GAME RULES "GOLDEN TICKET - SUSHI SHOP VALENTINE'S DAY 2025"

ARTICLE 1 - ORGANIZING COMPANY SUSHI SHOP MANAGEMENT, a simplified joint-stock company with a capital of €5,098,160.00, whose registered office is located at Tour Egée, 9/11 Allée de l'Arche 92400 COURBEVOIE - France, registered with the Paris Trade and Companies Register under number 493 549 349, (hereinafter referred to as "the Organizer" or "SUSHI SHOP"), is organizing a game on February 14, 2025, entitled "GOLDEN TICKET - SUSHI SHOP VALENTINE'S DAY 2025" (hereinafter referred to as "the Game"). The terms of participation in the Game are described in these rules (hereinafter referred to as "the Rules").

ARTICLE 2 - GENERAL CONDITIONS OF PARTICIPATION Participation in the Game is open to any individual (hereinafter "Participant") of legal age (or minor with the prior written consent of their legal representative) residing in the UK and holding an active Sushi Shop loyalty account (or required to open a Sushi Shop loyalty account to benefit from the prize). For minors, participation in the Game is the full responsibility of their parents or, where applicable, other holders of parental authority who can justify it. SUSHI SHOP reserves the right to carry out any necessary checks regarding the identity, postal and/or electronic address of the participants in the Game and to contact the parents via the addresses mentioned during registration to verify their consent and their status as holders of parental authority.

ARTICLE 3 - ACCEPTANCE OF THE RULES Participation in the Game implies a loyal attitude on the part of each Participant, as well as the express and unconditional acceptance by the Participant of these Rules, which they acknowledge having read before participating in the Game. Any maneuver aimed at circumventing the Rules, increasing their chances to the detriment of other Participants, and more generally any fraudulent behavior (including attempted fraud and/or cheating) and/or contrary to the Rules, immediately and irrevocably results in the cancellation of the Participant's participation in the Operation and the cancellation, if applicable, of the allocation of the Prize if the Participant has won one, without prejudice to any compensation that SUSHI SHOP may be entitled to claim. The Organizer may decide to cancel the Game if it appears that manifest fraud has occurred in any form, particularly through computer means in the context of participation in the Operation or the determination of one or more Winner(s). The Organizer reserves the right to modify the articles of these Rules at any time, particularly the rules of the Game, mainly to take into account changes in legal, regulatory, or administrative provisions, judicial decisions, recommendations issued by organizations responsible for administering the internet network, and the Organizer's commercial policy. Each modification will be the subject of an amendment to the Rules and will be available at the following address: www.sushishop.co.uk. A copy of these Rules will be sent free of charge to anyone who requests it. This request must be sent by postal mail only to the Organizer's address. These Rules are also available at the following address: www.sushishop.co.uk.

ARTICLE 4 - PRINCIPLES AND MODALITIES OF THE GAME The Game allows each Participant to try to win credit on their Sushi Shop loyalty account of £100. Each amount credited to the Participant's Sushi Shop loyalty account can be used in one or more transactions for any purchase of products sold in Sushi Shop restaurants in the United Kingdom, for 3 months from the date the amount is credited. Any new order extends its validity by 3 months. The Game is valid for any customer with an active Sushi Shop loyalty account. To play, the Participant must purchase, on February 14, 2025, only, in any Sushi Shop in the United Kingdom, a platter called "Box For Two Gourmet." One golden ticket will be randomly placed in one of these platters among all those sold in Sushi Shop restaurants in the UK. As part of their participation in the

Game, Participants will not incur any costs other than those related to the purchase of the aforementioned platter and cannot request a refund for the purchased platter or any other costs. The person who discovers the golden ticket in their platter ("Box For Two Gourmet") must take a photo of the golden ticket and the receipt proving the purchase of the platter. The person must then send the photos and their contact details (name, first name, phone, and email) to sarah.cooper@amrest.eu so that the Sushi Shop team can credit their Sushi Shop loyalty account. Any participation made contrary to the provisions of these rules will render the participation invalid. Any participant suspected of fraud may be excluded from the contest without justification. Any incomplete, incorrect, or illegible identification or participation, whether voluntary or not, or made in any form other than that provided for in these rules will be considered null and void. The same sanction will apply in the case of multiple participations. This prize cannot be exchanged. Consequently, no claim or dispute of any kind will be answered. The prize is strictly nominative (it benefits the holder of the Sushi Shop loyalty account who found the winning golden ticket) and is not transferable to another loyalty account. The Organizer reserves the right to replace and/or modify the prize at any time and without notice if circumstances justify it, without the Organizer being held liable. Any modification will be notified to Participants as much as possible. The prize will be credited to the Winner's Sushi Shop loyalty account by the SUSHI SHOP team. In this context, the winning Participant authorizes all verifications regarding their identity, email address, and home address. It is their sole responsibility to provide the Organizer with all the necessary information to credit their Sushi Shop loyalty account with the won amount (email address associated with the Sushi Shop loyalty account). The Organizer cannot be held liable for any problems encountered during the delivery of each prize. Without prejudice to any legal action, the Organizer is not required to award any prize to the Participant with a winning golden ticket if the latter has manifestly, and by any means, managed to distort the result of the Game or has not complied with these Rules.

