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Fortress Fast Lap 2024 – Terms and Conditions

1. STANDARD TERMS

1.1 Information on how to enter and the prizes form part of the Terms and Conditions. Participation in this promotion is deemed acceptance of these Terms and Conditions.

1.2 Entering this promotion places you on the Fortress mailing list which can be opted out of at any time.

1.3 The Promoter is Fortress Australia (ABN 14 627 286 104) of Level 4, 152 Elizabeth Street, Melbourne VIC 3000

2. WHO CAN ENTER

2.1 Entry is open to all Australian residents aged thirteen (13) or older who set a hot lap time on one (1) of the four (4) Racing Rigs located in Fortress Melbourne at 23 Caledonian Lane, Melbourne, VIC, 3000 during the Fortress Fast Lap Activation Period. Due to prize restrictions, only entrants aged eighteen (18) and older will be eligible to win the Major Prize.

3. HOW TO ENTER

3.1 Fortress Fast Lap ("the Competition") commences on 22nd March 2024 at 12:00PM AEDT and concludes on 24th March 2024 at 10:00PM AEDT ("the Competition Period" or "the Activation Period").

3.2 The Competition can be entered by racing on one (1) of four (4) Racing Rigs inside Fortress Melbourne and recording a valid hot lap time of the Albert Park Circuit. Valid laps are determined by the in-game parameters and include laps that stay within track limits and do not use the 'rewind' function.

Any and all in-game 'assists' may be used by Competitors - it is up to the individual to change these settings during their race. All valid times will be considered - regardless of 'assists' used.



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Each competitor will have approximately ten (10) minutes to finish three (3) laps of the specified circuit using the Time Trial mode of the game F1® 23 - The Official Video Game. The fastest valid lap time will be recorded by Fortress admins as the competitor's official time. Competitors may enter as many times as they like during the Activation Period but can only claim a prize once (1 time) and must rejoin the digital queue (by registering in-venue via a QR code) before each attempt.

The entry must fulfil all requirements of the Competition, as specified, to be eligible to win a prize. Entries that are incomplete or do not adhere to the rules or specifications of the Competition may be disqualified at the sole discretion of the Promoter. You must provide the information requested. You may not enter more times than indicated by using multiple email addresses, identities, or devices in an attempt to circumvent the rules. If you use fraudulent methods or otherwise attempt to circumvent the rules of the Competition, your submission may be disqualified at the sole discretion of the Promoter.

4. PRIZES

4.1 There are three (3) Prize Packs to win per day of the Activation Period (nine (9) Daily Prizes) and one (1) additional prize for a single eligible competitor.

Competitors who set the three fastest eligible hot laps on each day of the Activation Period will receive:

Daily Winners	RRP	QTY	TOTAL RRP
F1® 23 CHAMPIONS EDITIONS - Steam PC Game Code	\$119.95	9	\$1,079.55
RED BULL SIM RACING WEARABLE MERCH PACK	\$300+	9	\$2,700
Total Prize Value:	\$419.95		\$3,779.55

Daily winners may only claim a Daily Prize once. Should a competitor set the fastest lap on multiple days, they will be awarded their Daily prize on the first instance and any subsequent Daily Prize wins will be awarded to the next fastest time setter.

The competitor (aged eighteen (18) or over) who sets the fastest hot lap time over the course of the Activation Period will also win the Major Prize (a money-can't-buy experience):



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Major Prize	QTY
Hot laps with a Red Bull Ampol Racing Supercar Driver at Sandown International Motor Raceway on 23rd September 2024	2

4.2 Actual/appraised value of prizes may differ at time of prize award. The specifics of the prize shall be solely determined by the Promoter. No cash or other prize substitution shall be permitted except for at the Promoter's discretion. The prize is non transferable. Substitution of the prize or transfer/assignment of the prize to others or request for the cash equivalent of the prize by the Winner is not permitted. The prize, or any unused portion of the prize, are not transferable or exchangeable and cannot be taken as cash. Any and all prize related expenses, including without limitation any and all federal, state, and/or local taxes shall be the sole responsibility of the Winner. Acceptance of the prize constitutes permission for the Promoter to use the Winner's name, likeness, and entry for purposes of advertising and trade without further compensation, unless prohibited by law.

