

TERMS AND CONDITIONS GOVERNING THE CHALLENGE PREDICT AND WIN CHALLENGE IS A PROMOTIONAL ACTIVITY ORGANIZED BY ONE97 COMMUNICATION LIMITED IN ASSOCIATION WITH VODAFONE IDEA LIMITED

A. INTRODUCTION

THE CHALLENGE IS AN OPTIONAL CHALLENGE CONCEPTUALIZED, ORGANIZED AND HOSTED BY _ONE97 COMMUNICATION LIMITED, A COMPANY INCORPORATED UNDER THE COMPANIES ACT, 1956 AND HAVING ITS REGISTERED OFFICE AT ,1st FLOOR, DEVIKA TOWER, NEHRU PLACE, NEW DELHI – 110019 AND ITS CORPORATE OFFICE AT B-121, SECTOR 5, NOIDA, UP 201301 (HEREINAFTER REFERRED TO AS “**ONE97**” OR “**ORGANIZER**”) FOR THE ELIGIBLE RIGHTFUL SUBSCRIBERS OF VODAFONE IDEA LIMITED, (HEREINAFTER REFERRED TO AS “**VIL/VODAFONE IDEA/Vi**”).

THIS DOCUMENT IS AN ELECTRONIC RECORD IN TERMS OF THE INFORMATION TECHNOLOGY ACT, 2000 AND RULES THERE UNDER AS APPLICABLE. THIS ELECTRONIC RECORD IS GENERATED BY A COMPUTER SYSTEM AND DOES NOT REQUIRE ANY PHYSICAL OR DIGITAL SIGNATURES.

THE FOLLOWING TERMS & CONDITIONS SHALL BE APPLICABLE TO ALL VIL POSTPAID & PREPAID SUBSCRIBERS PARTICIPATING IN THE CHALLENGE KNOWN AS “PREDICT AND WIN” (“**CHALLENGE**”) DURING THE CHALLENGE PERIOD AS MENTIONED HEREIN.

PLEASE READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE PARTICIPATING IN THIS CHALLENGE KNOWN AS “PREDICT AND WIN”. BY PARTICIPATING IN THE CHALLENGE, YOU AGREE TO BE LEGALLY BOUND BY THESE TERMS AND CONDITIONS (“**TERMS AND CONDITIONS**”). IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, PLEASE DO NOT PARTICIPATE IN THE CHALLENGE.

FOR THE PURPOSES OF THESE TERMS AND CONDITIONS, WHEREVER THE CONTEXT SO REQUIRES “YOU” OR “YOUR” SHALL MEAN ANY NATURAL PERSON WHO BEING AN ELIGIBLE SUBSCRIBER HAS PARTICIPATED IN THE CHALLENGE.

B. DEFINITIONS

1. “**Subscriber**” shall mean the rightful user of the VIL mobile connection who is either on prepaid or post-paid subscription, in whose name the mobile phone number (MSISDN) is registered with VIL. In the event the user number / connection is registered in the name of a company/ firm, the employee who is authorized to use the MSISDN shall submit a No Objection Certificate (NoC) and authorization letter of the employer duly permitting the employee to use the number for subscribing for this Challenge and accept the terms applicable herein.
2. **Organizer**: under this T&C shall mean ONE97 who shall be responsible for conceptualizing, organizing and hosting this Challenge.
3. “**Active Subscriber**” shall mean a Subscriber who uses the Subscriber Identity Module (“SIM”) of VIL on a regular basis for purposes other than to participate in any offer or Challenge offered by VIL.
4. “**Circle(s)**” shall mean VIL Telecom Service Areas.
5. “**Affiliate**” shall mean, with respect to a Party, any entity directly or indirectly Controlling or Controlled by, or under direct or indirect common Control with such Party. For the purposes of

this definition, 'Control', 'Controlled' or 'Controlling' shall mean, with respect to any entity, any circumstance in which such entity is controlled by another entity by virtue of the latter entity controlling the composition of the Board of Directors or owning the largest or controlling percentage of the voting securities/rights of such entity or by virtue of any contractual arrangements or otherwise.

