

WoW Variety Show Ruleset

Prepare For Battle



1. Introduction. The WoW® Variety Show contest will feature a series of three (3) activities (the “Activities”) for players & streamers that will be hosted live on Wednesday, the 24th of August in-game in the World of Warcraft game environment. BLIZZARD ENTERTAINMENT, INC., A DELAWARE CORPORATION (referred to herein as "BLIZZARD") IS THE HOST AND SPONSOR OF THIS CONTEST. THIS CONTEST IS OPEN TO ALL WORLD OF WARCRAFT PLAYERS WHO HAVE CREATED ACCOUNTS ON NORTH AMERICAN SERVERS WHICH ARE THIRTEEN YEARS OF AGE OR OLDER ON THE DATE REFERENCED BELOW AS THE START DATE FOR THE CONTEST ("PLAYER(S)"). IF YOU ARE NOT A RESIDENT OF THE UNITED STATES OF AMERICA/OR YOU ARE NOT THIRTEEN YEARS OF AGE OR OLDER YOU ARE NOT ELIGIBLE TO WIN A PRIZE. If you are a Player is under the legal age of majority in your state of residence (a "Minor"), one of the Player’s parents or legal guardians must submit a signed, written statement that they have read, understood and agree to these Contest rules with the Player’s entry, and that such agreement constitutes acceptance of these Contest rules on behalf of the Player and themselves. To be eligible to participate in the Contest, entries must be completed and received by Blizzard in the format designated below. 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 families of each are not eligible to win any prizes. All applicable federal, state and local laws and regulations apply. Offer void where prohibited. In the event of any dispute, entries will be deemed to have been submitted by the owner of the e-mail address from which the e-mail was sent.

Blizzard and any of its respective parent companies, subsidiaries, affiliates, directors, officers, professional advisors, employees and agencies will not be responsible for: (a) any late, lost, misrouted, garbled or distorted or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications-related malfunctions or failures; (c) any Contest disruptions, injuries, losses or damages caused by events beyond the control of Blizzard; or (d) any printing or typographical errors in any materials associated with the Contest.

Contest Period. The Contest shall commence at 5:00 PM Pacific Standard Time on August 24, 2022 and shall continue in duration until 8:00 PM Pacific Standard Time August 24, 2022

2. Entering the Contest. The Contest includes a series of 3 activities for Players to engage in for a chance to win that may take place on the Contest Realm. By signing up, Blizzard may grant a Player Contest Realm access via the Player's Battle.net Account. The Activities include a Levelling Competition, a Scavenger Hunt, and a Race through Azeroth. Each Activity will showcase a range of invited Players (hereby known as Contestants) as well as Players signed up for the event to participate. The show will be broadcasted, and prizes will be awarded for each individual activity, as set forth below.

Players may register to participate in the Contest by signing up at via the tournament Discord server prior to a Contest. Signup periods will be publicly announced by Blizzard prior to each Contest.

Players may be provided access to additional realms during the Contests.

A. Activity One: Levelling Competition. The first activity of the WoW Variety Show will be focused on levelling up a new character. Contestants will create their character at level 1 and begin levelling through the start zone selected by Blizzard. During the Levelling Competition, additional Players can interact with the streamers and help them with their leveling to speed them up.

- (a) Four Contestants chosen by Blizzard will participate in a levelling competition, however anyone with access to the realms will be able to login and interact with the competition.
- (b) The Contestants will create characters on a realms and zone to be determined by Blizzard and announced prior to the activity.
- (c) Contestants will level for 1 hour. At the end of the competition, the Contestant with the highest level and experience will be declared the victor.
- (d) Contestants may use items on their character upon creation, traded to them via other Players, or acquired through quests, loot, etc.
- (e) The Contestant may not enter a party / group with anyone during the levelling event
- (f) The victorious Contestant will be awarded digital goodies to distribute to their community courtesy of Blizzard.

B. Activity Two: Scavenger Hunt. The second activity will be the Scavenger Hunt. Here Players will utilize their characters to complete a series of tasks throughout the zones as listed by Blizzard. Similar to the levelling competition, details will be revealed before the activity starts, however in this activity there will be 4 teams of 5 participating, with a Contestant on each team alongside 4 additional Players. Any Player from the team can complete the tasks listed in the Scavenger Hunt.

- (a) The list of tasks for the Scavenger Hunt will be provided by Blizzard at the start of the activity
- (b) Players will be given 1-hour to complete as many of the various tasks in the Scavenger Hunt as they can
- (c) Each Contestant will be allocated a team comprising of the Contestant and 4 additional Players. The team of 5 total Players will work together through the Scavenger Hunt to complete the tasks, with the winning team being the team who successfully completes all the tasks first, or has completed the most tasks by the conclusion of the activity.
- (d) At the end of the activity, the Team who have completed the most tasks will have won the scavenger hunt and will be eligible for digital awards as determined by Blizzard.

(e) There are 16 sign-up spots in the Scavenger Hunt activity, therefore if more players are signed up for the event Blizzard will select players for the Scavenger Hunt activity based on the sign-up form. Selected players will be notified by Blizzard at least 48 hours prior to the activity.

C. Activity Three: Race through Azeroth. The third and final activity of the Variety Show will be a Race through Azeroth taking place on August 24, 2022, at around 7:00 P.M, PST. Here Players will gather at a location determined by Blizzard and go through a series of check points to crown Azeroth's finest & fastest!

