

Allianz AweZome Discovery 2024 Terms and Conditions

The Allianz AweZome Discovery 2024 (“**Campaign**”), comprising of the AweZome Discovery Roadshow, the Allianz 3x3 Basketball Tournament, the Allianz Entrepreneurial and Leadership Workshop and the Allianz Young Entrepreneur Challenge (severally, “**Event**”, and collectively, “**Events**”), is organised by Allianz Life Insurance Malaysia Berhad (“**Allianz Malaysia**”) based on the terms and conditions stated herein.

Part A: Campaign Period and Locations

1. This Campaign will run from 8 August 2024 until 3 November 2024, both dates inclusive (“**Campaign Period**”) at the Universities stated below. Each University will have its own date for the Events (“**AweZome Discovery Day**”). The AweZome Discovery Day dates and the specific venues for each Event will be announced on Allianz Malaysia’s corporate website at www.allianz.com.my and the respective Universities’ communication channels.
2. The Campaign’s finale will be held on 2 November 2024 and 3 November 2024 at Pavilion Bukit Jalil (“**AweZome Discovery Finale**”).
3. Allianz Malaysia may at its absolute discretion vary the Campaign Period or the date of the AweZome Discovery Day or AweZome Discovery Finale at any time with or without any prior notice.

Part B: Eligibility

The Campaign is open to anyone who fulfils the following criteria (“**Eligible Persons**”):

1. is currently residing in Malaysia;
2. must be at least seventeen (17) years old at the date of participation in the Campaign;
3. must be a student enrolled in any one of the *following universities and colleges (severally, “**University**” or collectively, “**Universities**”):
 - I. *Multimedia University (“MMU”)*
 - II. *Sunway University (“Sunway”)*
 - III. *Taylor’s University (“Taylor’s”)*
 - IV. *UCSI University (“UCSI”)*
 - V. *Universiti Putra Malaysia (“UPM”)*
 - VI. *Universiti Kebangsaan Malaysia (“UKM”)*
 - VII. *Universiti Tunku Abdul Rahman (“UTAR”)*
 - VIII. *HELP University**Allianz Malaysia reserves the right and discretion to make any changes to the list of universities and colleges stated above.

Eligible Persons can only participate in the Events held at the Universities that they are enrolled in.

Part C: The AweZome Discovery Roadshow (“Roadshow”)

Section 1: Participation

Eligible Persons who wish to take part in the Roadshow must register at the designated registration area at the Roadshow held at their respective Universities.

Section 2: Rules and Regulations

1. Participants must complete all the designated activities at the Roadshow, including the AweZome Ride, AweZome Punch, AweZome LEAP and AweZome YOU (collectively, “**Activities**”), in order to collect a total of

four (4) stamps. Only participants who have collected all four (4) stamps will be eligible to receive a prize.

2. Participants are welcome to participate in the Activities multiple times, but they will only be eligible to redeem one (1) prize.

Section 3: Prizes

Participants who have registered and completed all four (4) designated Activities, and collected all four (4) stamps, will have the opportunity to spin the wheel and redeem an exclusive Allianz merchandise ("**Prize**").

Part D: The Allianz Entrepreneurial and Leadership Workshop ("Workshop")

Section 1: Participation

Eligible Persons who wish to attend the Workshop must register via the registration page az.my/awesome-workshop prior to the commencement of the Workshop at their respective Universities.

Section 2: Rules and Regulations

1. Participants must attend the entire duration of the Workshop. Only participants who complete the Workshop will be awarded a certificate of participation.
2. Participants are expected to arrive on time and return promptly from breaks in between the Workshop. Late arrivals may not be allowed to join the Workshop once it has started.
3. The details of the Workshop will be informed later by the Universities through their respective communication channels.

Section 3: Prizes

Participants who have registered and attended the entire Workshop will receive a certificate of participation.

