

HI-5 Grand Challenge

Terms and Conditions

Key Terms

Challenge	HI-5 Grand Challenge
mypaloma	<p>PALOMA AI Pty Ltd ABN 93 687 437 118</p> <p>Address: Cairns, Queensland 4861, Australia</p> <p>Email: info@mypaloma.ai</p> <p>Website: mypaloma.ai</p>
Challenge	Participate in any (or multiple) of the 5 categories (1 - 5) which involve building, developing and creating technology or marketing materials in line with the Challenge Judge Criteria, to contribute to the foundational pillars of mypaloma technology swarm. All participants of categories 1 to 5 are automatically included in Category 6 Bonus.
Challenge Categories	<p>The Challenge is made up of six different Categories as detailed in Annexure 1.</p> <p>Category 1 – Storytelling</p> <p>Category 2 – Simulation</p> <p>Category 3 – Protocol</p> <p>Category 4 – Mobile App</p> <p>Category 5 – Desktop App</p> <p>Category 6 – Bonus</p>
Registration Period	<ul style="list-style-type: none"> • Category 1 – Storytelling <ul style="list-style-type: none"> ○ Start Date: 10:00am AEST, 22 October 2025 ○ End Date: 5:00pm AEST, 22 July 2026 (Submission deadline) • Category 2 – Simulation <ul style="list-style-type: none"> ○ Start Date: 10:00am AEST, 29 October 2025 ○ End Date: 5:00pm AEST, 25 February 2026 (Submission deadline) • Category 3 – Protocol <ul style="list-style-type: none"> ○ Start Date: 10:00am AEST, 05 November 2025 ○ End Date: 5:00pm AEST, 24 June 2026 (Submission deadline) • Category 4 – Mobile App <ul style="list-style-type: none"> ○ Start Date: 10:00am AEST, 12 November 2025 ○ End Date: 5:00pm AEST, 08 April 2026 (Submission deadline) • Category 5 – Desktop App <ul style="list-style-type: none"> ○ Start Date: 10:00am AEST, 19 November 2025 ○ End Date: 5:00pm AEST, 27 May 2026 (Submission deadline) • Category 6 – Bonus <ul style="list-style-type: none"> ○ Start Date: N/A ○ End Date: N/A
Shortlist Period	<ul style="list-style-type: none"> • Category 1 – Storytelling <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 23 July 2026 ○ End Date: 5:00pm AEST, 29 July 2026 • Category 2 – Simulation <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 26 February 2026

	<ul style="list-style-type: none"> ○ End Date: 5:00pm AEST, 04 March 2026 • Category 3 – Protocol <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 25 June 2026 ○ End Date: 5:00pm AEST, 01 July 2026 • Category 4 – Mobile App <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 09 April 2026 ○ End Date: 5:00pm AEST, 15 April 2026 • Category 5 – Desktop App <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 28 May 2026 ○ End Date: 5:00pm AEST, 03 June 2026 • Category 6 – Bonus <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 27 August 2026 ○ End Date: 5:00pm AEST, 02 September 2026
Merger Period	<ul style="list-style-type: none"> • Category 1 – Storytelling <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 30 July 2026 ○ End Date: 5:00pm AEST, 10 August 2026 • Category 2 – Simulation <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 05 March 2026 ○ End Date: 5:00pm AEST, 16 March 2026 • Category 3 – Protocol <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 02 July 2026 ○ End Date: 5:00pm AEST, 13 July 2026 • Category 4 – Mobile App <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 16 April 2026 ○ End Date: 5:00pm AEST, 27 April 2026 • Category 5 – Desktop App <ul style="list-style-type: none"> ○ Start Date: 9:00am AEST, 04 June 2026 ○ End Date: 5:00pm AEST, 15 June 2026 • Category 6 – Bonus <ul style="list-style-type: none"> ○ Start Date: N/A ○ End Date: N/A
Judging Period	<ul style="list-style-type: none"> • Category 1 – Storytelling <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 11 August 2026 • Category 2 – Simulation <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 17 March 2026 • Category 3 – Protocol <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 14 July 2026 • Category 4 – Mobile App <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 28 April 2026 • Category 5 – Desktop App <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 16 June 2026 • Category 6 – Bonus <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 15 September 2026
Winner Announcement Period	<ul style="list-style-type: none"> • Category 1 – Storytelling <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 12 August 2026 • Category 2 – Simulation <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 18 March 2026 • Category 3 – Protocol <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 15 July 2026 • Category 4 – Mobile App <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 29 April 2026 • Category 5 – Desktop App <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 17 June 2026

