

MISSION SZITIZEN RULES FOR PARTICIPATION

The present Rules for Participation (hereinafter “**Rules**”) define the terms and conditions for participation in the Mission Szitizen Prize Game (hereinafter “**Game**”) organised in connection with Sziget Festival 2025 (hereinafter “**Event**”).

I. Organiser of the Game

The organiser of the Game is the organiser of the 2025 Event, **Sziget Kulturális Menedzser Iroda Zártkörűen Működő Részvénytársaság** (Sziget Cultural Management Private Company Limited by Shares, H-1033 Budapest, Hajógyári sziget hrsz. 23796/58, Reg. No.: Cg. 01-10-049598, tax number: 26189905-2-41; hereinafter “**Organiser**”).

TikTok Technology Limited (seat: 10 Earlsfort Terrace, Dublin, D02 T380, Ireland) is also a Data Controller for the purposes of the Game and is the company that provides the operation of the Game on the TikTok platform. TikTok Technology Limited is an independent data controller and is responsible for the purposes and scope of the processing of the data. TikTok has its own privacy notice (<https://www.tiktok.com/legal/page/eea/privacy-policy/en>) for the processing of data on the TikTok platform.

Mito Creative Zrt. (registered office: 1053 Budapest Károlyi utca 9., 4th floor, Reg.No.: Cg. 01-10-140905; tax number: 27989485-2-41) as data processor shall perform other tasks related to the implementation of the Game (hereinafter “**Operator**”).

II. Terms and conditions of participation

Any natural person over the age of 18 (eighteen), having full legal capacity, may take part in the Game as a team leader or as a team member. Participants may only register for the Game in teams. Teams must include at least 2 (two) and no more than 4 (four) people. Each team must have a team leader chosen by its members. Each natural person may only be member of one team.

The owners, executive officers, employees, agents or close relatives as defined by the Civil Code (Act V of 2013) of the Organiser or any direct contributors involved in the implementation of the Game may not take part in the Game.

III. Registration for the Game

Participants may register for the Game at the website szigetfestival.com/mission (hereinafter “**Registration Platform**”). Registration may be submitted by the person chosen by the team as team leader (hereinafter “**Team Leader**”). Necessary data for the registration: (i) name of the team, (ii) name of TikTok handler, (iii) name of the Team Leader, (iv) contact e-mail address. By registering, the Team Leader declares and explicitly warrants that the members of the team have given their consent to registering for the Game, submission of the team photo to the Organiser, use by the Organiser for all the purposes described in the present Rules, participation in the Game, uploading of all photos as well as video and audio recordings in the course of the Game, and their use for all the purposes described in the present Rules, and the processing of personal data provided in accordance with these Rules. To apply for the Game, the Team Leader must accept these Rules. The Organiser will inform the Team Leader of the

acceptance of the application by sending a confirmation e-mail to the e-mail address provided during the application process.

By registering for the Game, the Team Leader expressly declares and unconditionally warrants that each individual person (team member) has given voluntary and express consent to the registration, and has thus consented to the disclosure of their personal data, to appearing in photos and videos to evidence accomplishment of tasks, as well as to the use of their personal data and likeness according to the present Rules. Under this warranty, the Organiser will bear no financial or legal liability towards the Team Leader, any Player or third party; accordingly, the Team Leader will be directly liable for any third-party claims of any nature whatsoever, and the liability of the Organiser in this respect is excluded. Given the warranty granted by and the direct indemnification obligation of the Team Leader, the Organiser may, after providing information about the direct indemnification obligation, refer any third party entitled to bring a claim under the present paragraph to the Team Leader.

The Game will take place from 12:00 (CET) April 11, 2025 until 23:59 (CET) June 29, 2025, which means the registration for the Game is open during this time period.