6. **“Challenge Pack Member(s)”** or **“Participants”** means (i) Active Subscribers who meet the eligibility criteria specified in these Terms and Conditions, (ii) who belong to Circle(s) and have successfully activated, and (iii) who are subscribed to the Challenge Pack as described in the subscription process hereunder.
7. **“Eligible Subscriber”** shall mean an Active Subscriber of VIL satisfying the following criteria at the time of participation and during continuation of Challenge:–
 - i. He/she must be an Active Subscriber of VIL;
 - ii. He/she must be responsible to activate and subscribe to the Challenge Pack and thereby become a Challenge Pack Member. He/she must belong to any of the telecom service areas mentioned below;
 - iii. For Prepaid Subscribers – Subscribers must have the minimum requisite balance of **Rs. per match**, to be eligible to participate in this Challenge;
8. The Challenge will be known by and be made available in the below mentioned languages: English / Malayalam / Telugu / Kannada / Tamil /Hindi / Gujarati / Marathi / Punjabi / Oriya / Bengali and Assamese on IVR and English language on WAP portal.
9. Further, the PREDICT AND WIN Pack Members who participate in the Challenge and are chosen as winners of each card of prizes in accordance with the winner selection process under the Terms and Conditions of the Challenge shall be required to be the registered VIL Subscribers of the winning mobile phone number and not merely the players using such mobile number (**“Winner(s)”**).
10. The Organizers and/or VIL reserve the right, at any time, to unconditionally disqualify any Participant who tampers with or who in any way abuses the process or Terms and Conditions of the Challenge. Failure by the Organizer or VIL to enforce any of the Terms and Conditions in any instance shall not be deemed to be a waiver of that Term and Condition and shall not give rise to any claim by any person. The decision of the Organizer or VIL shall at all times be binding and final.

C. CHALLENGE PERIOD

1. This is a limited period Challenge for Eligible Subscribers of VIL, available from 19th September, 2020, 00:00:01 hours (**“Challenge Period”**).
2. Organizer and VIL reserves the right to extend or shorten the Challenge Period, as it deems fit.

D. CHALLENGE AREA

Kindly refer to **Exhibit A**.

E. CHALLENGE DETAILS – ACTIVATION, STEPS, RESTRICTIONS AND DEACTIVATION

Refer **Exhibit B**.

The charges paid by the subscribers are towards the service and no additional charge is collected from the subscriber for participating in the Challenge.

F. PRIZES AND WINNER SELECTION PROCESS

1. Please refer to **Exhibit C** for details of prizes.
2. Prize/rewards contained herein are applicable only for the Participants who are predicting maximum correct questions and their respective quiz questions by playing the Challenge.
3. The **selection criteria**, of the Winner of the Challenge, shall take place after completion of the each event/match Challenge and prize/rewards shall be distributed thereafter. Winner selection will be done based on the following criteria in the order as mentioned below:
 - a) **Prediction & Quiz Question:** The Participant must answer Prediction Question and Prediction's Quiz Question to become eligible.
 - b) **Correct Answer:** Coupon code will be provided when user answer is correct for both Prediction & Quiz Question. A Subscriber may be eligible to win more than one Prize during every event/match during the Challenge Period, provided he/she meets the winning criteria, as per the table under Exhibit C, of the respective Prizes and gets selected.
4. Without prejudice to the foregoing, the Participant shall not hold the Organizer or VIL liable for the Winner selection process under this Challenge.
5. If the Winner does not claim the prize within validity of each coupon code and redeem the same before validity of the coupon code, the prize will expire.
6. All prizes will be given after deducting charges as applicable except as otherwise stated in writing.
7. All decisions of the Organizer in respect of all transactions under this Challenge, including without limitation the selection of Winners and other related transactions shall be final and binding and no complaints, claims, correspondence or communication shall be entertained in this regard. VIL has no role in the selection of Winners or prizes in this Challenge.
8. All prizes offered in this Challenge will be sponsored and distributed by the Organizer or a designated third party.
9. Without prejudice to the foregoing, under no circumstance shall the Winners of the

Challenge be entitled to redeem any category of prize for cash. The Organizer, at its sole discretion, shall not provide a cash alternative to any of the prize being offered in this Challenge.

