

The Prize

Grand Prize (1): A scholarship to one session of GameCamp. Travel to and from Seattle will be included. Camp scholarship includes room and board.

Session Dates:

Session one:	July 5 - 10
Session two:	July 12 - 17
Session three:	July 19 - 24
Session four:	July 26 - 31

Camp Fees (partial prize value):

Ages 10 - 17

Resident: \$595

GameCamp™ Contest Rules

1. No Purchase Necessary: To enter, go to the entry form as directed and email the entry, along with your name, address, phone number, and email address to Wizards of the Coast, Inc. ("Wizards") at . Winners will be determined by Wizards, whose decisions are final. All contestants who submit entries will be entered into a random drawing to be held on or about June 20, 1997. Prize winner shall be notified via electronic mail. No substitutions of prizes will be allowed should the featured prize(s) become unavailable, except at the option of Wizards. No purchase or payment of any money is necessary to enter. One entry per Internet address. Entries must be received before 12:00 P.M. (PST), June 15, 1997. All entries become exclusive property of Wizards and will not be acknowledged or returned. Wizards assumes no responsibility for lost, late, ineligible, incomplete, or misdirected entries or for technical or other failure, including Internet traffic, which may prevent or restrict access to the website.

2. Prizes:

Grand Prize (1): Scholarship to one session of GameCamp. Travel included. (**Approx. retail value:** US \$1,000.00. See info under prizes).

3. Odds of Winning: Odds of winning depend on the number of valid entries received.

4. Eligibility: By participating in this contest, contestants accept these rules and all restrictions contained therein. This contest originates in the state of Washington, U.S.A., and all matters relating to this contest are governed by U.S. law. This contest is not running in jurisdictions where similar skill-based games and contests are prohibited by law. Non-compliance with time parameters or return of any prize/prize notification as undeliverable will result in disqualification. Winner may be required to sign affidavit of eligibility/release of liability/prize acceptance ("Affidavit") within five (5) days of receipt of notification, or forfeit prize. If winner is a minor, then winner's legal guardian must co-sign Affidavit. By acceptance of prize, winner agrees to use of his or her name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Wizards and its respective affiliates and distributors are not eligible. Neither Wizards nor its respective affiliates, subsidiaries, divisions, or related companies is responsible for any damages, taxes, or expenses that winner may incur as a result of contest participation or receipt of any prize. Winner further acknowledges that Wizards neither has made nor is in any way responsible or liable for any warranty, representation, or guarantee, express or implied, in fact or in law, relative to any prize, including but not limited to quality, mechanical condition, or fitness, except as such is contained in the written warranty included within each prize package.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to GameCamp Online Winners, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. Requests for winners' lists must be received by June 30, 1997. Allow four (4) weeks for delivery of winners' list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state, provincial, and local regulations apply.

7. Sponsor: This contest is sponsored solely by Wizards of the Coast, Inc.

WIZARDS OF THE COAST, **Magie: The Gathering**, and **GAMECAMP** are trademarks of Wizards of the Coast, Inc. (c)1997 Wizards of the Coast, Inc.

[\[Wizards Main Page\]](#) | [\[Game Center Main Page\]](#) | [\[Top\]](#)