

CLASSIC SYSTEM AGREEMENT

INTRODUCTION

The classic system is the time proven commercial system from Battlefield Sports™ known worldwide for its simplicity, reliability and ease of maintenance.

The gaming guns use our world leading supra-sensor technology. The key to this technology is that no matter if it is bright high noon or dusk the difference in performance is only around 10%. For example, when shooting a Commando Carbine in sunlight its range is around 455 feet / 140 meters and in shade 500 feet / 155 meters.

So unique and special that Battlefield Sports has won numbers technology and innovation awards.

The classic system suits anyone that simply wants their own excellent gaming guns and our patent-pending gaming inflatables, but does not require the Battlefield LIVE™ license.

(The Battlefield LIVE™ license entitles the holder to a protected territory, rights to run our advanced Live-Plays, and

technology upgrades to support Advanced Live-Plays.)

Typically the classic system suits paintball sites that have experience with combat games and are looking to simply have infrared live gaming as an alternative product.

Here's What You Get

With the Classic System, as well as the gaming guns and gaming inflatables, you get access to the online Battlefield Sports University (BFSU) that includes:

- ~ The **Ticket Drill** software. This is a Windows program that quickly allows you to calculate how much to charge a group based on a wide range of variables like travel distance, number of gaming guns and inclusions like clothing etc. Very valuable for providing consistent quotes based on your companies policies. Battlefield Sports™ will assist you to install and configure this software at no charge.
- ~ Our image library: Lots of hi-resolution quality images for download ideal for creating brochures and web sites.
- ~ How to documentation. The BFSU has many useful tools and tech-



niques for operating a live gaming business including technical information. Not to mention, access to and rights to run the basic Live-Plays from the Codex that includes briefings for each team, conceptual maps and tested game mechanics.

Codex: The Basics

A Live-Play is a script for a live action scenario, including mission objectives, descriptions of scenes and props (such as which gaming guns will be used), and if relevant, team backgrounds.

The Basic Live-Plays are:

- ~ Death Match
- ~ Capture the Base
- ~ Encounter Assault
- ~ V.I.P Escort
- ~ Sniper.

These Live-Plays cover the common events from kids' parties to team building scenarios suitable for large

The Classic Story

groups and a Live-Play that this perfect for very small groups. Also included with the Classic System is free email technical support regarding the gaming guns.

We seek to be your long term technology partner so in exchange for use of the BFSU and access to our years of know-how, you agree to use only Battlefield Sports™ infra-red gaming guns as your business expands.

THE FINE PRINT

Client's Title

A 50% initial investment is due when placing your order. The balance is due when the goods are ready for shipping. The title to the goods passes to the client once payment in full has been received.

Shipping

On all items, except inflatables, Battlefield Sports will ship the goods (CIF) to the customer by air freight to nearest major international airport, as specified by the customer.

Gaming inflatables will ship by sea freight from China to your nearest major sea port. These freight charges are included in the package price. You as the customer, are responsible for collection of goods from port (air & sea) including any Duties or Taxes into the Client's Country/State and any extra importation or re-delivery charges.

Warranty Terms

The gaming guns are warranted by Battlefield Sports to be free from defects in material and workmanship under normal use and reasonable care (subject to BFS' diagnosis) for a period of 24 months from the date of original purchase. Battlefield Sports™ recommends all operators maintain at least one spares kit per 10 gaming guns purchased to ensure adequate parts are always readily available. Our warranty covers both parts and labor.

In the case of gaming guns sold as used, the 24 month warranty commences from the month of its

manufacture as indicated on the unit's serial number.

All freight and insurance charges are the responsibility of the client.

Battlefield Sports™ shall not accept any responsibility caused by inadequate or unsuitable packaging. This warranty does not cover any product which has been subject to misuse, abuse, neglect, accidental damage, excess heat or

moisture, improper voltage or current when charging or alteration that affects the reliability or performance of the unit not attributable to faulty manufacture. Inflatable barricades have a warranty against manufacturer defects for 30 days.

Scopes are warranted for 6 months.

Infra-red transmitters, sensor cables, switches & buttons used in the goods are explicitly excluded from the warranty as they are considered consumables.

Bar to Action

The Client agrees that this Order may be pleaded as a bar to any action, suit or proceedings taken at any time by the Client against Battlefield Sports™ arising out of or as a consequence of using the Battlefield Sports™ equipment or any incidental activities. The client agrees to indemnify and keep indemnified Battlefield Sports™ against any actions, suits, claims, proceedings, losses, damages, compensation sums of money, costs (including legal costs on an attorney), charges, expenses or demands of whatever nature or kind made by any person in respect of any matter or thing done or omitted to be done, negligence,

breach of statutory duty or any matter or thing arising out of the sale, supply to or use of the Goods.

Binding on Successors

Your order binds the heirs, admin-



istrators, executors, personal representatives, dependants (if any) and successors of the Client and endures for the benefit of Battlefield Sports™ and its successors & assigns.

Intellectual Property

The client acknowledges Battlefield Sports™ owns the Intellectual Property rights in the Goods. This order does not confer in favor of the client any rights, nor does it assign, transfer or give to the client any other right to use or copy Battlefield Sports' Intellectual Property rights in the Goods.

The client agrees not to use our trademarks "Battlefield LIVE™" or "Ready, Aim... Fun!™" or "Battlefield Sports™" to describe their product or service. If you would like to, please ask us about our Licensing Agreements .

The client must keep confidential all information and technical data disclosed by Battlefield Sports™ to the client in the Goods unless prior released to the public domain by Battlefield Sports™. Public domain includes information published to the public on Battlefield Sports' web sites.