

# IMMERSIVE GAMEBOX

## Football Arcade Contest

Official Terms & Conditions

Competition Period: 18th May 2026 – 23:59 PDT (GMT-7), 19 July 2026

**Prize: USD \$10,000**

*IMPORTANT NOTICE: This Competition is a skill-based contest. A session booking at an Immersive Gamebox venue is required to participate. The outcome is determined solely by the skill and performance of participants. No element of chance determines the winner. These Terms should be read carefully before participating. By participating, entrants agree to be bound by these Terms in their entirety.*

## 1. THE PROMOTER

**1.1** This competition ("Competition") is operated by Immersive Gamebox Ltd, Suite 1, 7th Floor, 50 Broadway, London, United Kingdom, SW1H 0DB, company number [number] ("Promoter").

**1.2** Questions or correspondence regarding this Competition should be directed to [competition email address].

**1.3** By participating in the Competition, all entrants agree to be bound by these Terms and Conditions ("Terms"). The Promoter's decisions on all matters relating to this Competition are final and binding.

## 2. ELIGIBILITY

**2.1** The Competition is open to participants worldwide, subject to the exclusions and requirements set out in this section.

**2.2** The following persons are not eligible to enter the Competition:

- (a)** employees, directors, contractors, or agents of the Promoter or any company within the Promoter's group of companies;
- (b)** immediate family members (spouse, civil partner, parent, child, or sibling) of any person in category (a);
- (c)** residents of Quebec, Canada; and
- (d)** residents of any jurisdiction where participation in skill-based prize contests of this nature is prohibited by applicable law. It is the entrant's responsibility to determine whether their jurisdiction permits participation.

**2.3** Participation in the Game (including the Challenge) is open to players aged 5 and over, in accordance with the Promoter's standard venue access policy. However, to be eligible to receive any share of the prize, a participant must be aged 18 or over on the Award Date (20 July 2026) ("Adult Participant"). Participants under the age of 18 are referred to in these Terms as "Minor Participants".

**2.4** Minor Participants may play the Game and contribute to their team's score, but are not eligible for any share of the prize. Where a Winning Session includes both Adult Participants and Minor Participants, the prize will be distributed only among Eligible Winners who are Adult Participants. Minor Participants will not receive any share of the prize under any circumstances, notwithstanding their contribution to the winning score.

**2.5** If a Winning Session includes no Adult Participants who qualify as Eligible Winners (as defined in clause 6.3), the entire prize shall be forfeited by that Winning Session and the notification process set out in clause 6.8 shall apply to the next-highest-scoring team.

**2.6** The lead booker of a session warrants and confirms that:

- (a) they are aged 18 or over;
- (b) they accept these Terms on behalf of all participants in their session, including any Minor Participants;
- (c) where the session includes any Minor Participant for whom the lead Booker is not the legal parent or guardian, the lead Booker has obtained the prior consent of that minor's legal parent or guardian to the minor's participation in the Game and the Competition; and
- (d) they have made all other participants in their session aware that only Adult Participants are eligible for prize money.

**2.7** The Promoter will require proof of age (government-issued photo ID) from all Eligible Winners before any prize payment is made. Failure to provide satisfactory proof of age will result in forfeiture of that individual's share of the prize.

**2.8** To be eligible to receive a share of the prize, a participant must have provided a valid email address to the Promoter in connection with their session, and the Promoter must be able to successfully contact that participant at the email address provided on the Award Date (20 July 2026).

**2.9** Only the lead Booker of a session is required to provide an email address at the point of booking. All other participants are invited to provide contact details upon arrival at the venue, but are not obliged to do so. Participants who do not provide a valid email address to the Promoter will not be eligible to receive a share of the prize, regardless of their team's performance.

**2.10** Where the Promoter holds contact details for some but not all participants in a Winning Session, the Promoter may (but is under no obligation to) ask those participants for whom it holds contact details to pass on the Promoter's notification to other team members. The Promoter cannot guarantee that such requests will be successful and accepts no liability for participants who cannot be contacted.

**2.11** The Promoter strongly recommends that all participants provide a valid email address at the point of booking or at check-in to ensure prize eligibility.

