



Game of the Month "Pharaoh" Rules

ARTICLE 1: ORGANIZING COMPANY AND PRESENTATION OF THE GAME

DreamCentury Entertainment, located at 7 Rue Beaujon 75008 PARIS, (hereinafter the "Organizing Company"), organizes a game without obligation to purchase entitled "Pharaoh" (hereinafter the "Game") accessible on its MadWin, QuoVerbis/Wonderz and CadoVillage/ZooValley sites from July 19, 2017 at 15:00 (French time) to December 18, 2018 at 17:00.

Beyond this date of end of operation, the game parts "Pharaoh" not consumed will be considered as definitively lost without that giving right to any compensation.

The organizing company reserves the right to change the end date of the Game. If the date is changed, it will appear on the "Pharaoh" Game page.

ARTICLE 2: ACCEPTANCE

Participation in the Game implies the Members' unreserved acceptance of these Rules and the principle of the Game. Any person who contravenes one or more of the articles of these rules will be deprived of the possibility of participating in the Game, but also of the prize he may have won.

ARTICLE 3: PARTICIPATION

The Contest is open to any natural person of full age registered on one of the aforementioned sites, with the exception of persons having a direct legal link with the Organising Company and, more generally, any person having participated in the implementation of the Contest and his direct family.

ARTICLE 4 : MANDATORY CONFIGURATION

4-1 Hardware configuration

Before starting to participate in the Game, the Member is advised to close all other active applications so that the computer has the maximum resources not to interfere with the proper execution of the Game.

- PC with 2 GHz processor or higher with 4 GB RAM or higher.
- The computer must display a screen resolution of at least 1024 by 768 pixels with 65,536 colours.

4-2 Software configuration

- Operating systems: Windows XP minimum and later versions (2000, NT4, Millennium), Windows Vista, Windows 7, Windows 8, Windows 8.1 and Windows 10.
- Browser: Internet Explorer 9 or higher with Flash 10 or higher plug-in installed. Mozilla Firefox 25 or higher. Google Chrome 50 or higher. The Member's browser must accept cookies and the execution of JavaScript functions, as well as the opening of pop-ups.

ARTICLE 5: TERMS AND PRINCIPLES OF THE GAME

This Game is accessible 24 hours a day on the sites of the Organising Company and those of its partners, subject, in particular, to maintenance operations.

5-1 Registration and access to the Game

To participate in the Game, the Member must register on the site from which he wishes to play. To register, simply complete or have previously completed the mandatory fields of the Site Registration form and thus obtain or have personal identifiers that the Member must provide to access the Game.

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SARL au capital de 137 204.10 €
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The Member certifies that the data entered in the Registration form are accurate. Any false and/or incomplete declaration or misrepresentation automatically results in the cancellation of entries and winnings. Once registered, the Member will have the opportunity to modify some of his personal information.

Members are informed that the data provided in the Registration form are necessary to take their participation into account and to allocate the prizes. Members are therefore invited to ensure the validity of this information. In particular, the Organising Company draws the attention of Members to the fact that any communication relating in particular to the availability of winnings will be made, by e-mail exclusively in "Internet" version, to the e-mail address provided on a declarative basis by the Member on the Registration form.

In any event, to participate validly in the Game, the Member must strictly comply with the Registration conditions as defined as the case may be, on the online services of the Organising Company or those of its partners, as well as with any other instructions communicated to him by any other means.

The Member must also obtain Game Parties (or "Tokens") in order to participate in the Game.

A Member with an account on each of the DreamCentury sites (MadWin, QuoVerbis/Wonderz or CadoVillage/ZooValley) may only play "Pharaoh" simultaneously in the same day on one of his accounts of his choice. For example, a Member who plays "Pharaoh" on MadWin, may not play "Pharaoh" on QuoVerbis/Wonderz on the same day.

5-2 Obtaining parties

When purchasing Game Credits or Game Pass, the Member will be offered one or more "Pharaoh" Chips depending on the number of Credits purchased (offer valid on MadWin and QuoVerbis/Wonderz sites) or Pass purchased (offer valid on CadoVillage/ZooValley site).

The number of Chips offered per purchase of Credits or Pass is indicated on each "Purchase Credits" or "Purchase Pass" page of the MadWin, QuoVerbis/Wonderz or CadoVillage/ZooValley sites.

The number of Chips offered per purchase of Credits or Pass is subject to change at any time and will be clearly indicated on each "Purchase Credits" or "Purchase Pass" page of the MadWin, QuoVerbis/Wonderz or CadoVillage/ZooValley sites.

A Member also has the option to convert their Credits (or Pass), MadPoints (or Points) into Tokens according to a conversion method clearly indicated on the conversion page, section or pop-up available on the "Pharaoh" Game page of the MadWin, QuoVerbis/Wonderz or CadoVillage/ZooValley sites.

The number of chips offered per conversion of Credits (or Pass) and MadPoints (or Points) is subject to change at any time and will be clearly indicated on the conversion page, section or pop-up available on the "Pharaoh" Game page of the MadWin, QuoVerbis/Wonderz or CadoVillage/ZooValley sites.

