Lab2Moon CHALLENGE

Official Rules

1 DESCRIPTION OF THE CHALLENGE

Created in 2007, the mission of the Google Lunar XPRIZE is to incentivize space entrepreneurs to create a new era of affordable access to the Moon and beyond.

The competition's $30 million prize purse will be awarded to teams who are able to land a privately funded rover on the moon, travel 500 meters, and transmit back high definition video and images.

TeamIndus is the only entry from India competing in the GLXP competition and has already won $1M in prestigious Terrestrial Milestone Prize. By entering a race to the Moon, TeamIndus intends to engage a new generation, making lunar exploration not just a historical accomplishment, but a tangible reality to further this purpose.

TeamIndus, hereinafter collectively referred to as the "Sponsor" is administering "Lab2Moon: A TeamIndus® Challenge," hereinafter "Lab2Moon" or the "Challenge".

Lab2Moon is designed to challenge teams ("Team") consisting of one (1) to three (3) members, of age group between 14 - 25 years old to imagine, design and develop a project to build a better life on the Moon. Individuals who are part of this Team as defined above shall be referred from here on as "Team Member" and/or "Team Members".

If the project is the final one selected, it will fly aboard our TeamIndus spacecraft in our attempt to land on the Moon.

The Challenge is considered a "project of skill and innovative thought" and is designed to encourage Teams to use creativity and innovation to develop a payload, while also generates excitement about our mission.

The competition will comprise an open entry submission phase, followed by a judging and shortlist of twenty (20) teams. Criteria for selection will be

1. Uniqueness of the idea
2. Relevance of the idea towards the theme of the competition
3. Feasibility of converting the idea into a protoype and qualifying it for space.
4. Scalability of the project
5. Jury Discretion

The 20 teams have close to 5 months to build their projects out. There will be weekly helpline chats and email assistance.

There would be a review during those 5 months to gauge progress of teams.

4 teams will be part of the final shortlist of which 1 will be selected to fly aboard the TeamIndus spacecraft. The decision of the Jury will be FINAL and cannot be disputed.

For the final selction, votes garnered on FB will be taken into consideration. The voting will weigh in only 20% towards the final winner. Please note that this is not a prize draw but a skill-based competition. Please also note that these official rules do not constitute a tender and a tender law, regulations and principles do not apply to TeamIndus: Lab2Moon challenge is open to eligible persons between the ages of 14 – 25 years. See rule 3 for eligibility details.

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2 BINDING AGREEMENT

These Rules ("Rules") are a legally binding agreement by and between each Team Member (and, if a member is under the age of majority in his/her country of residence & the age of majority to enter into a binding contract can differ from country to country, his/her parent or legal guardian) and the Sponsor and govern each Team Member's participation in the Challenge. Each Teams participation in the Challenge is voluntary. By participating in the Challenge: (a) each Team Member agrees to comply with all the Rules and other policies of the Sponsor in relation to this Challenge; and (b) each Team Member agrees to receive communication(s) from the Sponsor and/or any other person authorized by the Sponsor in relation to the Challenge.

Teams may not enter the Challenge nor be eligible for the prizes described in these Rules unless all Team Members agree to these Rules. **IF YOU ARE A PARENT OR LEGAL GUARDIAN AGREEING TO THESE RULES FOR THE BENEFIT OF A CHILD, YOU ARE FULLY RESPONSIBLE FOR HIS OR HER ENTRY IN THE CHALLENGE, INCLUDING WITHOUT LIMITATION ANY LEGAL LIABILITY THAT HE OR SHE MAY INCUR.**

The purpose of these Rules is to fully state the binding requirements for competing in the Challenge. Except as expressly set forth in herein, these Rules do not extend beyond activities related to the Challenge. These Rules may be revised at the sole discretion of the Sponsor, effective upon written notice on its Challenge Site. By participating in this Challenge, each Team Member or their parent or guardian in the case of Team Members under the age of majority in their country of residence is bound by the interpretations of these Rules by the Sponsor of the Challenge, which are rendered final unless the Sponsor, in their sole discretion, agree to change them.

3 ELIGIBILITY

No purchase or payment of any kind is necessary to enter or win the Challenge. The purchase of any good and/or service will not increase a Team's chance of winning the Challenge. All Team Members must be at least 14 years of age as of the date of the Team's registration in the Challenge in order to participate in the Challenge. All Team Members are required to abide by any legal restrictions in participating in the Challenge, including those regarding age limitations, as applicable to the Team Member in the their country of residence. The Sponsor reserves the right to revoke participation without any notice.

4 MINORS – PARENTS AND GUARDIAN

The parent(s) or guardian(s) of any Team Member under the legal age of majority in his/her country will ensure that the Team Member of whom they agree to these Rules will comply with these Rules and warrants that the Team Member is capable of agreeing to these Rules and giving the consent contained herein. A Consent Form, defined in section 11, must be signed by a parent(s) or legal guardian(s) of each Team Member below the age of majority in the Team Member's country of residence pursuant to Section 11 of these Rules. The Challenge is international; therefore, Teams from all countries and with any background are eligible to participate in the Challenge, except where prohibited by applicable laws. Prizes (section 23) however, will be awarded in accordance with Indian law which may restrict or prohibit awards to Teams. All Team Members must comply with licensing rules and agreements set forth in all design software, online services, and other software products used in the process of competing in the Challenge, including restrictions placed on the age of the user. The official language of the Challenge is English. All communications with the Sponsor and all competition submissions shall be in English, unless the Team has

received prior written permission from the Sponsor to submit communication in another language. Additional copies in other languages are welcomed. If necessary the Team must add subtitles in English on its videos, as well as have an English-speaking translator for the live communication with the judges for the presentations.