### 3. NATURE OF THE COMPETITION — SKILL CONTEST

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**3.1** This Competition is a skill-based contest. The outcome is determined entirely by the skill, coordination, and sustained collective performance of participants during the Challenge (as defined in clause 3.3). No element of chance determines the winning score or the winner.

**3.2** Participation requires the purchase and booking of a session at a participating Immersive Gamebox venue. There is no free or alternative route of entry. The Promoter has designed the Competition such that the winner is determined by skill alone, and not by the number of sessions played or by chance.

**3.3** The final segment of the Immersive Gamebox Football Experience ("the Game") is a collaborative challenge ("the Challenge") in which all participants in a single session work together to keep an array of footballs in the air for as long as possible. The Challenge is a test of team coordination, reaction, and sustained collective performance. The difficulty of the Challenge increases progressively over time on a consistent and identical basis across all sessions, ensuring all participants compete on equal terms.

**3.4** Each unique gamebox session constitutes one entry into the Competition. There is no limit on the number of sessions a participant or team may play. Each session generates an independent score; only the single highest-scoring session recorded at the close of the Competition will determine the winner.

**3.5** The current global leaderboard — including the leading team's score — will be displayed to participants at the start of each session for information purposes. Leaderboard positions are subject to change in real time throughout the Competition period.

**3.6** Scores are recorded automatically by the Promoter's systems at the conclusion of each session. The Promoter takes all reasonable steps to ensure score accuracy and integrity. In the event of a technical error materially affecting a recorded score, the Promoter reserves the right, at its sole discretion, to void the affected score, offer a complimentary replacement session, or take such other steps as are fair and reasonable in the circumstances. The Promoter's determination of all scores is final.

**3.7** The Challenge has been designed by the Promoter so that the scoring mechanic does not systematically advantage or disadvantage any session based on the number of participants. Sessions may be played by groups of between 2 and 6 participants, and the Promoter has calibrated the Challenge such that skill, coordination, and sustained performance — not team size — determine the outcome. All sessions, regardless of group size, compete on the same leaderboard on equal terms.

## 4. COMPETITION PERIOD

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**4.1** The Competition opens on 18th May 2026 at the opening time for each venue on that date and closes at 23:59 Pacific Daylight Time (GMT-7) on 19 July 2026 ("Closing Date and Time"). Sessions completed after the Closing Date and Time will not be eligible for the Competition.

**4.2** The Promoter's systems are the sole and authoritative timekeeping mechanism for this Competition. The Promoter's determination of whether a session was completed before the Closing Date and Time is final and not subject to appeal.

**4.3** The Promoter reserves the right to extend or shorten the Competition period for operational or legal reasons, provided reasonable notice is given to participants where practicable.

## 5. THE PRIZE

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**5.1** There is one (1) prize in this Competition: USD \$10,000 (ten thousand United States dollars), or the equivalent in Great British Pounds Sterling (GBP) at the Promoter's election. Where the prize is paid in GBP, it will be converted at the mid-market exchange rate published by the Bank of England (or, if unavailable on that date, XE.com) at 12:00 GMT on 20 July 2026.

**5.2** The total prize pool of USD \$10,000 will be divided equally among all Eligible Winners as defined in clause 6.3. The Promoter will not pay more than USD \$10,000 in aggregate in connection with this Competition.

**5.3** The prize is non-transferable. No cash alternative is available except as provided in clause 5.1. The Promoter reserves the right to substitute a prize of equivalent or greater value if the stated prize becomes unavailable due to circumstances outside the Promoter's reasonable control.

**5.4** The prize will be paid by bank transfer only. The Promoter does not accept liability for any bank charges, currency conversion fees, or transfer costs imposed by the recipient's financial institution. All such costs are the sole responsibility of the prize recipient.

**5.5** Winners are solely responsible for any tax liabilities arising from receipt of the prize in their jurisdiction. The Promoter makes no representation regarding the tax treatment of the prize and recommends that winners seek independent tax advice.

