

## **Additional Terms and Conditions**

### **Discovery Education “Ash’s Asteroid Adventure” Game Competition – 20/01/2017 – 31/01/2017 (the “Competition”)**

The following additional terms and conditions form part of the promotion information and rules for the above Competition, and should be read in conjunction with Discovery’s Competition General Terms and Conditions:

<http://www.discoveryuk.com/discovery-competition-general-terms-and-conditions/>

For the avoidance of doubt if there is any inconsistency between these additional terms and conditions and the General Competition Terms and Conditions, these additional terms and conditions shall prevail.

1. By entering this Competition, the entrant will be deemed to have read and understood these additional terms and conditions and to have agreed to be bound by them.
2. The Competition is open to UK residents only, who are employed on a full-time basis by a UK based school, excluding employees of Promoter (details of which are set out in paragraph 18) and their families, the Promoter's agents or anyone professionally associated with the promotion.
3. Entrants who do not give correct details or those who make an entry on someone else’s behalf will be disqualified, at the Promoter’s discretion. No entries from agents, third parties, organized group or entries automatically generated by computer will be accepted. No bulk entries.
4. Entrants must be twenty one (21) years old and above and must be employed on a full time basis as a teacher or teaching assistant at a UK school. Proof of identification may be required at the request of the Promoter. Entrants must meet the eligibility requirements as specified herein. Failure to meet the eligibility requirements may result in an entry being invalid and/or forfeiture of any prize.
5. Entrants expressly declare and represent that (i) they submit to English law and jurisdiction in participating in this Competition and (ii) they are individuals and not a company or any professional and/or commercial entity.
6. This promotion will open for entries from **20 January 2017** until **31 January 2017** (the “**Competition Period**”). The closing time for entries will be 23:45 on the closing date indicated above.
7. By entering, the winner agrees to participate in any publicity or promotional activities as may be reasonably required by the Promoter. Further the Promoter reserves the right to use the names of the winner in any publicity.
8. Method of Entry: The Competition can be entered by playing the adventure game available at <http://adventure.discoveryeducation.co.uk> (rules for gameplay are available at the same web address) and submitting their score via the online form which will be presented after gameplay. Entrants will be required to provide an email address upon entry to the Competition. All entries will be moderated to ensure they meet the criteria set; any entry not meeting the minimum criteria may be disqualified or amended in Promoter’s sole discretion.

9. First prize: One (1) entrant will win the following:

One (1) year's subscription to Discovery Education Espresso (valued at £7.95 per pupil, meaning that the subscription would be worth around £2,500 for a school of approximately 315 pupils), a one (1) year's subscription to the Discovery Education Secondary Service (valued at approximately £1,200) and a one (1) year's subscription to Discovery Education Coding (valued at approximately £375) for the school that the winner is employed by.

Second Prize: Five (5) entrants will each receive a Discovery Education goody bag containing mugs, a bag, posters, pens and stickers (valued at approximately £45 per goody bag).

10. Winners will be selected within seven (7) days of the closing date of the Competition. The winner of the first prize will be the entrant with the highest score and lowest time achieved in the adventure game. Should there be multiple entrants with the same score and time, one winner will be selected at random from these entries. The winners of the second prizes will be the next five (5) entrants with the highest score and lowest time achieved in the adventure game. Should there be multiple entrants with the same score and time, winners will be selected at random from these entries.
- The winners will be contacted via email and will be required to provide confirmation of their school and the school's address for delivery of the prize where relevant. The first prize winner will also be required to provide the contact details of a school representative who will liaise with the Promoter to facilitate delivery of the prize. The winners must claim their prize within ten (10) days of the notification. If the prize is unclaimed after this time, it will lapse and the Promoter reserves the right to offer the unclaimed prize to a substitute winner selected in accordance with these additional terms and conditions.
11. The Promoter reserves the right to terminate or modify the Competition, modify these terms and conditions prior to the closing date, vary details of the prize, or substitute a prize of equivalent value should unforeseen circumstances require it.
12. The prize is non-exchangeable, non-transferable and non-refundable and there is no cash alternative in whole or in part. The prize is subject to availability. In the event of circumstances outside of its control the Promoter reserves the right to substitute a similar or alternative prize of equal or greater value. The prize must be taken by the winner unless agreed otherwise in writing by the Promoter.
13. Entries that are incomplete or late or those not in accordance with all the entry instructions are invalid. All submitted entries are the property of the Promoter and will not be returned.
14. No purchase is necessary to enter the Competition.
15. By entering the Competition all participants will be deemed to have accepted and be bound by the rules and consent to the transfer of their personal data to the Data Controller (as defined in the Data Protection Act 1998) for the purposes of the administration of this Competition and any other purposes to which the entrant has consented. Please see

Promoter's privacy policy for further details <http://www.discoveryuk.com/privacy-policy/>. All entry instructions form part of the rules.

16. The Promoter cannot accept any responsibility for any damage, loss, injury or disappointment suffered by any participant entering the Competition or as a result of accepting any prize. The Promoter is not responsible for any problems or technical malfunction of any computer on-line systems, servers, or providers, computer equipment or software, failure of any entry to be received on account of technical problems or traffic congestion on the internet, or at any website, including any injury to or resulting from participation or downloading of any materials in the Competition. Nothing shall exclude the Promoter's liability for death or personal injury as a result of its negligence.
17. Promoter's details: Discovery Education Europe Limited, Discovery House, Chiswick Park Building 2 London W4 5YB, United Kingdom. Company number: 03261277.