



TOURNAMENT RULES HANDBOOK

1. HANDBOOK USE

The Flex NBA Tournament Rules handbook's main purpose is to give a comprehensive overview of all Flex NBA tournaments and events. By entering and participating in a Flex NBA Tournament ("Tournament"), all players agree to abide by the rules, terms, and conditions outlined in this handbook (the "Handbook") and agree that you are subject to the requirements and releases herein. If the rules, terms, or conditions are not followed, participants may incur penalties, be stopped from current and/or future participation, and/or asked to leave the event and lose any opportunity to win a prize.

2. PARTICIPATION AND ELIGIBILITY

The Tournament is open only to legal residents of the 50 United States or District of Columbia who are at least 18 years old (or the age of majority in their jurisdiction of residence, whichever is older) upon entry, or who are at least 13 years old upon entry and have their parent's or legal guardian's permission to enter and participate ("Minor").

To be eligible to participate, you must:

- Have an official Flex NBA Account and Flex ID;
- Have downloaded the Flex NBA Companion App;
- Have a valid email address that is associated with your Flex Account;
- Be the owner/person who has registered the Flex NBA account, unless you are a Minor using a Flex Account registered by your parent or legal guardian; and
- Not already be participating in the same tournament - one entry per account and person.

Directors, officers, members, managers, and employees of Sequoia Games, Inc. ("Organizer"), and any of its parent companies, affiliate companies, subsidiaries, agents, professional advisors, advertising, promotional, public relations, and fulfillment agencies, consultants, legal counsel, website providers, web masters, and immediate family members (spouse, parent, child, sibling, grandparent, and "step" child, wherever they may live) of each are not eligible to participate or win any prize.

IF YOU DO NOT MEET ANY OF THESE REQUIREMENTS, OR ANY OTHER ELIGIBILITY REQUIREMENTS IN THIS HANDBOOK, YOU ARE NOT ELIGIBLE TO WIN A PRIZE.

By entering and participating in a Flex NBA Tournament, you agree to abide by the rules outlined in this Handbook and represent that you satisfy all of the eligibility requirements. If all applicable rules are not followed, participants may incur penalties, be disqualified from the Tournament and/or participation in future Tournaments, and/or asked to leave the event.

3. TOURNAMENT POLICIES

3.1 Roster Checks and Legality

Team Rosters must always be collected at tournaments and can be checked at any time during any part of the tournament.

3.1.1 Roster List and Registration

All Flex NBA Tournaments require that participants complete a roster list detailing the exact tiles they wish to use during the tournament. These lists can later be used by organizers and referees to verify that a roster has not been altered since the outset of a tournament, so players should take care to ensure the clarity and accuracy of their rosters.



The roster must comply with this format:

- A submitted roster must contain no more than 10 Basic-Level Flexagons
- Any upgrades of the 10 Basic-Level Players can be used
E.g. All-Star, All-NBA, and MVP-level LeBron James can be used if the Basic-level LeBron James is included in the 10

Rosters may not contain duplicates

e.g. 2 basic-level Klay Thompson Flexagons

FX Tiles will be chosen by the organizers of the tournament - with a maximum of 10 total

Contestants are allowed to change their rosters for subsequent rounds. After the player's match is completed, they can swap out any of the 10 Basic-level Flexagons chosen before. Players must complete a roster list detailing the roster changes before their next match begins.

3.1.2 Roster Checks

Roster checks are required at all Flex NBA Events. Flex NBA expects checks to be performed on all Rosters. Roster checks may happen at any time during a tournament, from registration through the final round. During a check, referees or staff will check the following:

- The roster is complete and legible
- The roster is legal for tournament play
- The Flexagons match the submitted roster entirely
- The Flexagons are registered under the registered Flex Account and ID

3.1.3 Flexagon Legality

Only genuine, registered Flexagons may be used at Flex NBA tournaments. Players must ensure that all tiles they wish to use during each tournament are:

- Legal for the format in which the tournament is held
- Not marked or altered in any way
- Registered in the Rosters Wallet in the participating Flex Account

3.2 Referees

Flex NBA tournaments must have a judge present - their presence helps to ensure that ruling queries are resolved as well as possible, and that players do not have to wait for an extended period before receiving attention. Referees are expected to administer impartial rulings and assist the organizers in running a fun and fair tournament. Flex NBA supports the rulings of its referees from those made impartially and are in the best interests of the Spirit of the Game.

3.2.1 Referees Responsibilities

Referees must:

- Be free from bias toward or against any player
- Avoid ruling on games where family members are involved when possible
- Exemplify and encourage good sportsmanship and behavior
- Keep track of turns and moves using a turn sheet

3.3. Turn Sheets

Turn sheets are tools used to record the moves played by both players during a match. It is a sheet of paper that contains multiple fields for a referee and/or players to add relevant information about the game being played. Among other information, turn sheets register the names of the players, the moves that they played, and the game's outcome. The name of the event, its date, and other details are found on score sheets as well. Turn sheets are important because they are the official record of a chess game and its outcome.

