

TERMS AND CONDITIONS

CLOCK IN – A SOLANA MOBILE HACKATHON

These Terms and Conditions ("Terms") govern participation in Clock In - A Solana Mobile Hackathon (the "Hackathon"), organized by Radiants DAO Ltd. By registering for, submitting to, or otherwise participating in the Hackathon, each participant agrees to be bound by these Terms and the rules published on the official Hackathon website at <https://solanamobile.radiant.nexus/> (the "Official Website"). If any promotional or informational copy conflicts with these Terms, these Terms prevail.

1. LEGAL NATURE OF THE HACKATHON

The Hackathon is a skill-based technology development event and does not constitute a lottery, investment offering, securities issuance, financial promotion, or regulated activity under the laws of the British Virgin Islands or any other jurisdiction. Participation is free of charge and does not involve any purchase or financial contribution.

2. ORGANIZER DETAILS

Organizer: Radiants DAO Ltd., incorporated in the British Virgin Islands (the "Organizer"). Official contact: hackathon@radiant.nexus. The Organizer may appoint sponsors, judges, service providers, and partners in connection with the Hackathon and is not liable for their independent acts or omissions.

3. ELIGIBILITY

Participants must be at least 18 years of age (or the age of legal majority in their jurisdiction, if higher), legally capable of entering into binding contracts, not involved in the administration or judging of the Hackathon, and compliant with Sections 4 and 6 below. Teams may consist of participants from different Eligible Countries. Participants or teams selected by the Organizer for the final stage of judging or as potential prize recipients (each, a "Finalist") are provisionally selected only and must satisfy the mandatory identity, eligibility, and compliance verification requirements in Section 10 before any Finalist status or prize entitlement is finally confirmed.

4. ELIGIBLE COUNTRIES, SANCTIONS & RESTRICTED JURISDICTIONS

4.1 Eligible Countries. Subject always to Sections 4.2 and 4.3, participation is open only to persons legally resident in an Eligible Country. The Eligible Countries are: Albania, Algeria, Andorra, Angola, Antigua and Barbuda, Argentina, Armenia, Australia, Austria, Azerbaijan, Bahamas, Bahrain, Bangladesh, Barbados, Belgium, Belize, Benin, Bhutan, Bolivia, Bosnia and Herzegovina, Botswana, Brazil, Brunei Darussalam, Bulgaria, Burkina Faso, Burundi, Cabo Verde, Cambodia, Cameroon, Canada, Chad, Chile, China, Colombia, Comoros, Congo, Costa Rica, Côte d'Ivoire, Croatia, Cyprus, Czechia, Denmark, Djibouti, Dominica, Dominican Republic, Ecuador, Egypt, El Salvador, Equatorial Guinea, Eritrea, Estonia, Eswatini, Ethiopia, Fiji, Finland, France, Gabon, Gambia, Georgia, Germany, Ghana, Greece, Grenada, Guinea, Guinea-Bissau, Guyana, Haiti, Honduras, Hungary, Iceland, India, Indonesia, Ireland, Israel, Italy, Jamaica, Japan, Jordan,

Kazakhstan, Kenya, Kiribati, Kuwait, Kyrgyzstan, Lao People's Democratic Republic, Latvia, Lesotho, Liberia, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Malaysia, Maldives, Malta, Marshall Islands, Mauritania, Mauritius, Mexico, Micronesia (Federated States of), Moldova, Monaco, Mongolia, Montenegro, Morocco, Mozambique, Namibia, Nauru, Nepal, Netherlands, New Zealand, Niger, Nigeria, North Macedonia, Norway, Oman, Pakistan, Palau, Panama, Papua New Guinea, Paraguay, Peru, Philippines, Poland, Portugal, Qatar, Romania, Rwanda, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Samoa, San Marino, Sao Tome and Principe, Saudi Arabia, Senegal, Serbia, Seychelles, Sierra Leone, Singapore, Slovakia, Slovenia, Solomon Islands, South Africa, South Korea, Spain, Sri Lanka, Suriname, Sweden, Switzerland, Taiwan, Tajikistan, Tanzania, Thailand, Timor-Leste, Togo, Tonga, Trinidad and Tobago, Tunisia, Turkey, Tuvalu, Uganda, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Uzbekistan, Vanuatu, Vietnam, Zambia.

