

REGULATIONS PURSUANT TO ARTICLE 11 OF PRESIDENTIAL DECREE 430 OF 26

OCTOBER 2001

"PLAY ENERGY 2022"

WHO PROMOTES THE COMPETITION

ENEL Spa, with head office located in Rome, Viale Regina Margherita 137, VAT number 15844561009 (hereinafter, the "Promoter" or the "Promoting Company")

DELEGATED SUBJECT

Cheil Italia S.r.l. with head office located in Milan, Via Mike Bongiorno 9, Tax ID and VAT number 07630160963

By virtue of the granted authorization, the Delegated Subject:

- will represent the Promoting Company in dealings with the Ministry of Economic Development only for all the activities that are directly associated with the Event;
- will submit the security deposit pursuant to article 7 of Presidential Decree 430/2011 in the name of and on behalf of the Promoting Company;
- will receive all notices regarding the Event forwarded by public and private entities;
- will make sure that Participants to the Event sign the disclaimers required by law thereby dealing with correspondence with them and completing all the related paperwork;
- will make and sign the respective self-certifications, including the reports that the competent Chamber Official for the territory or assigned Notary will prepare for the supervision assignment of the Event.

Campus Party Italia S.r.l. with head office located in Milan, Viale Bianca Maria 21, Tax ID and VAT number 09232640962

By virtue of the granted authorization, the latter company:

- will organize the Campus Party Digital Event where the Hackathon "final challenge" will be launched.

WHEN CAN YOU PARTICIPATE

The Competition will start on 05/09/2022 and end with the Hackathon – Final Challenge scheduled for 15/06/2023.

The competition can be notified as of 27/07/2022.

There are 2 Seasons with 2 participation sub-periods each within the overall period of the competition, detailed as follows:

Season 1	From 05/09/2022 until 11:59 pm of 07/12/2022
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Season 2	From 08/12/2022 until 11:59 pm of 05/03/2023
Hackathon – Final Challenge	By 15/06/2023

To calculate the starting and ending time of the competition and all the dates of the regulation, refer to the time zone of Rome GMT+1.

SUBJECT MATTER OF THE COMPETITION

The purpose of the prize competition called Play Energy 2022 (hereinafter, the "Competition") is to disseminate the strategic efforts of the Group Enel while raising more awareness on topics such as electrification, energy transition and decarbonization, encouraging the active, open and cooperative participation of young people as the competition is mainly targeted to them.

WHO CAN PARTICIPATE

There are two ways in which one can participate to the competition:

- 1) As student
- 2) As teacher

Individuals born between 01/01/2002 and 31/12/2008 that have at least one active social account as of 27/07/2022 may participate to the competition as "students".

Teachers currently practicing their profession at a school can participate to the competition as "teachers".

It must be noted that the Promoting Company and the Delegated Subject reserve the right to request registered users or winners, at any time during the Competition, proof of registration with social networks before the start date of the Competition and if not provided, the participant or winner will be excluded and all the activities conducted by said person on the platform (voting, points distributed as team leader, etc.) will no longer be valid.

It must be noted that the Promoting Company and the Delegated Subject reserve the right to request registered teachers and any of the respective institutes, documentation to prove their professions, otherwise they will be excluded from the competition and all the activities carried out by them on the platform (voting, student endorsements, etc.) will no longer be valid.

HOW THE COMPETITION IS ADVERTISED

The competition will be advertised online through the website <https://playenergy.enel.com> (hereinafter, "Website"). Other forms of advertising may be included which in any case must comply with these regulations. The regulation will be available to the participants on the Website.

HOW TO REGISTER

1) Registration for students

To register to the competition, students must access the Website and follow the steps below:

- accept these Regulations, including the privacy statement and disclaimer in which Enel is given authorization to use the contents uploaded for purposes of participating to the competition on all communication channels, free of charge and without any time limitation;
- follow the video instructions to complete the registration by entering the required data, including a nickname* and email address.

For minors, the parents or legal guardians will receive a link by email to a page where they can be informed of the minor's will to participate to the competition and where the necessary mandatory consent can be issued.

In any case, the Promoter reserves the right to verify the truthfulness of the data provided and identity of the parents at anytime during the competition for the winners or for registered users in general. If the data provided is found to be untrue, it will result in the exclusion from the competition.

