

OFFICIAL COMPETITION RULEBOOK

Last Updated: 13th July, 2026.

This **Official Competition Rulebook** (“**Rulebook**”) governs participation in all competitions, tournaments, elimination rounds, digital challenges, audience interactions, voting activities, livestream engagements, and related activities conducted through the **FURY™ platform** (“**Platform**”) operated by **Elycrox Global Ltd.** (“**FURY**”, “**Company**”, “**we**”, “**our**”, or “**us**”).

This Rulebook forms part of the legally binding framework governing participation on the Platform and should be read together with the Terms of Service, Privacy Policy, KYC Policy, and any other applicable policies, guidelines, notices, or participation requirements issued by the Company from time to time.

Participation in any competition constitutes full acceptance of this Rulebook.

1. PURPOSE AND NATURE OF THE PLATFORM

- a. FURY™ is a skill-based digital entertainment and competition platform designed to facilitate structured competitive participation, audience engagement, performance-based eliminations, and prize-based entertainment experiences.
- b. Competitions conducted on the Platform are intended to reward skill, performance, creativity, strategic ability, participation quality, audience engagement, consistency, execution, or other merit-based criteria determined by the Company.
- c. The Platform is not intended to operate as a gambling, betting, lottery, or games-of-chance service.
- d. Participation outcomes are not intended to be determined solely by random chance.

2. DEFINITIONS

For the purposes of this Rulebook:

“**Competition**” means any challenge, contest, tournament, elimination event, voting activity, or organised gameplay activity hosted through the Platform.

“**Contestant**” means any individual approved to participate in a Competition.

“**Participant**” includes contestants, users, voters, audience participants, and any person interacting with a Competition.

“Entry Fee” means any participation fee, registration fee, subscription payment, or access payment connected with a Competition.

“Prize” includes cash rewards, sponsored benefits, merchandise, endorsements, promotional opportunities, recognition, or other rewards connected with a Competition.

“Voting Activity” includes audience engagement systems, public voting mechanisms, engagement scoring, reactions, polls, rankings, or participation metrics.

“KYC” means Know Your Customer verification procedures conducted by the Company.

“Platform” includes the FURY™ website, digital systems, applications, livestream environments, social engagement channels, and associated infrastructure.

3. ELIGIBILITY

- a. Participation in Competitions is limited to individuals who satisfy all applicable eligibility requirements established by the Company.
- b. Participants must:
 - i. be at least eighteen (18) years of age or otherwise legally eligible under applicable law;
 - ii. possess legal capacity to participate;
 - iii. provide accurate and complete registration information;
 - iv. successfully complete applicable KYC requirements where requested;
 - v. comply with all Platform rules and operational requirements.
- c. The Company reserves the right to restrict or deny participation based on jurisdictional limitations, compliance concerns, security risks, operational considerations, prior misconduct, suspicious activity, or other legitimate grounds.
- d. Participation may be restricted in certain territories where applicable laws, regulations, or operational considerations make participation inappropriate or impracticable.

4. REGISTRATION AND ACCOUNT REQUIREMENTS

- a. Participants may be required to create an account, submit registration details, complete verification procedures, and provide supporting documentation before participating in certain Competitions.
- b. Users are responsible for maintaining the confidentiality and security of account credentials.

- c. Accounts shall not be transferred, sold, shared, or used by another person without authorisation.
- d. The Company reserves the right to suspend, restrict, investigate, or terminate accounts associated with:
 - i. false information;
 - ii. duplicate registrations;
 - iii. identity inconsistencies;
 - iv. fraudulent conduct;
 - v. automated activity;
 - vi. unauthorised account access;
 - vii. suspicious behaviour.

