

Terms and Conditions of „QuestBox” game purchase

The text of the actual contract, permanently placed in the Internet at <http://questbox.lv/distances-ligums-eng.pdf>, contains all the essential terms of the agreement and represents an offer of Limited Liability Company "SUPERKASTE" (reg. no. 40103974561) for any third party (using <http://questbox.lv> site on the Internet) to enter into an agreement on specified terms.

The text of this agreement is available in Latvian, English and Russian.

Agreement

Limited Liability Company "SUPERKASTE" (reg. no. 40103974561) and the third party, who accepted the offer placed on the Internet at <http://questbox.lv>, entered into this Agreement on the following:

1. Terms and Definitions

1.1. questbox.lv - web site providing disposable packaging and distribution of "QuestBox" puzzle game.

1.2. "Customer" - the third person (natural or legal person) who has expressed the wish to obtain a box with the game and confirmed the order by making the payment.

1.3. "Implementer" – LLC "SUPERKASTE" (reg. no. 40103974561)

1.4. "QuestBox" – puzzle game, a box with a set of products from one or more independent brands, as well as own-made goods and / or paper handouts needed to determine the encrypted codes. Age limit: 14 years and older.

1.5. The Version of the Box – the name of one of the specific thematic bundles of the QuestBox game boxes. Available for order at the time of the conclusion of the Agreement Versions and their prices are published at questbox.lv.

1.6. All other terms and definitions, found in the text of the Agreement, shall be interpreted by the Parties in accordance with current legislation of the Republic of Latvia.

2. Subject of the Agreement

2.1. Acceptance of the offer stipulated by actual Agreement is:

2.1.1. Filling in the order form for one of the Versions of the QuestBox game boxes on the questbox.lv site or sending the application by e-mail to info@questbox.lv.

2.1.2. Familiarization with the terms of actual Agreement. In this case, the third-person action referred to in paragraphs 2.1.3 is considered a confirmation reference to the terms of the Agreement.

2.1.3. Making a payment of 100% prepayment of the game and the cost of the shipping costs (if applicable) in accordance with received e-mail with prepayment invoice.

2.1.4. Also, making payment means, that Customer confirms the correctness of the information on the method and address of delivery (the information specified in the application is being sent to the Customer for verification together with the prepayment invoice).

2.2. The text of the actual Agreement is permanently placed in the Internet at <http://questbox.lv/distances-ligums-eng.pdf>.

2.3. The offer to order a specific Version of the QuestBox is up-to-date, while the corresponding offer is posted on the questbox.lv web site.

2.4. The Implementer has the right to remove and add offers of different Versions of QuestBoxes, and also to change the price without preliminary informing the Customers and potential Customers. Changes cannot affect the implementation of Agreements already concluded.

2.5. In case of inaccuracies in the information provided by the Customer or the need to change the information about the delivery, the Customer can contact the Implementer by e-mail (info@questbox.lv), specifying the personal order number (invoice number).

3. Contents of the Box with the "QuestBox" Game

3.1. A branded box consists of the goods of one or several brands needed to find and decrypt several codes that are the answer of the puzzle.

3.2. Contents of the box with the "QuestBox" game is not edible.

3.3. The Implementer shall not be liable for the use in food or other inappropriate use of contents of the box with "QuestBox" game.

3.4. In addition to the items, instructions and a form for filling in the answers are placed in the box.

3.5. In case of absence of some items in the box, replacement is made only if there is a video recording of the unpacking immediately after receiving the parcel and until the paper seal is broken. All cases of shortage or defects in content are resolved individually using e-mail (info@questbox.lv).

4. Delivery

4.1. The box with "QuestBox" game is being sent within two business days from the receipt of the prepayment (the time of conclusion of the contract). The customer will be informed of the fact of shipping, as well as the average delivery time of the selected delivery method

4.2. Delivery can be performed using Latvia Post service, or using the services provided on the questbox.lv portal.

4.3. Other possibilities and conditions of delivery can be arranged individually.

4.4. In case of unforeseen delays the situation will be solved with the Customer in an individual order.

4.5. If it is not possible to deliver a specific version of the box due to the unavailability of some components, the Customer will be immediately informed and the customer will be offered the options for refunding the prepayment, obtaining a different version, or waiting for the bundle of this version with an approximate time of execution.

5. Payment Procedure

5.1. Payment could be made via Internet transfer to the Implementers bank account specified in an integrated payment system on questbox.lv web site.

5.2. Payments via PayPal account or Visa / MasterCard are also accepted in an integrated payment system on questbox.lv web site.

5.3. In case of ordering delivery outside the Republic of Latvia, the cost of delivery is also included in the invoice. Conditions, method and cost of delivery are being agreed with the Customer individually.

6. Responsibility of the Parties, Dispute Settlement Procedure, Special Conditions

6.1. Responsibility of the parties is determined by the current legislation of the Republic of Latvia and in accordance with actual Agreement.

6.2. Implementer shall not be liable in case of inadequate rendering of a service that arose due to inaccuracy, insufficiency or untimely information and / or documents provided by the Customer, as well as the terms of the Agreement that arose due to other violations by the Customer.

6.3. Implementer shall not be liable for the discrepancy between the provided service and the Customer's expectations and / or his subjective assessment.

6.4. Implementer is released from responsibility for full or partial failure to fulfill the obligations provided by actual Agreement, if this failure was a consequence of force majeure circumstances that arose after the conclusion of the Agreement, as a result of events of an extraordinary nature that the Parties could neither foresee nor prevent by reasonable measures. In case of mentioned situations, possible solutions to the situation shall be discussed individually in the course of negotiations.

6.5. Implementer shall not be liable for any indirect / indirect losses and / or lost profits of the Customer and / or third parties, loss of information resulting from the use or inability to use the web site and the service.

7. Validity of the Agreement

7.1. The Agreement comes into force from the moment specified in clause 2.1.3. and is valid until the Parties fulfill their obligations.

7.2. The Implementer is considered to have fulfilled its obligations at the moment of delivery of the "QuestBox" game to the Customer.

8. Right of Return

8.1. In accordance with the Consumer Protection Law of the Republic of Latvia, the Customer can use the right of refusal and unilaterally withdraw from actual Agreement within 14 calendar days, except for the cases described in Clause 22 in Regulation No. 255 of the Cabinet of Ministers of the Republic of Latvia.

8.1.1. The refusal with the subsequent return of payment is permissible in case "QuestBox" game was not sent, or the box was not unpacked and opened after receipt.

8.2. The costs for the delivery of the "QuestBox" game upon return shall be borne by the Customer.

9. Privacy Policy

9.1. Service provider undertakes not to transmit the Customer's information to any third party without written consent of the Customer, except cases when it is required by the legislation of the Republic of Latvia or the legislation of the Republic of Latvia has been violated, or Remote Agreement have been violated.

10. Disputes of the Parties

10.1. All disputes and disagreements shall be resolved through negotiations of the Parties. If disputes cannot be settled through negotiations, they shall be settled in accordance with the legislation of the Republic of Latvia.

IMPLEMENTER

Name: **LLC "SUPERKASTE"**

Legal address: **Rīga, Viestura prospekts 53 - 9, LV-1005, Latvija**

Registration number: **40103974561**

Bank account: **LV58HABA0551041363556**

Bank SWIFT code: **HABALV22**

Bank: **Swedbank JSC**

The last update of the Agreement is August 06, 2017.