Suntago Water World
ul. Nowy Świat 1, 96-300 Wręcza

„Global Parks Poland" Sp. z o. o.
ul. Fosa 41/11, 02-768 Warszawa

Kapitał zakładowy 1 000 000 PLN
Rejestr przedsiębiorców, Sąd Rejonowy
dla m.st. Warszawy, XIII Wydział Gospodarczy KRS

NIP 701-019-21-28
REGON 141926930
KRS 0000335329

"JUNGLE QUEST" GAME RULES

1. GENERAL PROVISIONS

1. These Rules set out the rules for participating in the "JUNGLE QUEST" game (the "**Game**") organised at Suntago Park Wodny in Wręcza, ul. Nowy Świat 1 (the "**Water Park**" or "**Suntago**").
2. The Organiser of the Game is **„Global Parks Poland" spółka z ograniczoną odpowiedzialnością** with its registered office in Warsaw, address: ul. Fosa 41/11, 02-768 Warszawa, entered in the register of entrepreneurs of the National Court Register kept by the District Court for the Capital City of Warsaw in Warsaw, 13th Commercial Division of the National Court Register under KRS number 0000335329, NIP 7010192128, REGON 141926930, share capital of PLN 1,000,000 (the "**Organiser**").
3. The Rules are available:
   a) on the website www.suntago.com/regulaminy,
   b) by scanning the QR code placed on the Totem (as defined in point 5 of the Rules).
4. Before starting the Game, every person is obliged to read these Rules and to comply with their provisions.
5. The Game is not a game of chance, a mutual bet, a card game or a slot machine game within the meaning of the Act of 19 November 2009 on Gambling (consolidated text: Journal of Laws, as amended); in particular, it is not a lottery (a raffle, a promotional lottery or an audiotext lottery). Its purpose is to encourage the use of the attractions available at Suntago, and it therefore constitutes a promotional and advertising activity of the Organiser.

2. PARTICIPANTS

1. A Game participant (the "**Participant**") may be any person using the services of the Water Park who has an active admission wristband (transmitter) issued at the Water Park ticket offices (the "**Wristband**"), subject to all Regulations and rules for using the attractions in force at the Water Park.
2. Children under 13 years of age may take part in the Game and collect prizes only under the supervision of a parent or adult guardian.
3. It is prohibited to pass the Wristband on to other persons.
4. At any time during the Game (but only once), the Participant may choose his/her Participant alias (name) at the Totem from the suggestions shown on the Totem screen. The chosen alias cannot be changed.

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3. RULES OF THE GAME

1. The Game consists of two stages:
   a) **Collecting points ("Coins") on the Wristband** by taking part in two challenges: **Suntago Splash Hunt** and **Suntago Treasure Hunt**,
   b) **Playing for a prize at the Totem**.
2. The Game is run only on days when the Water Park is open and during the opening hours of the water slides in the Jungle FUN (formerly Jamango) zone, subject to the provisions of other regulations concerning the availability of the slides, including maintenance work or temporary unavailability.
3. The Participant may take part in the Game only on the day of his/her visit to the Water Park.
4. Coins collected on the Wristband do not carry over to subsequent days.

4. COLLECTING COINS ON THE WRISTBAND

4A. SUNTAGO SPLASH HUNT challenge – the aim of the challenge is to collect Coins on the slides located in the Jungle FUN (formerly Jamango) Zone of the Water Park

1. Before entering the part of the Jungle FUN (formerly Jamango) zone where the water slides are located, there is a screen showing the current number of Coins awarded for each ride on a given slide (the "**Screen**"). The number of Coins shown on the Screen applies on the given day and does not change during that day.
2. Coins are credited only when using the slides in the Jungle FUN (formerly Jamango) zone, and only on the slides indicated on the Screen.
3. In order for Coins to be credited, the Participant must hold the Wristband against the reader located in front of each slide included on the Screen (the "**Reader**").
4. If a given slide is closed for reasons set out in other regulations in force at Suntago, the Game is not interrupted and the Participant may therefore continue collecting Coins on other slides; consequently, the Organiser is not liable for the inability to collect Coins on that slide.
5. The Reader will confirm that Coins have been credited with an appropriate message. If no message appears, hold the Wristband against the Reader again. In the event of a failure or if no message appears at all, contact the Water Park staff.
6. Detailed rules for scanning the Wristband at the slides:
   a) the Participant may not scan the Wristband more often than once every 5 minutes,
   b) each scan of the Wristband should be followed by a ride on the given slide,
   c) a Participant may not scan more than one Wristband,

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d) in the event of a breach of the above rules, the Water Park staff have the right to cancel the Coins credited.