4.3 Odds of Winning: *Fortress Fast Lap* is a game of skill and therefore chance plays no part in determining Winners.

4.3 In the event that any prize item is unavailable; the Promoter reserves the right to substitute a prize item of equal or greater value.

5. SELECTION OF PRIZE WINNERS

5.1 Each entrant who has entered the Competition over the Activation Period and registered all details in accordance with clause 3 will be entered into the Competition.

5.2 Each 'Day' during the activation period is determined by the opening hours of the Activation:

Friday 22nd March: 12PM - 2AM

Saturday 23rd March: 10AM - 2AM

Sunday 24th March: 10AM - 10PM



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These times are subject to change at the discretion of Fortress Melbourne, in line with business needs.

5.3 Nine (9) Winners will be selected based on skill, on each day of the Activation Period. Whichever entrant sets the fastest hot lap time each day on the racing rigs will be declared the daily winner. The entrant who sets the fastest time over the course of the entire Activation Period will be eligible for the Major Prize.

Winners will be contacted using the email address provided in their entry method, as outlined in clause 3.

The Winners will be notified within 7 days of the close of the Competition Period (10th April 2023), but may be notified before this time. The Promoter shall have no liability for a Winner's failure to receive notices due to spam, junk e-mail or other security settings or for a Winner's provision of incorrect or otherwise non-functioning contact information. Receipt of the prize offered in this Campaign by the Winner is conditioned upon compliance with any and all federal, state, and local laws and regulations. Any violation of these official rules by the Winner at the Promotor's sole discretion will result in the Winner's disqualification as winner, and all privileges as winner will be immediately terminated.

5.4 The Promoter's decision is final and the Promoter will not enter into correspondence regarding the result.

5.5 In order to receive prizes, Winners must be subscribed to Fortress Melbourne communications. As all prize redemptions and Winner communications are conducted via email, unsubscribing from this list will block any attempt by Fortress Melbourne to contact the Winner and may result in a redraw.

6. UNCLAIMED PRIZE DRAW & REDRAWS

If a Winner cannot be contacted, is ineligible, fails to claim the prize within 7 days from the time award notification was sent, or fails to timely return a completed and executed declaration and release as required, the prize may be forfeited and the next



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fastest time will be determined to be that day's winning entry. The Promoter will contact the new Winner in accordance with these Terms & Conditions.

7. RIGHTS GRANTED BY THE ENTRANT

By entering this content (e.g., photo, video, text, etc.), You understand and agree that the Promoter and anyone acting on behalf of the Promoter or its respective licensees, successors, and assigns, shall have the right, where permitted by law, to print, publish, broadcast, distribute, and use in any media now known or hereafter developed, in perpetuity and throughout the World, without limitation, your entry, name, portrait, picture, voice, likeness, image, statements about the Campaign, and biographical information for news, publicity, information, trade, advertising, public relations, and promotional purposes without any further compensation, notice, review, or consent. By entering this content, you represent and warrant that your entry is an original work of authorship, and does not violate any third party's proprietary or intellectual property rights. If your entry infringes upon the intellectual property right of another, you will be disqualified at the sole discretion of the Promoter. If the content of your entry is claimed to constitute infringement of any proprietary or intellectual proprietary rights of any third party, you shall, at your sole expense, defend or settle against such claims. You shall indemnify, defend, and hold harmless Fortress Melbourne from and against any suit, proceeding, claims, liability, loss, damage, costs or expense, which Fortress Melbourne may incur, suffer, or be required to pay arising out of such infringement or suspected infringement of any third party's right.

