

Headway World Cup 2026 Contest



1. General Overview

- 1.1. The "Headway World Cup 2026" Promotion (hereinafter referred to as the "Promotion") is organized by Headway (hereinafter referred to as the "Company") and shall be conducted from June 9, 2026, 12:00, until July 19, 2026, 23:59 (MetaTrader server time – GMT+3).
- 1.2. Clients can win from a pool of valuable prizes by trading and completing tasks to earn tickets. Each ticket provides one (1) entry into the prize raffle.
- 1.3. The prize raffle will be held on July 22, 2026, 14:00 MetaTrader server time. The link to the livestream of the raffle will be published on the official Promotion page.
- 1.4. In addition to tickets, clients can participate in the "Build your football team" mini-game (hereinafter referred to as the "Mini-game") and compete for a separate prize pool.
- 1.5. By participating in the Promotion, Clients explicitly agree to be bound by these Terms and Conditions, the General Client Agreement, and any other official policies available on the Company's website (<https://hw.online/> or its official domains).

2. Participation in the Contest

- 2.1. To start accumulating tickets, Clients must click the "Join" button on the Promotion page via the Web version of Headway's Personal Area or the official mobile application.
- 2.2. Clients utilizing the mobile application must update to the latest version to ensure proper display and functionality of the Promotion.

3. Participation in the Mini-game

- 3.1. The Mini-game is held as an integral part of the main Promotion. It will be active from **June 9, 2026, at 12:00 until July 19, 2026, at 23:59** (MetaTrader server time, GMT+3).
- 3.2. To participate, the Client must first join the main Promotion (as described in Section 2) and click the "Play" button on the Promotion page within their Personal Area.
- 3.3. The objective for each participant is to assemble a digital team of 17 players (11 on the pitch and 6 substitutes) that achieves the highest possible Team Value by the end of the championship.
- 3.4. Players are assigned an initial in-game value based on player valuation coefficients derived from the official statistics found at [Transfermarkt World Cup Participants](#). Player values and store prices will fluctuate dynamically throughout the Promotion based on real-world match data, including goals scored, assists, and overall defensive performances (e.g., clean sheets or goals conceded).
- 3.5. When a player's real-world performance triggers a value change, both their store price and their value update simultaneously across the entire game.
- 3.6. If a Client has already purchased a player, that player's value inside the Client's team is not locked at the purchase price. Instead, the player's value inside the team will automatically rise or fall to match the new market rate. Consequently, a user's total Team Value will change automatically on its own, independent of whether they spend more coins.
***Example:** A Client buys a player for a Store Price of 100 coins. The player scores a goal in a real match, causing their value to rise. The player's store price rises to 1000 coins for new buyers, and the player's value inside the Client's existing team automatically jumps to 1000 coins as well. The Client's overall Team Value instantly increases by 900 coins, despite only spending 100 coins initially.*
- 3.7. Digital players are acquired from the in-game Store using the official in-game currency, "coins" (see Section 4). The Store consists of three (3) distinct tiers, unlocked via trading volumes:
 - Level 1 – 0 lots
 - Level 2 – 1.5 lots
 - Level 3 – 5 lots

- 3.8. Each unlocked level provides access to an expanded selection of premium players.
- 3.9. A "Top 10" leaderboard ranking participants by the total value of their teams is displayed on the Promotion page. The leaderboard ranking is calculated based on the cumulative, live Team Value of all 17 active players (11 on the pitch and 6 substitutes) currently owned by the Client. It is a fully dynamic metric that updates automatically as player values shift, rather than a tally of the total coins a user has spent.
- 3.10. For a player's value to contribute to the Client's final score, the player must be actively placed on the digital pitch or assigned as one of the 6 official substitutes. Players remaining in the inventory will not be calculated.
- 3.11. In the event that multiple participants' teams end the Promotion with the exact same total value, priority and the higher ranking shall be given to the participant who submitted their lineup earlier than their competitors.
- 3.12. The top 10 final winners of the Mini-game, as verified on the final leaderboard, will receive physical prizes corresponding to their final position.

4. Ticket and Coins Accumulation Rules

- 4.1. Clients can accumulate tickets and coins concurrently through trading activity, Partner (IB) referrals, and task completion. Tickets from all sources are combined automatically. This means every eligible action contributes to the Client's total number of entries in the prize raffle.
 - 4.1.1. Traders
 - 4.1.1.1. **0.1 standard lot = 1 ticket; 0.01 standard lot = 2 coins.**
 - 4.1.1.2. Partial lots accumulate.
 - 4.1.1.3. Completing designated tasks grants additional tickets and coins. Each task may only be completed once during the Promotion.
 - 4.1.2. Partners
 - 4.1.2.1. Available after the client joins the Headway IB Program.
 - 4.1.2.2. Partner receives **1 ticket and 10 coins** when their direct-referred client closes their first-ever **0.02 lot** (lifetime), regardless of when the client was registered, as long as the 0.02 lot is closed after the Partner has joined the Promotion.
 - 4.1.2.3. Every additional **0.2 lot** traded by all direct clients combined = **1 ticket**, and every additional **0.02 lot = 10 coins**.
- 4.2. Tickets and coins are promotional customer rewards only; they hold no cash value and do not constitute a financial obligation or liability of the Company. The Company reserves the right to cancel, deduct, or void any tickets or coins from a Client's balance at any time, at its sole discretion, without prior notice or explanation.