5 INELIGIBILITY

Employees and their immediate families (i.e., parents, spouse, children, siblings, grandparents, step parents, step children, and step siblings) of the Sponsor, and Co-Marketing Partners affiliated and subsidiary companies, advertising and promotion agencies, legal and financial advisors, any and all other companies associated with this Competition (including other institutions listed on the Competition Site who are involved in judging), are not eligible to enter or otherwise participate in the global Challenge. Furthermore, the Sponsor reserves the right to disqualify any Team on its own discretion.

6 COMPLIANCE WITH LAWS AND REGULATIONS

All Teams and its Team Members must adhere to all applicable local, regional, national, and international laws, orders, directives, ordinances, treaties, rules and regulations for all aspects of the Challenge. Teams are solely responsible for acquiring the appropriate licenses, waivers, or permits from the applicable regulatory bodies or other applicable third parties. All Team Members must abide by relevant age restrictions for all software and hardware components used in the process of competing in the Challenge. The Sponsor, and the Co-Marketing Partners ("Co-Marketing Partners") shall in no way be responsible for providing to the Teams any advice or counsel, legal or otherwise, with regard thereto. The Teams and its Team Members shall in no way hold the Sponsor and the Co-Marketing Partners responsible in any legal or other dispute arising due to the violation by such Team Member of any applicable local, regional, national, and international laws, orders, directives, ordinances, treaties, rules and regulations for all aspects of the Challenge.

7 LOGO PLACEMENTS

All videos submitted by the Team shall display a Challenge lLogo as provided by the Sponsor. Physical logos like badges and patches, if provided to the Team by the Sponsor may be placed on the submission at the Team's sole discretion.

8 CHALLENGE PERIOD AND PROGRAM FLOW

The Challenge commences on **June 28, 2016 at 12:00:01 AM, Indian Standard Time ("IST"). Registration** closes **August 20th 2016 11.59.59 (IST)**. The final competition ends on **January 25, 2017 at 11:59:59 PM (IST)** (the "**Challenge Period**").

For the purposes of these Rules, a "day" shall begin at 12:00:01 AM IST and end at 11:59:59 PM PT. TeamIndus computer runs the official clock for the Competition and will solely determine the time by which an entry is received.

The Challenge Period consists of three phases.

8.1 REGISTRATION:

June 28, 2016 12:00:01 AM (IST) – August 20, 2016 11:59:59 PM (IST)

8.2 FIRST MILESTONE:

20 Teams make it to the First Milestone. Qualified Teams will be announced on August 26, 2016 12:00:01 AM (IST).

8.3 MID REVIEW (APPLICABLE TO WINNERS OF FIRST MILESTONE)

There will be a virtual review between November 6, 2016 12:00:01 AM and November 15, 2016 11:59:59 PM (IST). Teams would need to send a mass dummy and the interface control documents to TeamIndus by November 5, 2016 11:59:59 PM (IST). Live ICD and mass dummy review (individually with each Team) (via Google Hangout or Skype), defined in section 15.3, will be conducted between November 6, 2016 12:00:01 AM and November 15, 2016 11:59:59 PM (IST). Document defining required level maturity of project by Jan 5th 2017 will be circulated by end November 2016 by TeamIndus.

8.4 PRE-FINAL MILESTONE

Review on January 5, 2017 12:00:01 AM (IST) via Google Hangouts or Skype to qualify Teams for the final presentation in Bangalore. Team should have built their project to the level defined during the Mid Review.

8.5 FINAL PRESENTATION

January 15, 2017 12:00:01 AM (IST) Teams will be expected to arrive in Bangalore, Karnataka, India. Once here the Teams will have 5 days to work with our spacecraft and between January 20, 2017 12:00:01 AM (IST) and January 25, 2017 11:59:59 PM (IST) present their working models to the Jury.

January 23, 2017, 4 shortlisted Teams will be declared.

Final winner for the Challenge will be announced on January 26, 2017 12:00:01 AM (IST).

9 ONLINE HOSTING

Each Team shall be responsible for all web hosting required for their Challenge entry. Each Team shall abide by the terms of service provided by their web hosting provider or similar service providers as appropriate.

10 HOW TO ENTER; PRIVACY POLICY

All registration materials for the Challenge are online at http://l2m.teamindus.in (the "Challenge Site"). The Team Leader, defined as an individual chosen by the participating Team from the existing roster of the Team who will officially deal with the Sponsor on all Team related activites, must register the Team online at the Challenge Site.

A registration package identifying each Team Member by name, age, must be submitted online ("**Registration Package**"). A Team name and geographical location must also be provided. Signed Consent Forms, defined in section 11, from each parent or guardian of any Team Member under the age of majority in their country of residence must be submitted online and then accepted by the Sponsor in order for the Team to be registered for the Challenge.

