

Challenge Rules:

MoonBots: A Google Lunar X PRIZE LEGO® MINDSTORMS® Challenge

Amendment to the Challenge Rules: Effective April 29, 2010

- 1.) Live Mission Web Cast Challenge Period for Phase II has been reduced from 4 minutes to 3 minutes.*
- 2.) The minimum age required of all Team members has been changed from 13 to 9 years of age, and additional clarity has been provided regarding the ages of the other Team members.*
- 3.) Wording has been changed to show more explicitly that the Judges will adhere to the criteria provided in this document.*
- 4.) Description of the Grand Prize has been altered to show more explicitly that winners must be accompanied at all times by a designated chaperone.*

1. DESCRIPTION OF THE CHALLENGE

The X PRIZE Foundation and Google have created the Google Lunar X PRIZE, a new, private race to the Moon that is engaging and exciting the global public while enabling the commercial exploration of space and dramatically reducing its cost. The Google Lunar X PRIZE is expected to increase the connection that individuals around the world feel to space exploration, science, and education by taking advantage of new tools for the rapid and targeted distribution of information. By reigniting a race to the Moon, the Google Lunar X PRIZE is intended to engage a new generation, making lunar exploration not just a historical accomplishment, but a tangible reality.

To further this purpose, the X PRIZE Foundation (XPF) and LEGO System A/S (LEGO), hereinafter collectively referred to as “the Sponsors” are administering “MoonBots, a Google Lunar X PRIZE LEGO MINDSTORMS Challenge,” hereinafter “MoonBots” or the “Challenge”. MoonBots is designed to challenge teams of adults and children (aged 9 years and older) to develop innovative systems made from LEGO MINDSTORMS kits that are capable of performing a simulated lunar mission. The Challenge is considered a “game of skill” and is designed to help teams learn about robotics and team building, while also providing excitement about the new Moon race.

To win the MoonBots Challenge, teams of adults and children (9 years and older) must first develop a simulated lunar robot with design software and then build and test this robot with a LEGO MINDSTORMS kit. They also must provide written and video essays about their participation in the Challenge and about the importance of exploration of the Moon.

Google, National Instruments (NI), and Wired Magazine's GeekDad blog (GeekDad), hereinafter collectively referred to as "the Co-Marketing Partners," will to help promote the Challenge and provide prizes to the winning teams.

The Sponsors will hire a third party administrator, hereinafter the "Administrator", to help manage team submissions and administrate the Challenge. The Administrator is an independent third party. At times during this Challenge, a representative of the Administrator may contact an applicant for customer service purposes. The Co-Marketing Partners will have no role in administration of the Challenge.

2. BINDING AGREEMENT

In order to enter the Challenge, all members of each Team, as well as the parents or legal guardians of each Team member below the age of majority, must agree to these Official Challenge Rules ("Rules"). The Rules consist of the terms and conditions on this page and the Entry Form and Consent Form ("Challenge Materials"). Because all Team members will be bound by these Rules, which form a legally binding agreement with respect to this Challenge, please read them carefully. Teams may not submit an entry to the Challenge and will not be eligible for the prizes described in these Rules unless all Team members agree to these Rules. All Team members agree that registration for this Challenge and/or a submission of an entry form in the Challenge constitutes agreement to these Rules in their entirety.

The purpose of this document is to fully state the binding requirements for competing in the Challenge. Except as expressly set forth in herein, this document does not extend beyond activities related to the Challenge. This document may be revised at the sole discretion of the Sponsors, effective upon written notice.

3. ELIGIBILITY

NO PURCHASE OR PAYMENT OF ANY KIND IS NECESSARY TO ENTER OR WIN THE CHALLENGE OR TO WIN ANY PRIZE. THE PURCHASE OF ANY GOOD AND/OR SERVICE WILL NOT INCREASE AN ENTRANT'S CHANCE OF WINNING THE CHALLENGE.

All Team members must be at least 9 years of age as of the date of Team's registration in the Challenge in order to participate in the Challenge. One Team member, referred to herein as the "Team Captain," must be over the age of majority in the Team captain's country of residence—the age of majority to enter into a binding contract can differ from country to country. In no case may the Team Captain be younger than 18 years of age. A Consent Form must be signed by a parent(s) or legal guardian(s) of each Team member below the age of majority in said Team member's country of residence. All Team members are required to abide by any legal

restrictions, including those regarding age limitations, in the Team member's country of residence.

The Challenge is International; therefore Teams from all countries and with any background are eligible to participate in the Challenge, except where prohibited by applicable laws. Void in Argentina, Quebec, and where prohibited or restricted by law. Prize awards, however, will be made in accordance with U.S. law, which may restrict or prohibit awards to Teams within countries subject to U.S. sanctions and may subject international Teams to U.S. taxes.

