

**Baku-Con 2010 Tournament
Official Rules**

NOTICE: AS OF JANUARY 11, 2010, THE REGISTRATION FEE HAS BEEN WAIVED AND THERE WILL NO LONGER BE A CHARGE FOR REGISTRATION.

VOID WHERE RESTRICTED OR PROHIBITED BY LAW. MANY WILL COMPETE IN THE TOURNAMENT, BUT FEW WILL ADVANCE AND ONLY ONE WILL WIN. REGISTRATION MAY ONLY BE MADE BY A PARENT OR LEGAL GUARDIAN OF AN ENTRANT. PLEASE HAVE YOUR PARENT OR LEGAL GUARDIAN READ AND EXPLAIN THESE OFFICIAL RULES TO YOU.

AMONG OTHER THINGS, ALL ENTRANTS ARE REQUIRED TO TAKE A PLACEMENT SURVEY AND PAY A REGISTRATION FEE AS A CONDITION OF ENTRY AS SET FORTH IN THESE OFFICIAL RULES.

1. **Timing:** These official rules (“Official Rules”) relate to the Baku-Con 2010 Tournament (“Tournament”) which will be conducted in the form of five (5) regional competitions (each a “Regional Competition”) and a national competition occurring in New York City (the “National Competition”) each conducted at Tournament venues in the following cities and Saturday/Sunday dates (except Saturday only in New York City) (each a “Competition Day”) and each between the hours of 9:00 AM and 9:00 PM local time:

Chicago, IL January 9-10, 2010 Renaissance Schaumburg Hotel

Los Angeles, CA January 16-17, 2010 Pasadena Convention Center

Dallas, Texas January 23-24, 2010 Dallas Convention Center

Orlando, FL January 30-31, 2010 Gaylord Palms Hotel

New York, NY February 20, 2010 Roseland Ballroom

The winners of the Regional Competitions will be invited to attend the National Competition in New York City to be conducted on Sunday, February 21 2010 between the hours of 9:00 AM and 9:00 PM local time. Details of the venues are available at www.baku-con.com (the “Tournament Website”) AMP reserves the right to change the dates, times and venues of Tournament competitions at any time and without notice. All changes will be set forth on the Tournament Website

2. Sponsor: Spin Master, Ltd., with an office at c/o Spin Master Inc., 5890 W Jefferson Blvd, Culver City, LA (“Sponsor”) is the sponsor of the Tournament. Alloy Marketing and Promotions, LLC (“AMP”) is the administrator and operator of the Tournament. For inquiries concerning the Tournament and awards, please contact AMP at 10 Abeel Road, Cranbury, NJ 08512, Attention: Bakugan Account Team.

3. Eligibility: Open to legal residents of the fifty (50) United States and the District of Columbia who are 7 to 15 years of age. All entrants must have the consent of their parent or legal guardian to enter and participate in the Tournament. Void in Puerto Rico, Guam and the U.S. Virgin Islands or where prohibited or restricted by law. Employees (and the immediate family or household members of such employees) of Sponsor, AMP, and their respective parent companies, affiliates, subsidiaries, advertising and promotional agencies are not eligible to participate.

4. Entry: The parent or legal guardian may register an entrant online at the Tournament Website. Online registration for a particular Regional Competition will remain open until the maximum number of entries are accepted or until the day before the applicable Regional Competition, whichever occurs first. Subject to space availability, registration may be made on the date of a Regional Competition at the applicable Tournament venue, but only by the parent or legal guardian of an entrant. Entrants may only register for one Competition Day and may not register for more than one Regional Competition. To enter the Tournament online, each entrant’s parent or legal guardian must provide the information and select a Regional Competition and date. In addition, the child being registered must take the Bakugan placement survey provided online at the time of registration. Entries will not be deemed accepted until the foregoing registration requirements are satisfied. AMP may require similar information for registrations conducted at the applicable Tournament venues. Only Five Hundred and Twelve (512) entries per Regional Competition per Competition Day will be accepted, regardless of the entry method used, except that the maximum number of entries accepted for the Regional Competition in New York City is Two Hundred and Fifty-Six (256). Confirmation of placement will be sent by e-mail approximately two (2) weeks prior to the applicable Regional Competition Each entrant is solely responsible for all expenses including, without limitation, hotel accommodations, meals, travel expenses, air and ground transportation, gratuities, personal expenses and sundries (in the aggregate, “Tournament Expenses”) related to his/her or parent’s or legal guardian’s travel to and from or attendance at a Regional Competition.

