

TOYS“R”US SCHOOL BREAK BEYBLADE® BATTLE AND PLAY

(the “Contest”)

Official Rules and Regulations (the “Contest Rules”)

1. THE CONTEST PERIOD

The Contest period commences at 12:00 p.m. Eastern Time (“ET”) Tuesday, February 25th, 2020 and concludes at 11:59 p.m. ET on April 13, 2020 (the “**Contest Period**”). The Contest Period is divided into sixty six (66) in-store Battle and Play events, one (1) per participating Toys“R”Us store as set out in Schedule “A” (each, a “**Battle and Play Event**”), and sixty six (66) corresponding Battle and Play Event registration periods (each, a “**Registration Period**”). Each Registration Period opens Tuesday, February 25, 2020 at 12:00 p.m. ET and closes 24 hours prior to the start of the corresponding Battle and Play Event or upon registration of thirty-two (32) eligible participants for such Battle and Play Event, whichever occurs first. Note: School Break dates vary by school district and may not align with a Battle and Play Event date at Toys“R”Us.

2. ELIGIBILITY

The Contest is open to residents of Canada, excluding the Province of Quebec, who: (i) have reached the legal age of majority in their jurisdiction of residence at the time of entry; or (ii) are five (5) years of age or older, but have not reached the legal age of majority in their jurisdiction of residence, at the time of entry (each, a “**Minor**”). The opportunity to play to qualify for the First Place Prizes, Second Place Prizes, Third Place Prizes and Fourth Place Prizes as described below, is designed to showcase and judge the talent of Beybladers with roughly the same level of experience and maturity and is therefore recommended for individuals to be between ages eight (8) and thirteen (13) years old as of the start of the Contest Period (“**National Championship Age Requirements**”), and are otherwise eligible under these Contest Rules. Employees, representatives, agents, directors and officers of Toys“R”Us (Canada) Ltd. (“**Toys“R”Us**” or the “**Contest Sponsor**”), Hasbro Canada Corporation (the “**Equipment Provider**”), any affiliate (as defined in the *Canada Business Corporations Act*) of the Contest Sponsor (the “**Affiliates**”), their respective advertising and promotional agencies (collectively, the “**Contest Parties**”), as well as those with whom any of the foregoing are domiciled (whether related or not) are not eligible to enter the Contest. Entrants who are a Minor and are otherwise eligible to enter the Contest may only enter with the consent of his or her custodial parent (or if custody is shared, then the consent of both custodial parents) or legal guardian. In such a case, the custodial parent or legal guardian of the Minor must complete all required fields of the online Battle and Play registration form and participant waiver on the Minor’s behalf, and provide his or her first name, last name initial, and a valid email address. Failure to comply with this provision will result in disqualification of the entrant. See “HOW TO ENTER” for further details.

The custodial parent(s) or legal guardian of the entrants agree(s) to the terms & conditions of these Contest Rules and the participant waiver and release form (on such Minor’s behalf and on his/her own behalf, that each of them will be bound by these Contest Rules), upon completion of the online registration.

3. HOW TO ENTER

NO PURCHASE NECESSARY.

To enter, visit www.toysrus.ca/events to register for a Battle and Play Event during the Contest Period. Only thirty-two (32) Battle and Play Event registered participants are available per Battle and Play Event.

The thirty-two (32) registered entrants in each Battle and Play Event are required to participate in the in-store battle(s) held at the applicable participating Toys“R”Us location over school break for a chance to win the first-place prize, second-place prize, third or fourth place prize for the Battle and Play Event. If any of the thirty-two (32) total registered entrants are not able to attend on their registered Battle and Play Event date/time, another eligible entrant may be chosen to participate in his or her place, all of which shall be determined in the Contest Sponsor’s sole discretion. Eligible registered entrants will receive a Battle and Play Event registration confirmation email, sent to the email provided during registration, with all the pertinent information about the in-store Battle and Play Event upon registration during the Contest Period. If additional alternative players are required, they will be selected on a first-come, first-serve basis on the Battle and Play Event date. The Battle and Play Events will each begin at 1:00 p.m. local time, on the designated Monday of the school break week in the applicable Province or region.

The winners of each Battle and Play Event will be determined by the results of five rounds (each consisting of single elimination matches between opponents, based on “best-of-three” battles between entrants) as outlined within the Official Rules of Play in Schedule “B”. **NOTE: In the case that a participating Toys“R”Us location does not have 32-registered entrants as of the start of a Battle and Play Event, the Contest Sponsor’s designated in-store Contest representative (the “Referee”) reserves the right, in its sole and absolute discretion, to adjust the number of battles used to play out the applicable Battle and Play Event, based on the number of registered entrants, as set out within the Official Rules of Play in Schedule “B”.** The odds of winning depend on the number and calibre (based on matches) of eligible registered entrants per Battle and Play Event.

NOTE: Only one (1) registration per person, per Battle and Play Event is permitted during the Contest Period. Participants must register online to qualify. Multiple registrations will be discarded. Registrations are subject to verification and will be declared invalid if they are reproduced, falsified, altered or tampered with in any way.

