Terms and Conditions for the Telkom Activation Area Kasi Rush Competition November 2026
TELKOM VS GAMING KASI RUSH COMPETITION 2026
Terms and Conditions
Inner City Enduro 2026 | Telkom Activation Area | Baakens Valley, Gqeberha

1. Competition and Organisers

1.1 The Telkom VS Gaming Kasi Rush Competition 2026 (the "Competition") is organised and run by Telkom SA SOC Limited, Registration Number 1991/005476/30 ("Telkom"), together with its affiliates, agencies, partners, sponsors, contractors, suppliers, event service providers and appointed representatives involved in the planning, production, management or delivery of the Competition (collectively, the "Organisers").

1.2 By registering for and/or participating in the Competition, each Participant agrees to be bound by these Terms and Conditions, the applicable Competition mechanics, game rules, venue requirements and all reasonable instructions issued by Telkom, the VS Gaming activation team and/or the Organisers.

1.3 Employees, directors and agents of Telkom and the Organisers, their immediate families, life partners, business partners and associates, and any person directly involved in the sponsoring, devising, production, management or marketing of the Competition are not eligible to participate.

1.4 The Competition is open only to natural persons. Entries made by or on behalf of a legal entity or business account are not eligible to participate or benefit from the Competition.

1.5 Telkom and the Organisers reserve the right to refuse participation or disqualify a Participant who does not comply with these Terms and Conditions, the applicable Competition mechanics, venue requirements or the reasonable instructions of Competition officials.

1.6 Telkom's decision regarding any issue relating to the administration of the Competition, eligibility, results, disqualification and the awarding of Prizes will be final and binding, subject to applicable law**.**

2. Competition Period and Venue

2.1 The Competition will take place during Inner City Enduro 2026 from Saturday, 28 November 2026 to Sunday, 29 November 2026, unless otherwise communicated by Telkom.

2.2 The Competition will take place at the Telkom Activation Area, Inner City Enduro, Baakens Valley, Gqeberha.

2.3 The Competition will operate from the designated Telkom Activation Area. Personal mobile devices will be used for gameplay.

2.4 The Competition will operate across two daily high-score sessions:

Saturday: Session 1: 08:00–11:00
Session 2: 11:00–14:00
Sunday: Session 1: 07:00 – 12:00
Session 2: 12:00 – 16:00

These session times remain subject to reasonable operational adjustments where required.

2.5 Participation in the Competition does not include admission to Inner City Enduro. Participants must hold valid event access for the relevant day and are responsible for arranging and paying for their own Inner City Enduro ticket.

2.6 The Organisers may reasonably adjust session times, activation locations, gameplay periods or other Competition arrangements where required for operational, technical, safety, event-programme or venue reasons. Where reasonably practicable, Participants will be informed of any material changes.

3. Eligibility and Registration

3.1 Participants must be natural persons attending Inner City Enduro 2026 with valid event access and must satisfy any applicable age, game, platform and venue requirements.
3.2 Participants must access the Kasi Rush Competition through the official VS Gaming QR code provided at the activation and create or use their VS Gaming account in order to participate. The playbook identifies the QR code as the Competition access point.
3.3 Participants must thereafter report to the Telkom agents in the activation space and comply with any reasonable check-in or gameplay instructions provided by the VS Gaming promoters or Competition officials.
3.4 Entry into the Competition is free. Participation remains subject to available capacity, devices, queues, session times and operational requirements.
3.5 Participants must provide all information reasonably required by Telkom and/or the Organisers to administer the Competition, identify Participants, record results and verify winners.
3.6 Where a Participant is under the age of 18, Telkom may require the consent and/or assistance of the Participant's parent or legal guardian in relation to participation in the Competition and/or claiming a Prize.
3.7 Participants must comply with the general safety, behaviour and conduct requirements applicable to Inner City Enduro and the Telkom Activation Area.