(a) Blizzard will inform Players of the start location, and the route that they will take during the activity. There may well be delays for screenshots, of course.

(b) Players will start on low level characters as determined by Blizzard, to prevent the use of spells, mounts, and gear to gain an unfair advantage.

(c) Players will race from the start point via the various checkpoints until they reach the finish-line!

(d) At the end of the activity, Players will gather for all-important screenshots to conclude the show!

(e) Sign ups for the activity can be found in the [Contest Discord](#).

D. WoW Variety Show Schedule. Tentative Show Schedule: The Contest will take place on August 24 at 5pm Pacific Time, 8pm Eastern. The activities will take approximately 1 hour each with the following schedule:

- Levelling Activity – 5pm Pacific Time
- Scavenger Hunt – 6pm Pacific Time
- Race through Azeroth – 7pm Pacific Time

Blizzard may update the foregoing schedule frequently throughout the Contest. Players should check back often for updates to the Schedule and these Contest Rules.

E. Additional Rules.

- All Players must join the [Contest Discord](#) for communication with the Contest Admins.
- Players must behave in a professional and sportsmanlike manner in their interactions with other Players, members of the Administration and fans.
- Character Names must not contain profanity, the names of people not on the team, or the names of any group at odds with Blizzard. If character names do not follow this criterion, Players may be declined access to the event.
- Blizzard, in its sole discretion, shall choose the winners of each of the Activities. The decision of Blizzard is final.

3. Prizing. Contest winners shall be featured by in-game name, picture and or have the screenshots, or in-game video of their participation in the Contest such that they are identified as Contest winners on Blizzard's social media stories about the Contest.

4. Publicity Release. In consideration of a Player being allowed the chance to enter the Contest, Sponsor, its parent, subsidiaries, licensees and affiliates, shall have the perpetual, non-exclusive, worldwide license and right to utilize a Player's name, address (city and state), character, likeness, prize information, statements about the Contest, as well as the Player's biography for any publicity, advertising and promotional purposes without additional compensation, except where prohibited by law, and releases the Released Parties (defined in Section 7 below) from

any liability with respect thereto. Sponsor shall have the right to use, modify, reproduce, publish, perform, display, distribute, make derivative works of and otherwise commercially and non-commercially exploit a Player's name, character, likeness, and biography in perpetuity and throughout the universe, in any manner or medium now existing or hereafter developed, without separate compensation to the Player or any other person or entity.

5. Blizzard Use of Entries. In consideration of a Player being allowed the chance to enter the Contest, each Player hereby grants Blizzard Entertainment, Inc., a perpetual, non-exclusive, worldwide license and right to utilize the entry materials that the Player submits to Blizzard in connection with the Contest (collectively, "Entry Materials"). The Entry Materials will not be returned to any entrant. Without limiting the generality of the foregoing, the Player acknowledges that Blizzard shall have the right to use, modify, reproduce, publish, perform, display, distribute, make derivative works of and otherwise commercially and noncommercially exploit the Entry Materials in perpetuity and throughout the universe, in any manner or medium now existing or hereafter developed, without separate compensation to the Player or any other person or entity. Additionally, each Player agrees to take, at Blizzard's expense, any further action (including, without limitation, execution of affidavits and other documents) reasonably requested by Blizzard to effect, perfect or confirm Blizzard's rights as set forth above in this paragraph 5.

6. Collection of Information. The Entry Materials include a submission page where a Player will enter their 'screen name,' real name, e-mail address, and state of residence. This information will only be used to contact the Player in the event that the Player are chosen as a prize winner. Blizzard will not sell, rent or otherwise transfer this information to any third party, nor will Blizzard use this information for marketing purposes without the Player's consent. As stated above, the contest is not open to Minors under the age of thirteen (13). In the event that a Player is under the age of thirteen (13) years and submit Entry Materials to without a signed, written statement that Parent of the Player has read, understood and agreed to these Contest rules with the Player's entry, Blizzard will delete, erase or destroy any and all personally identifiable information that is obtained from the Entry Materials.

7. General Release. By entering the Contest, each Player releases Blizzard, and any of their respective parent companies, subsidiaries, affiliates, directors, officers, employees and agencies (collectively, the "Released Parties") from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the Contest or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory.

8. Copyright Notice. The Contest and all accompanying materials are copyright © 2022 Blizzard Entertainment, Inc. All rights reserved.

9. Miscellaneous. The Contest and these Official Rules will be governed, construed and interpreted under the laws of the United States. Players agree to be bound by these Official Rules and by the decisions of Blizzard, which are final and binding in all respects. Blizzard reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend or cancel the Contest or any entrant's participation in the Contest should viruses, bugs, unauthorized human intervention or other causes beyond Blizzard's control affect the administration, security or proper play of the Contest or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the Contest as planned. Players who violate these Official Rules, tamper with the operation of the Contest or engage in any conduct that is detrimental or unfair to Blizzard, the Contest or any other entrant (in each case as determined in Blizzard's sole discretion) are subject

to disqualification from entry into the Contest. Blizzard reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the Contest. Any questions about these Official Rules or the Contest should be directed by e-mail to WoWEsportsAdmin@blizzard.com or send written questions to Blizzard at , "1 Blizzard Way, Irvine, California, 92618", c/o WoW Esports Variety Show.