All Team members must comply with licensing rules and agreements set forth in all design software, online services, and other software products used in the process of competing in the Challenge, including restrictions placed on the age of the user.

The official language of the Challenge is English. All communications with the Sponsors and the Administrator and all competition submissions shall be in English, unless the Team has received prior written permission. Additional copies in other languages are welcomed.

Employees and their immediate families (i.e., parents, spouse, children, siblings, grandparents, step parents, step children and step siblings) of the Sponsors, Administrator, and Co-Marketing Partners are not eligible to enter the Challenge. Members of teams competing for the Google Lunar X PRIZE and their immediate families, as defined above, are eligible to compete in the Challenge.

By participating in this Challenge, Entrants agree to be bound by this document and by the interpretations of this document by the Sponsors of the Challenge, which are rendered final unless the Sponsors, in their sole discretion, agree to change them.

4. TEAM MEMBERS

Each Team must be composed of no fewer than four and no more than six members, each of whom must be at least 9 years of age as of the date of the Team's registration in the Challenge. The Team must have at least three team members who are between the ages of 9 and 18 as of the date of the Team's registration in the Challenge. One Team member, designated the "Team Captain," shall be above the legal age of majority in the Team Captain's country of residence; and in all cases, must be at least 18 years of age as of the date of the Team's registration in the Challenge. The Team may not have more than one Team member who is over the age of 18 as of the date of the Team's registration but who is not the Team Captain.

The Team Captain is responsible for uploading all Team information to the Team's competition web site or sites. All online submissions of any kind related to the Challenge must be made by the Team Captain.

COMPLIANCE WITH LAWS AND REGULATIONS

All Teams and all Team members must adhere to all local, regional, national, and international laws, orders, directives, ordinances, treaties, rules and regulations for all aspects of the Challenge. Teams are solely responsible for acquiring the appropriate licenses, waivers, or permits from the applicable regulatory bodies or other applicable third parties. All Team members must abide by relevant age restrictions for all software and hardware components used in the process of competing in the Challenge. The Sponsors, Administrator, and the Co-Marketing Partners shall in no way be responsible for providing to Teams any advice or counsel, legal or otherwise, with regard thereto.

LOGO PLACEMENTS

All videos submitted by the Team shall display a Challenge Logo as provided by the Sponsor and Promotional Partners. Physical logos provided to the Team may be placed on the Robot at the Team's sole discretion.

5. CHALLENGE PERIOD

The Challenge commences at **April 15, 2010 12:00 AM (Pacific Time)** and ends at **August 31, 2010 11:59:59 (Pacific Time)** (the "Challenge Period"). The Challenge Period consists of three phases.

Registration: April 15, 2010 12:00:01 AM (Pacific Time) - May 15, 11:59:59 PM (Pacific Time)

Phase One: April 15, 2010 12:00:01 AM (Pacific Time) - May 28, 2010 11:59:59 (Pacific Time)

Phase Two: June 21, 2010 12:00:01 AM (Pacific Time) – August 14, 2010 11: 59:59 (Pacific Time)

Teams will conduct the work described in this document for these periods. Phase I winners will be announced on or around **June 21, 2010**. Phase II winners will be announced on or around **August 31, 2010**.

6. ONLINE HOSTING

Each Team shall be responsible for all web hosting required for their Challenge entry. Each Team shall abide by the Terms of Service (TOS) provided by any web hosting or similar services as appropriate.

7. HOW TO ENTER

All registration materials for the Challenge are online at <http://www.moonbots.org>. The Team Captain may register the Team online on the MoonBots web site. All other entry materials for the Challenge can be downloaded from or viewed on the MoonBots web site. A registration package identifying each Team member by name, age, and role must be submitted online. A Team name and geographical location must also be provided. Signed Consent Forms must be submitted to the Administrator via legible scan moonbotsinfo@gmail.com or mailed to:

MoonBots Competition

PO Box 151461

San Rafael, CA 94915

U.S.A

Signed Consent Forms must be legible and include all pages. Consent Forms must be accepted by the Administrator before applicant is considered to be accepted.

Please see the privacy policy located at <http://www.moonbots.org/privacy-policy> for details of the policy regarding the use of personal information collected in connection with this Challenge.

PERMISSIONS PACKAGE

Any Team member below the legal age of majority in said Team member's country of residence and/or below the age of 18 must have a parent or legal guardian sign a release form indicating acceptance of this document. The consent form is located on the MoonBots web site <http://www.moonbots.org>, and must be printed out by the Team Captain. The Team Captain is also responsible for collecting the properly signed Consent forms for each relevant Team Member and delivering them to the Administrator as described above.