All registrations and registrants are subject to verification at any time and for any reason. The Contest Sponsor reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to the Contest Sponsor) for the purposes of verifying an registrant’s eligibility to participate in this Contest and/or for any other reason the Contest Sponsor deems necessary, in its sole and absolute discretion, for the purposes of administering this Contest in accordance with the letter and spirit of these Contest Rules.

4. **THE FIRST PLACE PRIZE AND THE FIRST PLACE PRIZE VALUE**

There are sixty-six (66) First Place Prizes to be won for each Battle and Play Event. Each First Place Prize consists of the following:

- One (1) BEYBLADE HYPERSPHERE VERTICAL DROP BATTLE SET (a “**First Place Prize**”)

The approximate retail value of each First Place Prize is \$49.99 CDN. Total value of all First Place Prizes available is \$3,299.34 CDN

5. **THE SECOND PLACE PRIZE AND THE SECOND PLACE PRIZE VALUE**

There are sixty-six (66) Second Place Prizes to be won for each Battle and Play Event. Each Second Place Prize consists of the following:

- One (1) BEYBLADE HYPERSPHERE DUAL PACK (a “**Second Place Prize**”)

The approximate retail value of each Second Place Prize is \$ 19.99 CDN. Total value of all Second Place Prizes available is \$1,319.34.00 CDN.

6. **THE THIRD PLACE PRIZE AND THE THIRD PLACE PRIZE VALUE**

There are sixty-six (66) Third Place Prizes to be won for each Battle and Play Event. Each Third Place Prize consists of the following:

- One (1) BEYBLADE HYPERSPHERE SINGLE PACK (a “**Third Place Prize**”)

The approximate retail value of each Third Place Prize is \$9.99 CDN. Total value of all Third Place Prizes available is \$659.34.00 CDN.

7. **THE FOURTH PLACE PRIZE AND THE FOURTH PLACE PRIZE VALUE**

There are sixty-six (66) Fourth Place Prizes to be won for each battle timeslot. Each Fourth Place Prize consists of the following:

- One (1) BEYBLADE HYPERSPHERE SINGLE PACK (a “**Fourth Place Prize**”)

The approximate retail value of each Fourth Place Prize is \$9.99 CDN. Total value of all Fourth Place Prizes available is \$659.34 CDN.

Only one (1) First Place Prize/Second Place Prize/Third Place Prize/Fourth Place Prize will be awarded per Battle and Play Event.

Unless otherwise specified, hereinafter, a “First Place Prizes”, “Second Place Prizes”, “Third Place Prizes”, and “Fourth Place Prizes” shall each be referred to as a “Prize”.

8. **DEADLINE FOR CLAIMING A PRIZE**

Each potential Prize winner will be given instructions and a deadline as to how they must claim the applicable Prize in-store following the applicable Battle and Play Event. Potential Prize winners who fail either to claim the Prize or to inform the Contest Sponsor of his/her inability to claim the Prize before the deadline, as instructed, may be required to forfeit the Prize and the next eligible registrant, based on rounds played and the Referee’s official records, may be selected in Contest Sponsor’s sole discretion.

9. **PRIZE CONDITIONS**

All costs and expenses not specifically referred to herein as part of a Prize description (the “**Expenses**”) are the sole responsibility of the Prize winner. All Prize elements are subject to availability and substitution for a prize of equal or greater value, to be decided in the sole discretion of the Contest Sponsor. The Prize winner shall not seek reimbursement for the Expenses from the Contest Parties. All characteristics and features of each Prize, except as otherwise explicitly stated above, are at the Contest Sponsor’s sole and absolute discretion. Prizes and prize portions are non-exchangeable, non-transferable, non-refundable, have no cash surrender value and must be accepted as awarded with no substitutions, except as may be decided by the Contest Sponsor or Equipment Provider in their sole and absolute discretion. The Contest Sponsor reserves the right, in its sole discretion, to substitute and/or modify a Prize, or prize portion, with (a) prize(s) of equal or greater value for any reason. Should a winner be unable to claim his/her Prize or prize portion as awarded, his/her rights to that Prize or prize portion may be required to be forfeited, to be determined in Contest Sponsor’s sole discretion.

10. **NO REPRESENTATIONS OR WARRANTIES**

Neither the Contest Parties make any representation or offer any warranty, express or implied, as to the quality or suitability of any Prize awarded in connection with the Contest. Prize winners understand and acknowledge that he or she may not seek reimbursement or pursue any legal or equitable remedy from the Contest Parties should a Prize fail to be fit for its purpose or is in any way unsatisfactory to a Prize winner.