10. All prizes must be claimed by the Winners.
11. The Participant shall not have the right to claim any damages, loss or costs from the Organizer and/or VIL for delay in delivery of the prize(s) on any grounds whatsoever. The Organizer and / or VIL are not liable for any loss or damage of any nature whatsoever if incurred by the Participant in connection with the Challenge.
12. Questions and their answers are designed/ sourced by the Organizer, as per their best knowledge and information available in public at large and have been collected and framed with reasonable prudence. The answers are based on largely known facts and any exceptions are not considered. In the event of any discrepancy / dispute regarding the questions or answers, neither the Organizer nor VIL nor any third party involved shall be liable towards any Participant in any manner.
13. Any Participant providing any incorrect information, concealing or withholding any information from the Organizer with intent to participate and/or win the Challenge will automatically be disqualified from participating in it and winning the different categories of prizes. Such act of providing incorrect information, concealing or withholding any information, including without limitation incorrect declaration of information relating to name, age, identity, address, mobile connection of the VIL number, domicile, payment of outstanding amount to VIL or any other information provided by the Participant, shall entitle the Organizer to disqualify him/her without any further intimation. The Organizer agrees that VIL does not have any liability or responsibility with respect to any information furnished by a Subscriber to the Organizer.
14. Apart from the entitlement to the prizes mentioned herein, the Winners or their legal heirs, successors or representative will have no other rights or claims against VIL and/or the Organizer, unless otherwise expressly provided hereunder.
15. The Winners shall not be entitled to their respective prize, in case he/ she fails to clear all outstanding dues payable to VIL and / or is not an Active Subscriber of VIL during Challenge Period and on the date of claiming the prize/s.
16. To be eligible to claim the prizes of the Challenge, the winning MSISDNs have to be Active Subscriber of VIL during Challenge Period and at the time of the Winner announcement.
17. By participating in the Challenge the Participant agrees to be bound by the Winner selection process adopted by VIL and the Organizer & shall not raise any dispute in this regard in any manner whatsoever.
18. Contestants are requested not to use any abusive/inappropriate language on any queries done on email i.e. games@one97.net , else One97 hold the right to not to respond to such queries raised by the customers.

G. MODIFICATION AND WITHDRAWAL OF TERMS AND CONDITIONS

1. The Organizer and/or VIL reserves the right to extend, cancel, discontinue, prematurely withdraw, change, alter or modify these Terms & Conditions of the Challenge or any part thereof at any time during the Challenge Period and without prior notice to You, including the eligibility criteria, the prizes at its sole discretion as may be required in view of business exigencies, authorities, changes by regulatory authority and/or statutory changes and for other reasons beyond its control.
2. If Organizer modifies these Terms, the latest revised version of the Terms and Conditions shall be effective and binding on the Participants from the time of its posting on the Website <https://one97.com/contest/vi/predictnwin> for VIL. You are therefore advised to check these websites regularly for any update(s) or amendment(s) made to these Terms and Conditions and in the event the modified or amended Terms and Conditions are not acceptable to You, You should discontinue participating in the Challenge. Your continued participation in the Challenge will constitute Your acceptance of the latest revised Terms and Conditions.

H. DISCLAIMERS

1. You agree that this Challenge is being made purely on a “best endeavour” basis and subject to acceptance of these Terms and Conditions. Your participation in the Challenge is voluntary and You expressly agree to participate at your sole risk. VIL and the Organizer shall not be responsible for any loss, injury or any other liability to any Participant arising due to participation in the Challenge.
2. To the extent you choose to participate in this Challenge, you do so at your own initiative and You shall remain responsible for compliance with the Terms and Conditions herein, any applicable laws, including but not limited to applicable local laws. You agree not to hold VIL and the Organizer, its officers, directors, employees, affiliates, and agents or representatives liable for any direct, indirect, incidental, special, punitive or consequential damages, including loss of profits, incurred by the Winner or any participant or third party, in connection with the Challenge or arising otherwise.
3. Subject to any applicable law (a) All warranties of any kind whatsoever, whether express or implied, are hereby expressly disclaimed by the Organizer and VIL including, but not limited to, meeting of the Participant’s requirements or aspirations, timeliness, security, any delay or failure in time recorded or taken for answering a question through voice mode including during the tie-breaker process due to technical snags including network problems or system error, the results or reliability of the Challenge, the delivery, quality, quantity, merchantability, fitness for use or non-infringement in respect of any goods, services, benefits or awards acquired or obtained through the Challenge or any transactions effected through the Challenge; (b) The Participant expressly agrees that his/her participation in the Challenge offered by the Organizer is at the Participant’s sole risk and is governed by the Terms and Conditions herein; and (c) No advice or information whether by representations, oral, written or pictorial derived from the Website or through the Challenge shall be construed to mean the giving of any warranty of any kind by the Organizer or VIL.
4. Neither VIL nor the Organizer shall be responsible for any claims arising out of technical failures before, during or after the completion of the Challenge including but not limited to any technical failures in the telephone lines, delay or failure in answering a question through voice and wap mode. any action that has been initiated, actioned or completed