APPROVAL OF REGISTRATION

Each Team's Registration must be approved by the Administrator. Registration Packages will be reviewed by the Administrator for completeness and for compliance with the Challenge Rules. The Administrator shall attempt to issue an acceptance notice via electronic mail of each Registration Package within 14 days after receipt. The Administrator may, at their sole discretion, pose additional questions or requests for clarification to supplement the Registration Packages as part of their evaluation. All rejection or acceptance decisions made by the Administrator shall be final and in their sole and absolute discretion.

GENERAL ENTRY GUIDELINES

Challenge Materials (as defined below) cannot: (1) contain trademarks, logos or trade dress owned by others, or advertise or promote any brand or product of any kind, without permission, or contain any personal identification, such as license plate numbers, personal

names, e-mail addresses or street addresses; (2) contain copyrighted materials owned by others (including photographs, sculptures, paintings and other works of art or images published on or in web sites, television, movies or other media) without permission; (3) contain materials embodying the names, likenesses, photographs, or other indicia identifying any person, living or dead, without permission; communicate messages or images inconsistent with the positive images and/or goodwill to which the Sponsors and Co-Marketing Partners wish to associate; (4) be unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group, profane or pornographic; be obscene or offensive, endorse any form of hate or hate group; defame, misrepresent or contain disparaging remarks about the Sponsors, the Co-Marketing Partners, or their products, or other people, products or companies; (5) contain any materially dangerous activity; promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous, or any particular political agenda or message; and (6) depict, and cannot itself, be in violation of any law.

8. PHASE ONE REQUIREMENTS

All Phase One Materials should be submitted to the Team web site by - **May 28, 2010 11: 59:59 (Pacific Time)**.

ROBOT DESIGN PROPOSAL

Each Team must submit a digital Robot Design Proposal created using either LDRAW, LEGO Digital Designer or Google SketchUp by **May 28, 2010 11: 59:59 (Pacific Time)**. The proposed Robot must be able to complete the requirements given in Section 9, subject to the conditions provided therein. The Robot Design Proposal should be uploaded to or hyperlinked from the Team web site indicated in the Web Location Package (see below). Please see the Challenge Blueprint for further information pertaining to requirements of the proposal.

VIDEO ESSAY

The Team must submit a video of between one and three minutes in length in which the Team members discuss the Team's thoughts on the primary reason or reasons for lunar exploration, including their expectations for the most important discovery to be made by future missions conducted by Google Lunar X PRIZE teams and government funded lunar missions. The video should be uploaded to the Team's online video sharing platform indicated in the Web Location Package (see below). The video must include the Challenge Logo, referenced above, as well as a Team Logo designed by the Team.

WEB LOCATION PACKAGE

The Team must submit a list of relevant URLs for the Team's blog or web site; the Team's online video sharing platform; and the online location of the Team's Robot Design Proposal. If desired, the Team may also provide links to their image hosting website.

BLOGGING AND VIDEO BLOGGING

The Team is encouraged to submit blogs or video blogs in written, spoken, and/or subtitled English describing the Team's progress to their web site, blog, an online video sharing platform designated in their Web Location Package. Teams are welcome to post as much as they want.

TEAM PHOTOGRAPH

The Team must submit a high-resolution photograph showing all of the Team members to a web site, blog, or image hosting website specified in their Web Location Package. The minimum resolution of this photograph should be 300 dots per inch (dpi).

9. PHASE TWO REQUIREMENTS

All Phase Two Requirements must be submitted and completed by **August 14, 2010 11:59:59 (Pacific Time)**.

ROBOT DESIGN

The Robot constructed in Phase Two of the competition must meet all of the following requirements.

SIZE

The Robot must occupy a ground footprint no larger than a single sheet of A4 paper (297 x 210 mm; 11.7 x 8.3 in) at the start of a traverse. The Robot may expand in size after starting. The Robot may use wheels or tracks only if they are constructed from standard LEGO parts.

MATERIALS

The Robot must be built entirely out of LEGO elements, and must be controlled by LEGO MINDSTORMS NXT elements. Adhesives such as glue, tape, Velcro, or any material that through their use will enhance the structural strength of the assembly through the bonding of two surfaces shall not be permitted except for the attachment of the Camera. Only one LEGO MINDSTORMS NXT Intelligent Brick is allowed for each Robot. An unlimited number of LEGO motors, LEGO Technic or System bricks, and LEGO sensors can be used. Only LEGO certified sensors from LEGO, HiTechnic, and Codatex will be allowed.

