"REPLY HACK THE CODE CHALLENGE – TEEN EDITION"
TERMS & CONDITIONS

These Challenge T&Cs (with the "waiver" attachment) regulate the "**REPLY HACK THE CODE CHALLENGE – TEEN EDITION**" run by Reply and apply <u>to all Teen Registered Users of the Platform.</u>

For these Challenge T&Cs, the definitions in Article 1 retain their value in both singular and plural, in both lowercase and capital letters.

The Challenge does not constitute a prize competition in accordance with article 6, paragraph 1, of Presidential Decree 430/2001, consisting of the so-called 'prize' in remuneration for the performance of work and relative assignment of the exclusive rights on the respective Valid Output Files with Source Code and Flag write-up, in favor of the Team (composed by a maximum of six Registered Users), if resulting in 1st, 2nd or 3rd on the validated Leaderboard.

The Challenge's goal is to reward the best ideas by allowing Teen Registered Users to show their skills in software programming, together with skills in cyber security.

No fee is required to join the Challenge.

Being an exclusively online Challenge, Teen Registered Users need to know:

- the Challenge is organized by Reply S.p.A., with registered offices in Torino, Corso Francia, 110 - Tax ID: 97579210010 and VAT number: 08013390011
- the Platform is managed by Reply S.p.A., for the purposes of the Challenge
- the e-mail address to contact Reply S.p.A. relating to selection is challenges@reply.com
- publishing these Terms & Conditions on the online Platform is valid as it is a durable medium.

Article 1 – Challenge T&Cs definitions

Challenge: the overall activity of the "REPLY HACK THE CODE CHALLENGE - TEEN EDITION" that takes place in accordance with these Challenge T&Cs.

Challenge T&Cs: these Terms and Conditions that Teams with the "waiver" attachment, published on the Platform during the Challenge.

Challenge rules: the simplified description of the rules of the Challenge and related problems during the competition.

CTF Problem: the "Capture the Flag" problem, classified into 3 categories, to be solved during the Challenge.

Enrolment: the enrolment procedure to allow identification of Teams will apply to join the Challenge.

Flag: the correct solution to the related problem, consisting of a string that matches the following regular expression: /\{FLG:.+\}/ where the content is any non-empty ASCII string (uppercase and lowercase letters, digits or symbols).

Input file: the file provided by the Reply Code Masters to be downloaded by each Team and to be used to submit the solution (made by Output File and Source Code) of the Problem solved.

Leaderboard: the ranking that lists in descending order the total score obtained by the Team, and assigned according to the procedures set out in Article 5 of the Challenge T&Cs.

Output file: the product of the program execution expressed by the Source Code in response to the Input File related to the Problem.

Parties: Reply, Reply Group and Teen Registered Users.

Platform: the site accessible at the URL challenges.reply.com (internet connection required).

Problems: the five cases provided by the Reply Code Masters, as published on the Platform during the Challenge, to which the Teams must comply for the conception and processing of the related Output File and Source Code, to be sent by the Submission, as a solution to the problems proposed themselves.

Registration: the procedure to identify the Teen Registered User to access and use the features offered by the Platform.

Reply: Reply S.p.A., with registered office in Turin, Corso Francia, 110 – Tax ID: 97579210010 and VAT number: 08013390011.

Reply Code Masters: a group of Reply expert programmers who will determine the characteristics of the Challenge.

Reply Group: Reply and any company connected to it and/or controlled by it.

Reply Organization: all employees (with any qualifications or level, including executives) and Reply Group managers.

Rights: the overall intellectual property rights as provided for by the applicable Italian legislation, including – by way of example and not exhaustively – the Law 22 April 1941 no. 633: protection of copyright and other rights related to its exercise; the article 2575 and following of the civil code, etc.

Scoring: the sum of the points obtained by a Team during the Challenge.

Skills: the IT (e.g., software programming, problem-solving, etc.) skills that Teen Registered Users demonstrate during a Challenge.