**5.6** Eligible Winners who are US persons (as defined by the Internal Revenue Service) will be required to complete and return IRS Form W-9 before any prize payment is made. The Promoter will issue IRS Form 1099-MISC to each US-resident Eligible Winner and to the Internal Revenue Service in respect of prize payments exceeding the applicable reporting threshold, in accordance with US tax law. Prize payments to US persons will be withheld until a valid Form W-9 has been received by the Promoter.

**5.7** Eligible Winners who are not US persons may be required to complete IRS Form W-8BEN or equivalent documentation to confirm their non-US status. The Promoter reserves the right to withhold payment until such documentation has been received.

## 6. WINNER DETERMINATION AND NOTIFICATION

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**6.1** The winning team will be the team whose session produced the highest recorded score on the global leaderboard at the Closing Date and Time ("the Winning Session"), subject to the tie-breaker procedure set out in clause 6.2.

**6.2** In the event that two or more sessions have achieved an identical highest score at the Closing Date and Time ("Tying Teams"), a tie-breaker will be held in accordance with clauses 6.2.1 to 6.2.7 below.

**6.2.1** Each Tying Team will be invited by the Promoter, via email to the lead booker and any other participants for whom the Promoter holds contact details, to attend a complimentary tie-breaker session at an Immersive Gamebox venue of the team's choosing, subject to availability. The Tying Team is responsible for selecting a venue that is practicable for its participants. The Promoter will not be responsible for any inability of a Tying Team to attend a tie-breaker session due to geographic distance from any Immersive Gamebox venue.

**6.2.2** Each Tying Team must arrange and complete its tie-breaker session within 2 months of the date of the Promoter's invitation email ("Tie-Breaker Window"). Tying Teams are responsible for arranging a mutually suitable time with the relevant venue.

**6.2.3** If a Tying Team fails to complete its tie-breaker session within the Tie-Breaker Window, that team will be deemed to have forfeited its entitlement to participate in the tie-breaker. If more than one Tying Team forfeits but at least one Tying Team completes its tie-breaker session, the prize is awarded to the team(s) that completed the tie-breaker in accordance with the tie-breaker outcome. If all Tying Teams fail to complete their tie-breaker session within the Tie-Breaker Window, the prize will be divided equally among all Tying Teams, and distributed to the Eligible Winners of each Tying Team in accordance with clauses 2.3 to 2.7 and 6.3 to 6.11.

**6.2.4** Each Tying Team's tie-breaker session will consist of one play of the Challenge on the same terms as the original Competition. The Tying Team that achieves the highest score across all tie-breaker sessions will be the Winning Session and will be entitled to the prize. For the avoidance of doubt, scores from original Competition sessions do not carry over to the tie-breaker.

**6.2.5** Tie-breaker sessions must include at least 2 participants from the original tying session. Tie-breaker sessions need not include all original participants where this is not practicable, but no new participants may be introduced into the team for the tie-breaker session. Any attempt to introduce a participant who did not play in the original tying session will result in forfeiture of the tie-breaker under clause 6.2.3. All tie-breaker participants must satisfy the eligibility criteria in these Terms, and the Adult Participant / Eligible Winner rules in clauses 2.3 to 2.7 apply to any tie-breaker prize allocation. The lead booker of the original tying session is responsible for assembling their team for the tie-breaker.

**6.2.6** If, after all tie-breaker sessions are complete, two or more Tying Teams are still tied, a further tie-breaker will be held on the same terms, repeated until a single winning team is determined.

**6.2.7** Tying Teams are responsible for all travel, transport, accommodation, and incidental costs incurred in attending a tie-breaker session. The Promoter will not reimburse any such costs under any circumstances. Tying Teams who determine that attendance at a tie-breaker session is not practicable or economically viable for them may decline to participate, in which case clause 6.2.3 will apply.

**6.3** "Eligible Winners" are those participants who satisfy all of the following conditions at the Award Date (20 July 2026):

- (a) they participated in the Winning Session;
- (b) they are an Adult Participant (aged 18 or over); and
- (c) the Promoter holds a valid email address for them and is able to successfully contact them at that address.

**6.4** Participants in the Winning Session who do not satisfy all three conditions of clause 6.3 are not entitled to a share of the prize. The prize will be distributed equally only among those participants in the Winning Session who qualify as Eligible Winners. The Promoter is under no obligation to attempt to locate or contact participants for whom it does not hold a valid email address, save as contemplated by clause 2.10.

