

PRIZE DRAW COMPETITION RULES

Try and win with Be Together - PHASE 3

1. PROMOTER

Be Power S.p.A., with registered office at no. 11 Via Carlo Bo, 20143 Milan, Italy VAT no. 09950180969 (the 'Promoter')

1.1. ASSOCIATE

Be Charge S.r.l., with registered office at no. 11 Via Carlo Bo, 20143 Milan, Italy VAT no. 09957510960 (the 'Associate')

1.2. REPRESENTATIVE

Advice Group S.p.A., with registered office at no. 10, Via Confindenza, 10121 Turin, Italy VAT no. 09322540015.

2. TYPE

Mixed prize draw competition

3. PERIOD OF VALIDITY

From 8th July 2024 to 12th January 2025 (the 'Period of Validity')

Final Be Together draw and 'periodic' draws, as well as any 'repêchage' draws for various



Be Charge Srl

Registered office: no. 11, Via Carlo Bo, Milan
Fully paid-up share capital €500,000.00
VAT no. & Tax reference no. 09957510960
Registered in the Milan Chamber of Commerce
and the Milan Economic Administrative Index
under no. 2124183
Company with sole shareholder

types of Instant Win prize will be carried out by 21st February 2025
Requests for rewards under the reward programme can be made by 26th January 2025.

4. TERRITORY

This prize draw will be valid for the Period of Validity throughout Italian national territory and the Republic of San Marino.

5. PURPOSE OF THE PRIZE DRAW COMPETITION

This initiative is aimed at promoting the services marketed by the Promoter and the Associate, promoting the use of Be Charge's free app (the 'App' or the 'Be Charge App'), and promoting the charging of electric vehicles at the charging points sited in Italian national territory and in the Republic of San Marino. This prize draw competition is part of the loyalty initiative belonging to the Promoter and the Associate, named 'Be Together'.

6. DEFINITION OF 'YOU'

'You' means all legal persons and natural persons over the age of 18, who:

- have downloaded the Be Charge App;
- have created a profile by registering at least a name, a surname, an email address and a telephone number;
- have selected Italy when registering in the App as 'Charging Country', which indicates the country in which You wish to charge a vehicle. Participation will be deemed effective when a user selects Italy as 'Charging Country' and any actions performed before that moment will have no bearing on participation in this initiative. You may change Your 'Charging Country' at any time by logging in to the appropriate section of the app, but please note that any modification after participating in this initiative will stop You from viewing communications regarding the prize draw.
- participate in the Be Together initiative.

You will be identified by Your Be Charge identification code. This identification code is assigned automatically when registering in the App.

The following persons are excluded from entry:

- anyone who downloads the Be Charge App on a device without registering ('Guest' users);

- anyone who entered a 'Charging Country' other than Italy when registering.

7. METHOD OF ENTRY

To enter this prize draw, available only during the Period of Validity as per point 3 of these rules, You must register or be registered on the Be Charge app and participate in the Be Together initiative, viewing the Terms and Conditions of the initiative, the privacy policy and these rules.

The Be Charge App is totally free of charge, and can be downloaded onto Your device from whichever store You obtain apps and can be used without any additional cost except for normal data usage costs agreed by You with Your personal service provider.

The App has been developed to guarantee compatibility with the following platforms/languages:

- Apple iOS 13
- Google Android 6

Please note that an You may only participate via the App when there is an active internet connection; this is necessary to correctly receive all content. Once the App is installed, You must open it and navigate through the contents.

Please note that:

- Apple Inc. ('Apple') does not sponsor the 'Promoter' and does not provide the service or sponsor any of the benefits offered as a prize;
- Google Inc. ('Google') does not sponsor the 'Promoter' and does not provide the service or sponsor any of the benefits offered as a prize.

The App can be downloaded from digital platforms (Google Play for Android and App Store for Apple) whose respective owners are not involved in any way with the organisation and administration of the initiative. Their involvement is limited only to making available the above-mentioned download systems. These digital platforms are only the technological method through which the App can be downloaded. Once downloaded, the digital platforms make the App available on Your device.

You are responsible for ensuring that Your device and internet connection are suitable for submitting a competition entry.

Entry and receiving any prize is entirely dependant upon You meeting the minimum terms and conditions set out in these rules. In particular, the provisions set out in individual sections must be observed. The Promoter and the Associate reserve the right to perform any checks that they deem appropriate at any time they consider it to be necessary.

There are various ways in which to participate in this prize draw:

- a) Reward programme - section 8 of these Rules

- b) Competition prizes – which are structured into:
- Three Instant Win mechanisms
 - ‘WELCOME TOGETHER’ Instant Win - section 9.1.1
 - ‘CATCH THE FLASH’ Instant Win – section 9.2
 - ‘EXPERIENCE ROOM’ Instant Win - section 10.3
 - a final draw - section 9.1.2;
 - three periodic draws – section 9.2.

8. REWARD PROGRAMME PRIZES

Participation in this phase of the draw is open to all users.

There are several ways in which You can obtain points that can be converted into prizes (**‘Actions’**). Also, we may introduce other Actions in support of the initiative, in line with the contents of section 14 of these rules. We will notify You in accordance with the formalities set out in Italian Presidential Decree 430/2001.

Actions must be completed and points accumulated by 12th January 2025. Once the Actions have been completed, the points provided for by these rules will be made available to You, where required following checks performed by the Promoter. The time required to complete any checks on the performance of an Action is at the complete discretion of the Promoter and cannot in any case be disputed. We will ensure that points correctly accrued will be credited to You in plenty of time for them to be used.

You can check the status of completed Actions in the ‘Points Balance and History’ section.

8.1 TYPES OF POINT AVAILABLE

There are two types of points available: **POWER COINS** and **ENERGY STARS**. The generic term ‘Points’ will be used throughout this document to refer to both types of point available.

✓ **POWER COINS** - these are points that can be converted into rewards to be redeemed from the programme catalogue. After a reward has been requested, the number of Power Coins available to You will be updated by subtracting those points used to redeem the reward. Once You have

chosen a reward, You can no longer change the type of reward chosen or cancel the request and have the Power Coins returned to You.

✓ **ENERGY STARS** - these are points that cannot be converted into rewards. They measure user engagement and goals reached. They allow You to enter into a periodic prize draw (for more details, please see section 9.2 of these Rules).

The Actions required to obtain Points may be amended and supplemented during the running of this prize draw. You will be notified of any change in accordance with the provisions of Italian Presidential Decree 430/2001.