	<ul style="list-style-type: none"> • Category 6 – Bonus <ul style="list-style-type: none"> ○ Date: 9:00am – 5:00pm AEST, 16 September 2026
Challenge Finalists Event	At the end of all Categories, all Category Finalists must attend the Challenge Finalists Event, with details of the event (including date, and time) to be notified to the Category Finalists when Category Finalists are named and notified.
Prize	<p>The Prize are made up of Category Prizes, Bonus Prizes and the Audience Choice Prize:</p> <p><u>Category 1-5 Prizes:</u></p> <p>For each category, each Winner will receive monthly distributions from mypaloma’s subscription revenues, capped at the Prize amount awarded, and subject to the Prize Conditions set out below.</p> <p><u>Category 6 Bonus Prizes:</u></p> <p>Five US\$200,000 awards announced at mypaloma’s global launch event for the following Bonus Prize Categories:</p> <ul style="list-style-type: none"> • Best Storytelling Human Story • Best Cross-Team Integration • Best Open-Source Movement • Best Innovation & Creativity • Most Diverse Team <p>The Bonus Prizes are open to Entrants from Categories 1–5; selected by the judging panel in accordance with the applicable HI 5 Challenge Judging Criteria set out at Annexure 2. Bonus Prizes will be distributed in accordance with the Prize Conditions as set out below. The Bonus Prize Category “Most Diverse Team” applies only to winner or shortlisted teams.</p> <p><u>Audience Choice:</u></p> <p>For each Category 1-5 and each Bonus Prize Category, there will also be an Audience Choice Vote, facilitated at the in-person, Challenge Finalists Event. If the Audience Choice vote is different to the judge’s chosen Winner, the Audience Choice Winner team will receive a single Prime NFT. This will be distributed to the Audience Choice Winner team promptly following the announcement of the Audience Choice Winners.</p> <p>Prize Conditions</p> <p>The Category Prizes and Bonus Prizes are not lump-sum prizes; they are profit-share payments contingent on mypaloma being profitable (i.e., revenue minus operating costs and taxes). Distributions are made monthly while profit exists for that month, and for as long as the Winners’ members and products continue to align with mypaloma’s core vision and messaging of community respect and wellbeing. Each Winner (being the winning team) for each Category and each Bonus Prize Category, along with any other non-challenge profit share awardees, will receive equal amounts from the total profit of each relevant month (e.g. 7 winning teams, 3 founders, month profit US\$620,000, therefore each of the 10 (7+3) will receive an equal amount of US\$62,000, or the residual if their cap is reached within this amount). This will continue until the awarded cap has been reached. If mypaloma does not generate net subscription profit in a given month, then there will be \$0 profit share distribution for said month.</p> <p>Distribution will be sent electronically to the nominated Team Leader. It is the sole responsibility of the Team Leader to further distribute the Prize to individual team members.</p>