Please see the privacy policy located at http://L2M.teamindus.in/privacy-policy as the same may be amended from time to time for details of the policy regarding the use of personal information collected in connection with this Challenge.

AS SET OUT IN THE PRIVACY POLICY, EACH TEAM MEMBER AND WHERE APPLICABLE, THEIR PARENT(S) OR GUARDIAN(S) UNDERSTANDS AND AGREES BY PROCEEDING TO ENTER THIS CHALLENGE THAT THEIR PERSONAL INFORMATION WILL BE TRANSFERRED AND MADE USE OF IN INDIA FOR THE PURPOSES OF FACILITATING ALL CHALLENGE RELATED ACTIVITIES REFERRED TO IN THESE RULES AND COMPLYING WITH THE APPLICABLE FOREIGN AND DOMESTIC LAWS.

11 CONSENT FORM

Any Team Member below the legal age of majority in said Team Member's country of residence and/or below the age of 18 must have a parent or legal guardian sign a Consent Form indicating acceptance of these Rules. A Consent Form will be provided to each Team Member and is also accessible via the Challenge Site. The Team Leader is responsible for collecting the properly signed Consent Forms and uploading them to the Challenge Site. Failure to comply with this requirement will result in the Team's disqualification from the Challenge.

12 APPROVAL OF REGISTRATION

Each Team's Registration Package must be approved by the Sponsor. Registration Packages will be reviewed by the Sponsor for completeness and for compliance with these Rules. The Sponsors will issue an acceptance notice via electronic mail of each Registration Package within five (5) days after receipt. The Sponsor may, at their sole discretion, pose additional questions or requests for clarification to supplement the Registration Package as part of their evaluation. All rejection or acceptance decisions made by the Sponsor shall be final and at their sole and absolute discretion.

13 GENERAL ENTRY GUIDELINES

Challenge Materials (as defined below) cannot:

A. contain trademarks, logos or trade dress owned by others, or advertise or promote any brand or product of any kind, without permission, or contain any personal identification, such as license plate numbers, personal names, e-mail addresses or street addresses;

B. contain copyrighted materials owned by others (including photographs, sculptures, paintings and other works of art or images published on or in websites, television, movies or other media) without permission;

C. contain materials embodying the names, likenesses, photographs, or other indicia identifying any person, living or dead, without permission; communicate messages or images inconsistent with the positive images and/or goodwill to which the Sponsor, and Co-Marketing Partners wish to associate;

D. be unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group, profane or pornographic; be obscene or offensive, endorse any form of hate or hate group; defame, misrepresent or contain disparaging remarks about the Sponsor, the Co-Marketing Partners, or their products, or other people, products or companies;

E. contain any materially dangerous activity; promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous, or any particular political agenda or message; and

F. depict, and cannot itself, be in violation of any applicable law.

14 REGISTRATION REQUIREMENTS

All materials outlined in this Section should be submitted to the Challenge Site by **August 20, 2016 at 11:59:59 PM (IST).**

Team Registration Package: The Team must register online at the Challenge Site at l2m.teamindus.in, and turn in the Consent Forms.

Team concept for the Project:

- **A written essay** that is no longer than 250 words in length. It has to be written in the template provided on the Challenge Site. It should describe the Teams project, how the Team would go about building it and its relevance to the theme of the Challenge**. One Team Member (Team Leader)** must submit the essay on the Challenge Site. (This written essay can include pictures.)

  NOTE: The written essay must be translated in English if English is not the language of essay.

- **A video** that is up to two (2) minutes which describes why the Team's project should be the one chosen to fly to the Moon**.** It should also explain how the Team's project relates to the theme. It can be individual stories of the Team Members or a collective story of what inspires the entire Team. Each Team can base it on a legend it has heard before, or on scientific facts. The video url must be uploaded by the Team Leader on a video online platform and must include the LAB2MOON Challenge logo.

  NOTE: Make sure to check the URL and link from a separate computer or device than the one it is uploaded from.

  NOTE: The video must be in English.

15 MID REVIEW REQUIREMENTS

All materials outlined in this Section should be submitted to the Challenge Site by **November 5, 2016 at 11:59:59 PM (IST).**

The 20 shortlisted Teams will work on their submitted ideas and give a physical form to the concepts submitted in the first phase during registration for the Challenge. Teams are required to strictly adhere to the payload guide. Teams are solely responsible for finding out and adhering to the legality of their payload. Any Team found not adhering to the payload guide or applicable law will be disqualified at the sole discretion of the Sponsor.

The Teams will need to submit a payload mass dummy to the Sponsor address. Transportation charges and safety of the mass dummy during the transportation is sole responsibility of the Teams and the Sponsor shall bear no liability in relation to the mass dummy.

15.1 The mass dummy is expected to mimic the mass of the expected payload along with a 3D visual representation of the payload made from non hazardous material.

15.2 Interface Control Document (ICD) has to be mailed to TeamIndus before the deadline of Mid Milestone Review closes, failing which the Teams will be disqualified. The ICD template will be shared with the Teams which qualify the 1st Milestone and should be duly filled to allow proper evaluation of the idea.

Legal Note: Each Team Member (or their parent/legal guardian if the Team Member is under the age of majority in his/her country of residence) and the Team Leader shall hold the Sponsor and the Co-Marketing Partners harmless from any personal injury, property damage (real or personal) or death caused as a result of using the mass dummy, materials in relation to the Challenge or working outdoors on the payload unless such injury, property damage or death is solely as the result of Sponsors or the Co-Marketing Partners negligence.