5. ENTRY FEES AND PARTICIPATION PAYMENTS

- a. Certain Competitions may require payment of Entry Fees or participation charges.
- b. All applicable fees shall be disclosed through the Platform or relevant Competition materials.
- c. Except where expressly stated otherwise by the Company, Entry Fees are non-refundable once participation has been confirmed.
- d. The Company reserves the right to:
 - i. modify participation fees;
 - ii. introduce tiered participation structures;
 - iii. offer promotional access or discounted participation opportunities;
 - iv. suspend or reject payments suspected to involve fraud, abuse, unauthorised activity, or compliance concerns.
- e. Participants are responsible for ensuring that payment information submitted through the Platform is accurate and lawfully authorised.

6. NATURE OF COMPETITIONS

- a. Competitions conducted through the Platform may involve:
 - i. elimination rounds;
 - ii. performance-based challenges;
 - iii. timed contests;
 - iv. audience interaction;
 - v. voting systems;
 - vi. creative or strategic tasks;
 - vii. live or recorded gameplay activities;
 - viii. individual or team participation formats.

- b. The Company reserves the right to determine the operational structure, scoring methodology, participation format, challenge design, elimination procedures, and competition mechanics applicable to each Competition.
- c. Competition formats may evolve over time to improve fairness, engagement, operational efficiency, audience experience, or commercial viability.

7. SKILL-BASED STRUCTURE

- a. FURY™ Competitions are intended to operate primarily as skill-based entertainment activities.
- b. Outcomes may be influenced by factors including:
 - i. participant performance;
 - ii. strategic execution;
 - iii. reaction time;
 - iv. consistency;
 - v. creativity;
 - vi. decision-making;
 - vii. engagement quality;
 - viii. audience support;
 - ix. challenge completion metrics;
 - x. compliance with competition requirements.
- c. No representation is made that participation guarantees winnings, advancement, visibility, sponsorship opportunities, or commercial success.

8. VOTING SYSTEMS AND AUDIENCE ENGAGEMENT

- a. Certain Competitions may incorporate audience participation mechanisms, including voting systems, engagement rankings, polls, reactions, or other interactive features.
- b. Voting activities may be conducted through the Platform, approved third-party systems, livestream interfaces, social engagement mechanisms, or other authorised channels determined by the Company.
- c. The Company reserves the right to determine:
 - i. the availability of voting features;
 - ii. whether voting is free, paid, limited, weighted, or restricted;
 - iii. the number of votes permitted per participant or account;
 - iv. the duration of voting periods;
 - v. the manner in which votes are counted, reviewed, verified, weighted, or invalidated.

- d. Voting activity may form part of the overall evaluation framework but shall not necessarily be the sole determining factor in competition outcomes.
- e. The Company may combine voting results with performance metrics, judging criteria, moderation reviews, compliance assessments, or operational considerations where necessary.
- f. The Company reserves the right to reject, discount, invalidate, suspend, or investigate votes associated with:
 - i. automated activity;
 - ii. bot activity;
 - iii. multiple deceptive accounts;
 - iv. unusual engagement spikes;
 - v. fraudulent conduct;
 - vi. technical abuse;
 - vii. vote manipulation schemes;
 - viii. purchased engagement;
 - ix. coordinated misconduct.
- g. The Company's determination regarding voting integrity and suspicious activity shall be final except where otherwise required by applicable law.

9. JUDGING, SCORING, AND EVALUATION

- a. Competitions may involve judges, moderators, evaluators, automated scoring systems, audience engagement metrics, or mixed evaluation frameworks.
- b. Judging criteria may include:
 - i. performance quality;
 - ii. accuracy;
 - iii. speed;
 - iv. consistency;
 - v. strategic execution;
 - vi. creativity;
 - vii. presentation;
 - viii. teamwork;
 - ix. audience engagement;
 - x. compliance with challenge rules.
- c. The Company reserves the right to establish or modify judging methodologies, scoring systems, evaluation standards, challenge requirements, and tie-breaking procedures where reasonably necessary.

- d. Judges, moderators, or evaluators may exercise reasonable discretion within the applicable competition framework.
- e. Unless expressly stated otherwise, all scoring and evaluation decisions made by the Company shall be final and binding.

10. ELIMINATION PROCEDURES

- a. Competitions may involve one or multiple elimination stages.
- b. Participants may be eliminated based on:
 - i. scoring outcomes;
 - ii. performance rankings;
 - iii. audience voting results;
 - iv. failure to complete challenges;
 - v. conduct violations;
 - vi. non-compliance with Platform rules;
 - vii. KYC failures;
 - viii. fraud investigations;
 - ix. technical violations.
- c. The Company reserves the right to structure elimination formats in a manner considered operationally appropriate for each Competition.
- d. Eliminated Participants may lose access to further participation opportunities associated with the affected Competition unless otherwise expressly permitted.
- e. The Company is under no obligation to provide detailed explanations for eliminations beyond what is reasonably necessary.

11. PRIZES AND REWARDS

- a. Competitions may involve prizes, awards, sponsorship benefits, promotional opportunities, merchandise, endorsements, recognition benefits, or other rewards.
- b. Prize structures may vary depending on:
 - i. competition type;
 - ii. participation levels;
 - iii. sponsorship arrangements;
 - iv. commercial partnerships;
 - v. audience engagement;
 - vi. operational considerations.
- c. Prize values, distribution structures, timelines, and eligibility requirements may be published separately through Competition announcements or Platform notices.

- d. The Company reserves the right to substitute, modify, postpone, split, restructure, or withdraw prizes where reasonably necessary due to:
 - i. regulatory requirements;
 - ii. operational circumstances;
 - iii. fraud concerns;
 - iv. sponsorship issues;
 - v. compliance investigations;
 - vi. technical failures;
 - vii. force majeure events.
- e. Prize distribution may be subject to:
 - i. successful KYC verification;
 - ii. tax compliance requirements;
 - iii. identity confirmation;
 - iv. execution of release documentation;
 - v. compliance with all applicable rules.
- f. The Company reserves the right to withhold or revoke prizes where a Participant is found to have violated applicable rules or engaged in misconduct.

12. DISQUALIFICATION

- a. The Company reserves the right to suspend, restrict, disqualify, or permanently ban any Participant who:
 - i. provides false information;
 - ii. engages in fraudulent activity;
 - iii. attempts to manipulate voting systems;
 - iv. uses bots, scripts, automation tools, or deceptive techniques;
 - v. engages in harassment, abuse, hate speech, threats, or misconduct;
 - vi. violates intellectual property rights;
 - vii. attempts to compromise Platform security or integrity;
 - viii. engages in collusion or unfair conduct;
 - ix. breaches applicable laws or Platform policies.
- b. Disqualification decisions may be made before, during, or after a Competition.
- c. Where reasonably necessary, the Company may revoke prizes, invalidate scores, remove content, terminate participation rights, or pursue legal remedies.

13. FAIR PLAY AND ANTI-CHEATING POLICY

- a. Participants are expected to compete fairly, honestly, and in accordance with the spirit of the Platform.

- b. The following conduct is strictly prohibited:
 - i. unauthorised automation;
 - ii. vote farming;
 - iii. account manipulation;
 - iv. identity impersonation;
 - v. collusive behaviour;
 - vi. tampering with Platform systems;
 - vii. circumvention of restrictions or controls;
 - viii. attempts to exploit software vulnerabilities or technical weaknesses.
- c. The Company may utilise monitoring tools, analytics systems, fraud detection technologies, moderation reviews, or manual investigations to preserve competition integrity.
- d. Participants acknowledge that anti-fraud and integrity enforcement measures may involve automated or manual review processes.

14. COMPANY DISCRETIONARY AUTHORITY

- a. The Company reserves broad discretionary authority to manage, operate, interpret, and administer Competitions in a manner reasonably necessary to protect:
 - i. competition integrity;
 - ii. Platform security;
 - iii. operational continuity;
 - iv. commercial viability;
 - v. user safety;
 - vi. regulatory compliance.
- b. Without limitation, the Company may:
 - i. postpone or cancel Competitions;
 - ii. modify operational mechanics;
 - iii. adjust timelines;
 - iv. replace judges or moderators;
 - v. amend challenge structures;
 - vi. remove Participants;
 - vii. restructure prize allocations;
 - viii. suspend Platform functionality;
 - ix. implement emergency operational measures.
- c. Such decisions may be made where reasonably necessary due to operational, legal, security, technical, commercial, or compliance considerations.

15. FILMING, RECORDING, AND PUBLICITY RIGHTS

- a. Participation in any Competition constitutes irrevocable consent for the Company and its authorised partners, licensees, sponsors, affiliates, successors, and assigns to record, film, photograph, stream, reproduce, publish, distribute, edit, broadcast, display, exploit, commercialise, and otherwise use the Participant's name, image, likeness, voice, appearance, performance, biographical information, social media identifiers, statements, and participation-related content in any media format now known or later developed.
- b. Such rights may be exercised for purposes including:
 - i. broadcasting;
 - ii. marketing;
 - iii. promotion;
 - iv. advertising;
 - v. public relations;
 - vi. social media engagement;
 - vii. commercial exploitation;
 - viii. sponsorship integration;
 - ix. archival purposes;
 - x. future productions.
- c. Participants acknowledge that content generated in connection with the Platform may continue to be used after elimination, withdrawal, suspension, or termination of participation rights.
- d. Except where expressly agreed otherwise in writing, Participants shall not be entitled to additional compensation arising from the use of participation-related content.

16. INTELLECTUAL PROPERTY RIGHTS

- a. All intellectual property rights connected with the Platform, Competitions, branding, content, formats, systems, gameplay structures, audiovisual materials, logos, graphics, production assets, scripts, software, challenge concepts, and associated materials remain the exclusive property of Elycrox Global Ltd. or its licensors.
- b. Participation in any Competition does not transfer ownership of any intellectual property rights to Participants.
- c. Participants shall not:
 - i. copy or reproduce Platform materials without authorisation;
 - ii. commercialise Competition content without approval;

- iii. misrepresent affiliation with the Platform;
 - iv. use FURY™ branding in a misleading or unauthorised manner;
 - v. exploit confidential production information for external purposes.
- d. Where Participants submit content, materials, recordings, ideas, comments, feedback, or creative contributions through the Platform, the Participant grants the Company a perpetual, worldwide, royalty-free, transferable, sublicensable licence to use, reproduce, adapt, distribute, publish, commercialise, modify, and exploit such materials in connection with the Platform and related activities.

17. PARTICIPANT CONDUCT

- a. Participants are expected to conduct themselves professionally and responsibly throughout all stages of participation.
- b. Participants shall not engage in:
 - i. harassment;
 - ii. threats;
 - iii. hate speech;
 - iv. bullying;
 - v. abusive conduct;
 - vi. violence;
 - vii. discriminatory behaviour;
 - viii. criminal conduct;
 - ix. disruptive behaviour;
 - x. defamatory statements;
 - xi. conduct capable of damaging the reputation of the Platform or associated parties.
- c. The Company reserves the right to take disciplinary action where Participant conduct creates operational, reputational, safety, commercial, or legal concerns.
- d. Such action may include warnings, suspension, disqualification, removal from events, prize forfeiture, or permanent bans.

18. HEALTH, SAFETY, AND PERSONAL RESPONSIBILITY

- a. Participants acknowledge that certain activities connected with Competitions, live productions, events, filming environments, or promotional activities may involve physical exertion, emotional pressure, public exposure, travel requirements, or operational risks.

- b. Participants voluntarily assume responsibility for their participation and agree to comply with all applicable safety instructions, production requirements, venue rules, and operational guidelines.
- c. The Company reserves the right to remove or restrict participation where health, safety, behavioural, medical, or operational concerns reasonably justify such action.
- d. Participants are responsible for ensuring that they are medically and legally capable of participating in applicable activities.

19. ASSUMPTION OF RISK

- a. Participation in Competitions and Platform activities is undertaken voluntarily and at the Participant's own risk.
- b. Participants acknowledge risks including:
 - i. technical failures;
 - ii. internet disruptions;
 - iii. broadcast interruptions;
 - iv. public exposure;
 - v. negative publicity;
 - vi. competitive elimination;
 - vii. audience criticism;
 - viii. social media reactions;
 - ix. financial loss;
 - x. travel-related risks;
 - xi. production delays;
 - xii. event cancellations.
- c. The Company does not guarantee uninterrupted operation, public visibility, commercial opportunities, audience growth, sponsorship benefits, or financial gain arising from participation.

20. LIMITATION OF LIABILITY

- a. To the fullest extent permitted under applicable law, Elycrox Global Ltd., its officers, employees, affiliates, sponsors, partners, contractors, agents, licensors, and representatives shall not be liable for:
 - i. loss of profits;
 - ii. loss of opportunity;
 - iii. reputational harm;
 - iv. emotional distress;

- v. technical interruptions;
 - vi. vote irregularities;
 - vii. system failures;
 - viii. broadcast disruptions;
 - ix. data loss;
 - x. competition cancellations;
 - xi. third-party conduct;
 - xii. travel issues;
 - xiii. payment processor failures;
 - xiv. social media activity;
 - xv. audience reactions.
- b. Nothing in this Rulebook excludes liability where such exclusion is prohibited under applicable law.

21. INDEMNITY

- a. Participants agree to indemnify and hold harmless Elycrox Global Ltd. and its affiliates, officers, employees, contractors, partners, sponsors, and representatives from and against claims, losses, liabilities, damages, expenses, penalties, legal costs, or demands arising from:
- i. breach of this Rulebook;
 - ii. fraudulent conduct;
 - iii. misrepresentation;
 - iv. violation of laws or third-party rights;
 - v. misuse of the Platform;
 - vi. Participant misconduct;
 - vii. unauthorised content submissions;
 - viii. disputes caused by Participant actions.
- b. This indemnity shall survive suspension, disqualification, termination, or completion of participation.

22. TECHNICAL FAILURES AND PLATFORM INTERRUPTIONS

- a. The Company shall not be responsible for failures caused by:
- i. internet disruptions;
 - ii. power outages;
 - iii. device incompatibility;
 - iv. server interruptions;
 - v. software malfunctions;
 - vi. cybersecurity incidents;
 - vii. streaming disruptions;

- viii. telecommunications failures;
 - ix. third-party service interruptions.
- b. The Company reserves the right to suspend, postpone, repeat, modify, or cancel activities affected by technical issues where reasonably necessary to preserve operational fairness or integrity.
- c. The Company's determination regarding technical disruptions and corrective measures shall be final unless otherwise required by applicable law.

23. CONFIDENTIALITY

- a. Participants may receive or become exposed to confidential, proprietary, operational, technical, creative, financial, or strategic information relating to the Platform, competitions, production processes, sponsors, commercial arrangements, internal systems, or future business activities.
- b. Participants shall not disclose, publish, distribute, exploit, reproduce, or misuse confidential information without prior written authorisation from the Company.
- c. Confidential information includes non-public information relating to:
 - i. competition outcomes before official publication;
 - ii. production methods;
 - iii. internal communications;
 - iv. business strategies;
 - v. commercial negotiations;
 - vi. technical systems;
 - vii. security protocols;
 - viii. future Platform developments.
- d. The confidentiality obligations contained in this Rulebook shall survive elimination, suspension, termination, or completion of participation.