Source Code: the source code from which the Output File, as a solution to the Input File related to the Problem, is derived, to be sent exclusively in "ASCII" format.

Submission: sending one Output File (even if not valid) and the related Source Code, devised and elaborated by the Team for the purposes of the Challenge, as a solution to the Problem.

Team: a group composed by a maximum of six Teen Registered Users who wish to join the Challenge; a single Registered Users can be the only member of a Team, joining the Challenge individually.

Teen Registered Users: participants aged 16 years or over on March 12, 2025, registered to the Platform and external to Reply Organization.

Valid Output File: the product of the program execution expressed by the Source Code <u>as a correct solution</u> in response to the Input File related to the Problem.

Article 2 - Applicable laws and disputes

The applicable law is that current in Italy, as Reply, the organizer of the Challenge, has its headquarters in this territory.

For anything not expressly provided for in these Challenge T&Cs, reference is made to the current laws in the Italian legal system.

For any dispute deriving from the Challenge and the related Challenge T&Cs, the Court of Torino will have exclusive jurisdiction.

Article 3 - Exclusions

All members of the Reply organization and all Registered Users to Platform aged 20 years or over on March 12, 2025, are expressly excluded from participating in this Challenge, since this Challenge is exclusively for Teen Registered Users.

Regarding the subjects aged from 16 to 19 years old on March 12, 2025, they can decide if:

1) joining the "REPLY HACK THE CODE CHALLENGE – STANDARD EDITION" or this "REPLY HACK THE CODE CHALLENGE – TEEN EDITION" (as a Teen Registered User)

2) joining both the "REPLY HACK THE CODE CHALLENGE – STANDARD EDITION" and this "REPLY HACK THE CODE CHALLENGE – TEEN EDITION"; in this case, they must be aware that the two Challenges will take place on the Platform contemporaneously.

Article 4 - Enrolment

To join the Challenge, each Teen Registered User may, alternatively, through the functionalities offered by the Platform:

   a) set up his/her own Team, joining the Challenge individually, choosing the relative name

b) try to set up a new Team, choosing the relative name. In this case, other Teen Registered Users must ask to join the Team and can on acceptance by the first Teen Registered User set up the Team. If there are six Teen Registered Users in a Team, no one else can join the Team. If no one joins the Team after the deadline for entering the Challenge, the Teen Registered User will automatically re-enter in the case referred to in the previous letter a)

c) ask to join an existing Team, provided the Team has fewer than six Teen Registered Users and without prejudice the Teen Registered User who established the Team accepts the new member asking to join.

It is expressly forbidden for a Teen Registered User to be part of more than one Team.

During enrolment, Teen Registered Users – using the specific functionality provided by the Platform – must accept the Challenge T&Cs (and attached waiver).

If a Teen Registered User wants to make valid his/her participation in the Challenge also for the so called "High School Students' League" as set in Article 8, during enrolment it is necessary:

1) to provide the name of the high school

2) to declare to be a student at the indicated high school.

Once a Team has been established correctly, the Team will automatically complete its Challenge enrolment. The Team's enrollment will take place from January 29, 2025, to March 11, 2025 (23:59:59 CET).

Enrolment after 23:59:59 (CET) on March 12, 2025, will not be accepted, except if there is an extension, which would be announced via the Platform.

Article 5 – Problems, submissions, and subsequent performance of the Challenge

The Challenge will start at 15:30 (CET) on March 12, 2025, when the four Problems of increasing difficulty and one CTF Problem, as elaborated by the Reply Code Masters and described in the Input File, will be published.

For each problem, the platform will provide five different Input Files distinguished by increasing difficulty level. One of the five Input Files will be related to a CTF Problem

For each input level, the platform will show the score (points) that will be assigned to the team that will submit a correct solution (Output File and Source Code or, for the CTF Problem, the Flag) to the level of the problem, as per the related input file downloaded.

