The organizer and administrator of this tournament is Aftershock Media Group, Inc., incorporated in Delaware, USA (the “Tournament Organizer”).

Competition Rules

These Terms and Conditions shall govern the administration of the Competition, and any registration by an individual to compete in the Competition (“Player”) shall be considered a full and informed acceptance of these Terms and Conditions, and an agreement to abide by them.

1 General Rules

1.1 Changes to the Terms and Conditions

This document is, at all times and without limitation, subject to change at the sole and absolute discretion of Tournament Organizer, with or without prior notice to Player. Tournament Organizer and its designated representatives are the final decision makers in all matters related to these Terms and Conditions, as well as all matters pertaining to the Competition, which may not be covered by these Terms and Conditions. Tournament Organizer will consider industry standard best practices in all decisions relating to the Terms and Conditions.

1.2 Broadcasting and Content Rights

All broadcasting and content rights of and to the Competition are owned jointly by Tournament Organizer, Samsung Electronics America, Inc., and PUBG MOBILE’s developer and publisher entities Proxima Beta Pte. Limited and Krafton, Inc., including but not limited to: live streams, video recordings, audio recordings, promotional materials, and all other media produced and/or distributed by the Tournament Organizer related to the Competition.
By registering, each individual and/or team grants Tournament Organizer and their affiliates permission to live-stream, broadcast or record his or her gameplay of PUBG MOBILE that is a part of related to the Competition, or Competition's affiliated events or activities. Each Player hereby further grants to Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) in perpetuity to copy, publish, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media.

1.3 Case by Case Decisions

Where applicable, and at the sole discretion of the Tournament Organizer, Players may be subject to differing applications of the rules or accommodations, provided that such alternate arrangements do not unreasonably degrade the level of fair play associated with the Competition.

1.4 Privacy

PRIVACY: All personal information provided by Player with the exception of the PUBG MOBILE Player ID (“Player Information”), will be maintained by Tournament Organizer according to the following privacy policy and will not be shared with other entities. Information related to PUBG MOBILE Player IDs may be shared with third parties and their affiliates for verification.

1.4.1 In the case of Players who are legal residents of Canada, a country that is a member of the EU, or the US State of California, Player Information will only be used for official communication related to the Competition and for use by Tournament Organizer in verifying Player information.

1.4.2 In the case of Players who are not legal residents of Canada, a country that is a member of the EU, or of the US State of California, Player Information will be used for official communication related to the Competition, for use by Tournament Organizer in verifying Player information, and for the following additional uses:

- For testing and improvement of technical services and systems related to management of the Competition;
- For internal data analysis, modeling, and other related business purposes;
- For sending commercial solicitations relating to products, goods, and services offered by Tournament Organizer or its clients, or for other Competitions or promotions managed by Tournament Organizer.
- Player may opt-out of communications at any time.

1.5 Game Version

Player must install the latest version of the game in order to participate in the Competition. Updates must be installed before the tournament starts, and no failure to install such updates shall be considered a reasonable reason for Player’s delay.
1.6 Confidentiality

All private communications related to the Competition with Tournament Organizer or its representatives are strictly confidential, and the publication of such material is prohibited without prior written consent from Tournament Organizer.

1.7 Names, Symbols, and Sponsors in In-Game Name and Bio

Tournament Organizer shall have the right to forbid the use of any names and/or symbols in the Competition. The following words and symbols are prohibited:

- Words and symbols that are protected by a trademark or copyright;
- Words and symbols relating to cryptocurrency or NFTs;
- Words and symbols related to pornographic, drug, violent, or other related adult themes;
- Words and symbols that discriminate against or are designed to offend a class of individual, including but not limited to words and symbols targeting a specific: race, sex, gender, sexual orientation, creed, ethnicity, nationality, or any other group.

PLAYER MUST NOT CHANGE PLAYER’S NAME AT ANY TIME DURING THE COMPETITION, AND MUST COMPETE WITH THE EXACT NAME WITH WHICH PLAYER REGISTERED.

1.8 Use of Player-Owned Accounts

Player must use and compete on a PUBG MOBILE account that they own and are the original creator of ("Account"). Player shall not compete on or register more than one Account for the Competition. Player shall not compete on an Account specifically to obfuscate Player’s ineligibility to compete in the Competition. Player shall not compete in the Competition using an Account that Player did not register for the Competition with.

ANY VIOLATION OF THIS SECTION SHALL RESULT IN AN IMMEDIATE DISQUALIFICATION FROM THE COMPETITION WITHOUT LIMITING OTHER REMEDIES AVAILABLE TO THE TOURNAMENT ORGANIZER.