through the Subscriber mobile phone, failure of servers or the failure to provide the correct Challenge result updates or any mistakes arising out of technical snags or resultant inability of the listener for participation. Further, VIL and /or the Organizer shall not be responsible for any claims arising out of any failure(s) which is beyond the reasonable control of the Organizer or VIL.

5. The Participant shall indemnify and keep indemnified VIL and the Organizer and their officers, directors, employees, and affiliates harmless from and against any and all claims, losses, suits, proceedings, action, liabilities, damages, expenses and costs (including attorney's fees and court costs) which the Organizer or VIL may incur, pay or become responsible for as a result of breach or alleged breach of the representations or obligations of the Participant under the Terms and Conditions, any failure by the Participant participating in the Challenge to comply with applicable law, any infringement of intellectual property rights of the Organizer and/or VIL and any third party claim in respect of misuse of any information of a third party. VIL and the Organizer shall have the right to defend themselves, pursuant to this Clause, at the cost of the Participant.
6. The Organizer, VIL nor any of their group entities or affiliates, their respective directors, officers, employees, vendors, representatives, shall not be liable for any action, claim, demands, losses, cost, charges, expenses or damage whatsoever that may be suffered, or for any personal loss or injury that may be suffered (including loss of life) or incurred or claim to suffer, by a Subscriber and/or any third party, directly or indirectly, by use or non-use of the prizes offered or on account of their participation in this Challenge.
7. Any attempt by a Participant to deliberately undermine the legitimate operation of the Challenge is a violation of laws and should such an attempt be made, the Organizer and/or VIL reserve the right to seek damages from any such Participant to the fullest extent permitted by law.
8. The Organizer and VIL do not make any commitment, express or implied to respond to any feedback, suggestion and/or queries of the Participants.
9. The Organizer VIL and their officials including their directors, officers, partners, employees, consultants and representatives are under no obligation to render any advice of service to any participant in respect of the Challenge.

I. INTELLECTUAL PROPERTY RIGHTS

1. You, the Participant, acknowledge and agree that all copyright and trademarks and all other intellectual property rights in the SMS content, WAP Link, Website and all material or content related to the Challenge shall remain, at all times, owned by the Organizer, VIL or its respective owners. All material and content contained in this Website is made available for your personal and non-commercial use only. Any other use of the material/content on this Website, WAP Link or any information disseminated by SMS or any other means of communication is strictly prohibited.
2. Nothing in the Challenge shall affect any intellectual property rights of the Organizer or VIL or any of their affiliates in any product or service made available on the Website.

3. By participating in the Challenge, You confirm to abide by all intellectual and industrial property rights, including copyrights or trademarks belonging to VIL and the Organizer and to any third party content licensor to VIL that is made available through the Challenge.