11. DECLARATION AND RELEASE FOR PRIZE WINNERS

Before being awarded a Prize, the custodial parent or legal guardian of the potential winner must:

- (a) correctly answer, unaided, a time-limited skill-testing mathematical question; and
- (b) sign a standard form Declaration and Release of Liability (the “**Release Form**”), on behalf of himself or herself and his or her Minor child, confirming:
 - That he or she read, understood and accepted these Contest Rules;
 - that he or she understands that acceptance of the Prize may involve danger and/or exposure to risks and hazards of both man-made and natural origin, whether arising from foreseeable or unforeseeable human error and negligence, and that, as a result, he or she, or his or her child, may suffer damage to personal property, serious personal injury, illness or even death;
 - that he or she nevertheless freely and voluntarily agrees and does hereby assume any and all risks of personal injury, illness, death arising out of or connected with his or her child’s participation in the Contest and winning a Prize; and
 - that he or she releases, discharges, indemnifies and holds harmless the Contest Parties, and each of their respective directors, officers, employees, independent contractors, representatives, licensors and agents as well as their respective advertising and promotional agencies (collectively, the “**Releasees**”) from and against any and all liability arising due to any injuries, damages or losses to any person (including death) or property of any kind, arising in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of the Prize, or in connection with participation in this Contest or Contest-related activity, including, without limitation, participation in a Battle and Play Event or any financial, legal or moral responsibility or loss or personal injury including death or damage to or loss of property suffered or incurred or arising from participating in any way in the Contest or accepting a Prize, whether suffered by the Prize winner, or by his or her heirs, administrators, personal representatives or executors, and notwithstanding that such injuries or losses may have been caused solely or partly by any act, omission, negligence or gross negligence of any or all of the Releasees.

Prizes will only be awarded upon (a) verification of the answer to the skill question and (b) return of the fully executed Release Form to the Battle and Play Event staff or by email /fax number provided to the Prize winner. Failure to return a signed Prize Release Form as instructed by the Contest Sponsor may result in disqualification, to be decided in Contest Sponsor’s sole discretion. Prize winners’ custodial parents or legal guardians are responsible for obtaining and returning signed copies of Release Form.

12. TERMINATION/MODIFICATION

Subject to applicable law, the Contest Sponsor reserves the right to cancel, suspend, terminate, and/or modify the Contest Rules or administration of the Contest, in whole or in part, without prior notice with no obligation or liability, including, if for any reason, the Contest is not capable of running as planned, whether due to technical failure, tampering, fraud, corruption of security or other causes beyond the control of the Contest Sponsor. The Releasees are not responsible or liable to any entrant or winner or any person claiming through such entrant or winner for failure to supply the Prize or any part thereof, by reason of any acts of God, any action, regulation, order or request by any governmental or quasi-governmental entity (whether or not the action, regulations, order or request proves to be invalid), equipment failure, threatened terrorist acts, terrorists

acts, air raid, blackout, act of public enemy, earthquake, volcanic eruption, tsunami, war (declared or undeclared), fire, flood, epidemic, explosion, unusually severe weather, hurricane, embargo, labor dispute or strike (whether legal or illegal), labour or material shortage, transportation interruption of any kind, work slow-down, civil disturbance, insurrection, riot, performers' illness, injury or death, or any other cause beyond the Releasees' sole control.

13. **OWNERSHIP OF ENTRIES**

Subject to the terms below, all entries shall become the property of the Contest Sponsor and its advertising and promotional agencies. The Releasees assume no responsibility for lost, stolen, destroyed or otherwise indecipherable entries due to any failure or technical malfunction of the telephone network, on-line computer systems of equipment, servers, access providers, software, poor reception, technical problems, failure of any email or submission or due to any other reason regardless of cause.

14. **PUBLICITY**

By entering the Contest, each entrant (or in the case of a Minor entrant, his or her custodial parent or legal guardian) consents to the use of the entrant's name, city of residence, photograph, voice, likeness, image or any other aspect of his or her personality for any publicity and programming purposes, commercial or otherwise, throughout the world, in all media, in perpetuity, used by the Contest Sponsor and/or the Equipment Provider, promoters and their advertising and promotional agencies, without any payment or compensation. Such consent shall also be included in the Release Form that the Prize winners (or if such winner is a Minor, his or her custodial parent or legal guardian) sign, as set out above.

15. **CONSENT TO COLLECTION AND USE OF PERSONAL INFORMATION**

By entering the Contest and voluntarily providing personal information including, but not limited to, name, address, city, email address, home and office telephone numbers (the "**Registrant Information**"), each Contest entrant (or if the entrant is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) grants permission to the Contest Sponsor to collect and use of the Registrant Information for the exclusive purpose of administering the Contest and selecting the Prize winner(s) in accordance with the Contest Sponsor's privacy policy (accessible at the link below). No correspondence will take place between the Contest Sponsor and the entrants (or if the entrant is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) except in connection with the Contest and, in the case of the Prize winner, as a result of entering the Contest and winning the Prize. To review Contest Sponsor's privacy policy, visit <https://www.toysrus.ca/en/folder?cid=legal-privacy-policy>