The possibility of converting its Credits (or Pass) and MadPoints (or Points) into Tokens for the "Pharaoh" Game may be withdrawn at any time by the Organising Company.

5-3 Game Terms

To participate in the Game, the Member must go to the "Pharaoh" page on the website of the Organising Company from which he has chosen to play, after having validated his Registration and obtained Game Parties.

The cost of each entry is shown on the Pharaoh home page.

The Organising Company reserves the right to modify the cost of participation. Any changes will be posted on the Pharaoh Game page.

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The Pharaoh Game includes 3 levels of play:

- Level 1 which includes a Pyramid called "The Pyramid", a Time Counter, a Sundial and a Priest Zone,
- Level 2 including a Prizes Grid named "The Tomb of the Pharaohs",
- Level 3 including Bonus Games: "Horus Game or 42 Game", "Isis Game or Amulets Game", "Set Game or Mouse Game", "Bastet Game or Chess Game" and "Thot Game or Code Game".

5-3-1 Level 1 :

5-3-1.1 The Pyramid

5-3-1.1.1 Principle and Game Mode:

The Game starts when the Member clicks on one of the Pyramid's squares using Game Tokens. It is at the moment when the Member clicks on the box that a Party is automatically debited from his Member account.

The number of chips for each click on the Pyramid is clearly indicated on the Game page.

5-3-1.1.2 Purpose of the Game:

The object of the game is to fall on the "Loot" box corresponding to an Access to Level 2, **The Tomb of the Pharaohs.**

5-3-1.1.3 Pyramid Cases :

The Pyramid includes the following Cases:

- A "Loot" Box,
- Cases Points,
- Bonus Cases.
- Prize Cases.

All Pyramid Cases outside the Prize Cases are represented by Hieroglyphs.

5-3-1.1.3.1 The "Loot" Box:

When the Member falls on the Loot Box, he wins a Level 2 Access: The Tomb of the Pharaohs.

5-3-1.1.3.2 Cases Points:

All Points Boxes correspond to different Points values

The Organising Company reserves the right to modify the amount of the Points on the Boxes.

5-3-1.1.3.3 Bonus Boxes:

- **Scepter and Flagellum Bonus:** The Member must collect each half of this Bonus (Scepter and Flagellum) to win an additional prize.

-> When the Member wins a Sceptre or Flagellum Bonus, he is automatically added to his Bonus Bag or Inventory.

-> Any Sceptre or Flagellum Bonus is cumulative, i.e. a Member may accumulate several Bonuses of the same type in his Bag.

-> Any Sceptre or Flagellum Bonus has an expiry time limited to the Pyramid on which the Bonus was discovered i.e. the Sceptre or Flagellum Bonus(s) are removed from the bag at Pyramid change.

- **Pharaoh Bonus:** The Member who has discovered this Bonus triggers a Booster Game win for all Members who have played on the current Pyramid after this Bonus has been triggered.

-> Any Pharaoh Bonus is cumulative to know that a Member can accumulate in his Bag several Bonuses of the same type.

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-> Any Pharaoh Bonus has an expiration period limited to the Pyramid on which the Bonus was discovered; in other words, the Pharaoh Bonus(s) are removed from the bag at the Pyramid change.

-> The Pharaoh Bonus can be triggered after the discovery of the Bonus, i.e. the Member can decide at any time to trigger the Pharaoh Bonus(s) won on the current Grid. It is important to note that the Member who has not triggered his Pharaoh Bonuses won on a given Pyramid will not be able to do so once the given Pyramid is finished.

- **Scarab Bonus:** The Member who discovered the Scarab Bonus wins a Double or Quits usable in The Tomb of the Pharaohs. Each Double or Quits on a Prize or Access won on the Pharaoh's Tomb decreases the Member's Scarab Bonus counter.

-> Any Scarab Bonus is cumulative, i.e. a Member can accumulate several Bonuses of the same type in his Bag.

-> Any Scarab Bonus does not have a shelf life; in other words, the Scarab Bonus(s) are not removed from the bag at the Pyramid change.

-> The Scarab Bonus can be triggered after the discovery of the Bonus, in other words the Member can decide at any time to trigger the Scarab Bonus(s) won on the current Grid on the Tomb of the Pharaohs of his choice.

- **Anubis Bonus:** The Member who has discovered this Bonus triggers the closing of 20 Pyramid Cases. The closed Cases are mixed again with all the Pyramid Cases.

- **Dagger Bonus:** The Member who discovered this Bonus knocks down a Priest of his choice among the priests in place without taking his place.

The Member who has discovered this Bonus will not be able to play again until he has made his choice of dismissal.

If the Member is the only Priest in place at the time of the discovery of his Dagger Bonus, he will not be offered to remove himself. A consolation gain will then be offered.

- **Nile Prize Bonus:** The Member who discovered this Bonus changes the color of the Stone in certain Game Boxes. These Cases thus become clearly identifiable.

When a Member clicks on one of these Nile Prize Boxes (the Nile Prize Bonus Illuminated Boxes), he enters a pool of Members from which two Members will be Randomly drawn to win a Point Payout.