Part E: The Allianz 3x3 Basketball Tournament ("Tournament")

Section 1: Participation

1. The Tournament is separated into all-male and all-female team categories (severally, "**Team Category**") at all levels.
2. Eligible Persons who wish to participate in this Tournament must register through their University's basketball or sports club ("**Sports Club**") by completing and submitting the prescribed registration form ("**Tournament Registration Form**") to their respective Sports Club before the stipulated deadline as determined by Allianz Malaysia which will be announced by the respective University via its communication channels or platforms. The Sports Club shall then compile and forward the submitted Tournament Registration Forms to Allianz Malaysia within the stipulated timeline as determined by Allianz Malaysia. Allianz Malaysia shall not be held responsible for any failure by the Eligible Persons or the Sports Club to submit the Tournament Registration Forms before the respective deadlines.
3. Each team must consist of four (4) players all of whom must be Eligible Persons. The names of these players must be stated in the Tournament Registration Form. Any Eligible Person who has not attained the age of eighteen (18) years old shall obtain their parent's or legal guardian's consent in writing in the form as prescribed by Allianz Malaysia prior to participating in the Tournament.
4. The first player named in the Tournament Registration Form i.e. "Player No. 1" will serve as the designated team captain for each team, and shall act as the representative and spokesperson for the team throughout the Tournament.
5. Each player shall represent and participate for only one and the same team throughout the Tournament.

6. Once a team has submitted their Tournament Registration Form, no further changes to the team's roster are permitted, except in cases of medical emergencies, which must be supported by a valid medical certificate from a doctor, or other exceptional circumstances approved by Allianz Malaysia. Change requests must be submitted to Allianz Malaysia through the Sports Club of their respective Universities. If changes are permitted under these conditions, any associated costs must be borne by the team.

Section 2: Game Play, Rules and Regulations

1. The Tournament will follow a 3x3 format in accordance with the official International Basketball Federation ("FIBA") rules, with technical support provided by the Malaysia Basketball Association ("MABA"). These rules are subject to change unless otherwise specified.
2. The Tournament is played on a standard 3x3 basketball court.
3. The Tournament will be scheduled in advance, and teams must adhere to the provided schedule.
4. All games must start with four (4) players on each team.
5. Game will be forfeited if a team doesn't show up with the full quorum after five (5) minutes from the designated start time.
6. A coin flip prior to the start of the game will determine which team has the initial possession.
7. Following is the game play for 3x3 basketball:
 - I. **Check Ball:**
 - After each interruption (e.g., ball out of bounds, foul, free throws), play resumes with a 'check' where the defensive player hands the ball to the offensive player at the middle of the court beyond the throwing circle.
 - II. **Continuation After a Successful Basket:**
 - Possession changes after a successful basket.
 - Unlike traditional basketball, there is no throw-in or check; the game continues immediately.
 - The team that conceded the basket must bring the ball behind the throwing circle once before attacking.
 - The team that scored must allow the offensive player in the semicircle under the basket and stay outside the small semicircle until the ball is passed or dribbled out.
 - III. **Continuation After Offensive Rebound:**
 - If the attacking team gets an offensive rebound, they can immediately shoot without bringing the ball behind the throwing circle again.
 - IV. **Continuation After Defensive Rebound, Block, or Steal:**
 - If the defending team gains possession via a defensive rebound, block, or steal, they must bring the ball behind the throwing circle before initiating an attack.
 - V. **Jump Ball Situation:**
 - After a jump ball, possession goes to the defensive team.

VI. **Fouls and Free Throws:**

- Defensive fouls on offensive players inside the throwing circle result in one (1) free throw; if outside the throwing circle, two (2) free throws are awarded.
- If a foul does not occur during a shot, possession changes without free throws.
- Upon reaching more than six (6) fouls in a game, the opposing team receives two free throws after each foul.
- From the tenth (10th) foul onward, two (2) free throws plus possession are awarded after each foul.
- Personal fouls are not individually counted in 3x3 basketball.

VII. **Winning Conditions:**

- The first team to reach the twenty-one (21) points or the team with the highest score at the end of regulation time wins.

VIII. **Overtime Rules:**

- If the game is tied at the end of regulation, an overtime period is played. The first team to score two (2) points in overtime wins the game.

IX. **Post Game Procedure:**

- The team captains of both teams must sign the scoresheet to ensure the correct score is reported. If there is a discrepancy, the decision of the Tournament committee will be final.

8. Any disputes arising during the Tournament will be resolved by the Tournament officials and referees, whose decision will be final and binding.

9. The Tournament consists of three (3) levels:

Level 1 is an intra-university competition where each team competes against their peers from the same University. Levels 2 and 3 are inter-university competitions where the shortlisted teams represent their own University and compete against other Shortlisted Teams from different Universities.

I. **Level 1: Preliminary Round at the AweZome Discovery Day**

- Each team will compete in their respective Team Category using a double-elimination format against their peers within their respective Universities.
- The top four (4) teams of each Team Category from each University will advance to the Semi-Finals or Finals ("**Shortlisted Teams**") to compete with the Shortlisted Teams from other Universities during the AweZome Discovery Finale.
- The Shortlisted Team who is the Team Category's champion of its University ("**University Champion**") will automatically advance to the Finals.
- The 2nd, 3rd, and 4th place Shortlisted Teams of the respective Team Category from each University will enter the Semi-Finals and compete for a spot in the Finals.