The four Problems and the CTF Problem will be the same for all teams, but the input files related to the four Problems (five for each of them) will be generated differently for each team, to prevent the same Output File could being shared and submitted by more than one team.

The last submission must be sent within 4 hours from the publication of the problems, after which the platform will no longer accept any submissions.

In addition to extending the deadline for enrolment, Reply retains the right to:

a) postpone the publication of the problem statement and the consequent start of the time needed to send the valid submission, giving notice, also in this case, via the Platform

b) postpone the deadline or change the method for sending the valid submission, in case of unexpected overflow o technical failure involving the Platform, adopting all the appropriate checks in compliance with the equal treatment of all Teams; in this case too, Reply will give notice via the Platform.

Once the four Problems are published, the Teams will then be able:

1. to download the Input Files, from 1st to 4th input level, of the related problem

2. to start processing the related Output Files and Source Code, which are possible solutions.

The 5th input level for each problem will be available for download only when the correct solution (Output File and Source Code) to the previous four input levels will be submitted by the team.

Each submission can be developed and tested, before sending, with any device in the Team's possession, regardless of the operating system used.

Each Team can send an unlimited number of submissions, always remembering to include, as an integral part of a submission, both the Output File and the Source Code.

For each submission related to the 1st to the 4th input level (for each problem) the Platform will show the validation result in real-time.

If the solution will be correct (that means a Valid Output File submitted together with the Source Code) the related score will be automatically assigned by the Platform management system.

Regarding the submission related to the 5th input level (for each Problem), the Platform will not show the validation result in real-time, but it will provide only feedback about the formal correctness of the Output File format submitted.

If the Team will submit more than one solution (Output File and Source Code) the Platform will consider only the latest submission sent within the deadline.

Consequently, if an incorrect Output File is submitted after a Valid Output File, the platform will consider the incorrect one.

If the submission (the last one if more than one will be submitted) for the 5th input level (for each problem) will be a Valid Output File, the related score will be only assigned at the end of the Challenge, and the leaderboard will be consequently updated.

The CTF Problem will be published together with the four Problems, and the Teams will have to submit the correct Flag; in such case, the related score will be automatically assigned by the Platform management system.

After having visualized and verified a Problem and/or the related input level, or the CTF Problem, in case that a Team deems clarifications necessary, it will be possible to send a request to the Reply Code Masters through the chat feature offered by the Platform. The Reply Code Masters will have the ability but not the obligation, in their unquestionable judgment, to respond to any request for clarification. If an answer is sent, always through the chat service, it will be visible only to the Team that has made the request.

During the processing of an Output File and related Source Code, the Teams may eventually use:

a) supporting documentation (by way of example and not limited to books, resources accessible from the Internet, etc.);

b) support by an AI Tool being understood that the Output File created (even if not valid), including the Source Code, must be original in any case

c) libraries and software tools for public use, without prejudice to the fact that the submission made, therefore including the Source Code, must in any case be original.

The grounds for eliminating a Team from the Challenge will be:

• evidence showing that, for processing an Output File and related Source Code (even if not valid), one or more Teen Registered Users have either requested or commissioned support from third parties, other than members of the Team, to obtain the possible solution to the problem

• regarding the CTF Problem, evidence showing that, for one or more submissions, one or more Registered Users/Teams have requested or commissioned support from third parties, other than Team members, to find the Flag

• submitting an Output File and Source Code, evidently not valid in this case, containing malware, viruses or other codes, files or programs created to interrupt, destroy, or limit the operation of third-party software, hardware or telecommunications equipment

• attempted unauthorized access to the platform, regardless of the outcome, for the purpose of damaging

it or attempting, by way of example and not exhaustively, to manipulate the scoring system.

Regardless of the awarding of the score through the Platform, the Reply Code Masters will have the right to inspect, even manually, a submission received and, at its own discretion, exclude from the Challenge any submission (i.e., conforming to the form requirements) that however was not original or processed in violation of the provisions of these Challenge T&Cs.