SOFTWARE AND CONTROL

The Robot must be capable of running in an autonomous mode during the Live Mission Webcast. The Robot must run on a program downloaded to and executed on the NXT

microcontroller. All Robots must be programmed with LEGO MINDSTORMS NXT-G or National Instruments LabVIEW with the LabVIEW NXT Toolkit. Once the mission has begun, no outside interference (touching, light, sound, etc.) can be used to influence the Robot's path or programming. It must remain autonomous based on its own programming and sensor readings.

POWER

The Robot can be powered by any/all of the following: the LEGO MINDSTORMS NXT Intelligent Brick with six AA batteries; the LEGO MINDSTORMS NXT rechargeable battery pack; or a LEGO Power Functions battery pack. No other LEGO or third party batteries or battery packs are allowed.

CAMERAS

The Robot must carry a camera used to record video from the Robot while it is in operation during the Live Mission Webcast. Any make and model of camera may be used. The Team will be asked to provide a link to their video to the MoonBot.org site for review by the phase two judges. Please use the timestamp feature of your camera, calibrated to the correct time and date, when recording your video.

BLOGGING AND VIDEO BLOGGING

At least once a week throughout the course of Phase Two, the Team must submit blogs or video blogs in written, spoken, and/or subtitled English describing the Team's progress to their web site, blog, an online video sharing platform designated in their Web Location Package. Teams are welcome to post more often if desired, but are required to post at least one blog per week.

TEAM DOCUMENTARY

The Team must submit a documentary-style video of approximately three- five minutes in duration to their online video sharing platform specified in their Web Location Package. The video should tell the story of their Team's involvement in the Competition. This could include knowledge of the Google Lunar X PRIZE, thoughts about lunar exploration, shared experiences, evolution of ideas and showmanship. The Sponsors and Co-Marketing Partners of this Challenge want to emphasize the importance of "Telling the Story" of the Challenge. All videos and uploads must adhere to the Terms of Use.

LIVE MISSION WEBCAST

At the conclusion of Phase Two, at a date specified by the Sponsors, the Team must conduct a live webcast using a webcasting service identified or approved by the Sponsors. The Live Mission Webcast must take place on a game board built by the Team according to the Challenge Blueprint. During this webcast, the Team's Robot must perform the following

simulated lunar mission tasks within a period of 3 minutes after a start signal provided by or explicitly recognized by a Judge:

LANDER DISMOUNT

Without physical interference beyond the initial activation of the Robot, the Robot must dismount from the 'Landing Base' built of LEGO bricks according to the Challenge Blueprint.

DISCOVER WATER ICE/DISCOVER HELIUM 3 AND RETURN THE ELEMENTS TO BASE

The Robot must visit both craters and discover 'Water Ice' and 'Helium 3.' The building instructions for the elements are available on the MoonBots web site under the 'About the Game' section. There are two water ice elements in each crater and six Helium 3 elements placed at various places on the playing field. These elements can be collected and returned to the landing base by the Robot for additional bonuses.

PHOTOGRAPH THE HERITAGE ARTIFACTS

The Robot must take a photograph or video shot of the 'heritage artifacts' built into the Moonscape according to the blueprints provided. The image must clearly and recognizably show all heritage artifacts to be complete. The heritage artifacts are the lunar rover and the lunar landing base located on the back wall of the challenge area behind the 'Peak of Eternal Light,' as shown in the Challenge Blueprint.

SURVIVE THE LUNAR NIGHT

The Robot must 'survive the lunar night' prior to completing the Mission. This is simulated by driving the Robot on top of the 'Peak of Eternal Light' pad and stopping for 5 seconds.

RETURN TO BASE

Without physical interference, the Robot must return to the 'Landing Base' from which it started before the 3 minutes expire.

CAPTURE MISSION VIDEO

During the entire simulated mission steps described, the Robot must record video of its mission to be submitted to the Judges directly after the round is completed.

MISSION ROUND

The official round is 3 minutes in length. The observing Judge will ask the Team to begin when the Team Captain or another Team member indicates that the Team is ready. Each Team will receive only one attempt to complete the Live Mission Webcast requirements defined above. However, the Judge, at his or her sole discretion, may offer an additional attempt in the event where an external circumstance beyond the Team's control, in the sole opinion of the Judge, has interfered with the Live Mission Webcast.

If the Team's Robot gets stuck during the round, the Team may pick up or otherwise physically move the back to the Landing Base; however, in doing so, the Team will incur a point penalty. In such a case, neither the playing field nor the Robot may be physically altered, and the timer will not be reset. Any Water Ice or Helium 3 elements already collected by the Robot shall be removed from the Robot and shall not be placed back onto the playing field.