Any Nile Prize Bonus is added to the Member's Bag,

-> Any Nile Prize Bonus has a shelf life; in other words the Nile Prize Bonus is removed from the bag at Pyramid change.

- **Nout Bonus:** The Member who has discovered this Bonus moves the cleat of his sundial towards a less favourable position than the previous one. If the cleat is already in the least favourable position then the cleat will not move and the Member will then receive consolation points.

- **Râ Bonus:** The Member having discovered this Bonus moves the cleat of his sundial towards a more favourable position than the previous one. If the cleat is already in the most favourable position then the cleat will not move and the Member will receive consolation points.

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- Bonus Valley of the Kings:

Principle:

The Member who has discovered this Bonus wins the right to play a mini-game revealing a mini-Grid containing Points and Cheques. This mini-game is common to all Members.

The Member must then click on an unrevealed Box in the current Valley of the Kings Grid.

Once the Box is revealed, the Valley of the Kings Bonus is consumed and the Member wins the winnings from the Box he just clicked on.

Renewal of the Valley of the Kings Grid:

When the Valley of the Kings Loot was discovered, it does not renew the current Valley of the Kings Grid. The Grid is renewed only when all the Cases in the Valley of the Kings have been won.

-> Any Kings' Valley Bonus is cumulative, i.e. a Member may accumulate several Bonuses of the same type in his Bag.

-> Any Valley of the Kings Bonus has no shelf life; in other words the Valley of the Kings Bonus(s) are not removed from the bag at the Pyramid change.

-> The Kings Valley Bonus can be triggered at any time by the Member after the discovery of the Bonus, in other words the Member may decide at any time to trigger the Kings Valley Bonus(s) won on the current Pyramid. It is important to note that the Member, having not triggered his Valley of the Kings Bonuses won on a given Pyramid, may still use them on subsequent Pyramids of his choice.

- Apophis Bonus: The Member who has discovered this Bonus causes a mixture of Prize Boxes regardless of the time counter reading. The Member then receives consolation points.

- Osiris Bonus : The Member having discovered this Bonus obtains the possibility of blocking a Prize of his Choice present in his Prize Bag for a duration of n seconds.

The Member can only block one and only one Prize in his Prize Bag thanks to the Osiris Bonus.

If the Member activates the Osiris Bonus on a "B" Prize from his Prize Bag while an Osiris Bonus is already active on a "A" Prize from said Prize Bag, his "A" Prize "Locked" is deactivated and cancelled. Its new activation of the Osiris Bonus is done automatically on the "B" Prize.

->Any Osiris Bonus is cumulative, i.e. a Member may accumulate several Bonuses of the same type in his Bag.

->Any Osiris Bonus has an expiration period limited to the current Pyramid; in other words, the Osiris Bonus(s) will be deactivated upon discovery of the Pyramid Loot on which the Osiris Bonus(s) were discovered.

->The Osiris Bonus can be triggered at any time by the Member after the discovery of the Bonus, i.e. the Member can decide at any time to trigger the Osiris Bonus(s) won on the current Pyramid. It is important to note that the Member, having not triggered his Osiris Bonuses won on a given Pyramid, may NOT use them on subsequent Pyramids.

- Horus's Eye Bonus: The Member having discovered this Bonus obtains the possibility of seeing during all the duration of the Pyramid in Progress all the Prizes opened by the Members other than himself on the said Pyramid.

This Bonus is automatically activated when the Member discovers the Bonus on a given Pyramid

->Any Horus Eye Bonus is not cumulative in the sense that a Net Member may accumulate more than one Horus Eye in their Bag.

-> Any Horus Eye Bonus has an expiration period limited to the current Pyramid; in other words, the Horus Eye Bonus(s) will be deactivated upon discovery of the Pyramid Loot on which the Osiris Bonus(s) were discovered.

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5-3-1.1.3.4 Prizes Cases:

- -Each time the Member discovers a Prize Box, the Prize is added to his Prize Bag.
- A Pyramid Box containing a Prize may be opened a maximum of n times except for the consideration of Malus Anubis which may close a Prize Box randomly and thus decrease the Prize Box counter by 1.
- Beyond the n times mentioned above, the Prize Box will remain open permanently and can no longer be won.
- The Member's Prize Bag is located in the center of the Pyramid, it can only contain 4 Prizes simultaneously. Any additional Prizes will eject the oldest Prize added to the Member's Prize Bag from the Prize Bag.
- The Prize remains in the Prize Bag for 30 seconds. This period is indicated to the Member via a horizontal gauge marking the elapsed time and also on the Prize Box clicked by the Member.
- If the last Prize added to the Member's Prize Bag allows him to associate 2 identical Prizes, a Râ and Nut Game is automatically triggered. The outcome of the Nut and Râ Game will determine the final obtaining of said Prize.
- As soon as the Prize Time Gauge has expired, the Prize automatically disappears from the Member's Prize Bag and the Prize Box is closed again to be accessible to all Members if and only if the Prize Box opening counter has not exceeded n openings.
- The Prize Box opened by the Member is represented to all other Members by a specific Prize icon not representative of the Prize discovered by the said Member.
- When the Member manages to associate two identical Prizes in his Prize Bag, the two Prize Boxes are revealed to all the other Members.
- When the Game is launched, the above n value will be set to 3; in other words, a maximum of 3 Prize Box openings. However, the organising company reserves the right to reduce or increase "n" at any time.

