



MoonBots Challenge Rules

2011

1. Description of the Challenge

The X PRIZE Foundation and Google have created the Google Lunar X PRIZE, a new, private race to the Moon that is engaging and exciting the global public while enabling the commercial exploration of space and dramatically reducing its cost. The Google Lunar X PRIZE is expected to increase the connection that individuals around the world feel to space exploration, science, and education by taking advantage of new tools for the rapid and targeted distribution of information. By reigniting a race to the Moon, the Google Lunar X PRIZE is intended to engage a new generation, making lunar exploration not just a historical accomplishment, but a tangible reality.

To further this purpose, the X PRIZE Foundation (XPF) and LEGO Group (LEGO), hereinafter collectively referred to as “the Sponsors” are administering “MoonBots, a Google Lunar X PRIZE LEGO® MINDSTORMS® Challenge,” hereinafter “MoonBots” or the “Challenge”. MoonBots is designed to challenge teams of adults and children (aged 9 years and older) to develop innovative systems made from LEGO MINDSTORMS kits that are capable of performing a simulated lunar mission. The Challenge is considered a “game of skill” and is designed to help teams learn about robotics and team building, while also providing excitement about the new Moon race.

To win the MoonBots Challenge, teams of youth (9 years and older) must first develop an education video about their interest in space exploration, design a simulated lunar robot, and test the robot with a LEGO MINDSTORMS kit. They also must complete a Science, Technology, Engineering, and Mathematics (STEM) service project in the local community that supports their participation in the Challenge. The project should emphasize the importance of exploration of the Moon.

FIRST and WIRED Magazine, hereinafter collectively referred to as “the Co-Marketing Partners,” will to help promote the Challenge and provide prizes to the winning teams.

The Sponsors will hire a third party administrator, hereinafter the “Administrator”, to administrate the Challenge. The Administrator is an independent third party. At times during this Challenge, a representative of the Administrator may contact an applicant for customer service purposes. The Co-Marketing Partners will have no role in administration of the Challenge.

2. Binding Agreement

In order to enter the Challenge, all members of each Team, as well as the parents or legal guardians of each Team member below the age of majority, must agree to these

Official Challenge Rules (“Rules”). The Rules consist of the terms and conditions on this page and the Entry Form and Consent Form (“Challenge Materials”). Because all Team members will be bound by these Rules, which form a legally binding agreement with respect to this Challenge, please read them carefully. Teams may not submit an entry to the Challenge and will not be eligible for the prizes described in these Rules unless all Team members agree to these Rules. All Team members agree that registration for this Challenge and/or a submission of an entry form in the Challenge constitutes agreement to these Rules in their entirety.

The purpose of this document is to fully state the binding requirements for competing in the Challenge. Except as expressly set forth in herein, this document does not extend beyond activities related to the Challenge. This document may be revised at the sole discretion of the Sponsors, effective upon written notice.

3. Eligibility

No purchase or payment of any kind is necessary to enter or win the Challenge or to win any Prize. The Purchase of any good and/or service will not increase an entrant’s chance of winning the Challenge.

All Team members must be at least 9 years of age as of the date of Team’s registration in the Challenge in order to participate in the Challenge. The Team Captain must be over the age of majority in the Team captain’s country of residence—the age of majority to enter into a binding contract can differ from country to country. In no case may the Team Captain be younger than 18 years of age. A Consent Form 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. All Team members are required to abide by any legal restrictions, including those regarding age limitations, in the Team member’s country of residence.

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. The Challenge is void in Argentina, Quebec, and where prohibited or restricted by law. Prize awards, however, will be made in accordance with U.S. law which may restrict or prohibit awards to Teams within countries subject to U.S. sanctions and may subject international Teams to U.S. taxes.

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 Sponsors and the Administrator and all competition submissions shall be in English, unless the Team has received prior written permission. Additional copies in other languages are welcomed.

Employees and their immediate families (i.e., parents, spouse, children, siblings, grandparents, step parents, step children, and step siblings) of the Sponsors, Administrator, and Co-Marketing Partners are not eligible to enter the Challenge. Members of teams competing for the Google Lunar X PRIZE and their immediate families, as defined above, are eligible to compete in the Challenge.