4B. SUNTAGO TREASURE HUNT challenge – the aim of the challenge is to collect Coins by finding treasures (e.g. chests, wooden logs, doughnuts) placed around the Water Park ("**Treasure**")

1. The Screen (located at the entrance to the part of the Jungle FUN (formerly Jamango) zone where the water slides are located) will show the current number of Coins awarded for each Treasure found and any bonuses for finding a large number of Treasures. The number of Coins shown on the Screen applies on the given day and does not change during that day.
2. To earn Coins, the Participant must find a Treasure and scan his/her Wristband on the Reader located directly next to the Treasure.
3. Treasures are placed in various locations in the Water Park, but only in the Jungle FUN (formerly Jamango) Zone.
4. Treasures may be found in any order; hints helping the Participant find further Treasures are displayed on information screens located next to the Treasures. Hints may take the form of text clues.
5. After collecting a certain number of Treasures, the Participant may receive an additional Coin bonus – the availability and amount of bonuses and the conditions for receiving them will be shown on the Screen.
7. The Reader will confirm that Coins have been credited with an appropriate message. If no message appears, hold the Wristband against the Reader again. In the event of a failure or if no message appears at all, contact the Water Park staff.
8. Detailed rules for scanning the Wristband at the Treasures:
   a) the Participant may scan the Wristband only once at a given Treasure to have Coins credited (scanning the Wristband again on the same day on the Reader at the same Treasure will not credit any Coins to the Participant's Wristband),
   b) a Participant may not scan more than one Wristband,
   c) in the event of a breach of the above rules, the Water Park staff have the right to cancel the Coins credited.

5. CHOOSING A PRIZE

1. To be able to play for a prize at the Totem, a minimum of 1000 or 3000 Coins must be collected.
2. Coins earned in both challenges, i.e. Suntago Splash Hunt and Suntago Treasure Hunt, are combined and allow the Participant to play for a prize at the Totem.

3. The Coin balance can be checked at any time on the reader at a slide, at a Treasure or at the Totem.
4. After obtaining the required number of Coins (1000 Coins or a multiple of that number), the Participant goes to the device in the Jungle FUN (formerly Jamango) Zone, the exact location of which will be shown on the Screen (the "**Totem**").
2. Detailed rules for collecting a prize:
   a) scan the Wristband at the designated place on the Totem,
   b) look at the available prizes and choose the one you want to play for (pressing a given prize displays its detailed description); prizes may be divided into categories depending on the number of points you want to exchange for a prize,
   c) start the game using the START button.
3. Rules of the prize game at the Totem:
   a) the available prizes are displayed on the Totem screen,
   b) the prizes are covered with identical tiles and moved around several times,
   c) the Participant's task is to follow the moving tiles and find the prize he/she has chosen, which is hidden under one of the tiles,
   d) the Participant has only one attempt to uncover the tile with the prize,
   e) if the Participant uncovers a tile with a prize other than the one he/she wanted to play for, the Participant is not entitled to repeat the game or exchange the prize.
6. The place where the prize can be collected will be indicated in a message displayed on the Totem after the game ends (the "**Collection Point**").
4. Collecting 1000 Coins entitles the Participant to one game for a "prize", while collecting 3000 coins entitles the Participant to one game for a "super prize". Each pool of Coins (1000 or 3000 respectively) entitles the Participant to only one game at the Totem and to collect the prize won. The Participant decides how to use the Coins earned (e.g. with 3000 Coins the Participant may choose one game for a super prize – 3000 Coins – or three games for a prize – 1000 Coins per game).
5. Any smaller number of Coins does not entitle the Participant to play at the Totem and therefore cannot be exchanged for a prize.
6. Coins cannot be exchanged for cash or vouchers.
7. Prizes cannot be returned or exchanged for cash, vouchers or other prizes.
8. After the game at the Totem ends, the prize is assigned to the Wristband and may be collected at the indicated Collection Point.
9. Prizes may be collected only on the day of participation in the Game, during the opening hours of the Water Park.

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4. It is not possible to combine Coins from different Wristbands or to collect prizes on a day other than the day on which the Participant took part in the Game. When the Participant's stay at the Water Park ends, the Coins on the Wristband are reset to zero.

6. FINAL PROVISIONS

1. The Organiser reserves the right to amend the Rules if new rules are introduced or the range of attractions taken into account when collecting Coins changes; such amendments will not infringe the rights acquired by Participants.
2. The Participant should report any doubts concerning the course of the Game and any failures of the Totem or the Reader to the Water Park staff on the day of participation in the Game.
3. Employees and associates of the Organiser may not take part in the Game.
4. The Organiser is not liable for the inability to take part in the Game due to the Participant's fault (e.g. loss of or damage to the Wristband, being late to collect a prize) or if the requirements for using a given attraction are not met.
5. These Rules apply from 12.10.2026