

Game Rules

Last Amended: April 20th, 2026

A. General Rules

1. Introduction

The Games are provided through our iMessage game framework. To participate in the Games both you and the person which you challenge must have an account with the App. You can then challenge any person who is in your contacts to a head-to-head skill game – winner takes it all!

The App does not offer public matchmaking – every match is played only between people who already know each other and is initiated through a direct challenge.

IN ORDER TO PARTICIPATE IN THE GAMES YOU MUST BE AT LEAST EIGHTEEN (18) YEARS OF AGE AND PHYSICALLY LOCATED WITHIN THE UNITED STATES. HOWEVER, THE GAMES ARE NOT AVAILABLE TO PERSONS PHYSICALLY LOCATED IN THE FOLLOWING STATES: ARIZONA, LOUISIANA, MICHIGAN, AND SOUTH CAROLINA. PLEASE SEE SECTION 3 (ELIGIBILITY) IN THE TERMS OF SERVICE FOR FURTHER ELIGIBILITY DETAILS.

DEFINED TERMS USED IN THESE GAME RULES SHALL HAVE THE SAME MEANING ASSIGNED TO THEM IN THE TERMS OF SERVICE, UNLESS OTHERWISE STATED IN THESE GAME RULES.

2. How You Select the Entry Fee, What Happens to it and the Options for a Challenge

2.1 How You Select the Entry Fee

The person initiating the challenge can set the Entry Fee on a Game in one of two ways:

- (i) By manually choosing the amount; or
- (ii) By selecting from preset fixed tiers.

If the amount is manually selected, this will be subject to a maximum Entry Fee limit and minimum Entry Fee limit which are as follows:

- (i) Maximum Entry Fee Limit: 100 USD (one hundred United States Dollars).
- (ii) Minimum Entry Fee Limit: 1 USD (one United States Dollar).

The Entry Fee will be exactly the same for both participants.

All amounts are in real money USD only.

2.2 What Happens to Your Entry Fee

The person who selects the Game sets the Entry Fee and then sends the challenge to a contact through iMessage. When the person sends a challenge, the amount such person selected is held by us and such person cannot use these funds for any other purpose while the challenge sent is pending.

2.3 Options for a Challenge

The person sending the challenge may cancel the challenge at any time prior to the person who is sent the challenge accepting. In such event of cancellation, the funds which have been selected by the person who sends the challenge are fully refunded. No Entry Fee is taken.

If the person to whom the challenge is sent does not respond within 24-hours from when the challenge is sent, the challenge will automatically expire at the end of such 24-hour period. In such event, the funds which have been selected by the person who sends the challenge are fully refunded. No Entry Fee is taken.

If the person to whom the challenge is sent rejects the challenge, the funds which have been selected by the person who sends the challenge are fully refunded. No Entry Fee is taken.

If: (i) the person who is challenged accepts the challenge within 24-hours from when the challenge has been sent; and (ii) the person who sends the challenge has not cancelled the challenge before it has been accepted, the person who has accepted the challenge will have his/her matching Entry Fee held by us. Neither participant may now cancel or withdraw from the Game and the Game begins for the participants.

Neither participant in the Game has access to the funds placed to participate in the Game, and the funds will be held by us during Game play unless otherwise stated in the Game Rules. The funds which have been placed are held by us until any one of the following occurs.

- (i) The winner is determined by the Game.
- (ii) A participant may forfeit or resign during the Game.
- (iii) A participant is declared to have lost if they fail to make/take a move/turn within 24-hours of the of the other participants' move/turn.
- (iv) A draw in Chess, or a tie in Mini Golf, results in both players receiving a full refund of his/her Entry Fee.

3. Operator Fee

We deduct the Operator Fee from the amount that each participant places as an Entry Fee on the Game.

Currently, the Operator Fee which we charge is 10% of the amount placed by each participant in a Game. The Operator Fee is deducted before the winner of the Game is credited with the winnings.

No Operator Fee is taken on refunded Games (cancellations, rejected invites, expired invites, draws or ties.)

For the avoidance of doubt, the Operator Fee is deducted taken when a Game ends via forfeit, resignation or through timing out.