15.3 Live Payload Mission Transmission (via Google Hangout or Skype): At the conclusion of Mid Milestone Review, at a date specified by the Sponsor, the Team must conduct a live webcast using a webcasting service identified by the Sponsor. The payload demonstration should take place at a location chosen by the Team. The Team will have the opportunity to demonstrate their payload its functionality and substantiate progress. The Challenge demonstration should not exceed fifteen (15) minutes. The intent of this review is not to try to get a perfect score based on the Team's plan but rather, to show the Sponsors and Judges the advancement in creating the protoype of their concept, how it works and interfaces. And to create a qualification document for the Team – level of maturity / advancement the Team needs to achieve before the Jan 5th (approx) 2017 review.

NOTE: It is the sole responsibility of the Team to have a stable internet connection at the time of the Live Lunar Payload Demonstration.

NOTE: All reviews are only in English.

16 PRE-FINAL MILESTONE

On **January 5, 2017 12:00:01 AM (IST)** via Google Hangouts or Skype to qualify Teams for the final presentation in Bangalore.

Teams will refine their ideas and based on template document sent by end November 2016 from judges in the Mid Review. Teams are required to strictly adhere to the payload guide. Teams are solely responsible for finding out and adhering to the legality of their payload. Any team found not adhering to the payload guide or law will be disqualified.

Legal Note: Each Team Member (or their parent/legal guardian if the Team Member is under the age of majority in his/her country of residence) and the Team Leader shall hold the Sponsor and the Co-Marketing Partners harmless from any personal injury, property damage (real or personal) or death caused as a result of using the mass dummy, materials in relation to the Challenge, or working outdoors on the payload unless such injury, property damage or death is solely as the result of Sponsors or the Co-Marketing Partners negligence.

Here the Teams will be judged on the progress they have made from the Mid Review, defined in section 15. Teams will be eliminated in this round based on the decision of the Jury if they have failed to make sufficient progress to be able to present working models to them in Bangalore, Karnataka, India.

17 JUDGING

This Challenge is a "Game of Skill". Each Team will be judged upon the criteria set forth below. The Sponsor will empanel a group of experts to serve as judges for the Challenge ("Judges/ Jury"). The Judges may include representatives from some or all of the Sponsor and/or Co-Marketing Partners. Additionally, Judges may include external experts. All decisions made by the Judges shall be considered binding on

both the Team and the Sponsor. The Judges shall include persons from the field of space technology and science.

17.1 Selection of First Milestone Winners:

After the Registration deadline of **August 20, 2016**, the Judges will be responsible for selecting 20 (twenty) Teams, Winners to the First Milestone ("**First Milestone Winners**").

The Team Leader of each First Milestone winner must have submitted a complete Registration Package. The Judges will select the First Milestone Winners from the Teams that have submitted complete Registration Packages based on the following criteria:

- Registration requirements completed as defined in Section 14 of these Rules: Team Concept, Team video and Team Member Consent Forms must be completed or else Team will neither be considered nor judged;
- Ratings will be assigned on a scale of 1 – 10 per selection criteria. (1 lowest and 10 highest rating.). Maximum score a team can get is 30;
- The weightage will be split equally between the written concept and the video, and the scoring metrics will remain the same;
- Scoring will be as follows
  - Uniqueness of Idea (1-10);
  - Representative of mankind (1-10);
  - Feasibility of Idea (1-10)
  - Scalability of Idea (1-10)
  - Jury Discretion (1-10)

17.2 Tie Breaker

In the event of a tie for the First Milestone judging criteria, the tie breaker will be based upon the decision of the chair of the Jury. First Milestone Winners will advance to Mid Review of the Challenge.

17.3 Mid Review

The Mid Review deadline to submit mass dummy and ICD documents is November 5, 2016 at 11:59:59 PM (IST),

Teams must elaborate how would they keep their payload safe in the harsh cosmic and lunar environment, including:

- Flesh out in detail the functioning of payload;
- Structural details of the payload;
- Details of the electronics required and their safety in flight;
- Hazardous material (if any) in the payload and safety measures team is taking to avoid mishaps.

All Teams in Mid Milestone Review must have previously been selected as First Milestone Winners, and must have completed all of the Mid Review requirements set forth in Section 15 of these Rules.

17.4 Pre Final Review

Here the Teams will be judged on the progress they have made from the Mid Review, defined in section 15. Teams will be eliminated in this round based on the decision of the Jury if they have failed to make sufficient progress to be able to present working models to them in Bangalore, Karnataka, India.

17.5 Selection of the Final Milestone Winner

Qualifying Teams from the pre final review will visit TeamIndus campus between 20th January to 25th January 2017. In this time, they will refine their ideas based on inputs from TeamIndus Engineers and create and adapt their payload to space standards. Of the 20 teams, 4 will be shortlisted as FINAL SHORTLIST around the 23rd of January 2017 and the FINAL WINNER will be declared on the 26th of January 2017.