Entrants	<p>Entry is open to:</p> <ul style="list-style-type: none"> • An individual aged 18 years or over. • An individual not employed or contracting FTE (Full Time Equivalent) to an organisation with 10 or more FTEs. • An individual that registers for the Challenge during the Registration Period for a Challenge Category.
Challenge Teams	<ul style="list-style-type: none"> • An Entrant must designate a unique Challenge Team by adding a team name into the Designated Team Name field within their registration details on the Challenge's official Registration Page. • An Entrant can change their Designated Team at any time during the Challenge's Registration Period. • An Entrant can only nominate 1 Challenge Team • An Entrant can change their Challenge Categories at any time during the Challenge's Registration Period. • An Entrant must have at least 1 Challenge Category. • A Challenge Team must have at least 3 Entrants that have designated the Challenge Team's Name in their registration details (as above). • A Challenge Team with significant Team disputes at the time of Challenge Shortlisting will be automatically disqualified. • Any Challenge team registering for the Mobile App (Category 4) or Desktop App (Category 5) will automatically be entered and assessed for the P2P Protocol (Category 3) as part of their submission, so no separate registration is required. • All Challenge Teams will have access to technical specifications, either as a PDF document for portable, and as a MS Word document for open-source updatability.
Submission Details	<ul style="list-style-type: none"> • Each submission must consist of a complete package of materials for the judges. This includes links to a public GitHub repository containing all code and a comprehensive README.md file. • A mandatory component of the submission is a video demonstration of no less than 5 minutes. This video is a critical tool for the judging process and will be used for both the initial shortlist selection and the final winner selection. mypaloma reserves the right to display this video on the Kickstarter campaign pages, and to use it as promotional material for the event and for post-event publicity. • The submission process is for the Challenge Team to send an email to submissions@mypaloma.ai prior to 5pm AEST of the Challenge Period End Date for the respective Category. • The recommended subject of the submission email is "HI-5 Grand Challenge Submission for [Team Name]", with the email body containing the team leader, all team members (legal full name, DOB), the Challenge Category, and any technical achievements, the story of your team, the difficulty of your journey, or anything else you believe matters that the judges may use in the shortlisting process.
Judging Panel	<ul style="list-style-type: none"> • The judging panel will consist of no less than a quorum of three judges • The judges will be at least one representative from mypaloma, one representative from James Cook University (JCU), and one representative from an external industry expert. • The selection of the judges and structure of the judging panel is of the sole discretion of mypaloma.