The Organiser hereby notes that any application for registration with a team name that contains a violent, obscene, pornographic or sexual, religious, political, hatred-inciting or otherwise offensive element, is offensive to others on the basis of ethnicity, religion, nationality, gender, political or other identity or in any way, violates the personal or intellectual property rights of others, is inappropriate in the Organiser's subjective judgement, will be held invalid. Any application with a team name or team photo of this nature will be disqualified by the Organiser.

IV. Accomplishing missions during the Game, evaluation of missions

A total of 51 missions are posted on the Registration Platform in three categories (i. main quests, ii. hero quests, iii. quick quests), which a team can perform in any order they choose. Furthermore, the Sziget Ambassadors can also create specific "national tasks" tailored to their region. A team does not have to accomplish all of the missions. Next to each mission the number of points that the team will earn by performing this mission, as well as a description of the exact criteria that the team must meet and the tasks that it needs to carry out in order to be awarded the specified number of points are highlighted. The description of each mission also includes whether all of the team members must appear in the photo or video made about performing the mission. The description of the mission also specifies whether it is a video or a photo that the team needs to make about performing the mission.

The team mascot must appear in every photo or video.

A good quality photo or video must be uploaded to TikTok. When uploading the video, the video should have the following title: Mission Szitizen 2025 – team name – mission title. The video cannot be longer than 3 minutes and 30 seconds. Any video longer than this will be rejected and will not take part in the Game.

When uploading pictures or videos, the following hashtags should be included: #MissionSzitizen and any other hashtag determined by the Organiser. If this requirement is not met, the photo or the video will be rejected and will not take part in the Game.

By uploading the photo or video, the Team Leader voluntarily and expressly, also on behalf of the other members of the team, consents to the use by the Organiser of the photo or of the video and audio recording for the Game and to its evaluation by the judges of the Game. By sending the link to the Organiser, the Team Leader consents to the Organiser using these recordings for promotional purposes in connection with the MissionSztizen game until the start date of the MissionSztizen game to be held in 2026, including posting these recordings on its official Facebook, Instagram, YouTube and TikTok pages and other official channels of the Event or the Organiser and using them in promotional videos, including inclusion in publications about the Game and the Event. By uploading the photo or video, the Team Leader also expressly consents to the Organiser obtaining exclusive usage rights to the photo or the audio and visual recording for the above time period and mode of use. The Organiser is entitled to such use free of charge, and thus may exploit, use, reproduce, publish, disclose, and broadcast to the public these photos and audio and visual recordings. By registering for the Game, the Team Leader also consents to the publication of the photos and audio and visual recordings in news reports about the Event or the Game.

The judge for the given category will verify accomplishment of missions and will within 54 (fifty-four) hours from the time they are uploaded to either accept or reject the given mission or to assign it a pending status. In the event the accomplishment of a mission is rejected by a judge, the Team Leader will receive an explanation for rejection in a comment to the application. The Team Leader will also be notified by a comment if a mission is accepted. Any photos or audio and visual recordings made and provided to the Organiser that contains a violent, obscene, pornographic or sexual, religious, political, hatred-inciting or otherwise offensive element, is offensive to others on the basis of ethnicity, religion, nationality, gender, political or other identity or in any way, violates the personal or intellectual property rights of others, does not meet the description of the mission, is of poor quality (blurred), does not fully show the team mascot, or is inappropriate in the Organiser's and judges' subjective judgement, will be rejected. If a mission is rejected, the team still has a chance to try again to accomplish the mission at any time during the duration of the Game.

The judge evaluating the missions may, at his or her discretion, award teams extra points for outstanding performance of their accomplished missions. The judge for the given category may award an extra 10 points to the selected teams. The judge may award extra points to more than one team.