By participating in this Challenge, Entrants agree to be bound by this document and by the interpretations of this document by the Sponsors of the Challenge, which are rendered final unless the Sponsors, in their sole discretion, agree to change them.

4. Team Members

Each Team must be composed of no more than five members, each of whom must be between 9 years of age and 17 years of age as of the date of May 9, 2011. The Team must have at least three members. In addition to the Team members, one additional person shall be designated by Team as the "Team Captain" and shall be above the legal age of majority in the Team Captain's country of residence; and in all cases, must be at least 18 years of age as of the date of the Team's registration in the Challenge.

The Team Captain is responsible for uploading all Team information to the Team's competition website. All online submissions of any kind related to the Challenge must be made by the Team Captain.

5. Compliance with Laws and Regulations

All Teams and all Team members must adhere to all 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 Sponsors, Administrator, and the Co-Marketing Partners shall in no way be responsible for providing to Teams any advice or counsel, legal or otherwise, with regard thereto.

6. Logo Placements

All videos submitted by the Team shall display a Challenge Logo as provided by the Sponsors. Physical logos provided to the Team may be placed on the Robot at the Team's sole discretion.

7. Challenge Period

The Challenge commences on **May 9, 2011 at 12:00:01 AM (Pacific Time)** and ends on **August 15, 2011 at 11:59:59 PM (Pacific Time)** (the "Challenge Period"). The Challenge Period consists of two phases.

Registration and Phase One:

May 9, 2011 12:00:01 AM (Pacific Time) - June 13, 2011 11:59:59 PM (Pacific Time)

Phase Two:

June 27, 2011 12:00:01 AM (Pacific Time) - August 15, 2011 11:59:59 PM (Pacific Time)

8. Announcement of Winners

Teams will conduct the work described in this document for these periods. Phase One winners will be announced on or **around June 24, 2011**, Phase Two winners will be announced on or **around August 19, 2011**.

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.

8. How to Enter

All registration materials for the Challenge are online at <http://www.moonbots.org>. The Team Captain may register the Team online on the MoonBots website. A registration package identifying each Team member by name, age, and role must be submitted online. A Team name and geographical location must also be provided. Signed Consent Forms must be submitted online by the Team and then accepted by the Sponsors in order for the Team to be judged.

Please see the privacy policy located at <http://www.moonbots.org/privacy-policy> for details of the policy regarding the use of personal information collected in connection with this Challenge.

9. Permissions Package

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 this document. The consent form is located on the MoonBots website <http://www.moonbots.org>. The Team Captain is responsible for collecting the properly signed Consent forms and delivering them online.

10. Approval of Registration

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

11. 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 Sponsors 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 Sponsors, 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 law.

12. Phase One Requirements

All Phase One Materials should be submitted to the Team's website by **June 13, 2011 at 11:59:59 PM (Pacific Time)**.

A. Web Location Package

The Team must submit a list of relevant URLs for the Team's blog, website, or online video sharing platform;

B. Team Biography

The Team must submit a one paragraph summary describing who the Team members are, what groups they are associated with, and the Team members' level of experience with robotics.

C. Team Photograph

The Team must submit one high-resolution photograph to the Team's website specified in their Web Location Package. The photograph must show all of the Team members. The minimum resolution of the photographs should be 300 dots per inch (dpi).

D. Robot Design Proposal

The Team must submit a one page maximum robot design proposal. This document should include a written explanation of why the Team's robot should get selected by the Judges.

E. Video Essay

The Team must submit a video that is no longer than four minutes in length in which the Team members discuss one of the following topics:

- **Who is their favorite Google Lunar X PRIZE Team and why?**

- **Who is their favorite Space Explorer and why?**

- **Why is Science, Technology, Engineering, and Math (STEM) education important, and how can space exploration benefit from having kids excel in these fields?**

- **How can robots influence future space missions, including missions to the moon?**

The video shall be uploaded to the Team's online video sharing platform and must include the MoonBots Challenge Logo. The video must include a title containing: "A Google Lunar X PRIZE LEGO® MINDSTORMS® Challenge", the selected video topic chosen, and their Team's Name.

13. Phase Two Requirements

All Phase Two Requirements must be submitted and completed by **August 15, 2011 at 11:59:59 PM (Pacific Time)**.

