

PlayStation® Tournaments on PS5™

Official Rules – “Sackboy Knit-Speedrun Challenges”

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[Italiano](#)

[Deutsch](#)

[English](#)

[Português](#)

[русский](#)

[Español](#)

[日本語](#)

By participating in the PlayStation Tournaments on PS5 - Sackboy Knit-Speedrun Challenges you agree to be bound by these Official Rules and the decisions and interpretations of Sponsor (as defined below), which are final, binding, and unappealable in all matters relating to the Rules and the Challenges.

1. **SPONSOR.** PlayStation Tournaments on PS5 - Sackboy Knit-Speedrun Challenges (the “Challenges”) are sponsored by Sony Interactive Entertainment as set forth below:

COUNTRIES/TERRITORIES	REGIONAL SPONSOR	ADDRESS
<u>North America</u> : Canada, Mexico, United States. <u>Central America</u> : Costa Rica, El Salvador, Guatemala, Honduras, Nicaragua, Panama. <u>South America</u> : Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Paraguay, Peru, Uruguay, (together, the “SIEA Region”).	Sony Interactive Entertainment LLC	2207 Bridgepointe Parkway, San Mateo, CA 94404, United States
Australia, Austria, Bahrain, Belgium, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Finland, France, Germany, Greece, Hungary, Iceland, India, Ireland, Israel, Italy, Kuwait, Lebanon, Luxembourg, Malta, Netherlands, New Zealand, Norway, Oman, Poland, Portugal, Qatar, Romania, Russia, Saudi Arabia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Turkey, UAE, United Kingdom, Ukraine (together, the “SIEE Region”).	Sony Interactive Entertainment Europe Limited	10 Great Marlborough Street, London W1F 7LP United Kingdom
Hong Kong, Indonesia, Japan, Malaysia, Singapore, South Korea, Taiwan, Thailand (together, the “SIEI Region”).	Sony Interactive Entertainment Inc	1-6-27, Konan, Minato-ku, Tokyo 108-8270, Japan

Correspondence regarding the Promotion or the Official Rules should be directed to the appropriate Regional Sponsor for Contestant’s country of residence. (For purposes of these Rules, a Contestant’s residence is determined by the country in which their PSN Account is registered.) Any such correspondence should be addressed to the attention of: SIE-Tournament@sony.com

2. CHALLENGE STRUCTURE. Challenges consist of the following five contests: Square Route, Swing Theory, Pressed for Time, Short Circuit Training, and Faster Blaster (each, an “Activity”). Each Activity is a time-trial in which the Contestant will try to complete the trial in the shortest amount of time. Contestants’ placement on the leaderboard is solely determined by their completion time for the relevant Activity; shorter completion times will place higher on the leaderboard for that Activity. A Contestant must complete the time-trial to place on the relevant Activity leaderboard.

A Contestant may complete an Activity as many times as they want during the relevant Challenge Period (defined below), but the Contestant will only appear once on the leaderboard for that Activity. Contestant’s best score will overwrite any previous scores in that same Activity.

3. CHALLENGE PERIOD. The Challenge Period for each Activity will be as follows:

ACTIVITY	START	END
<i>Square Route</i>	05/01/2021 at 00:00am [GMT+0]	05/31/2021 at 23:59pm [GMT+0]
<i>Swing Theory</i>	07/01/2021 at 00:00am [GMT+0]	07/31/2021 at 23:59pm [GMT+0]
<i>Pressed for Time</i>	09/01/2021 at 00:00am [GMT+0]	09/30/2021 at 23:59pm [GMT+0]
<i>Short Circuit Training</i>	11/01/2021 at 00:00am [GMT+0]	11/30/2021 at 23:59pm [GMT+0]
<i>Faster Blaster</i>	01/01/2022 at 00:00am [GMT+0]	01/31/2022 at 23:59pm [GMT+0]

Sponsor is the official timekeeper of the Challenges. By participating in the Challenges Contestant is confirming they agree to waive any right or claim to ambiguity in the Challenges or the Rules, except where prohibited by law.

4. ELIGIBILITY REQUIREMENTS. The Challenges are available to players who meet the eligibility requirements set forth below but are void where restricted or prohibited by law.

- a. **Contestant Eligibility.** Anyone with an account in good standing for PlayStation Network (“PSN Account”) who, during a Challenge Period, and owns or has access to the following may compete for leaderboard placement in a Sackboy Challenge during that Challenge Period.:

- a copy of Sackboy: a Big Adventure for PS5
- a PS5 console that is connected to the internet

Each person who competes in a Sackboy Challenge is a “Contestant.”