After this the Teams will have to present their experiments to the Jury, one Team from the surviving Teams will then be chosen as the Challenge winner ("Winner"). The winners must have previously been selected as the Finalist, and must have completed all of the Mid Review and Pre Final Review requirements set forth in Section 15 and 16 of these Rules respectively. The Final Milestone Winner will be selected based on the following weighted criteria:

- 80% weightage if for Jury points.
- 20% weightage is for Facebook votes. Only votes on TeamIndus / Facebook will count.

17.5.1 Tie Breaker

Higher preference will be given to Jury score at the time of selecting the Winner of Final Milestone.

18 Prizes

There is only one Grand Prize referred to as "the Prize", "Prize" and "Prizes". The Grand Prize is awarded to only one Team at the end of the Challenge and will be the opportunity to have their experiment be part of the payload that goes to the moon in the TeamIndus' spacecraft.

Legal Note: The Sponsor will not be held liable in the event that the winning experiment is damaged or inoperable prior to or upon landing on the moon.

The Sponsor will also not be liable in the event that the winning entry in any way compromises the success of the mission and cannot be carried to the moon.

19 Odds Governing Victory

There will be twenty (20) Teams selected as the First Milestone Winner, survivor Teams of Pre Final Review, and One (1) Team will be selected as Global Challenge Winner. The odds of becoming a Winner depend on the number of eligible entries received by the Sponsor.

20 Prize Winner Notification and Verification

All potential First Milestone Qualifiers, Mid Review, Pre Final Review and Final Milestone Winner will be notified via the contact information provided in the Team Registration Package. The Sponsor, Co-Marketing Partners are not responsible for any change in a Team's mailing address, telephone number, and email addresses of Team Members. Potential Winners are subject to verification, including verification of age. If a potential First Milestone Qualifiers, Mid Review, Pre Final Review and Final Milestone Winner is found not to be eligible or not in compliance with these Rules, or if Prize notification is returned as undeliverable, the potential Winner will be disqualified and all privileges otherwise due as a Prize Winner shall be terminated. Each First Milestone Qualifiers, Mid Review, Pre Final Review and Final Milestone Winner (or their parent(s) or guardian(s), if applicable) must sign upon verification an affidavit of eligibility and release of the Sponsor, and Co-Marketing Partners and their officers, directors, employees, agents, members, affiliated companies, and subsidiaries, from

any and all liability, loss, claims, demands, and causes of action for personal injury and/or damage, theft, loss, or any other harm suffered in connection with this Challenge directly or indirectly from acceptance or participation in this Challenge to be eligible for the Prize. Entry into this Challenge constitutes an agreement to sign such affidavit. The Winner must also complete any additional legal documents provided by the Sponsor or Co-Marketing Partners with respect to the Prize, including assignment of intellectual property rights, and return them as instructed within the time frame specified by the Sponsor or Co-Marketing Partners or a winner may forfeit his/her prize at the Sponsor's sole discretion. In the event the Winner has not reached the age of majority in his or her country of residence, the Sponsor will require the Winner's parent or legal guardian to execute such documents on behalf of the Winner.

21 General Prize Terms

All costs and expenses in relation to creation of the mass dummy, the Team's project, etc., are solely each Teams responsibility.

All applicable regional, national, international, state, and/or local taxes, and any other costs not specifically provided for in these Rules are solely each Team's and Winner's responsibility and each Team Member will and hereby do hold the Sponsor harmless from liability for failure to timely report and/or pay such applicable taxes.

Prize Conditions for Team Members under the Age of Majority: If any Winner is not the age of majority in his/her country of residence, the prize will be awarded in the name of his/her parent(s) or guardian(s) who will be responsible for fulfilling all requirements imposed on Winner set forth herein; however, the Team Member and not his/her parent(s) or guardian(s) will participate in the Prize.

22 Outreach Requirements

The Sponsor would require periodic photo documentation of the Team while they work on their experiment for the Challenge. Official electronic mail communication will be sent to each Team Leader to let them know when the Sponsor would require the photo documentation. The images submitted would automatically become the property of the Sponsor and will used as seen fit by them in relation to the Challenge.

The images need to be within the guidelines mentioned in section 13, the general entry guidelines.

Teams need to create awareness for their projects and the Lab2Moon competition by regular updates on social media (minimum 2 times a week) tagging the Sponsor.

23 Rights

Competition Media Rights: By entering the Challenge, the Team, Team Leader, and all of the Team's Members irrevocably agree to allow the Sponsor, and Co-Marketing Partners to reference their names, Team name, and all blogs, videos, and photographs submitted as part of Challenge at the Challenge and/or Challenge Site and to use the Team name, image, likeness, and recordings associated with the Challenge in all media (like, for advertisement, publicity purposes, etc.) anywhere throughout the world in perpetuity, without additional permission or compensation unless prohibited by applicable law.

Each Team, Team Leader, and Team Member, by entering the Challenge, agrees, if chosen as a winner to irrevocably assign to the Sponsor of the Challenge all

worldwide rights, titles and interests to the Team's video, essay, Team photograph, and live mission webcast recording from the Challenge, (collectively, "**Challenge Materials**") including intellectual property rights and moral rights, including by way of example but not limitation, all copyright rights, invention and trademark rights, on an exclusive basis, such exclusive basis to also exclude participant/owner from exercising any rights or interest over the subject matter hereof. Further, it is clarified that the intellectual property in relation to the project created by the Teams will solely vest with the respective Teams, on a perpetual and worldwide basis. However, any data/ results generated, if any, by the Winner's project shall not specifically belong to the Winner and shall be freely available to the public, without any further action.