1.9 Account Bans

Player must use and compete on an account that is not subject to any Account related bans, either temporary or permanent, during the time of registration, during a period of 60 days prior to the opening of registration, or while competing in the Competition. If Player’s Account is banned for any amount of time during the Registration Period, 60 days prior to Registration opening, or Competition, Player shall be ineligible to compete, even if said ban was temporary. Players issued temporary bans that impact Player’s eligibility to compete in the Competition may submit a written request to be allowed to compete to the Tournament Organizer through the Support channel in the
Competition Discord Server, which Tournament Organizer shall decide in its sole and absolute discretion.

IF PLAYER HAS EVER HAD AN ACCOUNT PERMANENTLY BANNED, SAID PLAYER SHALL NOT BE ELIGIBLE TO REGISTER OR COMPETE IN THE COMPETITION, REGARDLESS OF THE STATUS OF ANY OTHER ACCOUNTS PLAYER MAY HAVE.

1.10 Tournament Organizer’s Right to Refuse

Tournament Organizer reserves the right to deny the participation of any Player for any reason.

2 Registration & Eligibility

In order to participate in tournaments hosted by Tournament Organizer, Player must meet the requirements outlined below. If Player does not meet these requirements, Player will be deemed ineligible.

2.1 Age

Player must be 18 years of age or older at the time of registration.

2.2 Residency Restrictions

All players must be residents of, and actively compete in the competition while residing in, one of the following regions:

USA: Only the United States of America.

2.3 Employee & Player Restrictions

Employees, Contractors, and for each of the preceding, the immediate family members (parents, children, siblings, or spouse, regardless of where they live, or persons living in the same household, whether related or not) of PUBG MOBILE’s developer and publisher entities Proxima Beta Pte. Limited, Krafton, Inc., Samsung Electronics America, Inc, and each of their respective parent companies, divisions, affiliates, subsidiaries, distributors, advertising and agencies, and any others engaged in the development, production, execution, or distribution of this Competition, including but not limited to Tournament Organizer, are not eligible to participate in the Competition.
2.4 Professional Player Restrictions

Player must not currently, or have in six (6) months, competed or currently be competing in the PUBG MOBILE Pro League on one of the top 20 teams in Player’s region.

NO PLAYER THAT IS CURRENTLY QUALIFIED ON A TOP 20 TEAM IN THE PMPL FOR THAT PLAYER’S REGION SHALL COMPETE IN THIS COMPETITION.

2.5 Registration

Player must register on the Competition’s website for Day 1 between the dates of: February 28th, 2023, 2:00 p.m. CDT – March 6th, 2023, 11:00 a.m. CDT (“Registration Period”), Day 2 between the dates of: February 28th, 2023, 2:00 p.m. CDT – March 7th, 2023, 11:00 a.m. CDT and Day 3 between the dates of: February 28th, 2023, 2:00 p.m. CDT – March 8th, 2023, 11:00 a.m. CDT in order to compete in the Competition:

amg.games/GalaxyBattles

Player must enter the Competition's Discord server within the Registration Period to complete Player's registration: discord.gg/galaxybattlesshowdown

THIS COMPETITION DISCORD SERVER WILL BE THE PRIMARY MEANS OF COMMUNICATION FOR THE COMPETITION. PLAYER SHOULD MONITOR THIS SERVER FOR IMPORTANT ANNOUNCEMENTS AND INFORMATION RELATED TO THE COMPETITION, INCLUDING BUT NOT LIMITED TO FORMAT, SCHEDULE, GROUP ASSIGNMENT, AND LOBBY IDS & PASSWORDS.

Player shall submit full and accurate information for all fields required. Any misrepresentation of any information provided shall make Player subject to immediate disqualification from the Competition. Tournament Organizer shall have the right to request documentation to verify the information entered by Player, including, but not limited to, proof of residency, proof of location, government-issued ID, and/or PUBG MOBILE related screenshots. Failure to provide such verifying documentation in a manner or time frame stated by Tournament Organizer shall be grounds for immediate disqualification of Player from the Competition.

2.6 Devices

Players may participate in the Competition using only mobile phone or tablet devices running the Android or iOS operating systems. Players may not use peripheral devices of any kind (including adapters, controllers, Bluetooth keyboards, and mice). In addition, Players may not use an emulator to play on a PC or other device that is not a handheld device.