<p>Shortlisting Details</p>	<ul style="list-style-type: none"> • For the following 5 working days directly after the submission deadline, the judging panel will select a shortlist of three finalist teams for each category group. • Shortlisted teams will be notified within these 5 working days that they have been shortlisted. • Shortlisted teams will also be notified if they have been given the option to “consolidate or separate”. • The team’s decision must be kept secret (i.e. not known by anyone or the general public), only to be revealed when asked by a judge or the event host at the finalist judging event what their answer is. Breach of this secret may result in disqualification from the event (at the discretion of the judging panel). • Teams that decide to consolidate have the 8 days between notification and the finalist judging event to assemble a new combined solution, including a new (no less than) 5-minute explainer/demo video of the combined solution. • It is mandatory for all Team Members of the shortlisted teams to participate in the finalist event, either in person or virtually. Failure to do so without good reason may result in disqualification from the event (at the discretion of the judging panel). • The more that all Team Members contribute to the presentation, the more the judges will deem an even distribution of knowledge and understanding of the solution being presented. This scoring component (at the discretion of the judges) will be used to determine the Team’s final score as well as relevant Bonus Categories. • Teams that decided to consolidate receive an automatic win. • Winning solutions that are considered substandard by the judging panel will not be awarded the profit-share prizemoney until a written list of criteria (by the judging panel) are implemented. • Winning solutions that are not awarded the profit-share prizemoney will be provided a written “Challenge Solution Change List” containing possible mandatory and optional criteria to be implemented prior to resubmission. • The Challenge Solution Change List will be made public on the official Challenge website for full transparency and accountability of the judging panel’s decision. • For any solutions undergoing the resubmission process, all other registered teams competing in that Challenge Category are encouraged to also resubmit their (altered) solutions. Any resubmissions received by the judging panel after resubmission date will be ignored, including the winning team’s solution. • The judging panel will assess all resubmissions up to receiving the winner’s resubmitted solution. • The judging panel retains the discretionary right to choose a new winner from the resubmitted solutions, including awarding the profit-share prizemoney to this new winning team. • The judging panel retains the discretionary right to terminate the resubmission process loop at any time, even if there is not Challenge Category Winner. • The Storytelling Category Winner will be the only team allowed to document and broadcast members of the judging panel during the resubmission process. For any teams resubmitting their solutions, they are encouraged for their official Storytelling teams to document their resubmitting journey. • The details of all significant judging events will be made available on the Official Challenge website.
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Judging Details	<p>Category 1-5:</p> <ul style="list-style-type: none"> Judges will use the designated point scoring system detailed in ANNEXURE 1. The dates of category judging events are shown in ANNEXURE 2 The start time of the judging event for a Challenge Category is 9am-12:30pm on the designated date (see ANNEXURE 2 for dates)
Audience Voting	<ul style="list-style-type: none"> The general public (including registered team members) must register to participate in the “Audience Voting” segment of the finalist judging event that determines the Challenge Category Winner from the 3 shortlisted teams. The audience can vote for a single team after all teams have presented. Registered Audience Voters can vote for their choice of Category Winner through the Audience Voting portal on the Official Challenge website. The audience voting portal will be opened for exactly five minutes, as and when instructed by a panel judge to do so. If the Audience Choice vote is different to the judge’s chosen Winner, then each member of the Audience Choice winning team will receive a single Prime NFT within 10 working days of the Challenge Category event.
Notification of Winners	<ul style="list-style-type: none"> Winners will be publicly announced on the official website and public media the day after judging the finalist teams.
Bonus Category Event	<ul style="list-style-type: none"> The judging of the winners for all Bonus Categories is solely up to the discretion of the Judges. The judges must be able to justify their decisions with full transparency, if required. Any remaining Primordial NFTs will be distributed during this event. The process of Primordial NFT distribution will be determined and is at the discretion of mypaloma.
Website	<p>Means the website on which the Official HI-5 Challenge is available for Challenge registration, status informational updates, announcement of shortlisted teams and winner teams, viewing highlights of noteworthy Challenge Team’s journeys, Sponsor messaging, etc.</p> <p>www.mypaloma.ai</p>

Terms & Conditions

- The Key Terms and these terms and conditions (together the **Terms**) make up the rules for an Entrant’s participation in the Challenge. By registering, the Entrant accepts these Terms.
- To enter the Challenge, Entrants must complete the Entry Procedure during the Registration Period.
- Each team must designate a Team Lead who will serve as the primary point of contact for all Challenge-related communications. The Team Lead will be responsible for:
 - receiving all official communications from mypaloma;
 - coordinating team responses and submissions; and
 - distribution of any Prize payments to team members as specified in clause 14.
- Entries are deemed to be received at the time of receipt by mypaloma not at the time of transmission by the Entrant.
- Incomplete or ineligible entries, as well as entries that breach these Terms or any other content guidelines set by mypaloma, will not be valid. mypaloma reserves the right, at any time, to verify the

validity of entries and Entrants (including an Entrant's identity, age and place of residence) and to disqualify any Entrant or Winner.

6. If a dispute arises as to the identity of an online Entrant, the entry will be deemed to have been submitted by the authorised account holder of the email address. mypaloma may ask any Entrant to provide mypaloma with proof that they are the authorised account holder of the email address associated with the entry.

Winner Selection

7. The winning Challenge Team (**Winner**) for each Category, and each of the Bonus Prize Categories in the Challenge will be determined in accordance with the Selection Details and the Winner notified as set out in the Key Terms.
8. Entrants are responsible for all expenses incurred when entering the Challenge and accessing, claiming and/or using the Prize (unless otherwise stated on the Website).
9. mypaloma's decision is final and mypaloma will not enter into correspondence with Entrants regarding the decision.
10. If a Winner's entry is found to be invalid, mypaloma may reselect or decide on another winning entry.

