

**2019 Qtum & Beam Anonymous Assets Hackathon
PARTICIPATION AGREEMENT**

NO PURCHASE NECESSARY. A PURCHASE OR PAYMENT OF ANY KIND WILL NOT INCREASE YOUR CHANCES OF WINNING. VOID WHERE PROHIBITED.

Participants of this hackathon must be 18 years or older, or have reached the age of majority in the relevant jurisdiction.

SPONSOR:

“2019 Qtum & Beam Anonymous Assets Hackathon” to be held starting on June 20th, 2019 and ending on August 18th, 2019 (“HACKATHON”) is sponsored by THE QTUM CHAIN FOUNDATION (“Sponsor”, “we”, “us”) and is held in partnership with BEAM DEVELOPMENT LTD. (“Partner”).

TEAMS:

Teams of up to 5 are allowed. All members of your team must meet the eligibility criteria contained in this Participation Agreement. If any member of your team is ineligible or otherwise fails to comply with this Participation Agreement, the team as a whole may be disqualified in the Sponsor’s sole discretion. Each team is solely responsible for its own cooperation and teamwork. The Sponsor will not officiate any dispute between members regarding their conduct, participation, cooperation, contribution, prize sharing or intellectual property ownership.

HACKATHON OBJECTIVE:

The 2019 Qtum & Beam Anonymous Assets Hackathon will bring top minds from around the world to work on blockchain privacy solutions and anonymous assets based on Qtum and/or Beam.

SUBMISSION:

All participants may begin coding on June 20th, 2019. Winning teams may be subject to a code-review at some point following the event or immediately before winners are announced. Your team must complete its prototype before the end of the “Hackathon Period,” which is August 18th, 2019. Instructions will be provided on how to check in the code for your prototype.

INTELLECTUAL PROPERTY

FULL OWNERSHIP:

Participants own the rights to their projects they create at the Hackathon. Your team may create a prototype using data and/or API’s provided by QTUM CHAIN FOUNDATION and/or its Partner BEAM DEVELOPMENT LTD. This could mean that you or a teammate created the Technology, acquired ownership of the Technology from a third party, or may rely on binding written statements by the third party that owns or has the right to license the Technology indicating that you (or members of the public generally) are authorized to use that Technology in the manner you intend to use it. Your team will be disqualified if The Sponsor has any reason to believe that your team has violated the terms of this paragraph. You should consult with appropriate advisors or legal counsel if you have any doubt as to

whether you are meeting the requirements of this paragraph. "Technology" means, without limitation, content (including pictorial, audio and audio-visual content), code, specifications, technical information, algorithms, images, design, art, music, graphics, SFX, data, and any other information or materials protected by any intellectual property right. Your team may bring to the Hackathon any pre-developed or licensed Technology that you plan to use in connection with your prototype, provided that such Technology meets the requirements of this paragraph.

By participating in the Hackathon, you will receive access to certain proprietary software, APIs, and/or other copyrighted materials, including pictorial, audio, video and/or audio-visual content owned by the Sponsor or its affiliates, partners or licensors.

OPEN SOURCE:

The code of all submissions is required to be open source.

All the materials, source code, designs and any Intellectual Property created by the participants of the Hackathon will be released under a permissive Open Source license such as Apache 2.0 or released to the Public Domain. Both the Sponsor and its Partner will have the right to use such Intellectual Property at their sole discretion.

AGREEMENT. Please review carefully.

Your team's prototype and any other materials submitted in connection with the Hackathon will be referred to herein as your team's "Submission."

HACKATHON DEMONSTRATIONS:

Following the Hackathon Period, each team that submits a project will also be asked to submit a two to three minute video to demonstrate its Submission to a panel of judges selected by The Sponsor. Video submissions will be viewed starting on **August 10th, 2019**. Your video submission may be created in any way you see fit, but you are encouraged to explain and demonstrate how your Submission meets the judging criteria below. The Sponsor will provide equipment to display your Submission on a screen.

JUDGING:

A panel of judges will evaluate each Submission immediately after its demonstration using a combination of judging criteria:

- **Creativity** – Are you building something that no one has seen before? (0-5 points)
- **Simplicity** – Can you explain the value proposition in 2 sentences or less? (0-5 points)
- **Impactfulness** – How impactful can this idea be? (0-5 points); and
- **Design** – Quality of design (0-5 points).
- **QTUM & Beam Integration** – How well was QTUM and/or Beam integrated into the project? (0-5 points).

Each Submission will be scored in each round based on the following criteria with a minimum score of 0 and maximum score of 25 points, with the final score being the average of the judges' scores.