5. Tournament Rules: The Tournament rules consist of (i) these Official Rules, including without limitation, the below tournament event rules (“Event Rules”),(ii) the Tournament FAQs and (iii) the Season 2 Bakugan Game Rules (“Game Rules”). In the event of a conflict among the terms of the forgoing documents, the documents shall have greater precedence over the others in the following order: the Official Rules, the Tournament FAQs and the Game Rules. AMP, Sponsor and Tournament officials may adjust the precedence, and/or otherwise adjust or amplify the foregoing documents in good faith to accommodate unforeseen circumstances or to ensure fair play and the orderly conduct of the Tournament. The decision of Tournament officials is final and cannot be appealed. Any submissions of complaints or appeals by entrants, participants or spectators in connection with the conduct of a game or an entrant in connection with a particular game may not be submitted following the acceptance and the recording of game scores by Tournament officials of any Tournament game and AMP shall not be obligated to investigate any such complaint or address after such time.

6. Event Rules: The following Event Rules shall apply to the Tournament.

“1. Tournament Structure

1.1 Swiss with Single Elimination

Baku –Con 2010 operates as a Swiss with single elimination tournament. All players participate in a Swiss portion and then a cut occurs where the top players continue to play single-elimination. The top 8 players at the end of Swiss play will advance. At the end of Swiss, standings are based on the number of match points accrued by each player and further broken down by the appropriate tiebreakers.

1.1.1 Swiss Round Calculation

Baku-Con 2010 has 8 rounds of Swiss play.

1.1.2 Single-Elimination Format

Participants play until they lose a round. When a player loses, his or her standing is based on which round the loss occurred. Baku-Con 2010 will have 3 rounds of single elimination.

1.1.2A Sudden Death

In a single-elimination round, there can be no drawn games. Therefore, when time is called for a round and the round-end procedure is finished, if both players have the same number of gate cards, play will continue until one player wins a gate card.

1.4 Swiss Round Pairings

In each round, players play against a randomly selected opponent who shares the same number of match points. If that group has an odd number, one random player will be selected to play against an opponent in the next lower group of match points. This process continues until all players are paired. If this results in a single player from the group with the least match points not having an opponent, that player receives a bye which counts as a match win.

1.5 Match Points

A player receives two match points for each match won, one match point for a draw, and no match points for a loss.

1.6 Gate Points

A player receives a gate point for each gate card won in a match. At major tournaments, this is tracked on a results slip handed out by tournament officials at the beginning of every round. In smaller events, players report their results to the tournament organizer directly, informing them of the score. Example: 3 gate cards to 2, in Jimmy's favor.

1.7 Tie-Breakers

Tie-breakers are used to rank the players in a group all sharing the same number of match points. There are three levels of tie-breakers and they are used in order. The first tie-breaker is only used if the match points are all the same. The second tie-breaker is only used if the match points and first tie-breaker are all the same. The third tie-breaker is only used if the match points, first tie-breaker, and second tie-breakers are all the same.

1.7.1 First Tie-Breaker

A player's first tie-breaker is the sum of the match points accumulated by all of his or her opponents.

1.7.2 Second Tie-Breaker

A player's second tie-breaker is the sum of his or her total gate points.

1.7.3 Third Tie-Breaker

A player's third tie-breaker is the sum of all of his or her opponent's gate points.