NOTE: To create a PSN Account, you must be at least 18 years of age and have reached the legal age of majority in the country in which your account is registered. If you are younger than 18 or have not yet reached the legal age of majority in the country in which your account is registered, your parent or legal guardian may create a Child Account for you, under their main Adult Account, so that you can compete in the Challenges for leaderboard placement (but, as explained below, you must be 18 or older to be eligible for prizes).

b. **Prize Eligibility.** In order to win one of the prizes listed in Section 4 of these rules, a Contestant must meet all of the eligibility requirements in section 4.a and, in addition, the Contestant must:

- Be at least 18yrs old and the legal age of majority where they reside as of the date they enter the Challenges;
- Not be an employee of, or immediate family member of any employee of, the Sponsor or any of its parent, subsidiaries of affiliated companies; and
- Reside in one of the following countries: Argentina, Austria, Bahrain, Belgium, Brazil, Canada, Chile, Costa Rica, Czech Republic, Denmark, El Salvador, Finland, France, Germany, Greece, Guatemala, Honduras, Hong Kong, Hungary, Indonesia, Ireland, Japan, Lebanon, Kuwait, Malaysia, Mexico, Netherlands, Nicaragua, Norway, Oman, Panama, Paraguay, Poland, Portugal, Qatar, Romania, Russia, Saudi Arabia, Singapore, Slovakia, Spain, South Korea, Sweden, Switzerland, Taiwan, Thailand, Turkey, the UAE, the UK, Ukraine, United States of America, and Uruguay (“Prize Eligible Countries”). Sponsor reserves the right to validate the Contestant’s residence.

Only Contestants who meet all the eligibility requirements set forth in sections 4.a and 4.b, will be considered “Prize-Eligible.”

5. **PRIZES.** Subject to the terms and conditions of these rules, prizes will be awarded to Prize-Eligible Contestants as set forth in the tables below. A Contestant’s Prize Tier is determined by their placement on the Challenge leaderboard as of the conclusion of the Challenge Period. Challenge performance percentile calculations done for the purposes of prize assignment will be completed using all Contestant leaderboard times. In the case of a tied score on the Leaderboard at the conclusion of a Challenge, all tied Contestants will be awarded the prize or prizes listed in the above chart that correspond to the applicable rank and prize tier of that tied score.

TOURNAMENT ACTIVITY: SQUARE ROUTE		
PRIZE TIER	PRIZE	LEADERBOARD RANK

BRONZE	1,000 Collectabells	Place anywhere on the leaderboard.
SILVER	Challenge Squire Rod + Bronze Tier Prize	Top 50% or higher
GOLD	Challenge Commander Staff + Silver and Bronze Tier Prizes	Top 30% or higher
PLATINUM	Challenge Captain Baton + Gold, Silver, and Bronze Tier Prizes	Top 15% or higher
DIAMOND	Challenge Herald Lance + Platinum, Gold, Silver, and Bronze Tier Prizes	Top 5%

TOURNAMENT ACTIVITY: SWING THEORY		
PRIZE TIER	PRIZE	LEADERBOARD RANK
BRONZE	1,000 Collectabells	Place anywhere on the leaderboard.
SILVER	Challenge Squire Coif + Bronze Tier Prize	Top 50% or higher
GOLD	Challenge Commander Helmet + Silver and Bronze Tier Prizes	Top 30% or higher
PLATINUM	Challenge Captain Visor + Gold, Silver, and Bronze Tier Prizes	Top 15% or higher
DIAMOND	Challenge Herald Headpiece + Platinum, Gold, Silver, and Bronze Tier Prizes	Top 5%

TOURNAMENT ACTIVITY: PRESSED FOR TIME		
PRIZE TIER	PRIZE	LEADERBOARD RANK
BRONZE	1,000 Collectabells	Place anywhere on the leaderboard.

SILVER	Challenge Squire Armour + Bronze Tier Prize	Top 50% or higher
GOLD	Challenge Commander Armour + Silver and Bronze Tier Prizes	Top 30% or higher
PLATINUM	Challenge Captain Armour + Gold, Silver, and Bronze Tier Prizes	Top 15% or higher
DIAMOND	Challenge Herald Armour + Platinum, Gold, Silver, and Bronze Tier Prizes	Top 5%

TOURNAMENT ACTIVITY: SHORT CIRCUIT TRAINING		
PRIZE TIER	PRIZE	LEADERBOARD RANK
BRONZE	1,000 Collectabells	Place anywhere on the leaderboard.
SILVER	Challenge Squire Gloves + Bronze Tier Prize	Top 50% or higher
GOLD	Challenge Commander Belt + Silver and Bronze Tier Prizes	Top 30% or higher
PLATINUM	Challenge Captain Gloves + Gold, Silver, and Bronze Tier Prizes	Top 15% or higher
DIAMOND	Challenge Herald Gloves + Platinum, Gold, Silver, and Bronze Tier Prizes	Top 5%