Please note that intentionally damaging the playing field is not in the spirit of the Challenge, and therefore will disqualify the Team. The Team's Robot may not intentionally crash through or destroy, in the sole discretion of the Judge, objectives in its path.

SCIENCE MISSION SCORING

Judges will use the following point rubric:

SIMULATED LUNAR MISSION TASKS	ELIGIBLE POINTS
Lander Dismount	20 points
Discover Water Ice (4 total)	15 points each (60 points available)
Discover Helium 3 (6 total)	10 points each (60 points available)
Return the Elements to Base for Analysis	Each element x2 (120 points possible)
Photograph the Heritage Artifacts	20 points
Survive the Lunar Night	30 points
Return to Base	20 points
Capture Mission Video	20 points
TOTAL POINTS AVAILABLE	350 points
Touch Penalty	-50 points each time

10. JUDGING

This Challenge is a “Game of Skill”. Each Team will be judged upon a set of criteria. The Sponsors will empanel a group of experts to serve as Judges for the Challenge. The Judges may include representatives from some or all of the Sponsor and/or Co-Marketing Partner organizations. Additionally, Judges may include external experts. At the sole discretion of the Sponsors, online public voting may be used to supplement or to replace all or part of the Judges’ key responsibilities.

The key responsibilities of the MoonBots Judging Panel include the following:

SELECTION OF PHASE ONE WINNERS

After the Phase One deadline (on or around **June 21, 2010 12:00 AM (Pacific Time)**), the Judges will be responsible for selecting a total of no more than twenty (20) Phase One Winners. All Winners must have submitted complete registration packages, including the Robot Design Proposal, Video Essay, Web Location Package, Team Identification Package, and Permissions Package. Phase One Winners will be selected from the Teams that have submitted complete packages on the following equally weighted criteria:

- Originality and creativity of the Robot Design Proposal;
- Originality and creativity of the Video Essay;
- Scientific and technical merit of the Robot Design Proposal;
- Artistic merit of the Video Essay.

Phase One Winners will be selected at the sole discretion of the Judges.

SELECTION OF PHASE TWO WINNERS

After the Phase Two deadline of **August 14, 2010 11:59:59 PM (Pacific Time)**, the Judges will be responsible for selecting a Grand Prize Winner, a Second Place Prize Winner, and a Third Place Prize Winner. All Winners must have previously been selected as Phase One Winners, and must have completed all of the Phase Two Requirements.

Phase Two Winners will be selected based on the following equally weighted criteria:

- Originality, creativity and technical merit of the Team’s Blogs, Video Blogs, and Team Documentary;
- The quality of the Team’s Blogs, Video Blogs, and Team Documentary; and
- The Science Mission Score achieved during the Live Mission Webcast.

All Winners will be selected at the sole discretion of the Judges, based on the criteria described herein. All decisions made by the Judges shall be considered binding on both the Team and the Sponsors. In the event of a tie, the tie breaker will be based upon the highest score in the first Phase Two judging criteria, continuing thereafter to each judging criteria in order, as needed, to break the tie.

11. PRIZES

PHASE ONE WINNERS

All Phase One Winners identified by the Competition Judges will be sent one (1) LEGO MINDSTORMS kit and one (1) package of LEGO Bricks, mailed to the address specified in the Team Identification Package. Approximate retail value (“ARV”) for all LEGO MINDSTORM kits and LEGO Bricks: \$9,000. The 20 winners will be listed by Team name in official Challenge blogs and promoted by the Sponsor to local media. Additionally, all Phase One Winners will receive six (6) two-year subscriptions to WIRED Magazine, to be sent to addresses of the Team’s choosing. ARV for all subscriptions: \$5,000.

GRAND PRIZE WINNER

The Grand Prize will be a paid round trip (economy airfare) for each Team member to visit the LEGO System A/S headquarters in Billund, Denmark. Lodging will be provided for each Team member for 3 days. The prize will also include a guided tour of the LEGO campus and 3 meals during the day of the tour. The Grand Prize Winner’s Team name and each Team member’s name will be featured on the MoonBots web site, and may be included on Sponsors and Co-Marketing Partners web sites and/or in local and national media outreach. The Grand Prize may be terminated or extended at the sole discretion of the Sponsors. ARV for the Grand Prize trip, including round-trip, coach class air transportation for winner from a major commercial airport near winner's home to Billund, Denmark; lodging for winner for 3 days/2 nights: \$10,000. Actual value of trip may vary based on point of departure and airfare fluctuations. Any difference between stated approximate retail value and actual value of Prize will not be awarded. Selection of airline and hotel are solely within Sponsor’s discretion. Meals, gratuities, luggage fees, incidental hotel charges, ground transportation and any other travel-related expenses not specified herein are the sole responsibility of winner. All travel must be taken on dates specified or prize will be forfeited and may be awarded to an alternate; no alternative travel dates are available. Exact travel dates and arrangements subject to availability. Minors must be accompanied at all times by a parent, legal guardian, or designated adult chaperone during trip (including, but not limited to, in-flight, hotel stay and all prize-related events).