Prizes

11. The Prizes are specified in the Key Terms. **THE PRIZE IS NOT TRANSFERRABLE** unless otherwise specified in these Terms.
12. If any Prize is unavailable and mypaloma has used all reasonable efforts to arrange the Prize, mypaloma reserves the right to substitute the Prize with a prize of equal value and/or specification, subject to any written directions from a regulatory authority.
13. mypaloma and/or any supplier of the Prize or any part of the Prize may in their absolute discretion:
 - (a) reserve the right to refuse to allow the Winner or their companion(s) (if any) to take part in any or all aspects of the Prize if they reasonably believe the Winner or their companion(s) (if any) represent a safety risk or for any other reason; and
 - (b) may cancel the relevant component of the Prize if the conditions are deemed dangerous.

Claiming Prizes

14. The Prizes will be awarded in the form of a bank cheque, via PayPal transfer (fees may apply and are the responsibility of the Winner) or electronic funds transfer to the bank account of the Lead member of the Winning Team, at mypaloma's election. It is the sole responsibility of the Team Leader to further distribute the Prize to individual team members.
15. The distribution will take place on the first Monday of every month that mypaloma generates profit for the previous month from memberships, and will continue until all awardees are paid to their agreed cap, or mypaloma is deemed to be no longer capable or feasible to generate future profit.

General

16. **Personal information:** mypaloma collects personal information from all Entrants in order to conduct the Challenge and will not intentionally disclose such information to any third parties outside the purpose of collecting such information, with the exception of legal requests or requests from regulatory authorities. Please see mypaloma's Privacy Policy and any privacy collection notice provided, for more information about how mypaloma handles your personal information. By providing personal information to mypaloma, the Entrant agrees to the collection, use, storage and disclosure of that information as described in this clause 16 and mypaloma's Privacy Policy.
17. **Non-Excludable Guarantees:** Nothing in these Terms limits, excludes or modifies or purports to limit, exclude or modify any legislation which cannot lawfully be excluded or limited, including the statutory consumer guarantees as provided under the *Competition and Consumer Act 2010* (Cth) or any other applicable State or Territory legislation (**Non-Excludable Guarantees**).
18. **Consequential Loss:** Despite anything to the contrary, but subject to the Non-Excludable Guarantees, neither party will be liable under these Terms for any consequential, special or indirect loss including loss of profit (including anticipated profit), loss of benefit (including anticipated benefit), loss of revenue,

loss of business, loss of goodwill, loss of opportunity, loss of savings (including anticipated savings), loss of reputation, loss of use (including both real and anticipatory) and/ or loss or corruption of data, whether under statute, contract, equity, tort (including negligence), indemnity or otherwise.