4. What Happens When a Game is In Progress and its Conclusion

4.1 The Game Begins

Once a challenge has been accepted, the Game will begin subject to the applicable game rules. The following monetary rules apply during each Game:

- (i) Neither participant in the Game has access to funds placed as the Entry Fee and held by us during Game.
- (ii) Each participant has 24-hours to complete his/her turn/move. The 24-hour clock begins from the moment the other participant has completed his/her turn/move. Please see Section 5 for further details.
- (iii) If a participant fails to take his/her turn within 24-hours, he/she automatically forfeits the Game and loses his/her Entry Fee. Please see Section 5 for further details.
- (iv) A participant may voluntarily resign at any time, which constitutes an immediate forfeit and loss of his/her stake. Please see Section 5 for further details.

4.2 Game Conclusion and Payout

At the end of each Game the following shall occur:

- (i) The Game system records the final result.
- (ii) The Entry Fee is deducted from both participants Entry Fee.
- (iii) The total Entry Fee amount minus the Operator Fee (on both amounts placed) is credited to the winner's Account.
- (iv) In draw in Chess or tie in Mini Golf scenarios, both participants are refunded his/her original Entry Fee in full with no Operator Fee deducted.
- (v) Unless otherwise stated in the Terms of Service, all payouts are final and are based on the Game system. There are no reversals, chargebacks, or appeals once the Game system has determined that a Game has concluded.

5. Forfeiting a Game, Timing Out of a Game and Resigning from a Game

5.1 Forfeiting a Game and its Effect

A forfeited Game is considered as a Game which has been completed. The participant who forfeits the Game loses his/her entire Entry Fee, and the Operator Fee is deducted from both participant's Entry Fee prior to the remaining amount being credited to the non-forfeiting participant.

5.2 Timing Out and its Effect

Each participant has a strict 24-hour window to take his/her turn/move. The 24-hour clock begins from the moment the other participant has completed his/her turn/move. If the participant does not take his/her turn/move within such 24-hour period, he/she automatically loses the Game. No warnings are issued prior to timeout- the 24-hour limit is absolute. No grace period or exception is available (connectivity issues, device malfunctions, or personal circumstances do not constitute grounds for reversing a timeout). The participant who does not take his/her turn/move within such 24-hour window, loses his/her entire Entry Fee, and the Operator Fee is deducted from both participant's Entry Fee prior to the remaining amount being credited to the non-timed out participant.

5.3 Resignation and its Effect

A participant may resign from an active Game unilaterally at any time the Game is in progress via the App forfeit option. Resignation is immediate and cannot be reversed. Once confirmed, the Game ends. The resigning participant loses his/her entire Entry Fee, and the Operator Fee is deducted from both participant's Entry Fee prior to the remaining amount being credited to the participant which hasn't resigned.

B. Game Specific Rules

1. Chess

Chess is a board game for two participants and is turn-by-turn based. We offer both timed and untimed play.

1.1 Aim

The aim of the game is to checkmate the opponent's King. Checkmate occurs when a king is threatened with capture by an opponent's piece and has no legal escape. The participant whose King is in checkmate, loses the game. Please see Section 1.6 for further details.

1.2 Key Components of Chess

- (i) Chess is played on a chessboard, a square board divided into a grid of 64 squares (eight-by-eight) of alternating dark and light squares.
- (ii) Each participant has 16 pieces consisting of:

- a. One King;
- b. One Queen;
- c. Two Rooks;
- d. Two Bishops;
- e. Two Knights;
- f. Eight Pawns;
- (iii) One participant controls the white colored pieces and the other participant controls the black colored pieces.
- (iv) White colored pieces always makes the first move in a Chess game.
- (v) Timed or untimed play is available through the App settings.
- (vi) A participant is notified via iMessage when it is his/her turn to make a move.

1.3 Rules Relating to the Movement of Chess Pieces

<u>Chess Piece</u>	<u>Movement</u>
King	<ul style="list-style-type: none"> (i) The King can move one square in any direction adjacent to it: Horizontally, vertically, or diagonally. (ii) The King may not move to a square that is attacked by any opponent piece. (iii) The King may not move into check, remain in check, or move through check. (iv) The King can be used to “castle”. Please see Section 1.4 below for further details. (v) It cannot “jump” over other pieces.
Queen	<ul style="list-style-type: none"> (i) The Queen can move any number of squares in any direction. Horizontally, vertically, or diagonally. (ii) It cannot “jump” over other pieces.
Rook	<ul style="list-style-type: none"> (i) The Rook can move any number of squares horizontally or vertically. (ii) It cannot “jump” over other pieces. (iii) The Rook can be used to “castle”. Please see Section 1.4 below for further details.
Bishop	<ul style="list-style-type: none"> (i) The Bishop can move any number of squares diagonally. (ii) It cannot “jump” over other pieces. (iii) Each Bishop remains on squares of a single color for the entire game and cannot move to squares of the opposite color.
Knight	<ul style="list-style-type: none"> (i) The Knight moves in an 'L' shape: two squares in one direction (horizontal or vertical) and then one square perpendicular. (ii) It can “jump” over other pieces.