II. **Level 2: Semi-Finals at the AweZome Discovery Finale**

- The 2nd, 3rd, and 4th place Shortlisted Teams from each University will compete against the 2nd, 3rd, and 4th place Shortlisted Teams from other Universities, in the respective Team Category.
- The teams must wear the jersey provided by Allianz Malaysia.
- Six (6) Shortlisted Teams who won in the Semi-Finals will advance to the Finals ("**Finalist Teams**").

III. **Level 3: Finals at the AweZome Discovery Finale**

- Fourteen (14) teams comprising of eight (8) University Champions and six (6) Finalist Teams, will compete in the Finals in their respective Team Category.
- The teams must wear the jersey provided by Allianz Malaysia.
- The top three (3) teams from the fourteen (14) teams of each Team Category will be selected as the winning teams of the Tournament ("**Winning Teams**").

- If any player is ill or unfit to participate in the Tournament, that player or his/her team captain shall notify Allianz Malaysia and that player that is ill or unfit shall not participate in the Tournament. Allianz Malaysia shall have the absolute discretion to stop any player that is ill or unfit from participating in the Tournament and to decide whether or not to allow the remaining players of the team to continue with the Tournament.

Section 3: Prizes

- A total of four (4) prizes (“Prizes”) for each Team Category, consisting of one (1) Champion, one (1) 2nd place, one (1) 3rd place and one (1) 4th place as stated in the table below will be given out to the Preliminary Round’s University Champion and Shortlisted Teams respectively at the AweZome Discovery Day at each University.

Prize	Entitlement
Champion	<ul style="list-style-type: none"> RM500 for the University Champion Certificate for each University Champion team member
2 nd place	<ul style="list-style-type: none"> RM400 for the 2nd place Shortlisted Team Certificate for each Shortlisted Team member
3 rd place	<ul style="list-style-type: none"> RM300 for the 3rd place Shortlisted Team Certificate for each Shortlisted Team member
4 th place	<ul style="list-style-type: none"> RM200 for the 4th place Shortlisted Team Certificate for each Shortlisted Team member

- A total of three (3) prizes (“Prizes”) for each Team Category, consisting of one (1) Champion, one (1) 2nd place and one (1) 3rd place, as stated in the table below will be given out to the Final’s Winning Teams at the AweZome Discovery Finale.

Prize	Entitlement
Champion	<ul style="list-style-type: none"> RM5,000 for the Winning Team Trophy for the Winning Team Certificate for each Winning Team member
2 nd place	<ul style="list-style-type: none"> RM3,000 for the Winning Team Trophy for the Winning Team Certificate for each Winning Team member
3 rd place	<ul style="list-style-type: none"> RM2,000 for the Winning Team Trophy for the Winning Team Certificate for each Winning Team member

Part F: The Allianz Young Entrepreneur Challenge (“Challenge”)

Section 1: Participation

- Eligible Persons who wish to participate in this Challenge must register through their University’s business faculty or business-related club (“**Business Club**”) by completing and submitting the prescribed registration form (“**Challenge Registration Form**”) to their respective Business Club before the stipulated deadline as determined by Allianz Malaysia which will be announced by the respective University via its communication channels or platforms. The Business Club shall then compile and forward the submitted Challenge Registration Forms to Allianz Malaysia within the stipulated timeline as determined by Allianz Malaysia. Allianz Malaysia shall not be held responsible for any failure by the Eligible Persons or the Business Club to submit the Challenge Registration Forms before the respective deadlines.
- Each team must consist of three (3) to five (5) members all of whom must be Eligible Persons. The names of these members must be stated in the Challenge Registration Form. Any Eligible Person who has not attained the age of eighteen (18) years old shall obtain their parent’s or legal guardian’s consent in writing in the form as prescribed by Allianz Malaysia prior to participating in the Challenge.
- The first member named in the Challenge Registration Form i.e. “Team Member No.1” will serve as the designated team leader for each team, acting as the representative and spokesperson for the team throughout the Challenge.

4. Each member shall represent and participate for only one and the same team throughout the Challenge.
5. Any changes to the team members must be approved by the Business Club's representative(s) before the team submits their business proposal at the preliminary round (Level 1) of the Challenge.
6. Once a team has submitted their business proposal, no further changes to the team members are permitted.
7. Each University is allowed to have up to ten (10) teams to participate in this Challenge.