*Nicknames will be subject to moderation at the sole discretion of the Promoter with the purpose of excluding from the competition users with vulgar, offensive names or names that do not comply with the spirit of the initiative.

Once registered, nicknames may not be changed for the entire period of the competition.

2) Registration for teachers

To register to the competition, teachers must access the Website and follow the steps below:

- accept these Regulations and the privacy statement;
- follow the video instructions to complete the registration by entering the required data, including an email address and the name of the school where the teacher practices his or her profession.

The personal data of each participant will not be visible to the other participants.

HOW TO PARTICIPATE

As teacher

Users registered to the competition as "teachers" may participate from 05/09/2022 until 05/03/2023 through the Website assigning up to 40 "**endorsements**" to as many participants registered to the competition as "students"

Endorsements will be allocated through a special search tool provided on the Website.

The user chosen by the teacher will receive the endorsement and explicit acceptance will not be required.

Endorsements consist of a one-time allocation of 25 points to a user. Said points will count towards the Ranking of the current Season, as well as towards the General Ranking.

Once allocated, the endorsement may not be revoked by the teacher and will be valid for the entire duration of the competition.

Each user may receive only one endorsement from just one teacher.

As student

Users registered to the competition as "students" may participate from 05/09/2022 until 05/03/2023 (divided by Season 1 and Season 2) through the Website where they must face ability tests (hereinafter, defined as "Quests") on electrification, energy transition and decarbonization within a period ranging based on the type of test.

For each test, the user will accumulate points, automatically calculated by the Website.

The sum of points accumulated through the tests will determine the position of the user in both the Seasonal and General Rankings, as detailed hereafter.

Test calendar

During the two Seasons, 4 tests will be offered, called the "Main Quests" and 20 tests called "Side Quests" as per the calendar published on the Website.

How to participate to the Main Quests

The Main Quests require the realization of a project developed on a certain proposed topic.

Each user may decide to participate to the Main Quest "individually" or as a "team".

For **individual participation**, the tests are taken by one user only and each point generated is attributed only to said user.

Team participation requires a "collaboration" to be established among users and each point generated is attributed to all the users of said team and the validity of the team is limited to each Main Quest in which the team relationship is established. Said relationship ends automatically when the Main Quest is completed or in any case after 30 days from the time the team is created (namely from the receipt date of the first acceptance of the "team collaboration" as specified hereafter).

Participating as a team implies that users join with each other after specific request is sent by one user to other users whom he/she wishes to involve in the realization of the project.

To send a "team collaboration" request, a user must:

- access the specific page for the respective reserved area;
- using the provided search tool, search for the nickname of the user whom you wish to propose to join the team for the Main Quest;

- fill out the empty field of the request with a brief personal description and a brief description of the project that you intend to pursue (optional); it is advisable to include your contact details so you can be easily reached.

The "team collaboration" requests must be sent by email and through a notification on the Website (in the latter case, the user must have authorized the Website to send notifications): once the inviting user sends a "team collaboration" request, an email will be generated and sent to the invited user with a link to access the "team collaboration" request. Upon first access to the Website after sending the request, the invited user will be prompted with a notification on the Website (if enabled).

The "team collaboration" request should be either accepted or declined by the invited user within 72 hours, after which the request will no longer be valid and the inviting user may send another request, even to the same invited user.

Once the invited user accepts or declines the "team collaboration" request, an email will be generated and sent to both users informing that the "team collaboration" was either created or not. The users will also see a notification on the Website when first accessing the Website (if enabled).

After making a "team collaboration" request, the following three cases can occur:

- The invited user accepts the "team collaboration" request → the invited user joins the team with the inviting user for that specific Main Quest (which must be the same for both and the first in chronological order based on the one they have not yet completed, see below);
- The invited user declines the "team collaboration" request → the inviting user has the chance to send a request to the same user again or invite other users;
- The invited user fails to respond to the "team collaboration" request within the required time (72 hours after receipt of request) → the inviting user has the chance to invite the same user again or invite other users.

The user that creates the team will be defined hereafter as the "Team Leader".

Users that establish a "team collaboration" will be referred to as "Team-mates".