A. Robot CAD Design

The first step in Phase Two will be for the team to design their robot. The 3D robot design requirement can incorporate labeled drawings and 3D art. This design will be due by July 31, 2011 at 11:59:59 PM (Pacific Time) and must be uploaded onto the Team's website.

B. Blogging and Video Blogging

At least once every two weeks throughout the course of Phase Two, the Team must submit blogs or video blogs in written, spoken, and/or subtitled English describing the Team's progress to their web site, blog, or an online video sharing platform designated in their Web Location Package. Teams are welcome to post more often if desired but are required to post at least once every two weeks.

C. Science, Technology, Engineering and Math (STEM) Outreach Project

The Team must complete a STEM outreach project in their community. The project can include local science fair event participation, written or verbal presentation to someone in their community, mentorship support activity, teaching kids how to use CAD software, or an online forum project. The theme of the STEM project must be tied to the theme of the MoonBots Challenge and emphasize space exploration and the Google Lunar X PRIZE.

D. Science, Technology, Engineering, and Math (STEM) Outreach Demonstration

The Team must submit a presentation documenting their outreach project. The demonstration can be in video, written, or any other creative means of presentation able to be uploaded to the Team's website.

E. Robot Specifications

i. Size

The Robot must occupy a ground footprint no larger than a single sheet of A4 paper (297 x 210 mm; 11.7 x 8.3 in) at the start of a traverse. The Robot may expand in size after starting, but only by adding the size of its own length in any direction from the Robot.

The Robot may use wheels or tracks only if they are constructed from standard LEGO parts.

ii. Materials

The Robot must be built entirely out of LEGO elements and must be controlled by LEGO MINDSTORMS NXT elements. Adhesives such as glue, tape, Velcro, or any material that through their use will enhance the structural strength of the assembly through the bonding of two surfaces shall not be permitted except for the attachment of the Camera. Only one LEGO MINDSTORMS NXT Intelligent Brick is allowed for each Robot. An unlimited number of LEGO motors, LEGO Technic or System bricks, and LEGO sensors can be used. Only

sensors certified by the LEGO Group, produced by the LEGO Group, HiTechnic, and Codatex will be allowed.

iii. Software and Control

The Robot must be capable of running in an autonomous mode during the Live Mission Webcast. The Robot must run on a program downloaded to and executed on the NXT microcontroller. All Robots must be programmed with LEGO MINDSTORMS NXT-G or National Instruments LabVIEW with the LabVIEW NXT Toolkit, or LabVIEW for LEGO MINDSTORMS. Once the mission has begun, no outside interference (touching, light, sound, etc.) can be used to influence the Robot's path or programming. It must remain autonomous based on its own programming and sensor readings.

iv. Power

The Robot can be powered by any/all of the following: the LEGO MINDSTORMS NXT Intelligent Brick with six AA batteries; the LEGO MINDSTORMS NXT rechargeable battery pack; or a LEGO Power Functions battery pack. No other LEGO or third party batteries or battery packs are allowed.

v. Cameras

The Robot must carry a camera used to record video from the Robot while it is in operation during the Live Mission Webcast. Any make and model of camera may be used. The Team will be asked to provide a link to their video to the MoonBot.org site for review by the Phase Two judges. Teams must use the timestamp feature of Team's camera, calibrated to the correct time and date, when recording Team's video.

B. Live Mission Webcast

At the conclusion of Phase Two, at a date specified by the Sponsors, the Team must conduct a live webcast using a webcasting service identified or approved in advance by the Sponsors. The Live Mission Webcast must take place on a game board built by the Team according to the Challenge Blueprint. During this webcast, the Team's Robot must perform the following simulated lunar mission tasks within a period of 3 minutes after a start signal provided by or explicitly recognized by a Judge. The Team will get two opportunities to complete the following task. The best score will be selected.

i. LANDER DISMOUNT

Without physical interference beyond the initial activation of the Robot, the Robot must dismount from the 'Landing Base' built of LEGO bricks according to the Challenge Blueprint.

ii. DISCOVER WATER ICE/DISCOVER HELIUM 3 AND RETURN THE ELEMENTS TO BASE

The Robot must visit both the big and the small crater and discover 'Water Ice' and 'Helium 3.' The building instructions for the elements are available on the MoonBots website under the 'About the Game' section. There are two water ice elements in each crater and six Helium 3 elements placed at various places on

the playing field. These elements can be collected and returned to the landing base by the Robot for additional bonuses.