4.2 Sanctions and Prohibited Persons. Notwithstanding inclusion of a country in the Eligible Countries list, participation is prohibited for any person or entity that is subject to applicable sanctions, asset-freeze measures, export restrictions, or other legal prohibitions, or that is owned or controlled by such a person or entity. Participation is also prohibited from Cuba, Iran, North Korea, Syria, the Crimea region, Donetsk, Luhansk, Zaporizhzhia, Kherson, any FATF jurisdiction subject to a call for action where participation or prize payment would create an unacceptable legal or compliance risk, and any other country, territory, region, or person restricted under applicable BVI, UK, US, EU, UN, or other laws binding on the Organizer.

4.3 Compliance Override. The Organizer may require evidence of residence, location, identity, or sanctions status and may refuse, suspend, or terminate participation or prize payment where required by law, a service provider, or the Organizer's reasonable compliance procedures. Eligibility is void where prohibited by applicable law.

5. REGISTRATION, TEAM COMPOSITION & PARTICIPATION

5.1 Registration and Accuracy. All registration and submission information must be complete and accurate. Participants may compete individually or as a team in accordance with the rules stated on the Official Website. A participant may not use multiple registrations, identities, or teams to circumvent eligibility, submission, or prize limitations. The Organizer may reject, suspend, or cancel any registration that does not comply with these Terms or the Hackathon rules.

5.2 Fixed Team Composition. A team's composition becomes final and fixed at the time its Project is submitted through the official submission process (the "Submission Time"). After the Submission Time, no participant may be added, removed, substituted, or reclassified for judging, eligibility, KYC, or prize-allocation purposes, except where the Organizer expressly permits in writing the correction of a demonstrable clerical or administrative error that existed at the Submission Time and that does not materially affect eligibility, judging, or prize allocation. No person may be added after submission or after judging merely to receive a Seeker device, a share of a prize, or any other Hackathon benefit. Every individual identified as a team member at the Submission Time remains part of the fixed team roster for purposes of these Terms and the verification requirements in Section 10.

6. PROJECT & SUBMISSION REQUIREMENTS

6.1 Project Age. The project entered into the Hackathon (the "Project") must have been started no earlier than three (3) months before the Hackathon launch date published on the Official Website. A pre-existing Project is permitted only if it satisfies this three-month requirement and demonstrates significant new mobile development undertaken during the Hackathon.

6.2 Existing Web Applications. A team with an existing web application may participate, provided that its Hackathon submission includes a functional Android application with significant mobile-specific development. Direct ports or minimal conversions of an existing web application, including PWA wrappers with little or no mobile optimization, will score poorly and are unlikely to win. Projects should make meaningful use of the capabilities and user experience of mobile devices rather than merely reproduce an existing web experience.

6.3 Technical Requirements. The Project must produce a functional Android APK, integrate the Solana Mobile Stack and Mobile Wallet Adapter, and interact meaningfully with the Solana network. The Project must be functional, free of malware or intentionally harmful code, compliant with applicable law, and must not infringe or misappropriate any third-party intellectual property or other rights.

6.4 Submission Materials. Unless the Organizer states otherwise on the Official Website before the submission deadline, each submission must include: (a) a functional Android APK; (b) a GitHub repository containing the Project source code; (c) a demo video showing the Project's functionality; and (d) a pitch deck or brief presentation explaining the Project. Participants are responsible for ensuring that all required materials are accessible to the Organizer and judges by the applicable deadline.

6.5 Verification. The Organizer may conduct technical review of any submission, including code verification, build or APK checks, authorship verification, and reasonable follow-up questions. Failure to cooperate may result in disqualification or prize forfeiture.

7. INTELLECTUAL PROPERTY & CONFIDENTIALITY

7.1 Ownership and License. Participants retain ownership of their Projects and submissions. Each participant represents that it has all rights necessary to submit the Project and grants the Organizer a perpetual, worldwide, non-exclusive, royalty-free license to reproduce, display, publish, excerpt, and otherwise use submitted materials for Hackathon administration, judging, technical review, archival, publicity, and marketing purposes. This license does not transfer ownership of the underlying Project or source code to the Organizer.