A "Team" may be composed of a maximum of 4 users of which one as "Team Leader" and up to 3 users that accept the team leader's "team collaboration" request.

Additional notes:

- each user may send as many "team collaboration" requests desired until the 3 invited users accept his/her request;
- each user may establish a "team collaboration" with a maximum of 3 users for each Main Quest. When the 3 "team collaboration" requests are accepted, all the other pending "team collaboration" requests will no longer be valid;
- regardless of the number of "team collaboration" requests and the time in which they are sent, the first 3 accepted requests will be considered valid in chronological order;

- "team collaboration" requests cannot be sent to users that have already accepted another "team collaboration" request for the same Main Quest;
- only one "team collaboration" request can be accepted and not necessarily the first one received for each Main Quest;
- a user may send a "team collaboration" request only to users that completed the same Main Quests;
- a user that accepts a "team collaboration" request for a specific Main Quest may not send "team collaboration" requests for the same Main Quest;
- the Team Leader and each user that accepts a "team collaboration" request for one specific Main Quest may not complete this Main Quest individually;
- with respect to the acceptance of a "team collaboration" request sent, the latter shall be considered valid and neither the Team Leader nor the invited user may revoke it until the Main Quest is concluded for which it was established;
- the "team collaboration" created for one Main Quest shall cease 30 days after the creation of said collaboration, regardless of whether the project for said Main Quest is uploaded or not. N.B. The "creation date of the team collaboration" should be considered the date in which the Team Leader receives the first "team collaboration" acceptance from one of the users to whom the invitation request was sent.
- each user may send or accept "team collaboration" requests to or from different users for each Main Quest.

A video and introductory info-graphics as well as support will be available on the Website for each Main Quest with the technical specifications on how to upload the project (size, format, etc.).

The projects for the Main Quest, once completed, may be uploaded to the Website only by the Team Leader who should simultaneously declare to be the owner, along with any other users with whom the project was created as team, of the rights on the project and to have received consent from the other team members to upload the contents.

In the event that the Team Leader of the project is a minor, the Promoter shall reserve the right to request a disclaimer to be uploaded, signed by the parent or guardian where Enel is given the consent to use the uploaded contents for purposes of participating to the competition on all communication channels, free of charge and without any time limitation.

A facsimile of said document will be available on the Website.

Users who upload the project individually will receive 150 points.

A Team Leader who uploads a project as a team will receive 150 points and the same points will be automatically assigned to the other members of the team.

Moreover, if the Main Quest is completed as a team, the score will increase by 10 points for each team member in addition to the Team Leader, for a maximum of 30 points.

The points received with one Main Quest will count towards the calculation of the respective Season Ranking of the Main Quest itself and will count towards the calculation of the General Ranking.

The Main Quests proposed in previous months or pertaining to finished Seasons can be completed, but in this case, the points will only count towards the General Ranking.

In any case, the Main Quests must be completed respecting the chronological order in which they were proposed.

The user may complete each Main Quest only once.

Moderating projects for the Main Quests

The Promoter may at any time moderate projects by not admitting the following projects to the competition:

- projects that do not pertain to the theme of the Main Quest;
- projects that contain vulgar, offensive or degrading contents or racists or sexual references (explicit or implicit), as well as violent or detrimental contents in several respects to third parties, etc;
- projects that depict trademarks or logos of third parties;
- projects that have a direct or indirect advertising form to any product, service or activity;
- projects that include recognizable minors, even partially;
- projects that violate third party rights in any way, even with reference to copyrights, trademarks and distinctive marks and more in general that violate intellectual and industrial property rights;
- projects that contain any inappropriate content that the Promoter, at its sole discretion, considers to be inappropriate for publishing.

Moreover, the Promoter reserves the right, at any time, even after the publishing, to delete projects that are objectively conflicting with the spirit of the competition or with the theme of the Main Quest. Therefore, if the project does not conform to the above moderation, any points that are assigned to the authors of the project will be reduced, and users in the subsequent ranking positions will be awarded accordingly.

Voting of projects in the Main Quests

In addition to the points outlined in the table, users may receive additional points thanks to the voting of projects by users and by teachers registered to the Website.

