

TERMS AND CONDITIONS OF THE “CATCH YOUR LUCK!” CAMPAIGN

The terms and conditions of participation in the campaign (hereinafter referred to as the “Terms”) are a public offer addressed to individuals participating in the campaign (hereinafter referred to as Subscribers/Campaign Participants) who have accepted the terms of the Public Offer for the provision of cellular radio telephone services with COSCOM LLC.

1. GENERALS

1.1. The following terms and definitions apply within the scope of this Campaign:

- **ORGANIZER/OPERATOR** - COSCOM Limited Liability Company (abbreviated name COSCOM LLC, Ucell trademark), providing cellular radio telephone services in accordance with License AA 0006634 dated December 17, 2018, issued by the Ministry for the Development of Information Technologies and Communications of the Republic of Uzbekistan.
- **SUBSCRIBER** – any individual who has reached the age of 18 and has accepted the terms of the Public Offer for the provision of cellular radio telephone services by the Operator. Subscriber number – a number assigned by the Operator to the Subscriber for the duration of the Public Offer and identifying the Subscriber's device connected to the Operator's network.
If the SIM card participating in the Campaign is registered in the name of a person under 18 years of age, the prize shall be received by their legal representative — a parent or guardian whose consent was used for the registration of the subscriber number. The legal representative shall provide proof of their authority and a valid identification document, as well as sign the prize handover certificate on behalf of the minor.
- **SUBSCRIBER DEVICE** – terminal equipment for mobile radio (cellular) communications belonging to (used by) the Subscriber and connected to the Network for the transmission or reception of information specified by the Subscriber via communication channels.
- **COMPANY WEBSITE** – the Operator's information resource on the Internet, located at the following electronic address: <https://ucell.uz>.
- **SMS (Short Message Service)** - a service provided by the Operator to the Subscriber, allowing the latter to send and receive short text messages from a mobile (cell) phone.
- **NETWORK** – a set of technical means (switching and radio equipment, subscriber devices, connecting lines, facilities, etc.) of the Operator, with the help of which communication services are provided to the Subscriber on the territory of the Republic of Uzbekistan.
- **CAMPAIGN PARTICIPANT** – Individual's persons who are Subscribers of the Prepaid and Postpaid* systems and have accepted these Rules by clicking the “Participate” button in the Ucell mobile application.

*Access to the promotion is provided to the Company's subscribers in the Postpaid system with the following contracts:

- Corporate VIP PINFL
- Corporate VIP Non-PINFL
- Individual Postpaid PINFL
- Individual Postpaid Non-PINFL
- **CAMPAIGN** – providing Subscribers with access to participate in a campaign, upon connecting to which the Subscriber receives the opportunity to receive one service per day as part of the Subscription conducted by the Operator under the name “Catch your luck!”
- **PARTICIPATION IN THE CAMPAIGN** – full and unconditional acceptance by the Subscriber of the terms and conditions set forth by the Organizer herein, agreement with the requirements for participation in the Campaign set forth by the Organizer, and acceptance by the Subscriber of the obligations to comply with the terms and conditions of this Offer set forth by the Organizer.
- **SUBSCRIPTION** – providing the Subscriber with access to the Campaign for a fixed fee for a specified period of time. The subscription is set up with an auto-renewal feature.
- **REGISTRATION/AUTHORIZATION** – confirmation of the validity of the phone number that will be used to perform actions via the mobile application by entering a temporary password received via SMS into the mobile application interface.