By submitting any Challenge Materials, each Team, Team Leader, and Team Member warrants and represents that the Challenge Materials:

- are the Team's original work. Each Team Member hereby waives any claim against the Partner Entities and agrees to keep the Partner Entities indemnified for any claims brought against them as a result of the project of the Team not being an original work;
- have not been previously published;
- have not won previous awards;
- do not infringe upon the copyrights, trademarks, rights of privacy, publicity or other intellectual property or other rights of any person or entity;
- that the Team has obtained permission from a person whose name, likeness or voice is used in any Challenge Materials;
- that publication of any of the Challenge Materials via various media including Web posting, will not infringe on the rights of any third party rights; and that all rights, licenses and permissions have been obtained in writing from any person who may have helped with or in the participated in the creation of the Challenge Materials (or from parent(s)/guardian(s) if any Team member is considered under the age of majority in their country of residence). Each Team, Team Leader, and Team Members will indemnify and hold harmless the Sponsor, and Co-Marketing Partners from any claims to the contrary. Each Team whose work includes likenesses of third parties or contains elements not owned by any Team Leader or Team Member (such as, but not limited to, depictions of persons, buildings, trademarks or logos) must be able to provide legal releases for such use including the Sponsor's use of such materials, in a form satisfactory to the Sponsor, upon request, prior to award of prize and/or naming of the Team as a winner.

By submitting any Challenge Materials, each Team, Team Leader, and Team Member agrees that such submissions are gratuitous and made without restriction, and will not place the Sponsor, Administrators and/or Co-Marketing Partners under any obligation, and that the Sponsor, Administrator, and Co-Marketing Partners are free to disclose or otherwise disclose the ideas contained in any of the Challenge Materials on a non-confidential basis to anyone or otherwise use the ideas without any additional compensation. Each Team, Team Leader, and Team Member acknowledges that, by acceptance of such submission, the Sponsor, Administrator, and Co-Marketing Partners do not waive any rights to use similar or related ideas previously known to said entity, or developed by its employees or obtained from sources other than the Team.

Sponsor's exercise of the rights granted hereunder will not give rise to any obligation to pay to the Team, or any third party any royalty or other payment.

24 USE OF MARKS

Except as expressly set forth in these Rules, the Team shall not use the names, trademarks, copyrights, logos, insignias or similar intellectual property of the

Sponsor, Administrator, and/or the Co-Marketing Partners or any other third party entity in any way without such party's prior written permission in each instance, which such party may grant or withhold in its sole discretion. The Sponsor and Co-Marketing Partners grant the Team a limited, non-exclusive, royalty-free, worldwide non-transferable, non-sub licensable, revocable license to use the Challenge logo for the approved purposes set forth in the Rules.

25 General Provisions

25.1 Acceptance and Removal:

The Sponsor reserve the right for any reason to reject the Registration Package of any potential Team, Team Leader, or Team Member to participate in the Challenge and to prohibit the participation of any person or any group of persons to participate in the Challenge. Each Team, Team Leader, and Team Members must agree to abide by a decision for removal, termination, or disqualification made by the Sponsor or Administrator without challenge, legal recourse, or any other action of protest of the decision.

25.2 General Indemnification and Disclaimers

By entering the Challenge, Teams, Team Leader, Team Members must agree to hold harmless and indemnify officers, directors, partners, shareholders, employees and agents of the Sponsor and Co-Marketing Partners, and each of their respective parent companies, subsidiaries, affiliates, advertising and promotional agencies (collectively, "Partner Entities") from and against any and all liability, damages or causes of action (however named or described), with respect to or arising out of:

- the Team's, Team Leader, Team Members negligence, fraud, misrepresentation, or breach of the terms of the Rules or other applicable policies;
- any claim by or on behalf of other companies whose experiments were carried on the Sponsor's spacecraft;
- the Team's, Team Leader, Team Members participation in the Challenge, including, without limitation, the breach or violation of any participant's representations and warranties concerning his or her submissions;
- the use of and acts or omissions caused by any materials/ project used in participating in the Challenge;
- the Team/ Team Members violation of applicable law;

In no event shall the Partner Entities be liable to the Team Member or any third party for any special, incidental, indirect, consequential or punitive damages whatsoever, whether or not foreseeable or whether or not the Partner Entities have been advised of the possibility of such damages, or based on any theory of liability, in connection with each Team Member's participation in the Challenge.

The Teams, Team Leader, Team Members, and the Winner agree to release all rights to bring any claim, action or proceeding against the Sponsor, and Co-Marketing Partners and hereby acknowledge that, apart from those expressly provided under the Rules, neither the Sponsor, nor the Co-Marketing Partners, nor any Partner Entity has made or is in any manner responsible or liable for any warranty, representation or guarantee, express or implied, in fact or in law, in relation to the Challenge or the Prize.

To the extent permitted by applicable law, the rights to litigate, to seek injunctive relief or to any other recourse to judicial or any other recourse in case of disputes or claims resulting from or in connection with this Challenge are hereby excluded, and each Team, Team Leader, Team Members, and winner expressly waives any and all such rights.

