

Broadcaster Royale Season 2 Official Tournament Rules

Last updated: October 25, 2018

1. INTRODUCTION

The Broadcaster Royale Season 2 competition (the “**Tournament**”) is brought to you by Twitch Interactive, Inc. (“**Twitch**”). The Tournament is a competitive gaming tournament featuring PLAYERUNKNOWN’S BATTLEGROUNDS (the “**Title Game**”), developed and published by PUBG Corporation (“**PUBG**”). As set forth more fully in Section 3, entitled “Tournament Format”, the Tournament consists of five (5) regional competitions, one in Asia, one in Europe, one in North America, one in South America, and one in Oceania. Each regional competition will include an open qualifier and/or an invitational qualifier. The winners of each qualifier, in addition to several “Direct Invitations”, will advance to Broadcaster Royale: OMEN Challenge (as described herein).

These Official Tournament Rules (“**Official Rules**”) govern the Tournament. These Official Rules are in addition to the rules that govern how the Title Game is played (the “**Game Play Rules**”). The Game Play Rules are set forth in Section 8, entitled “Game Play Rules”.

Each person who participates in the Tournament is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor Player represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the Tournament, and all references to “Player” shall include that Minor Player’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions that Twitch and the other “Tournament Organizers” (as defined below) make about the Tournament, including without limitation decisions about how to interpret or implement these Official Rules and administer the Tournament, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the Tournament or incidents that affect the Tournament that are not outlined in these Official Rules may be addressed and resolved by Twitch and the other Tournament Organizers at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion. The most recent version of these Official Rules will be posted on <http://broadcasterroyale.com> (the “**Tournament Website**”), and the Tournament Organizers may also use other means to communicate with those Players who have registered for the Tournament using the contact information associated with their account or provided during registration. If a change would affect a Player’s place or standing in the Tournament if they were applied retroactively, that change will be applied only prospectively unless the Tournament Organizers determine in their sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the

Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

These Official Rules were drafted in English, but may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control.

2. CERTAIN DEFINITIONS

Asia-Pacific – Bangladesh, Bhutan, Brunei, Cambodia, East Timor, Hong Kong, India, Indonesia, Japan, Laos, Macau, Malaysia, Mongolia, Nepal, Pakistan, Papua New Guinea, Philippines, South Korea, Singapore, Sri Lanka, Taiwan, Thailand, and Vietnam.

Europe – Andorra, Austria, Bahrain, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Oman, Poland, Portugal, Qatar, Romania, Russia (except individuals located in Crimea), San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Turkey, Turkmenistan, Ukraine (except individuals located in Crimea), United Arab Emirates, United Kingdom of Great Britain and Northern Ireland, Uzbekistan, and Yemen.

Eligibility Area – Asia-Pacific, Europe, South America, North America, and Oceania.

Game – a single Title Game competition between Teams.

Match – Tournament play between Teams that may involve multiple Games, as described in Section 3, entitled “Tournament Format”.

North America – Anguilla, Antigua and Barbuda, Aruba, Bahamas, Barbados, Belize, British Virgin Islands, Canada, Caribbean Netherlands, Cayman Islands, Costa Rica, Curaçao, Dominica, Dominican Republic, El Salvador, Grenada, Guadeloupe, Guatemala, Honduras, Jamaica, Martinique, Mexico, Montserrat, Nicaragua, Panama, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Sint Maarten, Trinidad and Tobago, Turks and Caicos Islands, and United States (including individuals located in Puerto Rico and the U.S. Virgin Islands).

South America – Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Peru, Suriname, and Uruguay.

Oceania – Australia, Fiji, French Polynesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.

Points – the metric by which Teams are ranked during a Match.

Team – a group of Players who compete in the Tournament together as a unit.

Tournament Entities – Twitch, the Tournament Organizers, PUBG, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

Tournament Organizers – Twitch, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

Direct Invitation – any Team that is directly invited to participate in Broadcaster Royale: OMEN Challenge without qualifying through an Open Qualifier or Partner Invitational.

Winner or Winning Team – any Team that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

3. **TOURNAMENT FORMAT**

3.1. **Schedule**

The schedule that corresponds to each Tournament phase is outlined throughout this Section (such period referred to herein as the “**Tournament Period**”).

3.1.1. **Asia Regional**

- Partner Invitational #1 (September 15)
- Partner Invitational #2 (September 22)
- Partner Invitational Finals (September 29)
- Open Qualifier (September 30)

3.1.2. **Europe Regional**

- Partner Invitational #1 (September 15)
- Partner Invitational #2 (September 22)
- Partner Invitational Finals (September 29)
- Open Qualifier (September 30)

3.1.3. **North America Regional**

- Partner Invitational #1 (September 16)
- Partner Invitational #2 (September 23)
- Partner Invitational Finals (September 29)
- Open Qualifier (September 30)

3.1.4. South America Regional

- Partner Invitational #1 (September 16)
- Partner Invitational #2 (September 23)
- Partner Invitational Finals (September 29)

3.1.5. Oceania Regional

- Open Qualifier (September 30)

3.1.6. Broadcaster Royale: OMEN Challenge

Broadcaster Royale: OMEN Challenge will be held at TwitchCon, in San Jose, CA, on October 26-28.