	(iii) The Knight always lands on a square of the opposite color from its starting square.
Pawn	<ul style="list-style-type: none"> (i) On its very first move, a Pawn may move one square or two squares forward. Otherwise, a Pawn may move one square forward. (ii) A Pawn captures one square diagonally forward. (iii) A Pawn can never move backward. (iv) It can't "jump" over other pieces. (v) A Pawn that reaches the opponent's back rank is promoted. Please see Section 1.4 below for further details. (vi) "En passant" capture is available in specific circumstances. Please see Section 1.4 below for further details.

1.4 Special Moves

Pawn Promotion: Pawn Promotion occurs when a Pawn reaches the farthest rank (8th for White, 1st for Black), requiring its immediate replacement with a Queen, Rook, Bishop, or Knight of the same color. The participant will select the relevant piece from an in-game prompt. There is no restriction on having multiple Queens on the board at the same time.

En Passant: The En Passant Rules is: (i) an opponent's Pawn advances two squares from its starting position, landing beside the other participant's Pawn; (ii) the participant's Pawn may capture the opponent's Pawn as if it had only moved one square; and (iii) En passant must be performed on the very next turn. The right to capture En Passant expires if not used immediately.

Castling: Castling is permitted only if: (i) neither the King nor the selected Rook has previously moved; (ii) all the squares between the King and the Rook are vacant; (iii) the King is not currently in check; (iv) the King does not pass through any square which is under attack; and (v) the King does not land on any square where it is in Check (please see Section 1.6 below for further details).

Castling with the rook originally on the King's side is called kingside castling, and castling with the rook originally on the Queens's side is called queenside castling.

Kingside castling consists of moving the King to square G1 and the Rook to square F1 for White, or moving the King to square G8 and the Rook to square F8 for Black.

Queenside castling consists of moving the King to square C1 and the Rook to D1 for White, or moving the King to square C8 and the Rook to square D8 for Black.

1.5 Draws

A draw may occur under the following conditions: Stalemate, Three-Fold Repetition, the 50-Move Rule, or mutual agreement between both players. In all draw scenarios - each participant is refunded his/her Entry Fee in full. No Operator Fee is taken. Neither participant wins nor loses.

Stalemate: The participant whose move it is has no legal moves available to him/her to make, and the King is not in check. This results in a draw.

Three-Fold Repetition: Threefold repetition is a chess rule stating that if the same position occurs three times in a game with the same participant to move and the same available moves, either participant can claim a draw.

50-Move Rule: If 50 consecutive moves have been made by each participant with no pawn move and no capture, either participant may claim a draw.

Mutually Agreed Draw: The participants can agree on a draw at any point during the game.

1.6 Check, Checkmate and Time Out

Check: Check is a condition that occurs when a participant's King is under immediate threat of *capture* on the very next turn. A participant must get out of check immediately by moving the King to a square which is not attacked, interposing a piece between the threatening piece and the King, or capturing the threatening piece. A participant cannot make any move that puts his/her own King in check.

Checkmate: Checkmate occurs when a King is placed in check and has no legal moves to escape. When a Checkmate happens, the game ends immediately, and the participant who delivered the checkmate wins.

Time Out: In timed mode, if a participant's clock expires before the chess game concludes, such participant loses the game on time.

1.7 Chess Winner

The participant who wins the chess game can do this through the following methods: (i) through Checkmate (as detailed in Section 1.6); (ii) through the other participant resigning/forfeiting the chess game; (iii) through the other participant's Time Out (as detailed in Section 1.6).

2. Cup Pong

2.1 Who Goes First:

The sender of the challenge invite does not take the first turn; the recipient of the challenge goes first.

2.2 Aim

The aim of cup pong is for each participant to throw a ping-pong ball into all of the opposing participant's cups before his/her own cups are removed. The participant who succeeds in eliminating every cup on the opponent's side first is declared the winner.

2.3 Key Components of Cup Pong

- (i) 10 cups are arranged in a triangle formation on each participant's side, with there being four cups in the back row, three in the third row, two in the second row and one in the first row.
- (ii) A ping pong ball.
- (iii) Each participant has two throws in each turn.
- (iv) When a ball legally lands in a cup, such cup is removed from the table.
- (v) In order to take a throw, the participant must hold the ping pong ball and then flick/swipe upwards to throw the ping pong ball.