1.7.4 Play-Off Tie-Breaker

In the rare event that the tie-breakers fail to determine a unique placement in the rankings of an event, the two players for which the ranking matters – whether for the sake of prizes or eligibility for a cut or advancement – will play a sudden-death game in which the first player to win a gate card wins the higher ranking.

1.8 Byes

In any round in which there are an odd number of players, a random player from the lowest group of match points will receive a bye. This counts as a win and accumulates for that player two match points and two gate points.

1.9 Round Length

The recommending length of a round for a Bakugan event is fifteen minutes. A round starts when a tournament official announces the start of the round. A round ends when a tournament official announces the end of the round. Where times are posted and clocks are available, they are to be used as guidelines only and the official announcements are the final determining factor for the starts and ends of rounds.

1.9.1 Round-End Procedure

When the end of a round is announced, if either player still has Bakugan in his or her unused pile, play continues until they are all used. If, at that time, both players have the same number of gate cards, then the match is a draw. If the event is single elimination, please refer to that section for how to handle this situation.

1.9.2 Time Extensions

A tournament official may give a time extension for special circumstances in a match. This is a very unusual circumstance and will be made clear to the players involved in the match that it occurs.

2. Tournament Rules

The Baku-Con 2010 rules supplement the ones normally governing game play. These rules are:

2.1 Tracking Game Materials

A player is responsible for keeping track of his or her own game materials. Gate cards won in a battle that do not belong to the player must be kept clearly separate from those that do so that they may be returned to the opponent after a match. Bakugan, traps, gate cards, and ability cards not being used in a match must be kept clearly separate from those used in play to prevent confusion.

2.2 Game Set Per Round

A player may choose to switch the Bakugan, traps, gate cards, and ability cards he or she is using between rounds for each match. However, once they are determined for the match, they may not be switched during the course of a match.

2.2.1 a. Legal Game Sets

In addition to the limits set by the game rules, the only Season 1 product that is NOT allowed in tournament play are the “Negative” Attribute Bonus cards. The smaller Bakugan balls released in Season 1 ARE permitted.

b. Trap Eligibility

ANY player may have a single Bakugan Trap in his or her set of game materials. Previous demos for casual play included the restriction against playing with a Bakugan Trap when your opponent did not also have one. This is not enforced at the tournament level, and anyone may use one Bakugan Trap.

c. Launchers and Bumpers

The Launcher toy that rolls Bakugan automatically and the red plastic Bakugan “ramps” are not allowed in tournament play. The launcher might offer an unfair advantage and the ramps are not part of the core gameplay.

2.2.2 Game Set Verification

Occasionally, a random check of a player’s game set will be made during an event. In such cases where it is relevant, a tournament official will ask to see the player’s Bakugan, traps, gate cards and ability cards. Insofar as this may cause a delay for that particular round for the individual and his or her opponent, additional time will be given to them as appropriate.

2.3 Leaving a Tournament

A player may leave a tournament at any time. If this is done during a match, the player concedes that match and is dropped from the event. If this is done after a match, but before pairings for the next round have occurred, the player is dropped from the event but the results of the just finished match stand as is. In both case, the appropriate tournament official must be notified.

2.3.1 No Show for a Match

If a player does not show for a match, it will be presumed that the player has left the tournament. The opponent will receive a win as if having received a bye. If a player who has been dropped for a no show, he or she may be re-entered into the event at the discretion of the appropriate tournament official.

2.4 Who Plays First?

Players determine who plays first in a tournament match using a random method. They may flip a coin, roll a die, or use any other non-disruptive means to determine this result.

2.5 Hidden Information

Players must keep their game set materials clearly distinguished and in full view of their opponents. However, they may not make any attempt to gain information not revealed during the course of play such as looking at an opponent’s gate card

before it is flipped, attempting to see what ability cards an opponent will be using, or opening an opponent's Bakugan before it would normally do so in the course of play. There is no rule against a player revealing any of this type of information to an opponent voluntarily.

