UFO STEAM Courses – Terms and Conditions

- 1. **<u>UFO STEAM Courses</u>** ("Services") comprises of the following courses:
 - 1.1. Course No.1: UFO STEAM Workshop (total of 1 lesson), HK\$300 one-off payment.
 - 1.2. Course No.2: Metaverse Online Experience Classes (6 lessons), HK\$500 one-off payment, user has unlimited access to revisit for this 6 lessons for 12-month upon purchase.
 - 1.3. Course No.3: Minecraft Coding Course (total of 8 lessons), HK\$3,600 one-off payment.
 - 1.4. Course No.4: 2D/3D Digital Arts Course (total of 8 lessons), HK\$3,600 one-off payment.
 - 1.5. Course No.5: Metaverse Creation Program (total of 6 lessons), HK\$3,900 one-off payment.For more details of the above courses, please refer to UFO School's website (https://www.ufo.school/supremesteamen).
- To purchase and use the Services, Customers must be 3G, 4G LTE and 5G mobile customers of 3HK / SUPREME. The Services and this agreement will be terminated immediately if the Customer is no longer a mobile customer of 3HK / SUPREME for any reason.
- 3. Customer will receive a course redemption code from 3HK / SUPREME via SMS upon purchasing the Service. Customer must redeem the Service via a designated website of UFO School by inputting the courseredemption code and personal information.
- 4. Customer must keep the course redemption code secure. 3HK / SUPREME will not be responsible for any loss ordamage arising from the loss or unintentional disclosure of the course redemption code.
- 5. The Service is provided by a third party supplier, namely GO VR Immersive Limited ("UFO School"). The content of the Service may change without any prior notice. 3HK / SUPREME will not be responsible for any liability incurred from or in connection with the content and/or use of the Service(including but not limited to the accuracy of the information provided by UFO School, and any fees, expenses, losses and damages incurred from or caused by the use of the Service by the Customer or any other persons). 3HK / SUPREME shall have the right of final discretion as to any dispute in all respects in relation to the Service.
- 6. Customers can purchase and redeem multiple courses at the same time.





- 7. Customers can purchase the same course repeatedly.
- 8. The Customer is not entitled to any refund of the fees paid for the Services, including where the Customer does not, or is not able to, attend all of the lessons in a course for any reason.
- 9. Customer is subject to the terms and conditions of the Service upon successful activation of the Service, and also the 3G, 4G LTE and 5G Service Terms and Conditions of 3HK / SUPREME (http://www.three.com.hk/ or http://www.supreme.vip/). In case of any conflict between the terms and conditions of the Service asspecified herein and the 3G, 4G LTE and 5G Service Terms and Conditions of 3HK / SUPREME, the former will prevail.
- 10. Upon signing of this service agreement, Customer confirms they understand and agree to (i) the terms and conditions of the Service as set out herein; and (ii) the Terms of Use (https://www.ufo.school/courses-terms-conditions) of UFO School ("UFO Schools Terms of Use"). UFO School may change the UFO School Terms of Use at any time without further notice. UFO School will have right of final decision in case of any dispute.
- 11. 3HK / SUPREME is not responsible for any charge or loss incurred by the customer who apart from having subscribed for the Service through 3HK / SUPREME also subscribes for the same service through any otherchannel for any reason.
- 12. 3HK / SUPREME will have the right at any time to amend or cancel the contents, terms and conditions of the above offers without prior notice. 3HK / SUPREME will have the right of final decision in case of any dispute.
- 13. Terms and Conditions of the Service are governed by the laws of Hong Kong and the Customer shall submit to the non-exclusive jurisdiction of Hong Kong courts.
- 14. Should there be any inconsistencies between the Chinese and English versions of these terms and conditions, the English version will prevail.