Power Coins accumulated will allow You to request one or more rewards to be chosen from those available in the programme catalogue which can be viewed in the appropriate section of the App. Once You have requested a reward, Your Power Coin balance will be updated. If You wish to request a reward from the catalogue, You cannot then cancel the request and have the corresponding Power Coins returned to You.

You can request rewards from those featured in the new catalogue from 15th July 2024.

8.2 ACTIONS

This section sets out the Actions which, when completed, give You the right to have Points recognised. For a complete overview of the prizes available to You based on the completion of individual Actions, please see the table at Appendix 1 to these Rules.

SURVEY

During the Period of Validity, we will publish surveys in the App which You may choose to participate in. If You complete the survey until You see the appropriate completion message, You will receive:

100 Power Coins

and

10 Energy Stars

You do not need to complete the survey in one session. You can complete it at a later time, provided that You do so within the time limits of each survey, which will be specified in the App.

SHARING BADGES¹ OR REWARDS REDEEMED VIA SOCIAL MEDIA

¹ These are virtual medals that recognise that You have completed an action. Badges cannot be converted into prizes.



Once You have completed an Action, and obtained the corresponding badge, or after You have redeemed a prize by using Power Coins, You may share the badge or prize on social media. By doing so, You will obtain the following:

for sharing a badge:

5 Energy Stars

for sharing information about a redeemed reward:

10 Energy Stars

Energy Stars are recognised once per badge or prize, regardless of the number of shares performed.

ACCESS TO PLAYLISTS

We will make links available in the App for music playlists. By clicking on these links, You will be given

1 Energy Star

Please note that Energy Stars will be recognised once per playlist and, therefore, any subsequent use of any playlist will not bring further advantages.

READING CONTENT AND PARTICIPATING IN QUIZZES

We will release freely available content and specific content only present within Experience Rooms. Both types of content will enable You to obtain different types of point.

Freely available content will be available and can be viewed from the date of publication until the expiry date, i.e., 8th July 2024 to 12th January 2025. Specific content present within Experience Rooms can only be used while Your personal Experience Room is open, as described in section 10 of these rules.

READING CONTENT

Various types of content will be published on the App every two months. If You read this content, you will receive:

for freely available content

1 Energy Star

for content available within an EXPERIENCE ROOM



10 Power Coins
and
1 Energy Star

Points will only be credited once per piece of content viewed. Any successive viewing of the same content will not give You the right to any other type of benefit.

READING MISSION

If You read 10 articles, You will be credited a further 10 Energy Stars. You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

ACCESS TO QUIZZES – After completing the Reading Mission, You can access and complete the quizzes that will be available in the App. By completing this further Action, You will receive the following:

a) for participating in a quiz
for freely available content

1 Energy Star
and

for content available within an EXPERIENCE ROOM

1 Energy Star
+
5 Power Coins

b) for correctly answering a quiz
for freely available content

2 Energy Stars
and

for content available within an EXPERIENCE ROOM

2 Energy Stars
+

5 Power Coins

Points will only be recognised once for each quiz completed.

QUIZ MISSION

If You complete 10 quizzes, regardless of the answers You give, You will be credited a further 10 Energy Stars. You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

CHARGING YOUR ELECTRIC VEHICLE USING A PAY-AS-YOU-GO TARIFF

If, during the Period of Validity, You charge an electric vehicle using the App, **with a minimum of 10 kWh**, at one of the charging points available in Italy or in the Republic of San Marino, choosing the pay-as-you-go tariff, You will receive:

If the charging session is completed at a Plenitude + Be Charge charging point

60 Power Coins per kWh charged
(minimum 600 Power Coins)

If the charging session is completed at a charging point operated by another operator

30 Power Coins per kWh charged
(minimum 300 Power Coins)

PAY-AS-YOU-GO CHARGING MISSION

Three missions will take place during the Period of Validity.

For each of these missions You will need to charge an electric vehicle under the following circumstances:

- You must charge an electric vehicle with at least 10kWh
- You must charge an electric vehicle at one of the charging points available throughout Italy or the Republic of San Marino.

Each mission can only be completed once for each mission period, as set out below:

| MISSION | PERIOD | CHARGING SESSIONS TO BE COMPLETED (as specified above) | POWER COINS ASSIGNED UPON COMPLETION |
|---------|--|---|--------------------------------------|
| 1 | from 15th July to 31st July 2024 | 3 charging sessions of at least 10kWh each | 1500 Power Coins |
| 2 | from 19th August to 31st August 2024 | 3 charging sessions of at least 10kWh each | 1500 Power Coins |
| 3 | from 11th November to 24th November 2024 | 2 charging sessions of at least 10kWh each | 1000 Power Coins |

BUYING A PREPAID CARD

If during the Period of Validity – 8th July 2024 to 12th January 2025 – You buy a prepaid card from those available on the Be Charge App (please see the dedicated web page for more information www.bec.energy/tariffe/), You will receive a certain number of Power Coins. The number of Power Coins You receive will depend on the type of prepaid card You choose. In more detail:

1. if You buy a 'BE CARD 50' card, You will receive
100 Power Coins
2. if You buy a 'BE CARD 100' card, You will receive
200 Power Coins
3. if You buy a 'BE CARD 150' card, You will receive
300 Power Coins

BUY A PREPAID CARD MISSION

if You buy 2 prepaid cards during the Period of Validity as defined above, You will receive a further 500 Power Coins. You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

ADDING VEHICLES IN THE APP

If, during the Period of Validity, You add electric vehicles in the App, You will receive:

50 Power Coins

and

10 Energy Stars



To receive the Points described here, this Action will be deemed to have been completed only if performed after entering this prize draw.

Please note that Points will only be credited the first time You add a vehicle in the App during the Period of Validity.

SAVING FAVOURITE CHARGING POINTS IN THE APP

If, during the Period of Validity, You add save favourite charging points in the App, You will receive:

5 Power Coins

and

5 Energy Stars

for each charging point saved up to a maximum of 5 different charging points saved for the first time in the App and after joining this prize draw initiative.

To receive the Points described here, this Action will be deemed to have been completed only if performed after entering this prize draw.

REGISTERING A PAYMENT METHOD

This action will be recognised only once during this prize draw, i.e., for the first payment method You add during the Period of Validity from 8th July 2024 to 12th January 2025.

This Action will give You:

150 Power Coins

PARTICIPATING IN A CHALLENGE

If You participate in a challenge, as challenger and/or as opponent, You will have the opportunity to earn points as per Table C in section 10 of these rules.