2.6 "Tournament Rules"

In the basic rule booklet for Bakugan, a special rule is written under the section "Tournament Rules". This rule states that in tournament play only the lower powered Bakugan receives a G-Power bonus from a Gate Card. This rule is NOT in practice during BakuCon. Both Bakugan in a battle will receive bonuses from Gate Cards, as usual.

2.7 Basic Rules of Timing

The simplest way to resolve timing issues is: The active player (the one who just rolled) decides to play or pass, then the other player plays or passes. Once both players pass, they move on to resolving the battle. Whenever a player does anything, he or she has a chance to play more or pass to the opponent.

2.7.1 Trap Timing

Traps should be played just like Ability Cards that read "Play during a battle". This means they can be played as a player's first action in a battle, or after multiple actions have been taken, before players add Gate bonuses and resolve the battle.

2.8 Bonuses

a. Trap Bonuses

It has been a controversial issue, as to whether or not changing the Attribute of your in-battle Bakugan with the use of a Trap means your Bakugan gains the Gate Bonus of its original (printed) Attribute IN ADDITION to the new Attribute or if it receives the bonus of the new Attribute ONLY. The latter answer is correct. Bakugan only get ONE G-Power Bonus from Gate Cards, and that bonus is added AFTER Ability Cards and Traps have been played.

b. Ability Card Bonuses/Attribute Changing

Once an Ability Card has given a Bakugan a G-Power Bonus, changing the Attribute of the Bakugan will not remove this bonus. So, if you give a Subterra Bakugan a Bonus of +100 using an Ability Card, and then change the Attribute of that Bakugan with a Trap to a Darkus, it has already received the Ability Card bonus, and will then receive the Darkus GATE bonus (but not the Subterra one, as the Bakugan is no longer that Attribute) to resolve the battle.

3. Tournament Participants

There are generally three categories of tournament participants: players, officials, and spectators.

3.1 Players

Players are those involved in the event and playing. They must be eligible according to the specifications of the event in which they are playing and adhere to the game rules and event rules. They are responsible for knowing these rules upon entry and maintain a high level of integrity and fair play. Players must obey the instructions of posted announcements and the tournament officials at all times.

3.2 Tournament Officials

Tournament officials are the staff running the event. This may be one person if the event is smaller or a hierarchy of many individuals for larger events. For larger events, officials may have different roles such as keeping track of rounds, pairings and time, making final rulings on rules issues, and managing the structure and site of the event. Any one official may fulfill more than one role. At the beginning of such an event, the tournament officials will be introduced and their roles made clear to the players.

3.2.1 Tournament Manager

This individual is responsible for the physical management for the event site and the logistical needs of the players and staff. His or her role may range from ensuring sufficient play space for the event's needs to providing access to food and drink for the tournament officials.

3.2.2 Tournament Judge

This official is responsible for the fair play and integrity within an event. He or she answers questions regarding game play, makes rulings in controversial situations, and generally helps players with their needs during the course of the event. Tournament judges are impartial observers and offer help that supports correct play without giving advice or exhibiting bias. They will intervene in a game if they observe an error or rules violation but will not interfere just because of "poor play."

3.2.3 Head Judge

For larger events with more than one judge, there is a designated head judge. This individual is generally the most experienced and knowledgeable person available regarding the Bakugan rules and event mechanics. If a tournament judge has a question he or she is unable to answer or the result of a situation is not resolved satisfactorily for one or more players, an appeal to the head judge is an option that is offered and encouraged. Once the head judge has spoken regarding a matter, it can no

longer be appealed and is considered final.

3.2.4 Scorekeeper

The scorekeeper is responsible for the management of the rounds and pairings in accordance to the rules set forth in this document. They enter results of matches, manage entries and departures from the event, and often keep time for the rounds. He or she may do this manually or with access to specially designed software. The head judge and the scorekeeper generally work most closely as a team to ensure the smooth running of events.

3.3 Spectators

Anyone not in one of the two above categories at an event is a spectator.

