"AI AGENT CHALLENGE – EXTERNAL EDITION"
TERMS & CONDITIONS

The "**AI AGENT CHALLENGE – EXTERNAL EDITION**" (the "Challenge") is organized by Reply S.p.A., with registered offices in Torino, Corso Francia, 110 - Tax ID: 97579210010 and VAT number: 08013390011 ("Reply") under these Terms and Conditions that include the Waiver Attachment (the "T&Cs").

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

The Challenge takes place through the site accessible at the URL challenges.reply.com (the "Platform").
The Platform is managed by Reply.

The Challenge is open to subjects aged 16 years or over on April 16, 2026, registered to the Platform and external to the Reply Group organization (the "Registered Users"). The registration identifies the Registered User and allows to access and use the features offered by the Platform.
The Challenge enrollment, as set in Article 2, requires the Registered Users to participate in team (the "Team"). A Team must by composed by minimum two, and maximum four Registered Users.

Whereas that:

- the Challenge is based on a fantasy plot based on the idea that, in the futuristic digital metropolis Reply Mirror, the financial institutions "MirrorPay" are synonymous of reliability and speed, where cloud data platforms are capable of processing billions of transactions for millions of customers. In this highly interconnected world, most transactions are monitored, data is widely accessible and privacy is increasingly limited. The members of the Team are key managers of economic activity, guide financial flows and support trust in digital systems, as a member of the organization "The Eye".

- In 2087, Reply Mirror thrives on transparency and almost every piece of personal data is publicly accessible. MirrorPay not only manage the flow of economic transactions, but also hold vast troves of demographic and various data about their citizens. Among this growing complexity, The Eye mission is detecting and neutralizing financial fraud, preserving the integrity of the system and protecting honest citizens, from the "Mirror Hackers", malicious actors who are smart, adaptive and relentlessly strategic.

- Mirror Hackers never follow a fixed pattern, constantly reshaping their pattern to outsmart detection systems. Their evolving tactics include:
    - targeting new merchants and transaction categories;
    - shifting temporal habits (e.g. moving from daytime to late-night activity);
    - operating across changing geographic regions and jurisdictions;
    - varying transaction amounts and frequency;
    - creating new, deceptive behavioral sequences.

Given the above:

- the Challenge goal is to reward, as set in Article 5, the best ideas by allowing Registered Users, members of a Team, to demonstrate their software programming skills, designing a multi-agent system capable to learn, adapt and generalize as the landscape changes.
- The Challenge timing and technical flow, together with the scoring rules, are fully described in Article 3.

The e-mail address to contact Reply relating to the Challenge is challenges@reply.com
Publishing these T&Cs on the Platform is valid as it is a durable medium.

Article 1 - Exclusions

Are expressly excluded from participating in this Challenge:

- all registered users to the Platform who are members of the Reply Group organization; the Reply Group organization includes all employees (with any qualifications or level, including executives) and managers of Reply and any company connected to it and/or controlled by it;
- the Registered Users to the Platform who are not at least 16 years old on April 16, 2026.

Article 2 - Enrolment

The Team's enrollment will take place from March 18, 2026, to April 15, 2026 (23:59:59 CEST).
Enrolment after 23:59:59 (CEST) on April 15, 2026, won't be accepted, except if there's an extension, which would be announced via the Platform.
To join the Challenge, a Registered User, through the functionalities offered by the Platform, must try to set up a new Team (made of 2 – maximum 4 members), choosing the name. In this case, other Registered Users can be invited to the Team by the first Registered User that set up the Team. If there are four Registered Users in a Team, no one else can join the Team.

When enrollment time ends, if a Registered User is still the only member of a Team, Reply automatically pair him/her with another solo participant. This way, they both form a two-member Team and be able to participate in the Challenge.

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

During enrolment, Registered Users – using the specific functionality provided by the Platform – must accept the T&Cs, which include the Attached Waiver.

If a Registered User is a university student or an alumnus/alumna (former student) and wants to make valis his/her participation in the Challenge also for the so called "University Students' League" as set in Article 6, during enrolment it is necessary:

1) to provide the name of the university

2) to declare to be a student or alumnus/alumna at the indicated university.

If a Registered User is a high school student and wants to make valis his/her participation in the Challenge also for the so called "High School Students' League" as set in Article 7, 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 Challenge enrolment is automatically completed.

Once the enrollment term has elapsed, the Platform will start automatic aggregation (as described above), allowing the Registered aggregated Teams (with two Registered Users) to join the Challenge.