A current list of judges can be found at the Hackathon Website. Judges are subject to change in The Sponsor's sole discretion. A judge may elect to recuse him or herself from evaluating a Submission, or The Sponsor may require a judge to recuse him or herself from evaluating a Submission, if, in the judge's or The Sponsor's discretion, it would not be appropriate for the judge to evaluate a participant's Submission because of a past or current relationship with the participant. Recusal decisions are final and not subject to appeal.

WINNER ANNOUNCEMENT AND VERIFICATION:

Potential winners will be announced shortly after the Judging Rounds. The Sponsor may take any actions necessary to verify a team's compliance with this Participation Agreement before awarding a Prize, including, without limitation, engaging a third party vendor to evaluate the prototype software code and/or requiring a team to provide evidence of permission to use certain third party materials. You understand and acknowledge that even though your team may be announced as a winner, if your team's compliance with this Participation Agreement cannot be verified to the satisfaction of The Sponsor, The Sponsor will select an alternate winner with the next highest score based on the same judging criteria.

PRIZES:

- GLOBAL GRAND PRIZE WINNER (One Winner to be Selected):
Cash Prize: \$25,000 USD Equivalent QTUM Tokens to be split amongst the winning team;
- GLOBAL 2ND PLACE WINNER (One Winner to be Selected):
Cash Prize: \$15,000 USD Equivalent QTUM Tokens to be split amongst the winning team;
- GLOBAL 3RD PLACE WINNER (One Winner to be Selected):
Cash Prize: \$8,000 USD Equivalent QTUM Tokens to be split amongst the winning team;
- GLOBAL 4TH PLACE WINNER (One Winner to be Selected):
Cash Prize: \$4,000 USD Equivalent QTUM Tokens to be split amongst the winning team;
- MILESTONE PRIZES – Total \$8,000 in Community Prizes!
 - Top Update of the Week: \$1,000 USD Equivalent QTUM Tokens to be split amongst the winning team;
During each of the 4 weeks of the Qtum Hackathon from July 18th to August 18th, one team will be selected to receive top update of the week. This will be based on the report given by an individual team member at the end of the week and will be judged by an internal Qtum judging panel. Teams can only win this prize once during the duration of the Hackathon.
 - Social Star of the Week: \$1,000 USD Equivalent QTUM Tokens to be split amongst the winning team
During each of the 4 weeks of the Qtum Hackathon from July 18th to August 18th, one

team will be selected to receive social star of the week. This will be based on the amount and quality of social posts the team creates using the event hash tag. Teams can only win this prize once during the duration of the hackathon and spam entries will not be counted.

PRIZE CONDITIONS:

The Sponsor will determine all Prize details in its sole discretion. The Sponsor reserves the right to substitute a similar prize (or prize element) of comparable or greater value. All taxes and other expenses, costs, or fees associated with the acceptance and/or use of any Prize are the sole responsibility of winners. Prizes cannot be transferred or substituted by winner. If a Prize is unclaimed within a reasonable time after notification from The Sponsor, as determined by The Sponsor in its sole discretion, it will be forfeited, and time permitting, an alternate winner may be selected from the remaining eligible Entries at The Sponsor's sole discretion.

YOUR SUBMISSION:

Your Submission must:

- a. Adhere to the terms of service per this agreement and the rules stated at the beginning of the hackathon
- b. Not breach the terms and conditions of any embedded software or services used by your Application,
- c. Not contain any malicious code or backdoors,
- d. Not contain, depict or refer to any crude, vulgar, obscene, sexually explicit, disparaging, discriminatory, offensive, illegal or otherwise unsuitable language, activity or other content (all as determined by the Sponsor in its sole discretion)
- e. Not contain, depict or refer to any content which disparages or refers negatively to the Sponsor, the Hackathon, or any other person or entity (all as determined by the Sponsor in its sole discretion); and
- f. Not contain any content that violates any law or any third party's rights (including privacy, personality and intellectual property rights).
- g. **ALL CODE DEVELOPED AS PART OF THE 2019 QTUM & BEAM ANONYMOUS ASSETS HACKATHON MUST BE FRESH.** Before the start of the 2019 Qtum & Beam Anonymous Assets Hackathon, developers can create wireframes, designs and user flows. To keep things fair, all code must be written during the duration of the 2019 Qtum & Beam Anonymous Assets Hackathon Challenge, from June 20th, 2019 to August 18th, 2019. You may use any coding languages or open-source libraries.

DISQUALIFICATIONS:

Your team's Submission may be disqualified if the Sponsor has reason to believe, in the Sponsor's sole discretion, that your Submission (a) contains any element that is malicious, corrupt, damaged, incomplete, inappropriate, or offensive; (b) violates the terms of use of any social media service, website, mobile application or any other platform used in connection with your Submission; (c) infringes any third party intellectual property rights; (d) violates any applicable law or (e) violates or does not comply with any section of this Participation Agreement.