5-3-1.2 **The Sundial**

- The Sundial is unique to each Member. This Dial indicates to the Member his chances to win the discovered Prize when he manages to realize an association of 2 identical Prizes.
- The sundial cleat is transverse to all the Pyramids so the Member keeps the state and position of the cleat of his Pyramid Dial in Pyramid.
- The evolution of the cleat is done according to the discoveries of the Nut and Râ Bonuses: a discovered Nut Bonus reduces the Member's chances of winning the Nut and Râ Game and conversely, the discovery of a Râ Bonus increases the Member's chances of winning the Nut and Râ Game.
 - The sundial contains 7 positions:
 - The central position is the default one, 3 out of 7 chances for the Member to win the Prize
 - The -1 position corresponds to 1 in 4 chances for the Member to win the Prize,
 - The -2 position corresponds to 1 in 3 chances for the Member to win the Prize,
 - Position -3 corresponds to 2 out of 5 chances for the Member to win the Prize,
 - The +1 position corresponds to 2 out of 4 chances for the Member to win the Prize,
 - The +2 position corresponds to 3 out of 5 chances for the Member to win the Prize,
 - The +3 position corresponds to 2 out of 3 chances for the Member to win the Prize.

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5-3-1.3 The Nut and Râ Game

- If the Member has managed to discover two Boxes containing an identical Prize, the Game of Nut and Râ is then proposed to him and a Grid is presented face down to the Member. The Grid Cases depend on the cleat of its Sundial.
- The Member then clicks on a Box of his choice:
- If the Grid Box is a winner, the Member wins the Prize and both Prize Boxes are permanently opened and are no longer clickable on the Pyramid.
- If the Grid Box loses, both Prize Boxes are permanently opened and are no longer clickable on the Pyramid.

5-3-1.4 The Time Counter

- The Time Counter indicates to the Member the number of minutes and seconds before the complete mixing of the Pyramid's unrevealed Prize Boxes. Only Prize Boxes are mixed when the Time Counter falls to 0.
- The Time Counter is common to all Members.

5-3-1.5 The Priests

- Each square of the Pyramid, outside the Loot, is attached to one of the 4 priesthood colors: red, blue, green and yellow.
- The color of the box is associated with the position of the box and not with the contents of the box itself.
- The first Member to discover a Box of a given color becomes Priest of that Color for the current Pyramid. He can be reversed from this status thanks to the Bonus Dagger.
- The Priests still in place, when the Pyramid Booty is discovered, win a percentage of the Open Box Gains of their color between their accession to the Priesthood and the discovery of the Pyramid Booty.
- In the Case where a Member wins a Prize to the Râ and Nut Game, the Points awarded to Priests are calculated as follows:
 - o 50% of the Prize Point Value earned X Priest's Priesthood Rate by Colour (see Reference below) for the 1st Prize Box used to make the association.
 - o 50% of the Prize Point Value won X Priest's Priesthood Rate by Colour (see Reference below) for the 2nd Prize Box used to make the association.
- It is important to understand that a Priest dismissed before the end of the current Pyramid will not touch the potential Points displayed during his Priesthood.
- The Priest Member of his color also wins through his own clicks.
- Depending on the Priesthood color, the Member wins a different percentage of the discovered Gains:
 - o Red : 10%.
 - o Blue : 4%
 - o Green : 5%.
 - o Yellow : 2%.

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5.3.2 Level 2: The Tomb of the Pharaohs

5-3-2.1 Access to the Game :

The Member accesses this game by clicking on The Loot Box of the Level 1 Pyramid.

5-3-2.2 Game Principle:

- The Tomb of the Pharaohs includes objects that all hide a gain.
- The Member may attempt a Quits or Doubles on any winnings in the Pharaohs' Tomb including Bonus Game Access, outside of the Horus Game, up to a maximum of 3 consecutive Quits or Doubles.
- Any Double or Quits, i.e. any click to attempt a Double or Quits, decrees the Beetle Bonus Member's Bag.

5-3-2.3 The Gains of the Tomb of the Pharaohs::

The Gains of the Tomb of the Pharaohs:

- Prizes Cases,
- Bonus Game Access Boxes.

5-3-2.4 Hieroglyphs :

- Behind each object discovered in The Tomb of the Pharaohs is necessarily hidden a hieroglyph.
- Each hieroglyph discovered by the Member is added to his collection of hieroglyphs:
- When a complete Set is constituted, the Member can cash in his Collection. The cashing of his Collection is done automatically and makes the Member win the gain associated with a complete Collection namely a Cheque of 300€ maximum.

5-3-2.5 Grid Renewal :

The Grid is renewed when the Loot of the current Grid, namely the discovery of or Access to the Horus Game, is discovered.