Spectators may not interfere with either the event or the roles of the players or the tournament officials. Tournament officials may ask spectators to leave or refrain from watching matches if they are deemed to be disruptive. Players who are not engaged in a match and remain within the confines of the tournament are considered to be spectators.

3.4 Participant Information

Players and tournament officials agree to allow Spin Master and the event's tournament manager to publish information regarding the event. This may be for advertising, information, or any other purpose related to the game. Information regarding the event includes but is not limited to names of participants, rankings and results, photographs, videos, event transcripts, interviews, game set lists and descriptions.

4. Event violations

These are rules that cover player participation in Bakugan events that are *not specific to issues to game play*. The judgment of the tournament officials is the final determinate of whether a violation has occurred and any penalty to be applied.

4.1 Cheating

This is the largest category of violations and includes all types of possible circumstances. Some examples include switching game set materials during a match, attempting to gain hidden information from an opponent, lying to an opponent or tournament officials about a game state, or using game materials that have been altered to gain an advantage in play.

4.2 Gambling

This category includes any type of benefit, monetary or otherwise, based upon or impacting the results of game play. Players may not offer any bribe to an

opponent for conceding, place bets on their own match or others, nor offer or solicit a gift or punishment based on the outcome of a match.

4.3 Unsporting Conduct

Players, officials, and spectators are expected to behave in the most mature fashion possible. For the sake of tournament integrity and the enjoyment of the event for all, unsporting conduct is not to be tolerated. Again, this category can include a wide range of actions such as arguing excessively with a tournament official, intimidating a player or an opponent, using inappropriate language or slurs, disruptive behavior, and physical violence or the threat of physical violence.

5. Game Sets: Each entrant shall be required to provide his/her own Bakugan game set ("Game Set") including the following game pieces at the Regional Competition and, if applicable, the National Competition:

- a) Three (3) Bakugan balls
- b) Three (3) Ability Cards – one of each color: Red, Blue and Green
- c) Three (3) Gate Cards – one of each color: Silver, Gold and Bronze

Additionally, the following shall apply:

- d) Ability cards from Season 1 (with negative numbers and HSP points on them) are not permitted for play in the Tournament.
- e) Only US cards and Bakugan may be used; foreign language editions are not permitted.
- f) All Bakugan cards and Bakugan must be official manufactured or licensed product. No copies, variations or counterfeits may be used.
- g) Players may alter their Game Set in between Swiss Play rounds (as defined below), so long as the Game Set conforms to the requirements of these Official Rules.
- h) Entrants who reach the Top 8 (as defined below) of a Competition Day will be required to register a Game Set for each single elimination match.

Tournament officials shall have the right to inspect and certify all equipment and materials utilized by entrants.

6. Rounds and Advancement:

a) Regional Competition Format

Competition Day Swiss Play - For each Competition Day, each entrant will be assigned to one of eight (8) groups of up to Sixty-Four (64) players, each such group referred to herein as a “Brawl”, except that a New York City Brawl shall consist of up to Thirty-Two (32) players. Each entrant shall compete in up to six (6) rounds of play (the “Swiss Play”) each round twenty (20) minutes in duration. Points earned in connection with each round shall be cumulative through the Swiss Play. If an entrant does not or is unable to continue through later rounds of Swiss Play, then the entrant’s Swiss Play point score shall be the cumulative amount up to the time of withdrawal. Upon the end of the Swiss Play segment of a venue’s Competition Day, the entrant garnering the highest score in each Brawl shall advance to the final round of competition for that Competition Day as a “Top 8 Competitor”. The entrant garnering the next highest score in each Brawl shall be deemed a “Brawl Runner-Up”, except that for the Regional Competition in New York City, the entrants garnering the next highest three (3) scores in each Brawl shall be deemed Brawl Runners-Up.