The above-mentioned inspection activity will be made during the Challenge and after the closing of the Challenge.

Any submission that does not fall within the requirements of these Challenge T&Cs will not even be processed by the Platform.

Once the deadline has passed within which the Platform will no longer accept any submission, the Challenge will be closed.

Each Team will be able to see the score obtained on the Platform, but the result will be considered temporary since, at the end of the challenge, the Reply Code Masters will continue the inspection activity, reviewing/validating the scoring submission from top-ranked Teams on the leaderboard and decreasing the scoring if obtained by submissions not original or processed in violation of the provisions of these Challenge T&Cs.

The validated Leaderboard will be available on the Platform within 10 working days from the end of the Challenge and will be made, in descending order, based on the total score obtained respectively by the Teams.

In case of a tie between two or more teams in the 1st, 2nd or 3rd position, the shortest time taken to reach the final score (that is the sum of the overall time used for all the correct submissions) will be used to achieve the best position on the Leaderboard.

Article 6 - Communication to the 1st, 2nd and 3rd positioned Teams on the Leaderboard

Each Teen Registered User member of the Teams in the 1st, 2nd or 3rd position on the validated Leaderboard be asked to submit the Flag write-up document within 24 hours of the request.

If the write-up is not submitted within the above-mentioned deadline, the Team will be eliminated. If that happens, the request to submit the write-up will be sent to the Team in 4th position on the Leaderboard and so on, until the 1st, 2nd and 3rd positions on the Leaderboard are definitively confirmed.

If the write-up is submitted within the deadline, each registered user of the 1st, 2nd or 3rd positioned Team

on the Leaderboard will be contacted by email and required to send, within 10 days and via email, a copy of their identity document (to verify the current correspondence with the information provided at the time of registration to the Platform) and the bank details necessary to transfer the remuneration as set in Article 7.

If the Teen Registered User is not at least 16 years old, he/she will receive, as an attachment of the abovementioned email, a document to be filled in and signed by the parents (or legal guardian); such document, together with the copy of the identity document of both parents (or legal guardian) and of the Teen Registered User must be sent within 10 days from request and via email.

If the Teen Registered User is not at least 18 years old and is not a bank account holder, the IBAN code to be provided will be the one related to the parents (or legal guardian).

If a Teen Registered User:

    a) did not reply to the aforementioned communication within 30 business days, or the response would be without a copy of the requested identity document and, if not at least 16 years old, without the additional document requested

or

    b) responds in good time, but results in a non-conformity between the information present on the identity document and that previously provided,

participation in the Challenge will be considered non-compliant and will be forfeited, for the Teen Registered User, the right to the remuneration as set in Article 7.

If this happens and the other Teen Registered Users members of the Team have correctly fulfilled the request by the established deadline, they will retain their right to the remuneration as set in art. 7.

Should any of the circumstances referred to in a) and b) above happen, Reply and/or its assignees also reserve any subsequent action for their protection aimed at compensation for any damage, patrimonial and non-pecuniary, as the acceptance of "Reply Challenges Platform Terms and Conditions of Service", the Challenge T&Cs and attached waiver will consequently be non-compliant.

Reply cannot be held in any way responsible if the communication sent isn't received by one or more Teen Registered Users as a result of:

    i.   an unreachable or non-existent email address (if disabled after registration)

    ii.   configuration, on the client or server side, of the email box that erroneously classifies the message sent by Reply as spam.

In the event of a response by the Teen Registered User within the prescribed deadlines, complete with a

copy of the identity document (if not at least 16 years old, together with the additional document requested) and compliant with the data provided during registration to the Platform, Reply will make the wire transfer as set in Article 7.