Turn Sheets will serve as written records of the result from any single match and must always be used at Flex NBA tournaments. At the end of each match, the referees will record the result as appropriate on the slip. Then, both



players should initial the sheet to indicate that they agree with the results. Once the sheet has been signed, that result is considered final.

Besides minimizing off-the-board disputes, turn sheets also facilitate an analysis of the game. It is no secret that studying the games of the masters is a great way to improve. The score sheet allows anyone to reconstruct these games easily.

3.4 Paper Records

Paper Records, such as standings, pairings, and turn sheets may be retained until the end of the tournament to aid with solving any potential discrepancies that may arise.

4. TOURNAMENT ORGANIZATION

All Flex NBA tournaments should be upheld to the highest standards and prevent any possible threats to competitive integrity.

Organizers and judges can choose to offer prioritized registration to players and completely disallow entry to players they feel to be a threat to the safety or enjoyment of others, or whose presence has previously proven detrimental to the event for any other reason.

4.1 Tournament Format - Single Elimination

Single Elimination tournaments determine the winner of the event by removing players from the tournament after they lose one match. The number of players in each round will be half of the number of players in the previous round (with the possible exception of the first round).

The tournament ends when only one player remains undefeated. That player is the winner of the tournament.

Single Elimination tournaments progress as follows:

- Round 1: Players are assigned seeds at random and then paired based on the standard Single Elimination brackets. The winner of each match moves on to the next round, while the loser is eliminated from the tournament.
- All subsequent rounds: Players continue to be paired along the brackets, with the winner of a match moving on to the next round and the loser being eliminated from the tournament. Ultimately, only two players will remain. The winner of that match becomes the winner of the tournament.

4.2 Dropping from Tournament Play

Players who decide that they no longer wish to continue playing a tournament in progress must drop. Players may decide to drop from tournament play for any reason, although players may not drop from a match in progress without first conceding or completing that match.

The Organizer may require players to complete a form or slip to confirm that they wish to drop or to report this to a specific member of tournament staff. While this may change from event to event, the following information regarding drops remains true for all Flex NBA Tournaments.

4.3 Incomplete Matches

Players who wish to leave the tournament before their current match is complete will receive a loss for all their games that have yet to resolve. If a player wishes to avoid receiving these losses, they should ensure that their match is complete and the result has been recorded before they follow the procedure to drop. Once the current round is complete, the player will be dropped from the tournament and will not be paired in any subsequent rounds.

4.4 Dropped Players' Final Standing

Players who drop from a tournament before it is completed will still be recorded in the final standings.



4.5 Disqualified Players' Final Standing

If a player is disqualified from a tournament, they are removed from the standings completely

4.6: Seeding and Ranking System

Tournament participants will be seeded according to the following cumulative metrics achieved during the tournament:

1. Number of wins
2. Numbers of OPPs Taken Out
3. Number of Flexagons Remaining (Active and Bench)
4. Total CP Damage Dealt
5. Number of FX Tiles remaining at the end of the match
6. Fewest number of turns taken

In the case that there is a tie after calculating the above criteria, the winner will be the first participant with a higher die roll four times.

5. TOURNAMENT OPERATIONS

This section outlines and explains rules that are specific to Flex NBA tournaments. You should read this section if you are interested in:

- Basic rules for all Flex NBA tournaments.
- Flexagons that are not legal for play.
- Resolutions and tiebreakers for Flex NBA games and matches.

This section assumes readers are familiar with the information presented in the Advanced Flex NBA Ruleset.

5.1 Game Area Management

All Tiles in play should be managed in such a way that they are organized, neat, and easy for opponents and referees to interpret. Tiles that are placed into the play area from the hand without the effect of another tile, Ability, or effect are considered played at the point the player physically releases the card from their hand. If a player does not wish to play a tile, they should not place it in the play area. The boundaries of the play area are defined according to official court boards.

Image A: Flex NBA Play Area



A: All Rosters should be oriented in a north/south direction, with the Flexagon's top side (roles/CP) facing towards your opponents.



B: Each player may have only one discard pile placed outside the Play Area, though tiles may be rotated and turned around to make them more visible.

C: All damage and status FX tokens should be placed in front of the Flexagons that ensures that both players and the tournament staff can see at a glance how much damage the Flexagon has taken.

D: Status FX that requires the Flexagon to change positions should be done correctly based on the Competitive Ruleset.

E: Make sure Benched Flexagons are separated enough from the Active Flexagons and court.

F: Put FX tiles neatly in placement slots on the side of the game court.

G: Damage/status FX tokens placed tails side up signifies a key and should be placed in front of the Flexagons to ensure that both players and the tournament staff can see how many locks have been unlocked.

5.2 Authorized Die

Players are only permitted to use the official Play Action and Ball Die provided in Official Flex NBA Starter Sets.