4. Competition Mechanics

4.1 The Competition operates as a Kasi Rush high-score challenge played on mobile devices.
4.2 Participants must use their VS Gaming account to participate, and only gameplay attempts validly recorded through the Competition platform will count towards the Competition.
4.3 Participants may make multiple gameplay attempts during an active session, subject to queues, device availability, session times and operational capacity.
4.4 Only a Participant's highest valid score will count towards the applicable leaderboard. The playbook confirms that a Participant's personal best score is used for leaderboard purposes.
4.5 At the end of each Competition session, the Participant with the highest valid score recorded during that session will be declared the Session Winner.
4.6 A Participant may win only one Session cash prize during the entire Competition period. Once a Participant has won a Session cash prize, they may continue playing and appearing on the leaderboard but will no longer be eligible to win another Session cash prize.
4.7 In the event of a tied score affecting a Prize position, the Participant who achieved the relevant score first, based on the Competition platform timestamp, will rank higher.
4.8 Any score obtained through device manipulation, unauthorised software, interference with the game, exploitation of a technical fault, false score recording or another unfair method may be invalidated and may result in disqualification.

5. Competition Prizes

5.1 Session Prizes
For each qualifying Competition session:

5.1.1 Session Winner: The Participant with the highest valid score will receive a gift hamper consisting of a Telkom Bluetooth Speaker, wireless mouse, water bottle and hat.
5.2 All Session Prizes remain subject to successful winner verification and the Prize fulfilment provisions set out below.

6. Winner Verification and Prize Fulfilment

6.1 Following the completion of each Competition session, the applicable Session Winner and will be announced at the Telkom Activation Area.
6.2 Session prize winners must make themselves available at the time of the announcement to receive information and instructions relating to Prize fulfilment or redemption.
6.3 Where a Session Winner is not present at the activation when their Prize is announced, the Organisers may make reasonable attempts to locate or contact the Participant. If the Participant remains unavailable, the Prize may be awarded to the next highest-scoring eligible Participant. The playbook specifically allows prizes to cascade to the next eligible player where a winner is absent.
6.4 Telkom and/or its appointed agencies may require any winner to provide identification, contact details, proof of VS Gaming registration and any additional information or supporting documentation reasonably required to verify the winner's identity, eligibility, Competition result and entitlement to the Prize.
6.5 A winner may be required to complete and sign a Prize Acceptance and Release Form before a Prize is released, delivered, redeemed or processed.
6.6 Where a winner is under 18 years of age, Telkom may require the winner's parent or legal guardian to provide identification, consent and/or supporting documentation before the Prize is awarded.
6.7 A Prize may be withheld or forfeited where the winner cannot reasonably be contacted; fails to respond within the period stipulated by Telkom; fails to provide the required verification information or documentation; provides false, inaccurate or incomplete information; is subsequently found to be ineligible; is disqualified; or has breached these Terms and Conditions.
6.8 Where a Session Prize is forfeited or cannot reasonably be awarded, Telkom may award the Prize to the next highest-scoring eligible Participant.
6.9 Prizes are not transferable to another Participant and may not be deferred, negotiated, exchanged or substituted except where Telkom reasonably determines otherwise in accordance with applicable law.

7. Personal Information

7.1 By registering for and participating in the Competition, each Participant consents to Telkom and its authorised agencies, service providers and representatives processing the Participant's Personal Information for purposes reasonably connected with the Competition.

7.2 These purposes may include administering Competition registration; identifying and verifying Participants; recording scores and managing leaderboards; communicating with Participants; determining and verifying winners; facilitating Prize fulfilment or redemption; maintaining appropriate Competition records; and complying with applicable legal or regulatory requirements.

7.3 Personal Information will be processed in accordance with applicable South African data protection legislation, including the Protection of Personal Information Act, 4 of 2013 ("POPIA").

7.4 Participants must ensure that Personal Information supplied by them is accurate and may be requested to update or verify that information where reasonably required to administer the Competition.

