

## Beeta Game App General Rules

### Beeta Ecosystem

Beeta Game App is part of the Beeta Ecosystem which includes:

- Beeta Game App, with its missions, points, ranking, feedback, Beeta Class, personalized challenges, tutorials, Beezz (Tips&Tricks for energy saving);
- Beeta Box, the multi-protocol IoT Gateway/Edge Computer (8 protocols on board, 3 via USB) which communicates with the user through multi-sensorial physical feedbacks;
- Compatible devices (sensors and actuators) for the smart home, freely available on the market; the user could start with the Beeta Box and only one sensor and, after, buy other new devices, remotely configurable on the Beeta Box;
- Beeta Premium App, for managing the Beeta Box and the devices associated with it;
- Web portal to access detailed information, etc.

The Beeta Box, through smart-info, communicates with e-distribuzione smart meter and in the future will communicate with the «2G» smart meter, through an ad-hoc Tera device (available around Q2 2019).

The intellectual property of the Beeta system is protected, in relation to the brand, the Beeta Box design, its main functions (Patent for Industrial Invention and PCT - patent pending), the app design and the Game/Beeta Ecosystem rules (copyright).

### Beeta Game App aim

Beeta Game App aim is to increase the awareness and virtuous behavior of users in terms of energy savings in homes and buildings.

Playing an original game arranged in Missions, the user provides information needed for defining his home's features, about energy consumption and potential energy saving, and receives points (called Honey Points), feedback (called Beezz) and notifications about the Beeta Class.

The Beeta Class is a smart and simple classification obtained via Tera algorithms based on building structure, plants, and user habits.

The more information will be inserted by the user the more accurate will be the Beeta Class.

The user could start playing Beeta Game App in "Freemium" mode then, using Beeta Box, pass to the Beeta Premium App.

Regarding Tera algorithms, it is specified that:

in "Freemium" mode

- has a first basic version, statistical type, activated already by the compilation of the first mission,
- has also a second version that requires more details by the user, deterministic type, activated thanks to missions that are accessible only when the user has completed first missions group;

in "Premium" mode

- has a third version, with an AI-machine learning engine, which improves the accuracy of consumption/savings and suggestions in order to obtain a saving. Furthermore, it tailors suggestions for the specific user, thanks to sensor's data analysis. The system will be more accurate if the user has more sensors installed at home and if interacts more with the app's missions.

### The Game

The game is organized in missions to be completed. Each Mission allows the user to obtain points, called **Honey Point**, useful for the ranking; this game section allows sharing of some information (nickname, photo, score, ranking and badge).

**The Honey Points assigned to each user are related to a specific house. It is not allowed for different usernames to register the same house.**

### Missions, self-reading of utilities, scores

There are three types of Missions:

- Blue "special" Missions - for defining the home structural part, including plants and their consumption; these missions influence the Beeta Class;
- Green Missions - concerning the user's habits and behavior or other situations that influence the energy consumption; some of these missions are decisive for the Beeta Class;
- Orange Missions - with questions related to the user's opinion regarding specific energy issues.

Some missions are consequential to the others: if not active, these are in grey and will be colored and available to the user only after completing the preparatory missions.

The user can complete only a number of missions daily. The others will be made progressively available by the system.

By completing each mission, the Beeta Game App will give to the user the Beezz - tips&tricks on energy savings - and improve the Beeta Class.

The "self-reading utilities" missions can only be accessed by the "Home" section and are continuous and repetitive missions.

These missions are of three types:

- Self reading of energy meter – executable one at hour (3 points each one, 20 bonus points every ten daily self-readings done);
- Self reading of water meter – executable every three hours (10 points each one, max 30 points daily);
- Self reading of gas meter – executable every three hours (10 points each one, max 30 points daily);

User can do all self-readings he wants; the more self-readings performed, the more detailed the consumption analysis will be.

**N.B.: The Self-reading mission has the only aim to provide useful information for creating consumptions trend curve both on a daily and hourly basis.**

### Beeta Game App Contest

During the year Tera will start various contests which allow the players to win an awards/benefits.

The number of winners, the contest period and the award/benefit will be established and communicate from time to time.

**“MWC 2019 Contest”** (from 25th February 2019 to 4th March 2019)

- **Contest participation:** the user will have to enter the coupon code #MWC19 in “Your Coupon” mission (inside “GREEN” missions)
- **Awarded User:** 1st
- **Beeta Kit:** n.1 Beeta Box + n.1 Energy Meter + n.1 CO2 sensor + n.1 multisensor + n.1 Smart Plug (for further information, see “Rewarding, 1 – c”).

All other non-winners will be able to order their Beeta Kit from the "Preorder" section on the website [www.beeta.it](http://www.beeta.it).

### Previous Contest

1. **“Classifica Generale”** (from February 2018 to 31 May 2018) - the first 100 users in the ranking determined by the Honey Points, will receive a "Kit", composed as indicated in "Rewarding, 1 - a".
2. **“Secondo Contest”** (from June 2018 to 1st October 2018) - the first 100 users in the ranking determined by the Honey Points, excluding users already awarded, will receive a "Kit", composed as indicated in "Rewarding, 1 - b".
3. **“Contest di Natale 2018”** (from December 2018 to 1st February 2019) - the first 100 users in the ranking determined by the Honey Points, excluding users already awarded, will receive a "Kit", composed as indicated in "Rewarding, 1 - b".