3.2. Match Format

A Match consists of a pre-defined number of Games involving a maximum of 40 Teams. Each Game will use one of the specific Game Modes, selected by Tournament Organizers, specified in Section 8.1.5. After each Game of a Match, Teams will be awarded Points according to the table below. After the last Game of a Match, Teams in that Match will be ranked according to cumulative number of Points earned during that Match. Settings for each Game in a Match are specified in Section 8.1.

If two or more Teams have the same number of Points at the end of a Match, the tie in rank will be resolved by applying the following tie-breaking mechanisms, listed in order of application:

- 1) Highest placing achieved during the Match;
- 2) Second highest placing achieved during the Match;
- 3) Third highest placing achieved during the Match;
- 4) Fourth highest placing achieved during the Match;
- 5) Fifth highest placing achieved during the Match;
- 6) Cumulative number of kills achieved during the Match;
- 7) Highest number of kills achieved in one Game during the Match;
- 8) Second highest number of kills achieved in one Game during the Match;
- 9) Third highest number of kills achieved in one Game during the Match;
- 10) Fourth highest number of kills achieved in one Game during the Match; or
- 11) Coin flip.

Placement	Points	Placement	Points
1 st	250	21 st	100
2 nd	220	22 nd	95
3 rd	205	23 rd	90
4 th	195	24 th	85
5 th	185	25 th	80
6 th	175	26 th	75
7 th	170	27 th	70
8 th	165	28 th	65
9 th	160	29 th	60
10 th	155	30 th	55
11 th	150	31 st	50
12 th	145	32 nd	45
13 th	140	33 rd	40
14 th	135	34 th	35
15 th	130	35 th	30
16 th	125	36 th	25
17 th	120	37 th	20
18 th	115	38 th	15
19 th	110	39 th	10
20 th	105	40 th	5
Each Kill: 17 Points			

3.3. Open Qualifier

Teams will first be entered into the “**Open Qualifier**” stage for the applicable region (North America, Europe, Asia, or Oceania) in which they are registered. Teams may only participate in one (1) Open Qualifier worldwide, each of which is “single elimination” meaning that a Team will not be eligible to move forward if they fail to advance in one (1) Match. All Matches consist of five (5) Games, except for Matches in the first round which consist of three (3) Games. The top ranked Team from the Open Qualifier from each region (except South America) will qualify to participate in Broadcaster Royale: OMEN Challenge.

3.4. Partner Invitational

Teams that are invited to participate in the “**Partner Invitational**” stage for a region (North America, South America, Europe, or Asia) will participate in one of two such Partner Invitational events. The Oceania competition will not have a Partner Invitational. The Partner Invitational that a Team is assigned to is at the sole discretion of Tournament Organizers. Each Partner Invitational is one Match consisting of five (5) Games. The top ranked Team from each Partner Invitational in each region (except Oceania) will qualify to participate in Broadcaster Royale:

OMEN Challenge. The Teams ranked 2nd through 21st from each Partner Invitational (twenty (20) Teams from Partner Invitational #1 and twenty (20) Teams from Partner Invitational #2) will qualify to participate in the Partner Invitational Finals.

3.4.1. Partner Invitational Finals

The Invitational Regional Finals is one Match consisting of five (5) Games. The top 5 Teams from the Invitational Regional Finals in the Asia region will qualify to participate in Broadcaster Royale: OMEN Challenge. The top 10 Teams from the Invitational Regional Finals in the Europe and North America regions will qualify to participate in Broadcaster Royale: OMEN Challenge. The top 4 Teams from the Invitational Regional Finals in the South America region will qualify to participate in Broadcaster Royale: OMEN Challenge.

3.5. Broadcaster Royale: OMEN Challenge

Sixty-four (64) Teams will be invited to participate in Broadcaster Royale: OMEN Challenge, the culminating event of the Tournament, as follows:

- In Asia (11 Teams):
 - 1 Team from Open Regional Finals
 - 5 Teams from Partner Invitational
 - 5 Direct Invitations
- In each of Europe and North America (22 Teams each):
 - 1 Team from Open Regional Finals
 - 10 Teams from Partner Invitational
 - 11 Direct Invitations
- In South America (8 Teams):
 - 4 Teams from Partner Invitational
 - 4 Direct Invitations
- In Oceania (1 Team)
 - 1 Team from Open Regional Finals

If any of those Teams decline or are ineligible, invitations will be extended to the next Team, based on Points, from the respective Open Qualifier, Open Regional Finals, or Partner Invitational Finals. If a Direct Invitation Team declines or is ineligible, another Direct Invitation will be extended.