It is hereby understood, acknowledged and agreed that the launch of the spacecraft by the Sponsor and offering the Prize to the Team is being undertaken by the Sponsor on a best effort basis, within the purview of the requirements of the competition in which Sponsor is participating.

Apart from the warranties expressly provided, the Sponsor shall have no warranty obligation for any non-conformance or non-performance of the Sponsor's spacecraft due to any reason whatsoever. Sponsor makes no warranty that that the Sponsor's spacecraft shall soft land on the moon or that it will land as per the scheduled timeline (if any). Accordingly, the mission may be discontinued or modified at any time at the sole discretion of the Sponsor, without stating any reasons. Further, the Sponsor shall not be held liable and/ or responsible for the occurrence/ non-occurrence of the above stated events.

In case the applicable law prohibits complete exclusion of liability, the Sponsor's aggregate liability (whether under contract, tort including negligence, warranty or otherwise) with respect to each Team shall be limited to INR 1000/-

25.3 Minors – Parent(s) and Guardian(s):

As the parent(s) or guardian(s) of a Team Member, you agree to indemnify the Partner Entities for and against:

- any claims made by you or your family against the Partner Entities in connection with the Challenge or the Prize awarded herein; and
- any losses (including any liability) caused by you, your Team Member and/or your or your Team Member's conduct.

25.4 Representations

- There is no claim or litigation threatened, instituted or pending against any Team Member that may prevent them from entering into this Challenge;
- Each Team shall participate in the Challenge and adhere to all the applicable Sponsor policies, including the Rules and they shall abide by all applicable local, national, and international laws and regulations in this regard;
- Team Members will not make any statement, claim or representation on behalf of the Sponsor, except with the express prior written permission of the Sponsor and except as permitted under this Rules;
- Team Members will not, in the course of the Challenge, do any act or conduct itself in a manner that would bring disrepute to the Sponsors or adversely affect the goodwill or reputation of the Sponsors.

26 General Terms

Noncompliance with any of these Rules may result in disqualification. ANY VIOLATION OF THESE RULES OR BEHAVIOR BY A TEAM, TEAM LEADER, TEAM MEMBERS OR WINNER THAT WILL BRING SUCH TEAM, TEAM LEADER, WINNER OR SPONSOR, OR CO-MARKETING PARTNER INTO A DISREPUTE (IN THE SPONSOR'S SOLE DISCRETION) WILL RESULT IN THEIR DISQUALIFICATION FROM TH E CHALLENGE OR AS A PRIZE WINNER AND ALL PRIVILEGES ASA PRIZE WINNER WILL BE I MMEDIATELY TERMINATED.

The Sponsor and Co-Marketing Partners assume no responsibility for any late, lost, misrouted, or damaged transmissions or entries from the Teams, incorrect or inaccurate information regarding the Challenge or Registration Packages whether caused by any of the equipment or programming associated with or utilized in this Challenge or by any human error which may occur in the processing of the

Registration Packages in this Challenge. The Sponsor, and Co-Marketing Partners are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any email or servers on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, or any incomplete, lost, late, delayed, misdirected or garbled entries or failure to receive entries, including, without limitation, any injury or damage to entrant's or any other person's computer related to or resulting from participation or uploading or downloading any materials or software or attempts to participate in or upload or download materials or software related to this Challenge. The Sponsor and Co - Marketing Partners are not responsible for any typographical or other error in the printing of the Challenge, administration of the Challenge, or in the announcement of the Prize and the Winner. If, for any reason, the Challenge is not capable of running as planned, or is disrupted or corrupted, including, without limitation, by acts of God, strikes, acts of war or terrorism, infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical or system failures, or any other causes beyond the control of the Sponsor and/or Co-Marketing Partners which corrupts or affects the administration, security, fairness, integrity or proper conduct of this Challenge or for any reason the Sponsor deem it necessary, the Sponsor reserve the right in their sole discretion to cancel, terminate, modify or suspend the Challenge or to determine the Winner in their sole discretion without any liability. All interpretations of these Rules and decisions by the Sponsor are final. No software-generated, robotic, programmed, script, macro or other online or text message entries are permitted. The Sponsor reserve the right in their sole discretion to disqualify any Team Member it suspects or finds: (i) to have used a software – generated, robotic, programmed, script, macro or other automated online or text message entry; (ii) to have tampered with the entry process or the operation of this Challenge; (iii) to be acting in violation of these Rules; (iv) to be acting in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person; (v) to have provided inaccurate information on any legal documents submitted in connection with this Challenge; or (vi) to have acted in violation of applicable law.

CAUTION: ANY ATTEMPT BY TEAM MEMBER TO DELIBERATELY DAMAGE THE CHALLENGE SITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CHALLENGE IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE SPONSOR, GOOGLE AND CO-MARKETING PARTNERS RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH INDIVIDUAL TO THE FULLEST EXTENT PERMITTED BY LAW. EACH TEAM, TEAM LEADER, AND TEAM MEMBER WAIVES ANY AND ALL OBJECTIONS TO JURISDICTION AND VENUE IN THESE COURTS AND HEREBY SUBMITS TO THE JURISDICTION OF THOSE COURTS.

All disputes arising out of, related to, or in connection with this Challenge will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by three (3) arbitrators appointed as follows: each party shall select an arbitrator, and such arbitrators will select a third; The arbitration will be conducted in English in Bangalore. If any provision(s) of these Rules are held to be invalid or unenforceable, all remaining provisions hereof will remain in full force and effect.