At the Live Event, Players shall be required to play on a Samsung Galaxy S23 Ultra, that will temporarily be provided for Player's use during the Live Event.

2.7 Travel
Players who register must be able and willing to travel to Dallas, TX in order to participate in the live in-person event on March 22nd. Failure to do so shall result in disqualification from the Competition, and replacement based on the Substitution terms contained herein. Travel shall be, under normal circumstances, March 21st to March 23rd. Flights, hotel, travel to and from the airport, as well as a per diem for food will be covered and coordinated by Tournament Organizer. The class of travel and accommodations provided to Player shall be at the sole discretion of Tournament Organizer. Any additional charges or fees incurred will be at Player’s sole expense.

Additionally, each player agrees to participate in any possible media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots and other media events that the Tournament Organizer may organize in connection with the marketing and promotion of the tournament.

2.8 Apparel

Players may be provided with official uniforms (including but not limited to jerseys, t-shirts, hoodies, hats, etc.), and shall wear such uniforms during all public-facing activities. Tournament Organizer reserves the right to impose a ban on any apparel for any reason.

3 Schedule & Format

3.1 Days 1, 2 & 3 - Qualifiers

Date: March 6th, 7th and 8th

Start Time: 6:00 p.m CDT / 7:00 p.m EDT

Estimated length (actual may vary): ~10-35 minutes per lobby, totaling ~3 hours per night.

Map rotation: Erangel, Livik, Miramar, Erangel, Livik

Team Format: Duos (Each a “Team”)

Lobby Information: Communication of all matches/lobbies and the corresponding lobby IDs and passwords will occur in Discord.

General Overview: The Tournament Organizer will host 3 days of qualifiers. Players may register for and compete in as many or as few days as they’d like. Each day will have 2 teams with the highest score advance for a total of 6 advancing teams. Additionally, 2 more teams with the highest cumulative score across all 3 qualifier days will advance. Total teams advancing will be 8, with a total of 16 players. If more than 32 teams register on any
given day, then Teams will be divided into roughly even lobbies/groups. The Tournament Organizer will create as many lobbies/groups as needed to accommodate the number of registrants per day. The 8 advancing teams will qualify for the in person event in Dallas, Texas (“Live Event”), and will be paired with two PUBG MOBILE influencers to make 8 teams of 4.

**Number of Matches:** 5 matches
Each team will have the chance to play 5 matches.

**Number of Total Players:** 64 per lobby

**Substitutions:** If a Team cannot attend the Live Event, such Team shall be replaced by the next highest ranked Team of the same qualification method of the unavailable Team. For clarity, and by example only, if a Team qualified by placing top 2 on a qualifier day, and is unavailable to attend the Live Event, their spot shall be awarded to the 3rd ranked Team from that Team's same qualifier day; alternatively, a Team qualified via combined points shall be replaced, if needed, by the next highest ranked Team based on combined points.

**Broadcast:** None

**Advancement:**
8 Teams in total will move from qualifiers to the LIVE Event on March 28th.
- Day 1 Qualifiers: 2 teams with the highest points will advance
- Day 2 Qualifiers: 2 teams with the highest points will advance
- Day 3 Qualifiers: 2 teams with the highest points will advance
- Overall: 2 teams with the highest combined points overall will advance

**Point distribution:**

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<tr>
<th>Match Placement</th>
<th>Points</th>
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<td>1</td>
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3.2  Day 4 - LIVE Event

**Date:** March 22nd

**Location:** Dallas, TX  
*Exact location will be provided to qualifying players*

**Start Time:** 7:00 p.m CDT / 8:00 p.m EDT

**Estimated length (actual may vary):** ~10-35 minutes per lobby, totaling ~3 hours.

**Map rotation:** NUSA, Erangel, Livik, NUSA, Erangel

**Team Format:** Squads

**Lobby Information:** Communication of all matches/lobbies and the corresponding lobby IDs and passwords will occur in person.

**General Overview:** 16 Content Creators will be divided into 8 teams and then be joined by 2 qualified Players each, resulting in 8 teams of 4. Players will participate in the live event games with the goal of accruing points in order to win prizing.

**Number of Matches:** 5 matches

**Number of Total Players:** 32
**Broadcast:** March 22nd @ 7:00 p.m. CDT / 8:00 p.m. EDT - Live on [https://www.twitch.tv/samsungus](https://www.twitch.tv/samsungus)

**Point distribution:**

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<td>Each Elimination</td>
<td>2 Pts</td>
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**Prize Distribution**

4.1 Acceptance and Exchange of Data
Upon competing in the Competition, Player agrees that Player meets the eligibility requirements for the Competition and is eligible to receive any related Prizes, or if Player is under the age of 18, Player’s Parent/Guardian is eligible to receive any prizes. Based on the performance of Player in the Competition, Player may become eligible to receive the rewards outlined herein (“Prize(s)”).