V. Prizes

After the conclusion of the Game, the Organiser will establish the points collected by each team. The teams will receive prizes according to their ranking (hereinafter each a "**Prize**", together "**Prizes**"). Each team member shall be entitled to the Prize eligible to the team. The following Prizes will be distributed:

1. Grand Prizes

- (i) First Place Team Prize: the Ultimate Money-Can't-Buy Sziget Experience, which includes:
 - a new adventure every day of the Event

- Exclusive Sziget tour with a golf cart and a manager of the Organiser
 - access to the Wellness Area of the Premium Camping
 - Backstage tour
 - Full beauty makeover (hair, clothing, make-up)
 - Access to the Revolut Stage VIP area and Sziget VIP Skybox for 1 (one) concert
 - VIP pass or VIP upgrade to existing pass
 - Standard 6-day pass for the 2026 Event
 - Designated escort
- (ii) Second Place Team Prize: VIP Weekly Pass, which includes:
- a new adventure every day of the Event
 - Exclusive Sziget tour with a golf cart and a manager of the Organiser
 - Backstage tour
 - Full beauty makeover (hair, clothing, make-up)
 - Access to the Revolut Stage VIP area and Sziget VIP Skybox for 1 (one) concert
 - VIP pass or VIP upgrade to existing pass
 - Designated escort
- (iii) Third Place Team Prize: VIP Weekly Pass, which includes:
- Backstage tour
 - Full beauty makeover (hair, clothing, make-up)
 - Designated escort

2. Other Prizes

- (i) Members of all team participating in the Game will receive a free welcome drink
- (ii) Prize for the 30th-20th placed teams: a personalised MissionSztizen package (T-shirt, socks, baseball cap, tote bag)
- (iii) Prize for teams placed 20-10th: a personalised MissionSztizen package (T-shirt, socks, baseball cap, tote bag) and 1 (one) day ticket each team member for the day of the Event of their choice
- (iv) Prizes for the 10th-4th placed teams: a MissionSztizen package (T-shirt, socks, baseball cap, tote bag) and 1 (one) 3 (three) day pass for each team member for 3 (three) consecutive days of the Event of their choice, plus a sharing of the Secret Party venue

VI. Notification of the awarding of prizes

On July 7, 2025, grand prize winners will be announced by the Organiser, by posting the winning team names, countries and team photos, on the Registration Platform and The TikTok, Facebook and Instagram platforms of the Game and the Event. In addition, the Organiser will also notify the Team Leader of the winning team by email.

The Organiser will notify the winners of the other prizes by email.

The Organiser expressly notes that it will not provide the teams with tickets, other than written in these Rules, for the Event . Accordingly, teams must hold valid tickets for the Festival in order to receive their prizes, given that all prizes will be awarded at the venue of the Event.

The prize cannot be exchanged for cash. Neither the Team Leader nor anyone else may demand that the prize be exchanged for cash, for another prize or for a gift of any sort.

VII. Legal characteristics of the Game

The Game shall be deemed as a competition game not qualifying as a gift draw. The Organiser undertakes to pay the personal income tax directly applicable to the Prizes and the amount of any additional tax or other contributions directly related to the Prizes.

VIII. General provisions.

The implementation of the Game and the participation therein shall be in accordance with these Rules. The Organiser is entitled to unilaterally modify these Rules at any time without notice.

The Organiser excludes any liability arisen out of any abuse.

IX. Liability

Team Leaders will be liable for all legal consequences resulting from any data provided erroneously or unlawfully, or from any incapability of their email account to receive letters. It is not possible for the Organiser to verify the accuracy of data. In each case, any and all liability, and related financial and legal consequences will be borne exclusively by the Team Leader.

The Organiser excludes all liability for any claims for compensation or indemnification for costs, damage or losses resulting from or connected with participation in the Game. By taking part in the Game, the Team Leader and the other team members expressly waive any claims they may have in connection with the implementation of the Game, the prize, the winners or other team members against the Organiser or any other third party.

The Organiser will not be held liable if, at any time during the duration of the Game, the webpage containing the present Rules becomes temporarily unavailable due to technical reasons. In addition, the Organiser will not be held liable for any errors due to causes beyond its control (i.e. caused by any technical failures or outages of the Internet network) or for any resulting consequences.

