



Official Rules for Fall 2022 (\$20 Edition)

1. No purchase necessary. A purchase will not increase your chances of winning. The MarketMania Sweepstakes (“Sweepstakes”) begins on 3/1/2022 12:01AM Eastern Time (“ET”) and ends on 12/9/2022 11:59PM ET (“the Sweepstakes Period”). Sponsor observes Daylight Savings Time when applicable. During the Sweepstakes Period, Sponsor calculates winning entry numbers weekly on or about each Saturday at 6 PM ET. Sweepstakes is sponsored and administered by CharityMania, LLC (“Sponsor”). Sponsor is not affiliated with or endorsed by various charitable organizations which may benefit from the Sweepstakes. This is not a raffle, and no purchase is necessary to enter or win. Sponsor is registered in those states that require registration for administration of promotions whose substantial purpose is facilitating fundraising. In order to be eligible for the random winning selection, your entry must be received by the deadline listed below. Note, once you have entered the Sweepstakes, you are automatically eligible for all the drawings that are not yet completed. Your entry must be received before the deadline dates below in order to qualify for that week’s drawing.

Weekly Sweepstakes Deadlines (“Weekly Deadlines”)

Week 1 10/3/2022 at 11:59 p.m. ET

Week 2 10/10/2022 at 11:59 p.m. ET

Week 3 10/17/2022 at 11:59 p.m. ET

Week 4 10/24/2022 at 11:59 p.m. ET

Week 5 10/31/2022 at 11:59 p.m. ET

Week 6 10/31/2022 at 11:59 p.m. ET

Week 7 10/31/2022 at 11:59 p.m. ET

Week 8 10/31/2022 at 11:59 p.m. ET

Week 9 10/31/2022 at 11:59 p.m. ET

Week 10 10/31/2022 at 11:59 p.m. ET

Grand Prize 10/31/2022 at 11:59 p.m. ET

No entries will be available after the cut-off for week 5.

2. Eligibility. The MarketMania Sweepstakes is open to all legal residents of the United States, excluding U.S. territories, who are 18 years of age and older.

3. How To Enter. In-person entries only. No mail-in or Internet entries. Limit five entries per household address, regardless of number of people living at address. You may enter one of four ways. In-person visit: stop by and purchase a CharityMania Ticket, which contains an access code that allows you to download over \$20 worth of premium digital music, at which time you will receive your promotional sweepstakes game card (“Game Card”) and be automatically entered to win. Event: Attend any charity event sponsored by your local participating Charity, purchase a CharityMania Ticket for \$20.00 and you will receive your Game Card and be automatically entered to win. Solicitation: Door-to-door Charity representatives who are in your neighborhood will offer you a chance to purchase a CharityMania Ticket for \$20.00, at which time you will be automatically entered to win. Alternate method of entry: Stop by any participating local charity and ask for a free Game Card request form. Complete the form with all necessary information requested and mail to the address shown on the

request form, along with a self-addressed stamped envelope, if required. Your request form must be postmarked on or before the Deadline date to qualify for prizes. A Game Card will be assigned to you and, if requested, mailed in the return envelope sent with your form. Even if you do not receive the Game Card before games are played in the tournament, you will still be entered to win. All entrants may enter up to five times, but you may not enter more than one time in a day.

4. How to Play and Selection of Winners. Each Game Card contains 10 randomly generated sets of 3 companies (“3-Company Combination”); total possible combinations: 4,960. Each 3-Company Combination is assigned to one specific week of the calendar year. Each week of the game, CharityMania calculates the “Value” of the 3-Company Combination by adding up the % gain (or loss) of each of the 3 companies’ stocks. A company’s stock price % gain (or loss) is equal to the % change in value of the stock from its opening price on Monday morning (at the start of regular trading) compared to the closing price of the stock on Friday (at the end of regular trading) for the applicable week. In the event that more than one 3-Company Combination has the same total Value (i.e. the % Values are mathematically identical), then the 3 companies’ total numerical stock price gained or lost is used as the primary tiebreaker. The higher a stock price’s numerical change, the higher the value. Please note that higher tiebreaker values are better for the ‘High Score Winners’ and lower tiebreaker values are better for the ‘Low Score Winners’. The persons holding the randomly generated 3-Company Combinations with the 33 best Values (after tiebreakers if applicable) are the winners of that week (“Selected Entrants”). In addition, the 5 worst Valued game cards are also winners (“Selected Entrants”). Although rooting for the companies on your Game Card contributes to the fun of play, it has no statistical effect whatsoever on determining a winner. 3-Company Combinations are randomly generated and randomly assigned to each Game Card. At the end of the week, go to www.charitymania.com to see the “Value” of the 3-Company Combination.