19. **Force Majeure:** mypaloma will not be liable for any delay or failure to perform its obligations under these Terms if such delay or failure is caused or contributed to by a Force Majeure Event. **Force Majeure Event** means any event or circumstance which is beyond mypaloma's reasonable control including, acts of God including fire, hurricane, typhoon, earthquake, landslide, tsunami, mudslide or other catastrophic natural disaster, civil riot, civil rebellion, revolution, terrorism, insurrection, militarily usurped power, act of sabotage, act of a public enemy, war (whether declared or not) or other like hostilities, ionising radiation, contamination by radioactivity, nuclear, chemical or biological contamination, any widespread illness, quarantine or government sanctioned ordinance or shutdown, pandemic (including COVID-19 and any variations or mutations to this disease or illness) or epidemic.
20. **Social Media:** The use of social media is subject to the prevailing terms and conditions of use of the social media platform. Unless otherwise indicated in these Terms, the Challenge is in no way sponsored, endorsed or administered by, or associated with any social media platform. If an Entrant uses social media to participate in the Challenge, the Entrant understands that they are providing their information to mypaloma and not to any social media platform. Entrants are solely responsible and liable for the content of their entries and any other information they transmit to other Internet users. By participating in the Challenge, the Entrant releases the applicable social media site from all claims, liabilities, suits, actions and expenses, including costs of litigation and reasonable legal costs associate with the Challenge.
21. **Publicity:** Entrants agree to being recorded (video and audio) (**Content**) by registered Storytelling teams and mypaloma-endorsed media organisations during their participation in the Challenge. Entrants agree that mypaloma may use this Content to advertise or publicise the broad nature of the Challenge, including on mypaloma's website or in any other promotional material.
22. **Intellectual property rights of submissions:** Where the Challenge involves submission of any materials including answers to questions, a statement, idea or opinion, video or voice recordings, images, works of art, software, coding, designs or photographs (**Submission**), all Entrants represent, warrant and agree that:
 - (a) all Submissions are to be made available and licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0) license;
 - (b) the Submission must not contain any viruses or cause or be likely to cause any injury or harm to any person or entity;
 - (c) the Submission must be the work of the team submitting it;
 - (d) the Submission must not have been published elsewhere or have won a prize in any other competition or Challenge;
 - (e) Entrants have obtained all appropriate consents and/or permission relating to a person who appears in, or whose property appears in, the Submission;
 - (f) the submission of the Submission does not infringe the intellectual property rights of any third party and that the Submission they are submitting is their own work and that they own the copyright for it;
 - (g) mypaloma may remove or decline to publish any Submission without notice to the relevant Entrant; and
 - (h) mypaloma may use their likeness, image and/or voice of any member of an Entrant team (including photograph, film or recording) in any media whatsoever throughout the world for the purpose of promoting this Challenge or other similar challenges and promoting any products manufactured, distributed and or supplied by mypaloma. The Entrant will not be entitled to any remuneration for such use.
23. **Licence to mypaloma Materials:** mypaloma may make available to Entrants intellectual property owned by or licensed to mypaloma (**mypaloma Materials**). mypaloma Materials will be licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0) license, and made available for use subject to the terms of this licence by Entrants. If an Entrant wishes to commercialise any intellectual property developed in the course of the Challenge that includes

mypaloma Materials, the Entrant must first obtain mypaloma's written consent, and/or enter into a formal partnership with mypaloma, as determined at mypaloma's sole discretion.

24. **Ownership:** Subject to clauses 23 and 24, each party retains full ownership of any intellectual property, whether created prior to, independently of, or during the Challenge, and any improvements, enhancements or modifications of such intellectual property.
25. **Currency:** Unless expressly stated otherwise, a reference in these terms or in any advertisement relating to the Challenge, to American dollars, dollars, US\$ or \$ is a reference to the lawful currency of the United States of America.
26. **Amendments:** If for any reason any aspect of this Challenge is not capable of running as planned, mypaloma may in its sole discretion cancel, terminate, modify or suspend the Challenge and invalidate any affected entries, or suspend or modify a prize, subject to State or Territory regulation.
27. **Jurisdiction:** These Terms are governed by the laws of Queensland Australia. Entrants submit to the jurisdiction of the courts of Queensland.
28. **Dispute Resolution:** In the event of a dispute, Entrants must contact mypaloma and attempt to resolve the dispute in good faith.
29. **Code of Conduct:**
 - (i) All Entrants must maintain a professional and respectful demeanour in all communications and interactions related to the Challenge, including on any private Discord server and public Collaboration Hub provided by mypaloma.
 - (j) The following conduct is strictly prohibited and will result in immediate disqualification:
 - i. harassment or discrimination of any kind;
 - ii. cheating or plagiarism;
 - iii. any attempt to undermine the integrity of the Challenge; or
 - iv. any conduct that mypaloma reasonably determines is unprofessional or disruptive to the Challenge.

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ANNEXURE 1: Competition Structure & Categories

The HI-5 Grand Challenge is an open invitation to the world's most passionate and visionary creators. We are calling on the brightest minds in universities, schools, and the independent development community to join us in building the foundational pillars of the mypaloma ecosystem.