You and/or your entire team may be disqualified for any of the following actions, with or without warning, in The Sponsor's sole discretion: (i) verbal abuse of another participant or Hackathon staff; (ii) inappropriate touching or harming of another participant or Hackathon staff; (iii) breach of the Hackathon Participant Agreement or any other agreement entered into in connection with the Hackathon; (iv) violation of or non-compliance with any section of this Participation Agreement or (v) violating the spirit of the Hackathon. If The Sponsor has reason to believe that you or your team has compromised the integrity or the legitimate operation of this Hackathon, or has attempted to compromise the integrity or the legitimate operation of this Hackathon, including, without limitation, by cheating, hacking, creating a malicious bot or other automated program, or by committing fraud in any way, your If during the Hackathon, any Hackathon staff has reason to believe that your health is in danger, you may be required to discontinue your participation in the Hackathon and asked to seek immediate medical assistance. Your teammates, if any, may continue participating in the Hackathon if they so choose.

All disqualification decisions are final and not subject to appeal.

CODE OF CONDUCT:

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

Photography is encouraged, but other participants must be given a reasonable chance to opt out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping).

Participants asked to stop any harassing behavior are expected to comply immediately.

ADDITIONAL TERMS:

The failure of The Sponsor to comply with any provision of this Participation Agreement due to an act of God, hurricane, war, fire, riot, earthquake, terrorism, act of public enemies, actions of governmental authorities outside of the control of The Sponsor (excepting compliance with applicable codes and regulations), or other "force majeure" event will not be considered a breach of this Participation Agreement. The Sponsor assumes no responsibility for any injury or damage to your or any other person's computer relating to or resulting from downloading materials or software in connection with the Hackathon. The Sponsor is not responsible for telecommunications, network, electronic, technical, or computer failures of any kind; for inaccurate transcription of Submission information; for errors in any promotional or marketing materials or in this Participation Agreement; for any human or electronic error; or for Entries that are stolen, misdirected, garbled, delayed, lost, late, damaged, or returned. The Sponsor reserves the right to cancel, modify, or suspend the Hackathon or any element thereof (including, without limitation, this Participation Agreement) without notice in any manner and for any reason (including,

without limitation, in the event of any unanticipated occurrence that is not fully addressed in this Participation Agreement). In the event of cancellation, modification, or suspension, the Sponsor reserves the right to select winners in a random drawing from among all eligible, non-suspect entries received prior to the time of the event warranting such cancellation, modification, or suspension. The Sponsor may prohibit any entrant or potential entrant from participating in the Hackathon, if such entrant or potential entrant shows a disregard for this Participation Agreement; acts with an intent to annoy, abuse, threaten, or harass any other entrant, the Sponsor, the Partner, or the Sponsor or Partner's agents or representatives; or behaves in any other disruptive manner (as determined by the Sponsor in its sole discretion.)

The Qtum block chain and its derivatives may not be used by organizations or individuals that are be profiting from crimes, money laundering or using blockchain tech for other heinous acts. **We follow both the US Treasury Department's Office of Foreign Asset Control embargoed country and individuals listings (more details at <https://www.treasury.gov/resource-center/sanctions/Pages/default.aspx>) and as a Singapore registered organization we also follow the Monetary Authority of Singapore rules regarding Anti-Money Laundering / Countering the Financing of Terrorism (AML/CFT) tasks as set out by the MAS and the UNSCRs. (More details at <https://www.treasury.gov/resource-center/sanctions/SDN-List/Pages/consolidated.aspx>) In short, folks using our technology for illegal purposes, or to bypass securities laws do so at their peril if detected.**

QTUM FOUNDATION WILL NOT BE LIABLE TO YOU FOR ANY INDIRECT, SPECIAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES IN CONNECTION WITH THE SPONSOR HACKATHON OR THESE HACKATHON RULES. YOU HEREBY RELEASE AND AGREE TO INDEMNIFY AND HOLD HARMLESS SPONSOR AND ITS EMPLOYEES, OFFICERS, AFFILIATES, AGENTS, PARTNERS, JUDGES AND ADVERTISING AND PROMOTIONAL AGENCIES FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) YOUR FAILURE TO COMPLY WITH ANY OF THE HACKATHON RULES (B) ANY MISREPRESENTATION YOU MAKE UNDER THE HACKATHON RULES OR OTHERWISE TO COMPANY NAME; (C) YOUR PARTICIPATION IN THE COMPANY NAME HACKATHON; OR (D) YOUR RECEIPT, USE OR REDEMPTION OF ANY PRIZE, OR YOUR INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE.