SAMSUNG ELECTRONICS (UK) LIMITED SAMSUNG WALLET PROMOTION – GALAXY STORE MONOPOLY GO! VOUCHER TERMS AND CONDITIONS

By entering this Promotion (the "Promotion") Participants agree to be bound by these terms and conditions (the "Terms and Conditions"). Any information or instructions published by the Promoter about the Promotion at www.samsung.com/uk/offer/samsungpaygiveaway form part of these Terms and Conditions.

The Promoter

1. The Promoter is Samsung Electronics (UK) Limited of Samsung House, 2000 Hillswood Drive, Chertsey Surrey KT16 ORS.

Eligibility

- The Promotion is open to UK residents aged 18+ who accept these Terms and Conditions, hold a Samsung
 account and have registered at least one (1) payment card in the Samsung Wallet App ("Eligible Card")
 linked to their Samsung Account on a mobile device (each a "Participant" and together the "Participants").
- 3. Employees or agents of the promoter or any of its group companies, their families or households and anyone else professionally connected to this promotion are not eligible to participate.

Promotion Period

4. The Promotion will commence at 00:01 (BST) on 24 August 2023 and will close at 23:59 (BST) on 19 September 2023 or until all ten-thousand (10,000) Vouchers (defined below) are gone, whichever occurs earliest (the "**Promotion Period**").

Prize

- 5. There are ten-thousand (10,000) £3 Galaxy Store Monopoly Go! vouchers available to be won in total (each a "Voucher" together the "Vouchers").
- 6. Vouchers must be used within thirty (30) days after the date the Participant has registered the Voucher on the Galaxy App Store (please see clause 16 for details on Registration). The Voucher can only be used for a single in-app Monopoly Go! purchase transaction; any remaining amount is not exchangeable for cash or another voucher and will be automatically forfeited.
- 7. Voucher is only available for payment in games or apps where Samsung Billing Checkout is used when making the purchase. For the avoidance of doubt, the Voucher cannot be used where Google billing checkout appears when purchasing a game or game item.
- 8. Maximum one (1) Voucher per Samsung account and per Samsung device during the Promotion Period.
- 9. The Voucher is non-transferable and there is no cash alternative. In the event of unforeseen circumstances, the Promoter may substitute a reward of equal or greater value for the Voucher.

Entry

- 10. Participants must first enter into the promotion via the Samsung Wallet App. They then must make three (3) successful Samsung Wallet transactions (each individual transaction known as a "Stamp") during the Promotion Period using any Eligible Card(s). Each transaction must be a successful in-store or contactless purchase, made using Samsung Pay by the Participant and not via an agent or third party. Each transaction must be one (1) day apart to qualify (i.e. Stamps shall be limited to one (1) per day). Minimum spend £0.01 per transaction (an "Entry").
- 11. Participants qualify for one (1) Entry per device and Samsung account only. Any transactions or purchases made after the Promotion Period will not generate an Entry.
- 12. Entries that are incomplete or damaged will be deemed invalid. No responsibility is accepted by the Promoter for lost, delayed or damaged data which occurs during any communication or transmission of Entries.
- 13. The Promoter reserves the right at its absolute discretion to disqualify Entries which it considers do not comply with these Terms and Conditions, or any Participant who it reasonably believes has interfered with the fair running of this Promotion.
- 14. The Promoter shall have the right, when necessary to undertake all reasonable actions necessary to protect itself against fraudulent or invalid entries including, without limitation, to request further verification as to your identity, age, and other relevant details.

Voucher Allocation

15. Vouchers will be awarded on a first come first served basis. The first ten-thousand (10,000) Participants to Enter the Promotion will receive a Voucher (which will appear automatically in the Voucher area of the Participants' Samsung Wallet app).

Voucher Registration

- 16. To register a received Voucher in the Galaxy Store, Participants must do the following (a "Registration"):
- a) From the voucher box in the Samsung Wallet, Participants must:
 - Copy the Voucher code through clicking the "Copy" button and click the "Redeem" button at the Samsung Wallet voucher details;
 - ii) Click the "+" button on the Vouchers and Gift cards in the Galaxy Store;
 - iii) Paste the Voucher code in the 'Add voucher or gift card' pop-up and click the "okay"; and
 - iv) Then Participant can see the Galaxy Store Voucher in the Galaxy Store voucher box.
- b) If the Participant has already copied the Voucher code and visited the Galaxy Store separately they must:
 - i) Click on the promotional box button (The gift icon in the top right corner) displayed on the Samsung Galaxy Store home page;
 - ii) Click the "Coupons" in the top right corner;
 - iii) Click the "+" button on the coupons and gift cards screen in the Galaxy Store;
 - iv) Paste the voucher code in the 'Add voucher or gift card' pop-up and click the "okay"; and
 - v) Then the Participant can see the Galaxy Store Monopoly Go! Voucher in the Galaxy Store voucher box.
- 17. If the Participant has completed the Voucher Registration in the Galaxy Store, they can use the Voucher when they make a purchase in the games or apps that they download from the Galaxy Store. Vouchers must be used in the Galaxy App Store within thirty (30) days following Registration. The Voucher can only be used for a Monopoly Go! single in-app purchase transaction; any remaining amount is not exchangeable for cash or another voucher and will be automatically forfeited.

Prizes and Data Protection

- 18. The Promoter's use of any personal information submitted by the Participant shall be limited to communications about the Promotion and for managing the entry process. The participant hereby consents to its personal information being used for this purpose and confirms that it agrees with the Promoter's privacy policy available at www.samsung.com/uk/info/privacy.html.
- 19. Other than as set out in these Terms and Conditions or for the purpose of operating the Promotion, the information provided by you when entering the Promotion or claiming a Voucher will not be used for any promotional purpose, nor shall be passed to any third party.

General

- 20. The Promoter shall not be liable for any interruption to the Promotion whether due to force majeure or other factors beyond the Promoter's control.
- 21. The Promoter reserves the right, acting reasonably and in accordance with all relevant legislation and codes of practice, to vary these Terms and Conditions.
- 22. The Promoter will not be responsible or liable for: (a) any failure to receive Entries due to transmission failures and other conditions beyond its reasonable control; (b) any late, lost, misrouted, or damaged transmissions or Entries; (c) any computer or communications related malfunctions or failures; (d) any disruptions, losses or damages caused by events beyond the control of the Promoter; or (e) any printing or typographical errors in any materials associated with the Promotion.
- 23. Participants will be solely responsible for any and all applicable taxes and any other relevant costs or expenses which are not stated in the Terms and Conditions as being included.
- 24. By participating in this Promotion, Participants agree, to the maximum extent permitted by applicable law, to release and hold the Promoter harmless from any and all liability whatsoever for any injuries, losses or damages of any kind arising from participation in or in connection with the Promotion, including without limitation, awarding, acceptance, receipt, possession, use and/or misuse of the Voucher. The above limitation of liability shall not apply to liability arising from fraud (including fraudulent misrepresentation), death or personal injury caused as a result of Promoter's negligence.
- 25. The Promotion is governed by English law.