Travel guests must sign and return a travel release before any ticketing of travel occurs. Winner must have all necessary identification and/or travel documents (e.g., a passport or visa) required for travel.

Additionally, the Grand Prize winner will receive a FIRST Robotics FRC or FTC team registration and kit. ARV: \$1,300.

SECOND PLACE PRIZE WINNER

The Second Place Prize will be a 64 GB iPod Touch for each Team Member, to a maximum of six (6) total. Approximate Retail Value ("ARV"): \$2,500. The Second Prize Winner's Team name and each Team member's name will be featured on the MoonBots web site, and may be included on Sponsors and Co-Marketing Partners web sites and/or in local and national media outreach. The Second Place Prize may be terminated or extended at the sole discretion of the Sponsors. The winning Team will also receive a FIRST or FTC team registration and kit. Approximate retail value ("ARV"): \$1,300.

THIRD PLACE PRIZE WINNER

The Third Place Prize will be a FIRST or FTC team registration and kit. Approximate Retail Value ("ARV"): \$1,300. The Third Prize Winner's Team name and the names of each Team member will be featured on the MoonBots web site, and may be included on Sponsors and Co-Marketing Partners web sites and/or in local and national media outreach. The Third Place Prize may be terminated or extended at the sole discretion of Sponsor.

ODDS GOVERNING VICTORY

There are twenty Phase One Winners and one each of Grand Prize Winner, Second Place Prize Winner, and Third Place Prize Winner. The odds of becoming a Winner depends on the number of eligible entries received.

Total Approximate Retail Value ("ARV") of all prizes: \$30,400.

PRIZE WINNER NOTIFICATION VERIFICATION.

All potential Prize Winners will be notified via the contact information provided in the Team Identification Package. Sponsors, Administrator, and Co-Marketing Partners are not responsible for any change in an Entrant's mailing address, telephone number and/or email address. Potential winners are subject to verification, including verification of age. If a Potential Winner is found not to be eligible or not in compliance with these Challenge Rules, or if prize notification or any prize is returned as undeliverable, the Potential Winner will be disqualified and all privileges otherwise due as a Prize Winner shall be terminated and an

alternative Prize Winner may be awarded the Prize, if time allows, at the Sponsors' sole discretion. The Prize Winner must sign upon notification and acceptance of Prize (a) an affidavit of eligibility and release of the Sponsors, Administrator, and Co-Marketing Partners and their officers, directors, employees, agents, members, affiliated companies and subsidiaries, from any and all liability, loss, claims, demands, and causes of action for personal injury and/or damage, theft, loss, or any other harm suffered in connection with this Competition directly or indirectly from acceptance, possession, or misuse of any Prize or participation this Competition to be eligible for the Prize. Entry into this Competition constitutes agreement to sign such affidavit. The Winners must also complete any additional legal documents provided by the Sponsors or Administrator with respect to receiving the Prize, including assignment of intellectual property rights, and return them as instructed within the time frame specified by the Sponsors or the Prize Winners may forfeit their prizes at the Sponsors' sole discretion. In the event a Prize Winner has not reached the age of majority in his or her place of residence, the Sponsors may require the Prize Winner's parent or legal guardian to execute such documents on behalf of the Prize Winner.

GENERAL PRIZE TERMS

All costs and expenses not specifically listed above, including, without limitation, sale or use tax, shipping and handling charges to be incurred in connection with redemption of the Prize are solely Winner's responsibility. The value of the Prizes will be taxable to Winner as income. Winners must supply his or her social security number for tax purposes, and youth must supply their parent or guardian's social security number for tax purposes. All applicable regional, national, international, federal, state and/or local taxes, and any other costs not specifically provided for in these Official Challenge Rules are solely the Winner's responsibility. The Sponsors and Co-Marketing Partners shall have no responsibility or obligation to the Winners or potential Winners who are unable to accept or utilize the Prizes as described herein.