Players should consider the following when utilizing both die:

- If both players cannot agree on the result of the dice roll, a referee may be called to determine whether the result is conclusive or if it must be rolled again.
 - Once a referee has ruled that a result is conclusive, it cannot be redone.
- Dice that lands outside the play area and not on screen is considered invalid and must be rolled again.

Flex NBA will also provide two roll options for the Play Action Die and Ball Die for online tournaments: digital dice or physical dice rolled by the referee that is captured on screen. While the Battle Series managers will control rolls, it is up to players to decide which option they'll take.

5.3 Tournament Play

5.3.1 Definitions

A. Match

A Flex NBA match begins when the time allotted for play begins to count down. The match ends when both players have agreed upon the result and signed the accompanying match slip.

- a. An official match should take 40 minutes max - 20 mins per player

B. Game

A Flex NBA game begins at the time the player who will take the first turn is determined. The game ends when any single player achieves the necessary win conditions required to be declared the winner.

C. Turn

A turn in Flex NBA begins when the active player rolls the play action die. The turn ends when the active player completes a valid attack, indicates that their opponent may proceed to the turn that follows, or completes any other action that carries the stipulation that the end of that player's turn must immediately follow.

- a. Shot Clock: there will be a 90-sec time limit per turn - if a turn isn't finished within the time limit, there will be a penalty of 10 CP on all the active player's Flexagons and the turn will end.

5.3.2 Resolving a Game That Cannot Otherwise Reach a Natural End

On extremely rare occasions, players may encounter a situation in which it is impossible for a game to reach a natural conclusion without outside assistance- In these cases, the following process may be initiated by the Head Referee:

- A. The match time must have elapsed, +3 turns have been completed, and the Head Referee must decide that:
 - a. That the loop entered is infinite and unbreakable by either player
 - b. That the intention of both players is to avoid their own loss and not simply to prolong the game by not advancing the game state



c. That continuing play without a concession from either player would result in a game without end.

B. From the point at which this decision is made, the Head Referee informs both players of their observation. A further +3 turns will then be played, with the current turn being Turn 0. 3. If the game remains unresolved after this point, the winner will be chosen based on:

- a. The person with the most Flexagons in play (whether active or benched)
- b. The most FX Tiles left during the match
- c. The most damage dealt during the match
- d. The most special actions taken during the match

5.3.3 Time Extensions

Referees may issue time extensions of a length corresponding to the time taken to resolve any issue. The extra time allotted must be clearly communicated to both players, and recorded immediately by the Referee.

5.4 Rules Violations & Penalties

Protocols and procedures are intended to foster a spirit of friendly competition at all Flex NBA tournaments. However, occasional situations arise, whether unintentionally or otherwise, in which attendees fail to abide by tournament rules or standards of conduct. Failure to adhere to these rules may result in a player earning penalties. Penalties often constitute adjustments made to the circumstances of a player's game in progress or next upcoming game to offset potential advantage gained or disruption caused through rules violations. Players may not refuse to abide by the conditions of a penalty that their opponent has earned. For example, a player may not choose to concede a game to an opponent who has received a Game Loss penalty for that game.

5.4.1 Types of Penalties

The penalties below are presented in order of increasing severity, from a verbal warning (Caution) through to removal from the tournament (Disqualification).

These are the only penalties that should be applied at Flex NBA tournaments—referees may not apply any penalty that is not listed below, nor can they modify those that are in any way.

A. Caution (C)

A Caution is a verbal note to the player that a rules violation has occurred.

B. Warning (W)

A Warning comprises both a verbal note to the player that a rule violation has occurred and a written record of that note. Please note: The final word on what penalties should be applied to which players and at what time is up to the Head Referee of the event. While the Organizer and other referees may assign penalties, they should always check with the Head Referee before assigning a penalty more severe than a Warning. Additionally, all Cautions and Warnings assigned by any referee or the Organizer should be reported to the Head Referee of the event.

C. Technical Foul

Technical Foul penalty is exclusive to Flex NBA and is used when a mistake has been made that significantly affects the game state and there is no clear way to resolve the issue, or when a Warning has been given.

- a. Application After a player receives a Technical Foul penalty, the offending player's opponent is informed that one chosen Flexagon is taken out of the active spot. Should the opponent have only one active player remaining at the time, the game is over immediately, and the opponent wins the game

D. Game Loss (GL)

The Game Loss penalty is generally used when a mistake has been made that has a severe impact on the game state, to the point where the game is irreparably broken and unable to continue. This penalty is also used for other major procedural errors or problems.

- a. Application When issuing a Game Loss penalty during an active game, the game is recorded as a loss for



the player receiving the penalty.

- b. In extreme cases where significant errors have been made by both players in a game, a Game Loss penalty may be issued to both players simultaneously. A single-game match terminated in this manner is not a tie; it is recorded as having no winner. If this penalty is issued between rounds, the penalty is applied to the player's next game.