J. GENERAL TERMS AND CONDITIONS

1. By participating in this Challenge, You confirm that you have read understood and agreed to confirm to these Terms and Conditions; You also warrant the accuracy, truthfulness and currency of all information that you have submitted while participating in the Challenge;
2. This awards under this Challenge cannot be used in conjunction with any alternative award or promotion of a similar nature;
3. The provisions of this service, the Challenge and any other promotional endeavour may not be used for any commercial purpose by any Subscriber.
4. Rule Violation: Based on all the above mentioned rules in the Terms and Conditions if any rule is violated due to any technical reason then no extra benefit will be granted to the Participant.
5. Points obtained in this Challenge will be valid for this Challenge only & will not be carried forwarded to new or any other Challenge.
6. The Participant may contact the Organizer for any queries/complaints by sending an email to games@one97.net which will be answered between 9:30 am to 6:30 pm on working days, between Monday to Friday. All disputes must be addressed by the Participant in writing to the Organizer directly and VIL shall not entertain any communication in this regard. Further, any information that the Participant may request in connection with the Challenge, may be provided by the Organizer to the Participant, at the sole and absolute discretion of the Organizer, depending on the nature of the information requested, and any such information may be provided only during a period of 60 days from the end of the Challenge. No such request shall be entertained thereafter. The Organizer further clarify that any information requested by any Subscriber shall only concern that Subscriber and under no circumstances will the Organizer provide confidential information or information pertaining to other Subscriber (s).
7. Upon participating in the Challenge, the Subscriber confirm and waive the applicability of rules and regulations of the National Do Not Call Registry to the extent of receiving messages/calls in relation to this Challenge and shall imply their willingness to receive all promotional messages including without limitation daily updates on the score under the current Challenge and engagement calls / SMS, promoting the new Challenge. The participant will be informed about the next Challenge to be launched after the end of the Challenge. They can at any given point of time deactivate from the Challenge.
8. Also, by participating in this Challenge, You:
 - a. Agree to the Terms and Conditions mentioned below and give Your consent for the same;
 - b. Agree that You are entering into this Challenge as an independent party and nothing herein establishes an employer-employee relationship between You and VIL or

between You and the Organizer and You are acting voluntarily, using Your own time and resources to participate in this Challenge, solely at Your own risk;

- c. Warrant that You have read, understood and agreed to confirm to these Terms and Conditions;
 - d. Warrant the accuracy, truthfulness and currency of all information that You have submitted; and
 - e. Warrant that prior to subscribing to the Challenge, it shall be deemed that You have read and have agreed to be bound by the Terms and Conditions herein and the terms and conditions of the Challenge Pack.
 - f. Confirm and undertake that You will make an informed choice regarding the option to play through voice or Short Message Service ("SMS") or on Unstructured Supplementary Service Data ("USSD") or on IVR or on Wireless Application Protocol ("WAP") and after understanding the implications of the same.
9. **Force Majeure** – This Challenge is subject to force majeure circumstances including without limitation, floods, natural disasters, war, act of terror, political unrests, technical snags, act of God or any circumstance beyond the reasonable control of VIL ("Force Majeure Event"). VIL and the Organizer shall not be liable for any delay or adverse effect caused to Participants as a result of a Force Majeure Event. VIL shall intimate the suspension of the Challenge caused as a result of such Force Majeure Event to the Participants.
10. VIL and the Organizer may assign any or all of their rights under these Terms and Conditions to their affiliates or to any third parties without consent of the Participants.
11. The Organizer and VIL shall be entitled to use, the details of the Participant such as name, photograph, the prizes awarded to them etc. for their marketing purposes, if any. The Participant also hereby agree to the same. The Organizer may, at its discretion, choose not to disclose the identity of the Participant to other Participant unless expressly mentioned herein. The Participant also consent to the information stored in the servers of the Organizer or its service providers, inside or outside India. Participants' personal information will be stored and processed in accordance with VIL Privacy Policy which is available at <http://www.vodafone.in/privacy-policy?section=consumer> or <https://www.ideacellular.com/privacy-policy>.
12. The Terms and Conditions stated herein shall not override the terms and conditions of the Subscriber Enrolment Form i.e. Enrolment Form filled at time of SIM Activation of Challenge Pack member. This Challenge is subject to guidelines/directions issued by Telecom Regulatory Authority of India (TRAI), Department of Telecommunications (DOT) or any other statutory authority from time to time.
13. You agree that VIL has no responsibility and liability with regard to the privacy, safety and security of any information (including personal information) that You may have to share independently with third parties.
14. By participating in the Challenge, You confirm that you are entering into this Challenge as an independent party and nothing herein establishes an employer-employee relationship

between you and VIL and you are acting voluntarily, using your own time and resources to participate in this Challenge, solely at your own risk.

