of the Storm or any of the other products, services or sponsors of Blizzard.

5.4. Anti-Harassment.

- (a) Blizzard is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, Team Members engaged in the Nexus Games Europe are prohibited from engaging harassment or discrimination based on race, color, religion, gender, national origin, age, disability, sexual orientation or any other status or characteristic protected by law.

5.5. Gambling.

- (a) Gambling on the outcome of Nexus Games Europe games or matches can pose a serious threat to the integrity of Blizzard esports and public confidence in the Nexus Games Europe. Team Members are not allowed to place, or attempt to place, bets on any games or matches involving competitive play of a Blizzard title, including Heroes of the Storm.
- (b) This rule also prohibits Team Members from participating in anyone else's betting activities, asking anyone to place bets on Nexus Games Europe games or matches on a Team Member's behalf, or encouraging anyone else to bet on Nexus Games Europe matches.

5.6. Alcohol and Drugs.

- (a) Blizzard's goal is to provide a safe competitive environment by eliminating the hazards to health and safety created by alcohol and drug misuse and abuse. Blizzard will not tolerate the presence of illegal drugs or the unapproved use of legal drugs at any Event.
- (b) The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in Qualifier Events or on premises that are owned by or leased to Blizzard or a tournament organizer.
- (c) The unauthorized use or possession of prescription drugs by Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to

treat the condition for which they are prescribed and may not be used to enhance performance in a game or match.

5.7. Non-Disparagement.

- (a) Team Members always have the right to express their opinions in a professional and sportsmanlike manner. Disputes or player violation reports must be reviewed by the organizer and Blizzard before any information is released publicly.
- (b) Team Members may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or Heroes of the Storm or any other Blizzard title.
- (c) This Section does not, in any way, restrict or impede a Team Member from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

5.8. Interviews and the Media.

- (a) Team Members must be polite to spectators and media.
- (b) Team Members must participate in official interviews and media days arranged by Blizzard.

5.9. Restricted Sponsorships.

- (a) Blizzard wants you to be successful in your efforts to build your own brand and sponsorship opportunities. However, in order to preserve the reputation of Blizzard and the Nexus Games Europe, Blizzard needs to place some restrictions on sponsor categories.
- (b) The following sponsor categories will not be allowed for any Team Member participating in the Nexus Games Europe:
  - Pornography (or materials that Blizzard, in its sole discretion, determines are the equivalent of pornography);

- Alcohol;
  - Tobacco or cigarettes, including vaping products;
  - Firearms;
  - Gambling, including websites that offer gambling;
  - Any person or entity that offers products or services that Blizzard determines are detrimental to Heroes of the Storm, the Nexus Games Europe or Blizzard's business or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.
- (c) In addition, Blizzard needs to preserve the right to have enterprise-wide sponsorships or sponsorships for particular game titles or particular events in order to fund the development and expansion of the Nexus Games Europe and Heroes of the Storm. Accordingly, Blizzard may designate certain sponsors or product categories as "reserved." Team Members participating in the Nexus Games Europe will not be permitted to accept sponsorships from reserved sponsors or in reserved categories.

5.10. Disciplinary Action.

- (a) In order to preserve the integrity of the Nexus Games Europe and Blizzard's reputation for open and fair competition, Blizzard will have the right to monitor compliance with these Specific Rules, investigate possible breaches of these Specific Rules and impose sanctions for violations. You agree to cooperate with Blizzard in any such investigation.
- (b) If Blizzard determines that a Team Member has been cheating or has otherwise violated these Specific Rules, the Team Member may be immediately disqualified and removed from the Nexus Games Europe. In addition, Blizzard may, in its sole discretion:
- Issue a warning to the Team Member and/or his or her Team and publish that warning on Heroes of the Storm sites;
  - Disqualify the Team Member and/or his or her Team from participating in any future Heroes of the Storm tournaments or events;

- Revoke all or any part of the prizes previously awarded to the Team Member or his or her Team;
  - Terminate all licenses granted to the Team Member for Blizzard titles, including Heroes of the Storm; and/or
  - Terminate all Blizzard accounts that are held by the Team Member.
- (c) Blizzard’s determination as to the appropriate disciplinary action will be final and binding. Blizzard may issue warnings instead of a violation or increase the level of offense due to the severity of the violation.
- (d) The failure by a Team Member (or his or her parent or legal guardian if a minor) to cooperate with any internal or external investigation that Blizzard conducts relating to a violation of these Official Rules or applicable law is, itself, a violation of these Specific Rules.

## 6. GLOSSARY

“**Blizzard Account**” means a full Blizzard et account registered on Blizzard Battle.net platform that is in good standing and that remains in good standing throughout the Nexus Games Europe Tour. “Blizzard Account” does not refer to a Blizzard light account; a light account is not sufficient for participation in the Tour.

“**Blizzard**”, “**we**” or “**us**” means Blizzard Entertainment, Inc. and its affiliates.