During the enrollment period, the Registered Users will be able to access the Langfuse usage tutorials that Reply will provide to all participants.

Registered Users must be aware that, during the Challenge:

- all LLM interactions (as set in Art. 3) shall be monitored via Langfuse
- if Langfuse format will not be used by the Team, the validation function of solutions submitted will not be able to work properly
- a Langfuse template will be provided at Challenge commencement.

Article 3 – Challenge technical flow, timing and scoring rules

The Challenge will start, on the Platform, from 15:30 (CEST) on April 16, 2026 and will close, on the same day, by 21:30 (CEST)

At Challenge commencement, each team will receive:

(a) access to download the problem statement

(b) access to all training and final evaluation levels (see below)

(c) Two API keys with allocated credits for accessing specified LLMs during the competition. Specifically, each Team shall receive an initial credit amount of 40 US$ allocation for use tokens with the first three (3) datasets. Upon successful submission of solutions to the corresponding final evaluation datasets, the Team will receive an extra API key with a credit of 120 US$ to address the increased complexity and computational requirements of the remaining two (2) datasets, which are designed to be more resource-intensive. Credit utilization shall be at each Team's strategic discretion within the established limitations. Reply will check how the credits will be used and, if a Team will use credits for purposes different from the Challenge, such Team will be automatically eliminated from the Challenge.

(d) Langfuse template that will be necessary to write the problem statement solution.

(e) A list of the available LLMs during the challenge.

The Challenge consists of five (5) training levels and five (5) final evaluation levels. Teams may submit unlimited solutions for training levels and receive scores for the corresponding datasets. These scores serve as estimates and **will not be counted toward the final ranking**. For final evaluation levels, teams are restricted to one (1) submission per level, which must include: (a) the solution output, and (b) a compressed (.zip) file containing the complete Agent system code.

Agent system code submission is mandatory <u>only</u> for final evaluation levels and not for training levels.

At each level, the Team receives a data set representing the economic transactions between citizens of Reply Mirror (the "Input").

In addition to this, the Input includes additional data sets (containing varying levels of information about citizens, their communications and their habits).

Throughout all levels, the Team is tasked with designing a system of cooperative intelligent agents capable of identifying anomalous activities in environments where fraudulent strategies evolve over time. Using the available data, the Team must determine for every transaction in the dataset whether it is legitimate or fraudulent (the "Output").

All LLM interactions shall be monitored via Langfuse to evaluate both predictive accuracy and overall agentic solution quality. This tracking system provides full transparency of prompt usage and monitors operational costs, execution latency, model selection, and API call volume. Langfuse usage tutorials will be provided to all participants during the Registration Period.

The agentic system must be capable of:

- detecting fraudulent behavior that evolves over time and blends seam-lessly with legitimate transactions;
- anticipating new attack patterns by leveraging the memory of past inter-actions;
- responding in real time to sudden changes without degrading performance;
- keeping the false positive rate low, avoiding the unnecessary blocking of legitimate activity.

The final score is calculated by combining accuracy, economic impact assessment and agent efficiency and optimization.

The **Input** consists of a series of data set with increasing complexity. The Team have access to multiple types of data set (multi-modal) available for download in .zip format. The first three input are unlocked at the beginning of the Challenge. Input 4 and 5 will be unlocked only after the Team will submit the final evaluation solution for the first three input.

The **Output** must be an ASCII text file. Each line should be separated by newline character and refers to a suspected fraudulent Transaction ID.
The format of each line is:

$$t$$

where t represents the suspected fraudulent Transaction ID among the T Trans-action ID received in input.

and constraint is **T > 0.**

After 21:30 (CEST) on March 12, 2026, the Platform will no longer accept any Output submission.

The scoring system evaluates AI multi-agent systems based on multiple weighted criteria, including **but not limited to:**

- **Detection Accuracy**: The ability to correctly distinguish between fraudulent and non-fraudulent

transactions

- **Economic Impact**: The financial consequences of system errors, with focus on minimizing high-cost mistakes

- **Efficiency and Optimization**: System performance in terms of speed, cost-effectiveness, and architectural appropriateness

The specific weights and detailed scoring methodology will be communicated, at least ten days before the Challenge, through the Platform, inside the section "How it works":

https://challenges.reply.com/challenges/ai-agent/how-it-works/

Performance will be evaluated relative to a benchmark solution, with potential bonus points for systems that exceed benchmark performance.