5. Notification of Selected Entrants. All Selected Entrants will be notified by email address or phone, and be required to respond (as directed) to the phone and/or email notification within 48 hours of attempted notification. The failure to respond timely to the notification may result in forfeiture of the prize and, in such case, Sponsor may randomly select an alternate chosen entrant from among the remaining eligible entries. Each Selected Entrant may also be sent an affidavit of eligibility / liability release (“Release”). Selected Entrants may also be required to provide name, U.S. Social Security Number (for tax form purposes), birth date, current address and phone number. Unless restricted by law, each Selected Entrant will be required to complete and return the Release within the time period specified therein. An alternate Selected Entrant may be randomly selected from among the remaining eligible entries if a Selected Entrant: (i) cannot be reached; (ii) fails to obtain all signatures on the Release and to return the documents in a timely manner as required pursuant to these Official

Rules; or (iii) cannot accept or receive the prize for any reason. Selected Entrants will receive the weekly prize by mail within thirty (30) days of the Weekly Sweepstakes end date.

6. Winner Selection Methodology. For weekly prizes, 3-Company Combinations are randomly generated prior to the start of the season using a random number generator. There are a total of 4,960 unique 3-Company Combinations. Each of those 3-Company Combinations is randomly assigned – and distributed -- to a Game Card in groups of 10, prior to the event. Each of the ten 3-Company Combinations corresponds to one week in the MarketMania game. Winners are selected based upon the total combined stock price % gained or lost by the companies represented in the 3-Company Combinations in a given week. For Grand Prizes: The Game Card with the highest total combined weekly Values at the end of the MarketMania game and the Game Card with the lowest total weekly Values at the end of the MarketMania game will be deemed the Grand Prize Winners.

7. Prizes. The following is the distribution of prizes. Each week of the MarketMania game represents a new, completely independent sweepstakes. The Grand Prize drawing, which takes place at the close of a MarketMania game, represents a new, completely independent sweepstakes. Each Game Card has 382 chances to win. Odds of winning in a single weekly game are 1 in 131 and 1 in 2030 for the Grand Prize game. Odds of winning at least once during the Sweepstakes Period are 1 in 13.5. Each week, Sponsor will award at least 38 prizes (a prize to each of the holders of the 33 highest Valued 3-Company Combinations, and a prize to each of the holders of the 5 lowest Valued 3-Company Combinations). Each week during the Sweepstakes Period, a pool valued at a minimum of \$1,450.00 consisting of the following:

- Minimum 1 prize with a value of \$400.00 each
- Minimum 1 prize with a value of \$100.00 each
- Minimum 2 prizes with a value of \$50.00 each
- Minimum 34 prizes with a value of \$25.00 each

For the Grand Prize drawing:

- Minimum 1 Grand Prize with a value of \$500.00 each.
- Minimum 1 Grand Prize with a value of \$250.00 each.