TOURNAMENT ACTIVITY: FASTER BLASTER		
PRIZE TIER	PRIZE	LEADERBOARD RANK
BRONZE	1,000 Collectabells	Place anywhere on the leaderboard.
SILVER	Challenge Squire Greaves + Bronze Tier Prize	Top 50% or higher

GOLD	Challenge Commander Sandals + Silver and Bronze Tier Prizes	Top 30% or higher
PLATINUM	Challenge Captain Legs + Gold, Silver, and Bronze Tier Prizes	Top 15% or higher
DIAMOND	Challenge Herald Sabatons + Platinum, Gold, Silver, and Bronze Tier Prizes	Top 5%

Each prize has an approximate retail value (“ARV”) of **\$0 USD**; the total ARV of the available prize is **\$0 USD**. Challenges Prizes have no value or application outside of the PlayStation Network, and may not be sold, transferred or redeemed for real money or other items of value. Sponsor reserves the right to substitute an alternative prize of equal or greater value if any prize listed herein is not available at the time such prize is awarded. The value of any prize awarded to a winner may be reported for tax purposes as required by law. Any and all applicable taxes, costs, or expenses associated with acceptance, redemption, and use of any prizes are the sole responsibility of the prize winner.

Prizes will be distributed via voucher code (redeemable on the PlayStation Store), within 30 days after the close of the Challenge Period. The voucher code and redemption instructions will be sent by Sponsor via PS Notification and/or via email to Contestant’s PSN Console Account prior to the end of the Challenge Period. Voucher codes for prizes will expire 1 year from the end date of the Challenge Period in which the prize was won. Prize winners who do not redeem their voucher codes within the 1-year redemption period will forfeit their prize(s). Return of any prize notification message as undeliverable will also result in forfeiture of the applicable prizes. Unclaimed prizes will not be awarded.

Sponsor reserves the right to verify eligibility as a pre-condition to awarding a prize. Contestants who are found to have provided false eligibility information to Sponsor will be disqualified from receiving a prize and may be subject to moderation action in accordance with the [PSN Terms of Service](#). By accepting a prize, the prize-winning Contestant agrees to release Sponsor from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of such prize or participation in any prize-related activities.

6. **HOW TO ENTER.** To compete in the Challenges, you must engage in an Activity during the applicable Challenge Period while logged into your PSN Account. Activities may be located through the Activity Cards in the Sackboy Game Hub on your PS5 console, or through regular in-game progression.
 - Via Game Hub. Open the Game Hub for Sackboy on your PS5 console, scroll down to the Activity Cards. Find an Activity Card labeled with the “PlayStation Tournaments” designation, and then click on the Activity Card to review the Challenge information and enter the Challenge.

- In-Game. Go to the Knitted Knight Challenges Screen via the World Map or Quick Select Menu. On PS5, when a Tournament is active, press the Triangle button on your controller to enter the Challenge.

7. RIGHT OF PUBLICITY LICENSE. To the extent permissible by law, Contestant's participation in the Challenges, or acceptance of any prize awarded to Contestant, constitutes Contestant's consent to, and grant of, a non-exclusive, sub-licensable and assignable license to Sponsor to use, publish, post, or display Contestant's name, Online ID, avatar, likeness, photograph, performance and prize information for use in connection with the Challenges, and for promotional, advertising, trade, and publicity purposes in any medium now known or later discovered, in perpetuity throughout the universe, without Contestant's review or approval, and without further notice or any payment or consideration of any kind to Contestant. All rights, consents, and licenses granted to Sponsor under these Rules survive the termination or expiration of this Promotion to the extent and maximum duration permitted by law. **For Argentina Residents Only:** Contestants realize that there are no third parties that have exclusive rights over the exhibition, publication, diffusion and / or reproduction of voice and / or personal data, and undertake to hold the Sponsor harmless with respect to any claim that third parties may formulate for this reason. Contestants acknowledge that participation does not cause them any financial damage, therefore, they waive any claim that may be made due to the decrease in their income.

8. COLLECTION AND PROCESSING OF INFORMATION: Your Online ID and performance data will be published on Challenge leaderboards unless you have chosen to hide this game in your privacy settings. Information collected in connection with the Challenges will be collected in accordance with Sponsor's Privacy Policy, available at <https://www.playstation.com/legal/privacy-policy/>.