16. **TAMPERING**

If for any reason the Contest is not capable of running as planned, including due to infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other cause beyond the reasonable control of the Contest Sponsor that corrupts, impairs or affects the administration, security, fairness, integrity, or proper conduct of this Contest, the Contest Sponsor reserves the right, at its sole discretion, to cancel, terminate, modify, extend or suspend the Contest and/or Prizes. The Contest Sponsor further reserves the right to disqualify, from this Contest and future contests of the Contest Sponsor, any individual who tampers with or in any way corrupts the entry process. The Contest Sponsor may prohibit an entrant from participating in the Contest, future contest of the Contest Sponsor and/or winning a Prize if, in the Contest Sponsor's sole discretion,

the Contest Sponsor determines that said entrant is attempting to undermine the legitimate operation of the Contest by cheating, hacking, deception, or any unlawful or unfair playing practices relating to the Contest (including but not limited to the use of automated quick entry programs) or intending to annoy, abuse, threaten or harass any other entrants or the Contest Sponsor's representatives. **Any attempt by an entrant or any other individual to deliberately damage any web site or undermine the legitimate operation of the contest may be in violation of criminal and civil laws and should such an attempt be made, the Contest Sponsor reserves the right to seek remedies and damages (including lawyers' fees) from any such entrant or any other individual to the fullest extent permitted by law, including criminal prosecution.**

17. LIMITATION OF LIABILITY

By entering the Contest, the entrant (or if the entrant is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) agrees that the Releasees shall have no liability and shall be held harmless by the entrant (or if the entrant is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) for any damage, loss or liability to person or property, due in whole or in part, directly or indirectly, by reason of entering the Contest, the acceptance, possession, use, enjoyment or misuse of any Prize, or while preparing for, participating in any Contest-related or Prize-related activity. The Releasees are not responsible for technical, hardware, software or telephone failures of any kind, lost or unavailable network connections, fraud, incomplete, garbled or delayed computer transmissions, whether caused by any of the Releasees, users or by any of the equipment or programming associated with or utilized in the Contest or by any technical or human error which may occur in the processing of submissions that may cause damage to a user's system or limit an potential entrant's ability to participate in the Contest.

18. WHERE CONTEST RULES AND REGULATIONS ARE AVAILABLE

These rules and regulations are available online at www.toysrus.ca/events and Toys"R"Us stores across Canada, at the customer service desk (excluding Quebec stores).

19. COMPLIANCE WITH CONTEST RULES

All entrants (or if the entrant is a Minor, his or her custodial parent or legal guardian, on the Minor's behalf) agree to abide by these Contest Rules, which are subject to change at the sole discretion of the Contest Sponsor.

20. COMPLIANCE WITH LAWS

This Contest is void where prohibited or restricted by law and is subject to all federal, provincial, territorial and municipal laws and regulations of Canada and of each province, territory and municipality of Canada, respectively. To the fullest extent permitted by applicable law, all issues and questions concerning the construction, validity, interpretation and enforceability of these Contest Rules or the rights and obligations of entrants, Contest Sponsor or any of the other the Releasees in connection with the Contest will be governed by and construed in accordance with the domestic laws of the Province of Ontario and the federal laws of Canada applicable therein, without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of any other jurisdiction's laws.

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Toys "R" Us (Canada) Ltd. Toys "R" Us (Canada) Ltee

SCHEDULE "A"

Store #	Store Name	Address	City	Prov.	Postal Code	Phone #	Event Start (1:00 p.m. Local Time)
2435	South Barrie	30 North Village Way	Barrie	Ontario	L4N 6P3	(705) 408-0297	March 16
2462	Charlottetown	201 Buchanan Drive	Charlottetown	PEI	C1E 2E4	(902) 894-7838	March 16
2463	Kanata	5661 Hazeldean Road	Kanata	Ontario	K2S 0P6	(613) 836-3250	March 16
2465	Pembina Crossing	Unit 1, 1910 Pembina Highway	Winnipeg	Manitoba	R3T 4S5	(204) 275-0850	March 30
2466	Thunder Bay	339 Main St., Unit A-1	Thunderbay	Ontario	P7B 5L6	(905) 730-2687	March 16
2467	Stoney Creek	540 Centennial Parkway North	Hamilton	Ontario	L8E 0G2	(905) 662-1970	March 16
2468	Brantford	Unit C-1, 410 Fairview Drive	Brantford	Ontario	N3R 2X8	(226) 250-0100	March 16
2470	Argyle	1925 Dundas Street, Building C-1	London	Ontario	N5V 1P7	(519) 963-0309	March 16
2474	Orleans	3742 Innes Road, Unit B3	Orleans	Ontario	K1W 0C8	(613) 824-0810	March 16
3502	Brampton	150 West Drive	Brampton	Ontario	L6T 4P9	(905) 454-8697	March 16
3503	Hamilton	970 Upper Wentworth St.	Hamilton	Ontario	L9A 4V8	(905) 529-8697	March 16
3505	Thornhill	300 Steeles Avenue West	Thornhill	Ontario	L4J 1A1	(905) 731-7093	March 16
3506	Sherway	690 Evans Avenue	Etobicoke	Ontario	M9C 1A1	(416) 621-8697	March 16
3507	Kitchener	419 Fairway Road South	Kitchener	Ontario	N2C 1X4	(519) 894-8697	March 16