7.5 Personal Information will be shared only with persons or service providers who reasonably require it for the administration, verification, fulfilment or lawful management of the Competition, subject to applicable data protection requirements.

8. Publicity

8.1 Telkom may request Competition winners to participate in reasonable publicity relating to the Competition, Inner City Enduro and Telkom Activation Area.

8.2 Where required by law, permission relating to the use of a winner's name, likeness, image, photographs, video footage, gamer name and/or Competition-related content will be obtained before such material is used for promotional or publicity purposes.

8.3 Where a winner is under the age of 18, any publicity consent required by law must be provided by the winner's parent or legal guardian.

8.4 Participation in any publicity, marketing or promotional activity is voluntary. Refusal to participate in optional publicity will not affect a winner's entitlement to a Prize that has otherwise been validly won.

9. General

9.1 Telkom does not make any representation or give any warranty that participation in the Competition will necessarily result in a Participant winning a Prize.

9.2 Telkom and the Organisers reserve the right to reasonably amend the Competition format, mechanics, session times, gameplay periods, Competition Prizes or these Terms and Conditions where required for technical, operational, safety, commercial or legal reasons. Any material amendment will be communicated in a reasonable manner where practicable.

9.3 Telkom may extend, shorten, postpone, suspend or terminate the Competition or any Competition session where reasonably necessary due to technical or equipment failure, connectivity or software issues, venue or event requirements, safety or security concerns, force majeure, circumstances beyond the reasonable control of the Organisers or another lawful operational reason.

9.4 Telkom and the Organisers will not be responsible for registrations, gameplay attempts, scores, leaderboard information or Competition information that are not received, recorded or processed correctly or timeously due to technical malfunction, connectivity failure, device failure, server failure, software malfunction, platform interruption or another circumstance reasonably outside their control.

9.5 Where a technical issue materially affects a gameplay attempt, score or Competition result, Telkom and/or the appointed Competition officials may invalidate the affected attempt, permit a

repeat attempt, correct an objectively verifiable platform error or take another reasonable step to allow the Competition to continue fairly.
9.6 To the extent permitted by law, neither Telkom nor any of the Organisers, including associated companies, agencies, contractors, sponsors, suppliers, event service providers or personnel involved in the Competition, will be liable for any loss, damage, injury, cost or expense suffered or incurred arising from participation in the Competition or from claiming, redeeming, receiving or using a Competition Prize, except where such liability cannot lawfully be excluded.
9.7 Participants must exercise reasonable care when using any mobile device, screen, stand, furniture or other equipment supplied or made available by Telkom or the Organisers.
9.8 Telkom and/or the Organisers may immediately disqualify a Participant who cheats or attempts to gain an unfair advantage; manipulates devices, software, accounts or scores; deliberately exploits a technical fault; colludes with another Participant; provides false or misleading information; acts fraudulently, dishonestly or unfairly; interferes with another Participant's gameplay; damages property; or fails to comply with reasonable instructions from Competition officials.
9.9 A Participant may also be disqualified or removed from the activation area where the Participant engages in conduct which, in Telkom's reasonable opinion, is unlawful, offensive, discriminatory, threatening, abusive or creates a safety, security or operational risk.
9.10 Participants must possess and provide any documents, permissions or consents reasonably required to participate in the Competition or claim a Prize. Failure to provide required documentation or permission may result in disqualification or Prize forfeiture.
9.11 All information relating to the Competition published on marketing, promotional or activation material will form part of these Terms and Conditions. In the event of a conflict between promotional material and these Terms and Conditions, these Terms and Conditions will prevail, subject to applicable law.
9.12 In the event of a dispute regarding any aspect of the Competition, Telkom's decision will be final and binding, subject to applicable law.
9.13 These Terms and Conditions and the Competition are governed by the laws of the Republic of South Africa, and the courts of South Africa will have jurisdiction.