4.2 Prize Distribution

All Prizes earned in the Competition shall be distributed no later than 90 days after the completion of the Competition, provided that Player has provided the information and documents required by the Tournament Provider to facilitate Prize delivery. Such information shall be requested by email.

4.3 Prize Documents

Player may be required to return an IRS Form W-9 or IRS Form W8-BEN (“Tax Form”), residency affidavit and any other documents required by Tournament Organizer, (collectively, the “Required Documents”) in order to be eligible to receive any Prizes earned. If Player is under the age of 18, Required Documents may include documents related to Player’s parent or guardian that authorized Player to compete in the Competition. Player may be required to report income to their relevant tax authority and shall be fully and completely responsible for paying any and all federal, state, and local taxes associated with the value of their Prizes.

4.4 Prize Schedule

Final Ranking of a Team shall mean the final ranking of a given team upon the completion of the Competition.

Prize shall mean the Prize the team has earned an entitlement to based on their final ranking.

4.5 Prize Eligibility

Content Creators whose participation in the Competition has been procured by Tournament Organizer (“Content Creators”) will NOT be eligible to receive any cash Prizes, only Non-cash Prizing. Only the two (2) qualified players per team will be eligible to win cash Prizes.

Prizing: $20,000 Total Cash Prize Value

| Final Ranking of a Team | Total Cash Value | Cash per non-Content Creator Player | Non cash Prizing (Content Creators and Qualified Players are eligible) per team |
4.6 Any Final Ranking of Team not listed shall be understood to have no Prize entitlement from this Competition.

5 Player Streaming

5.1 No Player Streaming

Player shall not stream their gameplay, regardless of if a delay is applied, while competing in the Competition, at risk of disqualification or other penalties, which the Tournament Organizer may apply in its sole discretion.

5.2 Password & Lobby Leaking

Player shall not share any Competition related lobby ID or password with any other individual, at risk of disqualification or other penalties, which the Tournament Organizer may apply in its sole discretion.

6 Communication

6.1 Primary Communication Method

The primary method of communication and support for the Competition shall be the Discord: discord.gg/galaxybattlesshowdown
ALL PLAYERS ARE REQUIRED TO JOIN THE SERVER AND REMAIN PRESENT IN IT THROUGHOUT THE LENGTH OF THE COMPETITION

Players may be contacted by email as necessary, particularly for prize related discussions.

6.2 Admins

All participants must adhere to the decisions and rules of the Tournament Organizer and its representatives. All decisions are final unless an option for appeal is clearly outlined herein.

7 Player Conduct

7.1 Language

Players shall not, regardless of the language, use obscene gestures, profanity, or any comments targeting an individual or group related to race, sex, gender, sexual orientation, creed, ethnicity, nationality, or any other differentiating characteristic in any method of communication relevant to the Competition. Player shall not threaten harm or violence, or in any way attempt to intimidate, any Player, Tournament Organizer, Tournament Organizer’s representatives, or any other individual or entity related to the Competition.

7.2 Behavior

Players shall behave in a sportsmanlike manner towards Players, Tournament Organizer’s representatives, and all other individuals and entities related to the Competition. Player shall not harass any other Player, Tournament Organizer’s representatives, or any other individual or entity related to the Competition, in any way, including but not limited to: repeated hostile acts or singular egregious acts designed to isolate or target a person or diminish the dignity of a person, unwelcome sexual advances, and threats or coercion of a sexual nature.

7.3 Game Rules

Player shall comply with the Terms of Service of PUBG MOBILE.

7.4 Cheating

Player shall not engage in any form of cheating, including but not limited to: any intentional use of any bugs or exploits in the game, or use of any software or hardware to derive a benefit not available in the game. This list is not comprehensive, and Tournament Organizer shall interpret this
section to be inclusive of, but not limited to, all means of cheating which a reasonable person would
consider objectionable and would negatively impact the standards of fair play and integrity relevant
to the Competition.

7.5 Collusion and Match Fixing

Player shall not intentionally alter the results of a match through methods of collusion, bribery,
match fixing, or coordination with other parties. Player shall not pre-arrange to split Prizes with
any other Player or party.