Article 7 - Remuneration for the 1st, 2nd and 3rd Teams on the Leaderboard and for

The remuneration for the performance of the Valid Output Files with Source Code and the Flag write-up document, with the consequent transfer of exclusive rights, in the event of a positive outcome of the document verification referred to in Article 6 above, will be:

- for each Teen Registered User member of the 1st Team on the Leaderboard: 1,500.00€ (one thousand and five hundred Euros), net taxes
- for each Teen Registered User member of the 2nd Team on the Leaderboard: 800.00€ (eight hundred Euros), net taxes
- for each Teen Registered User member of the 3rd Team on the Leaderboard: 500.00€ (five hundred Euros), net taxes.

Reply will proceed, within the terms established by law, to pay the withholding tax, on the gross amount, when applicable; in any case, the Teen Registered User is the only responsible to pay any other taxes in the country of residence.

Article 8 – High School Students' League

The High School Students' League allows high school students or alumni to enter the Challenge also as a 'community' of the same high school, to compete for a special reward.
As indicated in the "HACK CODE CHALLENGE – STANDARD EDITION" Terms and Conditions, if a high school student (aged from 16 to 19 years old) enrolls and participates in such Challenge, he/she is not able to make his/her participation valid also for the High School Students' League.

Considering the differences among the educational systems country by country, "high school" is intended as any kind of education for students aged from 14 to 18/19 years old, before entering the university (i.e., *Licei* or *Istituti Tecnici*, *Lycée* or *Lycée Professionnel*, *Educación Secundaria Obligatoria* and *Bachillerato*, etc.).
Such reward, offered by Reply in favor of the high school whose students will result in a 1° position on the special High School Students League leaderboard, consists of a financial contribution for a project to be

developed by the high school, for an amount not exceeding 2,000.00 (two thousand) Euros, together with an "Online Coding Course" designed by Reply trainers (Code Masters) and dedicated to the students who are part of such High School Students League.

In both cases (arcade game or financial contribution) the high school will have to provide formal acceptance of the reward when contacted by Reply.

Entering the High School Students' League, students declare that the high school opposes their participation in no way.

Considering that, during the Challenge:

1) points, valid for the final leaderboard, will be awarded as set in Article 5, in favor of the related Team

2) a Team could include students belonging to different high schools

for the purposes of the High School Students' League leaderboard only:

a) the final score obtained by a Team will be valid for each component of the Team, as "single score"

b) the High School Students' League leaderboard will be based on the sum of such "single scores" obtained by related students at the same high school – as declared through enrollment procedure – during the Challenge, as set in Article 5, and will be temporary until the final validation.

Example "1":
Team "XY" components: two students from high school "Alfa"; one student from high school "Beta"; and one student from high school "Gamma".
The team obtained 4,000 points.
For the purposes of the High School Students' League leaderboard:
Students' community from high school "Alfa": 8,000 points
Students' community from high school "Beta": 4,000 points
Students' community from high school "Gamma": 4,000 points

Example "2":
Team "KZ" components: four students from the same high school "Alfa"
The team obtained 4,000 points.
For the purposes of the High School Students' League leaderboard:
Students' community from high school "Alfa": 16,000 points

The validated High School Students' League leaderboard will be available on the platform within 10 days from the end of the Challenge, since the Reply Code Masters will continue the inspection activity, reviewing/validating scoring submissions and decreasing the score if obtained by submissions not original or processed in violation of the provisions of these Challenge T&Cs.

Furthermore, when such a reviewing/validating process is concluded, the Reply Code Masters will inspect the Source Code submitted by each Teen Registered User belonging to the high school community

temporarily in the 1st position. To maintain the 1st position, all the Source Codes must be unique (that means different from the other ones). Each score deriving from a Source Code identical to another one submitted by a different component of the same high school community will be consequently invalidated and the temporary leaderboard updated. Only when this extra inspection is concluded, the High School Students' League leaderboard will be validated.

The Teen Registered User that, as part of the high school community in the 1st position on the validated High School Students' League leaderboard, will have obtained the best score among the other students, will be informed by email asking him/her to put Reply in contact with a professor at the high school he/she belongs.