9. GENERAL CONDITIONS AND RELEASE OF LIABILITY

- a. Indemnity and Release:** To the fullest extent permissible by law, by participating in the Challenges each Contestant agrees to indemnify, release, and hold harmless Sponsor and Sumo Digital Ltd., and each of their respective employees, agents, parents, partners, subsidiaries, and affiliates (the "Released Parties"), from any and all liability or any injury, loss or damage of any kind arising in connection with this contest or any prize won.

Unless required by applicable local laws, the Released Parties shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death, caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Challenges; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Challenges.

- b. Right to Modify, Suspend, of Cancel:** Sponsor may cancel, suspend, or modify the Promotion or any part of it, in any way, if Sponsor determines in its sole discretion that any Challenge is not capable of executing as Sponsor intended, or that any error, omission, fraud, technical failure, tampering, computer virus, war, public health

emergency, or other factor, technical or otherwise, beyond Sponsor’s reasonable control impairs or may impair Sponsor’s ability to properly conduct the Promotion, subject to any applicable law or regulation (in the province of Quebec, Canada, such cancellation or suspension shall be with the consent of the Régie des alcools, des courses et des jeux (“Régie”)). In the case of such an event, Sponsor may, but is not obligated to, award the applicable prizes to those Contestants who hold the winning scores on the leaderboard at the time of the cancellation, suspension, or modification of such Challenge.

- c. **Bugs, Errors, and Malfunctions.** Sponsor is not responsible for any problems, bugs, or malfunctions Participants may encounter in the Challenges.
- d. **Code of Conduct Violations.** All Contestants are subject to the [PSN Terms of Service](#), including the Community Code of Conduct. Sponsor reserves the right to disqualify any Contestant from participating in the Challenges or winning a prize if, in Sponsor’s sole discretion, it determines such Contestant (i) tampers or attempts to tamper with the leaderboards or to otherwise undermine the legitimate operation of the Challenges by cheating, hacking, deception, or any other unfair playing practices; (ii) abuses, threatens, bullies, or harasses any other Contestant; or (iii) otherwise violates the PSN Terms of Service during the Challenge Period.
- e. **Control of Official Rules.** In the event of any inconsistency between these Rules and any disclosure or other statement by Sponsor contained in any marketing, advertising, or promotional materials for the Challenges, these Rules will control. If any provision of these Rules is held illegal or unenforceable by a court of competent jurisdiction, that provision will be severed, and the remainder of the Rules will remain in full force and effect.
- f. **Severability.** In the event any term or provision of these rules found by a court of competent jurisdiction to be illegal, invalid, or otherwise unenforceable, such term or provision will be severed and deemed inoperative, and the other terms and provisions will remain in full force and effect.
- g. **Translations.** Sponsor may make official translations of these Rules available in languages other than English. To the extent permitted by law, in the event of any conflict between the English version of these Rules and any translation, the English version will control.

10. **GOVERNING LAW AND JURISDICTION:** To the extent permitted by applicable law, these Rules and any disputes arising under them or related to the Challenges will be governed as set forth below. In any litigation to enforce any part of this agreement, all costs, and fees, including attorney's fees, will be paid by the non-prevailing party.

REGIONAL SPONSOR	GOVERNING LAW AND JURISDICTION
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<p>Sony Interactive Entertainment Europe Limited</p>	<p>For Entrants who reside within the SIEE Region, these Rules shall be construed and interpreted in accordance with the laws of England and the parties (each Contestant and Sponsor) shall submit to the non-exclusive jurisdiction of the courts of England and Wales.</p>
<p>Sony Interactive Entertainment, LLC</p>	<p>For Entrants who reside in a country within the SIEA Region, these are Rules governed by and construed in accordance with the laws of the state of California, without regard to conflict-of-law rules. Any dispute not subject to arbitration and not initiated in small claims court may be brought by either party in a court of competent jurisdiction in either the Superior Courts for the State of California in and for the County of San Mateo or in the United States District Court for the Northern District of California, and the parties (Contestant and Sponsor) exclusive jurisdiction and venue of these courts and to waive all jurisdictional, venue and inconvenient forum objections.</p> <p>QUEBEC RESIDENTS: Any litigation respecting the conduct or organization of a publicity contest may be submitted to the Régie for a ruling. Any litigation respecting the awarding of a prize may be submitted to the Régie only for the purpose of helping the parties reach a settlement.</p>
<p>Sony Interactive Entertainment Inc.</p>	<p>For Entrants who reside within the SIEI Region, these Rules shall be construed and interpreted in accordance with the laws of Japan and the parties (each Contestant and the Sponsor) shall submit to the non-exclusive jurisdiction of the courts of Tokyo District Court.</p>