PUBLIC OFFER

for the interactive service game “CITIES”

Version of October 1, 2026. Effective from October 1, 2026.

> *This English translation is provided for information only. In case of any discrepancy, the Uzbek and Russian versions prevail.*

1. TERMS AND DEFINITIONS

Subscriber – an individual aged 18 or over who has concluded an agreement with the Operator for the provision of telecommunication services.

Subscriber Device – user (terminal) equipment owned and used by the Subscriber that gives the Subscriber access to the Content Provider’s services through the Operator’s equipment and communication network by connecting this terminal equipment to the Operator’s communication network.

Acceptance of the Offer – actual use of the Content Provider’s service by the Subscriber, including, without limitation, completing the procedure of sending a request by which the Subscriber confirms their agreement with the terms of the Offer. Upon Acceptance of the Offer, the Subscriber is deemed to have accepted the terms of this Offer unconditionally and in full.

City Name Generator – an interactive algorithm that produces city names in the “Cities” game.

Request – a command generated by the Subscriber by sending an SMS in order to access the Content Service.

Content Service – the educational and entertainment game “Cities” provided by the Content Provider to the Subscriber upon the Subscriber’s Request.

Subscriber’s Personal (Electronic) Account – an electronic account in the Operator’s system used to record the volume of Services rendered and to be rendered by the Operator and the receipt and spending of funds paid under the Subscriber agreement for the Operator’s services.

Mb (megabyte) – a unit of measurement of the amount of data when using the mobile internet traffic provided by the Operator to the Subscriber.

Operator – COSCOM Limited Liability Company (TIN 201788904), which provides telecommunication services to the Subscriber on the basis of the relevant licenses and the agreement concluded with the Subscriber.

Organizer/Content Provider – SMART MOBILE GROUP LLC (TIN 303033193), which has a contractual relationship with the Operator and provides an entertainment service to the Subscriber on the basis of this Offer.

Subscription – provision by the Content Provider to the Subscriber of access to the “Cities” game for a set fee for a certain period of time on the terms of this Offer.

Daily Subscription Package – includes one “Cities” Game Session and is valid from 00:00:00 to 23:59:59 of a calendar day.

Game Rating Points – points awarded for entering a city name correctly, used to determine the winner in the rating of Game Participants for a calendar month.

“Cities” Game Session – includes the provision by the Content Provider of 4 (four) additional attempts if the Game Participant enters a city name incorrectly.

Service Number – a short number allocated by the Operator to the Content Provider for providing the Content Service to the Subscriber.

Network – the set of the Operator's technical facilities (switching and radio equipment, subscriber devices, connecting lines, structures, etc.) through which communication services are provided to the Subscriber within the Republic of Uzbekistan.

SMS (Short Message Service) – a service provided by the Operator to the Subscriber that allows the Subscriber to send and receive short text messages.

Game Participant – a Subscriber of the prepaid service system ("PREPAID") who has accepted these Rules by accepting the offer.

Offer – this public offer on the organization of the content service, published on the websites of the Operator, www.ucell.uz, and of the Organizer, www.smg.uz.

2. GENERAL TERMS AND RULES

2.1. The "Cities" game is introduced as an interactive service aimed at expanding vocabulary, erudition and memory training, as well as at increasing Subscribers' interest in paid services and giving them the opportunity to receive additional services in accordance with the terms of this Offer; it also gives the opportunity to win a prize awarded based on the activity of Game Participants during a calendar month in accordance with the rules set out in this Offer.