- **Eligibility:** The challenge is open globally to all current university and school students, as well as small independent teams or businesses. Medium and large organisations (more than 10 employees) are not invited to participate in the challenge.
- **Team Composition:** To foster collaboration and a diversity of skills, all entries must be submitted by teams of **three or more members**.
- **Multi-Category Entry:** Teams are encouraged to compete in multiple categories to showcase the breadth of their talent and vision or demonstrate their ability to both internally and externally collaborate with other teams.

Category 1: Storytelling

- **The Mission:** To document and broadcast the human drama of the HI-5 Grand Challenge. The mission for teams in this category is to embed with one or more technical teams (from Categories 2, 3, 4, or 5) and produce a compelling "reality TV"-style series that captures their journey. Storytelling teams are encouraged to form partnerships with development teams who are within easy travel distance to allow for frequent in-person filming. The core objective is to use this storytelling to build a large, engaged global audience and mobilize them to support the three official Kickstarter campaigns.
- **Prize:** \$1,000,000 (as profit share of mypaloma's revenue).
- **Scoring Criteria (100 Points):**
 - **30 - Audience Vote:** Team to present a 5 minute "Challenge Highlights" of their official team or teams, where the audience votes on the most compelling one.
 - **30 - Kickstarter Campaign Mobilization:** 24 hours prior to each of the three Kickstarter campaigns, teams will receive a unique tracking link. A team's score will be based on the total number of unique users they drive to all three campaigns via their links. Clicks within the first 48 hours of a campaign's launch will be counted as double. The final tally is confirmed by the judges after the last campaign concludes.

- **20 - Narrative & Storytelling:** How effectively did the team capture the core theme of "collaboration"? Does the content tell a powerful human story, highlighting the drama of strategic decisions (team formation, partnerships, the "Merger Twist"), the pressure-cooker environment, and the personal journeys of the participants?
- **20 - Team Partnership & Access:** How well did the Storytelling team integrate with their chosen development teams? This will be judged based on the depth of access they achieved and the strength of the collaborative relationship they built, as evidenced by the intimacy and authenticity of their storytelling.

Category 2: The PALOMA Simulation (Web Application)

- **The Mission:** To create the "digital womb" of the myPaloma ecosystem. This web application will be a visually stunning, interactive, and data-rich simulation of the Sprite swarm, serving as a critical research tool to validate a diverse-rich emergent behaviour, a positively growing and sustainable ecosystem, and a captivating public-facing demonstration of myPaloma in action.
- **Prize:** \$1,000,000 profit-share prize
- **Scoring Criteria (100 Points):**
 - **30 - Audience Vote:** How compelling and insightful is the simulation experience for a general audience? Best human story experience, presented by the team's official Storytelling team.
 - **20 - Data Analytics:** How effective and efficient does the dashboard provide intuitive real-time visualisation manipulations to quickly and effortlessly discover insights and findings of the swarm's health and emergent behaviours that are scientifically credible and comprehensive? This includes varying levels of granularity ranging from an individual sprite to micro/macro cultures, and to the entire swarm.
 - **10 – Behavioural Attribute Sets and Mappings:** Validate behavioural sets, suggesting more effective and validated alternatives. Validate human questions with a mapping process to link questionnaire results to behavioural attribute settings, suggesting more effective and validated alternatives.
 - **10 – Primordial Information Grouping:** How effectively does information get grouped according to specific behaviours?

- **10 – Genesis Sprite Generation and Grouping:** How effectively does the genesis sprites generated with associated information groupings represent the humanity’s diversity distribution of behaviours and knowledge? How effectively does trust networks self-organise to support minimal hop traversal for full depth penetration of the swarm?
- **10 - User Experience:** How intuitive are the controls and the interface for navigating and interacting with the simulation?
- **10 - VR Interactive Experience:** Does the project push boundaries by offering an immersive and interactive Virtual Reality experience of the swarm?