- **PERSONAL ACCOUNT** – an analytical accounting register in the Operator's billing system designed to record the volume of Services provided, the receipt and expenditure of funds paid in accordance with this Agreement with the Subscriber for the payment of Services.
 - **LIMITS** – special packages (internet traffic, minutes, SMS, or additional GSM services) that are provided to the Campaign Participant for fulfilling certain participation conditions. They are provided at random, cannot be selected by the Participant (except for Premium options), and are valid for a limited period of time.
 - **MOBILE APPLICATION** – The Ucell mobile application, through which Participants access the Campaign, its mechanics, receive limit packages, manage their subscription, view their progress, and participate in games.
 - **SHAKE YOUR PHONE** – The user physically shakes their phone to start the draw for one of the limits. This is a gamified element of the Campaign that activates the receipt of limit packages as part of a daily subscription or a paid additional Chance.
The “Shake your phone” feature is available on devices equipped with an accelerometer, provided that the Ucell app is allowed to use it. If there is no accelerometer or access to it is blocked, instead of shaking the phone, the user can simply tap the screen to launch the feature.
 - **CHANCE** – The opportunity to use the “Shake your phone” feature to receive another bonus during the day. Each Chance is paid for separately and gives you the right to try to win a new Limit (service). Maximum – 3 additional chances per day.
 - **PREMIUM CHANCE** – An additional opportunity to play the game “Barsik in Space” in order to receive a premium package of limits during the day. Each Chance is paid for separately and gives you the right to try to win a new Limit (service). Maximum – 3 premium chances per day.
 - **PREMIUM GAME** - A mini-game within the Ucell mobile app: The player controls a character (Barsik) by tilting the device, collecting coins and avoiding obstacles for 60 seconds.
Barsik can be controlled in the game by tilting the device, provided that it has an accelerometer and access to it is enabled. If there is no accelerometer or access is blocked, control switches to touchscreen, which the player uses to guide Barsik.
 - **SUPER GAME** – The final game of the Campaign, which becomes available after reaching 100% Progress. This is a prize wheel spin that randomly determines which bonus the Participant will receive (a package of limits or a physical prize).
 - **PROGRESS** – An indicator of activity in the Campaign, expressed as a percentage (from 0 to 100%). Progress increases as paid features of the Campaign are used (daily subscription, Chances, Premium Chances). Reaching 100% Progress grants access to the Super Game. At the end of the month, Progress resets to zero.
 - **WINNER** – A participant of the Campaign who, as a result of taking part in the Super Game, becomes the recipient of a physical prize or a significant bonus service package from the Operator.
- 1.2. Subscribers are offered a paid service in the form of access to participate in the Campaign. Upon subscribing, the Subscriber gains the opportunity to receive one service per day in accordance with the Subscription.
 - 1.3. During one (1) day of the Campaign, a Participant may receive one (1) service under the corresponding subscription, assigned in a random order.
 - 1.4. The Campaign is carried out in accordance with the procedure, terms, conditions, and process outlined herein.

2. CAMPAIGN RULES

- 2.1. Only Individual's persons who are Subscribers of the Prepaid and Postpaid* systems subscribers with Active status who are registered/logged in to the Ucell mobile application may participate in the Campaign. The promotion is available in the Ucell mobile app version 2.9 and newer.

*Access to the promotion is provided to the Company's subscribers in the Postpaid system with the following contracts:

- Corporate VIP PINFL
- Corporate VIP Non-PINFL
- Individual Postpaid PINFL
- Individual Postpaid Non-PINFL

- 2.2. Campaign rules:

2.2.1. To participate in the Campaign, the Subscriber must download and install the 'Ucell' mobile application (available for Android, iOS, and Harmony OS), register in the mobile application, accept the terms of the Campaign, subscribe to participate, and start using the mobile application. After completing these steps, the Subscriber becomes a Participant of the Campaign.

2.2.2. Campaign Mechanics:

- i) After completing registration in the mobile application, the Participant is given the opportunity to go to the Entertainment section to activate the Campaign.
- ii) The Participant shall activate a daily or monthly Subscription.
- iii)

The cost of the Subscription (participation in the Campaign) is:

Subscription	Price
Daily*	399 UZS with VAT, with automatic renewal
Monthly*	10,999 UZS with VAT, with automatic renewal

** Daily and monthly subscriptions mean that the subscription fee for the selected package will be charged daily or monthly in accordance with the selected subscription.*

- iv) After selecting a subscription, the Promotion participant is granted a 3 (three)-day trial period for a fee of 1 UZS to the Campaign.
- v) During this trial period, the Participant can use 1 (one) free Chance to receive one of the random limits.
- vi) Upon expiration of the trial period, the Participant switches to the paid version of the previously selected subscription.
- vii) To receive the daily limit, the Participant must perform the action "standard game", which is the first free chance, within the subscription. Based on the results of this action, the system randomly determines one of the limits provided for by the terms of the Campaign and provides the Participant with the opportunity to connect to the selected service.
- viii) The Participant of the Campaign, within the framework of the Subscription, has the opportunity to receive one service in any order every day during the Campaign period.