**6.5** The Promoter will notify all Eligible Winners by email to the address provided to the Promoter in connection with the Winning Session. Each notification email will set out the prize amount attributable to that winner and the steps required to claim it.

**6.6** Eligible Winners must respond to the notification email and provide valid bank transfer details within 14 days of the date of the notification email ("Response Period"). Failure to respond within the Response Period will be deemed a forfeiture of that individual's share of the prize.

**6.7** If one or more (but not all) Eligible Winners fails to respond within the Response Period, the prize will be distributed among those Eligible Winners who have responded and provided valid bank details. The forfeited share(s) will not be redistributed to other Eligible Winners.

**6.8** If no Eligible Winner responds within the Response Period, the entire prize is forfeited by the Winning Session team. The Promoter will then apply the same notification process (clauses 6.5–6.7) to the team with the next highest score on the global leaderboard, and will continue in descending order until a prize is claimed or the process is exhausted in accordance with clause 6.9.

**6.9** The Promoter's obligation to seek further winners under clause 6.8 expires at midnight GMT on 19 September 2026. After this date, any unclaimed prize money will be retained by the Promoter and the Competition shall be deemed concluded.

**6.10** In addition to the proof of age required by clause 2.7, the Promoter reserves the right to require Eligible Winners to provide further proof of identity prior to payment. Failure to provide satisfactory documentation within a reasonable period will result in forfeiture of that individual's share of the prize.

**6.11** A list of winners (first name and initial, and country of residence) will be made available on request by contacting [marketing@immersivgamebox.com](mailto:marketing@immersivgamebox.com) within 3 months of the Award Date.

## 7. PRIZE PAYMENT

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**7.1** Prize money will be paid by bank transfer within 30 days of the later of:

- (a) the Eligible Winner's acceptance of the prize;
- (b) the Promoter's receipt of complete and valid bank transfer details from the Eligible Winner; and
- (c) in the case of US persons, the Promoter's receipt of a valid IRS Form W-9, or in the case of non-US persons, any documentation reasonably required by the Promoter under clause 5.7.

**7.2** If the bank details provided by a winner are found to be incorrect or incomplete, the winner will be given a further period of 7 days from notification of the error to provide corrected details. Failure to do so within that period will result in forfeiture of that winner's share of the prize.

**7.3** The Promoter accepts no responsibility for non-payment or delayed payment resulting from incorrect bank details provided by a winner, or from the recipient bank's processing times or policies.

## 8. INTEGRITY AND DISQUALIFICATION

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**8.1** The Promoter is committed to running a fair and transparent competition. The Promoter reserves the right to disqualify any participant, team, or session where it reasonably believes that any of the following has occurred:

- (a) use of automated scripts, bots, third-party software, or any technical manipulation of the Game, the Challenge, or the scoring system;
- (b) collusion between teams to artificially inflate scores or interfere with the leaderboard;
- (c) exploitation of any software bug, glitch, or unintended game mechanic to generate an artificially high score;
- (d) provision of false, misleading, or fraudulent information in connection with an entry or prize claim;
- (e) abusive, disruptive, or threatening conduct towards other participants or Immersive Gamebox staff; or
- (f) any other conduct that is in breach of these Terms or that the Promoter reasonably considers to bring the Competition or the Promoter into disrepute.

**8.2** Disqualified sessions will be removed from the leaderboard and are not eligible for any prize. The Promoter's decision on disqualification is final. The Promoter will use reasonable endeavours to notify disqualified participants where practicable.

**8.3** The Promoter reserves the right to audit scores and session data at any point during or after the Competition period. If a winning score is found to have been achieved through conduct falling within clause 8.1 after the prize has been awarded, the Promoter reserves the right to seek recovery of the prize from the relevant recipients.

## 9. PERSONAL DATA AND PRIVACY

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**9.1** Personal data collected in connection with this Competition will be processed by the Promoter in accordance with its Privacy Policy, available at <https://www.immersivegamebox.com/privacy-policy>. Participants are encouraged to review the Privacy Policy before entering.