X. Data processing

PRIVACY NOTICE

Processed personal data	Legal basis of processing	Purpose of data processing	Term of data processing	Addressees	Data processor
<p>In case of each participant:</p> <p>TikTok name of the participant</p> <p>TikTok profile photo of the participant</p>	<p>The data processing is based on Article 6(1)(a) of Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC ("GDPR"), i.e. the processing is based on the consent of the participant. The participant gives his consent by submitting a comment to the game. The consent of the data subject may be withdrawn at any time by sending an e-mail to dpo@sziget.hu. Withdrawal of the data subject's consent does not affect the lawfulness of the processing based on the consent prior to the withdrawal of the data subject's consent.</p>	<p>To register for and participate in the Game.</p> <p>Proof of the participant's age in order to participate in the Game (only participants over the age of 18 may participate in the Game)</p>	<p>30 days after the announcement of the results or until the withdrawal of the Player's consent.</p> <p>The personal data processed in connection with the Game will remain on the server provided by SFDC Ireland Limited even after the Game has ended, and the Organiser and the Operator expressly exclude any liability in this regard.</p>	-	<p>Mito Creative Zrt. Seat address: 1053 Budapest, Károlyi utca 9. 4th floor: conducting the Game.</p>
<p>In case of winner participants :</p> <p>Winning participant's year of birth</p> <p>Winning participant's full name</p> <p>Address</p> <p>Phone number</p> <p>E-mail address</p>	<p>Article 6(1)(b) GDPR, i.e. the processing of personal data is necessary for the performance of a (gift) agreement to which the data subject is a party.</p>	<p>To deliver and certify the delivery of the Prize to the winning participant and to settle any disputes regarding the Prize.</p>	<p>The data will be deleted 5 years after the Prize is transferred.</p> <p>The proof of delivery document will be kept for a maximum of 8 years after the delivery of the Prize, in accordance with Article 169 of Act C of 2000 on Accounting.</p>	-	<p>Mito Creative Zrt. Seat address: 1053 Budapest, Károlyi utca 9. 4th floor: conducting the Game.</p>

Name, address, telephone number, website (where the privacy notice is available) and e-mail address of the controller(s):

- **Sziget Kulturális Menedzser Iroda Zártkörűen Működő Részvénytársaság 2** (registered office: 1033 Budapest, Hajógyári sziget, 23796/58)
- **TikTok Technology Limited** (registered office: 10 Earlsfort Terrace, Dublin, D02 T380, Ireland; <https://www.tiktok.com/legal/page/eea/privacy-policy/en>) – providing the @szigetofficial platform for the operation of the Game on the TikTok platform.
- **Metricool Software, S.L.** (headquarters: c / Téllez, nº 12, Entreplanta H, 28007, Madrid- Spain, with NIF: B87527115. Contact E-Mail: help@metricool.com.) – making possible for the Mission Marshals to answer via TikTok messages the questions raised in connection with the quests published during the Game.
- **SFDC Ireland Limited** (company registration number: 394272, 3rd and 4th Floor, 1 Central Park Block G, Central Park, Leopardstown 18 Dublin, Ireland; <https://www.salesforce.com/eu/company/privacy/>) – provision of the server storing the data given on the Registration Platform and send sending e-mails related to the Game.

Name, address, telephone number and e-mail address of the data processor(s):

Mito Creative Zrt. (registered office: 1053 Budapest Károlyi utca 9, 4th floor; company registration number: 01-10-140905; tax number: 27989485-2-41, adatvedelem@mito.hu) – participation in conducting the Game.

Attention CRM Consulting Kft. (registered office: 1075 Budapest, Madách Imre út 13-14. 4th floor, company registration number: 01 09 961453, hello@attentioncrm.hu) – management of the platform provided by SFDC Ireland Limited.