7.6 Gambling

Employees, Creators, Contractors, and for each of the preceding, the immediate family members
(parents, children, siblings, or spouse, regardless of where they live, or persons living in the same
household, whether related or not), of PUBG MOBILE’s developer and publisher entities Proxima
Beta Pte. Limited and Krafton, Inc., and each of its respective parent companies, divisions, affiliates,
subsidiaries, distributors, advertising and agencies, and any others engaged in the development,
production, execution, distribution of this Competition, including but not limited to Tournament
Organizer and Player, shall not place any wager on any aspect of the Competition.

7.7 Detrimental Conduct

Player shall not commit any act which would subject Tournament Organizer, PUBG MOBILE, or
PUBG MOBILE’s related publishers and developers, to public scandal or ridicule, or cause any
reputational damage.

8 Enforcement

8.1 Disqualifications

Tournament Organizer reserves the right to disqualify Player and/or Player’s team from the
Competition for any violation of any term herein this Terms and Conditions, or for any reason,
whether or not it is stated herein, which the Tournament Organizer deems, in its sole discretion,
is sufficient and necessary for the integrity or effective administration of the Competition.

8.2 Penalties

Tournament Organizer reserves the right to deduct or add points, apply penalties, or otherwise
apply changes to the scoring of results of the Competition for Player and/or Player’s team for
any violation of any term herein this Terms and Conditions, or for any reason, whether or not it
is stated herein, which the Tournament Organizer deems, in its sole discretion, is sufficient and necessary for the integrity or effective administration of the Competition.

8.3 Prize Penalties

Tournament Organizer reserves the right to deduct or apply penalties to the Prizes won by Player and/or Player's team for any violation of any term herein this Terms and Conditions, or for any reason, whether or not it is stated herein, which the Tournament Organizer deems, in its sole discretion, is sufficient and necessary for the integrity or effective administration of the Competition.

8.4 Tournament Organizer Decisions

Tournament Organizer shall have the broad right, without review or appeal, to take whatever actions are necessary to enforce these Terms and Conditions and uphold standards of fair play and integrity as they relate to the Competition.

9 Technical Issues

Player is responsible for ensuring the proper functioning of Player's device, and for any Player related technical issues. Matches shall not be rescheduled or restarted due to Player specific technical issues. A match may be restarted if an issue is found to have impacted over 25% of the lobby at no fault of the affected Players.

10 Tiebreakers

In the event of a tie during the Competition, the ranking shall be determined by applying the following criteria in order, until a finalized ranking is determined:

1. Total first place finishes across all matches for the relevant stage.
2. Total eliminations.
3. Placement in the last-played match of the stage.

11 Live Broadcast
Players understand that their gameplay, in-game name, and other game-related details and performances will be broadcasted and made publicly available for viewing across multiple forms of content related to the Competition.

12 **Miscellaneous**

12.1 **Liability**

By participating, Player agrees to release, discharge, indemnify and hold harmless the Tournament Organizer and each of their respective shareholders, officers, directors, employees, representatives and agents from and against any claims made by Player or any other third parties related in any way to the operation of this Competition as well as any other claims, damages or liability due to any injuries, damages or losses to any person (including death) or property of any kind resulting in whole or in part, directly or indirectly, from receipt, acceptance, possession, misuse or use of the Prize; participation in any Competition-related activity; or participation in this Competition.

12.2 **Jurisdiction**

DISPUTES: PLAYER EXPRESSLY WAIVES ANY RIGHT TO FORM A CLASS FOR PURPOSES OF A CLASS ACTION LAWSUIT RELATED TO THIS COMPETITION OR TO FILE ANY SORT OF A LAWSUIT TO RESOLVE DISPUTES. INSTEAD, ALL DISPUTES SHALL BE RESOLVED WITH BINDING ARBITRATION PURSUANT TO THE CONSUMER RULES OF THE AMERICAN ARBITRATION ASSOCIATION, WITH ALL ARBITRATION PROCEEDINGS TO BE CONDUCTED VIRTUALLY. All issues and questions concerning the construction, validity, interpretation, and enforceability of these Terms and Conditions, a Player’s rights and obligations, or the rights and obligations of Tournament Organizer in connection with the Competition, shall be governed by, and construed in accordance with, the laws of the state of Washington, without giving effect to any choice of law or conflict of law rules (whether of the state of Washington or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the state of Washington.

12.3 **Governing Language**

Any versions of these Terms and Conditions provided in any language other than English are provided for convenience only. In the case of any conflict between the English version of these Terms and Conditions and any other non-English version, the English version’s terms shall govern.