Competition Day Finals – The eight (8) Top 8 Competitors shall be matched in an quarter-final elimination round consisting of a three (3) game set as follows: The Top 8 Competitors with the four (4) highest Swiss Play point score will be matched, in descending order, with the Top 8 Competitors with the four (4) lowest Swiss Play point score, in ascending order. The elimination round shall last thirty (30) minutes. The Top 8 Competitor winning two (2) of three (3) games in a set, or with the highest then cumulative elimination round score, if three games are not completed in the time allotted, shall be deemed the winner of the respective elimination round set (“each a Regional Quarter-Finalist Winner”). Then, the four (4) Regional Quarter Final winners will compete in a semi-final round consisting of a three (3) game set and be matched as follows: the two (2) Regional Quarter Final winners with the highest quarter-final point cumulative score will be matched, in descending order, with the Regional Quarter Final winners with the two (2) lowest quarter-final cumulative point score, in ascending order. The semi-final round shall last thirty (30) minutes and the winners determined in the same manner as the quarter-final round (each a “Semi-Finalist”). The two (2) semifinal round winners will then compete in a final round of play to determine the overall Competition Day winner of that Regional Competition in a best of three-game set with no time duration. The winner of each Regional Competition’s Saturday Competition Day will play the next day in a best of five (5) game set with no time limitation with the winner

of the Regional Competition’s Sunday Competition Day (the “Regional Final”), except that for the New York Regional Competition, the overall Competition Day winner shall be deemed the winner of the New York City Regional Competition. The winner of the Regional Final will deemed the winner of that Regional Competition (the “Regional Champion”) and the losing entrant will be deemed the “Regional Runner-Up”. In the event of ties during Swiss Play or Finals play, the provisions in the above Event Rules and as otherwise illustrated in auxiliary documentation provided by Tournament officials shall be applied.

b) National Competition Format

Attendance - The Top 8 Competitors and the Brawl Runners-Up from each Regional Competition are eligible to attend the National Competition for a total of up to One Hundred and Sixty (160) competitors (“Competitors”). In addition, Sponsor and AMP reserve the right to designate ten (10) remaining eligible Tournament entrants who are not Competitors and garnering the ten (10) highest Swiss Play point scores as alternates to replace Competitors who are unable or unwilling to attend the National Competition (“Alternates”). Further, Sponsor and AMP reserve the right to assign then un-filled competition slots in the National Competition to eligible competitors present at the National Competition venue and willing to register for remaining un-assigned slots (“Stand-Bys”).

Travel – Except as provided for in these Official Rules, all Competitors, Alternates and Standbys and/or their respective parents, legal guardians or Legal Travel Designees are responsible for all Tournament Expenses related to traveling to and from and attending the National Competition. Notwithstanding the foregoing, Sponsor and AMP shall provide the following travel resources to certain Competitors as set forth in the chart below and indicated by an “x”.

	Airfare for the Entrant only	Airfare for Entrant and a parent or legal guardian	Two (2)-Nights Hotel Accommodations
Top 8 Competitors (72 total)		x	x

Regional Brawl Runners Up (88 total)	x		
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In addition, the parent or legal guardian of each Regional Champion and Regional Runner-Up will receive a cash allowance of Two Hundred (\$200.00) Dollars in the form of a check or gift card, at AMP’s option, which may be used for Travel Expenses not otherwise the responsibility of Sponsor or AMP. Gift cards are subject to the terms and conditions of the issuer. All Top 8 Competitors or Regional Brawl Runners-Up and their respective parent or legal (or Legal Travel Designee) must travel together on the same itinerary. The parent or legal guardian of a Top 8 Competitor or a Regional Runner-Up will be required to execute a release from liability and other documents as required by AMP. The person accompanying a Top 8 Competitor or Regional Runner-Up must be a parent or legal guardian of such Competitor or another individual who is at least 21 years of age who has been designated in writing by the Competitor’s parent or legal guardian to act as the chaperone in his/her place (the “Legal Travel Designee”). Such traveling companion will be required to execute a release from liability and other documents as required by AMP. If a Competitor’s place of residence is within one hundred (100) miles of West 52nd Street and Broadway in New York City, then AMP reserves the right to substitute ground transportation for air travel.