8. General Conditions. Sweepstakes is subject to these Official Rules. Sweepstakes may be suspended or cancelled should Sponsor determine that the fair play of the game is being undermined, or stock market values are not available for an extended period of time. In the event that the MarketMania game is cancelled, the remaining weekly prizes will be awarded by the random assignment of a Value to each Company from 0 - 100, which Value shall be posted at the CharityMania website located at <http://www.charitymania.com>. All decisions of Sponsor are final and binding; and entrants agree to waive any right to claim ambiguity in the Sweepstakes or these Official Rules, except where prohibited by law. By accepting a prize, winner agrees to release Sponsor, its attorneys, affiliates, together with the respective directors, employees, officers, licensees, licensors and agents of each, including without limitation, their respective advertising and promotion entities and any person or entity associated with the production, judging, or administration of the Sweepstakes, (collectively, the Releasees) from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of prize or participation in any prize-related activities.

9. Taxes, if any, are the sole responsibility of Selected Entrants, and Selected Entrants who are U.S. residents may be issued an IRS Form 1099 for the ARV of any awarded prize. This Sweepstakes is void outside the US and where prohibited or restricted by law, and subject to applicable federal, state provincial and local laws. Sponsor

reserves the right to disqualify any entrant it finds to be tampering with the entry process or the operation of the Sweepstakes or violating these Official Rules. The Releasees shall not be liable for: (i) late, lost, delayed, stolen, misdirected, postage-due, incomplete unreadable, inaccurate, garbled or unintelligible entries, communications or affidavits, regardless of the method of transmission; (ii) telephone system, telephone or computer hardware, software or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (iii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iv) any injuries, losses or damages of any kind caused by the prize or resulting from acceptance, possession or use of a prize, or from participation in the Sweepstakes; or (v) any printing, typographical, administrative or technological errors in any materials associated with the Sweepstakes. Sponsor disclaims any liability for damage to any computer system resulting from participating in, or accessing or downloading information in connection with this Sweepstakes, and reserves the right, in their sole discretion, to cancel, modify or suspend the Sweepstakes should a virus, bug, computer problem, unauthorized intervention or other causes beyond Sponsor's control, corrupt the administration, security or proper play of the Sweepstakes. Sponsor may prohibit an entrant from participating in the Sweepstakes or winning prize if, in its sole discretion, it determines such entrant is attempting to undermine the legitimate operation of the Sweepstakes in any way by cheating, hacking, deception, or any other unfair playing practices of intending to annoy, abuse, threaten or harass any other players or Sponsor representatives. Use of any automated system to participate is strictly prohibited and will result in disqualification. Sponsor may disqualify at its sole discretion any entries it believes are created by an automated system. Sponsor may disqualify at its sole discretion any entries it believes exceed the weekly minimum. Disputes regarding these Official Rules and/or this Sweepstakes will be governed by the internal laws of the State of California. Any and all legal actions or claims arising in connection with this Sweepstakes must be brought in a court of competent jurisdiction within the United States. CAUTION: ANY ATTEMPT TO DELIBERATELY UNDERMINE THE LEGITIMATE OPERATION OF THE SWEEPSTAKES MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS AND WILL RESULT IN DISQUALIFICATION FROM PARTICIPATION IN THE SWEEPSTAKES. SHOULD SUCH AN ATTEMPT BE MADE, SPONSORS RESERVE THE RIGHT TO SEEK REMEDIES AND DAMAGES (INCLUDING ATTORNEY FEES) TO THE FULLEST EXTENT OF THE LAW, INCLUDING CRIMINAL PROSECUTION.

10. PRIVACY. All personal information collected by Sponsor in relation to Score Cards will be used for administration of the Sweepstakes only. All Score Card recipients' contact information is kept strictly confidential by Sponsor. It is not shared with any third parties under any circumstances and it is not used by Sponsor for any marketing related activities. Please refer to Sponsor's privacy policy located at <http://www.charitymania.com/privacy.htm> for important information regarding the collection, use and disclosure of personal information by Sponsor. All personal information collected by participating charitable organizations is subject to the privacy policy of those organizations. While Sponsor hopes these organizations join us in respecting your privacy, Sponsor is not responsible for the privacy practices of such organizations.

11. For a copy of these Official Rules, or for a Winner's list, available 60 days after the close of market Season, access our URL at <http://www.charitymania.com> or write to CharityMania LLC, 777 Kalamath Dr, Del Mar, CA 92014.