Section 2: Rules and Regulations

1. All business proposals submitted by each team must be original and fully completed by the team members themselves according to the requirements set by Allianz Malaysia and any plagiarism, copying or using of all or any part of a third party's idea, work, or intellectual property without proper attribution or credit and permission is strictly prohibited. Any violation of this rule will result an immediate disqualification of the whole team regardless of whether any of the team members was unaware of such act being committed and Allianz Malaysia shall have the absolute right and discretion towards such decision.
2. Business proposals and presentations must be in English and submitted in a presentation format (e.g., PowerPoint, PDF, Canva), with a file size not exceeding 4MB.
3. The Challenge consists of two (2) levels:
Level 1 is intra-university competition where each team competes against their peers from the same University. Level 2 is an inter-university competition where the Shortlisted Teams will represent their University and compete against other Shortlisted Teams from different Universities.
 - I. **Level 1: Present the Business Proposal on the AweZome Discovery Day**
 - Participating teams from each University will present their business proposals to a panel of judges on the AweZome Discovery Day. Each University will have its own AweZome Discovery Day, which will be determined and announced later by Allianz Malaysia and the respective University.
 - The presentations will take place at the participating teams' respective University on a specified date and time determined and mutually agreed upon by Allianz Malaysia and the respective University. The schedule for the presentation will be communicated to the participating teams in advance. Each participating team will be given 10 minutes to present its business proposal, followed by a 10-minute Q&A session in which the Shortlisted Team must defend its strategies and respond to the judges' questions.
 - II. **Level 2: Run the Business on the AweZome Discovery Finale**
 - Three (3) of the participating teams from Level 1 that have been selected from each of the Universities as finalist teams ("**Finalists**") will compete head-to-head at the AweZome Discovery Finale which will be held at Pavilion Bukit Jalil on 2 November 2024 and 3 November 2024 (both dates inclusive).
 - Each Finalist will receive RM1,000 seed funding to implement and run their business booths that will be set up at Pavilion Bukit Jalil during the AweZome Discovery Finale. The seed funding must be used strictly for business expenses related to the implementation and running of their business booths. Any expenses exceeding the RM1,000 seed funding, will be borne by the Finalists respectively and will not be reimbursed by Allianz Malaysia.
 - The Finalists will be assigned one (1) mentor from Allianz Malaysia for each team to guide them through their planning and offer strategic insights to maximise the success of their business booths.
 - The Finalists must operate their business booths from 10am to 10pm each day throughout the Awesome Discovery Finale period.
4. The teams must conduct themselves professionally and ethically throughout the Challenge. Any form of harassment towards anyone or any other form of misconduct by any participant that participates in this Challenge will result in an immediate disqualification of his/her entire team.
5. Attendance at all competitive stages is mandatory for all Shortlisted Teams and the Finalists, except in cases of medical emergencies, which must be supported by a valid medical certificate from a doctor and submitted

immediately on or before the event date, or other exceptional circumstances approved by Allianz Malaysia. Failure to comply with this requirement will result in the team's immediate disqualification.

6. Finalists who fail to operate their booth for the full two (2) days during AweZome Discovery Finale without valid reason, open their booths late, or leave early will be penalised by repaying the full sum of RM1,000 seed funding to Allianz Malaysia.
7. The judging criteria for each level are as follows:

I. Level 1: Business Proposal & Presentation

No.	Criteria	Score Ratio
1	Innovation Originality & creativity	20%
2	Feasibility Practicality & operational plan	20%
3	Financial viability Budgeting, profitability & resource management	15%
4	Market Potential: Target market, demand, and competitive analysis	15%
5	Presentation Skill: Clarity, confidence, and persuasiveness	20%
6	Q&A Performance Ability to respond effectively to questions	10%

II. Level 2: Business Sales & Operation

No.	Criteria	Score Ratio
1	Overall Sales Performance Tangible progress, impact, customer experience and sales results	50%
2	Business Execution Implementation of the business proposal, marketing strategies and problem-solving	35%
3	Booth Setup & Presentation WOW factor, tasteful setup and presentation of the business	10%
4	Teamwork and Leadership Collaboration, role distribution and leadership	5%

8. The top three (3) Finalists will be selected as the winning teams of the Challenge ("**Winning Teams**").
9. Each participating team retains the rights to their own business ideas and intellectual property.
10. For safety and regulatory reasons, food and beverage business proposals are strictly prohibited in this Challenge. This includes any business ideas involving the preparation, distribution, or sale of food and drink products. The decision to exclude these types of proposals is made to ensure the health and safety of all attendees in view that the handling food and beverages can pose various risks, such as foodborne illnesses and contamination.
11. All Finalists will take home one hundred percent (100%) of the profits they earned from their business sales during the two (2) days' AweZome Discovery Finale.
12. Any disputes arising during the Challenge will be resolved by the judges, whose decision will be final and binding.