5.3.3 Bonus Games :

All Bonus games are playable at any time. Members are therefore not obliged, when they win Access to Bonus Games, to immediately play the Bonus Game to which they have just obtained access.

5-3-3.1 Horus game or 42 game:

-> The Member plays this game alone.

-> The goal of this Bonus Game is to win a Prize in Euros whose maximum Prize is presented on the Game Presentation Page.

-> The General Principle of the 42nd Game is as follows:

- The Member is presented with a Grid in which each Box displays a number between 3 and 11. Each figure hides an amount in Euros which is specific to the figure itself.
- The Member must click on the Plateau Cases respecting only one constraint: the sum of the Numbers on which he clicks must make 42.
- He can do this manipulation on the Cases of his choice and by making the combination of his choice.
- The Member does not know the values in Euros hidden behind each digit.
- With each combination of 42 made, the Member clicks on a "Validate" Button and thus uses one of his attempts.
- After having clicked on the button «Validate " the value in Euros of the combination is revealed to the Member. The Member may then proceed to his next attempt until his attempts are exhausted.

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- When the Member has exhausted all his attempts, the most favorable combination is automatically selected as the winning combination of his Game.
- The Member's winnings are then validated and the game is over.

-> The Game Procedure is as follows:

- Each part of the game is divided into two distinct game phases:

- Phase 1: Determining the number of Attempts:

The Member is offered a Grid where he must click to reveal his number of attempts.

Once the number of attempts has been revealed to the Member, Phase 2 of the Horus Game begins.

- Phase 2: Horus Game:

The Member selects several boxes with the only condition that the sum of the boxes is 42.

Once the Member is satisfied with his selection, he can validate it by clicking on the "Validate" button.

The Member selection is then displayed in the Combination History.

The sum of the values of each digit is displayed to indicate to the Member the value of his Combination.

- The end of the Game is reached when the Member has no more attempts available for the current Game.

- Prizes won by the Member on this Bonus Game will be added to the "Track Winnings" section of the Member account immediately after the end of the Game. They will reach the Member under the conditions and within the deadlines described in the General rules of the site from which he has just played.

5-3-3.2 Isis game or Amulets game:

- The Member plays alone in this Game against the Computer Server of the Organizing Company whose name here is the Goddess Isis.
- The goal of the game is to reach the maximum winning level of the game by beating Isis each turn.
- The Game Board consists of 7 Amulets for the Member and 7 Amulets for Isis. Each row of Amulets is specific for the Member and Isis but the set of Amulets is identical.
- The Pyramid of Winnings represents the Member's evolution within the Game:
 - Level 1 (lowest) : Round #1
 - Member chooses 1 Amulet
 - Isis chooses 6 Amulets
 - Level 2 : Round #2
 - Member chooses 2 Amulets
 - Isis chooses 5 Amulets
 - Level 3 : Round #3
 - Member chooses 3 Amulets
 - Isis chooses 4 Amulets
 - Level 4 : Round #4
 - Member chooses 4 Amulets
 - Isis chooses 3 Amulets
 - Level 5 : Round #5
 - Member chooses 5 Amulets
 - Isis chooses 2 Amulets
 - Level 6 : Round #6
 - Member chooses 6 Amulets
 - Isis chooses 1 Amulet

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- The Game Procedure is as follows:
 - Each part of the game is divided into three distinct game phases:
 - 1st Round :
 - ∴ Phase 1 : Member Selection
 - The Member must choose an Amulet among the 7 located on the game board and validates his choice.
 - The potential gain at this stage is lowest at the 1st level of the Pyramid.
 - ∴ Phase 2 : Choosing Isis
 - Isis then chooses 6 Amulets located on his separate Game Board
 - ∴ Phase 3 : Lap result
 - If the Amulets chosen by the Member are all common to the Isis Amulets, the Member moves to the next level, the 2nd round.
 - Otherwise, the Game stops and the Member wins a Consolation Win
 - 2nd Round:
 - ∴ Phase 1 : Member Selection
 - The Member must choose two Amulets among the 7 located on the game board and validates his choice.
 - The potential Gain at this stage increases by one Bearing.
 - ∴ Phase 2 : Choosing Isis
 - Isis then chooses 5 Amulets located on his separate Game Board
 - ∴ Phase 3 : Lap result
 - If the Amulets chosen by the Member are all common to the Isis Amulets, the Member moves to the next Level, the 3rd Round.
 - Otherwise, the Game stops and the Member wins a Level N-1 gain, here the lowest gain.
- The end of the Game is reached when the Member loses against Isis or if he succeeds in reaching the last Tier.
- Prizes won by the Member on this Bonus Game will be added to the "TRâck Winnings" section of the Member account immediately after the end of the Game. They will reach the Member under the conditions and within the deadlines described in the General rules of the site from which he has just played.