iii. PHOTOGRAPH THE HERITAGE ARTIFACTS

The Robot must take a photograph or video shot of the 'heritage artifacts' built into the Moonscape according to the blueprints provided. The image must clearly and recognizably show all heritage artifacts to be complete. The heritage artifacts are the lunar rover and the lunar landing base located on the back wall of the challenge area behind the 'Peak of Eternal Light,' as shown in the Challenge Blueprint.

iv. SURVIVE THE LUNAR NIGHT

The Robot must 'survive the lunar night' prior to completing the Mission. This is simulated by driving the Robot on top of the 'Peak of Eternal Light' pad and stopping for 5 seconds.

v. RETURN TO BASE

Without physical interference, the Robot must return to the 'Landing Base' from which it started before the 3 minutes expire.

vi. CAPTURE MISSION VIDEO

During the entire simulated mission steps described, the Robot must record video of its mission to be submitted to the Judges directly after the round is completed.

C. Mission Round

The official round is 3 minutes in length. The observing Judge will ask the Team to begin when the Team Captain or another Team member indicates that the Team is ready. Each Team will receive only one attempt to complete the Live Mission Webcast requirements defined above. However, the Judge, at his or her sole discretion, may offer an additional attempt in the event where an external circumstance beyond the Team's control, in the sole opinion of the Judge, has interfered with the Live Mission Webcast.

If the Team's Robot gets stuck during the round, the Team may pick up or otherwise physically move the robot back to the Landing Base; however, in doing so, the Team will incur a point penalty. In such a case, neither the playing field nor the Robot may be physically altered, and the timer will not be reset. Any Water Ice or Helium 3 elements already collected by the Robot shall be removed from the Robot and shall not be placed back onto the playing field.

Please note that intentionally damaging the playing field is not in the spirit of the Challenge, and therefore will disqualify the Team. The Team's Robot may not intentionally crash through or destroy, in the sole discretion of the Judge, objectives in its path.

10. Judging

This Challenge is a “Game of Skill”. Each Team will be judged upon a set of criteria. The Sponsors will empanel a group of experts to serve as Judges for the Challenge. The Judges may include representatives from some or all of the Sponsors and/or Co-Marketing Partners. Additionally, Judges may include external experts.

All Winners will be selected at the sole discretion of the Judges, based on the criteria described herein. All decisions made by the Judges shall be considered binding on both the Team and the Sponsors.

The key responsibilities of the MoonBots Judging Panel include the following:

A. Selection of Phase One Winners

After the Phase One deadline of June 13, 2011, the Judges will be responsible for selecting a total of no more than twenty (20) Phase One Winners. All Winners must have submitted complete registration packages, including a Team Biography, Team Pictures, Video Essay, Web Location Package, Robot Design Proposal, Team Identification Package, and Consent Forms. The Judges will select Phase One Winners from the Teams that have submitted complete packages. The selection of Phase One Winners by the Judges will be based on the following weighted criteria:

- i. Creativity of the Video Essay (40% weighting)
- ii. Scientific data in the Video Essay (40% weighting)
- iii. Written Robot Design Proposal (20% weighting)
- iv. Registration requirements completed as defined in Section 12 of these Rules (yes/no; must be completed or team will not be judged)

Phase One Winners will be selected at the sole discretion of the Judges.

B. Selection of Phase Two Winners

After the Phase Two deadline of August 15, 2011 at 11:59:59 PM (Pacific Time), the Judges will be responsible for selecting a Grand Prize Winner, a Second Place Prize Winner, and a Third Place Prize Winner. All Winners must have previously been selected as Phase One Winners, and must have completed all of the Phase Two Requirements.