3.5.1. Broadcaster Royale: OMEN Challenge – Match Format

Broadcaster Royale: OMEN Challenge consists of four (4) types of “Challenges” titled “PUBStomp”, “Blitz”, “Platoon”, and “Roulette” (each, a “Challenge”). Each Challenge occurs once per day during Broadcaster Royale: OMEN Challenge, and each invited Team may elect to not participate in any particular Challenge. An overview of each Challenge is provided below. Except for PUBStomp, all Teams will queue up together.

If at least 30 Teams participate in a Challenge other than PUBStomp, the Teams may be divided into 2 Games (with half of that Challenge's prize pool allocated to each Game) at the discretion of Tournament Organizers. Game Settings for each Challenge are specified in Section 8.1.

3.5.1.1. PUBStomp

Teams will play in public matchmaking for a maximum of 1 hour, attempting to achieve the highest number of kills in a single game.

3.5.1.2. Blitz

Teams will play against each other, with settings designed for fast-paced gameplay.

3.5.1.3. Platoon

Teams will combine to form two large groups that play against each other (Platoon: On). Factions are decided solely by Tournament Organizers.

3.5.1.4. Roulette

Teams will play against each other using a specific Game Mode, selected by Tournament Organizers. The Game Modes are called "Hack, Slash, and Throw", "360 No Scope", "Crossbows in the Fog", "Pistola", "PANdemonium", and "Wild West". The Game Settings for each Game Mode are specified in Section 8.2.

3.5.2. Broadcaster Royale: OMEN Challenge – Golden Chappas

Teams will earn points called "Golden Chappas" based on their performance in a Challenge, according to the table below.

Placement (based on Points, as calculated by Section 3.2)	Golden Chappas
1 st	8
2 nd	7
3 rd	6
4 th	5
5 th – 8 th	4
9 th – 16 th	3
17 th – 32 nd	2
33 rd – 64 th	1

In the Platoon Challenge, each Team on the winning faction earns 8 Golden Chappas. Each Team on the losing faction earns 4 Golden Chappas.

After the last Challenge, Teams will be ranked according to cumulative number of Golden Chappas earned during Broadcaster Royale: OMEN Challenge.

If two or more Teams have the same number of Golden Chappas at the end of Broadcaster Royale: OMEN Challenge, the tie in rank will be resolved by applying the following tie-breaking mechanisms, listed in order of application:

- 1) Total number of kills in Broadcaster Royale: OMEN Challenge;
- 2) Total number of Challenges won; and
- 3) Highest placing achieved during a Challenge, then second highest placing, then third highest placing, etc.

4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS

The Open Qualifiers are open to all legal residents of the Eligibility Area and must be 18 years of age or older on the Tournament start date (September 15, 2018). The other stages of the Tournament are open to Teams who qualify under the terms of the Official Rules. Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared the Winner. Section 10, entitled “General Prize Restrictions”, provides more information.

For the Invitational Qualifiers, Players will receive a formal invitation from the Tournament Organizers to participate in such Invitational Qualifier. Players that do not receive an invitation are not eligible to participate in the Invitational Qualifiers. Players that are invited to participate in the Invitational Qualifiers are not eligible to participate in the Open Qualifiers.

Each Player will be known publicly by his or her real name, or gamertag or other name they use in the Title Game or otherwise choose a user name (in either instance, the “**User Name**”). Each Player represents and warrants that their User Name and Team name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must get permission from his or her parent or legal guardian to enter. The form of that permission will be determined by the Tournament Organizers in their sole discretion. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by a parent or legal guardian at that Tournament location, and the Tournament Organizers may require additional proof

that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tournament Organizers in their sole discretion. The Tournament is void outside of the Eligibility Area and where prohibited by law.

Officers, directors and employees of the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses), and governmental officials of any country in the Eligibility Area are not eligible to participate in the Tournament without express written permission from Twitch.

Players must have access to the Internet and supply their own equipment needed to participate in the Tournament, including, without limitation, monitors and consoles, controllers, headphones and headsets, cables and a copy of or authorized access to the Title Game and valid access to the game servers that will be used and the Title Game levels that will be played in the Tournament, as applicable (collectively, "**Player Equipment**").

During Tournament play Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved of or provided by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use of any individual piece of Player Equipment for reasons related to Tournament security, operational efficiency or effectiveness. During Broadcaster Royale: OMEN Challenge, Players must use equipment provided by Tournament Organizers.