7.2 Non-Confidential Submissions. Submissions are not made or received in confidence. Participants should not submit trade secrets or confidential, proprietary, or commercially sensitive information that they do not wish to disclose to the Organizer, judges, or technical reviewers, or to service providers and sponsors where disclosure is reasonably necessary for Hackathon administration. Except for personal data processed in accordance with Section 14 and the Hackathon Privacy Policy, or information covered by a separate written confidentiality agreement expressly signed by the Organizer, the Organizer assumes no duty of confidentiality in respect of submission materials. Each participant is responsible for ensuring that it has the right to disclose all materials included in its submission.

8. JUDGING

8.1 Judging Criteria. Eligible submissions will be evaluated on the following criteria, each weighted at twenty-five percent (25%): (a) Stickiness & Product-Market Fit - how well the Project resonates with the Solana Mobile/Seeker community and creates repeated engagement; (b) User Experience - usability, polish, and quality of the mobile experience; (c) Innovation / X-Factor - novelty, creativity, and differentiation; and (d) Presentation & Demo - clarity of the team's explanation and effectiveness of the demonstration. Judges may consider compliance with the mobile-specific requirements in Section 6 when applying these criteria.

8.2 Conditional Results and No Automatic Prize Entitlement. Scores, rankings, Finalist selections, and winner announcements are evaluative and provisional until the Organizer completes all applicable eligibility and compliance checks. The highest numerical score, a first-place ranking, selection as a Finalist, or public announcement as a winner does not by itself create an unconditional, vested, or enforceable legal entitlement to a prize. Any prize entitlement remains subject to satisfaction of these Terms, including technical verification, fixed team composition, funding-status eligibility, KYC/AML and sanctions screening, tax and wallet requirements, and any applicable post-announcement conditions, including Section 9.3. If a higher-scoring or announced team fails or does not timely satisfy an applicable condition, the Organizer may disqualify that team, select the next eligible submission, or reallocate the applicable prize. All judging decisions are final, binding, and not subject to appeal, except that the Organizer may correct an administrative, scoring, eligibility, or compliance error.

9. PRIZES & SOLANA DAPP STORE PUBLICATION

9.1 Prize Types. Prizes may include USDC, other digital assets, services, credits, merchandise, or other benefits identified on the Official Website. Prizes are awards for performance in a skill-based competition and are not investment products, securities, deposits, or guaranteed financial returns.

9.2 USDC Prize Funding Eligibility. Only teams that have not received venture capital or angel investment funding are eligible to receive a USDC-denominated prize. For this purpose, "venture capital or angel investment funding" includes external investment capital provided by a venture capital fund, angel investor, syndicate, or equivalent investor through equity, a SAFE, SAFT, convertible instrument, token purchase, or substantially similar investment arrangement. A funded team may participate in the Hackathon but is ineligible for USDC prizes, and the Organizer may determine its eligibility for any non-USDC prize separately. Participants must disclose relevant funding truthfully upon request.

9.3 Mandatory dApp Store Publication. As a condition to claiming and retaining any winner prize designated by the Organizer as subject to publication, each winning team must have its winning Android application published, listed, and publicly available on the Solana dApp Store no later than thirty (30) calendar days after the date on which the winners are first publicly announced by the Organizer. Merely submitting an application for store review does not constitute publication. If a winning team fails to satisfy this requirement within the 30-day period, the applicable prize may be forfeited and the Organizer may reallocate the prize or select an alternate recipient. The Organizer may grant a written extension in its sole discretion, including where appropriate for documented third-party store-review delays, but no extension is automatic.

9.4 Conditional Prize Entitlement; Verification, KYC and Taxes. All Finalists, including every individual member of a Finalist team identified on the fixed team roster at the Submission Time, must complete the verification process in Section 10. No prize becomes due or releasable until the Organizer

confirms that all applicable prize conditions have been satisfied. The Organizer may withhold the entire team's prize payment if any required team member fails, refuses, or is unable to complete required verification within the applicable deadline, or remains subject to an unresolved legal, fraud, sanctions, or compliance concern. Prize release may also be withheld pending technical verification, eligibility confirmation, funding-status confirmation, tax documentation, wallet verification, or other reasonable compliance checks. Participants are solely responsible for any taxes, reporting obligations, fees, or liabilities arising from receipt or use of a prize.