Phase Two Winners will be selected based on the following weighted criteria:

- i. Blogging requirement met (5% weighting)
- ii. Robot design proposal turned in on time and the design matches the robot construction (15% weighting)
- iii. Creativity and technical merit of STEM Outreach project (40% weighting)
- iv. The Science Mission Score achieved during the Live Mission Webcast (40% weighting); Judges will use the following point rubric to judge the Team’s Science Mission Score during the mission round:

SIMULATED LUNAR MISSION TASKS	ELIGIBLE POINTS
Lander Dismount	20 points
Discover Water Ice (4 total)	15 points each (60 points available)
Discover Helium 3 (6 total)	10 points each (60 points available)
Return the Elements to Base for Analysis	Each element x2 (120 points possible)
Photograph the Heritage Artifacts	20 points
Survive the Lunar Night	30 points
Return to Base	20 points
Capture Mission Video	20 points
TOTAL SCIENCE MISSION SCORE POINTS AVAILABLE	350 points
Touch Penalty	-50 points each time

In the event of a tie in the Phase Two judging criteria, the tie breaker will be based upon the highest Science Mission Score.

11. Prizes

A. Phase One Winners

All Phase One Winners identified by the Competition Judges will be sent one (1) LEGO MINDSTORMS kit and one (1) package of LEGO Bricks, mailed to the address specified in the Team Identification Package. Approximate retail value (“ARV”) for all LEGO MINDSTORMS kits and LEGO Bricks: \$800 US Dollars. All Phase One Winners will receive a MoonBots Marketing Kit to use for their STEM outreach project. ARV for the MoonBots Marketing Kit is \$250 US Dollars. The 20 winners will be listed by Team name in official Challenge blogs and promoted by the Sponsor to local media. All Phase One Team Captains will receive a one Year subscription to WIRED magazine. ARV is \$10 per subscription.

B. Grand Prize Winner

The Grand Prize will be a paid round trip (economy airfare) for each Team member to the new LEGOLAND park in Florida (opens in October 2011 – opening date to be determined). Lodging will be provided for each Team member for 3 days and two nights. The Grand Prize will also include guided VIP tours. Three meals during the day of the tours will be provided. The Grand Prize Winner’s Team name and each Team member’s name will be featured on the MoonBots website, and may be included on Sponsors and Co-Marketing Partners websites and/or in local and national media outreach. The Grand Prize may be terminated or extended at the sole discretion of the Sponsors. ARV for the Grand Prize trip, including round-trip, coach class air transportation for winner from a major commercial airport near winner's home, lodging for winner for 3 days/2 nights is \$12,000. Actual value of

trip may vary based on point of departure and airfare fluctuations. Any difference between stated approximate retail value and actual value of Prize will not be awarded. Selection of airline and hotel are solely within Sponsor's discretion. Meals, gratuities, luggage fees, incidental hotel charges, ground transportation, and any other travel-related expenses not specified herein are the sole responsibility of winner. All travel must be taken on dates specified or prize will be forfeited and may be awarded to an alternate; no alternative travel dates are available. Exact travel dates and arrangements subject to availability. Minors must be accompanied at all times by a parent, legal guardian, or designated adult chaperone during trip (including, but not limited to, in-flight, hotel stay and all prize-related events). Travel guests must sign and return a travel release before any ticketing of travel occurs. Winner must have all necessary identification and/or travel documents (e.g., a passport or visa) required for travel. The First Place Prize winner will also receive a FIRST Robotics Challenge (FRC), FIRST Tech Challenge (FTC), or FIRST LEGO League (FLL) registration and kit. ARV will vary based on the FIRST registration selected. The Grand Prize Winner's Team name and each Team member's name will be featured on the MoonBots website and may be included on Sponsors and Co-Marketing Partners websites and/or in local and national media outreach. The Grand Place Prize may be terminated or extended at the sole discretion of the Sponsors.

C. Second Prize Winner

The Second Place Prize winner will receive six SkyScout Personal Planetarium sets. ARV is \$1,250. In addition, the Second Place Prize winner will receive an FRC, FTC, or FLL registration and kit. ARV will vary based on the FIRST registration selected. The Second Prize Winner's Team name and each Team member's name will be featured on the MoonBots website and may be included on Sponsors and Co-Marketing Partners websites and/or in local and national media outreach. The Second Place Prize may be terminated or extended at the sole discretion of the Sponsors.

D. Third Prize Winner

The Third Place Prize winner will receive a FRC, FTC, or FLL registration and kit. ARV will vary based on the FIRST registration selected. The Third Prize Winner's Team name and each Team member's name will be featured on the MoonBots website, and may be included on Sponsors and Co-Marketing Partners websites and/or in local and national media outreach. The Third Place Prize may be terminated or extended at the sole discretion of the Sponsors.