15. This Challenge may contain factual references to the names of certain companies, products and individuals. The Organizer and VIL make no representation of having a business relationship or tie up with any such companies, products or individuals. All trade names shall continue to remain owned by their respective owners.
16. These Terms and Conditions are subject to laws of India. Any disputes or any matter arising here from will be referred to a Sole Arbitrator to be appointed by VIL and the Organizer mutually, whose decision shall be final and binding on the parties in accordance with arbitration proceeding under the Arbitration and Conciliation Act, 1996 and amendment thereof. The place of Arbitration shall be at Mumbai. The language of Arbitration Proceeding shall be English.

EXHIBIT A

CHALLENGE AREA

The Challenge is valid in below telecom circle and zone groups –

S.No.	Circle Group	Region
1	PUNJAB, HARYANA, HIMACHAL PRADESH, JAMMU & KASHMIR	North
2	UTTAR PRADESH EAST & UTTAR PRADESH WEST	North
3	DELHI, RAJASTHAN	North
4	WEST BENGAL, NESA, ORISSA, BIHAR, KOLKATA, ASSAM	East
5	ANDHRA PRADESH & KARNATAKA	South
6	TAMIL NADU, CHENNAI & KERALA	South
7	MADHYA PRADESH	West
8	MUMBAI	West
9	GUJARAT	West
10	MAHARASTRA	West

Notwithstanding the foregoing, if the operation of or participation in the Challenge is prohibited in any State and/or territory or part thereof as per applicable law, notification or any order issued in any State /Territory by the respective Government, the Subscribers from such State and/or territory or part thereof shall not be eligible to subscribe or to participate in the Challenge. No further notice shall be given by VIL or the Organizer in this regard.

EXHIBIT B

CHALLENGE DETAILS – ACTIVATION, STEPS AND RESTRICTIONS

The charges paid by the subscribers are towards the service and no additional charge is collected from the subscriber for participating in the Challenge.

1. Charging:

- **Participation in the Challenge through calls (IVR):**
 - Each Challenge pack member can register to the challenge through IVR for free by dialling 545454 for Predict and Win Challenge, each prediction card having different charging amount based on the weightage of the question as per the challenge he/she is on based on table A;
- **Participation in the Challenge through WAP:**
 - Each Challenge Pack Member can register to the challenge through WAP for free by landing on the page <https://mv1.in/predictNwin/home> & playing the Predict and Win Challenge, each prediction card having different charging amount based on the weightage of the question as per the challenge he/she is on based on table A;

Table A

Prediction Card	Charging per Question (INR)
Toss Card	20
Winning Team Card	20
Sixer Card	15
Four Card	15
Total Runs Card	10
1 st Innings Score Card	5
2 nd Innings Score Card	5
Catches Card	4
Wicket Card	3
Total Overs Card	1

- In order to play the challenge questions, he/she needs to select the card from above mentioned Table, each table has different charging amount, once participant chosen any of the card then he/she will get 1 Prediction and 1 Cricket Quiz question to be played.

- A Challenge Pack Member will be charged only if he/she plays the Prediction question, in accordance with these Terms and Conditions. There will not be any automatic deduction of charges for this Challenge.
- The charged amount will not be refunded to Challenge Pack Members under any circumstances.

2. Challenge on Voice

- Challenge will be available on the toll-free numbers 545454.
- All the Challenge Pack Members can play the Challenge by calling the toll-free numbers 545454 and press 1 for Predict & Win Challenge. All questions under this Challenge shall be based on information available to the public at large.
- The Challenge consist of 10 Prediction Cards per match, where participant has to select a match first. Then any of the card to submit the prediction question and each card charging prize is different from another, refer Table A;
- Participant has to select particular card to play the question, each card has 2 questions, 1st Prediction Question, 2nd Cricket Quiz Question.
- The Challenge consist of prediction questions with 2/4/6 answer options and Cricket quiz questions with 4 answer options each.
- Participant cannot play the same card questions again if already played for that selected match.
- All Challenge Pack Members may choose to play current day or few upcoming match prediction question in advance.
- Freezing Window: Participant can submit predictions of selected match half an hour before the match toss is completed, after that freezing window will start where customer cannot submit further predictions for that match.
- But during freezing window a participant can submit few upcoming matches prediction. There will be menu option to chosen upcoming match prediction.
- Challenge Pack Members can press 1 for 1st option, 2 for 2nd option, 3 for 3rd option, 4 for 4th option, 5 for 5th option and 6 for 6th option on the phone keypad to answer.
- If Subscriber stops participating in the Challenge without answering the quiz question of the selected prediction card, then, when he/she calls again the afore-mentioned number, he/she will be given a new quiz question for that prediction card which may be different from what he/she received previously, i.e., if a Subscriber selects Sixer Card and submits the Prediction and drops the call without answering quiz question, then when he/she calls again before freezing window of that match, then he/she will be given a new quiz questions for the selected Sixer Card Prediction, which may be different from what he/she received previously.