2.2. The "Cities" game has been developed and created for Subscribers on the basis of the world-famous game "Cities".

2.3. The "Cities" game is provided by subscription and is a paid service for Subscribers.

2.4. The "Cities" game is provided in Uzbek or Russian at the Subscriber's choice.

2.5. Participation in the interactive game "Cities" is available only to Subscribers of the prepaid service system ("PREPAID") who use the Operator's services on the following tariffs: Availability of the internet package on the following tariff plans:

Family PO	Special 125 BN	Special 45	Doimiy 25
MORE!_MIN_NEW	Good	Special 70	Doimiy 35
Thankfully	Mood_Regional_New	Special 100	Doimiy 40
Good Mood	Good_Mood_Monthly_Full	Good Mood Monthly+	Doimiy 50
Cool Mood	Cool_Mood+	Special 45 BN	Doimiy 55
Excellent Mood	Cool_Mood_Monthly_Full	Special 70 BN	Doimiy 70
Active 45	Excellent_Mood+	Special 100 BN	Yangi Doimiy 70
Active 70	Special 35+	Start 10	Doimiy 100
Active 100	Special 55+	Ovoz 15	Doimiy 150
Student	Special 80+	Internet 60	Start 35
Tantana	Special 125+	Sof_18	Foydali Plus
Katta Tantana	COSMO_16	Sof_30	Yangi Doimiy 70
Special 35	COSMO_23	Sof_40	Katta Doimiy 40
Special 55	COSMO_28	Sof_50	Katta Doimiy 55
Special 80	Special 35+_BNFREE	Sof_70	Katta Doimiy 70
Special 125	Special 55+_BNFREE	Sof_100	Katta Doimiy 100
Good mood Regional	Special 80+_BNFREE	Foydali	Katta Doimiy 150
Marhamat	Special 125+_BNFREE	New Foydali	Yangi Doimiy 70
Special 35 BN	Tantana_Full	Welcome	
Special 55 BN	Katta Tantana_Full	Cordial Welcome	
Special 80 BN	SIMPLE	Doimiy 20	

2.6. The “Cities” game will be available to Subscribers in accordance with the terms of this Offer from June 26, 2024.

3. SUBSCRIPTION FEE AND PARTICIPATION IN THE GAME

3.1. The price of the daily subscription package for the “Cities” game for one calendar day is 1,000 (one thousand) UZS, VAT included.

3.2. The price of the daily subscription package includes the Game Participant’s right to one session of the “Cities” game. A “Cities” Game Session includes the provision by the Content Provider of 4 (four) additional attempts if the Game Participant enters a city name incorrectly. At 23:59:59, any unused attempts of the game session of the daily subscription expire.

3.3. The price of the daily subscription package for the first day and for the subsequent calendar days after activation of the “Cities” game is debited automatically from the Subscriber’s Personal Account.

4. HOW TO ACTIVATE PARTICIPATION IN THE GAME

4.1. Subscription method — SMS to the number 0830: to activate the “Cities” game and take part in it, the Subscriber sends an SMS with any word from the subscriber device to the Service Number 0830.

After any SMS is sent to the Service Number 0830, the Subscriber receives an SMS containing the following information:

- a brief description of the Content Service;
- a link to the website with the Public Offer;
- the option to choose the language of the service (Uzbek, Russian).

If the Subscriber’s Personal (Electronic) Account has sufficient funds to activate the Subscription to the “Cities” game, the Subscriber is given the option to choose the language of the service. By choosing the language of the service, the Subscriber confirms that they have read the terms of this offer and accept it, thereby completing the Subscription to the Content Service.

If the Subscriber’s Personal (Electronic) Account does not have sufficient funds to activate the Subscription to the “Cities” game, the Subscriber receives an SMS notifying them of insufficient funds and recommending that they top up the balance of their Personal (Electronic) Account.

Example: “Dear Subscriber, unfortunately, you do not have sufficient funds on your balance to subscribe to the CITIES service. Top up your balance and try again.”

5. RULES OF THE “CITIES” GAME

5.1. The “Cities” game is played via SMS. After the “Cities” game has been successfully activated, the Game Participant receives the following instructions on the commands for using the service:

Game commands:

- Digit 1 — start the game
- Digit 3 — information on the city names sent during the current day
- Digit 6 — information on the rating points scored
- Digit 7 — help
- Digit 8 — language selection
- STOP — unsubscribe from the “Cities” game

5.2. After the “Cities” game has been successfully started, an SMS message with the first city name of any country is sent to the Subscriber Device. The Game Participant must enter a text message with the name of a city that begins with the last letter of the received message. The game continues until the Game Participant enters a city name that has already been used in the current game session or that begins with a wrong letter, or until the City Name Generator cannot find a city name to continue the game with the Game Participant.