All projects moderated positively will be in fact published in a Gallery in the Website where will they will be available for viewing for voting purposes.

Users and teachers may give their preference to a project by using the provided search instrument to choose the nickname of the Team Leader (or of the individual author if the project was created individually) and subsequently the created project.

With reference to the voting of projects by registered users, it must be noted that:

- each registered user may vote for a maximum of 3 projects for each Main Quest and receive 3 points for each voted project;
- users may not vote for their own projects;
- for each Main Quest both the Team Leader and each Team Member that collaborates in the realization of the project will gain as many additional points as votes received according to the following scheme:
 - o first 5 votes received → 1 vote received = 5 points;
 - o from 6th to 56th votes received → 1 vote received = 1 point;
 - o from the 57th vote received and so forth → 1 vote received = 0 points;said points will be added to the points foreseen with regard to the uploading of the project to the Website.

With reference to the voting of Projects by registered teachers, it must be noted that:

- each registered teacher may vote for up to a maximum of 3 projects for each Main Quest;
- each vote from a teacher will count 3 points;
- for each Main Quest, both the Team Leader and each of the users that collaborated in a team to pursue the project will earn 3 points for each vote received by a teacher, for a maximum of 5 votes received from 5 different teachers and therefore for a maximum of 15 points. Said points will be added to the points set out for uploading the project on the Website.

All users that are part of a Team will be invited to share their projects even in social networks to encourage voting from users and teachers registered in the Website.

How to participate to Side Quests

Side Quests consist of interactive games, that are inspired too by electrification, energy transition and decarbonization.

Side Quests may be completed by each user only individually.

Completing Side Quests for Season 1 will get 20 points each for a maximum of 200 points;
Completing Side Quests of Season 2 will get 25 points each for a maximum of 250 points;

All Side Quests can be completed only once and the respective points will therefore be attributed to the user only once.

Side Quests may be completed by users, even without respecting the order in which they are proposed on the Website.

Points received by users with the Side Quests will count towards the Seasonal Rankings (for the date in which the Side Quest is completed), as well as towards the General Rankings.

Additional ways to receive points

Users who participate as students may receive additional points by doing the following:

- **Social media sharing:** users have the chance to share the contents of the Website and receive 1 point for each sharing, for a maximum of 50 points;
- **Member get Member:** users have the chance to invite friends to participate to the competition through a special link on the Website, on the page under their profile and receive 2 points for each friend who actually registers using their link; this method requires a maximum of 50 different friends who can register to the competition and the user may therefore acquire a maximum of 100 points. The Promoter reserves the right to verify the truthfulness of the information in the account and possibly cancel fraudulent actions;
- **Side Quests as team:** if a user completes a Side Quest as member of a team, each of the team members will receive 1 additional point.

AWARDING FOR SEASONAL RANKINGS

Based on the points received by each user with:

- the Side Quests
- the Main Quests
- the voting of projects of Main Quests
- the endorsements of teachers
- the other ways to receive points (sharing on social media, member get member, Side Quests as team)

2 rankings will be calculated for each Season:

- the points received from the Side Quests for Season 1 by uploading the projects of Main Quest 1 and Main Quest 2
+ the other ways to receive points as per the previous list will determine the **Seasonal Ranking 1**;
- the points received from the Side Quests for Season 2 by uploading the projects of Main Quest 3 and Main Quest 4
+ the other ways to receive points as per the previous list will determine the **Seasonal Ranking 2**.

Users in the **first 9 positions** will be awarded for each of the two ranking results, for a total of 18 awarded users, as detailed below:

- users between the 1st and 3rd position will be awarded an e-commerce voucher with a value of € 1,000;

- users between the 4th and 6th position will be awarded an e-commerce voucher with a value of € 750;
- users between the 7th and 9th position will be awarded an e-commerce voucher with a value of € 500;

Users in the next 4 positions will be considered as reserves in the respective order.

In case of a tie, the ranking positions will be determined based on a manual random extraction between users with the same score. The extraction order will determine the assignment of the positions in the ranking gradually decreasing.

Users awarded in Season 1 do not have any restrictions to receiving awards in Season 2.