Section 3: Prizes

A total of three (3) prizes ("**Prizes**"), consisting of one (1) Champion, one (1) 2nd place and one (1) 3rd place, as stated in the table below will be given out at the AweZome Discovery Finale.

Prize	Entitlement
Champion	<ul style="list-style-type: none"> • RM3,000 for the Winning Team

	<ul style="list-style-type: none"> • Trophy for the Winning Team • Certificate for each Winning Team member
2 nd place	<ul style="list-style-type: none"> • RM2,000 for the Winning Team • Trophy for the Winning Team • Certificate for each Winning Team member
3 rd place	<ul style="list-style-type: none"> • RM1,000 for the Winning Team • Trophy for the Winning Team • Certificate for each Winning Team member

Part G: The AweZome Discovery Draw ("Draw")

Section 1: Participation

The Draw will be conducted on the AweZome Discovery Day. Eligible Persons who wish to take part in the Draw must register by scanning the QR Code which will be shared at their respective Universities during the AweZome Discovery Day.

Section 2: Rules

Participants must complete their registration and answer a question in the form correctly in order to stand a chance to win an exclusive Paris mascot plushie ("Plushie").

Section 3: Prizes

Four (4) participants of the Draw who fulfil Section 2 (Rules) will be selected from each University to win a Plushie (collectively, "Draw Winners" or individually, the "Draw Winner").

Section 4: Winner Selection

1. The participants will be assigned a running number starting from serial number "1", according to the date and time of the registration recorded in Allianz Malaysia's corporate website.
2. The serial numbers allocated to the participant will be tabulated to derive the total serial number. The total serial number will then be divided by the number of Plushies to be given out (i.e. 4) for each University to derive the round-down number which will be used as a multiplier to select the Draw Winners.
3. Example:
Total participants at a particular University: 100
 - will be divided by 4 which equals to 25 (round down if required)
 - Participants assigned with serial number in the multiplier of 25 (i.e. 25, 50, 75 and etc.) will be selected as the Draw Winners.
4. Winners will be notified via a text message at the contact number provided by them during registration within one (1) month after the Campaign ends.

Part H: Campaign Winners, Announcement and Notification

1. The selection of the Tournament and Challenge's Winning Teams shall be final.
2. In the event a University Champion, Shortlisted Team or a Winning Team or any of its members rejects, forgoes or fails to claim or redeem the Prize for any reason whatsoever, the University Champion, Shortlisted Team or Winning Team or that particular member will be deemed to have forfeited or disclaimed all rights, interests and claims to that Prize, and the Prize will be dealt with according to the sole and absolute discretion of Allianz Malaysia.
3. The Winning Team members' full names will be published on Allianz Malaysia's corporate website at www.allianz.com.my by 8 November 2024.

4. The Prizes are strictly non-transferable, non-refundable and not exchangeable for cash or otherwise under any circumstances and the Prizes will only be given to the Winning Teams as verified by Allianz Malaysia.
5. Prize images shown in any marketing and advertisement materials are for illustration purposes only and may vary in certain aspects from the actual Prize received.
6. Allianz Malaysia reserves the right to request for documentation or written proof of identification, age, and place of residence of any or all Winning Teams of this Campaign before awarding the Prizes.
7. Winning Teams of this Campaign shall be responsible to contact Allianz Malaysia via email to aznextgen@allianz.com.my within twenty (20) days from the date the Winning Teams are informed of their entitlement if they did not receive their respective Prizes. Any request for compensation of any Prize not received by the Winning Team or any of its members that is not due to the fault of Allianz Malaysia, shall not be entertained.
8. Allianz Malaysia reserves the absolute right to change and/or substitute any of the Prizes, for this Campaign with other prize(s) of similar value at any time with or without any prior notice or reason.
9. Allianz Malaysia shall reserve the rights to use the names, photographs and/or videos of any participants including the Winning Teams as materials for the purposes of publicity, without any prior notice to them. By participating in this Campaign, all participants consent to such use of their names, photographs and/or videos by Allianz Malaysia and shall not be entitled to claim ownership or any forms of compensation for such materials or publicity.
10. For the avoidance of doubt, unless otherwise stated in the terms and conditions herein, all participants shall arrange for their own logistics and be solely responsible for their own costs and expenses for participating in the Campaign including but not limited to the following: -
 - I. Meals;
 - II. Accommodations;
 - III. Trainings or classes;
 - IV. Transportation to and from respective Universities;
 - V. Transportation to and from Pavilion Bukit Jalil; and
 - VI. Materials and supplies for the Tournament or Challenge.