27 WAIVER OF REQUIREMENTS

The Sponsor may, at their sole discretion, elect to waive or relax specific requirements if the basic objectives of the Challenge are found to have been satisfied. However, failure by the Sponsor to enforce any of its right at any stage does not constitute a waiver of those rights.

28 CHOICE OF LAW

The Challenge is governed by Indian law and is subject to all applicable state and local laws. Subject to arbitration, any and all legal actions or claims arising in connection with this Challenge must be brought in a court of competent jurisdiction in Bangalore.

29 SPONSOR

Team Indus-Axiom Research Labs PVT Ltd.
Survey # 9, Off Bellary Road, Jakkur Main Rd, Jakkuru Layout, Byatarayanapura, Bengaluru, Karnataka 560092

30 TRAVEL

Qualifying Teams from the Pre Final Review, defined in section 16, will each be eligible to travel entitlement from venue and back. Each Team Member and Team Leader of the Pre Final Review will receive round trip to a Team Member or Team Leader's home for travel to Bengaluru, India.

Selection of airline and hotel are solely within the Sponsor's discretion. Each Team or their parent/legal guardian shall book the trip through a travel agent designated by the Sponsor at least one month before trip departure and shall go on the trip on the designated dates. Meals and beverages outside of those listed above, gratuities, luggage fees, parking, incidental hotel charges, in-room charges, phone calls, ground transportation, and any other travel-related expenses not specified herein are the sole responsibility of each Team Member. Each Team acknowledges and understands that the maximum amount that the Sponsor will be responsible for paying toward the travel and stay is as per the travel policy of the Sponsor. Team is responsible for transportation to and from the major commercial airport. All travel must take place on the specified dates or the teams will lose eligibility to participate the Final presentation; no alternative travel dates are available. Exact travel dates and arrangements subject to availability. Minors must be accompanied at all times by their parent or guardian during trip (including, but not limited to, in-flight, hotel stay and all Grand Prize-related events). Winning Team Members and their parent(s) or guardian(s) must sign and return a travel waiver and release before any ticketing of travel occurs. Finalists and parents/legal guardians must have all necessary identification and/or travel documents (e.g., acceptable photo ID, passport or visa) required for travel (at his/her expense). If one or more of the Team Members cannot attend, neither they nor the other Team Members attending the trip are entitled to the actual cost of the trip. There is no refund value for unused amenities on a trip and no cash value is due if the trip is cancelled or a winner is a no show. All hotels have their own cancellation policy which may result in additional fees to a Team Member. All destination packages are based on mid-week departures. Additional taxes and fees may apply if travel is booked on different days of the week than mid-week. Each Team Member of the Team must travel together on the same itinerary. Each Team Member is responsible for inoculations prior to travel, any insurance (travel, health, etc.) and all other forms of insurance that they may wish to obtain (at their own expense), and hereby acknowledge that the Sponsor have not and will not obtain or provide travel insurance or any other form of insurance. All airline tickets are non-refundable and the names of each Team Member printed on the tickets need to exactly match proof of citizenship. Failure to check in for your flight in an appropriate amount of time may result in denied boarding. No substitution, cash redemption or transfer of the Prize is allowed. The Sponsor and agents of the Sponsor retain sole discretion for the selection of departing airport, destination airport, airline carrier, flight times and destination hotel. Partner Entities (defined below) are not liable for any expenses incurred as a consequent of flight cancellation/delay. The Prize may be

forfeited if: (a) proper travel documents for any and all travel are unattainable for any reason within the time required by the Sponsor; or (b) the Team Member did not have the unqualified right, at the time of being selected, to re-enter his/her country of origin after leaving the country. Each Team Member is solely responsible for determining and complying with all applicable international/domestic travel procedures and restrictions. Each Team Member must comply with all hotel check-in requirements, including, but not limited to, presentation of a major credit card.

31 TECHNICAL LIMITATION OF LIABILITY:

To the extent permitted by applicable law, neither the Sponsor nor any of their respective parents, subsidiaries, affiliates, advertising and promotion agencies, legal and financial advisors, any and all companies associated with this Challenge, or any other entities that may be added to the Challenge Site as participating in this Challenge after these Rules are published, and each of their respective officers, directors, shareholders, agents, licensees, licensors and employees, nor any Internet access providers (collectively "**Released Parties**") are responsible for incorrect or inaccurate entry of information, human error, technical malfunction, lost/delayed data transmission, omission, interruption, deletion, defect, line failure of any telephone, computer or other network, computer equipment, software or any combination thereof, inability to access the Challenge Site, for problems uploading any entries or downloading any Challenge-related materials from the Challenge Site or for late, lost, stolen, damaged, misdirected, incorrect, garbled, delayed, undelivered or incomplete Entries, or other materials. For purposes of these Rules, receipt of entry occurs when the TeamIndus Lab2Moon Challenge servers successfully receive the uploaded entry on the Challenge Site and record the required Entry information. Any entry and Team Members information collected during the Challengeshall be used only in a manner consistent with the consent given by such Team Member, at the time of entry, with these Rules (specifically including TeamIndus Lab2Moon Challenge Privacy Policies referred to above).