If a Teen Registered User does not reply to such communication within 10 business days, Reply will contact another Teen Registered User part of the same high school community, and so on.

After receiving the contact details of the professor, Reply will contact him/her to inform about the reward in favor of the high school, as described above.

If the professor does not answer within 10 working days or, in case of answer, he/he will inform Reply that the high school does not agree to receive the reward, Reply will contact a Teen Registered User belonging to the high school community in the 2nd position on the validated High School Students' League leaderboard, and so on.

Reply cannot be held in any way responsible if the communication sent isn't received by one or more Teen Registered Users as a result of:

    iii.   an unreachable or non-existent email address (if disabled after registration)

    iv.   configuration, on the client or server side, of the email box that erroneously classifies the message sent by Reply as spam.

In case the professor answers within the term, confirming that the high school agrees to receive the reward, Reply will provide the reward within 120 days.

Article 9 – Miscellanea

The parties will maintain their managerial and operational autonomy during the activities carried out respectively in the Challenge T&Cs.

Reply is not responsible for failure to start or end the Challenge for any reason attributable to third parties (by way of example, but not limited to interruption of internet connectivity, attempted intrusion or unauthorized access to the Platform or any computer systems connected to it, etc.) or due to force majeure.

Reply is not responsible for any Teen Registered Users' hardware or software malfunctions, or interruption

of the internet connection used by them that prevents them from processing, completing and/or sending a valid submission.

Reply has the right to modify and/or supplement these Challenge T&Cs until the issue of the problems on the Platform, provided any changes and/or additions will not create unequal treatment between Teams already enrolled; any changes and/or additions will be communicated on the Platform, requesting acceptance by interested parties.

Participation in the Challenge does not constitute, for the Team and Teen Registered Users, authorization, or license to use the trademarks and registered trademarks of the Reply Group.

Reply is not responsible regarding the "Bachelor's Scholarship" that the Albert School Business & Data (hereinafter "Albert School") intends to offer to two high school students in their final year, selected among the best performers during the REPLY HACK THE CODE CHALLENGE – TEEN EDITION; the information regarding the Bachelor's Scholarship is available in the specific document published on the Platform and provided by the Albert School (hereinafter "Scholarship T&Cs"); the Teen Registered User, at least 18 years of age, only if interested in applying for such Bachelor's Scholarship, must declare to have read the addendum to the Reply's Privacy Notice published on the Platform, authorizing Reply – only in case he/she will be eligible, as per Scholarship T&Cs, to enter the selection organized by the Albert School– to communicate his/her personal data to the Albert School.

If any provision or provisions of these Challenge T&Cs shall be held to be invalid, illegal or unenforceable for any reason whatsoever: the validity, legality and enforceability of the remaining provisions shall not in any way be affected or impaired thereby and shall remain enforceable to the fullest extent permitted by law.

The Teen Registered User, as identified by the data released during the registration process on the Platform,

GIVEN THAT:

A.   the Teen Registered User, together with other members of the relative Team, has independently decided to join the Challenge that takes place according to the Challenge T&Cs, of which the present waiver is an integral and substantial attachment

B.   for the purposes of this waiver, the definitions in the Challenge T&Cs apply

C.   if the Teen Registered User is not at least 16 years old only the case in which the team to which he/she belongs will result in the 1st, 2nd or 3rd position in the leaderboard, the parents (or the legal guardian) will must subscribe the declaration in the following sections B), C) and D)

That said, the Teen Registered User with the present waiver will be accepted during the Challenge enrolment phase, through the appropriate functionality provided by the Platform.

A) DECLARES AND GUARANTEES

1. That the information provided during registration on the Platform is truthful and correct.

2. That the Teen Registered User and, except the case of individual Team, the other Team members will be the only authors and creators of each Output File with Source Code that they submit or of any submission sent even if without the requirement of a submission.