TIMED PLAY & CHARGE MISSION

If You complete the 'Timed Play & Charge' missions active during the Period of Validity, You will obtain 1000 Power Coins each time. The following conditions will apply:

- You will obtain 1000 Power Coins only once per mission;
- You can complete a maximum of 5 missions during the Period of Validity. This means that You can obtain a maximum of 5000 Power Coins in total;
- each mission has a pre-determined Completion Period and must be completed before the end of that Period. Each Period will be clearly identifiable;

Each mission is made up of **TWO ACTIONS (PLAY and CHARGE)** which must be completed during the Completion Period, and in the exact order as set out below:

- **ACTION 1 - PLAY**

Complete the game available in the App during the period indicated (please see the 'Play' section for more details)

- **ACTION 2 - CHARGE**

Complete 2 charging sessions via the App. For each charge you must:

- charge an electric vehicle with at least 10kWh
- charge an electric vehicle at one of the charging points available throughout Italy or the Republic of San Marino (please see the 'Charge' section below for more details)

If You do not complete the actions in the order indicated or if You do not complete both actions within the Completion Period scheduled for each mission, You cannot obtain any Power Coins. For example, if during period 1 You complete the Play action, but You do not complete the Charge action until after 18th August 2024 (the end of period 1 scheduled for completing the actions), You will not obtain any Power Coins.

Play & Charge mission table

| PERIOD | GAME AVAILABLE | COMPLETION PERIOD for the 2 ACTIONS |
|--------|--|---|
| 1 | 'Play and Charge' Summer Edition | From 5th August to 18th August 2024 |
| 2 | 'Play and Charge' Back to School Edition | From 6th September to 19th September 2024 |
| 3 | 'Play and Charge' Halloween Edition | From 21st October to 3rd November 2024 |
| 4 | 'Play and Charge' Black Friday Edition | 25th November to 8th December |
| 5 | 'Play and Charge' Christmas Edition | From 23rd December 2024 to 5th January 2025 |

PLAY

The Play part of the mission is made up of a multi-language visual quiz. You will see an image associated with a question and You will see a series of images representing possible answers. Each game has only one question.

A game is considered correctly '**Completed**', and thus valid for the purposes of these conditions, only when You provide the correct response. You will then receive a message confirming that the game has been completed and containing details of the request to complete the charging actions during the period, so as to receive the expected number of Power Coins.

You may make as many attempts to complete each game as You wish, provided that You make these attempts during the Completion Period set out for each Play part of the mission.

CHARGE

To validly complete the Charge part of a missions, the following conditions must be met:

- You must complete two charging sessions;
- both charging sessions can only be completed after completing the Play part of the mission;
- both charging sessions must be completed before the end of the Completion Period established for each mission for which the Play part has been completed correctly;
- You must carry out the first charging session only after seeing the message confirming that the Play part of the mission has been completed;
- You must complete both charging sessions via the App;
- You must complete both charging sessions at charging points available throughout Italy and the Republic of San Marino;
- You must charge an electric vehicle with at least 10kWh at each charging session;
- the payment for each charging session must be completed successfully;
- both charging sessions must NOT be carried out from associate profiles;

Any charging session that does not meet the above conditions will not be considered as valid, and You will not obtain the Power Coins provided for in the 'Timed Play & Charge Mission'

EVENTS ORGANISED BY BE CHARGE AND ITS NETWORK

During the Period of Validity of this prize draw, You will receive communications on events throughout Italy or on virtual platforms, organised by Be Charge or its network. You can view the updated list of events in the dedicated section of the Be Together area of the App.

If You take part in an event, You will find a QR code. If You scan the QR code with Your device's camera, you'll receive

100 Energy Stars

To receive the Energy Stars You'll need to have the latest version of the App.

You can only receive Energy Stars once per event. You cannot receive any other reward by scanning the QR code multiple times.

MISSION

In addition to the Points assigned set out above, the first time You take part in an event and correctly scan the QR code, You will receive a further 100 Energy Stars. You will receive the Energy Stars for



completing this mission only for the first time You take part in an event. In any case this can only occur once during the Period of Validity.

PARTICIPATING IN A CATCH THE FLASH INSTANT WIN

You will be deemed to have validly taken part in this Instant Win provided You:

- find the 'Flash' graphic hidden in the App
- click on the graphic
- activate Your participation in the Instant Win under the terms set out in section 9.2 of these rules

MISSION

The first time You participate validly in a Catch the Flash Instant Win game, regardless of the outcome, You will receive

50 Energy Stars

You can obtain Energy Stars for this mission only once, even if You correctly perform the actions in all five periods in which the Catch the Flash Instant Win is available.

PARTICIPATING IN AN EXPERIENCE ROOM INSTANT WIN

To access Your Experience Room, You must complete charging sessions in the manner set out in section 10 of these rules.

MISSION

If You participate validly in at least 4 Instant Win draws, regardless of whether or not You win, You will receive a further

5 Energy Stars

You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

9. PRIZE DRAW

There are several ways in which You can win a prize in this draw:

✓ **INSTANT WIN** - This method of play selects a winner at random based on pure chance. The draw begins only when You start the entry procedure. Prizes are assigned by a specially created computer system which randomly assigns prizes to entries.

If there are any malfunctions in the network or other problems which may lead to the association between the result of the draw and the winner's video not being managed correctly, please note that to identify winners, the Promoter and the Associate will rely solely on the data contained in the report of the assignment/draw system.

✓ **DRAW** - special databases have been created in which all user participating in the different types of draw will be entered. Entries will be drawn using special software and in the presence of a notary.

Please note that all prizes drawn will be sent via email to the address entered when You registered on the App. For more details on prizes, please see section 11 of these rules. The Promoter and the Associate assume no liability for any errors You make when communicating Your email address.

Please note that, for all of the mechanisms described above, we will use special software which has been properly certified, as set out below.

MANAGEMENT SOFTWARE

Prizes are assigned purely at random and will be assigned by software with anti-tampering and uneditability certification, as per the substitute declaration drafted in place of a notarial deed and issued by the technical manager responsible for creating the software, to ensure that You are treated fairly and equally and to ensure public faith in the software. This declaration will be attached to the documentation issued to begin the prize draw competition and sent to the Italian Ministry of Economic Development.

The software certification will guarantee that:

- the specifications of the random prize draw program - that manages the assignment of prizes - based on the random identification of individual moments (day, hour, minute, second) to which is assigned and declared as winning the first valid entry played, at that moment or at the next following moment, are fit for purpose;
- the software includes precautions that are deemed sufficient to prevent external operations by third parties aimed at modifying the software and determining winners; this is to ensure that the public can have faith in the software;

- the database has been correctly formatted in accordance with these participation Rules;
- the specifications of the prize draw programme are fit for purpose.