E. Disqualification (DQ)

Disqualification is the most serious penalty that can be issued at a tournament. Its use should be strictly reserved for the most extreme cases, where a player's actions (whether intentional or unintentional) have significantly and negatively impacted the integrity or operation of the entire event. Players who receive this penalty are removed from the tournament and become ineligible to receive any prizes.

- a. Application: Players receiving a Disqualification will also receive a Game Loss for all games in their most recent Single Elimination match. If a player is disqualified while their Single Elimination match is still ongoing, the losses are applied to the current round. If a player is disqualified during Single Elimination rounds while they are not participating in an ongoing match, the losses are applied to the most recently completed round and the opponent from that match will advance, if eligible.

6. COMMUNITY CONDUCTS AND EXPECTATIONS

All Hosts, Attendees, and/or participants at any Flex NBA event are expected to understand and adhere to the rules outlined in this document, as well as any other accompanying documents that apply to their roles.

6.1 Conducts & Expectations

6.1.1 Attendee Expectations

All attendees are expected to:

- Meet the registration and/or entry requirements of the event, including the purchase of a pass or badge where necessary.
- Be free from the influence of alcohol and/or other mind-altering substances.
- Refrain from the use of inappropriate language and/or the discussion of inflammatory topics.
- Maintain a socially acceptable level of personal hygiene.
- Follow the direction of event staff.
- Be respectful and courteous to all.

Should any attendee's adherence to any of the above fall under question, it is the responsibility of the Organizer to determine whether that attendee should be permitted to remain at the event.

6.1.2 Prohibitions

It is important that all participants are made to feel welcome and comfortable within the environment of a Flex NBA event. In support of this, Flex NBA event prohibits the following behaviors:

- The sale or consumption of alcoholic beverages and/or any mind-altering substance.
- Wagering or gambling on the results of a game, portion of a game, match, or number of matches.
- Offering any form of compensation with intent to alter the result of a game, portion of a game, match, or number of matches; bribery.

In addition, the following items are prohibited at Flex NBA events:

- All firearms, including mock weapons that could reasonably be mistaken for such.
- Attire and accessories that display inappropriate or inflammatory language, or that are otherwise determined by the Organizer to be unsuitable for such an environment.

Any attendee discovered to be in breach of this policy should be removed from the tournament site, and the incident should be reported to Flex NBA Organized Play.



6.1.3 During Tournament Play

For players who are participating in tournament play, the following behaviors are also disallowed during matches in progress, unless explicit permission is given by event staff:

- Receiving information from an outside source regarding their match or the matches of others.
- Taking a phone call or using a cellular device.

6.2 Player Definitions & Responsibilities

6.2.1 Players

A player is any active participant in a Flex NBA tournament. Players who drop from the tournament become spectators.

6.2.1 Player Responsibilities

All players must:

- Present themselves for play in a timely manner.
- Double-check their match record and standings as pairings are posted each round, and report any discrepancies to the appropriate event staff immediately.

Players are also responsible for the provision of the following:

- A valid Player ID.
- A team that meets the format restrictions for the tournament.
- A legible and accurate list of the Flexagons that comprise the player's roster
- Any implements necessary to play, track, and maintain game information. This includes but is not limited to items such as:

Damage counters, Status markers, Randomizers, Mobile Device with Flex NBA Companion App,

9. PUBLICITY AND STREAMING

9.1 Use of Name, Likeness, Etc.:

To the fullest extent permitted by applicable law, entry into a Tournament (or in the case of the parent or guardian of a Minor participant, by consenting to the participation of that minor in the Tournament) constitutes permission to use the participant's name, hometown, aural and visual likeness and prize information for advertising, marketing, and promotional purposes without further permission or compensation (including in a public-facing winner list). As a condition of being awarded any prize, except where prohibited by law, a winner (and parent or guardian, if applicable) may be required to execute a written consent, confirming Organizer's right to use winner's name, hometown, aural and visual likeness and prize information for advertising, marketing, and promotional purposes without further permission or compensation. By entering a Tournament (or in the case of the parent or guardian of a minor participant, by consenting to the participation of that minor in the Tournament), you consent to being contacted by Organizer for any purpose in connection with the Tournament.

9.2 License to Content:

By entering a Tournament (or in the case of the parent or guardian of a Minor participant, by consenting to the participation of that Minor in the Tournament), you hereby grant to Organizer a perpetual, irrevocable, royalty-free, worldwide, nonexclusive license to publish, reproduce, display, perform, distribute, adapt, edit, modify, translate, create derivative works based upon, and otherwise use and sublicense any content made in connection with your or your Minor's participation in the Tournament ("Content"), or any portion thereof (including name and likeness), in connection with the Tournament and for other advertising, marketing, and promotional purposes, and to incorporate Content, in whole or in part, into other works in any manner, form, media or technology now known or later developed. Organizer will have no obligation to publish or use or retain any Content or to provide any Content to you or your Minor. You agree that it is your sole responsibility to obtain all permissions and releases necessary



for the grant of the rights contained in this paragraph. You agree to take, at Organizer's expense, any further action (including execution of affidavits, tax forms, and other documents) reasonably requested by Organizer to effect, perfect or confirm Organizer's rights as set forth above in this paragraph and in paragraph 9.1. You and your Minor will not be entitled to compensation for any use by Organizer, or its agents, licensees or assignees, of the Content.