8. TERMS AND CONDITIONS

8.1 The Promoter reserves the right, in its sole discretion, to cancel, terminate, modify or suspend the Competition should virus, bug, non-authorised human intervention, fraud, or other cause beyond the Promoter's control corrupt or affect the administration, security, fairness, or proper conduct of the Competition. In such cases, the Promoter may select a winner(s) from eligible entries received before and/or after the action taken by the Promoter if appropriate. The Promoter reserves the right at its sole discretion to disqualify any individual who tampers or attempts to tamper with the entry process or the operation of the Competition or website or violates these Terms & Conditions. The Promoter has the right, in its sole discretion, to maintain the integrity of the Competition, to void entries for any reason, including,



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but not limited to: multiple entries from the same user from different IP addresses; multiple entries from the same computer in excess of that allowed by Competition rules; or the use of bots, macros, scripts, or other technical means for entering. Any attempt by an entrant to deliberately damage any website or undermine the legitimate operation of the Competition may be a violation of criminal and civil laws. Should such an attempt be made, the Promoter reserves the right to seek damages to the fullest extent permitted by law.

8.2 The Promoter reserves the right to cancel or amend the competition and these terms and conditions without notice in the event of a catastrophe, war, civil or military disturbance, act of God or any actual or anticipated breach of any applicable law or regulation or any other event outside of the promoter's control. The Promoter reserves the right to cancel or amend the competition and these terms and conditions without notice in the event that the Master of the Map event is cancelled due to circumstances outside the promoter's control. Any changes to the competition will be notified to entrants as soon as reasonably possible by the Promoter.

9. LIMITATION OF LIABILITY

9.1 By entering the Competition you agree to release and hold harmless Fortress Melbourne and its subsidiaries, affiliates, advertising and promotion agencies, partners, representatives, agents, successors, assigns, employees, officers and directors from any liability, illness, injury, death, loss, litigation, claim or damage that may occur, directly or indirectly, whether caused by negligence or not, from (i) such entrant's participation in the Competition and/or his/her acceptance, possession, use, or misuse of any prize or any portion thereof; (ii) unauthorised human intervention in any part of the Competition; (iii) electronic or human error in the administration of the Competition or the processing of entries; (iv) technical errors of any kind, including but not limited to the malfunction of any computer, cable, network, hardware, or software, or other mechanical equipment; (v) the unavailability or inaccessibility of any transmissions, telephone, or Internet service; (vi) printing errors; (vii) lost, late, postage due, misdirected, or undeliverable mail.

9.2 The Competition is in no way sponsored, endorsed, administered by, or associated with Facebook, Twitter, Instagram, Snapchat, YouTube, Reddit, Pinterest, LinkedIn or any other social networks that are used to share the Competition. You understand



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that you are providing your information to the owner of the Competition and not to Facebook, Twitter, Instagram, Snapchat, YouTube, Reddit, Pinterest, LinkedIn or any other social networks.

10. USE AND DISCLOSURE OF YOUR INFORMATION

The Promoter may incorporate information from entrants in any contest in any database to be used for the purpose of its business. Upon entry into a competition, a contestant gives permission for use of personal data and this information will be retained in accordance with the Privacy Act which is available at

<https://www.fortress.games/privacy-policy/>

11. DISPUTES

This Competition is governed by the laws of Australia, without respect to conflict of law doctrines. By participating in this Campaign, you agree that any and all disputes that cannot be resolved between the parties, and causes of action arising out of or connected with this Campaign, shall be resolved individually, without resort to any form of class action, exclusively before a court located in Australia having jurisdiction. Further, in any such dispute, under no circumstances shall You be permitted to obtain awards for, and hereby waives all rights to, punitive, incidental, or consequential damages, including reasonable attorney's fees, other than actual out-of-pocket expenses (i.e. costs associated with entering the Competition). You further waives all rights to have damages multiplied or increased.

12. WINNERS LIST

To request a copy of the winners list please contact the Promoter. Requests must be sent within four (4) weeks of the end of the Entry Period.

13. ACCEPTANCE OF RULES

By participating in the Competition, You have affirmatively reviewed, accepted, and agreed to all of the Official Rules, Terms and Conditions.