Prizes will be drawn in the presence of a Notary or the Head of Consumer Protection at the Chamber of Commerce or a delegated officer from the Chamber.

The competition management website, the software and the database used to collect Your data are located on servers sited in Italy.

9.1 'WELCOME TOGETHER' PRIZE DRAW

This prize draw named 'Welcome Together' will randomly attribute prizes to users who join the loyalty initiative of the Promoter and the Associate, known as 'Be Together'. Please note that You may enter the 'Welcome Together' draw only if You meet the following conditions:

- You are a new subscriber to the initiative or, in any case, You are a user who has not already expressed a wish to benefit from the welcome opportunities.
- You can see the areas requested using the same method.

9.1.1. 'WELCOME TOGETHER' INSTANT WIN

To enter the Instant Win draw, when You first access to the App after joining this prize competition in accordance with section 7 of the Rules, You will automatically see screen regarding the Instant Win competition. To participate, You must click 'Enter'.

You may only participate once in the Welcome Together Instant Win draw; therefore, if You do not wish to play and if You express this wish by clicking on the 'Do Not Enter' button, You will lose the right to participate in the Instant Win draw. If You do not make any selection when You first access the App, You may participate at a later time by following the method described above.

If You have chosen to enter the Welcome Together Instant Win draw by clicking the 'Enter' button, You will be advised whether or not you have won a prize by means of a video that will play in the App a few seconds after You begin playing.

If You win a prize, You must activate it by entering the unique code You received by email on the Be Charge app. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in "Profile" > "Coupons and Offers" > "Find all".

PRIZES

There are 154 prizes that can be won over the entire duration of the prize draw. These are:

1 x BE CHARGE DISCOUNT COUPON worth €5
to be used when spending at least €8 at a charging session

Discount coupons must be used by and no later than 31st August 2025.

Please note that You can win only 1 Welcome Together prize during the Period of Validity; therefore, if You win a prize, you cannot take part in any final 'repêchage' draw. For information on any unassigned prizes, please see section 14 of these rules.

9.1.2 FINAL 'WELCOME TOGETHER' PRIZE DRAW

If You have participated validly in the Instant Win draw as per the rules described above and You have not won a prize, You will have the right to enter the Final Prize Draw.

By 21st February 2025, the Promoter will produce a list – in digital format – of all entrants who have participated in the Instant Win draw but have not won.

From this list, in the presence of a notary or an officer from the Chamber of Commerce tasked with protecting public faith, the following will be drawn using the competition management software:

15 winners who will each win

1 x BE CHARGE DISCOUNT COUPON worth €5
to be used when spending at least €8 at a charging session

Discount coupons must be used by and no later than 31st August 2025.

If You win a prize, You must activate it by entering the unique code You received by email on the Be Charge app. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in "Profile" > "Coupons and Offers" > "Find all".

The following will also be drawn:

45 reserve winners who will replace winners who cannot be traced or whose entry is not valid.

Prizes not attributed to winners will be assigned to reserve names in the order in which they are drawn.

9.2 'CATCH THE FLASH' INSTANT WIN

During the Period of Validity, You will receive notification that a number of activities will be available to You which may be performed in specific Participation Periods. These activities will enable You to win CATCH THE FLASH INSTANT WIN prizes.

In each Participation Period, if You 'find' a graphic object, then click on it, You will be given the opportunity to decide whether to participate in the Instant Win draw. You can formalise Your decision by clicking on the appropriate button. Once You have made Your choice, You cannot change it, in the period in question.

You can only start the game once in each Participation Period.

| CATCH THE FLASH | PARTICIPATION PERIOD | PRIZE AVAILABLE | LAST DATE FOR ACTIVATING A PRIZE IN THE APP | LAST DATE FOR USING A VOUCHER |
|-----------------|--|--|---|-------------------------------|
| 1 | from 22nd July to 28th July 2024 | 1 X BE CHARGE PREPAID VOUCHER worth €10 | 31st March 2025 | 31st August 2025 |
| 2 | from 19th August to 25th August 2024 | 2 X FREE LEOLANDIA ENTRY TICKETS worth €47.50 each | Not applicable | 5th January 2025 |
| 3 | from 30th September to 6th October 2024 | 1 X BE CHARGE PREPAID VOUCHER worth €10 | 31/03/2025 | 31st August 2025 |
| 4 | from 11th November to 17th November 2024 | 1 X BE CHARGE PREPAID VOUCHER worth €10 | 31st March 2025 | 31st August 2025 |
| 5 | from 16th December to 22nd December 2024 | 1 X BE CHARGE PREPAID VOUCHER worth €10 | 31st March 2025 | 31st August 2025 |

For details on prizes, please see section 11 of these rules.

If there is a need for a final 'repêchage' draw, You cannot be entered into the draw database if You have already won a prize, regardless of the type of prize won.

9.3 FINAL PERIODIC DRAW

If You accumulate at least 1 Energy Star, You may join the League Table which will be used for participation in periodic draws. Your position on the League Table will be determined by the number of Energy Stars You accumulate.

By participating in the League Table, You may participate in a maximum of 3 prize draws (if You meet the conditions required, You will join the League Table from the first scheduled period). Prize draws will take place at the end of the Period of Validity and by 21st February 2025.

The database of participants for each prize draw will be developed based on the number of Energy Stars that participants accumulate at the end of the following periods

- 1) from 8th July 2024 to 8th September 2024
- 2) from 9th September 2024 to 10th November 2024
- 3) from 11th November 2024 to 12th January 2025

If You fulfil the conditions required for each prize draw, You may try and win one of the prizes using the method set out below. For example, if at the end of a period, You have accumulated:

- between 1 and 100 Energy Stars, You will be entitled to 1 prize draw entry;
 - between 101 and 200 Energy Stars, You will be entitled to 2 prize draw entries;
 - between 201 and 300 Energy Stars, You will be entitled to 3 prize draw entries;
- and so on.

For each draw, Prepaid Vouchers will be offered as prizes, as described below:

| PERIOD | NUMBER OF PRIZES | PRIZE VALUE | TOTAL VALUE AVAILABLE |
|---|------------------|-------------|-----------------------|
| from 8th July 2024 to 8th September 2024 | 50 | €25.00 | €1,250 |
| from 9th September 2024 to 10th November 2024 | 20 | €50.00 | €1,000 |
| from 11th November 2024 to 12th January 2025 | 10 | €100.00 | €1,000 |

Please note that there is no maximum number of prizes that You can win in this type of draw.