The personal data provided by the Team Leaders (name, e-mail address, name of the team) will be processed by Sziget for the purpose of conducting the Game, for 30 (thirty) days after the announcement of the results. The T-shirt size of the team members entitled to MissionSztizen Kit will be processed by the Organiser for the purpose of delivery of the MissionSztizen Kit for 30 (thirty) days after delivery of the MissionSztizen Kit. The legal basis for data processing is the participant's consent pursuant to Article 6 paragraph (1) a) of the 2016/679 regulation of European Parliament and Council (GDPR). Consent may be withdrawn at any time by sending an email to dpo@sziget.hu. Such withdrawal does not affect the lawfulness of processing based on consent before its withdrawal.

The Organiser stores the countries from which registrations to the Game have been made and for statistical purposes processes these data that do not qualify as personal data.

The personal data of the winning participants (year of birth, name, address, telephone number, e-mail address) will be processed by the Organiser for the purpose of delivery of the Prizes for 5 (five) years after the delivery. Such data are processed by the Organiser to deliver and certify the delivery of the Prize to the winning participant and to settle any disputes regarding the Prize. Pursuant to Article 6 paragraph (1) b) of the 2016/679 regulation of European Parliament and Council (GDPR), the legal basis for data processing is the fulfilment of a

contract. According to Section 169 of Act 100 of 2000 on accounting, the document certifying the delivery of the Prize will be processed for maximum 8 (eight) years on the basis of Article 6 paragraph (1) c) of the 2016/679 regulation of European Parliament and Council (GDPR), for the purpose of fulfilment of a legal obligation.

The audio and video recordings of the team members made during the completion of the tasks and uploaded to the TikTok platform may be used by the Organiser for promotional purposes on the websites, Facebook, Instagram, TikTok and YouTube platforms of the Game and the Event, and furthermore, may be displayed in promotional videos related to the Game. The footage, and thus the personal data contained therein, will be processed by the Organiser until the start of the 2026 MissionSztizen.

In some cases during the use of the Prizes (eg. Backstage Tour), the photographers of Organiser will take professional photo which will be handed over to the entitled person. Furthermore, during the use of the Prizes Organiser may prepare imagery, audiovisual and creative contents which may be used for marketing purposes on basis of Section III.4.3. of the General Terms and Conditions of Organiser (available here: <https://szigetfestival.com/en/policy-gctc>) and the privacy notice connected thereto (*Privacy Policy concerning participation at Sziget Festival*, available here: <https://szigetfestival.com/en/policy-gctc#!c141/privacy-policies>). Organiser processes the video and audio recordings (hereinafter “**Recordings**”) for the purpose of creating from them (i.e. from the Recordings) audiovisual material aiming to present, publicize, and promote the use thereof the individual events and the events in total, as well as the events, other services of, and itself the Organiser, furthermore, aiming at information and documentary purposes (together “**Films**”). The personal data contained in the Recordings are only processed in the context of making and publishing the Films as specified in the relevant data privacy policy. The Recordings, and, therefore, also the personal data included therein is processed by Organiser for an indefinite period, however, acts as described above during the exploitation thereof. The Recordings, the Films, and the creations, creatives as a result of their exploitation are at the same time copyrighted works, with regards to their protection, Organiser may not exercise deletion without the consent of the author but, upon the request of the data subject, in connection with the exploitation, the right of objection of the data subject can be exercised within the frameworks of technics and reasonable realization (for which, please, contact us on the dpo@sziget.hu address).

Pursuant to the GDPR, during the data processing, the participant may request access to the personal data and may request information about data processing (which will be provided by Organiser within no more than 1 month), may request rectification or erasure of personal data or the restriction of data processing.

If you feel that Organiser as controller has violated any of the legal provisions applicable to data processing, please contact Organiser first, using the above contact information, or at the following email address: dpo@sziget.hu. If this proves to be unsuccessful, you may initiate a proceeding with the Hungarian **National Authority for Data Protection and Freedom of Information** (Nemzeti Adatvédelmi és Információszabadság Hatóság, NAIH, mailing address: H-1055 Budapest, Falk Miksa utca 9-11., email: ugyfelszolgalat@naih.hu) or seek judicial remedy.

Budapest, April 9, 2025