Winners will always be chosen in the presence of a consumer protection official and competent public trust officer for the territory, based on the following calendar:

- **by 20/01/2023** – reporting of Seasonal Ranking 1
- **by 20/03/2023** – reporting of Seasonal Ranking 2

AWARDING OF TEACHERS FOR SEASON 1 AND SEASON 2

Based on the same calendar for the certification of the seasonal rankings and always in the presence of a consumer protection official and competent public trust officer for the territory, prizes will also be assigned to teachers.

By 20/01/2023 the teacher who endorses a participant registered as “student” that came out in **1st position** in the Ranking for Season 1 (if applicable) will be declared winner. The winning teacher will be awarded an e-commerce voucher with the value of €500.

Whenever participants registered as “students” receive 1st position and do not have any endorsement, the teacher that gives an endorsement to the participant registered as “student” that receives **2nd position** in the ranking of Season 1 will be declared winner and so forth until a teacher is awarded.

By 20/03/2023 the teacher who endorses a participant registered as “student” that receives 1st position in the Ranking for Season 2 (if applicable) will be declared winner. The winning teacher will be awarded an e-commerce voucher with a value of €500.

Whenever participants registered as “students” receive 1st position and do not have any endorsement, the teacher that gives an endorsement to the participant registered as “student” that receives **2nd position** in the ranking of Season 2 will be declared winner and so forth until a teacher is awarded.

STUDENT GENERAL RANKING AWARDING

Based on all the points earned by each user with all the tests (both the Main Quests and Side Quests and with the other ways to receive points as per the previous paragraphs) set out for the entire period of the competition and with all the votes received for the

projects, a **General Student Ranking** will be determined: users in the first 7 positions of the rankings (hereafter, the "Finalists") may participate to the Hackathon - Final Challenge.

The Final Challenge "Hackathon" (competition aimed at promoting ideas and projects on electrification) will be organized **by 15/06/2023** within the digital Campus Party Digital Event.

The challenge will be digital and will be held through a video conference platform. The Promoter will provide in advance all the information regarding the final challenge, including access to the platform and an indication of the exact date in which said challenge will be completed, as well as the provided section on the Website or by email.

Each Finalist must participate to the Hackathon along with 2 users, chosen at his/her discretion among the users already registered to the competition as "students" that are not among the Finalists.

Those users chosen by the Finalist must send an email to the address that will be notified thereby specifying that they accept to participate to the Final Challenge in the Team of the Finalist that invited them.

Once the email is forwarded, the invited user may not accept invitations to any other Team of Finalists.

Said email must be forwarded within 15 days from the reporting date of the Finalists.

The General Ranking and the Ranking of the Finalists will be recorded **by 20/03/2023**, always in the presence of a consumer protection official and competent public trust officer for the territory.

Users certified as Finalists will receive an email to the email address provided at the time of registration where they will be notified about the relevant methods to the selection and acceptance and continuation with the participation to the competition.

It must be noted that in case of an untimely acceptance, the selection will not be confirmed and the first reserve will be contacted.

GENERAL TEACHER RANKING AWARDING

A **General Teacher Ranking** will be generated: the points of each teacher will be determined from the sum of the total points by students who received an endorsement.

Teachers that placed 1st in the rankings will be awarded an e-commerce voucher with a value of € 1,000.

Teachers in the following 4 positions will be considered as reserves in the respective order.

The winning teacher of the General Ranking will be recorded **by 20/03/2023**, always in the presence of a consumer protection official and competent public trust officer for the territory.

In case of a tie, the winner will be chosen based on a manual random extraction between users with the same score. The extraction order will determine the assignation of the positions in the ranking gradually decreasing.

"HACKATHON" JURY – FINAL CHALLENGE

During the Hackathon, the Teams will decide on the definition and development of their solution to one or more topics proposed by the Promoter and the creation of a "pitch" (presentation) to be submitted to the Technical Jury according to the instructions and rules that will be provided by the Promoter.

Finalists who are minors must be supervised by their parents or guardians at all times.

By 15/06/2023, in the presence of a notary or a consumer protection official and competent public trust officer for the territory, a Technical Jury, composed of managers of the Promoter, will evaluate the projects created for Hackathon with regard, by way of example but not limited to the relevance to the proposed topic, the validity and the innovative strength of the ideas, creativity, concreteness and feasibility of projects, as well as the clarity, completeness and effectiveness of the pitches (presentations), notwithstanding the same moderation guidelines already specified in the section "Moderation of projects for the Main Quests".