5-3-3.3 The Set Game or Mouse Game:

- The Member who has access to this Bonus Game is the only one to participate.
- The goal of this Bonus Game is to obtain the highest amount in Euros thanks to the number of White and Black Mice offered at the beginning of the Game.
- The game board consists of a Labyrinth with 5 possible exits, White Mice and Black Mice.
- Each Labyrinth exit has a value in Euros.
- A White Mouse adds the Gain in Euros to the potential Gain cashable by the Member.
- A Black Mouse removes the Gain in Euros from the potential Gain cashable by the Member.

- The course of the Game is as follows:
Each game turn is divided into three distinct phases:
 - ∴ Phase 1: Choosing the Mouse
 - The Member clicks on the White or Black Mouse at his disposal in the order in which they are presented to him.
 - The order of Mice is drawn randomly just like the number of White and Black Mice.
 - The Member must play all the Mice in his game to finish his game.
 - ∴ Phase 2: Choice of input
 - The Member must choose one of the 5 entrances of the Labyrinth.
 - ∴ Phase 3: Mouse Road and Result
 - The Mouse thus released goes through the Labyrinth and leaves by one of the 5 exits.
 - If the Mouse chosen by the Member is White, then the amount associated with the outcome of the Labyrinth taken by the Mouse is added to his current Gain.
 - If the Mouse chosen by the Member is Black, then the amount associated with the outcome of the Labyrinth taken by the Mouse is withdrawn from his current Winnings.
 - If the current cumulative Game Payout were to fall below 0, then the amount of the current Payout would be 0.
 - If at the end of his Game, the Member's Payout is 0 then he wins a Consolation Payout.
- The end of the Game is reached when the Member has no more Mice to release into the Seth Labyrinth. His Gain is then validated.
- Prizes won by the Member on this Bonus Game will be added to the "Track Winnings" section of the Member account immediately after the end of the Game. They will reach the Member under the conditions and within the deadlines described in the General rules of the site from which he has just played.

5-3-3.4 The Bastet Game or Rune Game:

- The Member having access to this Bonus Game is the only one to participate.
- The goal of this Bonus Game is to try to catch Bastet Runes that move according to a specific rule each turn.
- The Game Board consists of a Grid with 3 Runes randomly placed on the Game Grid (Rune Scorpion/Rune Cobra/Rune Cat) and 3 Amulets available to the Member for each Game Turn so that he can catch the Runes (Scorpion Amulet/Cobra Amulet/Cat Amulet).
- The Runes move as follows:
 - **The Rune Scorpion:**
It can move 1 to 2 squares from top to bottom or right to left (never diagonally).
She fears the Cobra, so she'll have a better chance of getting away from it than approaching it.
She can sting the Cat so she's more likely to get close to it than away from it.
 - **The Rune Cobra:**
It can move 1 square from top to bottom or right to left (never diagonally).
She fears the Cat, so she'll have a better chance of getting away from it than approaching it.
She wants to swallow Scorpion so she's more likely to get close to it than away from it.

➤ **The Rune Cat:**

It can move from 1 to 4 boxes from top to bottom or right to left (never diagonally). She fears Scorpio, so she'll have a better chance of getting away from it than approaching it. She wants to catch Scorpio so she's more likely to get close to it than away from it.

- A Rune Scorpion or Cobra or Cat can never move to another Rune's location.
- The course of the Game is as follows:
Each game turn is divided into three distinct phases:
 - ∴ Phase 1: Placement of Amulets by the Member
 - The Member clicks on the Game Board Boxes to place his Cat, Scorpion and Cobra Amulet.
 - The Member may only validate a Turn if these 3 Amulets are placed on the game board.
 - ∴ Phase 2: Moving Runes
 - Once the turn is validated, the Bastet Runes move to the Game Board.
 - ∴ Phase 3: Turn Result
 - If the Member has managed to "predict" the placement of a Rune after the Runes of the Turn have been moved, then the Rune is "locked" i.e. caught. It will no longer be able to move the next turns.
 - If the Member has successfully "predicted" the placement of all Runes at the end of the Turn, then the Game stops and the Member pockets the Game Winnings.
 - If the Member has not managed to catch all the runes at the end of his turns, he wins a consolation win.
- The end of the game is reached when the Member has successfully caught all of the Bastet Runes or if all of the turns have been played.
- Prizes won by the Member on this Bonus Game will be added to the "TRâck Winnings" section of the Member account immediately after the end of the Game. They will reach the Member under the conditions and within the deadlines described in the General rules of the site from which he has just played.

5-3-3.5 The Thoth Game or Code Game:

- The Member who has access to this Bonus Game is the only one to participate.
- The goal of this Bonus Game is to discover the combination of Thot in a minimum of attempts.
- The combination to discover is a combination of six distinct Colors that is revealed only at the end of the game.
- The Member has a number of Attempts. Each Attempt decreases the Member's Maximum Potential Gain.
- The Game Procedure is as follows:
- Each game turn consists of two distinct game phases :
 - ∴ Phase 1: Choice of Combination to submit to Thot
 - The Member clicks on the different color inkwells presented on his Game Board.
 - A Combination can contain at most 2 times the same color.
 - Once the Member has made his choice of colours, he clicks on the "Validate" button.



