

## TERMS AND CONDITIONS

### PUBG MOBILE'S

### Summoner's Showdown

### (the "Competition")

*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. PLEASE NOTE THAT THESE TERMS AND CONDITIONS INCLUDE AN ARBITRATION PROVISION BELOW.

#### 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 by Proxima Beta Pte. Ltd. ("Publisher") 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.

##### 1.3 Use of Names, Image and Likeness

By registering, each individual and/or team grants Tournament Organizer, Publisher, and their respective affiliates, agents, and licensees permission to live-stream, broadcast or record his or her or their 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 and Publisher a royalty-free, fully paid-up, irrevocable, 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 or their 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 media now known of hereafter devised.

#### **1.4 Case by Case Decisions**

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

#### **1.5 Privacy**

**PRIVACY:** These Terms and Conditions are governed by PUBG MOBILE's privacy policy available at <https://pubgmobile.proximabeta.com/privacy/en.html>. Further, all personal information provided by Player to the Tournament Organizer specifically for the Competition, with the exception of the PUBG MOBILE Player ID ("Player Information"), will be maintained by Tournament Organizer according to the following policies and will not be shared with other entities except for Publisher, and each of its respective parent companies, divisions, affiliates, subsidiaries, distributors, and agencies. Information related to PUBG MOBILE Player IDs may be shared with third parties and their affiliates for verification, however shall not be stored by such third parties and their affiliates for longer than thirty (30 days).

**1.5.1** 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.

**1.5.2** 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 by providing written notice (i.e., email or Discord) to Tournament Organizer.

## 1.6 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.

## 1.7 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.

## 1.8 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 that represent a corporation or brand;
- 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 REGISTRATION NAME OR GAMERTAG AT ANY TIME DURING THE COMPETITION, AND MUST COMPETE WITH THE EXACT NAME/GAMERTAG WITH WHICH PLAYER REGISTERED.**

## 1.9 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 WILL RESULT IN AN IMMEDIATE DISQUALIFICATION FROM THE COMPETITION WITHOUT LIMITING OTHER REMEDIES AVAILABLE TO THE**

## **TOURNAMENT ORGANIZER.**

### **1.10 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 will 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.**

### **1.11 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 at least 16 years of age, or the age of majority in their resident jurisdiction (whichever is higher), at the time of registration. If the Player is under the age of 18, Player must have the consent of a Parent/Guardian to compete in this Competition.

### **2.2 Residency Restrictions**

All players must be residents of, and actively compete in the competition while residing in,

one of the following regions:

**North America:** Canada, Mexico, Puerto Rico, the United States of America, and its territories (American Samoa, Guam, Northern Mariana Islands, Puerto Rico, U.S. Virgin Islands), Antigua and Barbuda, Bahamas, Barbados, Canada, Cuba, Dominica, Dominican Republic, Grenada, Haiti, Jamaica, St. Kitts and Nevis, St. Lucia, St. Vincent and the Grenadines, Trinidad and Tobago and México.

## 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 Tournament Organizer, Publisher, 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, or distribution of this Competition, including but not limited to Tournament Organizer, are not eligible to participate in the Competition.

**NO CONTENT CREATOR CONTRACTED TO TOURNAMENT ORGANIZER (A.K.A AMG) SHALL COMPETE IN THE COMPETITION UNLESS INVITED TO DO SO.**

## 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 (PMPL) on one of the top 20 teams in any region.

**NO PLAYER THAT IS CURRENTLY QUALIFIED ON A TOP 20 TEAM IN THE PMPL IN ANY REGION SHALL COMPETE IN THE COMPETITION.**

## 2.5 Registration

Player must register on the Competition's website between the dates of: July 13th, 2023, 9:00 a.m. PT – July 23rd, 2023, 9:00 a.m. PT ("Registration Period"), in order to compete in the Competition:

<https://amg.games/summonersshowdown>

Player must enter the Competition's Discord server within the Registration Period to complete Player's registration: [discord.gg/SummonersShowdown](https://discord.gg/SummonersShowdown)