2.4 Cup Pong Game Mechanics

Each participant has two throws per turn. However, if a participant sinks both of his/her throws into two separate cups in the same turn, such participant will get an additional turn (consisting of two throws) (known as a "Balls Back event"). After the participant has completed his/her turn (including a Balls Back event, if applicable), it shall be the other participant's turn. Please note that if on a Balls Back event, the participant sinks both of his/her throws into cups, there shall be no additional Balls Back event with respect to such previous Balls Back event turn.

Each time the ball is legally thrown into a cup, such cup is removed from the table. For the avoidance of doubt, the ping pong ball must remain in the cup (and for example not bounce out of the cup), for such cup to be removed from the table.

When the number of cups remaining on a participant's side drops to certain predefined amounts, the cups automatically re-rack - meaning they are rearranged into a centered triangle or straight-line pattern. This automatic reorientation takes place at the following standard cup counts:

- (i) **Six cups remaining:** The cups are rearranged into a centered 3-2-1 triangular configuration.
- (ii) **Three cups remaining:** The cups re-rack into either a 2-1 triangle or a straight-line arrangement.

The Cup Pong game will end when a participant has no cups left to throw the ping pong ball into.

2.5 How to Throw the Ping Pong Ball

The participant presses and holds the ball, then performs an upward flick to send the throw. The force and trajectory angle are determined by how quickly and in what direction the swipe is made. Before the ball is released, a projected arc is displayed, indicating the expected path of the throw.

2.6 Cup Pong Winner

The Cup Pong game ends and a winner is declared when one participant successfully eliminates all ten of the opponent's cups.

3. Mini Golf

Mini Golf is a putting game for two participants.

Each participant finishes his/her turn on a hole before the next participant begins his/her turn on that same hole. The opposing participant receives the completed hole result via iMessage and then takes his/her own turn on the same hole. Following both participants finishing a hole, scores are recorded and the next hole begins.

3.1 Aim

The aim of Mini Golf is to finish all holes on the course while using the lowest total number of strokes.

3.2 Key Components of Mini Golf

- (i) The courses which we offer are three holes, five holes or other numbers of holes subject to the mode selected.
- (ii) Each participant uses one golf ball.
- (iii) Each participant uses a putter.
- (iv) Each course features obstacles, boundary walls, perimeter borders, and a flagged hole on each individual layout.

3.3 Counting Strokes

Mini Golf uses a straightforward scoring method based on counting strokes. Each stroke adds one point to the participant's score, and the objective is to finish with the lowest overall total. The scoring terms are defined as follows:

Hole In One- This occurs when a participant hits the ball directly from the tee into the cup in a single stroke.

Total Score- The sum of all strokes taken across all holes.

A stroke is recorded each time the putter makes contact with the ball. This includes any intentional putt regardless of how far the ball travels and any unintentional contact that results in the ball moving. The following actions do not count as strokes, practice swings that do not touch the ball and positioning the putter near the ball without making contact.

3.4 The Course and Fouls

Balls are allowed to rebound off walls, rails, and various obstacles without incurring any penalty. If the ball leaves the designated playing area (goes out of bounds), it must be returned to the most recent point where it was still in play, and a one-stroke penalty is added. When a ball becomes lodged against a rail or obstacle, it may be repositioned up to one club-head's length away from the

obstruction without penalty, and the next stroke is taken from that adjusted spot. **Participants may deliberately aim for corners or walls to create angled or banked shots.**

3.5 Mini Golf Winner

After all the participants have completed all holes on the course, the total stroke counts are calculated by us for each participant. The player with the lowest total stroke count wins.

3.6 Mini Golf Tie

If both participants finish the entire Mini Golf course with the same total number of strokes, each participant is refunded his/her in full. No Entry Fee is taken. Neither participant wins nor loses.

3.7 How to Aim the Golf Ball

The participant adjusts his/her aim by sliding his/her finger left or right to change the putter's angle. The participant begins the stroke by pulling the putter backward and releasing it, functioning much like a slingshot mechanism. The strength of the shot is determined by how far the participant pulls back before letting go. A visual guide, such as an aim line or projected arc, is displayed to help predict the ball's path. Participants should consider obstacles, wall geometry, and the overall course layout when choosing his/her aim and shot power.