- ∴ Phase 2: Revelation of the result of the Combination submitted to Thot
- If the Member has found the correct combination then the Thoth Combination is revealed. The Game stops and the Member wins the Prize corresponding to his number of Attempts.
 - If the Member has not found the right combination:
 - Its attempt is placed in the Combination Attempts Area with black and white indicators:
 - o A black pointer is valid for a valid color AND correctly placed relative to the Thoth combination.
 - o A White Pointer is valid for a valid color BUT incorrectly placed in relation to the Thoth Combination.
 - The Member will see as many black and white pointers as his combination contains valid colors compared to the Thot Combination.
 - If the Member fails to find the Combination after all his attempts, then he wins a Consolation Gain.
- The end of the Game is reached when the Member has successfully found the Thoth Combination or has reached the maximum number of turns/attempts allowed.
 - The Prizes won by the Member on this Bonus Game will be added in the "Winnings TRâcking" section of his Member account immediately after his click on the Prize(s) and his Gains will reach him under the conditions and within the time limits described in the General rules of the site from which he has just played.

5-4 Expiry of the Parties

If the Member leaves the Game while he still has "Pharaoh" Games, his "Game" credit is retained and he may play later **but within the validity dates of the Game.**

ARTICLE 6: MAKING EARNINGS AVAILABLE

For the Winnings in the form of a sum of money, the delivery of the Prize may be made by cheque or by any other means proposed by the Organising Company and accepted by the winner.

Any complaints concerning in particular the availability of the Prize must be formulated in the "Customer Service" section permanently accessible on the home page of the Game.

The Organising Company declines all responsibility for any incidents that may occur during the period of use of the prize awarded. Likewise, the Organizing Compagny may not be held liable if the winner does not receive the said Prize in the event that the Organizing Compagny's liability is not in question. In no event shall the Organising Company be held liable for the delay in making the Winnings available.

The Winnings will be made available to the Winners and to them alone. Prizes will be accepted as announced. No change (date, prize, etc.) for any reason whatsoever may be requested by the winners. Winnings may not be exchanged or returned.

By the mere fact of accepting the Prize, the Member authorises the Organising Company to include his surname, first name, city and department of residence as well as the prize he has won in the "Winners" section permanently accessible on the home page of the Game.



More generally, the Member authorises the Organising Company to use his surname, first name, photograph and the indication of his town and department of residence in any advertising and promotional event, on the online services of the Organising Company and/or those of its Partners and on any online service or affiliated support, without such use giving rise to any rights and remuneration other than the Prize won.

ARTICLE 7: GAME WITHOUT OBLIGATION TO BUY

The Member may request from the Organising Company the reimbursement of his participation in the Contest (costs of connection to the Contest, costs incurred by participation in the Contest and postage costs relating to requests for reimbursement) by simple written request, by post sent to the address indicated below:

DreamCentury ; Customer Service ; 7 Rue Beaujon - 75008 PARIS, FRANCE

7-1 Internet connection

For Members, duly registered, accessing the Game from metropolitan France via a modem and by means of a telephone line billed according to the time spent - i.e. excluding cable, ADSL and packages including or offering communication costs - the connection costs incurred for participation in the Game will be reimbursed on the basis of 4 (four) minutes, i.e. 0.145 € (one hundred forty five thousandths VAT included) euro), France Télécom tariff in force "off-peak hours" at the time of drafting these regulations, including the indivisible minute "time credit" at 0.091 € (ninety-one thousandths of a euro all taxes included) and the additional minute at 0.018 € TTC (eighteen thousandths of euros all taxes included) per Game and within the limit of one Game Party per day and per Member account (same personal identifiers). The Member has a unique account for both versions of the Game.

It should be noted that in the current state of service offers and technology, some Internet access providers offer a free or flat Rate connection to Internet users, it is expressly specified that any access to the Game on a free or flat Rate basis (such as cable connection, ADSL or dedicated link) will not give rise to any refund, insofar as the subscription to the services of the access provider is in this case contracted by the Internet user for his use of the

DREAMCENTURY ENTERTAINMENT

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DUNS Number : 397565925



Internet in General and that the fact for the Member to connect to the site of the Organising Company or its partners and to participate in the Game does not cause him any additional costs or expenses.

7-2 Credit Purchases and Obtaining Parties

Reimbursement of the costs of obtaining the Parties is limited to one (1) Game Party having required an expenditure of "Game Credits" previously purchased, per calendar week and per Member Account.

Within the limit specified above, only requests for reimbursement of participation fees in the Game made by post to the address below will be accepted:

DreamCentury ; Customer Service ; 7 Rue Beaujon - 75008 PARIS, FRANCE

The refund amount will be calculated as follows:

Depending on the payment method(s) used to acquire the "Games Credits" used to carry out the Game, the Member will be reimbursed in proportion to the "Games Credits" used for the Game for which he is requesting reimbursement.

This handwritten application must be accompanied:

- the Member's username and the site from which he plays.
- photocopy of the Member's identity card
- a copy of the telephone bill showing the premium Rate telephone number used / or bank statement showing the debit to DreamCentury / or any other statement proving payment to DreamCentury.