**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.

## 3 Schedule & Format

### 3.1 Day 1 – Qualifiers

**Dates:** Monday, July 24th, 2023

**Start Time:** 5:00 p.m. PT / 8:00 p.m. ET

*Note: Gameplay will begin at 5:00 p.m. PT / 8:00 p.m. ET, but mandatory check-ins will begin 1 hour earlier at 4:00 p.m. PT / 7:00 p.m. ET.*

**Estimated length** (*actual may vary*): ~3 hours

**Maps for all matches:** Erangel, Livik, Erangel, Livik, Erangel

**Number of Matches:** 5

**Team Format:** Solos

**Lobby Information:** Communication of all matches/lobbies and the corresponding lobby IDs and passwords will occur in Discord. Depending on total registration numbers, Players will be divided into roughly even groups no larger than 50 after checking in. The Tournament Organizer will create as many lobbies/groups as needed to fairly accommodate the number of total Players checked in.

**Check In System:** All Players will be required to check in on the day of the qualifiers in the Discord. The check-in period starts 1 hour before gameplay on July 24th, 2023 from 7:00

p.m ET - 7:45 p.m ET. Players will be sorted into groups between 7:45 p.m ET to 8:00 p.m ET. Players who miss the 45 minute check in window will not be sorted into a group, and therefore will not be allowed to participate.

Discord: [discord.gg/SummonersShowdown](https://discord.gg/SummonersShowdown)

**Qualifying for the next round:** Players will earn points according to the Point Distribution chart listed below. The top 50 Players with the most points overall, accumulated over the 5 matches, will qualify for Day 2 Qualifiers.

**Point distribution:**

Match Placement	Points
1	15 pts
2	14 pts
3	13 pts
4	12 pts
5	11 pts
6	10 pts
7	9 pts
8	8 pts
9	7 pts
10	6 pts
11	5 pts
12	4 pts
13	3 pts
14	2 pts
15-30	1 pt
31-50	0 pts
<b>Each Elimination:</b>	<b>2 Pts</b>

**Discord:** Players must enter the Competition's Discord server immediately upon registration: [discord.gg/SummonersShowdown](https://discord.gg/SummonersShowdown)

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

**Broadcast:** None

### 3.2 Day 2 – Qualifiers

**Dates:** Tuesday, July 25th, 2023

**Start Time:** 5:00 p.m. PT / 8:00

**Estimated length** (*actual may vary*): ~2 hours

**Map for all matches:** Battle Royale: Dragon Ball Super

**Number of Matches:** 5

**Team Format:** Solos

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

**Check In System:** All Players will be required to check in on the day of the qualifiers in the Discord. The check-in period starts 1 hour before gameplay on July 25th, 2023 from 7:00 p.m ET - 7:45 p.m ET. Players who miss the 45 minute check in window not be allowed to participate.

Discord: [discord.gg/SummonersShowdown](https://discord.gg/SummonersShowdown)

**Qualifying for the next round:** The top 16 Players with the most points, accumulated over the 5 matches, will advance to the Day 3 Live Event. The Players who placed 17th - 32nd will be substitutes.. All 32 Players (top 16 advancing Players plus 16 substitutes) must complete an ID submission form to verify their eligibility. Failure to submit required ID and information within 24 hours of qualification will result in disqualification from the Competition.

**Substitutions:** Any Player that finishes between 17th - 32nd place during Day 2 Qualifiers will be considered a Substitute Player for the Day 3 Live Event, to, if needed, replace any top 16 Player who is either not eligible, or does not show up for the Live Event. Substitute Players should be available and ready to compete during the Live Event.