4. 8- Ball Pool

4.1 Who Goes First

The sender of the challenge invite does not take the first turn; the recipient of the challenge goes first.

4.2 Aim

The aim of 8-Ball Pool is to legally pocket all balls in a participant's assigned group (either solids or stripes), and then legally pocket the 8-ball into a called pocket before the other participant does the same. The first player to accomplish this wins the game.

4.3 Key Components of 8-Ball Pool:

- (i) A total of 16 balls are used: 1 white cue ball, 7 solid-colored balls (1-7), 7 striped balls (9-15), and the black 8-ball.
- (ii) The table has six pockets.
- (iii) Balls are racked in a triangle shape at the beginning of each game.

- (iv) Each participant has a digital pool cue, which is aimed through being dragged sideways across the screen and power is controlled through swipe.
- (v) Each participant can use topspin, backspin, left spin, or right spin by tapping the cue ball icon on the right side of the screen.
- (vi) Playing in Easy Mode provides aiming help.

4.4 Starting the 8-Ball Pool Game

The recipient of the challenge goes first and takes the break shot into the 15 balls which have been racked in a triangle shape.

If the participant who is breaking legally pockets one or more balls on the break, his/her turn continues.

No group (solids or stripes) is assigned during the break shot.

Groups of balls (solid or stripes) are assigned based on the first ball legally pocketed on the break or after the break (whichever comes first).

4.5 Pocketing Solids and Stripes

The first player to legally pocket a ball is assigned that group (solids or stripes) for the remainder of the game.

If the first legally pocketed ball is a solid, that participant is assigned solids and the opponent is assigned stripes. If the first legally pocketed ball is a stripe, that participant is assigned stripes and the opponent is assigned solids. The 8-ball cannot be used to determine the groups of balls (solids or stripes) assignment. Once assigned, the groups of balls (solids or stripes) are fixed and cannot change for the duration of the game.

4.6 Playing the Game

The participants alternate turns, which can consist of one or more shots depending on whether balls are legally pocketed. A participant's turn continues as long as he/she legally pockets a ball from his/her assigned group on each shot. If a participant fails to legally pocket a ball from his/her assigned group, his/her turn ends and the opponent takes control of the table. On every shot, the white cue ball must first make contact with a ball from the shooting participant's own group - striking an opponent's ball or the 8-ball first - prior to clearing one's assigned group - constitutes a foul.

4.7 Fouls

When a foul occurs the turn of the participant who has fouled immediately ends and the other participant receives a "ball in hand", allowing them to place the cue ball anywhere on the table prior to taking the shot. The following are a list of fouls.

- **Scratch (white cue ball is pocketed):** The white cue ball goes into any pocket.
- **Wrong Ball First:** The white cue ball hits the opponent's ball first (or the 8-ball when not assigned) before the white cue ball makes contact with a ball from the person who is taking the shot group balls.
- **No Rail and No Pocket:** After the white cue ball hits an object ball, neither the white cue ball nor any object ball contacts a rail and no ball is pocketed.
- **Off the Table:** The white cue ball lands off the table surface.
- **Pocketing the 8-Ball Prematurely:** If the 8-ball is pocketed before all of the participant's group balls are cleared (this will also constitute a loss of game by the participant who pockets the 8-Ball prematurely).
- **Foul on an 8-Ball Shot:** Any foul committed while attempting to pocket the 8-ball results in immediate loss of game by the participant committing the foul.

4.8 What Happens When You Get to the 8-Ball

Once a participant has legally pocketed all the balls in his/her assigned group (solids or stripes), such participant must pocket the 8-Ball to win the game. The following rules apply:

Calling the Pocket: Prior to taking the shot, the participant attempting to pocket the 8-Ball must indicate the specific pocket into which the 8-Ball will be pocketed into.

Winning the game: If a participant legally pocket all of his/her assigned group (solids or stripes); such participant then legally pockets the 8-ball in the called pocket and commits no foul, the participant who took the shot wins the game. If the 8-ball is pocketed in the wrong pocket (a pocket other than the called pocket), that participant loses the game immediately.

Fouls: If the participant taking the shot commits any foul on the 8-ball shot (including a scratch/white cue ball into a pocket), such participant loses the game immediately.

Off the Table: If the 8-Ball lands off the table surface, the participant who took the shot will lose the game immediately.

4.9 Additional Information.

We may offer on a game different variants of spin on the cue ball, you can select which type of spin you wish to use by tapping the cue ball icon on the right side of the screen.

