

**Prize Promotion Rules
Papertrail-Promotion 2026**

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Organiser	Nufin GmbH, Saarbrücker Str. 37A, 10405 Berlin
Contact	Email: support@getmoss.com www.getmoss.com/imprint
Type of Promotion	Quiz / skill based competition with additional random draw element (Merch-Draws)
Participation Period	See FAQ
Winner Selection Date	See FAQ
Promotion Platform	Dedicated website
Territory	Germany

1. Relationship to the General Promotion Terms and Conditions

These Prize Promotion Rules ("Rules") supplement and give effect to the Organiser's General Promotion Terms and Conditions of the (the "General Terms"). In the event of any conflict between these Rules and the General Terms, the General Terms shall prevail unless otherwise expressly provided in these Rules. Capitalised terms have the meanings defined in these Rules or the General Terms.

2. Gameplay

2.1. Playing without Registration

The quiz is accessible to any user without prior registration or login and is free to play. Anonymous gaming does not entitle you to any winnings. A prize can only be won by participants who qualify and register for it.

2.2. Registration and entry into the prize pool

2.2.1. Upon completion of the quiz, the player shall be offered the opportunity to enter the prize pool on the results screen by submitting the following details:

- (a) first name and last name;
- (b) company name
- (c) professional email address.

2.2.2. By submitting these details in full and truthfully, and by accepting the Rules and the General Terms, the player enters the prize pool as a participant ("Participant").

2.3. Number of Attempts

Participants are offered one (1) repeat attempt ("Replay"). The better of the first attempt and the Replay constitute the entry score for both the score displayed on the Leaderboard and the entry for the Participant's score as determined in these Rules. Further attempts are not permitted and shall result in the disqualification of all entries by the Participant.

3. Scoring-System

3.1. Each Participant's Total Score (maximum: 100 points) comprises two components: Accuracy Points (maximum: 80 points) and a Time Bonus (maximum: 20 points), as set out in this Section 3.

3.2. Accuracy Points (0–80 points)

3.2.1. Each question carries a fixed Accuracy Point value. A correct answer awards the full Accuracy Point value for that question. An incorrect answer, or failure to submit an answer before the question timer expires, awards zero Accuracy Points for that question.

3.2.2. By way of exception, for estimation questions ("Fermi Questions"), the following partial-credit rules apply:

- (a) an answer within the exact target range: full Accuracy Points;
- (b) an answer within double the target range but outside the exact target range: half of the Accuracy Point value;
- (c) any other answer: zero Accuracy Points.

3.3. Time Bonus (0–20 points)

3.3.1. Each correct answer attracts a Time Bonus for that question. The aggregate Time Bonus is the sum of the per-question Time Bonuses across all questions in the game. The Time Bonus for each individual question is calculated as follows:

3.3.2. $Time\ Bonus\ (per\ question) = (q / 80) \times 20 \times \sqrt{(1 - t / W)}$

3.3.3. where:

- (a) q = the Accuracy Point value of that question;
- (b) t = time elapsed (in seconds) between the expiry of the Grace Period and the submission of the answer; $t = 0$ where the answer is submitted within the Grace Period;
- (c) W = the Bonus Window for that question (in seconds), being the question timer duration minus the Grace Period.

3.3.4. The Grace Period applicable to each question type is set out in the following table.

Question Type	Grace Period
True / False	10 seconds
Estimation (Fermi Question)	15 seconds
Phishing detection / Invoice comparison	15 seconds
Multiple Choice	20 seconds

3.3.5. An answer submitted within the Grace Period attracts the full Time Bonus for that question. An answer submitted after the question timer expires, or an incorrect answer, attracts a Time Bonus of zero for that question, irrespective of the time taken.

3.4. Score Storage and Display

3.4.1. Total Scores are stored to four decimal places (e.g. 86.4217) for the purposes of ranking and tiebreaking. The score displayed to Participants on the platform is the Total Score rounded down to the nearest whole number (e.g. 86).

3.5. Question Set

3.5.1. Each Participant is presented with the same number and types of questions per game, structured across two Levels as follows.

3.5.2. Level 1 – Knowledge Round (40 Accuracy Points):

#	Question Type	Accuracy Points
1	True / False (Easy)	6
2–3	Multiple Choice (Medium)	10 each (20 total)
4	Fermi Question / Estimation (Hard)	14
	Level 1 Total	40

3.5.3. Level 2 – Visual Tasks (40 Accuracy Points):

#	Question Type	Accuracy Points
5–6	E-mail Phishing Detection	10 each (20 total)
7–8	Master Data Comparison	10 each (20 total)
	Level 2 Total	40

3.6. Where two or more Participants achieve an equal Total Score (to four decimal places), the Participant who completed the quiz first, as recorded by the platform server (completion timestamp), shall rank higher.

4. Bucket-System

4.1. Bucket 1 (All Participants)

Each Participant is automatically assigned to Bucket 1 upon registration.

4.2. Bucket 2 (Additional Task)

4.2.1. Participants will also be assigned to Bucket 2 if, following registration, at least one of the following voluntary actions is completed:

- (a) Sharing the personal result badge on LinkedIn or another approved social network via the personalized tracking link provided; or
- (b) Direct forwarding of the tracking link to another person (e.g. by email, WhatsApp), once the invited person actually accesses the link.

4.2.2. Both options are of equal standing. Self-referencing (accessing one's own link) is not permitted.

4.2.3. The responsibility for sending the tracking link rests solely with the Participant. It is not permitted to forward this information unsolicited to individuals who have not consented to being contacted. The Organiser does not send messages to third parties on behalf of the Participant. Any sample wording provided is non-binding drafting aids only.

5. Prizes

5.1. Prize Table

Category	Prize	Selection
Bucket 1 – Main Prize	Treatwell voucher to the value of ###	Highest score in Bucket 1 (deterministic)
Bucket 2 – Main Prize	Apple AirPods Pro 3	Highest score in Bucket 2 (deterministic)
General Merch Draw (16 prizes)	Moss Merch	Random draw, all Participants with ≥ 50 points
Bucket 1 Merch Draw (8 prizes)	Moss Merch	Random draw, Bucket 1 Participants with ≥ 50 points
Bucket 2 Merch Draw (8 prizes)	Moss Merch	Random draw, Bucket 2 Participants with ≥ 50 points

A participant can win in multiple categories at the same time, provided they satisfy the respective minimum requirements.

5.2. Minimum Score (Merch-Draws)

Participation in the Merch Draws requires a score of at least 50 points. Participants below this threshold are excluded from all merch draws but will continue to be eligible for the performance-based Main Prize selection.

5.3. Treatwell Voucher

The voucher is subject to Treatwell's terms of use, is non-redeemable for cash, non-transferable and can only be redeemed in markets where Treatwell operates. The Organiser accepts no liability for redemption restrictions imposed by Treatwell.

5.4. Moss-Merch

Items are held in stock and are allocated subject to availability. Selection between items, sizes, or colours is not possible unless expressly offered in individual cases.

6. Winner Selection

6.1. Performance-based Main Prizes

At the end of the participation period, the Organiser will determine the participant with the highest score per bucket. The procedure is deterministic; In the event of a tie, the decision will be made by random drawing.

6.2. Merch Draws (Random Draw)

The Merch Draws shall be conducted as independent random draws. A Participant can win in multiple draws.

7. Leaderboard

During the Participation Period, a public leaderboard will be maintained on the platform. Participants are displayed under a pseudonym. The leaderboard shows the highest score achieved in each case. However, the leaderboard does not determine or bindingly reflects the winners, the score or the ranking. No claims may be derived from information displayed on the Leaderboard.