Score visualization shall be accessible to each Team through the Platform as follows:

Individual Challenge Page: Each Team shall have access to comprehensive scoring information including: (i) scores obtained from training levels, (ii) scores from submitted final evaluation levels, and (iii) the cumulative sum of training and final scores. **Important Note**: Should a Team fail to submit a solution for any final evaluation level prior to Challenge completion, the corresponding training score for that specific level shall be nullified and excluded from the total final score calculation.

Example:
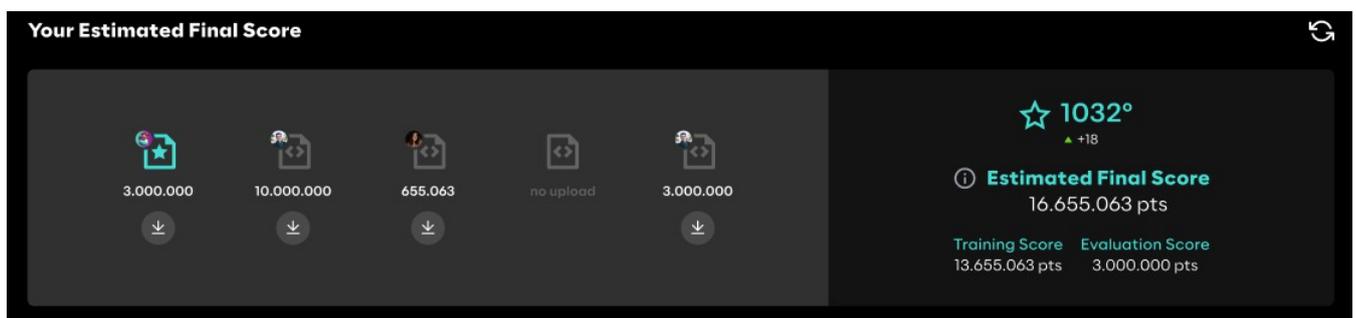
Public Leaderboard Page:

Each team can view the complete leaderboard showing:

- All teams' total points (from evaluation submissions and training scores)
- Estimated ranking positions

The leaderboard also displays each team's submission status:

- Which datasets have been submitted as final evaluation
- Which datasets are still in training phase

Note: Other teams' individual dataset scores are not visible — only their total points and submission status.

Example:

The result will be considered temporary since, at the end of the Challenge, Reply 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 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, the shortest time taken to reach the relative score will be used to achieve the best position on the leaderboard.

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

- evidence showing that, for the processing of one or more Output, one or more Registered Users have either requested or commissioned support from third parties, other than members of the Team, to obtain the possible solution based on the Input
- submitting one or more Output files, 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.

Article 4 - Communication to the 1st, 2nd and 3rd Team on the Leaderboard

Each Registered User member of the Teams in the 1st, 2nd or 3rd position on the <u>validated Leaderboard</u>, 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 5.

If a 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,

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 Registered User, the right to the remuneration as set in Article 5.

If this happens and the other Registered Users members of the Team have correctly fulfilled the request by the established deadline, they will retain their right to remuneration as set in Article 5.

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 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 Registered User within the prescribed deadlines, complete with a copy of the identity document and compliant with the data provided during registration to the Platform, Reply will make the wire transfer as set in Article 5.

Article 5 – Remuneration for the 1st, 2nd and 3rd Team on the Leaderboard

The remuneration for the performance of the Output and the consequent transfer of exclusive intellectual

property rights as provided for by the applicable Italian legislation (the "Rights", 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.), in the event of a positive outcome of the document verification referred to in Article 4 above, will be:

- for each Registered User member of the 1st Team on the Leaderboard: 2,500.00€ (two thousand and five hundred Euros), net taxes

- for each Registered User member of the 2nd Team on the Leaderboard: 1,500.00€ (one thousand Euros), net taxes

- for each Registered User member of the 3rd team on the Leaderboard: 1000.00€ (eight 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 Registered User is the only responsible to pay any other taxes in the country of residence.

Article 6 – University Students' League

The University Students' League allows university students or alumni to enter the Challenge also as a 'community' of the same university, to compete for a special reward.

Such reward, offered by Reply in favor of the university whose students and alumni will result in a 1° position on the special University Students League leaderboard, consists in a financial contribution for a project to be developed by the university or by a specific department, for an amount not exceeding 2,000.00 (two thousand) Euros or a Reply branded football table for the communal areas of the University.

The university will have to provide formal acceptance of the reward when contacted by Reply.