3508	Whitby	50 Thickson Rd. South	Whitby	Ontario	L1N 7T2	(905) 668-2090	March 16
3509	Windsor	3039 Howard Avenue	Windsor	Ontario	N8X 3T9	(519) 972-8697	March 16
3518	Oakville	290 North Service Rd. W.	Oakville	Ontario	L6M 2S2	(905) 849-1860	March 16
3519	Don Mills	1440 Lawrence Ave. E.,	North York	Ontario	M4A 2V6	(416) 757-8588	March 16
3520	St. Catharines	87 Meadowvale Drive	St. Catharines	Ontario	L2N 3Z8	(905) 646-8697	March 16
3521	South Edmonton	3940 Gateway Blvd. Nw	Edmonton	Alberta	T6J 5H2	(780) 944-9424	March 23
3522	West Edmonton	9908 170Th Street	Edmonton	Alberta	T5T 5L5	(780) 944-9414	March 23
3523	Sunridge	2929 32nd Ave. N.E	Calgary	Alberta	T1Y 6J1	(403) 974-8680	March 23
3524	Macleod Trail	10450 Macleod Trail, S.E.	Calgary	Alberta	T2J OP8	(403) 974-8686	March 23
3525	Polo Park	1445 St. Matthews Ave.	Winnipeg	Manitoba	R3G OK7	(204) 982-8697	March 30
3526	Kildonan	1560 Regent Ave. W.	Winnipeg	Manitoba	R2C 3B4	(204) 982-8690	March 30
3527	Nepean	1683 Merivale Road	Nepean	Ontario	K2G 3K2	(613) 228-8697	March 16
3528	Mississauga	4559 Hurontario St.	Mississauga	Ontario	L4Z 3L9	(905) 568-8697	March 16
3529	Barrie	555 Bayfield St.	Barrie	Ontario	L4M 4Z9	(705) 739-8697	March 16
3530	Markville	5000 Highway #7 East Unit E002	Markham	Ontario	L3R 4M9	(905) 946-8697	March 16
3531	St. Laurent-Ontario	1200 St. Laurent	Ottawa	Ontario	K1K 3B8	(613) 749-8697	March 16
3533	Coquitlam	1110 Lougheed Highway	Coquitlam	British Columbia	V3K 6S4	(604) 654-4775	March 16

3534	Langley	19705 Fraser Highway, Unit #145	Langley	British Columbia	V3A 7E9	(604) 534-8607	March 16
3535	Edmonton	13029 97Th Street Nw	Edmonton	Alberta	T5E 4C4	(780) 944-9404	March 23
3536	Kingston	1020 Midland Avenue R.R. #3	Kingston	Ontario	K7L 4V2	(613) 634-8697	March 16
3537	Belleville	390 North Front Street	Belleville	Ontario	K8P 3E1	(613) 967-8697	March 16
3540	Newmarket	17600 Yonge Street	Newmarket	Ontario	L3Y 4Z1	(905) 895-0869	March 16
3542	Calgary Market Mall	3625 Shaganappi Trail N.W.	Calgary	Alberta	T3A OE2	(403) 974-8683	March 23
3543	Lethbridge	225 1St Avenue South	Lethbridge	Alberta	T1J 4P2	(403) 329-4869	April 13
3544	Saskatoon	300 Idylwild South	Saskatoon	Saskatchewan	S7M 5T4	(306) 653-8697	April 13
3545	Regina	730 Albert Street	Regina	Saskatchewan	S4R 2P5	(306) 781-8697	April 13
3546	Kelowna	2020 Harvey Avenue	Kelowna	British Columbia	V1Y 8P8	(250) 862-8697	March 16
3547	Lansdowne Mall	5300 No. #3 Road	Richmond	British Columbia	V6X 2X9	(604) 654-4790	March 16
3549	Surrey	10232 Whalley Boulevard	Surrey	British Columbia	V3T 4H2	(604) 586-1000	March 16
3552	Burnaby	4750 KINGSWAY	Burnaby	British Columbia	V5H 4J2	(604) 668-8330	March 16
3553	Victoria	3147 Douglas Street	Victoria	British Columbia	V8Z 6E3	(250) 953-2400	March 16
3554	Nanaimo	6631 Island Hwy N	Nanaimo	British Columbia	V9T 4T7	(250) 390-1993	March 16
3555	St. John'S	58 Kenmount Road	St. John'S	Newfoundlan d	A1B 1W2	(709) 722-8697	April 13
3556	Moncton	477 Paul Street	Moncton	New Brunswick	E1A 4X5	(506) 859-8697	March 2