9.3 Miscellaneous:

The content of any participant's roster may be published by the Organizer and/or Flex NBA once the event has begun.

When participating in a Flex NBA tournament, players may be instructed to play a match that will be featured, projected, and broadcasted/streamed live to a large audience and/or to online viewers. Players must comply with the Organizer regarding the location of the match and additional equipment or considerations needed to participate.

Players are reminded that, by entering or remaining at a sanctioned Flex NBA event, they agree to abide by the information stipulated under the Handbook. Players are not permitted to voluntarily decline participating in a streamed match. In exceptional circumstances, the Organizer may at their own discretion decide that it is in the best interests of all involved that the chosen match not be streamed. However, it should be noted that this consideration is reserved for truly uncommon circumstances, wherein a serious detriment may occur to the players' ability to participate fully in that match. Where players believe that their individual circumstances may make it prohibitively difficult for them to appear on stream, they should make every effort to inform the Organizer prior to the day of the event.

Rules infractions committed during streamed matches that are not immediately addressed may be identified and penalized upon subsequent review of match footage. Additionally, certain kinds of penalties, especially those related to unacceptable behavior or language, may be escalated when the infraction occurs during a streamed match.

10. FLEX NBA BATTLE TOURNEY

10.1 Special Case Rules and Circumstances

1. Banned Flexagons: For this specific tournament, No All-Time Great Flexagons will be allowed in this tournament.
2. For this Battle Tourney, Flex NBA will be choosing the 10 FX Tiles used for every round.
3. Players who are knocked out and revived will return to the highest upgraded level (if applicable)
E.g. When All-NBA Stephen Curry is knocked out and revived, he is returned to his All-NBA level state
4. Revived players can be placed in any open active or bench slot - your choice.
5. Turns and Actions can be stacked and continue in an endless loop (if you get the rolls required)
6. If a Flex has two parts in its description, complete 2 separate rolls for each effect.
7. Assisted attacks go onto the same defender. Your OPP does not have a chance to choose a new defender. If they are eliminated before all your teammates get to Flex, the turn ends.
8. The Judge will be the one rolling the play-action die to prevent sleight of hand or other potential parity issues.
9. Three Flexagons have misprints and/or missing text.

For clarity, here are the correct/full descriptions of the following Flexagons:

Basic - level (corrected) Lonzo Ball allowed for competitive play

MVP LeBron James Flexagon - Tier 2 Flex: MVP Collector

Roll the Ball Die: Add 30 to the TOTAL DAMAGE of the next Flex from any teammate.

All-NBA Russell Westbrook Flexagon - Tier 3 Flex: Master of Triple-Doubles

Roll the Ball Die. If ODD: All your active teammates can Flex (Tier 1 only), but they lose 10 CP.

Roll the Ball Die. If EVEN: Pick 3 active or bench teammates to regain 10 CP



Basic Trae Young Flexagon - Tier 3 Flex: Game Winning 3 Vs. Bulls
 Deal 20 TOTAL DAMAGE to your OPP's active & bench Bulls teammates.
 This can only be used once\per game.
 Roll the Ball Die. If 1-3: Deal 10 TOTAL DAMAGE to your OPP's active teammates.

10.2 Flexagon Pools

Basics/Rookies*

Nikola Jokic, Jayson Tatum, Kyrie Irving, Julius Randle, Joel Embiid, Fred VanVleet, DeMar DeRozan, Myles Turner, Khris Middleton, Trae Young, Bam Adebayo, Bradley Beal, Damian Lillard, Paul George, Chris Paul, De'Aaron Fox, Luka Doncic, Ja Morant, CJ McCollum, Evan Mobley, Cade Cunningham, Jalen Suggs, LaMelo Ball, Josh Giddey, Jalen Green, Tim Hardaway, Jordan Poole, Chet Holmgren, Davion Mitchell, Mitch Richmond, Chris Mullin, Devin Booker, Steven Adams, Giannis Antetokounmpo

Rising Star

Trae Young, Bam Adebayo, De'Aaron Fox, Ja Morant, Jayson Tatum, Jordan Poole, Devin Booker

All-Stars/Champions**

Nikola Jokic, Kyrie Irving, Julius Randle, Joel Embiid, DeMar DeRozan, Khris Middleton, Trae Young, Bam Adebayo, Bradley Beal, Damian Lillard, Paul George, Chris Paul, Luka Doncic, CJ McCollum, Jayson Tatum, Devin Booker, Giannis Antetokounmpo

All-NBA

Nikola Jokic, Kyrie Irving, Joel Embiid, Damian Lillard, Paul George, Luka Doncic, Jayson Tatum

*There is no difference in gameplay between a Basic-level and Rookie-level Flexagon as both are considered the first level of all Flexagons

- E.g. Rookie-level and Basic-level LaMelo Ball are the same in terms of gameplay purposes. However, you cannot have and play both Basic and Rookie-level LaMelo in the same game.