If You win a prize in the Final Draw, You will receive an email – at the address used when You registered in the App – with instructions on how to claim the prize.

The email will be sent as quickly as possible and in any case within 180 days from the date the prize is won, and following checks performed by the Promoter to ensure that the data is correct and that these rules have been followed.

For details on prizes, please see section 11 of these rules.

10. EXPERIENCE ROOM

If You use the App to charge an electric vehicle with at least 10 kWh at one of the charging points available in Italy or the Republic of San Marino, You will have access to an Experience Room. An Experience Room is a game section in which You will have access to a number of activities to be performed (in particular, You will be able to issue Challenges in order to obtain Points and to enter the Experience Room Instant Win prize draw). The content available in Experience Rooms will be updated periodically and You can use the Experience Room available to You when you access the App.

The charging session must be performed at any charging point available in the App and can be performed with any tariff plan (i.e., pay-as-you-go, tariff plan, where available, or prepaid package).

Please note that charging sessions begun using an RFID card do not allow access to Experience Rooms.

To access the Experience Room, Your transaction must be valid and payment must be successful.

To perform a charging session that qualifies for entry, You must create a billing profile, which is not an Associate Profile, entering the required information in the 'Billing Profile' field of the 'Profile' section. This information includes:

for private profiles - name, surname, email address, postal address and tax reference number (optional fields: certified email, SDI e-billing number)

for business profiles - business name, email address, billing address, VAT number, tax reference number (optional fields: certified email, SDI e-billing number).

If Your billing profile is an 'Associate Profile' and if You do not possess any other billing profile, you will be excluded from the prize draw competition. An Associate Profile is a type of billing profile configured by a user in the App using a code shared by a Business user which owns the profile. In this case, the user of this profile may only start, monitor and terminate a charging session using the Associate Profile. Payment and billing are the responsibility of the inviting Business profile.

10.1 ACCESS TO THE EXPERIENCE ROOM

You must access the 'Experience Room' **within 48 hours of the qualifying charging session**. You access the 'Experience Room' by clicking a button that will be active on the Be Together homepage on the App.

Your Experience Room will be accessible for 48 hours beginning from the moment You perform a qualifying charging session, regardless of when You access the area. Once this 48-hour period has expired, the 'Experience Room' session will be closed and You will no longer be able to access it

and/or perform/complete the Actions contained in it, even if they have not been performed or completed. Also, You will no longer be able to enter the Experience Room Instant Win draw.

You can extend the period in which you will be able to access the Experience Room by performing another valid charging session before the end of the 48-hour period. If You do so, the 48 hours available will be recalculated from the time of the latest charging session. For example, if You performed a charging session at 13:00 on Monday, Your 'Experience Room' (and access to it) will be active until 12:59:59 on Wednesday. If You perform another valid charging session on Tuesday at 20:30, the 'Experience Room' (and access to it) will be active until 20:29:59 on Thursday.

Once the 'Experience Room' session has closed, to access it again You must perform a valid charging session and repeat the procedure described above (click on the access button within 48 hours of the charging session).

Please note that only by charging an electric vehicle in accordance with what is set out above is not by itself enough to obtain the benefits available in the Experience Room. You can only obtain the benefits by accessing the Experience Room and performing and completing the Actions contained in it and/or by entering the Experience Room Instant Win draw.

10.2 CHALLENGES

If You access Your 'Experience Room', You will have **3 challenges available to You per week** (by 'week' we mean the period from 00:00:00 on Monday until 23:59:59 on Sunday) during the period in which Your 'Experience Room' is active.

You (the challenger) may choose to challenge another User on the 'league table' (opponent). You cannot issue a new challenge until the first challenge has been completed by both challenger and opponent, or the time available for completing the challenge has elapsed.

If a challenge is not completed by 23:59:59 in a day, the challenger will lose the opportunity to begin the other two challenges available for the day in question and cannot claim anything. Once a CHALLENGE has been issued, it cannot be withdrawn and the challenger cannot change the opponent.

If You do not issue any challenges within the time limit, for whatever reason, You cannot carry them over. Similarly, You cannot carry over challenges for days on which You have not been able to access your 'Experience Room'.

Once Your Experience Room has closed, and there are still outstanding challenges remaining, the time available for completion will be deemed to have elapsed, even if they have been completed by only the challenger or only the opponent.

To complete a Challenge, the CHALLENGER must:

- select a User opponent from those shown on the 'league table' referred to in section 9.2 of these rules.

- select the Challenge from those available;
- complete the Challenge by allowing the Opponent to complete the challenge. If the Challenger interrupts a challenge, he/she will not receive any reward and may launch another Challenge. If the Opponent accepts the challenge and does not complete the quiz, the Challenger will receive 5 Power Coins and 1 Energy Star and if the Challenger's response to the quiz is correct, he/she will receive a further 10 Power Coins and 2 Energy Stars.

To complete a Challenge, the OPPONENT must:

- accept the Challenge and participate in it. Please note that an opponent may participate in a Challenge even if he/she has no active 'Experience Room';
- complete the Challenge within 24 hours of launch (once he/she has received the invitation), regardless of when he/she has accepted it. If the Opponent stops participating in the Challenge, it cannot be resumed.

If the Opponent ignores the Challenge, it will be deemed to have been forfeited, and the Challenger will receive only 5 Power Coins and 1 Energy Star, the reward for launching a Challenge.

The result of the Challenge will only be communicated once both Challenger and Opponent have completed the activities set out above or when the time available for completing the challenge has elapsed.