3557	Red Deer	4900 Molly Banister Dr.	Red Deer	Alberta	T4R 1N9	(403) 341-8760	April 13
3558	Kamloops	100-500 Notredame Drive	Kamloops	British Columbia	V2C 6T6	(250) 851-8250	March 16
3559	Fredericton	1381 Regent Street	Fredericton	New Brunswick	E3C 1A2	(506) 457-9206	March 2
3560	Dufferin Mall	900 Dufferin Street	Toronto	Ontario	M6H 4B1	(416) 532-8697	March 16
3561	Sarnia	1380 London Road	Sarnia	Ontario	N7S 1P8	(519) 542-8697	March 16
3562	Saint John	519 Westmorland Road	Saint John	New Brunswick	E2J 3W9	(506) 635-8697	March 2
3563	Vancouver	1154-1174 West Broadway	Vancouver	British Columbia	V6H 1G5	(604) 733-8697	March 16
3565	Yonge & Eglinton	2300 Yonge Street	Toronto	Ontario	M4P 1E4	(416) 322-1599	March 16
3568	Burlington	3051 Appleby Line	Burlington	Ontario	L7M 0V7	(905) 335-2994	March 16
3569	Woodbridge	200 Windflower Gate	Woodridge	Ontario	L4L 9K8	(905) 265-8697	March 16
3570	Pickering	1899 Brock Road Unit 3	Pickering	Ontario	L1V 4H7	(905) 428-8269	March 16
3571	Richmond Hill	295 High Tech Road	Richmond Hill	Ontario	L4B 4R2	(905) 763-7582	March 16
357 4	Vaughan Mills	1 Bass Pro Mills Drive	Vaughan	Ontario	L4K 5W4	(905) 761-5298	March 16
357 5	Winston-Churchill	3150 Argentia Rd	Mississauga	Ontario	L5N 0B1	(905) 785-3335	March 16
357 6	Cross Iron Mills	261055 Crossiron Blvd Unit 4	Calgary	Alberta	T4A 0G3	(403) 274-3447	April 13
357 7	Sudbury	1099 Marcus Drive	Sudbury	Ontario	P3B 4K6	(705) 524-8795	March 16
357 8	Westwood London	3075 Wonderland Rd South	London	Ontario	N6L 1R4	(519) 668-1471	March 16
3598	Dartmouth Crossing	15 Gale Terrace Unit 1H	Dartmouth	Nova Scotia	B3B 0C5	(902) 481-0738	March 16

SCHEDULE “B”

TOYS”R”US IN-STORE BEYBLADE BATTLE AND PLAY

OFFICIAL RULES OF PLAY (“OFFICIAL RULES OF PLAY”)

GENERAL GUIDELINES

1. Toys”R”Us will designate a store associate to Referee and enforce these Official Rules of Play during the Battle and Play Event. Decisions by Referees are final and unarguable.
2. Modifications to these Official Rules of Play may be required in particular situations, including but not limited to insurance requirements, laws, or regulations; in such instances, Toys”R”Us may modify these Official Rules of Play as necessary. Questions regarding modifications should be directed to Toys”R”Us before the battle and play begins.
3. If there is a conflict between these Official Rules of Play and other BEYBLADE Battle and Play Event game play rules within any other Contest-related materials, these Official Rules of Play shall govern. **IMPORTANT NOTE:** For participants in Quebec, no prizes will be awarded to first, second, third and fourth place Battle and Play Event winners.

EQUIPMENT

Toys”R”Us and the Equipment Provider will provide designated product that will be used during the Battle and Play Event to each eligible registered entrant for such Battle and Play Event (a “**Player**”) (Players will not be allowed to use their own product for the Battle and Play Event).

CHOOSING OF EQUIPMENT

1. Players must choose from the BEYBLADE Burst Battle Tops provided by Toys”R”Us and the Equipment Provider.

2. Players will choose the following three (3) components to make up 1 BEYBLADE top for use in each match-up (Energy Layer, Forge Disc and Performance Tip). If two (2) battling Players wish to use the same top components, the Referee will either flip a coin, or pick a number, to settle the disagreement.
3. After one (1) Battle and Play Event round is completed, tops must be returned to be redrawn for next tournament round of play, as applicable.

BATTLE AND PLAY CHECK-IN PROCESS:

1. **REGISTRATION.** Players must check in at the Battle and Play Event table no later than 12:30 p.m. local time on the day of the Battle and Play Event to secure their spot. If a Player has not checked in by their respective time his or her spot may be given to the next available alternate, to be decided in Toys"R"Us' sole discretion, in accordance with the Contest Rules. All Players must be accompanied, at all times, by their custodial parent or legal guardian. The Battle and Play Event will begin at 1:00 p.m. local time on the designated Battle and Play Event date, as set out in Schedule "A".
2. **WAIVERS.** To be eligible to play, each Player's custodial parent or legal guardian must have fully completed, during online registration sign-up, a "Participant Waiver and Release of Liability Form" for themselves and the participating child (as determined by Toys"R"Us in its sole and absolute discretion).
3. **OFFICIAL RULES OF PLAY.** Every player must have, and is assumed to have, full knowledge of these Official Rules of Play. Toys"R"Us will have copies of these Official Rules of Play available to all players during registration.