12. Odds Governing Victory

There are twenty Phase One Winners and one each of Grand Prize Winner, Second Place Prize Winner, and Third Place Prize Winner. The odds of becoming a Winner depends on the number of eligible entries received.

13. Prize Winner Notification Verification

All potential Prize Winners will be notified via the contact information provided in the Team Identification Package. The Sponsors, Administrator, and Co-Marketing Partners are not responsible for any change in an Entrant's mailing address, telephone number,

and/or email address. Potential winners are subject to verification, including verification of age. If a Potential Winner is found not to be eligible or not in compliance with these Challenge Rules, or if prize notification or any prize is returned as undeliverable, the Potential Winner will be disqualified and all privileges otherwise due as a Prize Winner shall be terminated and an alternative Prize Winner may be awarded the Prize, if time allows, at the Sponsors' sole discretion. The Prize Winner must sign upon notification and acceptance of Prize an affidavit of eligibility and release of the Sponsors, Administrator, 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 Competition directly or indirectly from acceptance, possession, or misuse of any Prize or participation this Competition to be eligible for the Prize. Entry into this Competition constitutes agreement to sign such affidavit. The Winners must also complete any additional legal documents provided by the Sponsors or Administrator with respect to receiving the Prize, including assignment of intellectual property rights, and return them as instructed within the time frame specified by the Sponsors or the Prize Winners may forfeit their prizes at the Sponsors' sole discretion. In the event a Prize Winner has not reached the age of majority in his or her place of residence, the Sponsors may require the Prize Winner's parent or legal guardian to execute such documents on behalf of the Prize Winner.

14. General Prize Terms

All costs and expenses not specifically listed above, including, without limitation, sales or use tax and shipping and handling charges to be incurred in connection with redemption of the Prize are solely Winner's responsibility. The value of the Prizes will be taxable to Winner as income. Winners must supply his or her social security number for tax purposes, and youth must supply their parent or guardian's social security number for tax purposes. All applicable regional, national, international, federal, state, and/or local taxes, and any other costs not specifically provided for in these Official Challenge Rules are solely the Winner's responsibility. The Sponsors and Co-Marketing Partners shall have no responsibility or obligation to the Winners or potential Winners who are unable to accept or utilize the Prizes as described herein.

15. Rights

A. Competition Media Rights

By entering the Challenge, the Team, Team Captain, 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 Competition at the Competition and/or Official Challenge website and to use the Team name, image, likeness, and recordings associated with the Competition in all media anywhere throughout the world in perpetuity, without additional permission or compensation unless prohibited by law.

Each Team, Team Captain, and Team member, by entering the Challenge, agrees, if chosen as a Winner to irrevocably assign to the Sponsors of the Challenge all worldwide rights, titles and interests to the Team's Video Essay, Blog posts, Video Blogs, Team Photograph, Team Documentary, 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 Entrant/owner from exercising any rights or interest over the subject matter hereof.

By submitting any Challenge Materials, each Team, Team Captain, and Team member warrants and represents that the Challenge Materials: (a) are Team's original work, (b) have not been previously published, (c) have not won previous awards, (d) do not infringe upon the copyrights, trademarks, rights of privacy, publicity or other intellectual property or other rights of any person or entity; (e) that Team has obtained permission from a person whose name, likeness or voice is used in any Challenge Materials and (f) and 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. Each Team, Team Captain, and Team member will indemnify and hold harmless, Sponsor, Administrator, 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 Captain 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 Sponsors' use of such entry, in a form satisfactory to the Sponsors, upon request, prior to award of prize and/or naming of entrant as a winner.

By submitting any Challenge Materials, each Team, Team Captain, and Team member agrees that such submissions are gratuitous and made without restriction, and will not place Sponsors, Administrators, and/or Co-Marketing Partners under any obligation, and that Sponsors, 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 Captain, and Team member acknowledges that, by acceptance of such submission, the Sponsors, 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 Team.

B. Use of Marks

Except as expressly set forth in this Agreement, the Team shall not use the names, trademarks, copyrights, logos, insignias or similar intellectual property of the Sponsors, 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 Sponsors and Co-Marketing Partners grant the Team a non-exclusive, royalty-free, worldwide license to use the Challenge logo for the approved purposes set forth in this document.