**9.2** The lawful bases for processing personal data in connection with this Competition are: performance of a contract (prize administration and winner notification); and the Promoter's legitimate interests in operating a fair and transparent competition.

**9.3** The Promoter will process Eligible Winners' data for the purpose of verifying eligibility, notifying winners, and facilitating payment. This may include sharing data with third-party payment processors and, where applicable, with tax authorities, solely for the purposes set out in these Terms.

**9.4** Winners' names (first name and initial) and country/city of residence may be published on the Promoter's website and social media channels following the Award Date. By accepting a prize, winners consent to this publication. Winners who wish to be identified differently (for example, by initials only) should notify the Promoter within 7 days of receiving their notification email.

**9.5** Participation in this Competition does not constitute consent to receive marketing communications from the Promoter. Any such consent will be sought separately and in accordance with applicable law.

**9.6** Participants have the right to access, rectify, or request erasure of their personal data at any time, subject to applicable legal obligations. Requests should be directed to [marketing@immersivegamebox.com](mailto:marketing@immersivegamebox.com).

## 10. LIMITATION OF LIABILITY

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**10.1** The Promoter accepts no responsibility or liability for:

- (a) entries that are lost, delayed, corrupted, or not recorded due to technical failures or circumstances outside the Promoter's reasonable control;
- (b) any failure of the leaderboard display, including temporary inaccuracies in real-time score reporting;
- (c) any failure to contact or locate Eligible Winners due to incorrect, outdated, or unverified contact details provided by a participant;
- (d) any loss or damage arising from a participant's reliance on leaderboard information during the Competition; or
- (e) any indirect, special, or consequential loss arising in connection with the Competition.

**10.2** Nothing in these Terms shall limit or exclude the Promoter's liability for: death or personal injury caused by the Promoter's negligence; fraud or fraudulent misrepresentation; or any other liability that cannot be excluded or limited by applicable law.

**10.3** To the fullest extent permitted by applicable law, the Promoter's total aggregate liability to any entrant in connection with this Competition shall not exceed the total value of the prize (USD \$10,000).

## 11. GENERAL PROVISIONS

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**11.1** The Promoter reserves the right to amend, suspend, or withdraw this Competition at any time for any legitimate reason, including technical failure, fraud, or events outside its reasonable control (including force majeure events). Where reasonably practicable, the Promoter will give advance notice of any such change via its website at [URL].

**11.2** If the Competition is suspended or withdrawn prior to the Closing Date, the Promoter will use reasonable endeavours to award the prize based on scores recorded at the time of suspension, or may in its discretion determine that no prize will be awarded where it is not reasonably practicable to do so fairly.

**11.3** If any provision of these Terms is found by a court or regulator of competent jurisdiction to be invalid, unlawful, or unenforceable, that provision shall be modified to the minimum extent necessary to make it valid, legal, and enforceable, and the remaining provisions shall continue in full force and effect.

**11.4** These Terms constitute the entire agreement between the Promoter and entrants in relation to this Competition and supersede any prior representations, communications, or agreements.

**11.5** This Competition is in no way sponsored, endorsed, administered by, or affiliated with FIFA, UEFA, The FA, or any other football governing body or rights holder. Any reference to football or the FIFA World Cup 2026 in promotional materials is purely descriptive and does not imply any official association or endorsement.

**11.6** These Terms are governed by and construed in accordance with the laws of England and Wales. Subject to clause 11.7, any disputes arising in connection with this Competition shall be subject to the exclusive jurisdiction of the courts of England and Wales.

**11.7** Nothing in clause 11.6 shall prevent participants resident in the United States from exercising any rights they may have under applicable US federal or state consumer protection law in the courts of their state of residence.

**11.8** The Promoter's decisions on all aspects of this Competition — including but not limited to eligibility, score validity, winner selection, and prize allocation — are final, binding, and not subject to appeal or review, except as required by applicable law.

**To enter, visit your nearest participating Immersive Gamebox venue and book a session.**

Full venue list and competition information: [immersivegamebox.com] | Queries: [marketing@immersivegamebox.com]

*Version 2.0 — [5.7.26] | These Terms should be reviewed by qualified legal counsel before publication.*