9.5 Designated Team Representative. Each team must designate one member of its fixed team roster as its authorized representative (the "Team Representative") no later than the Submission Time. A participant competing individually is automatically the Team Representative. For team-level communications, administration, prize instructions, and prize payment, the Organizer is entitled to deal only with and rely on the Team Representative, except that the Organizer or its compliance provider may communicate directly with individual team members where necessary for KYC/AML, sanctions, tax, legal, or regulatory purposes. The Team Representative is responsible for ensuring that they have authority to provide instructions on behalf of the team. Any replacement of the Team Representative after the Submission Time requires the Organizer's written acceptance and does not alter the fixed team roster.

9.6 Nominated Prize Wallet and Discharge. The Team Representative must provide, within any deadline notified by the Organizer, the wallet address nominated by the team for receipt of any digital-asset prize (the "Nominated Prize Wallet") and must ensure that the wallet is accurate, compatible with the relevant asset and network, and capable of receiving the prize. The Organizer may require written confirmation or reasonable verification of the Nominated Prize Wallet before payment. Transfer of the applicable digital-asset prize to the Nominated Prize Wallet in accordance with the Team Representative's confirmed instructions constitutes full and final payment to the entire team and completely discharges the Organizer from its prize-payment obligation for that prize. The Organizer is not required to make separate payments to individual team members and, to the fullest extent permitted by law, is not responsible for loss arising from an inaccurate, incompatible, compromised, or otherwise incorrect wallet address supplied or approved by the Team Representative.

9.7 Team Allocation and Internal Disputes. The team is solely responsible for determining how any prize, proceeds, device, benefit, ownership interest, equity, revenue, compensation, or other economic benefit is divided or allocated among its members. The Organizer has no responsibility for, and no duty to investigate, mediate, or adjudicate, any internal team dispute concerning ownership, equity, revenue, compensation, contribution, or prize sharing. Such disputes do not suspend judging, alter the fixed team roster, or require the Organizer to delay the Hackathon or hold a prize indefinitely. Unless prohibited by law or a binding court or arbitral order actually received by the Organizer, the Organizer may rely on the Team Representative's instructions and proceed with payment to the Nominated Prize Wallet. If an internal dispute prevents valid payment instructions or creates a material legal or compliance risk, the Organizer may impose a reasonable deadline for resolution and, if the issue remains unresolved after that deadline, may continue to withhold, forfeit, or reallocate the affected prize as reasonably necessary to conclude the Hackathon.

9.8 No Substitution or Transfer. Except at the Organizer's discretion, prizes are non-transferable and may not be substituted by a winner. The Organizer may substitute a prize with another prize of reasonably comparable value where necessary due to legal, technical, sponsor, market, or availability constraints.

10. KYC / AML COMPLIANCE

10.1 Mandatory Finalist KYC. Each individual participant on the fixed team roster of a Finalist team must complete identity verification and KYC/AML and sanctions screening through Sumsb, or another reputable third-party compliance provider designated by the Organizer, within the deadline notified by the Organizer. Successful completion of all required individual verifications is a condition to confirmation of Finalist status and to the team's receipt of any prize. A team may not remove, replace, or disregard a member after the Submission Time for the purpose of avoiding or curing that member's verification requirement.

10.2 Verification Scope and Provider. Verification may include collection and verification of government-issued identity documents, identity data, a selfie or liveness check, country of residence, sanctions and watchlist screening, politically exposed person (PEP) screening, adverse-media screening, anti-fraud checks, and such additional information or supporting documents as the Organizer reasonably requires to verify eligibility, identity, funding status, or compliance. Participants acknowledge that required information may be collected directly by Sumsb or another designated provider and that verification results may be made available to the Organizer for Hackathon administration and compliance purposes.

10.3 Failure or Adverse Verification Result. A participant who fails or refuses to complete required verification within the notified deadline, provides false, incomplete, or misleading information, is identified as a prohibited or sanctioned person, or otherwise presents an unresolved legal, fraud, sanctions, or compliance risk may be disqualified and may have any Finalist status or prize withheld, forfeited, or reallocated. Where the participant is a member of a Finalist team, the Organizer may withhold, forfeit, or reallocate the entire team's prize if that individual's verification is required and is not satisfactorily completed. Where reasonably practicable, the Organizer may request further information or permit manual review before making a final adverse eligibility determination.