**Discord:** Players must remain the Competition's Discord server for the entirety of the event: [discord.gg/SummonersShowdown](https://discord.gg/SummonersShowdown)

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

**Broadcast:** None

**Point distribution:**

Match Placement	Points
1	15 pts
2	14 pts
3	13 pts
4	12 pts
5	11 pts
6	10 pts
7	9 pts
8	8 pts
9	7 pts
10	6 pts
11	5 pts
12	4 pts
13	3 pts
14	2 pts
15-30	1 pt
31-50	0 pts

Each Elimination:	2 Pts
-------------------	-------

### 3.3 Day 3 – Live Event

**Date:** Thursday, July 27th, 2023

**Start Time:** 5:00 p.m. PT / 8:00 p.m. ET  
Estimated length (*actual may vary*): 3.5 hours

**Maps:**

- Map 1: Battle Royale: Dragon Ball Super
- Map 2: Erangel
- Map 3: Sanhok
- Map 4: Livik
- Map 5: Battle Royale: Dragon Ball Super

**Team Format:** Squads

*Two (2) qualifying Players will be matched by Tournament Organizer with two (2) Content Creators to form a total of eight (8) squads. These squads shall be formed at the sole discretion of Tournament Organizer.*

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

**Number of Matches:** 5

***Expectation of speedy lobbies:*** *Players must join new or remade rooms/lobbies immediately. Players are provided only a one (1) minute grace period before the room/lobby will start without them. It is the Player's responsibility to stay attentive to the pings in the Discord server.*

**Number of Total Players:** 32

*Sixteen (16) will be creators, and sixteen (16) will be qualified community members.*

**Broadcast:** June 27th, 2023 @ 5:00 p.m. PT / 8:00 p.m. ET

- Live on <https://youtube.com/pubgmobile>

**Substitutions:** If a Player does not show up for the call time communicated by the Tournament Organizer, or is unable to compete for any reason, a different Player may be substituted in as a Substitute Player. When possible, Tournament Organizer will provide first opportunity to compete to the Substitute Player that placed the highest in the Day 2 Qualifiers. Due to the time sensitive nature of the competition, multiple Substitute Players may be offered the opportunity to compete, with the first Player to respond being selected. Substitute Players will be substituted strictly at the sole discretion of the

Tournament Organizer. The Tournament Organizer may, in its sole discretion, find and substitute in a replacement Substitute Player that is not a qualified Substitute Player.

**Overview of Gameplay:** This Live Event will NOT be held in a standard Battle Royale format where you accrue points for both eliminations and placements. Instead, Players will be competing with their teammates to accrue points ONLY by completing challenges.

**Team Captains:** One content creator per team will be designated as the Team Captain. They will have access to a Team Control Panel, and will use that to report completion of the challenges on behalf of the team. Team Captains will be in charge of accurately communicating the active challenges and their point values to the team.

**Challenges:** Challenges will be available to all competing teams. Some challenges will be on a first come, first serve basis. Others may allow more than one team to complete them. Others will be time based where all teams who can complete it within a set amount of time can accrue the points. There will always be at least 4 active challenges available for completion at any given time. Challenges will vary in difficulty and points value. A challenge may appear more than once during the course of the Competition. Challenges will appear both automatically, and based on manual inputs from the Tournament Organizer. Challenges may be removed, or have an expiration timer applied to them, at the sole discretion of the Tournament Organizer.

#### Types of Challenges:

**Single Completion Challenges:** The first team to fully complete a challenge and mark the challenge complete will be the team to accrue the points. Once any challenge has been completed by any team, that challenge will be removed from the active challenges pool and unavailable for any other team to complete. A new challenge will then show up in the active challenges pool for all teams to compete for.

**Multi-Completion Challenges:** The number of teams listed can complete the challenge and mark the challenge complete to accrue the relevant points. The challenge will remain available for completion until it has been completed the max number of times listed on the challenge. Once removed from the pool, the team can no longer receive points from that challenge, and a new challenge will replace it.

**Time Based Challenges:** Some challenges will have a time-based component, where the challenge will be set to expire a certain number of seconds after going live. Once the time runs out and the challenge expires, it will be removed from the pool, teams can no longer accrue points from that challenge, and a new challenge will replace it. Time based challenges may be single or multi completion challenges. Existing live challenges may

be converted to time-based challenges at the sole discretion of the Tournament Organizer.

**False/Incorrect/Accidental completion:** If a team falsely marks a challenge complete, they should alert the Tournament Organizer immediately, who will reverse the completion of the challenge and remove the points from the relevant team. The falsely completed challenge will then be put back in the inactive challenge pool to potentially become available again later in the match. If the behavior is repeated, that team or responsible Player may face disciplinary action at the sole direction of the Tournament Organizer, such as, but not limited to, loss of points, disqualification, or replacement by another player.

