
**JAKE'S JINGLE QUEST
TERMS AND CONDITIONS**

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- 1. HOW TO PLAY:** You may play Jake's Jingle Quest (the "Game") on any internet-connected device by: (i) visiting <https://statefarmgamerhoodchallenge.com/> (the "Website") (ii) clicking on the "Click Here to Play Now" button, and (iii) filling out the on-screen registration form. **Normal internet access or device usage charges imposed by mobile carriers may apply to Game participation via your mobile device, which shall be your sole responsibility.** The authorized account holder of the email account provided during registration will be deemed to be the Game participant. State Farm is not liable for any failure of the Game, regardless of cause or the person responsible, including, but not limited to, any problem or technical malfunction of any computer, online system, or server or technical problem. Registered Game participants who use inappropriate or offensive usernames (as determined by State Farm in its sole discretion) may be disqualified from participation.
- 2. GAME PLAY:** Jake's Jingle Quest is a platform game where you will, as Jake the player character, with 60 seconds of game play to start, move through the level as quickly as possible to collect the most musical notes, while simultaneously avoiding attacks from enemies and attempting to knock them out of game play. The object of the game is to acquire as many points as possible. Game play and point accumulation for each level occurs as follows:

Level 1:

- The game play timer begins at 60 seconds, and the game ends when the timer reaches 0.
- When Jake moves forward, the level moves with him, keeping Jake in the center of the play space. You accumulate 100 points for each in-game meter that is moved in relation to the game's starting point (i.e., points continue to accumulate as Jake moves forward through the level). Once the play space has moved forward, it cannot move backwards, even if Jake moves backwards from the center position (in which case no forward momentum will occur and no points will accumulate). Accordingly, the faster Jake moves through the level without stopping, the more points you will accumulate.
- You earn 150 points for every enemy Jake knocks out, which occurs by jumping on top of the enemy.
- You lose 100 points each time Jake is hit by an enemy.
- You earn points by collecting music notes that appear randomly during game play. You earn 120 points for the first music note collected, and the points will increase by 120 for each consecutive music note collected thereafter without missing one (if you pass a music note you cannot move backward to collect it) or without being hit by an enemy. For example, your first note is 120 points, the second consecutive note is 240 points, the third consecutive music note is 360 points, etc. If you miss a note or get hit by an enemy, the point value of the music notes reverts to 120 for the first music note.
- If Jake collects 5 consecutive music notes (without missing or without being hit by an enemy), 10 seconds will be added to the game play clock. If Jake collects 10 consecutive music notes (without missing or without being hit by an enemy), 10 additional seconds will be added to the game play clock. This 10-second bonus may only be earned once at each of the 5x and 10x intervals, for a maximum game play clock of 80 seconds.

Level 2:

- Game play is the same as Level 1, except that you also earn 1,000 points for each enemy Jake knocks out, which occurs by jumping on top of the enemy.

Level 3:

- Game play is the same as Level 2, except that you also earn 1,000 points for blocking an enemy projectile using the shield mechanic.

Level 4:

- Game play is the same as Level 3, except that for so long as you are in “Super Speed” mode, cumulative point accumulation for collecting consecutive musical notes will continue despite missing a musical note or being hit by an enemy.

Level 5:

- Game play is the same as Level 4, except that you also earn: (i) 5,000 points for collecting the State Farm Logo Power-Up; (ii) 1,000 points for jumping on the Boss’s head; and (iii) 10,000 points for beating the Boss by jumping on his head three (3) times.

At each Level 1 through 5, when the timer reaches 0 seconds, game play is over. At the conclusion of each game, you will receive a score based on a combination of: (i) the total distance Jake traveled, (ii) the total number of points received from music notes collected and enemies knocked out, and (iii) the number of times Jake was struck by an enemy. Your score is recorded into the database.

3. GENERAL:

- a. State Farm reserves the right in its discretion to disqualify any participant who: (i) tampers or attempts to tamper with the operation of the Game; (ii) violates these Terms and Conditions; or (iii) acts in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person. In the event a participant attempts to deliberately damage the Game or the Website or any other platform associated with the Game, undermine the operation of the Game, or otherwise violate any applicable laws in connection with such participant's participation in the Game, Sponsor reserves the right to pursue all legal remedies available to it against such participant.
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