3. Challenge on WAP:

- Challenge will be available on WAP for Non-Registered & Registered user, non-registered can get access to Wap Challenge via link <https://mv1.in/predictNwin/home> promoted on different platforms and customer can play by clicking following WAP URL:
<https://mv1.in/predictNwin/home>
- All questions under this Challenge shall be based on information available to the public at large.
- Playing the Challenge through WAP mode consist of "Menu list"
 - My Winning – All the coupons code that have been won.
 - My Play – All the Cards that have been played along with Win Status.
 - How to Play – Playing procedure informatory content.
 - Rules – Play Rules informatory content.
 - Coins – Available coins in your account, when match get abandoned & the amount paid by the participant will be refunded to user coin account.
 - Match Cards - There are 10 Card's per match, each card has unique charging price and prize value to be selected by the user to play the challenge.
- The Challenge consist of 10 Prediction Cards per match, where participant has to select a match first. Then any of the card to submit the prediction question and each card charging prize is different from another, refer Table A;
- Participant has to select particular card to play the question, each card has 2 questions, 1st Prediction Question, 2nd Cricket Quiz Question.
- The Challenge consist of prediction questions with 2/4/6 answer options and Cricket quiz questions with 4 answer options each.
- Participant cannot play the same card questions again if already played for selected match
- All Challenge Pack Members may choose to play current day or few upcoming match prediction question in advance.
- Freezing Window: Participant can submit predictions of selected match half an hour before the match toss is completed. After that freezing window will start where customer cannot submit further predictions for that match.
- But during freezing window a participant can submit few upcoming matches prediction. There will be menu option to chosen upcoming match prediction.
- To answering to the prediction or quiz questions, user will get Question followed by answering choice button to click to submit their answer, once successfully submitted then user charging for the card he/she selected and it go to Card Menu to choose another card to continue playing the challenge until participant finishes all the card for the match.
- If Subscriber stops participating in the Challenge without answering the quiz question of the selected prediction card, then, when he/she login again on the WAP link, he/she will be given a new quiz question for that prediction card which may be different from what he/she received previously, i.e., if a Subscriber selects Sixer Card and submits the Prediction and drops the session without answering quiz question, then when he/she joins again before freezing window of that

match, then he/she will be given a new quiz questions for the selected Sixer Card Prediction, which may be different from what he/she received previously.

- A quiz question will be valid for the same session, if users refresh the browser then next question will be displayed from system.
- The Challenge can be played for each match by a Challenge Pack MSISDN.
- If a Challenge Pack Member plays the Challenge over all channels (VOICE & WAP), his/her score will only be cumulative and not exclusive for each of the channels.