**Showdown:** Tournament Organizer will randomly trigger an event known as the Showdown. During a Showdown, all challenges will be paused and unavailable to be completed or redeemed for all teams. To end a Showdown, a team must complete the challenge listed for the Showdown ("Showdown Challenge") before they can begin completing challenges again. The Team Captain will see this trigger on their Control Panel and provided stream overlay, along with the specific Showdown Challenge requirements, and they need to communicate this to the team. Once the team completes the Showdown Challenge, the Team captain will mark it complete on the panel, and will again get access to the active challenges. Showdowns will begin for all teams at the same time, however will end individually for each team, once the team completes the Showdown Challenge. For clarity, and by example only, a Showdown Challenge might be "Get 3 eliminations as a team".

**Point distribution:**

Teams will only accrue points via challenges. There will be no placement points or elimination points. Each challenge will list a point value when it becomes active. Teams will not earn points for completing Showdown Challenges.

## 4 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 the 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 Prizes in cash. Content Creators will win an amount of PUBG MOBILE UC equivalent to the cash value of the Prize earned by each respective Content Creator, where \$100 USD shall be equivalent to approximately 8,100 UC. This may vary depending on the app store and/or operating system of your device. Exact conversion rates may vary depending on the size of the Prize won. Any such UC won as a Prize by Content Creator shall not be retained or spent by Content Creator, and must be distributed to Content Creator's community.

Only two (2) players and 2 Content Creators per team will be eligible to win Prizes. If a Player is not available or eligible to compete in a given match of the Competition and is replaced by a Substitute Player, such Player shall forfeit any entitlement to Player's team's Prize winnings, and the Substitute Player shall receive all related Prize entitlement.

**Prizing:** \$10,000 Total Prize Value

Final Ranking of a Team	Total Cash Value	Cash per non-Content Creator Player	UC to be distributed to Content Creator
1st	\$5,000	\$1,250	101,250
2nd	\$2,500	\$625	50,525
3rd	\$1,750	\$437.50	35,435
4th	\$750	\$187.50	15,185
5th	\$0	\$0	0
6th	\$0	\$0	0
7th	\$0	\$0	0
8th	\$0	\$0	0

### Additional Prizing:

#### Tokens:

1. **Finalists:** The top 16 Players who register for the Competition, are eligible based on these Terms and Conditions, and compete in the Day 3 Live event, will earn an additional **200 Tokens** each.
2. **2nd Place:** The 4 Players who register for the Competition, are eligible based on these Terms and Conditions, and place 2nd as a team in the Day 3 Live event, will earn an additional **300 Tokens** each.
3. **1st Place:** The 4 Players who register for the Competition, are eligible based on these Terms and Conditions, and place 1st as a team in the Day 3 Live event, will earn an additional **500 Tokens** each.

*For clarity, and by example only, a Player whose team placed 1st in the Day 3 Live Event would earn a combined total of 700 tokens (Finalist + 1st Place)*

Tokens will be sent via the email address used to register, and will include instructions on how to redeem them. Players are responsible for putting in the right email address during registration. The Tournament Organizer is only responsible for distributing the Tokens to the provided email address, and is not responsible if the Player cannot log into their email to claim the prizing.

**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/SummonersShowdown](https://discord.gg/SummonersShowdown)

**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 the in-game chat, lobby chat, or in any other 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, Krafton, Inc., any other competition or PUBG MOBILE-related party 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. Tournament organizer shall have sole discretion of the distribution of any prize withheld from Players pursuant to this section.

### 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 Day 4 Live Event, the ranking shall be determined by applying the following criteria in order, until a finalized ranking is determined:

1. Total challenges completed.
2. Total challenges completed in the last match of the stage.
3. Most chicken dinners.

## 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.

Change Log:

Date: <b>July 5th, 2023</b>	Change: Initial Draft Submitted
-----------------------------	---------------------------------