12. RIGHTS

COMPETITION MEDIA RIGHTS

By entering the Challenge, the Team and all its members irrevocably agree to allow the Sponsor and Co-Marketing Partners to reference their names, Team name, and all blogs, videos, and photographs submitted as part of Competition at the Competition and/or Official Challenge web site and to use the Team name, image, likeness, and recordings associated with the Competition in all media anywhere throughout the world in perpetuity, without additional permission or compensation unless prohibited by law.

Each Team and Team Member, by entering the Challenge, agrees, if chosen as a Winner to irrevocably assign to the Sponsors of the Challenge all worldwide rights, titles and interests to the Team's Video Essay, Blog posts, Video Blogs, Team Photograph, Team Documentary, and Live Mission Webcast recording from the Challenge, (collectively, "Challenge Materials") including intellectual property rights and moral rights, including by way of example but not limitation, all copyright rights, invention and trademark rights, on an exclusive basis, such exclusive basis to also exclude Entrant/owner from exercising any rights or interest over the subject matter hereof.

By submitting any Challenge Materials you warrant and represent that the Challenge Materials: (a) are your original work, (b) have not been previously published, (c) have not won previous awards, (d) do not infringe upon the copyrights, trademarks, rights of privacy, publicity or other intellectual property or other rights of any person or entity; (e) that you have obtained permission from a person whose name, likeness or voice is used in any Challenge Materials and (f) and that publication of any of the Challenge Materials via various media including Web posting, will not infringe on the rights of any third party rights. Any such entrant will indemnify and hold harmless, Sponsor, Administrator, and Co-Marketing Partners from any claims to the contrary. Any entrant whose work includes likenesses of third parties or contains elements not owned by any Team member (such as, but not limited to, depictions of persons, buildings, trademarks or logos) must be able to provide legal releases for such use including Sponsors' use of such entry, in a form satisfactory to the Sponsors, upon request, prior to award of prize and/or naming of entrant as a winner.

By submitting any Challenge Materials, you agree that your submissions are gratuitous and made without restriction, and will not place Sponsors, Administrators, and/or Co-Marketing Partners under any obligation, and that Sponsors, Administrator, and Co-Marketing Partners are free to disclose or otherwise disclose the ideas contained in any of the Challenge Materials on a non-confidential basis to anyone or otherwise use the ideas without any additional compensation to you. You acknowledge that, by acceptance of your submission, the Sponsors, Administrator, and Co-Marketing Partners does not waive any rights to use similar or related ideas previously known to said entity, or developed by its employees or obtained from sources other than you.

USE OF MARKS

Except as expressly set forth in this Agreement, the Team shall not use the names, trademarks, copyrights, logos, insignias or similar intellectual property of the Sponsors, Administrator, and/or the Co-Marketing Partners or any other third party entity in any way without such party's prior written permission in each instance, which such party may grant or withhold in its sole discretion. The Sponsors and Co-Marketing Partners grant the Team a non-exclusive,

royalty-free, worldwide license to use the Challenge logo for the approved purposes set forth in this document.

13. GENERAL PROVISIONS

ACCEPTANCE AND REMOVAL

The Sponsors and the Administrator reserve the right for any reason to reject the application of any potential Team or Team Member to participate in the Challenge and to prohibit the participation of any person or any group of persons to participate in the Challenge. The Team Captain and each Team Member agrees to abide by a decision for removal, termination, or disqualification made by the Sponsors or Administrator without challenge, legal recourse, or any other action of protest of the decision.

INDEMNIFICATION

By entering the Challenge, Teams, Team members, and Prize Winners agree to hold harmless and indemnify officers, directors, partners, members, shareholders, employees and agents of the Sponsors, Administrator, and Co-Marketing Partners, and each of their respective parent companies, subsidiaries, affiliates, advertising and promotional agencies (collectively, "Partner Entities") from and against any and all liability, damages or causes of action (however named or described), with respect to or arising out of either (i) entrant's participation in the Challenge, including, without limitation, the breach or violation of entrant's representations and warranties concerning his or her submissions; and/or (ii) the receipt, redemption or use of the Prizes awarded in the Challenge, including, without limitation, any related travel or products purchased with redemption of the Prizes themselves. Entrants agree to release all rights to bring any claim, action or proceeding against the Sponsors, Administrator, and Co-Marketing Partners, further covenant not to sue the Sponsors, Administrator, or Co-Marketing Partners and hereby acknowledge that neither the Sponsors, nor the Administrator, nor the Co-Marketing Partners, nor any Partner Entity has made or is in any manner responsible or liable for any warranty, representation or guarantee, express or implied, in fact or in law, relative to the Prizes. Where permitted by law, in consideration for being awarded a Prize, Winners hereby agree and consent, without further authorization, compensation or remuneration of any kind, to the use of their names and/or likenesses in any and all advertising, promotions and other publicity conducted by the Sponsors and Co-Marketing Partners. To the extent permitted by law, the rights to litigate, to seek injunctive relief or to any other recourse to judicial or any other recourse in case of disputes or claims resulting from or in connection with this Challenge are hereby excluded, and you expressly waive any and all such rights.