2.3. Mechanics of using Chances:

2.3.1. The Participant of the Campaign is given the opportunity, for an additional fee, 1 (one) time per day, to use an additional Chance to perform the "Shake your Phone" action and receive limits.

2.4. Chance price:

Chance	Price
Add. chance	499 UZS with VAT

2.4.1. The activity percentage is displayed on the Campaigns page.

2.5. Mechanics of using Premium chances:

2.5.1. The Participant of the Campaign can use additional Premium chances to receive limits up to 3 times a day.

2.5.2. Each Chance is paid separately:

Premium Chances Cost:

Chance	Price
First premium chance	499 UZS with VAT
Second premium chance	699 UZS with VAT
Third premium chance	999 UZS with VAT

2.5.3. After paying for the Premium Chance, the Participant is offered to play the game "premium game".

2.5.4. In the game you need to collect coins and avoid obstacles by tilting your phone for 60 seconds.

2.5.5. Upon completion of the "Premium Game", one of the premium services is provided at random.

2.5.7 Limits are assigned to the Participant of the Campaign at random, the option to select the type of limits is provided only within the premium packages. To do this, the Participant of the

Campaign shall play the game "premium game", only after which the system randomly selects one of the services provided within the Campaign.

3. SUPER GAME RULES

- 3.1. To participate in the Super Game, the Participant must bring his Activity Progress to 100%.
- 3.2. To participate in the Super Game, the Participant's subscriber number shall be in Active status and have a connected Subscription.
- 3.3. A Participant who has accumulated 100% of the Progress must go to the "Super Game" section and click the "Play" button. After that, the Participant is given the opportunity to spin the reel. When the reel stops, the Participant can win a prize, which is determined randomly.
- 3.4. During the entire period of the "Catch Luck" Promotion, the super prize in the form of a "Beautiful Number" can only be won once, for each subscriber number for the entire life cycle.
- 3.5. One Participant of the campaign has the opportunity to win only one device in the form of the "Device" prize during one calendar month.
- 3.6. The Organizer has the right to put up or not put up for drawing devices as a prize "Device" during a calendar month and, if necessary, change the logic of the drawing of the prize "Device".
- 3.7. Each Super Game is valid for one calendar month. A participant who has received the opportunity to play the Super Game must use this opportunity before the end of the calendar month in which it was provided. Otherwise, the opportunity to participate will be cancelled.

4. Unsubscribing procedure:

- You can cancel participation in the Campaign in the Ucell mobile application by going to the "Entertainment" section, go to the Campaigns section and disable the corresponding Campaign;
 - You can disable the paid period of the Campaign inside the "Connected Services" section of the "Ucell" application;
 - It is not possible to disable the trial period of the Campaign inside the "Connected Services" section;
 - It is not possible to disable the Campaign via the USSD request *350#.
- 4.1.1. In case of cancellation of a paid or trial subscription, the subscription fee under the Campaign stops being charged, and participation in the Campaign also ends, including the reset of the Participant's Progress.
 - 4.1.2. Deleting the Ucell mobile application from the Device does not terminate or deactivate the Subscription.
 - 4.1.3. If the Super Prize is not drawn in the super game within 29 days, an additional draw will be held among the most active participants of the Campaign.

5. PARTICIPATION COST

- 5.1. The first 3 days after activation of the Campaign are provided trial period for a fee of 1 UZS of charge for new users of the Campaign. Upon completion of the trial period, the corresponding paid Subscription is automatically activated.
- 5.2. The cost of the Subscription (participation in the Campaign) is:

Subscription	Price
Daily	399 UZS with VAT, with automatic renewal
Monthly	10 999 UZS with VAT, with automatic renewal

- The validity period of the daily subscription expires at 23:59:59 on the day for which the payment was made.
- The subscription fee for the daily subscription is charged every day between 00:00 and 06:00. The fee for the 30-day subscription is charged on the 31st day between 00:00 and 06:00.
- If the subscription fee is successfully charged, the subscription will be activated for a period of one or 30 days (depending on the type of subscription) from the moment it is assigned.