Example: the Game Participant receives a message with the first city name “Samarkand”. In reply, the Game Participant must enter a text message with their own city name, which must begin with the last letter of the previous city, “D” (for example, “Dzhizak”). The interactive game then replies to the Game Participant and sends the name of a city beginning with the letter “K” (for example, “Karshi”). The Game Participant must enter a text message with their own city name beginning with the letter “I”.

5.3. In the “Cities” game, the following Latin letter combinations are used when entering a city name that contains letters of the Cyrillic alphabet:

А а	A a	Б б	B b	В в	V v
Г г	G g	Д д	D d	Е е	E e
Ё ё	E e	Ж ж	Zh zh	З з	Z z
И и	I i	Й й	Y y	К к	K k
Л л	L l	М м	M m	Н н	N n
О о	O o	П п	P p	Р р	R r
С с	S s	Т т	T t	У у	U u
Ф ф	F f	Х х	Kh kh	Ц ц	Ts ts
Ч ч	Ch ch	Ш ш	Sh sh	Щ щ	Shch shch
Ь ь	'	Ы ы	Y y	Ъ ъ	'
Э э	E e	Ю ю	Yu yu	Я я	Ya ya

If a city name ends in a letter written with several Latin characters, as in the example below, and also whenever city names are sent to the Subscriber during the game, the last letter with which the next city name must begin is capitalized and thus highlighted. If the last letter consists of several characters, all of them are capitalized.

For example, if a city name ends in the letter Щ-Shch, the Game Participant must begin the next city name with the same letter and the same number of characters.

5.4. City names in the “Cities” game correspond to the names of cities of the countries of the world and of administrative-territorial units that have city status.

6. PRIZES FOR PARTICIPATION IN THE GAME

6.1. For each correctly entered city name, the Participant receives 45 Mb and 10 game rating points.

6.2. For an incorrectly entered city name, the Game Participant receives 30 Mb and 5 game rating points.

6.3. If, within 5 (five) days, the Subscriber contacts the Content Provider’s call center and proves that their answer was correct, they may receive an additional 15 Mb and 5 game rating points.

6.4. The overall monthly rating of each Game Participant is made up of the game rating points received during the calendar month.

6.5. Every month, the Game Participant who has scored the highest number of game rating points is awarded a prize — a smartphone.

6.6. If several Game Participants score the same number of game rating points, the prize is awarded to the Game Participant who spent the least time thinking and entering the correct city names. In this case, the total time of all correct city name entries is taken into account, from the moment the SMS is received to the moment the city name is entered (including hours, minutes, seconds and milliseconds).

6.7. If a Game Participant has unsubscribed from the Content Service, all accumulated game rating points, except for the day of unsubscription, are automatically cancelled.

6.8. Participants are prohibited from using, when taking part in the game, any software developed for participation in the game or modified in any way, including by interfering with the program code or by any other means, that would affect the speed of entering city names and scoring game rating points.

6.9. All persons who do not meet the requirements or who have violated the requirements of these rules must not use the service and are not eligible to receive a prize.

7. CONDITIONS FOR WINNING A PRIZE

7.1. In order to receive the Prize or be entitled to it, the winner must meet the terms of this Offer and reside in the Republic of Uzbekistan.

7.2. The Content Provider and the Operator reserve the right to exclude, without prior notice, any Game Participants who use the Content Service in bad faith or for fraudulent purposes.

7.3. The Content Provider and the Operator have the right to deny access to the service to individuals who attempt to influence or have influenced (directly or indirectly) the procedure for awarding points by means not specified in this Offer.