24. DATA PROTECTION AND PRIVACY

- a. Personal Data collected in connection with Competitions may be processed for purposes including:
 - i. identity verification;
 - ii. competition administration;
 - iii. fraud prevention;
 - iv. security monitoring;
 - v. marketing and publicity;
 - vi. payment processing;
 - vii. regulatory compliance;

- viii. broadcasting and production activities.
- b. Such information shall be processed in accordance with applicable data protection laws, the FURY™ Privacy Policy, and internal compliance procedures.
- c. Participants acknowledge that Competition activities may involve livestreaming, public exposure, audience interaction, recording, publicity distribution, and social engagement features that may make certain participation-related information publicly visible.
- d. Where cross-border processing or international distribution occurs, Participants acknowledge that information may be transferred or processed in jurisdictions outside Nigeria.

25. FORCE MAJEURE

- a. The Company shall not be liable for delays, suspensions, interruptions, cancellations, or failures arising from events beyond its reasonable control, including acts of God, governmental actions, regulatory restrictions, pandemics, civil unrest, labour disputes, internet disruptions, cybersecurity incidents, power failures, technical outages, or other force majeure events.
- b. The Company reserves the right to suspend, modify, postpone, or cancel affected activities where reasonably necessary.

26. AMENDMENTS AND MODIFICATIONS

- a. The Company reserves the right to amend, revise, supplement, interpret, or modify this Rulebook from time to time where reasonably necessary for operational, legal, regulatory, technical, commercial, or security purposes.
- b. Updated versions may be published through the Platform or communicated through appropriate channels.
- c. Continued participation following publication of updated terms constitutes acceptance of the revised Rulebook.

27. COMPANY ENFORCEMENT RIGHTS

- a. The Company reserves full authority to investigate suspected violations of this Rulebook and to take enforcement actions considered reasonably necessary to protect the integrity of the Platform.
- b. Enforcement measures may include:
 - i. warnings;
 - ii. temporary suspensions;

- iii. account restrictions;
 - iv. vote invalidation;
 - v. competition disqualification;
 - vi. content removal;
 - vii. prize forfeiture;
 - viii. permanent bans;
 - ix. legal proceedings.
- c. The Company may cooperate with regulatory authorities, law enforcement agencies, payment processors, digital platforms, or investigative bodies where reasonably necessary.

28. NO WAIVER

- a. Failure by the Company to enforce any provision of this Rulebook shall not constitute a waiver of its rights.
- b. Any waiver shall only be effective if made expressly in writing by the Company.

29. SEVERABILITY

If any provision of this Rulebook is determined to be unlawful, invalid, or unenforceable, the remaining provisions shall remain valid and enforceable to the fullest extent permitted under applicable law.

30. GOVERNING LAW

This Rulebook shall be governed by and construed in accordance with the laws of the Federal Republic of Nigeria.

31. DISPUTE RESOLUTION

- a. Any dispute arising out of or relating to this Rulebook, participation in Competitions, Platform activities, voting systems, prize allocations, or associated matters shall first be resolved through good faith negotiations between the Parties.
- b. Where the dispute remains unresolved within **fourteen (14) days**, the matter shall be referred to mediation at the **Lagos Multi-Door Courthouse (LMDC)**.
- c. If unresolved after mediation, either Party may refer the dispute to the courts of competent jurisdiction in Lagos State, Nigeria.
- d. Nothing in this clause prevents the Company from seeking urgent injunctive, protective, or interim relief where reasonably necessary.

32. ENTIRE UNDERSTANDING

- a. This Rulebook, together with the Terms of Service, Privacy Policy, KYC Policy, and related Platform documents, constitutes the entire understanding between the Company and Participants concerning participation in Competitions.
- b. Participants acknowledge that they have not relied on representations outside the express terms of these documents.

33. CONTACT INFORMATION

- a. Questions, concerns, complaints, or official communications relating to Competitions may be directed to:

Elycrox Global Ltd.

Address: No. 87, Aiyegbami Estate, Asadam Road, Ilorin, Kwara State.

Email address:

Phone Number:

34. ACKNOWLEDGEMENT

By registering for, accessing, participating in, voting in, viewing, or otherwise engaging with any Competition or Platform activity, Participants acknowledge that they have read, understood, and agreed to be bound by this Official Competition Rulebook.