GAME PLAY

START OF BATTLE

1. Each Player is pre-assigned a position in the "Master Battle" and "Play Grid", based on order of registration.
NOTE: In the case that a Battle and Play Event does not have 32 Players, the draw bracket will be adjusted to a 16 or 8 Player draw bracket accordingly, as set out below. If less than 32 or 16 Players are registered to participate on the day of the Battle and Play Event, the Referee will perform a random draw to determine the Players (based on the number of registered Players that are missing from a 32 or 16 Player bracket, as applicable) that will automatically proceed to Round 2 of play. If fewer than 8 Players are registered on the day of the Battle and Play Event, a Round Robin style play will be implemented, as per the Round Robin rules outlined below.

2. There will be four or eight separate battles played at one time, space permitting. The order of play for the battles will be based on the Player's assigned position within the Battle and Play Event. Players that are not competing must wait patiently around the event location for their turn to battle.

3. Top Selection – Only the Players who are next to battle will get to select their Beyblade Top for their respective battle. All Tops must be returned after each completed round, for use by the next round players. The Battle and Play Event Referee will alternate the order in which the Tops are being selected by the Players.

4. Each battle will consist of two (2) Players launching their BEYBLADE tops into a BEYSTADIUM upon the Referee's signal of "3, 2, 1, LET IT RIP!" (a "Battle"). A match (a "Match") is completed after a Player has won two (2) of three (3) Battles (i.e. "Best of 3 Battles"). The winner of the Best of 3 Battles moves on to the next round, until 1 winner remains.

5. Each Battle will take place on the floor in a BEYSTADIUM, not on table. Some exceptions may apply at stores discretion.

6. If a Player is not present at the beginning of the Battle their Opponent will automatically win by default. If a starting time has been assigned (not mandatory - at the store's discretion to assign times), it is the Player's responsibility to be at their assigned BEYSTADIUM at the assigned time with working equipment.

7. If a Player is not prepared or their BEYBLADE top is not properly assembled when their Battle begins, they will forfeit the Battle and their Opponent will win by default.

LAUNCH

1. Only one launch (rip) is allowed per Battle.

2. Players must launch their BEYBLADE top from within the designated area.

3. Players cannot launch their BEYBLADE top from a standing, jumping or running position.

4. BEYBLADE tops must be launched immediately following the signal "3, 2, 1, LET IT RIP!" Players who launch their tops before the signal is given or who delay the launch of their tops until after the signal of "3, 2, 1, LET IT RIP!" is given will automatically lose that Battle.

END OF BATTLE

The winner of a Match will be the first player to win two (2) of three (3) Battles.

A Battle ends when :

- One top stops spinning;
- If a top is knocked out of the BEYBLADE BURST Beystadium, or
- If a top bursts.

If the Referee determines that both of the BEYBLADE tops stopped spinning at the same time the Referee will declare the Battle a tie.

32 - PLAYER BATTLE AND PLAY GRID

The battle(s) will be played using a “Bracket” style format and will consist of 32 players, who are randomly split into four different brackets on the Battle and Play Event grid (8 Players per bracket). There will be four or eight separate Matches played at all times up to the Semi-Final round; when only four Players remain, one Semi-Final match will be played at a time to determine the Finalists. Five distinct rounds must be played before a champion is declared. The winner of each Match will be the competitor who wins the majority of the “Best of 3 Battles” – either by winning 2 of the 3 Battles, or by winning 1 Battle when the other 2 Battles are a tie. If a Match ends with 3 tie Battles, additional Battle will be played until a Match is won. The winner of that Match will move on to the next Round.

Round 1: Each of the 32 Players will battle their respective opponent, based on the pre-assigned Battle and Play Event grid. The winners of each Match will advance to the next round (round of 16), to compete against the other winning Player matched up against them in that bracket. Remember: Each Match consists of “Best of three (3) Battles”. If a Match ends with three (3) tie Battles, additional Battles will be played until a match is won. The winner of that Match will be declared the winner of that Round.

Rounds 2-5: The remaining 16 Players will participate in the Second round to eliminate 8 more Players, per same round 1 play above. The remaining 8 Players advance to the Third Round per same play above. The top two competitors from each side of the Battle & Play Grid will advance to the Semi-Finals. The winner in the Final will be the Toys”R”Us BEYBLADE First Place winner for that Battle and Play Event.

16 - PLAYER BATTLE AND PLAY GRID

The Battle(s) will be played using a “Bracket” style format and will consist of 16 players, who are randomly split into two different brackets on the Battle and Play Event grid (8 players per bracket). There will be two separate Matches played at all times up to the Semi-Final round; when two players remain, one Semi-Final Match will be played at a time to determine the finalists. Four distinct rounds must be played before a champion is declared.

The winner of each Match will be the competitor who wins the majority of the “Best of 3 Battles” – either by winning 2 of the 3 Battles, or by winning 1 Battles when the other 2 Battles are a tie. If a Match ends with 3 tie Battles, additional Battles will be played until a Match is won. The winner of that Match will be declared the winner of that Round.