**There is no difference in gameplay between an All-Star level and Champions level Flexagon as both are upgraded from a Basic-level Flexagon.

- E.g. All-Star level and Champions level Khris Middleton are the same in terms of gameplay purposes. However, you cannot have and play All-Star level and Champions level Khris Middleton in the same game.

10.3 FX Tiles List

*Note: Sequoia Games, Inc. reserves the right to make changes to this list between rounds.

First/Second Round:

UFx

Halftime Speech	All your active Player Tiles regain 20 CP over the next 2 turns. Pick your OPP for these 2 turns (unless a Taunt is active).
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FX

No Buckets	Downgrade one of your OPP's Upgraded Player Tiles by one level.
Basket Plus the Foul	Roll the PlayAction Die twice. Choose one of the resulting actions to use. Pick your OPP for this turn (unless a Taunt is active).



Sports Drink	Allows any active or bench Player Tile to regain 20 CP.
Nice Kicks	Take an additional turn. Pick your OPP for this turn (unless a Taunt is active).
Get Fired Up	Add 10 to the Total Damage of your next Flex Reduce the TOTAL Damage of your Opp's next Flex by 10.
Level Up	Upgrade an active or bench Player Tile. Pick your OPP for this turn (unless a Taunt is active).
Run It Back Again	Bank this FX Tile on the board for the rest of the game. When you are forced to lose your next turn, immediately Roll the PlayAction Die 1 time. You can use the action, but you can't Flex again.
Helpside D	OPP PlayAction Die rolls during Flexes have no effect for the next 3 turns.
Secret Plans	Bank this FX Tile on the board until it is triggered, then discard. When an OPP rolls the PlayAction Die during a Flex, deal 30 TOTAL DAMAGE to them after their Flex is complete.

Third:

UFX

Clamps	Reduce an OPP's higher Tier Flex by one Tier.
2nd Chance	Restores the CP of an active or bench Player tile to 100%.
I'm Playing Chess	Allows you to pick your OPP for the next 3 turns (unless a Taunt is active).

FX

Back to Square One	Downgrade one of your OPP's Upgraded Player Tiles to BASIC.
Sports Drink	Allows any active or bench Player Tile to regain 20 CP.
Basket Plus the Foul	Roll the PlayAction Die twice. Choose one of the resulting actions to use. Pick your OPP for this turn (unless a Taunt is active).
Lockdown D	Reduces the Total Damage of your CP of your Opp's next Flex by 20.
Sacrifice For the Team	Bank this FX Tile on the board for the rest of the game. When an OPP heals a teammate, deal 20 TOTAL DAMAGE to the OPP that performed the Flex.
Weak Scouting Report	Pick and OPP, if they are Basic level after their next 3 turns they are Taken Out
Better Be Perfect	Bank this FX Tile on the board for the rest of the game. When an OPP's Flex deals zero damage, deal 20 TOTAL DAMAGE to the OPP.



Fourth:

UFX

Clamps	Reduce an OPP's higher Tier Flex by one Tier.
2nd Chance	Restores the CP of an active or bench Player tile to 100%
I'm Playing Chess	Allows you to pick your OPP for the next 3 turns (unless a Taunt is active).

FX

Back to Square One	Downgrade one of your OPP's Upgraded Player Tiles to BASIC.
Sports Drink	Allows any active or bench Player Tile to regain 20 CP.
Basket Plus the Foul	Roll the PlayAction Die twice. Choose one of the resulting actions to use. Pick your OPP for this turn (unless a Taunt is active).
Lockdown D	Reduces the Total Damage of your CP of your Opp's next Flex by 20.
Accelerated Development Track	Pick an OPP, they must Upgrade in the next 3 turns. If they do not Upgrade after 3 turns they are Taken Out.
Better Be Perfect	Bank this FX Tile on the board for the rest of the game. When an OPP's Flex deals zero damage, deal 20 TOTAL DAMAGE to the OPP.
Limited Options	Pick an OPP, their Flex Special Abilities are cancelled for the next 3 turns. (Flexes still deal Base Damage).

Final Round:

UFX

Clamps	Reduce an OPP's higher Tier Flex by one Tier.
Deafening Crowd Roar	Deal 30 Total damage to your Opp's active and Bench player Tiles. This damage ignores all Status FX.
First Team All D	Pick two of your Opp's active Player Tiles and reduce their higher tier Flexes to Tier 1.
2nd Chance	Restores the CP of an active or bench Player tile to 100%
Pro Trainer	Allows any active or bench Player Tile to regain 60 CP.
Back to Square One	Downgrade one of your OPP's Upgraded Player Tiles to BASIC.