### Rewarding

1. The winners will receive a "Beeta Kit" composed by:
  - a) Winners of the first deadline:
    - N.1 Beeta Box: a multiprotocol smart gateway/edge computer which collects data from the on-board sensors, from sensors installed in the rooms and those connected with the house energy plants and send multisensory reports to the user; it is required an internet line (ADSL or other) in the house, accessible via Ethernet or WiFi;
    - N.1 Multisensor: to measure automatically parameters: temperature, relative humidity, movement, brightness, UV (wireless connection with Beeta Box);
    - N.1 CO2 sensor: to monitor the CO2 level in the room where it is installed (wireless connection with Beeta Box);

- N.1 Smart Plug: to monitor and control any appliance connected to an electrical socket (wireless connection with Beeta Box);
- N. 1 Smart Meter Reader (Smart Info): a device which allows to read general electrical consumption from the smart meter. The "prosumer" users, owner of a production plant (typically photovoltaic), could also read the energy production; wireless connection with Beeta Box.

b) Winners of the second and third deadline:

- N.1 Beeta Box: a multiprotocol smart gateway/edge computer which collects data from the on-board sensors, from sensors installed in the rooms and those connected with the house energy plants and send multisensory reports to the user; it is required an internet line (ADSL or other) in the house, accessible via Ethernet or WiFi;
- N.1 Multisensor: to measure automatically parameters: temperature, relative humidity, movement, brightness, UV (wireless connection with Beeta Box);
- N.1 Smart Plug: to monitor and control any appliance connected to an electrical socket (wireless connection with Beeta Box);
- N. 1 Smart Meter Reader (Smart Info): a device which allows to read general electrical consumption from the smart meter. The "prosumer" users, owner of a production plant (typically photovoltaic), could also read the energy production. Wireless connection with Beeta Box;
- N. 1 Smart Thermostat (wireless connection with Beeta Box) to be mounted on the wall which allows the implementing of the "smart thermostat" function.

c) Winners of the "MWC 2019 Contest":

- N.1 Beeta Box: a multiprotocol smart gateway/edge computer which collects data from the on-board sensors, from sensors installed in the rooms and those connected with the house energy plants and send multisensory reports to the user; it is required an internet line (ADSL or other) in the house, accessible via Ethernet or WiFi;
- N.1 Multisensor: to measure automatically parameters: temperature, relative humidity, movement, brightness, UV (wireless connection with Beeta Box);
- N.1 Smart Plug: to monitor and control any appliance connected to an electrical socket (wireless connection with Beeta Box);
- N. 1 Smart Meter Reader (Smart Info) or Energy Meter: a device which allows to read general electrical consumption from the smart meter;
- N.1 CO2 sensor: to monitor the CO2 level in the room where it is installed (wireless connection with Beeta Box).

2. Tera can check data and values correctness entered by the users; furthermore, Tera reserves the right to request further and documented information before proceeding with the assignment of the Beeta Kit; the modalities will be adequately communicated to the winners.

3. In case of a tie, will be considered in the order: the date of the score acquisition and the Beeta Class; in case of further parity, will be made a draw;

4. The Beeta Kit will be sent by Tera to the user provided address;
5. The Beeta Kit will be delivered "for free" for an indefinite period, not less than 3 months; after this time, Tera may request a restitution for diagnostic reasons.
6. The user may refuse to receive/decide to return the Kit any time, (with shipping costs charged to Tera) but he can't transfer his Kit to third parties or discard it.
7. It is forbidden the Beeta Box manumission, or operate on the hardware: the simple opening of the plastic box - through the screws on the lower side - implies the return of the Beeta Box to Tera. Beet Box, however, complies with the sector legislation (as the "CE" mark), is covered by warranty against faults not due to improper use by the user, but for which Tera is always responsible.
8. During office hours is active a telephone line (+39 080 2147776) and a message line (+39 328 449 4225) for the users assistance;
9. Each users could pre-order the Beeta Kit from website [www.beeta.it](http://www.beeta.it).
10. Each user, after the Beeta Kit adoption, could continue to use the Beeta Game App, to complete self-reading missions or any other new missions, accumulating new Honey Points which will be converted into "Honey Coin", which means discounts on the purchase of the Beeta Box or other products and services.
11. Specific features for "prosumer" users will be introduced when the Beeta Kit will be connected to the photovoltaic inverter.

### **Copyright**

The rules of "The Beeta Game" contribute to the creation of the "Ecosystem Beeta": both are owned by Tera. Therefore, no part of these documents which refer to the Game and the Ecosystem can be replicated without authorization: the regulation of the "The Game and Ecosystem Beeta" is protected by Copyright Tera srl.

### **Limitations, responsibility of the manufacturer and the user**

Tera is not responsible if the user uses any element of Beeta Game App / Beeta Kit for purposes other than those specified here; Tera attributes these users direct responsibilities regarding any event in the home or regarding any expectation different from that informative. The Beeta Class does not replace the Energy Efficiency Certificates but is complementary to them, as it helps the user to consider different aspects and to become more aware of their energy consumption.

### **Privacy Policy**

As concern privacy policy and data processing, the responsibility is of Tera srl which rely to specialized companies for data retention on the Cloud. On [www.terasrl.it](http://www.terasrl.it) and [www.beeta.it](http://www.beeta.it) it is possible to read and download the Privacy Policy and the Data Processing.