ARTICLE 5 - DATA PROTECTION The Organizer, as the Data Controller of the Game, implements appropriate measures to ensure the protection and confidentiality of the collected data. The personal data collected is necessary for the organization of the Game, particularly for taking into account participation and awarding the credit to the winner. They are exclusively intended for the Organizer's staff responsible for organizing/managing the Game and its subcontractors, solely within the framework of the Game, and will not be shared, sold, or made accessible to a third party, nor used for other purposes, except with the Participants' consent. The collected personal data includes: name, first name, age, email address, postal address, and phone number. The data is kept for the duration of the Game. Unless otherwise stated herein, all data is collected solely for the necessity of the Game and will be deleted or anonymized at its conclusion. By participating in the Game, Participants agree to provide the aforementioned data. Failure to provide personal data will result in the Participant not being able to obtain their credit. In accordance with the amended "Data Protection" law and the General Data Protection Regulation No. 2016-679 of April 27, 2016, Participants have the right to access, oppose, rectify, limit processing, delete, and port their data provided to participate in the Game. Information on the processing of Personal Data is available on the Organizer's privacy policy page at the following link: privacy policy. If Participants wish to ask a question about the processing of their data in the context of the Game or exercise their rights, they can contact the Organizer's Data Protection Officer (DPO) (specifying their name and first name) at the following email address: dpo.fr@amrest.eu; or by postal mail at the following address: Sushi Shop - Groupe AmRest DPO – Louise D'Angelo Jeu-Concours "GOLDEN TICKET - SUSHI

SHOP VALENTINE'S DAY 2025" Tour Egée, 9/11 Allée de l'Arche 92400 COURBEVOIE. Any Participant who is not satisfied after processing their request has the right to file a complaint with the CNIL at any time, online on the CNIL website or at the following address: CNIL - Service des Plaintes - 3 Place de Fontenoy - TSA 80715 - 75334 PARIS CEDEX 07.

ARTICLE 6 – INTELLECTUAL PROPERTY The reproduction, representation, or exploitation of all or part of the elements composing the Game, including these Rules, is strictly prohibited. All trademarks, logos, texts, images, videos, and other distinctive signs belonging to the Organizer and reproduced on the Site or any other element related to the Operation are the exclusive property of the Organizer and are protected as such by the provisions of the Intellectual Property Code worldwide. Unauthorized reproduction constitutes an infringement punishable by criminal sanctions. Unauthorized reproduction constitutes an infringement punishable by criminal sanctions. Any unauthorized reproduction, in whole or in part, of these trademarks, logos, and signs constitutes an infringement punishable by criminal sanctions.

ARTICLE 7 - RESPONSIBILITY The method of awarding the Prizes will be under the responsibility of the Organizer. However, the responsibility cannot be incurred if a Participant:

- suffers any technical failure (line condition, power outage, server incident, accidental disconnection...),
- provides inaccurate or incomplete contact details preventing them from being informed of their win or benefiting from it,
- does not meet the conditions required to benefit from the win.

Any claim relating to the application, interpretation of these rules, as well as the organization or conduct of the Game, must be made in writing by registered letter with acknowledgment of receipt within thirty days of the end of the competition.

The Organizer may rely, particularly for proof purposes, on any act, fact, or omission of the programs, data, files, recordings, operations, and other elements (such as tracking reports or other states) established, received, or kept directly or indirectly by the organizer, particularly in its information systems, in connection with the use of the Site. Participants agree not to contest the admissibility, validity, or probative force of the aforementioned elements, on the basis of any legal provision that specifies that certain documents must be written or signed by the parties to constitute proof. Thus, the considered elements constitute useful evidence and are admissible, valid, and enforceable between the parties in the same manner, under the same conditions, and with the same probative force as any document established, received, or kept in writing. The Organizer cannot be held responsible if, for reasons beyond their control, the Game is partially or totally modified, postponed, or canceled. No compensation can be claimed for this reason. The Organizer will be released from all responsibility in the event of the occurrence of a force majeure event (strikes, bad weather, etc.) that would partially or totally deprive the Participants of their win.

ARTICLE 8 - INTERPRETATION / DISPUTES

Any questions regarding the application or interpretation of the Rules or any unforeseen questions that may arise will be decided sovereignly, depending on the nature of the question, by the Organizer, SUSHI SHOP. The Rules and the Operation are subject to French law. Participants are therefore subject to French regulations. Any dispute arising from the Game and which cannot be resolved amicably will be submitted to the competent courts of PARIS. In the

event that one of the clauses of the Rules is declared null and void, this will not affect the validity of the Rules themselves, and all other clauses will retain their force and scope.