5. Lot Calculation Rules

- 5.1. 1 lot on a Cent account is equivalent to 0.01 lot on a Standard or Pro account.
- 5.2. For Stocks, Crypto, Indexes, Energies, and other index instruments, if the cost of 1 lot is less than 100,000 USD, the lot calculation formula is: $1 \text{ lot} * \text{Contract size} * \text{Price in USD} / 100,000$
- 5.3. When closing positions using the "Close by" function, the trading volume is calculated as half of the volume of each closed position.

6. Available Tasks

- 6.1. Tasks are accessible to both Traders and Partners. Tasks must be completed after joining the Promotion and prior to the closing date specified in Section 1.

6.2. List of tasks:

Task	Completion verification
Trade 3 days consecutively (at least 1 trade every 24 hours for 3 straight days).	Automatic
Trade 5 days consecutively (at least 1 trade every 24 hours for 5 straight days).	Automatic
Trade 7 days consecutively (at least 1 trade every 24 hours for 7 straight days).	Automatic
Copy a strategy via Headway Copytrade.	Automatic
Invite 1 new active client (the user must join the Headway IB Program and use their unique referral link to attract the new client. The referee must register after the user joins the contest and complete at least one trade).	Automatic
Leave a review on a third-party site chosen by Headway (the user must provide a screenshot of a genuine review left on the platform).	Manual
Film a video review of Headway and post to Instagram, YouTube, Facebook, or TikTok (the user must provide a link to the aforementioned video review. The link must be accessible, and the page must be publicly visible at the time of verification. The user must tag Headway's social media account on the platform, or, in case of YouTube, mention Headway in the title of the video).	Manual
Make a deposit using Headway's mini app on Telegram (@HeadwayHenry_bot)	Automatic
Share your Mini-game football team on Facebook (the user must provide a link to the shared post. The link must be accessible, and the page must be publicly visible at the time of verification).	Manual

6.3. The Company reserves the right to disable tasks for any user in the event of abuse, spam, or submission of fake proofs.

6.4. The Company also reserves the right to disable tasks in case of mass fraud attempts.

7. Prize Raffle and Rewards

7.1. The prize raffle will be executed via a certified lottery machine/randomizer during the official live stream on July 22, 2026.

7.2. Each ticket equals one entry into the raffle. More tickets mean higher chances of winning.

- 7.3. The same Client can win multiple prizes.
- 7.4. The list of available prizes is published on the Promotion page. Prizes are subject to change based on availability, delivery possibilities to specific countries, and at the Company's discretion.
- 7.5. Prizes can be withdrawn after successful verification. The Company reserves the right to substitute a physical prize with a cash equivalent if delivery to the winner's address is not possible.
- 7.6. If a Client wins a physical prize, a Company representative will contact the Client via an official Company email. If the Client does not respond within two (2) weeks, the prize may be canceled.
- 7.7. All customs duties, local import taxes, and logistics fees shall be borne exclusively by the Client.

8. Compliance and Fraud Prevention

- 8.1. Any violation of the Client Agreement, market manipulation, or abusive exploitation of the Promotion rules will result in immediate disqualification.
- 8.2. Tasks requiring manual validation may be rejected if instructions are not followed precisely. Clients may resubmit corrected proofs before the Promotion deadline.
- 8.3. The Company strictly reserves the right to disqualify any participant, nullify their leaderboard ranking, or revoke accumulated tickets/coins at any time and at its sole discretion, without prior notice or explanation.

9. Technical Limitations and Liability

- 9.1. The Company is not liable for technical failures, system latencies, internet outages, or platform disruptions affecting the Promotion or the Mini-game tracking. The Company will, however, make reasonable efforts to mitigate and resolve technical discrepancies.
- 9.2. Manual revalidation of tickets, tasks, and leaderboard rankings remains at the absolute discretion of the Company.

10. Amendments, Legal Disclaimers, and Final Provisions

- 10.1. By participating, Clients acknowledge their understanding and acceptance of these Terms and Conditions.
- 10.2. The Promotion is open to Clients who are 18 years of age or older and are legally permitted to trade with Headway in their respective jurisdictions. Clients from jurisdictions where such promotions are restricted or prohibited are not eligible.
- 10.3. Clients are solely responsible for reporting and paying any applicable taxes or legal fees associated with receiving a reward or prize.
- 10.4. Force Majeure: The Company shall not be held liable for any delay or failure to perform its obligations under this Promotion due to circumstances beyond its reasonable control, including but not limited to natural disasters, war, government restrictions, or internet outages.
- 10.5. While the Company will make reasonable efforts to deliver prizes, it does not guarantee successful delivery in regions where customs, logistics, or legal restrictions apply. Physical prizes may be substituted with cash equivalents at the Company's discretion.
- 10.6. The Company reserves the right to revoke tickets, bonuses, coins, or prizes at any time if it detects abuse, manipulation, or fraud, even after the Promotion has ended.
- 10.7. The Company reserves the right to:
 - 10.7.1. Modify, suspend, or terminate the Promotion at any time without prior notice.

- 10.7.2. Close the Promotion at its sole discretion.
 - 10.7.3. Use and publish information related to the Client's account for promotional purposes.
 - 10.7.4. Request the Client to log in to the trading account from an alternative device for additional verification.
 - 10.7.5. Require verification in the Personal Area before awarding any prize.
 - 10.7.6. The Company's decision is final and not subject to appeal.
- 10.8. For inquiries regarding the "Headway World Cup 2026" Promotion, please contact: care@hw.site.**