This extrRâct must be in the name of the Member account. Any statement proving payment but not in the name of the Member account holder will result in the rejection of the refund request.

- a rib

The postal charges incurred for any request for reimbursement (for the Game or for consultation of the terms of reimbursement) will be reimbursed at the slow Rate in force, upon simple written request attached to the request for reimbursement at the address indicated below:

DreamCentury ; Customer Service ; 7 Rue Beaujon - 75008 PARIS , FRANCE

Any refund request that is incomplete, illegible or with incorrect contact details or tRânsmitted after the date mentioned above cannot be processed; it will therefore be rejected and will not receive a reply.

Any request for reimbursement will be processed within a maximum period of three (3) months, by check or tRânsfer at the convenience of the organizing company, after receipt of all information requested. Only requests for reimbursement of Game participation fees made by post to the address below will be accepted:

DreamCentury ; Refunds Service ; 7 Rue Beaujon - 75008 PARIS, FRANCE



ARTICLE 8: ACCESS TO THE REGULATION AND AMENDMENT OF THE REGULATION

The representatives of the Organising Company reserve the right to modify the present regulations if necessary, to take any decisions they may consider useful for the application and interpretation of the regulations, subject to informing the Members.

Any modifications, substantial or not, to the present rules may possibly be made during the running of the Game, which will then be brought to the attention of the Members by any means at the choice of the Organising Company.

These rules are deposited with SCP Simonin - Le Marec - Guerrier, Huissiers de Justice Associés, located at 54 rue Taitbout, 75009 Paris.

A written copy of these regulations shall be sent free of charge to any person who so requests. This request must be sent by post only to the following address:

DreamCentury - Pharaoh Game Rules - 7 Rue Beaujon - 75008 PARIS, FRANCE

The costs incurred by the participant to obtain this payment will be reimbursed on the basis of the slow Rate in force on simple written request to the above address, accompanied by a RIB or a RIP. Only one request for a copy of this Regulation and reimbursement of the costs incurred to obtain such a copy shall be considered per registered Member.

ARTICLE 9: RESPONSIBILITIES AND RESERVATIONS

Participation in the Game implies knowledge and acceptance of the characteristics and limitations of the network, in particular as regards technical performance, response times for consulting, querying or transferring information, the lack of protection of certain data against possible misuse and the risks of contamination by possible viruses circulating on the network.

The Organising Company cannot be held responsible for the malfunction of the online service(s) and/or the Game for a given browser.

The Organising Company does not guarantee that the online services and/or the Game will function without interruption or that it does not contain any computer errors, nor that the defects noted will be corrected. In the event of technical malfunction of the Game, whatever the cause, the Organising Company reserves the right if it is necessary to invalidate and/or cancel all the Games played during the period during which the said malfunction took place.

In particular, the Organising Company draws the Members' attention to the fact that all Game Parties played shall automatically be considered null and void as soon as one or more elements of the Game appear to be endowed or at a cost which is disproportionate to the normal functioning of the Game -. the gain, if any, on this allocation is therefore also cancelled. No claim will be accepted on this account.

The Organising Company may not be held liable if the data relating to a Member's Registration is not received for any reason for which it cannot be held responsible (for example, a network connection problem, temporary server failure for any reason, etc.) or would arrive illegible or impossible to process (for example, if the Member has inadequate hardware, software or mobile terminal for Registration, etc.).

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The Organising Company may not be held liable for any prejudice of any nature (personal, physical, material, financial or other) arising from a Member's participation in the Game.

ARTICLE 10: DECISION OF THE ORGANIZERS

The Organising Company reserves the right to exclude from participation in this Game any person disturbing the course of the Game.

It reserves the right to take legal action against anyone who cheated, defrauded, rigged or disturbed the transactions described in these regulations or attempted to do so.

A winner who cheats would automatically forfeit any right to obtain any endowment.

Any information communicated by a Member, in particular its contact details, shall be considered null and void and shall not be taken into consideration if it contains an inaccuracy.

The Organising Company reserves the right, in particular in the event of compelling reasons, to shorten, extend or cancel this Game in part or in its entirety if circumstances so require. Its responsibility could not be engaged of this fact.

These changes may, however, be the subject of prior information by all appropriate means, in particular via the online services of the Organising Company and its partners.

The Organising Company reserves the right to temporarily suspend the possibility of participating in the Contest if it, or its possible hosting provider, can no longer ensure the continuity of the service necessary for the Contest to run.

The Organising Company may always in the event of force majeure, fortuitous events, or exceptional circumstances (fire, flood, natural disaster, malicious intrusion into the computer system, strike, questioning of the financial and technical balance of the Game, etc.), even if they emanate from their (subject in this case to their good faith), cease all or part of the Game. The present Game will be cancelled in case of force majeure, without the participants or winners being entitled to claim any compensation as such.

ARTICLE 11: APPLICABLE LAW

This regulation is subject to French law.

Any dispute arising during the execution of these rules will be settled as far as possible, by amicable means. In case of persistent disagreement on the application or interpretation of these rules, and failing amicable agreement, any dispute will be submitted to the competent court in Paris.

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