Round 1: Each of the 16 Players will battle their respective opponent, based on the pre-assigned Battle and Play Event grid. The winners of each Match will advance to the next round (round of 8), to compete against the other winning Player matched up against them in that bracket. Remember: Each Match consists of “Best of three (3) Battles”. If a Match ends with three (3) tie Battles, additional Battles will be played until a match is won. The winner of that Match will be declared the winner of that Round.

Rounds 2-4: The remaining 8 Players will participate in the Second round to eliminate 4 more Players, per same round 1 play above. The remaining 4 Players advance to the Third Round per same play above. The top two competitors from each side of the Battle and Play Grid will advance to the Final. The winner in the Final will be the Toys”R”Us BEYBLADE First Place winner for that Battle and Play Event.

ROUND ROBIN PLAY

In the event that fewer than 8 Players are registered on the day of the Battle and Play Event, a Round Robin style battle (a “Round Robin Battle”) will be played instead. In a Round Robin Battle every Player will have the chance to play each other.

General Rules of Play:

- 1)** Two (2) separate Matches are to be played at all times (as applicable). Order of Matches can vary, so long as all players get the chance to battle each other to determine the Battle and Play Event First Place winner, Second Place winner and Third and Fourth Place winners.
- 2)** Each Match winner will get a “W” for the win and their opponent will get an “L” for the loss.
- 3)** Scores are to be calculated **horizontally** for the final results to be accurate.

Refer to Round Robin example below:

- Player 1 beats Player 2 (in a “Best of 3 Battles” Match)
 - Player 1 will get a “W” for the Match in row 1 under the column (Player 2)
 - Player 2 will then get an “L” in row 2 under the column (Player 1)
- 4)** All Battle Wins and Losses should be recorded after every Match played

- 5) Total Match wins should be calculated at the very end by totaling up the number of “W” each Player has in the end.
- 6) The Player with the most “W”s is the Battle and Play Event Champion and First Place winner.
- 7) The Player with the next highest number of total wins is the Second place winner.
- 8) Third and fourth place winners are also to be determined by their total number of wins.
- 9) If Players are tied in the number of total wins (for any position), one Battle should be played out to break the tie and determine the winner. In the example below: Player 3 will battle Player 4 to determine the 2nd/3rd place winners, and Player 2 will battle Player 5 to determine the Fourth Place winner. ”).

	Player 1	Player 2	Player 3	Player 4	Player 5	TOTAL WINS	PLACE FINISH	Tie- Breakers
Player 1		W	W	W	W	4	1	
Player 2	L		L	W	L	1	3	
Player 3	L	W		L	W	2	2	
Player 4	L	L	L		W	2	2	
Player 5	L	W	L	L		1	3	

If a Match ends with 3 tie Battles, additional Battles will be played until a Battle is won. The winner of that Battle will be declared the winner of that Match.

WINNING

1. If a Player touches his or her Opponent or the BEYSTADIUM during the Battle, they will automatically lose that Match.
2. If at any time during Battle a Player’s BEYBLADE top launches outside of the BEYSTADIUM the Opponent will be declared the winner of that Battle (not the Match winner).
3. If a Player’s BEYBLADE top enters a side pocket in the BEYSTADIUM and continues to spin longer than the Opponent’s BEYBLADE top, he or she will be declared the winner of that Battle.

4. The winner of a Match will be the Player that wins the majority of the “Best of 3 Battles” – either by winning 2 of the 3 Battles or by winning 1 Battle when the other 2 Battles are a tie.
5. If a Match ends with 3 tie Battles, additional Battles will be played until a Battle is won. The winner of that Battle will be declared the winner of that Match.

DISQUALIFICATION

1. The Referee may eject a Player from the Battle and Play Event if the Player violates these Official Rules of Play or if, in the judgment of the Referee, at their sole and absolute discretion, the Player acts in an unsportsmanlike manner (see Code of Conduct below).
2. If a Player purposely launches a BEYBLADE top at a person at any time the Player will be disqualified, in the sole and absolute discretion of the Referee.

CODE OF CONDUCT

Good sportsmanship and knowing and following these Official Rules of Play are required at all times. If a Player decides to participate in a Battle and Play Event, it is the responsibility of that Player to know not only how to play but how to play according to these Official Rules of Play. These Official Rules of Play allow the BEYBLADE Battles to be played in an orderly fashion. Some of the things to keep in mind are:

1. GOOD SPORTSMANSHIP. Refrain from unsportsmanlike-like gestures or language. Encourage, don't criticize. Respect your Opponent's effort. Show a positive attitude toward all Players.
2. RESPECT GAME OFFICIALS. Show respect for the Referee, and the Referee's decisions, at all times. Accept the Referee's decisions and follow his/her direction without being impolite or engaging in other inappropriate behavior. Accept the Referee's judgment calls.
3. FAIR PLAY. Be honest and play fair. Cooperate with both your fellow opponent and Referee. Have fun!

SPECTATORS

1. Work cooperatively with Referees who are there to officiate the Battle and Play Event and keep order.
2. Encourage good sportsmanship and positive behavior.
3. Respect the rules of the game. Have fun!