Competition Format – The National Competition shall be conducted in accordance with the Event Rules as may be adjusted at the time by the Tournament officials in good faith.

7. Prizes: Tournament prizes are as follows –

a) **Regional Competition Prizes**

Each **Regional Champion** will receive a Regional Tournament Champion trophy and a 42” flat screen plasma television. Make and model to be determined by AMP. Approximate retail value (“ARV”) \$ 700.00.

Each **Regional Runner-Up** will receive a Regional Tournament Runner-Up trophy and an 8G iPod ® Touch. ARV \$199.00

Each remaining regional **Top 8 Competitor** will receive a Regional Tournament plaque and a Bakugan Gift Pack. Selection to be determined by Sponsor. ARV \$ 50.00

b) **National Competition Prizes (8 prize packages awarded)**

(i) The **National Tournament Champion** will receive a prize package consisting of merchandize and entertainment and/or recreational services to be determined by Sponsor in good faith (the "Champion Package"). The ARV of the Champion Package shall be up to \$10,000 but not less than \$5,000 .

In addition to the Champion Package, the national Tournament Champion will receive a 42" flat screen plasma television. Make and model to be determined by AMP. ARV \$ 700.00, an 8G iPod ® Touch. ARV \$199.00, a Bakugan gift pack (selection to be determined by Sponsor). ARV \$ 50.00, and a \$100 gift card from a nationally known issuer.

Total ARV of all National Tournament Champion prizes is between \$ 6,000 and \$ 12,000.

(ii) The Competitors with the next two (2) highest National Competition scores will each receive a 42" flat screen plasma television. Make and model to be determined by AMP. Approximate retail value ("ARV") \$ 700.00, an 8G iPod ® Touch. ARV \$199.00, a Bakugan gift pack(selection to be determined by Sponsor). ARV \$ 50.00, and a \$100 gift card from a nationally known issuer. Total ARV of this prize package is \$2,500.

(iii) The Competitors with the next two (2) highest National Competition scores will each receive an 8G iPod ® Touch. ARV \$199.00, a Bakugan gift pack (selection to be determined by Sponsor). ARV \$ 50.00, and a \$100 gift card from a nationally known issuer. Total ARV this prize package is \$ 750.

(iv) The Competitors with the next three (3) highest National Competition scores will each receive a Bakugan gift pack (selection to be determined by Sponsor). ARV \$ 50.00, and a \$100 gift card from a nationally known issuer. Total ARV this prize package is \$ 400.

Gift card prizes are subject to the terms and conditions of the issuer. Sponsor and AMP reserve the right in their sole and absolute discretion to award a substitute prize of equal or greater value if a prize described in these Official Tournament Rules is unavailable or

cannot be awarded, in whole or in part, for any reason. The ARV of a prize represents Sponsor's and AMP's good faith determination. That determination is final and binding and cannot be appealed. If the actual value of the prize turns out to be less than the stated ARV, the difference will not be awarded in cash.

8. General Conditions: This Tournament is governed by the laws of the state of New York without regard to its conflict of laws provisions. By participating, entrants agree that AMP, Sponsor, their agents and representatives, affiliates, parent companies, subsidiaries, and advertising, promotion and fulfillment agencies and the respective officers, directors, employees, representatives and agents of each ("Released Parties"), are not responsible or liable for, and shall be released and held harmless from: (i) any and all losses, damages, rights, claims and actions of any kind in connection with or resulting from participation in this Tournament, acceptance, possession, or use of any prize, including without limitation, personal injury, death, and property damage, and claims based on publicity rights, defamation, invasion of privacy, or merchandise delivery; (ii) failures or difficulties of any kind; and (iii) any printing or typographical errors in any printed materials associated with the Tournament. AMP and/or Sponsor reserve the right, in their sole discretion, to suspend, modify, cancel or terminate the Tournament at any time if problems corrupt the administration, security, integrity or proper conduct of the Tournament.