FX

Range Defender	Bank this FX Tile on the board for the rest of the game. When your OPP rolls the Ball Die during a Tier 1 Flex, they must roll 1-3 to succeed.
Sacrifice For the Team	Bank this FX Tile on the board for the rest of the game. When an OPP heals a teammate, deal 20 TOTAL DAMAGE to the OPP that performed the Flex.



Weak Scouting Report	Pick and OPP, if they are Basic level after their next 3 turns they are Taken Out.
Better Be Perfect	Bank this FX Tile on the board for the rest of the game. When an OPP's Flex deals zero damage, deal 20 TOTAL DAMAGE to the OPP.

11. TOURNAMENT PARTICIPATION TERMS AND CONDITIONS

Tournament void where prohibited. Subject to applicable federal, state, and local laws.

11.1 Participation Period:

Eligible participants may enter the Tournament during the time period stated in the Organizer's communications to them (the "Participation Period"). Organizer's or its designee's computer is the official time-keeping device for the Tournament.

11.2 Selection of Winner:

The winners will be selected in accordance with the rules of the Handbook and the applicable Flex NBA ruleset described in the Handbook and any Organizer communications related to the applicable Tournament.

11.3 Winner Requirements:

To the fullest extent permitted by applicable law, Organizer may require each potential winner (and parent or guardian, if applicable) to sign and return, within seven days of the conclusion of the Tournament, an affidavit of eligibility, liability and publicity release, and other legal, regulatory or tax-related documents required at Organizer's discretion ("Affidavit and Related Documents") in order to claim a prize. If (i) the Affidavit and Related Documents are not signed and returned within seven days of the conclusion of the Tournament; or (ii) if the potential winner is otherwise unable to accept the prize as stated, the prize(s) will be forfeited and will be equally shared by the other participant(s) who reached the same round of the Tournament (if eligible and able to complete the requirements in this Section). If no participants are able to fulfill these conditions, then the prize will be equally shared among those participants who reached the next furthest round of the Tournament than the winner(s) of the forfeited prize(s) and who are able to fulfill the requirements of this Section. If, by reason of a print or other error, more prizes are claimed than the number set forth in this Handbook, the prize(s) will be shared in accordance with the above selection process from among all valid claimants to award the prize(s) available.

Verification of Potential Winner: EACH POTENTIAL WINNER IS SUBJECT TO VERIFICATION BY ORGANIZER, WHOSE DECISIONS ARE FINAL AND BINDING IN ALL MATTERS RELATED TO THE TOURNAMENT. A PARTICIPANT IS NOT A PRIZE WINNER UNLESS AND UNTIL THAT PARTICIPANT'S ELIGIBILITY HAS BEEN VERIFIED AND THE PARTICIPANT HAS BEEN NOTIFIED THAT VERIFICATION IS COMPLETE AND NO FURTHER ACTION IS NEEDED.

11.4 Prize:

The number of winners and prizes for each Tournament will be specified by Organizer in its communications related to the Tournament.

Prize Restrictions: Prizes are not transferable. No substitutions or exchanges of any prize (including for cash) will be permitted, except that Organizer reserves the right to substitute a prize of comparable or



greater value for any prize. Only the number of prizes stated in this Handbook are available to be won in the Tournament. LIMIT ONE PRIZE PER PERSON. Organizer will not replace any lost or stolen prizes or prize components. Except for applicable manufacturer's standard warranties, the prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including any implied warranty of merchantability or fitness for a particular purpose). Any unclaimed or unused prize (or portion of the prize package) will remain the property of Organizer.

ALL FEDERAL, STATE AND LOCAL TAXES ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZE ARE THE SOLE RESPONSIBILITY OF THE WINNER.

11.5 Disclaimer:

Organizer and any of its parent companies, subsidiaries, affiliates, professional advisors, consultants, contractors, legal counsel, public relations firms, advertising, fulfillment and marketing agencies, and any of their respective directors, officers, members, managers, and employees (collectively, the "Released Parties") will not be responsible for: (a) any late, lost, misrouted, garbled or distorted or damaged transmissions or entries; (b) phone, electronic, hardware, software, network, Internet, or other computer or communications-related malfunctions or failures; (c) any Tournament disruptions, injuries, losses or damages caused by events beyond the reasonable control of Organizer or the Released Parties; or (d) any printing or typographical errors in any materials associated with the Tournament.

11.6 General Release and Limitation of Liability:

By entering the Tournament (or in the case of the parent or guardian of a Minor participant, by consenting to the participation of that Minor in the Tournament), you agree to release Organizer and all Released Parties from any liability whatsoever and waive any and all causes of action, whether under a theory of contract, tort (including negligence), warranty or other theory, arising out of or in connection with the Tournament or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including claims for costs, losses, personal injuries, death, or damages of any kind, such as damage to or destruction of property or damages related to rights of publicity or privacy, moral rights, defamation or portrayal in a false light, whether intentional or unintentional).

TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT WILL THE ORGANIZER OR THE RELEASED PARTIES BE LIABLE FOR ANY SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, INCLUDING LOSS OF USE, LOSS OF PROFITS OR LOSS OF DATA, WHETHER IN AN ACTION IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, ARISING OUT OF OR IN ANY WAY CONNECTED TO YOUR OR YOUR MINOR'S PARTICIPATION IN THE TOURNAMENT OR USE OR INABILITY TO USE ANY EQUIPMENT PROVIDED FOR USE IN THE TOURNAMENT OR ANY PRIZE, EVEN IF A RELEASED PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT WILL THE AGGREGATE LIABILITY OF THE RELEASED PARTIES (JOINTLY) ARISING OUT OF OR RELATING TO YOUR OR YOUR MINOR'S PARTICIPATION IN THE TOURNAMENT OR USE OF OR INABILITY TO USE ANY EQUIPMENT PROVIDED FOR USE IN THE TOURNAMENT OR ANY PRIZE EXCEED \$10. THE LIMITATIONS SET FORTH IN THIS SECTION WILL NOT EXCLUDE OR LIMIT LIABILITY FOR PERSONAL INJURY OR PROPERTY DAMAGE CAUSED BY PRODUCTS PURCHASED FROM THE ORGANIZER, OR FOR THE RELEASED PARTIES' GROSS NEGLIGENCE, INTENTIONAL MISCONDUCT, OR FOR FRAUD.

11.7 Privacy:

See Organizer's Privacy Policy at <https://flexnba.com/pages/terms>.

11.8 Winner List; Rules Request: For a copy of the winner list, send a stamped, self-addressed, business-size envelope for arrival after the applicable Participation Period ends and before a date one year later



to the address listed in Section 11.12 below, specifying which Tournament you're requesting. To obtain a copy of this Handbook, visit [insert URL](#). VT residents may omit return postage.

11.9 Intellectual Property Notice:

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The NBPA identifications are trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of the National Basketball Players Association and may not be used without the prior written consent of National Basketball Players Inc. © 2022 the National Basketball Players Association. All rights reserved.

11.10 Disputes:

BY PARTICIPATING IN THE TOURNAMENT YOU AGREE THAT ANY DISPUTES, CLAIMS, AND CAUSES OF ACTION ARISING OUT OF OR CONNECTED WITH THIS TOURNAMENT OR ANY PRIZE AWARDED WILL BE RESOLVED INDIVIDUALLY, WITHOUT RESORT TO ANY FORM OF CLASS ACTION, AND EXCLUSIVELY BY THE UNITED STATES DISTRICT COURT FOR THE CENTRAL DISTRICT OF CALIFORNIA OR THE APPROPRIATE STATE COURT LOCATED IN LOS ANGELES CALIFORNIA. THIS HANDBOOK IS GOVERNED BY THE LAWS OF THE STATE OF CALIFORNIA, WITHOUT REGARD TO CHOICE OF LAW OR CONFLICT OF LAWS RULES. YOU WAIVE ANY AND ALL OBJECTIONS TO JURISDICTION AND VENUE IN THESE COURTS AND HEREBY SUBMIT TO THE JURISDICTION OF THOSE COURTS.

11.11 General Conditions:

By participating in the Tournament (or in the case of the parent or guardian of a Minor participant, by consenting to the participation of that Minor in the Tournament), you agree to be bound by this Handbook and by the decisions of Organizer, which are final and binding in all respects. Organizer reserves the right to change this Handbook at any time, in its discretion, and to modify, suspend or cancel a Tournament or any entrant's participation in a Tournament should viruses, bugs, unauthorized human intervention, pandemics, public disruptions, or other causes beyond Organizer's reasonable control affect the administration, security or proper play of a Tournament, or Organizer otherwise becomes (in its discretion) incapable of running the Tournament as planned. Participants who violate this Handbook, violate any law, rule, or regulation in connection with participation in a Tournament, tamper with the operation of a Tournament or engage in any conduct that is detrimental or unfair to Organizer, a Tournament or any other participant (as determined in Organizer's discretion) are subject to disqualification from the Tournament. Organizer reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter a Tournament. Organizer reserves the right to disqualify any participants based on inappropriate or offensive conduct. Organizer's failure to enforce any term of this Handbook will not constitute a waiver of that provision. Any provision of this Handbook deemed unenforceable will be enforced to the extent permissible, and the remainder of this Handbook will remain in effect. The use of the terms "include" or "including" in this Handbook is illustrative and not limiting. Capitalized terms have the meanings assigned to them in the Handbook.

11.12 Organizer:

Sequoia Games, Inc., Yorba Linda, California, 92886.