- If the subscriber does not make a payment within 30 days, their status changes to "Inactive". The subscription package (which was in "Awaiting Payment" status) is deactivated, and the user is automatically unsubscribed from the game.
- A participant in the promotion can only activate one type of subscription — either the “Daily Subscription” or the “Monthly Subscription”.
- A participant has the option to switch from a daily to a monthly subscription and vice versa. In this case, the subscription will be active according to the terms of the current (new) subscription, and the previous subscription will be canceled.
- The validity period of each paid Chance expires at 23:59:59 on the day for which the payment was made.
- The participant in the promotion has the option to purchase additional Chances once per day for an additional fee.

5.2.1 Chance price:

Chance	Price
Additional chance	499 UZS with VAT

5.3. Premium chance price:

Chance	Price
First premium chance	499 UZS with VAT
Second premium chance	699 UZS with VAT
Third premium chance	999 UZS with VAT

- The validity period of each paid Premium Chance expires at 23:59:59 on the day for which the payment was made.
- Each Premium Chance grants the opportunity to play the "Premium Game" once and receive one Premium service/limit.
- The participant of the promotion may use up to 3 Premium Chances per day for an additional fee.

5.4. Payment is made from the Personal Account of the subscriber number of the Participant of the Campaign.

5.5. Progress Terms:

5.5.1. The Participant’s activity progress is displayed in the mobile application as a percentage from 0% to 100%.

5.5.2. The assignment of Progress occurs according to the following mechanics:

Successful payment	Progress
First chance payment (for each successful payment)	+ 1%
Payment for an additional chance in the Standard Game	+ 2%
First premium chance payment	+ 4%
Second premium chance payment	+ 4%
Third premium chance payment	+ 5%

5.5.3. When the maximum Progress threshold is reached, its value is reset to 0%, and Progress accumulation starts over.

5.5.4. At the beginning of each new calendar month, the Progress accumulated during the previous calendar month is automatically reset to 0%, regardless of the level reached. Progress accumulation starts anew.

5.5.5. If the Participant does not return to the Campaign within the specified period, their Progress will be annulled in accordance with the table below:

Period	Progress % lost
Each day	1%

5.5.6. The minimum progress is 0%, a decrease in progress to minus is not allowed.

6. RECEIVING VALUABLE PRIZES/BONUS SERVICE PACKAGES

- 6.1. The Company independently determines the prize to be drawn in the Super Game.
- 6.2. After the winner is identified, the Company conducts the Participant's identification process.
- 6.3. Limits are assigned in a random order. A Participant may win the same Limit multiple times.
- 6.4. Limits (such as internet traffic, minutes, SMS, and additional GSM services) within the bonus service packages are granted to the Participant's mobile number at the time of assignment.
- 6.5. Information about the prize assignment is stored in the history within the mobile application.
- 6.6. Delivery of physical prizes won in the Super Game to the winners is not provided. Information about the prize pickup location will be communicated to the winners by phone or via SMS within 5 working days from the date of the win.
- 6.7. Taxes and other mandatory payments arising in connection with the transfer of Gifts to the Winners shall be paid by the Organizer independently and at its own expense. A certificate of accrued income and paid taxes will not be provided.
- 6.8. Upon the transfer of physical prizes to the Winner, the Winner must sign a certificate of acceptance.
- 6.9. If the Participant-Winner does not make contact within the specified period, the prize will be annulled. The Winner bears all expenses related to travel to and from the prize collection location, as well as any other costs associated with receiving the prize.
- 6.10. Physical prizes from the Super Game are issued within 30 calendar days after informing the Participant about the win and the place of prize collection, upon presentation of an identity document.
- 6.11. If the Participant does not appear within the specified period, the prize will be annulled.
- 6.12. Physical prizes from the Super Game can only be issued to the person whose name is registered to the Winner's mobile number.
- 6.13. Test numbers of the Organizer, employees of the Organizer, and their close relatives are not eligible to participate in the Super Game draw.
- 6.14. To receive physical prizes from the Super Game, the winning Participants must present the original identity document. The Operator may also request other necessary documents for prize issuance. The Operator will verify the submitted documents against the data in its system.
- 6.15. The Operator has the right to refuse to issue a physical prize from the Super Game to a Participant in the following cases:
 - Physical prizes will not be issued if the Participant does not meet the conditions of the Campaign.
 - Violation of these rules and terms of the Campaign by the Participant.
 - Failure to provide an identity document.
 - If the person claiming the prize is not the one registered to the Winner's mobile number.
 - The Winner's visit to the prize collection location with the required documents occurs more than 30 calendar days after being notified of the win.
 - The Participant's written refusal to accept the prize, submitted within 30 calendar days from the date of notification of the win.
 - The Winner refuses to sign the documents confirming receipt of the prize.
 - If the winner is an employee of the Organizer or a close relative of such an employee.
- 6.16. Prizes are not subject to exchange. No cash equivalent will be provided.
- 6.17. Information about the list of Services, Limits, Premium Numbers, their validity periods, as well as additional and physical prizes provided within the framework of the Subscription, Chance, Premium Chance, and Super Game is available on the website ucell.uz. The Operator reserves the right to make changes to the specified list, provided that the information on the website ucell.uz is updated in a timely manner.
- 6.18. Additional terms:
 - Services/Limits are assigned randomly, without following any specific logic.
 - Minute limits are available for outgoing calls within Uzbekistan.
 - SMS limits are available for sending only within Uzbekistan.
 - Minute, SMS and Internet traffic limits are not available for use in Roaming.

- Provided limits are not cumulative and are valid until the end of the established validity period.
- Terms and procedure for assigning a service within the framework of the Campaign:
 - Limits within the Campaign may be assigned only to the participants' subscriber numbers that have active status (with a positive account balance) at the time the service is assigned.
 - The service within the Campaign is assigned immediately after the Participant completes the required action in the mobile application.

7. ACCEPTANCE OF THE CAMPAIGN TERMS

- 7.1. All Campaign Participants confirm that they have carefully read and fully understood these Rules by clicking the "Participate" button.
- 7.2. The Operator reserves the right to unilaterally cancel or modify the offer and these terms at any time. Any changes shall take effect on the date of their publication or on a date specified in advance in the publication. All publications will be made available on the Operator's website.
- 7.3. If a Campaign Participant disagrees with any changes to the terms of this Offer, they have the right to withdraw from participation.

8. ADDITIONAL TERMS OF THE CAMPAIGN

- 8.1. The Campaign is available throughout the territory of the Republic of Uzbekistan, in accordance with the terms set forth herein, to Operator's subscribers using **Individual's persons who are Subscribers of the Prepaid and Postpaid*** system, who are in active status, including both individuals who are citizens of Uzbekistan and have reached the age of 18.
 *Access to the promotion is provided to the Company's subscribers in the Postpaid system with the following contracts:
 - Corporate VIP PINFL
 - Corporate VIP Non-PINFL
 - Individual Postpaid PINFL
 - Individual Postpaid Non-PINFL
- 8.2. By participating in the Campaign, each Participant gives their consent to the collection and processing of their personal data by LLC "COSCOM" for the purposes of conducting this Campaign.
- 8.3. Each Campaign Participant is responsible for covering any costs associated with meeting the conditions of the Campaign (e.g., internet charges, etc.).
- 8.4. All information about the Campaign can be found on the website www.ucell.uz
- 8.5. and in the Ucell mobile application.
- 8.6. In all matters not explicitly regulated by this Offer, the Subscriber and the Operator shall be guided by the Public Offer for the provision of mobile radiotelephone services under the **Individual's persons who are Subscribers of the Prepaid and Postpaid** system in the network of LLC "COSCOM", as well as the applicable legislation of the Republic of Uzbekistan.
- 8.7. The mobile application may be used by the Operator to inform Campaign Participants about other services.
- 8.8. From the moment a Subscriber becomes a Campaign Participant, they acknowledge that during the Campaign, technical failures may occur in the equipment, data transmission networks, or software, which are beyond the Operator's control and which the Operator could not foresee or resolve independently. Therefore, each Participant is responsible for monitoring their own participation in the Campaign (e.g., service crediting, progress, etc.). In case of incorrect application functionality or service delivery as described in this Offer, the Participant must immediately report such issues to the Operator by calling the support number 8123 (for Operator's subscribers) or +998 93 180 00 00. Only after such a report will the Operator investigate the issue, and if the failure is confirmed, adjustments will be made. Otherwise, the Operator shall not be held responsible for the consequences of technical failures.
- 8.9. The Operator provides the Campaign described in this Offer based on its technical capabilities.
- 8.10. The Operator reserves the right to perform actions in compliance with the decisions of government authorities of the Republic of Uzbekistan, as well as actions required due to operational necessity, which may cause temporary degradation or interruption of Services.