By participating in a Challenge, the Challenger and Opponent can receive Power Coins and Energy Stars as per the following table:

TABLE C: ALLOCATION OF CHALLENGE POINTS

| | SITUATION | DESCRIPTION | CHALLENGER | | OPPONENT | |
|---|---|--|---|--|--|--|
| | | | POWER COINS | ENERGY STARS | POWER COINS | ENERGY STARS |
| 1 | Challenger wins | CHALLENGER answers correctly OPPONENT answers incorrectly | 5 (challenge launched) 10 (answered correctly) | 1 (challenge launched) 2 (answered correctly) | 5 (challenge accepted) | 1 (challenge accepted) |
| 2 | Draw, both with correct answers | CHALLENGER answers correctly OPPONENT answers correctly | 5 (challenge launched) 5 (answered correctly) | 1 (challenge launched) 1 (answered correctly) | 5 (challenge accepted) 5 (answered correctly) | 1 (challenge accepted) 1 (answered correctly) |
| 3 | The Challenger answers correctly + the Opponent plays but does not complete the challenge | CHALLENGER answers correctly OPPONENT taps Play but does not complete the challenge | 5 (challenge launched) 10 (answered correctly) | 1 (challenge launched) 2 (answered correctly) | - | - |
| 4 | Opponent allows the time to participate in the challenge to run out | CHALLENGER answers correctly OPPONENT does not tap Play and allows the time to accept run out | 5 (challenge launched) | 1 (challenge launched) | - | - |

| | | | | | | |
|---|---|--|------------------------|------------------------|---|--|
| 5 | Opponent wins | CHALLENGER answers incorrectly OPPONENT answers correctly | 5 (challenge launched) | 1 (challenge launched) | 5 (challenge accepted) 10 (answered correctly) | 1 (challenge accepted) 2 (answered correctly) |
| 6 | Draw, both with incorrect answers | CHALLENGER answers incorrectly OPPONENT answers incorrectly | 5 (challenge launched) | 1 (challenge launched) | 5 (challenge accepted) | 1 (challenge accepted) |
| 7 | The Challenger answers incorrectly + the Opponent plays but does not complete the challenge | CHALLENGER answers incorrectly OPPONENT taps Play but does not complete the challenge | 5 (challenge launched) | 1 (challenge launched) | - | - |
| 8 | The Challenger answers incorrectly + the Opponent allows the time to accept run out | CHALLENGER answers incorrectly OPPONENT does not tap Play and allows the time to accept run out | 5 (challenge launched) | 1 (challenge launched) | - | - |

For a complete overview of the prizes available to You based on the completion of individual Actions (including those for the Reward Programme described above), please see the table attached to these Rules.

CHALLENGE MISSION

If You are the CHALLENGER – if You issue 5 challenges, regardless of whether or not they are completed and/or the final result of the challenge(s), You will be credited a further 20 Energy Stars. You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

If You are the OPPONENT – if You accept 3 challenges, regardless of whether or not they are completed and/or the final result of the challenge(s), You will be credited a

50 Power Coins and 10 Energy Stars.

You can only complete this mission once during the entire prize draw period. If You complete the mission more than once, You will not be credited further points or any other type of benefit.

10.3 EXPERIENCE ROOM INSTANT WIN

If You access Your ‘Experience Room’, you will have 1 chance per day (by ‘day’ we mean the period from 00:00:00 until 23:59:59) to participate in the Experience Room Instant Win draw and to win the prizes available in the period of validity of Your ‘Experience Room’.

To participate in the Experience Room Instant Win draw, You must simply begin playing by clicking on the appropriate button which will appear in Your Experience Room. The result will be visible immediately on the device You used to participate. If You do not begin playing before the deadline, You will lose the chance to win the prizes and You cannot claim anything. You will lose all attempts

to play that are unused when the period in which Your Experience Room is active, expires (i.e., 48 hours from the moment you perform a qualifying charging session).

During the Period of Validity, 1,140 prizes can be won in the Experience Room Instant Win draws. These prizes are:

1 x BE CHARGE DISCOUNT COUPON

worth €5, which can be used for a charging session worth at least €8

Discount coupons must be used by 31st August 2025.

If You win a prize, You must activate it by entering the unique code You received by email on the Be Charge app. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in "Profile" > "Coupons and Offers" > "Find all".

11. PRIZES AVAILABLE – METHOD OF USE

The table below sets out all of the Prizes available in this prize draw, broken down into each method of use

| TYPE OF PRIZE DRAW | PRIZE | TOTAL VALUE | TOTAL VALUE | TOTAL VALUE |
|------------------------------|----------------------------------|-------------|-------------|-------------|
| WELCOME TOGETHER INSTANT WIN | DISCOUNT COUPON | 154 | €5.00 | €770 |
| EXPERIENCE ROOM INSTANT WIN | DISCOUNT COUPON | 1,140 | €5.00 | €5,700 |
| CATCH THE FLASH INSTANT WIN | PREPAID VOUCHER | 28 | €10.00 | €280 |
| | 2 X FREE LEOLANDIA ENTRY TICKETS | 25 | €47.50 | €2,375 |
| | PREPAID VOUCHER | 28 | €10.00 | €280 |
| | PREPAID VOUCHER | 28 | €10.00 | €280 |
| | PREPAID VOUCHER | 28 | €10.00 | €280 |
| FINAL DRAW | DISCOUNT COUPON | 15 | €5.00 | €75.00 |
| LEAGUE TABLE | PRE-PAID VOUCHER | 50 | €25.00 | €1,250 |

| | | | | |
|--|--|----|---------|--------|
| | | 20 | €50.00 | €1,000 |
| | | 10 | €100.00 | €1,000 |

Winners will receive their prize by email as soon as possible and in any case within 180 days of the date the prize is won. You can download Your prize from the time You receive the email notifying you of the win.

DISCOUNT COUPONS are to be used in a single transaction, whilst Vouchers can be spent over multiple transactions before the expiry date of 31st August 2025.

You are responsible for ensuring that the contact details You entered when You registered on the App are correct and active. If this is not the case, any prize won cannot be assigned and used.

A 'prize email' will contain all of the information You will need to redeem the prize. You must activate any prize You win by entering the unique code received by email onto the Be Charge app. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in 'Profile' > 'Coupons and Offers' > 'Find all'.

'CATCH THE FLASH INSTANT WIN' PREPAID VOUCHER: You must activate any prize You win by You win by entering the unique code received by email onto the Be Charge app before 31st March 2025. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in "Profile" > "Coupons and Offers" > "Find all".

Vouchers must be used before 31st August 2025 to perform pay-as-you-go charging sessions on the network available in the Be Charge app. After this date, any residual credit can no longer be used. You are responsible for using discount coupons and/or prepaid vouchers in accordance with the required methods and before the date clearly indicated in the prize email, i.e., 31st August 2025.

Prizes received but not activated or redeemed by the expiry date indicated will no longer be able to be used and You will not be able to receive any other type of prize and You cannot claim anything else.

FREE LEOLANDIA ENTRY TICKETS open-date ticket valid for 1 day at Leolandia. Each ticket is valid for one day and allows entry for 1 child or 1 adult on any day and time the park is open. You can find the list of opening times at leolandia.it National holidays and 31st October 2024 are excluded. Tickets must be used by 5th January 2025.

Please note: prizes do not include transfers from your place of residence and/or domicile, or any other additional service not specified when the prize is delivered.