Category 3: P2P Communication Protocol ([GitHub Repository](#))

- **The Mission:** To design the nervous system of the mypaloma swarm. This is a purely technical challenge to architect and document a P2P communication protocol that is secure, efficient, and philosophically aligned with mypaloma’s decentralized ethos.
- **Prize:** \$1,000,000 profit-share prize
- **Scoring Criteria (100 Points):**
 - **50 - Fully Decentralized Architecture:** Does the protocol operate with zero single points of failure, enabling mypaloma to be a completely decentralised solution?
 - **10 - Latency & Performance:** How fast and efficient is the protocol under simulated network conditions?
 - **10 – Human Story:** Best human story experience, presented by the team’s official Storytelling team.
 - **10 – Security, Reliability and Robustness:** How well does the protocol handle network instability and message delivery failures? How robust are the encryption and authentication mechanisms against potential threats?
 - **10 - Open-Source Adoptability and Integration:** Is the documentation clear, comprehensive, and easy for other developers to adopt, enhance, and integrate?
 - **10 - Code Completeness & Quality:** Is the code well-documented, efficient, and includes all the functionality identified in the design specifications?

Category 4: Mobile Application (iOS & Android)

- **The Mission:** To craft the primary gateway to the mypaloma ecosystem. This is the application that will live on millions of users' devices, acting as the home for their Sprite and their personal portal to a new world of Humane Intelligence.
- **Prize:** \$1,000,000 profit-share prize
- **Scoring Criteria (100 Points):**
 - **30 - Audience Vote:** Does the community believe this is the app they want to use every day? Best human story experience, presented by the team's official Storytelling team.
 - **20 - User Experience:** How functional, intuitive, elegant, and accessible is the interface for a non-technical user?
 - **20 - Multi-Modal Support:** How seamlessly does the app integrate diverse inputs and generated outputs like text, voice, images, video, and multilingual capabilities?
 - **10 - Multi-Model Support:** Can the application architecture efficiently support a range of AI models, e.g. HRM, SLM, LLM, etc.?
 - **10 - P2P Protocol Implementation:** If this protocol is unique to this application, then it is automatically eligible for entry into Category 4 and scored using the same percentage breakdown of points and criteria. If it is using another entrant's P2P protocol, then it is judged on how well it is integrated into the application, measured by its real-world latency, robustness, and security?
 - **10 - Code Completeness & Quality:** Is the code well-documented, efficient, and includes all the functionality identified in the design specifications?

Category 5: Desktop Application (Windows & Linux)

- **The Mission:** To bring the full power of mypaloma to desktop and laptop environments, leveraging the greater computational resources to support more powerful Sprites and advanced functionalities.
- **Prize:** \$1,000,000 profit-share prize
- **Scoring Criteria (100 Points):** The scoring criteria are identical to those in the Mobile Application category, adapted for a desktop environment.

Category 6: The Grand Challenge Bonus Prizes

- **The Mission:** To reward the teams who embody the collaborative, innovative, and humane spirit of the challenge itself. These prizes are open only to entrants from the five main categories.
- **Prize Pool:** \$1,000,000, distributed as five distinct \$200,000 profit-share prizes
- **The Prizes:**
 - **\$200,000 - Best Storytelling Human Story:** Awarded to the team that delivers the most compelling, watched, and inspiring human (reality) story or series of stories of the team's journey during the challenge lifecycle.
 - **\$200,000 - Best Cross-Team Integration:** Awarded to the team whose submission best demonstrates how strategic cross-category team partnerships created a positive "non zero-sum-game" solution.
 - **\$200,000 - Best Open-Source Movement:** Awarded to the team with the most robust plan for fostering a long-term, vibrant open-source community around their solution.
 - **\$200,000 - Best Innovation & Creativity:** Awarded to the team whose solution demonstrates the most groundbreaking, efficient, or creative approach to their category's challenge.
 - **\$200,000 - Most Diverse Team:** Awarded to the team that best represents a diversity of skills, cultural backgrounds, and personal identities.

ANNEXURE 2: HI 5 Challenge Key Dates