4. Match Card Details:

- There would be 10 Card's in each match, each Card has unique charging price and prize value.
- Types of available Card's to choose from
 - Toss Card
 - Winning Card
 - Sixer Card
 - Four Card
 - Total Runs Card
 - 1st Innings Card
 - 2nd Innings Card
 - Catches Card
 - Wicket Card
 - Total Overs Card
- There would be separate menu option provided for Card in all the playing mode.
- In order to play any questions in the challenge then participant has to choose any card to play respective questions through all the playing mode.
- Once the particular card questions were played or unanswered and call after sometime cannot play the same card questions again, instead same card with another question will give.
- If the match gets cancelled due to unconditional weather, draw or some other reason, in that case paid amount will be refunded to card wallet account as a coin, participant can use those coins for making payment for future prediction.
 - If participant had spent INR 100 for playing prediction & match got cancelled, in that case those INR 100 will be converted into 100 Coins.
- Amount will be deducted from coin balance, if user have sufficient balance in coin account.
- If the participant does not have sufficient coins to pay with coin balance, his/her payment will be debited from mobile account balance.
 - If user have 5 rupees in coin balance, where user had selected question card value is more than 5 rupees, in such case amount will be deducted from customer mobile balance or account.
- **Over Card:** We will consider the complete over and not the over with decimal value.
 - If match completed with 35.5 overs then it will be considered to be 36 overs only.

5. Playing Rules

- He/she must be an active subscriber of VIL.
- User need to be registered for the challenge to be able to participate in a contest.
- User can play current day match within the set cut-off time prior to start of the match.
- In order to play the challenge questions, user needs to select any of the card.

- All challenge pack member may choose to play current day or upcoming match prediction contest questions in advance, current day match contest questions will be closed half an hour before the match get started, therefore current day match questions cannot be played half an hour before the match is started.
- User will obtain prize coupon codes when his/her Prediction Question and respective prediction's Quiz question also correct.
- If user played Prediction Question and that prediction was correct but the user has not played the Prediction's Quiz Question, in such case they are not eligible to win prize.
- To obtain prize coupon code, users answer has to be correct for both the Prediction Question and Quiz Question.
- Any match that starts but is not completed due pitch, ground, weather, light condition is deemed a draw. In such condition paid amount will be refunded to card wallet account as a coin, participant can use those coins for making payment for future prediction.
- A match that does not start (is 'abandoned without a ball being bowled') due to pitch, ground, weather, light condition is deemed a draw or cancelled. In such condition paid amount will be refunded to card wallet account as a coin, participant can use those coins for making payment for future prediction.
- Earned prize coupon code will be added to user award section, during the season user can redeem the coupon code via Paytm App & Mobile Wap, and Coupon code can be used only one time and all the coupon code are not reusable.

6. Coupon Redemption Process:

- For every match & every correct prediction, user will get Prize Coupon Code, those earned coupon code will be automatically added to his/her Coupon Section.
- Coupon code will automatically added to participant coupon code selection as soon as the prediction question result is declared & prediction is correct.
- winners will be declared within 12 hrs post match completion.
- Each coupon code has expiry date, which need to redeem before the coupon is getting expired.
- Each coupon code has unique alpha numeric series.
- In order to claim the coupon code, user can go to coupon code section in menu list, where he/she can select earned coupon code to redeem, once user redeem from menu list, he/she will get SMS on his/her phone containing unique Coupon Code.
- You can redeem earned coupon code through Paytm App or Mobile Wap.
- Only one coupon code will be provided per match.
- Participant can redeem the code via Paytm App or via mobile Wap.
- All the coupon code has a valid till end of the contest period, post that all the coupon code will be expired.
- Coupon Code can be used only one time.
- All the coupon codes are not reusable.

EXHIBIT C

PRIZES AND WINNER SELECTION PROCESS

Card Name	Prize Description	Selection Criteria
Toss	Coupon worth INR 100	Participation correctly predicting the Card and answering the follow up question correctly
Winning Team	Coupon worth INR 100	Participation correctly predicting the Card and answering the follow up question correctly
6s	Coupon worth INR 50	Participation correctly predicting the Card and answering the follow up question correctly
4s	Coupon worth INR 50	Participation correctly predicting the Card and answering the follow up question correctly
Total Runs	Coupon worth INR 50	Participation correctly predicting the Card and answering the follow up question correctly
1st Inning Score	Coupon worth INR 30	Participation correctly predicting the Card and answering the follow up question correctly
2nd Inning Score	Coupon worth INR 30	Participation correctly predicting the Card and answering the follow up question correctly
Catches	Coupon worth INR 20	Participation correctly predicting the Card and answering the follow up question correctly
Wickets	Coupon worth INR 10	Participation correctly predicting the Card and answering the follow up question correctly
Total Overs	Coupon worth INR 5	Participation correctly predicting the Card and answering the follow up question correctly