The ticket will be delivered in PDF format, and You can download Your prize from the time You receive the email notifying you of the win.

'LEAGUE TABLE' PREPAID VOUCHER this must be activated on the Be Charge app by 31st March 2025. To do this, open the app and log in. If you've not already done so, complete a billing profile and enter a payment method, then enter your code in "Profile" > "Coupons and Offers" > "Find all". Vouchers must be used before 31st August 2025 to perform pay-as-you-go charging sessions on the network available in the Be Charge app. After this date, any residual credit can no longer be used.

You cannot hold the Promoter and the Associate liable if:

- Your mailbox is full;
- the email address You provided during registration is incorrect or incomplete;
- there is no response from Your email host after the email is sent;
- Your mailbox is deactivated or disabled;
- the email address You provided during registration appears on a black-list.

You are solely responsible for managing Your email with particular regard to adopting security measures to prevent Your mailbox from being accessed by unauthorised persons.

Prizes assigned cannot be transferred and cannot be converted to cash or other alternative, nor is there any right to request, with or without the addition of cash, the possibility of choosing or receiving a prize that is different from the prize assigned, even if it is of lower value.

The Promoter and the Associate cannot be held liable for the improper use of prizes by winners, nor for the performance of the services to which the prizes give right.

12. EXCLUSION FROM PARTICIPATION AND FAILURE TO CONFIRM A PRIZE

The Promoter and the Associate reserve the right to perform any checks they deem necessary to ensure that the terms and conditions of entry set out in these Rules have been observed.

Any entry deemed to be fraudulent and the related winner will be assessed and subject to all checks that are deemed necessary; if these checks confirm that an entry has violated these Rules, the related winner's prize will be revoked. In the event of a fraudulent entry being received, the Promoter and the Associate reserve the right to take all appropriate action to protect their interests, including legal action.

The Promoter and the Associate reserve the right to exclude You from participating in situations in which You use resources and/or tools with the capability of influencing the random nature of draws, or if Your entry is in any way deemed to be suspicious, fraudulent or in violation of the normal performance of the initiative. The Promoter and the Associate, or a representative third party, reserve the right to act, under the terms deemed to be most appropriate and pursuant to existing law, to limit and inhibit any initiative aimed at bypassing the system.

The Promoter and the Associate reserve the right to perform any checks they deem necessary to ensure that the terms and conditions of entry have been observed.

Any entry deemed to be fraudulent and the related winner will be assessed and subject to all checks that are deemed necessary; if these checks confirm that an entry is fraudulent, the related winner's prize will be revoked.

In the event of a fraudulent entry being received, the Promoter and the Associate reserve the right to take all appropriate action to protect their interests, including legal action.

13. OTHER ACTIVITIES IN SUPPORT OF THE REWARD PROGRAMME AND BONUS POINTS

In addition to what is set out above, during the Period of Validity, You may be offered further opportunities to receive points that You can use to reach prize thresholds. You will receive appropriate notification of these opportunities.

The Promoter and the Associate reserve the right to offer, for limited periods, additional benefits. An example of these benefits includes giving You the opportunity to accumulate extra points. This does not affect Your general rights,

The Promoter and the Associate reserve the right to create further methods of assigning points, linked to individual periodic promotions. You will be notified in advance if the Promoter and the Associate do this.

14. 'REPÊCHAGE' DRAWS FOR PRIZES UNCONFIRMED, UNASSIGNED OR REJECTED PRIZES

Instant Win prizes that remain unassigned due to a lack of entries, or that are withheld following checks, will be put back into a prize pool for any final one-off 'repêchage' draw which will be made before 21st February 2025.

You will be entered in the 'repêchage' draw database only once provided that You have validly participated in the part of the Instant Win draw for which there will be a 'repêchage' draw, and You have not been assigned any prize during the regular prize draw period.

For prizes assigned from the 'repêchage' draw, checks will be performed before contacting a winner and sending any prize. If the outcome of the check is negative, the drawn winner will not be contacted and the prize will be allocated to the first available reserve.

The Promoter assumes no liability in the event that a draw winner cannot be contacted or the winner does not reply in time due to a failure to check the details used for communications.

15. GENERAL RULES

By participating in this prize draw competition, You agree to accept the clauses contained in these rules.

Please note that the Promoter, during the Period of Validity of the initiative, may send communications relating to the competition and to the prize pool to the email address You entered to allow You to claim prizes.

If Your entry is deemed by the Promoter to be fraudulent, You will be prevented from claiming any prize.

If You fail to provide details or if You provide incorrect details for one or more elements requested to confirm a prize win, You will lose the right to that prize.

16. PRIZE POOL

The estimated Prize Pool for the Reward Programme is €424,660.00. A 20% security deposit has been deposited via guarantee with the Italian Ministry for Enterprise and Made in Italy.

The Prize Pool for the prize draw is €13,290.00. 100% of this amount has been deposited as a security deposit with the Italian Ministry for Enterprise and Made in Italy.

The total guaranteed Prize Pool is €98,222 excluding VAT, where this is charged.

17. PUBLICITY

The prize draw competition will be publicised under the terms or using the method set out in these rules by App communications, email, advertising, and social media. The Promoter reserves the right to use any means of communication it deems appropriate to make You aware of the contents of this prize draw competition. The complete set of rules will be available in the relevant section of the Be Charge App named Be Together and at <https://www.bec.energy/programma-fedelta-be-together/>.

18. MISCELLANEOUS

Please note that entry to this prize draw competition is free of charge except for normal data usage costs agreed by You with Your personal service provider. The Promoter assumes no liability for any technical problems with access, obstruction, malfunction or difficulty regarding technical equipment, computer, cables, electronics, software and hardware, transmission and connection, or telephone line which may prevent You from accessing its website and from participating or accessing any part of the site.

19. CHARITABLE DONATION

Any prizes from the prize draw competition pool that are not assigned and/or unclaimed will be assigned to the following charity:

Fondazione Piemontese per la Ricerca sul Cancro
no. 142 Strada Provinciale, Candiolo (TO),
Tax reference no. 97519070011

The Promoter and the Associate reserve the right to deliver other goods or services of an equivalent value which, by their nature, may better contribute to the charity's activities.

Prizes expressly rejected may remain with the Promoter and the Associate.

20. WAIVER OF THE RIGHT TO WITHHOLD TAX

The Promoter waives its right to withhold amount for tax purposes, pursuant to Article 30, Italian Presidential Decree 29/09/73, from winners of prizes in the pool.