Except where prohibited by law, each parent or legal guardian of a participant in a Regional Competition or the National Competition, grants, and will confirm such grant in writing, permission for the Released Parties to use an entrant's (and the parents', legal guardians' and/or Legal Traveling Designee's, as applicable) name, photograph, voice and/or likeness, and biographical material for advertising and/or publicity purposes in all media now known or hereafter discovered, worldwide and on the world wide web, without notice, review, approval, or additional compensation in connection with the Tournament. The parents or legal guardians of entrants further agree that the Released Parties will have no liability whatsoever for, and shall be held harmless by entrants and their parents and legal guardians, against, any and all liability for any injuries, loss or damage of any kind to persons, including without limitation bodily injury, death, or property damage resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of any prize, participation in this Tournament, or while traveling to, preparing for or participating in any Tournament or prize activity. The Released Parties expressly disclaim any responsibility or liability for injury or loss to any person or property in connection with the delivery and/or subsequent use of the prizes

awarded. The Released Parties make no representations or warranties concerning any prize awarded. Restrictions, conditions, and limitations may apply. Neither AMP nor Sponsor will replace any lost or stolen prize items.

9. Conduct: By entering the Tournament, entrants agree to be bound by these Official Tournament Rules. The Official Tournament Rules will be posted at the Locations and on the Tournament Website throughout the Tournament. Entrants further agree to be bound by the decisions of AMP, Sponsor or their representatives and the Tournament officials, which are final and binding in all respects. In the event an entrant, or other person acting to the advantage of or in support of an entrant, is found to be or have been tampering with the entry process or the operation of any of the Tournament or any website; to be acting in violation of the Official Tournament Rules or game rules; or to be acting in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten, or harass any other person, or permitting to cause any of the foregoing, all in the sole opinion of Sponsor or AMP, then AMP shall have the right to disqualify such entrant from the Tournament with no further obligation to such entrant. Any prizing awarded to such entrant or expenses paid by AMP or Sponsor for such entrant shall be returned to AMP or reimbursed as cash by the entrant or the entrant's parent or legal guardian. CAUTION: ANY DELIBERATE ATTEMPT BY ANY ENTRANT OR ANY OTHER INDIVIDUAL TO DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OR ANY OF THE TOURNAMENT IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, AMP AND SPONSOR RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.

10. Limitation of Liability: The Released Parties (a) are not responsible for any incorrect or inaccurate information, caused by any of the equipment or programming associated with or utilized in the Tournament or by any technical or human error, which may occur in the processing of submissions or the conduct of the Tournament, (b) assume no responsibility for any misdirected, garbled, or lost scores, or any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries or the Tournament process, (c) are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers or providers, computer equipment, payment processing, software, failure of email or players on account of technical problems or traffic congestion on the Internet or at any website or combination thereof, including injury or damage to entrant's or to any

other person's computer related to or resulting from participating or downloading materials and (d) are not responsible for unauthorized human intervention in any part of the entry process or the Tournament; any technical or human error which may occur in the administration of the Tournament or the processing of entries; late, lost, undeliverable; or any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from entrant's or any other person's participation in or attendance at the Tournament or receipt or use or misuse of any prize. If, for any reason, the Tournament is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of AMP or Sponsor which corrupt or affect the administration, security, fairness, integrity or proper conduct of the Tournament, then AMP and Sponsor reserve the right in their sole discretion to cancel, terminate, modify or suspend the Tournament. All incomplete or non-conforming entries will be disqualified. By entering the Tournament or accepting prizes, entrants and winners agree that the Released Parties are not liable for any indirect, incidental, consequential, or punitive damages to the full extent such may be disclaimed by law.

11. Winners List: To obtain a legally required mailed copy of the names of the Regional Competition and National Competition winners or a copy of the Official Rules by mail, send the applicable request and self-addressed, stamped, #10 envelope to Baku-Con 2010 Tournament, AMP Agency at 10 Abeel Road, Cranbury, NJ 08512. Request for a winners' list must be received no later than June 30, 2010. Vermont residents may omit postage.

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