Part I: General Terms and Conditions

1. By participating in this Campaign, the participants hereby agree to be bound by these terms and conditions stipulated herein and all decisions made by Allianz Malaysia in relation to this Campaign shall be final, conclusive and absolute and no appeals and related correspondence in relation to the decisions of Allianz Malaysia will be entertained.
2. Allianz Malaysia shall not be held liable for nor entertain any delay and/or failure in the receipt of any Campaign registrations due to the inability of the participants' or the respective Sports Clubs or Business Clubs' Internet Service Provider company and/or telecommunication network to provide timely or efficient internet and/or telecommunication services.
3. Allianz Malaysia reserves the absolute right and discretion to disqualify a participant from this Campaign if:
 - (a) the participant fails to comply with the terms and conditions of this Campaign stipulated herein;
 - (b) the participant is found or suspected to have done anything which is in conflict with the terms and conditions of this Campaign and/or its process or operations, including but not limited to fraudulent activities involving any act of deceit and/or deception and/or cheating with regards to the participation of this Campaign; or

- (c) the participant is found or suspected to have provided any information that is untrue, inaccurate and/or incomplete.

For the avoidance of doubt, the above list of events is non-exhaustive. Allianz Malaysia is entitled to exercise its rights and discretion as it deems fit to disqualify any participant.

4. By participating in this Campaign, the participants acknowledge that the Events under this Campaign involve certain levels of danger, risk, and stress. Any participant that has or may have any underlying medical condition or physical limitation should consult and get clearance from their medical doctor before participating in this Campaign or any part thereof.
5. Allianz Malaysia shall not be liable for any losses or damages whatsoever suffered by the participants or any third parties, whether directly or indirectly, arising out of or in connection with this Campaign.
6. Allianz Malaysia shall not be liable for any loss, damage, claim, injury, death or accident incurred or suffered, in any circumstances, by the participants or any third parties, whether directly or indirectly, arising out of or in connection with this Campaign.
7. Allianz Malaysia reserves the absolute right and discretion to cancel, terminate or suspend this Campaign or vary its terms and conditions without any prior notice or reason. For the avoidance of doubt, the participants hereby agree that they are not entitled to any form of compensation whatsoever arising from all losses or damages incurred as a direct or indirect result of the said cancellation, termination, suspension, or variation by Allianz Malaysia.
8. The Campaign is not sponsored, endorsed, organised by or associated with the Universities, Pavilion Bukit Jalil, FIBA nor MABA. The Universities, Pavilion Bukit Jalil, FIBA and MABA are not responsible for any content published for this Campaign.
9. By participating in this Campaign, the participants agree and consent to allow their personal data being collected, processed, and used by Allianz Malaysia, Allianz Malaysia Berhad and/or Allianz General Insurance Company (Malaysia) Berhad (collectively, "**Allianz Group of Companies**") in accordance with the Personal Data Protection Act 2010. In addition, the participants agree and consent to their personal data or information being collected, processed, and used by Allianz Group of Companies for the following purposes:
 - Operations and administrative process of this Campaign;
 - Update Allianz Group of Companies records;
 - Market research and statistical analysis and surveys with the aim of improving Allianz Group of Companies products and services;
 - For advertising and promotion purposes; and
 - For any purposes required by law or regulation.

If the participants wish to cease receiving any Allianz Group of Companies' marketing material or no longer wish to be contacted for marketing and promotional purposes by Allianz Group of Companies, please send an email to customer.service@allianz.com.my. Please note that Allianz Group of Companies will take two (2) to four (4) weeks to comply with such request.
10. The terms and conditions herein shall prevail over any inconsistent terms, conditions or representations contained in any other materials, including but not limited to promotional or advertising materials, for this Campaign.
11. The terms and conditions of the Campaign shall be governed and interpreted in accordance with the laws of Malaysia and are subject to the exclusive jurisdiction of the courts of Malaysia.