“**Blizzard Group**” means Blizzard, its parent and any of their respective affiliate companies and subsidiaries.

“**Eligible Participant**” mean a player who can demonstrate that he or she meets all of the eligibility requirements in Section 3.0 of these Specific Rules and is not ineligible to participate in the Nexus Games Europe under Section 3.4.



**“End User License Agreement”** means the Blizzard ® End User License Agreement applicable to your use of Blizzard Battle.net platform. The current version of the Blizzard End User License Agreement for EU Blizzard account holders is found at <http://eu.blizzard.com/en-gb/company/legal/eula.html>.

**“National Team”** means the five Eligible Participants who are designated as starters to play for a team in the Nexus Games Europe.

**“Specific Rules”** means the 2017 Heroes of the Storm Nexus Games Europe Specific Competition Rules, Terms and Conditions (*i.e.*, the rules, terms and conditions as set forth this document).

**“Team Member”** means (a) the five starting players on the National Team; (b) the team’s substitute player, if any.

**“You”** means the player (starter or substitute), coach, manager, owner or other Team Member who seeks to participate in the Nexus Games Europe.

**PLAYER PARTICIPATION AGREEMENT AND ACCEPTANCE FORM**

**Instructions:** The Nexus Games Europe Specific Rules, Terms and Conditions, including any updates or amendments thereto (“**Specific Rules**”), govern the conduct of players, coaches, and managers of each team in the Nexus Games Europe. You must accept the Specific Rules in order to participate as a player, coach, or manager in the Nexus Games Europe, and you must abide by the Specific Rules in order to remain eligible to participate in the Nexus Games Europe. You can accept the Specific Rules by checking the “Accept” boxes below and by signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”). If you check “Decline” on any of the boxes below, or if you don’t check either “Accept” or “Decline,” then you will not be permitted to participate in the Nexus Games Europe.

Player Information:		
<b>Last Name:</b>	<b>First Name:</b>	
<b>Email Address (used on your Battle.net Account):</b>	<b>Date of Birth:</b>	<b>Age:</b>
<b>Citizenship:</b>		

Acceptance of the Specific Rules:	
I hereby acknowledge receipt of, or access to, the Specific Rules. I understand that my compliance with the Specific Rules is a condition of my participation as a player, coach, or manager of a team in the Nexus Games Europe. I acknowledge that Blizzard Entertainment, Inc. reserves the right to impose discipline for any conduct that violates the Specific Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I have carefully read and I understand the Specific Rules. I understand and support the standards set forth in the Specific Rules, and I will act in accordance with them.	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

License to Use Name and Likeness:	
I hereby grant to Blizzard Entertainment, Inc. a sublicensable, royalty-free, fully paid-up, worldwide, perpetual (or for the maximum duration of intellectual property rights permitted by applicable law in case where such perpetual license cannot be granted under applicable law), nonexclusive right and license (with the right to grant sublicenses) to copy, display, distribute, edit, transmit, host, store and otherwise use my name, nickname, tag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory, and create derivative works thereof, in any and all present and future media, on or in connection with (a) any group licensing or other agreements with third parties that are negotiated by Blizzard Entertainment, Inc., (b) the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any Tournament game, match or other event (whether in full or in part and whether on a live or delayed basis and whether of all or any part of such Tournament game, match or other event); (c) activities related to the advertising, marketing and promotion of the Nexus Games Europe, Blizzard Entertainment and <i>Heroes of the Storm</i> ; and/or (d) the distribution, advertising, promotion and sale of the products and services of Blizzard Entertainment, including skins and other in-game or digital merchandise.	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

Limitations of Liability:	
I agree that the liability of Blizzard Entertainment, Inc., and their respective affiliate companies to me for all harm, damages, injury or loss shall be limited to my direct damages not to exceed US \$500.00, and this shall be my only remedy regardless of what legal theory is used to determine that Blizzard Entertainment, Inc., or any of their respective affiliate companies was liable for the harm, damages, injury or loss. Multiple claims will not expand this limitation. I further agree to the other disclaimers and limitations of liability in Section 4 of the Specific Rules.	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

Other Terms and Conditions:	
This Team Member Form shall be governed by the laws of the State of Delaware, USA, without regard to choice of law principles. This Team Member Form shall be effective and binding upon your heirs, next of kin, executors, administrators, assigns and representatives. Any dispute with or claim against Blizzard Entertainment, Inc., or any of its respective affiliate companies arising out of or based on this Team Member Form or your participation in the Nexus Games Europe shall be governed by Section 3. of the Specific Rules. If any provision of this Team Member Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person with respect to the Nexus Games Europe. This Team Member Form is in addition to, and not in lieu of, the Official Rules and may not be amended except by a written amendment signed by Blizzard Entertainment, Inc.. In the event of a conflict between the Official Rules and this Team Member Form, the Specific Rules shall govern and control.	
<b>Signature of Team Member:</b> X	<b>Date Signed:</b>