11. ASSUMPTION OF RISK

Participants acknowledge that blockchain networks, digital assets, mobile applications, wallets, smart contracts, third-party app stores, and related technologies may be experimental, volatile, unavailable, or subject to technical, regulatory, security, and market risks. Participation, development, testing, deployment, and use of any Project are undertaken at the participant's sole risk.

12. LIMITATION OF LIABILITY

To the fullest extent permitted by applicable law, the Organizer is not liable for blockchain or network failures, smart-contract failures, wallet or app-store failures, loss or corruption of data, loss of digital assets, market volatility, interrupted access, third-party acts, or indirect, incidental, special, consequential, exemplary, or punitive damages arising from or related to the Hackathon. To the fullest extent permitted by law, the Organizer's aggregate liability arising out of or relating to the Hackathon is capped at USD 100.

13. INDEMNITY

Each participant agrees to indemnify and hold harmless the Organizer and its directors, officers, employees, contractors, judges, sponsors, and partners from claims, losses, liabilities, damages, costs, and reasonable legal fees arising from the participant's breach of these Terms, unlawful conduct, fraud or misconduct, infringement or misappropriation of third-party rights, or use or distribution of the participant's Project.

14. PRIVACY

Personal data will be processed in accordance with the Hackathon Privacy Policy, the privacy disclosures on the Official Website, and applicable data protection laws. For Finalist verification, participants acknowledge that identity documents, identity data, photographs/selfies, liveness or biometric-derived verification data, residence information, sanctions/PEP/watchlist results, and other compliance information may be collected or processed by Sumsu or another designated verification provider and shared with the Organizer to the extent necessary to verify eligibility, administer the Hackathon, prevent fraud, process prizes, and comply with law. Such third-party processing will also be subject to the applicable privacy notice and terms of the relevant provider. Information may additionally be shared with judges, sponsors, professional advisers, service providers, or governmental authorities where reasonably necessary for those purposes.

15. DISQUALIFICATION

The Organizer may disqualify a participant or team for false or misleading information, undisclosed funding that affects prize eligibility, plagiarism, IP infringement, cheating, manipulation, attempted post-submission team-roster manipulation, abusive or unlawful conduct, malware, sanctions or compliance risk, failure to satisfy technical or submission requirements, failure or refusal to complete the Finalist verification required under Section 10, failure to cooperate with verification, or any material breach of these Terms. Disqualification may occur before or after winners are announced and may result in prize forfeiture or reallocation.

16. FORCE MAJEURE

The Organizer may modify, suspend, postpone, or cancel the Hackathon, any deadline, or any prize where reasonably necessary due to events beyond its reasonable control, including network outages, cybersecurity incidents, platform or app-store failures, acts of government, changes in law, sanctions, natural disasters, war, civil disorder, labor disputes, or sponsor withdrawal. The Organizer will use reasonable efforts to communicate material changes through the Official Website or another appropriate channel.

17. GOVERNING LAW

These Terms and any non-contractual obligations arising out of or in connection with them are governed by the laws of the British Virgin Islands, without regard to conflict-of-laws principles.

18. DISPUTE RESOLUTION

Any dispute, controversy, or claim arising out of or relating to the Hackathon or these Terms, including their existence, validity, interpretation, breach, termination, or related non-contractual obligations, that cannot be resolved informally shall be finally resolved by arbitration administered by the BVI International Arbitration Centre (BVI IAC) under the BVI IAC Arbitration Rules in force when the Notice of Arbitration is submitted. The seat of arbitration shall be Road Town, Tortola, British Virgin Islands. The tribunal shall consist of one arbitrator and the proceedings shall be conducted in English. Nothing in this Section prevents a party from seeking urgent interim or injunctive relief from a court of competent jurisdiction.

19. AMENDMENTS

The Organizer may amend these Terms where reasonably necessary to administer the Hackathon, comply with law, address technical or operational changes, or correct errors. The current version will be made available through the Official Website or another official channel. Material amendments will apply prospectively where reasonably practicable. Continued participation after an amendment takes effect constitutes acceptance of the amended Terms.

20. CONTACT

Official Website: <https://solanamobile.radiant.nexus/> Official contact: hackathon@radiant.nexus