Entering the University Students' League, students and alumni declare that the university 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 3, in favor of the related Team

2) a Team could include students or alumni belonging to different universities

for the purposes of the University Students' League leaderboard only:

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

b) the University Students' League leaderboard will be based on the sum of such "single scores" obtained by related students/alumni of the same university – as declared through enrollment

procedure – during the Challenge, as set in Article 3, and will be temporary until the final validation.

Example "1":
Team "XY" components: one student from university "Alfa"; one alumnus from university "Alfa"; one student from university "Beta"; one student from university "Gamma".
The team obtained 4,000 points.
<u>*For the purposes of the University Students' League leaderboard:*</u>
  Students/Alumni community from university "Alfa": 8,000 points
  Students/Alumni community from university "Beta": 4,000 points
  Students/Alumni community from university "Gamma": 4,000 points

Example "2":
Team "KZ" components: four students/alumni from the same university "Alfa"
The team obtained 4,000 points.
<u>*For the purposes of the University Students' League leaderboard:*</u>
  Students/Alumni community from university "Alfa": 16,000 points

The <u>validated</u> University Students' League leaderboard will be available on the Platform within 10 days from the end of the Challenge, since Reply 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.

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

If a Registered User does not reply to such communication within 10 business days, Reply will contact another Registered User part of the same university 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 university, 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 university does not agree to receive the reward, Reply will contact a Registered User belonging to the university community in the 2nd position on the <u>validated</u> University 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 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.

If the professor answers within the term, confirming that the university agrees to receive the reward, Reply

will provide the reward within 120 days.

Article 7 – High School Students' League

The High School Students' League allows high school students to enter the Challenge also as a 'community' of the same high school, to compete for a special reward.

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 in 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 (AIvengers) and dedicated to the students who are part of such High School Students League.

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 3, 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 a "single score"

b) the High School Students' League leaderboard will be based on the sum of such "single scores" obtained by related students of the same high school – as declared through enrollment procedure – during the Challenge, as set in Article 3, and will be temporary until the final validation.

Example "1":
Team "XY" components: one student from high school "Alfa"; two students from high school "Beta"; 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": 4,000 points
Students community from high school "Beta": 8,000 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 underline High School Students' League leaderboard will be available on the Platform within 10 days from the end of the Challenge, since Reply 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.

The Registered User that, as part of the high school community in the 1st position on the underline 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 Registered User does not reply to such communication within 10 business days, Reply will contact another 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 Registered User belonging to the high school community in the 2nd position on the underline 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 Registered Users as a result of:

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

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

If 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 8 - 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.

The Challenge does not constitute a prize competition since:

- in accordance with article 6, paragraph 1 – a) of Presidential Decree 430/2001, the so-called 'prize' consists in remuneration for the performance of work and relative assignment of the exclusive Rights on the respective Output files, in favor of the Team (composed minimum two, and maximum four Registered Users), if resulting in 1st, 2nd or 3rd on the validated Leaderboard
- in accordance with art. 6, paragraph 1 – b), of Presidential Decree 430/2001, the reward in favor of a university (as set in T&Cs article 7) and in favor of a high school (as set in T&Cs article 8) is destinated to an institution an to be used for a social purpose (education).

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

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

Article 9 – Miscellanea

The parties (Reply, Reply Group and the Registered Users) will maintain their managerial and operational autonomy during the activities carried out respectively in the 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 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 Submission.

Reply has the right to modify and/or supplement these T&Cs until the issue of the Challenge 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 Registered Users, authorization or license to use the trademarks and registered trademarks of the Reply Group.

If any provision or provisions of these 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 Registered User, as identified by the data released during the registration process on the Platform

GIVEN THAT:

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

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

That said, the 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 Registered User and the other Team members will be the only authors and creators of each Output that they submit.

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

4. That every Output (including the complete Agent system code) that will be submit will be unpublished.

5. To know that every Output (including the complete Agent system code) 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.

6. By virtue of the previous point 5, to have nothing to claim for sending each submission (Output, including the complete Agent system code) 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.

7. To know that any scoring is attributed to the Team in the manner described in these T&Cs; therefore, nothing will have to be claimed if the Team itself is not among the ones remunerated for the Transfer.

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

9. 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 Registered User from the Team participating in the Challenge.

10. To know that if the Team, which the Registered User belongs to, is among the ones remunerated for the Transfer, only such remuneration as set in Article 5 and nothing else will have to claim against the

provision of work and the consequent Transfer of rights.

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

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

B) AS REASONED ABOVE, THE 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 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 5 of the 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 regarding the Leaderboard (1st, 2nd and 3rd position), the Output (including the complete Agent system code) that have generated the total score, 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 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

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