Based on the above guidelines, the Technical Jury will choose 3 winning teams at their sole final discretion.

The users that are part of each of the three winning teams will be awarded each an e-commerce voucher with a value of € 1,500.

The teams in the following 4 positions in the ranking will be considered as reserves.

PRIZES AT STAKE

No.	PRIZE	UNIT VALUE EXCLUDING VAT	TOTAL VALUE	AWARDING METHOD
3	E-commerce voucher	€ 500	€ 1,500	RANKING SEASON 1
3	E-commerce voucher	€ 750	€ 2,250	RANKING SEASON 1
3	E-commerce voucher	€ 1,000	€ 3,000	RANKING SEASON 1
3	E-commerce voucher	€ 500	€ 1,500	RANKING SEASON 2
3	E-commerce voucher	€ 750	€ 2,250	RANKING SEASON 2
3	E-commerce voucher	€ 1,000	€ 3,000	RANKING SEASON 2
9	E-commerce voucher	€ 1,500	€ 13,500	HACKATHON JURY – Final Challenge
2	E-commerce voucher	€ 500	€ 1,000	TEACHER ENDORSEMENT Season 1 and Season 2
1	E-commerce voucher	€ 1,000	€ 1,000	TEACHER ENDORSEMENT General Ranking

If the winner is a minor, a declaration will be requested which must be signed by a parent or guardian authorizing the awarding of the prize.

The prize cannot be transferred, modified or replaced in any way and may not be converted into cash. The Promoter will not assume any liability if the winners of the above prizes fail to claim their prizes.

PRIZE MONEY

The presumed value of the prize money amounts to € 29,000 including VAT.

NOTIFYING AND VALIDATING THE WINNINGS

The winners will receive an email to the email address provided at the time of registration and they will be informed on how to accept the winnings.

Winners must send the prize acceptance form duly filled out (for minors, the above disclaimers must be signed by the respective parents) within 3 days after receipt of the winning notice.

It must be noted that if any of the above requested documents is incomplete or provided untimely, the winnings will not be validated.

Moreover, it must be noted that winners will be considered untraceable for purposes of granting the prize if they fail to reply to the prize awarding message in writing with the formal acceptance of the prize, within 3 days after receipt of the winning notice and in this case, the prize will be granted to a reserve.

It must be noted that whenever the Promoter finds a breach of the participation rules outlined in these Regulations in the Main Quests, even by just a team-mate, the entire team will be removed from the rankings and the possible winning (or selection to the Final Challenge) will be cancelled. In this case, the prize will be awarded to the reserve team of the same ranking found in the following position to that of the ineligible team.

The Promoter will not assume any liability in case of the following conditions:

- the mailbox of a winner is full and therefore the prize awarding message cannot be delivered;
- the email provided by the Team Leader during the registration phase is non-existent, incorrect or incomplete;
- there is no response from the host computer after the winning notification email is sent;
- the mailbox of a winner is disabled;
- the email provided during the registration phase is in a blacklist that does not allow for the promoter's email to be delivered.

PRIZE GIVING

The Promoter will be in charge of giving the prizes (or a person appointed thereto) and it will take place through a means considered most appropriate. In any case, the prize will

be awarded within 6 months after the promotional event or from the prize request date, as set out in Presidential Decree 430 of 26/10/2001.

The winner may not dispute the awarded prize or request a corresponding value in cash. Nevertheless, if the Promoter is unable to award the prize won, the latter reserves the right to replace the prize with another of equal or greater value.

DONATING NON-AWARDED PRIZES

Any prizes that are not claimed or awarded, other than those declined, will be donated to Onlus: Enel Cuore, Viale Regina Margherita 137 – 00198 Rome, Tax ID: 97317010581.

PARTICIPATION COSTS

Participation to the Competition is free of charge, except for the standard internet cost payable by the participants.

The Promoter does not assume any responsibility for any issue in accessing the technical instruments, including any impediment, improper functioning or difficulty, as well as issues with computers, telephone lines, transfer, connection or Internet connection that may prevent a competitor from participating to the Competition.