14. GENERAL TERMS

Noncompliance with any of these Official Rules may result in disqualification. ANY VIOLATION OF THESE OFFICIAL RULES BY A PRIZE WINNER OR ANY BEHAVIOR BY A PRIZE WINNER THAT WILL BRING SUCH PRIZE WINNER OR SPONSOR OR CO-MARKETING PARTNER INTO A DISREPUTE (IN THE SPONSORS' SOLE DISCRETION) WILL RESULT IN SUCH PRIZE WINNER'S DISQUALIFICATION AS A PRIZE WINNER AND ALL PRIVILEGES AS A PRIZE WINNER WILL BE IMMEDIATELY TERMINATED.

The Sponsors, Administrator, and Co-Marketing Partners assume no responsibility for incorrect or inaccurate Entry information whether caused by any of the equipment or programming associated with or utilized in this Challenge or by any human error which may occur in the processing of the entries in this Challenge. The Sponsors, Administrator, and Co-Marketing Partners are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any email or servers on account of technical problems or traffic congestion on the Internet or at any web site, or any combination thereof, or any incomplete, lost, late, delayed, misdirected or garbled entries or failure to receive entries, including, without limitation, any injury or damage to entrant's or any other person's computer related to or resulting from participation or uploading or downloading any materials or software or attempts to participate in or upload or download materials or software related to this Challenge. The Sponsors, Administrator, and Co-Marketing Partners are not responsible for any typographical or other error in the printing of the offer, administration of the Challenge, or in the announcement of the Prizes and the Prize Winners. If, for any reason, the Challenge is not capable of running as planned, or is disrupted or corrupted, including, without limitation, by strikes, acts of war or terrorism, infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical or system failures, or any other causes beyond the control of the Sponsors, Administrator, and/or Co-Marketing Partners which corrupts or affects the administration, security, fairness, integrity or proper conduct of this Challenge or for any reason the Sponsors deem it necessary, the Sponsors reserve the right in their sole discretion to cancel, terminate, modify or suspend the Competition or to determine the Prize Winners in their sole discretion. All interpretations of these Official Challenge Rules and decisions by the Sponsors are final. No software-generated, robotic, programmed, script, macro or other online or text message entries are permitted. The Sponsors reserve the right in their sole discretion to disqualify any individual it suspects or finds: (i) to have used a software –generated, robotic, programmed, script, macro or other automated online or text message entry; (ii) to have tampered with the entry process or the operation of this Competition; (iii) to be acting in violation of these Official Rules; (iv) to be acting in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person; or (v) to have provided inaccurate information on any legal documents submitted in connection with this Competition. CAUTION: ANY ATTEMPT BY AN INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEB SITE OR

UNDERMINE THE LEGITIMATE OPERATION OF THE CHALLENGE IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE SPONSOR AND PROMOTIONAL PARTNERS RESERVE THE RIGHT TO SEEK DAMAGES FROM ANY SUCH INDIVIDUAL TO THE FULLEST EXTENT PERMITTED BY LAW. THE CALIFORNIA COURTS (STATE AND FEDERAL) SHALL HAVE SOLE JURISDICTION OF ANY CONTROVERSIES REGARDING THE CHALLENGE AND THE LAWS OF THE STATE OF CALIFORNIA SHALL GOVERN THE CHALLENGE. EACH ENTRANT WAIVES ANY AND ALL OBJECTIONS TO JURISDICTION AND VENUE IN THESE COURTS AND HEREBY SUBMITS TO THE JURISDICTION OF THOSE COURTS.

All disputes arising out of, related to, or in connection with this agreement will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by three arbitrators appointed as follows: each party shall select an arbitrator, and such arbitrators will select a third; provided, however, that in all events at least two out of the three arbitrators must be active members of the bar of a U.S. State. The arbitration will be conducted in English in Los Angeles, California.

If any provision(s) of these Rules are held to be invalid or unenforceable, all remaining provisions hereof will remain in full force and effect.

15. WAIVER OF REQUIREMENTS

The Sponsors may, at their sole discretion, elect to waive or relax specific requirements if the basic objectives of the Challenge are found to have been satisfied.

16. WINNERS LIST

For a list of Winners, visit the MoonBots web site at www.moonbots.org after August 31, 2010.

17. SPONSORS:

X PRIZE Foundation
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