- 8.11. The Parties shall make every effort to resolve any disputes exclusively through negotiations. If a resolution cannot be reached through negotiations, the Parties shall refer the matter to the judicial authorities of the Republic of Uzbekistan in accordance with the laws of the Republic of Uzbekistan.
- 8.12. For matters not regulated by this Offer, the Parties shall be governed by the applicable laws of the Republic of Uzbekistan and the Operator's internal regulations.
- 8.13. This Public Offer is published in Uzbek and Russian, both having equal legal force. In case of discrepancies, the Russian text shall prevail.

9. FORCE MAJEURE

- 9.1. The Parties shall be released from liability for failure to fulfill or improper fulfillment of their obligations if such failure results from force majeure circumstances that arose during the period of the Campaign. Force majeure circumstances refer to extraordinary events or situations that could not have been foreseen or prevented by the Parties using available means. Such "extraordinary events or circumstances" include, but are not limited to: fires, actions of third parties, natural disasters (floods, earthquakes, etc.), acts of war, actions or regulatory acts of authorized government bodies of the Republic of Uzbekistan, as well as any other circumstances beyond the reasonable control of the Parties, the exceptional nature of which could not have been foreseen or prevented by the Parties.

10. LIABILITY OF THE PARTIES

- 10.1. The liable party shall be responsible only for direct, documented damages caused to the other party. Indirect damages, moral harm, and lost profits are subject to compensation only in accordance with the procedure established by law.
- 10.2. The Operator shall not be liable for:
- The inability to provide Services if it is caused by improper use of the Subscriber device by the Campaign Participant;
 - Potential losses incurred by the Campaign Participant related to accidental or indirect damage arising from the use of the Application/Services;
 - Discrepancies between the information provided upon the Campaign Participant's request and the Participant's individual expectations or subjective assessments;
 - Failure or improper performance of obligations resulting from malfunctions in telecommunication or power networks, the actions of malicious software, or dishonest acts of third parties aimed at unauthorized access and/or disabling the Operator's software and/or hardware systems;
 - Any circumstances or actions/inactions by Winners that result in the inability to receive prizes, including failure to timely read relevant notifications;
 - Failure to properly fulfill the conditions of the Campaign if such failure is due to reasons beyond the Organizer's control. The Organizer's area of responsibility is limited solely to the operation of the service itself and does not include liability for malfunctions caused by third parties or restrictions imposed by government authorities;
 - Direct or indirect damage caused to the Campaign Participant due to the use or inability to use the Application, including losses resulting from errors, omissions, service interruptions, changes in functionality, defects, or delays not caused by the Organizer;
 - Service interruptions resulting from the failure of equipment and/or software not owned or controlled by the Operator, or due to reasons beyond the Operator's control;
 - Full or partial service interruptions related to equipment or software replacement or other work required to maintain the functionality of the Application;
 - The functioning and availability of specific segments of the Internet.
- 10.3. The Participant is liable for:
- Any losses or other negative consequences arising from their failure to fulfill or improper fulfillment of the obligations set forth in this Offer;

