

1. How to contact Live Support

Just press the button in the right bottom corner of the Skin.Club page and a Live support agent will speak to you in the page chat.

2. Questions & Info

If you have any questions related to the New Year's Calendar you can join our Discord server and find a special channel discussions or contact via special bot "Contact Us" <https://discord.gg/skinclub>. Our admins and moderators will help you with all questions!

3. Prerequisites

By log-in on Skin.Club New Year's Calendar you agree to all of the rules defined within here.

4. New Year's Calendar format

Come to our site every day and receive gifts! New day - new gift! The earlier you arrive, the more chance you have to win top prizes. No one will leave empty-handed, everyone will receive a piece of joy. Good luck!

5. About prizes

We're gonna raffle 960 skins in our New Year's Calendar! That's a lot mate! You can find here skins from \$2 to \$500.

6. Prize Chances

The chances of getting gifts are different: promo codes have higher chances, skins have lower chances. So that everyone has a chance to get a skin, because the total number of skins is limited.

7. How can I claim my prize?

The moment you want to claim your prize on the site you need to add your trade link. Complete this action and wait for your prize within 8 days!

8. How to participate in New Year's Calendar?

Just log in to our website and open the calendar days every new day. It's easy!

9. Errors and bugs

If you find a bug or you see a error and you need help, we are always waiting for you on our Discord server <https://discord.gg/skinclub>. Moderators and Administrators will help you to solve any problem. Be sure that you will get your prize.

10. Forbidden actions

Multi-accounts, bot farms and other activities of an unfair nature are forbidden. We see everything and check accounts ;)

11. Age restriction

All players have to be 18+ in order to participate in this event.

12. Administration always reserves the right to change/add/remove the rules.