3. That the Registered User and, except the case of individual Team, the other Team members will be the only authors and creators of the procedure used to find the flag submitted, and the only author/s of the write-up to be submitted, in case the Team is 1st, 2nd or 3rd on the leaderboard.

4. The non-existence of rights or claims of third parties relating to any submission (even if not correct) that will be sent by the Team.

5. That every submission that will be sent (Output File and Source Code; the Flag) will be unpublished.

6. To know that every submission will be used by the Platform for the sole purpose of participation in the Challenge and that, only if the Team is 1st, 2nd or 3rd on the Leaderboard, the Transfer (as defined below and related conditions expected) will produce its effects.

7. By virtue of the previous point 6, to have nothing to claim for sending each submission (Output Files and Source Code even if Valid Output Files or Flag), if the Team he/she belongs to is not among the ones remunerated for the Transfer, considering itself already fully satisfied by participation in the Challenge.

8. To know that any scoring is attributed to the Team in the manner described in these Challenge T&Cs;

therefore, nothing will have to be claimed if the Team itself is not among the ones remunerated for the Transfer.

9. To know that if several Teams have the same score, the best position on the Leaderboard will be occupied by the Team that has obtained this score in the shortest time compared to other Teams.

10. To know that, in so far as the object of this waiver is found to be wholly or in part, untruthful and/or incorrect, Reply has the right to exclude the Teen Registered User from the Team participating in the Challenge.

11. To know that if the Team, which the Teen Registered User belongs to, is among the ones remunerated for the Transfer, only such remuneration as set in Article 7 and nothing else will have to claim against the provision of work and the consequent Transfer of rights.

12. To know that the subject matter of the Challenge T&Cs and this waiver is governed by Italian law.

13. To have been duly informed about the characteristics of the Challenge and to have freely decided to join the same.

14. To know that if the Teen Registered User belongs to the team 1st, 2nd and 3rd on the leaderboard and he/she is not at least 16 years old it will be necessary to provide the documents as indicated in art. 7.

B) AS REASONED ABOVE, THE TEEN REGISTERED USER IS COMMITTED TO HOLD HARMLESS AND INDEMNIFY, ONLY THE CASE IN WHICH THE TEAM TO WHICH THEY BELONG RESULTS AMONG THE ONES REMUNERATED FOR THE TRANSFER

the Reply Group, as well as all subjects involved in any way in the organization and/or management of the Challenge – from any request, claim, action, burden, cost, and/or prejudice of third parties, in any way connected to the Challenge and deriving from the conduct of the Team that would make less or prevent the Reply Group and its donors and/or those having the right to carry out the Challenge and exercise the rights acquired through the Transfer.

C) THE TEEN REGISTERED USER DECLARES TO TRANSFER (hereafter the "Transfer"), ONLY THE CASE IN WHICH THE TEAM TO WHICH THEY BELONG RESULTS AMONG THE ONES REMUNERATED FOR THE TRANSFER

as in fact it transfers exclusively and against the remuneration as set in Article 7 of Challenge T&Cs, for the sole fact of having decided autonomously to join the Challenge, to Reply which accepts and acquires, for itself and/or its assignees, all the exclusive rights on the Output Files with Source Code that have generated the total score and the Flag write-up, including those of use and economic and commercial exploitation, in

any form or manner, in whole or in part, without any limitation of time, territory and methods, including disclosure as an 'open-source document'.

D) THE TEEN REGISTERED USER ALSO DECLARES, ONLY THE CASE IN WHICH THE TEAM TO WHICH THEY BELONG RESULTS AMONG THE ONES REMUNERATED FOR THE TRANSFER:

a) that there is no impediment to release the present declaration for every liberating purpose

b) to have nothing to claim from Reply and/or its donors and/or assignees, transferees and in general from anyone who uses for the purposes envisaged by the Transfer

c) to not having in place legal acts that, in any case, may affect the extent and effectiveness of this waiver.