21. CANCELLING AN ACCOUNT

If You no longer wish to participate in this Initiative, You can contact Be Charge's customer services team and make a request to be removed from the draw database. In this case, You will no longer be able to access the various ways of playing and will not be eligible for any prize, but You may still use any prize won up until that moment.

If You delete the Be Charge App, You can no longer use prizes already won but not yet used. Please note that You can only use any prizes won when You restore the App, and if the terms and conditions of using the prize, set out in detail in the prize, are still valid.



If You delete Your profile from the Be Charge App, You will be excluded from the prize draw competition.

22. PROCESSING OF PERSONAL DATA

The privacy policy will be available in the relevant section of the Be Charge App and can always be viewed at <https://www.bec.energy/programma-fedelta-be-together/>.

Date
20th June 2024

The Promoter
Be Power S.p.A.

The Representative
Advice Group S.p.A.

APPENDIX 1

TABLE B - QUALIFYING ACTIONS AND POINTS

| ACTION | DETAILED ACTION | POWER COINS | ENERGY STARS | QUANTITATIVE LIMITS |
|--|-------------------------------|--------------------------------------|---------------------|----------------------------|
| Pay-as-you-go charging session at a Be Charge charging point | minimum charge required 10kWh | 60 Power Coins/kWh minimum 600 | - | - |

| | | | | |
|---|---|--------------------------------|----|---|
| Pay-as-you-go charging session at a charging point operated by another operator | minimum charge required 10kWh | 30 Power Coins/kWh minimum 300 | - | - |
| Mission: Buy 2 prepaid cards | For the first two purchases, regardless of the denomination of the card | 500 | | 1 |
| Buy a prepaid card 50 kWh | for methods and limitations, please go to https://www.bec.energy/tariffe/ | 100 | - | - |
| Buy a prepaid card 100 kWh | for methods and limitations, please go to https://www.bec.energy/tariffe/ | 200 | - | - |
| Buy a prepaid card 150 kWh | for methods and limitations, please go to https://www.bec.energy/tariffe/ | 300 | - | - |
| Save a vehicle in the App | only after registering for Be Together - max 1 vehicle and only for the first time this action is completed | 50 | 10 | 1 |
| Save a favourite charging point in the App | only after registering for Be Together -max 5 charging points | 5 | 5 | 5 |
| Complete a profile with a payment method | reward assigned for the first payment method entered during the Period of Validity | 150 | - | 1 |
| Surveys | regardless of response | 100 | 10 | - |
| Sharing a badge | using social media | - | 5 | - |
| Sharing prizes | using social media | - | 10 | - |
| Access a playlist | Rewards will be assigned for the first tap on each link | - | 1 | - |
| Read educational content | Read content. Reward assigned once per piece of content read | - | 1 | - |
| Mission: Read 10 pieces of educational content | Read 10 different pieces of educational content | - | 10 | 1 |
| Educational quiz answered correctly | Access only after using the educational content | - | 3 | - |
| Educational quiz answered incorrectly | Access only after using the educational content | - | 1 | - |
| Mission: participate in 10 educational quizzes | Regardless of response given | - | 10 | 1 |

| | | | | |
|---|---|-------|-----|------------|
| Participate in a challenge | Details of rewards set out in Table A of these Rules | - | - | - |
| Mission: accept 3 challenges | regardless of the outcome of individual challenges | 50 | 10 | 1 |
| Timed Play & Charge Missions | Play and Charge Available in 5 periods | 1,000 | - | 5 |
| Events organised by Be Charge and its network | Participate in events held in the territory | - | 100 | - |
| Events organised by Be Charge and its network Mission | On first participation | - | 100 | 1 |
| Mission: participate in Instant Win catch the flash | Valid participation, regardless of whether You win or not | - | 50 | 1 |
| ACTIONS AVAILABLE IN THE EXPERIENCE ROOM | | | | |
| Charging session to open the room | entry into Your room following the charging session | 15 | - | 1 per week |
| Challenge issued | See table A | - | - | - |
| Challenge undertaken | See table A | - | - | - |
| Challenge won | See table A | - | - | - |
| Challenge lost | See table A | - | - | - |
| Mission: issue 5 challenges | Regardless of the outcome of individual challenges | - | 20 | 1 |
| Mission: accept 3 challenges | Regardless of the outcome of individual challenges | 50 | 10 | 1 |
| Mission: participate in 4 Instant Win draws | Regardless of outcome | - | 5 | 1 |
| Read content | 1 per piece of content | 10 | 1 | - |
| Educational quiz answered correctly | 1 per quiz | 10 | 3 | - |
| Educational quiz answered incorrectly (participation) | 1 per quiz | 5 | 1 | - |

ANNEX 2

REWARDS CATALOGUE AND THRESHOLDS

| THRESHOLD | POWER COINS | PRIZE | TOTAL |
|-----------|-------------|--|----------------|
| 0 | 0 | Cheerz - prints | 10 free prints |
| 0 | 0 | Eduzia by Treccani, monthly or annual subscription | 50% discount |
| 0 | 0 | Coltivatori di Emozioni – no minimum spend | 10% discount |
| 0 | 0 | Tiqets – on individual products (excluding packages) | 10% discount |

| | | | |
|---|---------|--|--------------|
| 0 | 0 | Tucano – no minimum spend on the Tucano website | 20% discount |
| 0 | 0 | Leolandia – discount applied on the purchase of fixed-date tickets | €2.00 |
| 1 | 15,000 | Negozio Leggero – Gift Voucher | €5.00 |
| 1 | 15,000 | Plenitude – Gift Card | €5.00 |
| 1 | 15,000 | Decathlon – Gift Card | €5.00 |
| 1 | 15,000 | Leolandia Gift Card – for purchasing open-date tickets | €5.00 |
| 2 | 25,000 | Amazon.it – Gift Card | €7.00 |
| 2 | 25,000 | Be Charge – Gift Card | €7.00 |
| 3 | 45,000 | Chicco – Gift Card | €10.00 |
| 3 | 45,000 | Edenred – Voucher | €10.00 |
| 3 | 45,000 | Be Charge – Gift Card | €10.00 |
| 4 | 70,000 | Dimore d'epoca – Gift Voucher | €20.00 |
| 4 | 70,000 | Plenitude – Gift Card | €20.00 |
| 4 | 70,000 | The Fork – Gift Card | €20.00 |
| 5 | 100,000 | Amazon.it – Gift Card | €40.00 |
| 5 | 100,000 | Decathlon – Gift Card | €40.00 |
| 5 | 100,000 | Be Charge – Gift Card | €40.00 |