16. General Provisions

A. Acceptance and Removal

The Sponsors and the Administrator reserve the right for any reason to reject the application of any potential Team, Team Captain, 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 Captain, and Team member agrees to abide by a decision for removal, termination, or disqualification made by the Sponsors or Administrator without challenge, legal recourse, or any other action of protest of the decision.

B. Indemnification

By entering the Challenge, Teams, Team Captain, Team members, and Prize Winners agree to hold harmless and indemnify officers, directors, partners, members, shareholders, employees and agents of the Sponsors, Administrator, 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 either (i) Teams, Team Captain, Team members, or Prize Winner's participation in the Challenge, including, without limitation, the breach or violation of entrant's representations and warranties concerning his or her submissions; and/or (ii) the receipt, redemption or use of the Prizes awarded in the Challenge, including, without limitation, any related travel or products purchased with redemption of the Prizes themselves. Teams, Team Captain, Team members, and Prize Winners agree to release all rights to bring any claim, action or proceeding against the Sponsors, Administrator, and Co-Marketing Partners, further covenant not to sue the Sponsors, Administrator, or Co-Marketing Partners and hereby acknowledge that neither the Sponsors, nor the Administrator, 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, relative to the Prizes. Where permitted by law, in consideration for being awarded a Prize, Winners hereby agree and consent, without further authorization, compensation or remuneration of any kind, to the use of their names and/or likenesses in any and all advertising, promotions and other publicity conducted by the Sponsors and Co-Marketing Partners. To the extent permitted by 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 Captain, Team member, and Winner expressly waive any and all such rights.

17. General Terms

Noncompliance with any of these Official Rules may result in disqualification. ANY VIOLATION OF THESE OFFICIAL RULES BY A PRIZE WINNER OR ANY BEHAVIOR BY A PRIZE WINNER THAT WILL BRING SUCH PRIZE WINNER OR SPONSOR OR CO-MARKETING PARTNER INTO A DISREPUTE (IN THE SPONSORS' SOLE DISCRETION) WILL RESULT IN SUCH PRIZE WINNER'S DISQUALIFICATION AS A PRIZE WINNER AND ALL PRIVILEGES AS A PRIZE WINNER WILL BE IMMEDIATELY TERMINATED.

The Sponsors, Administrator, and Co-Marketing Partners assume no responsibility for incorrect or inaccurate Entry information 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 entries in this Challenge. The Sponsors, Administrator, 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 Sponsors, Administrator, and Co-Marketing Partners are not responsible for any typographical or other error in the printing of the offer, administration of the Challenge, or in the announcement of the Prizes and the Prize Winners. If, for any reason, the Challenge is not capable of running as planned, or is disrupted or corrupted, including, without limitation, by 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 Sponsors, Administrator, 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 Sponsors deem it necessary, the Sponsors reserve the right in their sole discretion to cancel, terminate, modify or suspend the Competition or to determine the Prize Winners in their sole discretion. All interpretations of these Official Challenge Rules and decisions by the Sponsors are final. No software-generated, robotic, programmed, script, macro or other online or text message entries are permitted. The Sponsors reserve the right in their sole discretion to disqualify any individual 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 Official Rules; (iv) to be acting in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person; or (v) to have provided inaccurate information on any legal documents submitted in connection with this Challenge.

CAUTION: ANY ATTEMPT BY AN INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE 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 AND PROMOTIONAL PARTNERS RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH INDIVIDUAL TO THE FULLEST EXTENT PERMITTED BY LAW. THE CALIFORNIA COURTS (STATE AND FEDERAL) SHALL HAVE SOLE JURISDICTION OF ANY CONTROVERSIES REGARDING THE CHALLENGE AND THE LAWS OF THE STATE OF CALIFORNIA SHALL GOVERN THE CHALLENGE. EACH TEAM, TEAM CAPTAIN, 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 agreement will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by three arbitrators appointed as follows: each party shall select an arbitrator, and such arbitrators will select a third; provided, however, that in all events at least two out of the three arbitrators must be active members of the bar of a U.S. State. The arbitration will be conducted in English in Los Angeles, California.

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.

18. Waiver of Requirements

The Sponsors 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.

19. Winners List

For a list of Winners, visit the MoonBots website at www.moonbots.org after **August 19, 2011**.

20. Sponsors:

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