REASONS FOR EXCLUSION AND CHECKS

Participating to the competition implies the acceptance by registered users of these regulations in each part without any reservation whatsoever.

Participation to the Competition is subject to compliance of the rules set out in these Regulations and therefore users who engage in fraudulent or illegal practices, or who attempt to evade or alter the proper operation of the awarding mechanism will be excluded from the competition. Moreover, users that do not give their consent to the privacy statements and required disclaimers in compliance with the provisions of these Regulations, will also be excluded from the competition.

Participations or winnings received through the use of software or temporary or non-existent email addresses or that are in any case considered suspect, fraudulent or that do not guarantee unambiguity of the participant or are considered a breach of the rules of the competition, if identified or considered as such with the means and knowledge available to the Promoter, will be cancelled.

The Promoter reserves the right to request the winners a photocopy of their tax identification card or valid identity document so that the registration data can be checked accordingly. Failure or incomplete provision of said documents within 3 days from the request date will result in the automatic exclusion from the right to receive an award.

AUTHORISATIONS, GUARANTEES AND INDEMNIFICATION

By uploading the projects on the Website and therefore by accepting these Regulations, users:

- indemnify Enel S.p.A. and all company members of the Enel Group against any claims by third parties;
- authorize Enel S.p.A. and all the company members of the Enel Group to use all the documents uploaded for purposes of conducting the Competition;
- transfer as final to Enel S.p.A. free of charge, all proprietary and usage rights of the documents on all means of communication, offline or online, in Italy or abroad (present or future) for purposes of advertising and disseminating the Competition;
- guarantee to have received all consents and disclaimers to use and disseminate the sent materials and that therefore reproduction and use by Enel S.p.A. and all the member companies of the Group Enel will not result in any infringement of third party rights.
- guarantee that none of the contents sent are conflicting with provisions of law and that the contents of the documents are not obscene, defamatory, profane, racist, vulgar, offensive or infringe intellectual property rights, moral rights or personal data rights of third parties.

Moreover, with reference to participation to the Competition, it must be noted that:

- all trademarks and other distinctive marks quoted or reproduced on the Website and contents thereto are the exclusive property of Enel S.p.A, except for the trademark Campus Party;
- all data, documents and information of any sort, none excluded or excepted, made available by Enel S.p.A. to the participants through any communication means (online or offline) shall remain the exclusive ownership of Enel S.p.A.;
- the participants hereby irrevocably authorize Enel S.p.A., with no right to remuneration whatsoever, to disclose, disseminate or publish the electrification projects submitted to Enel S.p.A. as part of the competition.

SERVER AND DATABASE OF THE PARTICIPANTS

The server used to manage the prize competition is located in Italy. In particular, a Private Cloud hosted in the Data Center DC1 of Aruba S.p.A. will be used, situated in Arezzo, Via Piero Gobetti, 95.

REPRESENTATIONS AND WARRANTIES OF THE PROMOTER

The Security Deposit amounting to 100% of the total prizes at stake pursuant to article 7 of Presidential Decree 430/2001 was provided to the Ministry of Economic Development through a guarantee for the protection of consumer rights.

This prize competition is conducted in compliance with Presidential Decree 430 of 26 October 2001 and pursuant to the instructions set out in Letter of Notice 1/AMTC of 28 March of the Ministry of Productive Activities. For matters not specified in the regulations, the Promoter shall refer to the provisions of Presidential Decree 430/01.

The Promoter reserves the right to change at any time the participation conditions of the competition by providing a proper notice, but not introducing unfavourable changes and always safeguarding the rights already acquired by the participants.

In compliance with article 30 of Presidential Decree 600 of 29 September 1973, the parties hereby waive their right to claim compensation against the winners of the prize.

This promotion is not in any way sponsored, supported or administered by any social network.

PERSONAL DATA

The personal data gathered with this participation to the competition will be processed according to the privacy policy available at <https://playenergy.enel.com> where each user may view it before confirming their registration to the Competition.

The data of registered users will also be disclosed to the chamber of commerce control manager who will attend the prize awarding processes, as well as to the associate to deal with several phases of the Competition, including the notification process of the award to those eligible.