

## THE CAMP NERF® ONLINE CREDIT COLLECTION SYSTEM (the “Camp Nerf Collection”)

Updated as of April 30, 2013

### **1. THE CAMP NERF COLLECTION ENTRY START DATE**

The Camp Nerf Collection entry period commences at 10:00 a.m. Eastern Time (“ET”) on April 30, 2013.

### **2. ELIGIBILITY**

The Camp Nerf Collection is open to any registered member of Camp Nerf®, including employees, directors and officers, independent contractors, representatives and agents of YTV Canada, Inc., Corus Entertainment Inc., and Hasbro Canada Corporation (collectively, the “Sponsors”), any affiliate (as defined in the Canada Business Corporations Act) of the Sponsors. To become a registered member of Camp Nerf®, visit [www.CampNerf.ca](http://www.CampNerf.ca). You must choose a code name and password, and then click on “Register”.

The Camp Nerf Collection is in no way sponsored, endorsed or administered by, or associated with, Facebook. All players who participate and share their transaction on Facebook agree to release Facebook from any and all liability arising in connection with the Camp Nerf Collection.

### **3. HOW TO EARN CREDITS**

Registered Camp Nerf members can earn credits by playing any of the Camp Nerf games available at [www.CampNerf.ca](http://www.CampNerf.ca) as of the Camp Nerf Collection entry period (each a “Player”).

### **4. USE OF CREDITS**

Credits have no monetary value and cannot be redeemed for cash, credit, and/or gift cards.

Credits can be used to:

- a. Redeem credits for virtual items, including items such as blasters, darts, and projectiles to add to their online armoury; by sharing the transaction on Facebook, the Player can earn a 10% rebate for the credits used to acquire the item;
- b. Change their online avatar features. Example: Changing hair styles, eye colour, shape of mouth, etc.;
- c. Redeem credits for virtual gear for their online avatar, such as uniforms and vision gear.

Game points are a percentage of credits (the “Credits”). Credits are awarded based on the points accumulated during game play on [www.CampNerf.ca](http://www.CampNerf.ca), provided the Player is logged in. Credits awarded are a fraction of the points awarded during game play; the ratio of credits to points is determined by [www.CampNerf.ca](http://www.CampNerf.ca) and is based on the difficulty of the game being

played. The Sponsors reserve the right to change the Credit redemption policies and exchange amounts. There are no refunds of Credits.

## **5. COLLECTION RANK**

The rank of a Player is based on the percentage of items such as blasters, darts, and projectiles collected by redeeming Credits in the online armoury. As new items are introduced, the Player's collection meter will drop.

COLLECTION RANK CHANGES BASED ON THE PERCENTAGE OF ITEMS PLAYERS HAVE COLLECTED:

0 – 20% = GREEN  
21 – 40% = ROOKIE  
41 – 60% = SCOUT  
61 – 80% = RANGER  
81 – 90% = VETERAN  
91 – 98% = ELITE  
99 – 100% = CHAMPION

## **6. TRADE WITH OTHER PLAYERS**

A Player may make an offer to trade items with other Players. The other Player will have the option to accept or reject the offer, or cancel to leave the screen.

Once the trade is accepted, there are no refunds of items.

## **7. SUSPENSION/TERMINATION/MODIFICATION**

Subject to applicable law, the Sponsors reserve the right to cancel, suspend, terminate and/or modify the Camp Nerf Collection in whole or in part, for any reason without prior notice and with no obligation or liability, including, if for any reason the Camp Nerf Collection is not capable of running as planned, whether due to technical failure, tampering, fraud, corruption of security or other causes beyond the control of the Sponsors. The Sponsors are not responsible or liable to any Player claiming through such Player for failure to supply the Credits or any part thereof, by reason of any acts of God, any action, regulation, order or request by any governmental or quasi-governmental entity, equipment failure, blackout, fire, flood, epidemic, explosion, unusually severe weather, hurricane, embargo, labor dispute or strike (whether legal or illegal), labour or material shortage, transportation interruption of any kind, work slow-down, injury or death, or any other cause beyond Sponsors' control.

## **8. OWNERSHIP OF CREDITS**

All Credits are the property of the Sponsors. The Sponsors assume no responsibility for lost, stolen, destroyed Credits owing to any failure or technical malfunction of the telephone network, on-line computer systems of equipment, servers, access providers, software, poor reception, technical problems, failure of any submission or due to any other reason regardless of cause.

## 9. TAMPERING

If for any reason the Camp Nerf Collection is not capable of running as planned, including due to infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other cause beyond the reasonable control of the Sponsors that corrupts, impairs or affects the administration, security, fairness, integrity, or proper conduct of this Camp Nerf Collection, the Sponsors reserve the right, at their sole discretion, to cancel, terminate, modify, extend or suspend the Credits. The Sponsors further reserve the right to disqualify, from this Camp Nerf Collection and future interactive games of the Sponsors, any individual who tampers with or in any way corrupts the purchasing/trading process. The Sponsors may prohibit a Player from participating in the Camp Nerf Collection and future interactive games of the Sponsors, in the Sponsors' sole discretion, if the Sponsors determine that said Player is attempting to undermine the legitimate operation of the Camp Nerf Collection by cheating, hacking, deception, or any unlawful or unfair playing practices relating to the Camp Nerf Collection, or intending to annoy, abuse, threaten or harass any other Players or the Sponsors' representatives. **Any attempt by a Player or any other individual to deliberately damage any web site or undermine the legitimate operation of the Camp Nerf Collection may be in violation of criminal and civil laws and should such an attempt be made, the Sponsors reserve the right to seek remedies and damages (including lawyers' fees) from any such entrant or any other individual to the fullest extent permitted by law, including criminal prosecution**

## 10. LIMITATION OF LIABILITY

By entering the Camp Nerf Collection, the Player (or if a Player is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) agrees that the Sponsors shall have no liability and shall be held harmless by the Player (or if an Player is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) for any damage, loss or liability to person or property, due in whole or in part, directly or indirectly, by reason of entering the Camp Nerf Collection, the acceptance, possession, use, enjoyment or misuse of the transaction, or while preparing for, participating in any Camp Nerf Collection-related activity. The Sponsors are not responsible for technical, hardware, software or telephone failures of any kind, lost or unavailable network connections, fraud, incomplete, garbled or delayed computer transmissions, whether caused by the Sponsors, users or by any of the equipment or programming associated with or utilized in the Camp Nerf Collection or by any technical or human error which may occur in the processing of submissions that may cause damage to a user's Camp Nerf Collection or limit a potential Player's ability to participate in the Camp Nerf Collection.

## 11. MISCELLANEOUS

The invalidity or unenforceability of any provision of these Camp Nerf Collection rules will not affect the validity or enforceability of any other provision. In the event that any provision of the Camp Nerf Collection rules is determined to be invalid or otherwise unenforceable or illegal, the other provisions will remain in effect and will be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. The Sponsors' failure to enforce any term of these Camp Nerf Collection rules will not constitute a waiver of that provision. When terms such as "may" are used in these Camp Nerf Collection rules, the Sponsors have sole and absolute discretion. Players agree to waive any rights to claim ambiguity of these Camp Nerf Collection rules. In the event there is a discrepancy or inconsistency between disclosures or

other statements contained in any Camp Nerf Collection-related materials, privacy policy or terms of use on the website and/or the terms and conditions of the Camp Nerf Collection rules, the Camp Nerf Collection rules shall prevail, govern and control and the discrepancy will be resolved in the Sponsors' sole and absolute discretion.