7.4. If the winner fails to fulfil any of the terms of this Offer, they lose the right to the prize.

7.5. The Content Provider has the right, at any time and at its own discretion, to check the honesty and good faith of the Game Participant who has become the winner before the prize is handed over. If the winner refuses to undergo a check initiated by the Content Provider, the latter has the right to refuse to give the prize to the Game Participant.

7.6. If the Game Participant who has scored the highest number of rating points and/or who has been awarded the prize refuses to receive it, or if it is impossible to contact them within 10 (ten) days, the prize will be given to the Game Participant ranked second in the rating. If the next Game Participant in the rating also refuses or is unable to receive the prize, the prize is awarded to the next Game Participant, until a Game Participant who agrees to and is able to receive the prize is identified.

7.7. A necessary condition for receiving the prize is that the Game Participant identified as the winner provides, within 10 (ten) days of receiving the notification of the win, a passport with registration details, _____. If the said data are not provided by the Participant, the prize is not given to the Participant and the results of the game are reviewed.

7.8. Prizes under the “Cities” game are not delivered to the Game Participant but are handed over at the Content Provider’s office or at a place determined by the Content Provider.

7.9. All tax obligations related to winning a prize in the “Cities” game are borne by the Game Participant who has received the prize.

8. CHANGES TO THE RULES

8.1. The Content Provider and the Operator reserve the right to cancel, suspend or change these Terms and provisions of the Offer, as well as the organization and/or management of this Content Service, without any right to compensation and without any obligation to give prior notice. Any such changes are made public by an addendum to this Offer before the date the changes take effect.

9. LIABILITY

9.1. The Content Provider is responsible for the technical serviceability of the Content Service and the correctness of the information used in the Content Service. The Content Provider guarantees that the prizes specified in this Offer will be handed over to the Game Participants identified as prize winners in accordance with these terms.

9.2. If, due to force majeure, the described prize cannot be handed over, the Content Provider undertakes to replace it with a prize of equal value.

9.3. The Content Provider and the Operator bear no liability if a situation arises that prevents users from taking part in the game due to technical limitations or other circumstances typical of GSM services, for example: the network is busy, the memory is full, SMS services are used incorrectly, the number specified for this service is dialed incorrectly or blocked by the subscriber device, the device is out of network coverage, there are insufficient funds on the SIM card account, the credit limit is exceeded, etc.

10. DISPUTE RESOLUTION

10.1. Any disputes related to this Content Service must be set out in writing as a claim within five (5) days of the disputed event and sent to the addressee.

10.2. Any disputes arising between the Content Provider, the Operator and the participants of the Content Service will be resolved through negotiations or, if this is impossible after the claim procedure has been followed, by the competent courts of the Republic of Uzbekistan.

11. MANDATORY AGREEMENT OF PARTICIPANTS

11.1. Winners allow the Content Provider and the Operator to reproduce and use their first name, last name and other information, as well as their photo, in any public and advertising activities related to the Content Service in which they won, without providing them with any other remuneration or benefit for such use, except for the prize received.

11.2. Winners agree to take part in advertising interviews, photo shoots and/or video shoots for the purpose of advertising the Content Service.

11.3. Participants may be informed by the Content Provider and the Operator (by SMS or any other means of communication) about subsequent services outside the term of the Content Service.

11.4. All clauses, addenda, annexes and information included in these terms of the Offer or in any other information materials related to this Content Service and published on the website of the Operator, www.ucell.uz, and/or of the Organizer, www.smg.uz, at any time before or during the term of the Content Service form an integral part of the rules of the Content Service.

11.5. The Operator and the Content Provider reserve the right to stop providing the service at any time without prior notice.

11.6. The Operator and the Content Provider are not liable for the amount of funds spent by participants during the term of the Content Service, including funds unlawfully debited from Participants' accounts by third parties.

11.7. By taking part in the Content Service, Participants hereby warrant that all information provided to the Content Provider and the Operator is accurate, up to date and complete.