Each Player is responsible for obtaining any visas or other travel documentation needed to participate in the Tournament and the costs thereof shall be borne by the Player.

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of two (2) individual Players.

If multiple countries or geographic regions are included in the Eligibility Area, each Team must be comprised of Players from the same region within the Eligibility Area. Each Player on a Team must satisfy all eligibility requirements set forth herein for Players.

Players will participate on only one (1) Team at a time throughout the Tournament, and may not switch Teams.

Each member of the Team shall be deemed to have jointly and severally made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tournament Organizers' rights pursuant to these Official Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team,

then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Organizers may elect in their sole discretion. If the Tournament Organizers elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Official Rules, and if permitted in the sole discretion of the Tournament Organizers, the Team may replace the disqualified Player(s) with a new eligible Player and continue to compete under the same name if each disqualified Player promptly signs any writing deemed necessary by Tournament Organizers to permit his or her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Organizers. Any Team member who elects to end his or her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to "re-register" to participate in the Tournament in any capacity.

For clarification and the removal of doubt, these Official Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. But please note that disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Organizers' in their sole discretion.

Teams that Twitch, in its sole discretion, determines are directly or indirectly owned or controlled by a person or entity that operates sports (including esports) gambling, wagering, bookmaking, or betting sites or platforms are not eligible to participate in the Tournament.

Please note that Twitch may require a Player or a Team to execute and deliver "Winner Forms" (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

5. REGISTRATION INFORMATION

To register for the Tournament, visit the Tournament Website, at <http://broadcasterroyale.com>, and follow the instructions about how to register as a Player or a Team. Your registration information will be collected and used in accordance with the privacy policy posted on the Tournament Website and, notwithstanding anything to the contrary stated therein, such information will be shared with Twitch and used by Twitch in accordance with the Privacy Policy and Terms of Service (the "**Twitch Policies**") posted on www.twitch.tv (the "**Twitch Website**"), which are incorporated herein by this reference. By participating in the Tournament, you agree and acknowledge that you have read, understood and agree to be bound by these Official Rules, as may be amended from time to time, and the Twitch Policies. Please review the Twitch Policies carefully before participating in the Tournament. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Twitch Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the Twitch Policies, Twitch may share Player information with the Tournament Entities, who will use such information to the extent needed to perform their duties and functions

in connection with the Tournament or otherwise in accordance with their own independent privacy practices. In addition, Twitch may engage third party application providers and other vendors to administer certain aspects of the Tournament, including without limitation, the online collection of Player information. Such third parties will provide your personally identifiable information to Twitch and the other Tournament Entities and use your information for their own independent purposes in accordance with their own independent privacy practices. Twitch is not responsible for the storage or any use of your entry information by such third parties or the Tournament Entities.

6. PLAYER APPEARANCE RELEASE

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player's performance in the Tournament itself and in other Tournament-related activities, including the Player's name, User Name, Team name, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "**Appearance**") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity (except for Players who are known to be residents of France, which will expire within 5 years from date of participation), for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Twitch Website, the Tournament Website, the Title Game, the Tournament Entities and future tournaments.

As between each Player and Team on the one hand, and Twitch, on the other hand, the Appearance shall be deemed a work-made-for-hire for Twitch prepared as a work specifically ordered and/or commissioned by Twitch, and therefore, Twitch shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Twitch, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Twitch, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Twitch's ownership of such rights.

The Tournament Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tournament Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of

publication (droit divulgation) he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against the Tournament Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tournament Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tournament Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of “moral rights” or “droit moral” is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Twitch shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Twitch shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

7. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the Twitch Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;

- Offensive, vulgar or obscene User Names, Team names, avatars, logos, branding or gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and Twitch reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

8. **GAME PLAY RULES**

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament.

8.1. **Game Settings (Open Qualifiers and Partner Invitationals)**

8.1.1. **General Settings**

- Normal Mode
- Session Type: Private
- Server Region: Asia, North America, Europe, South America, or Oceania (as applicable)
- Map: Erangel or Sanhok (see Section 8.1.4)
- Perspective: FPP
- Team Players: 2

8.1.2. **Basic Rules**

<i>Gameplay</i>	
DBNO Revive	On
DBNO Revive Time	10s
DBNO Damage	1x
Friendly Fire Damage	1x
<i>Blue Zone</i>	
Circle Speed	1x
Circle Settings	See Section 8.1.4
Display End Circle Location	Off
End Circle Location Fix Ratio	0%
End Circle Location Town	1x
End Circle Location Field	1x
End Circle Location Mountain	1x
<i>Red Zone</i>	
Use Red Zone	Off
<i>Care Package</i>	
Care Package Frequency	1x
<i>Flare Gun Care Package</i>	
Flare Gun Care Package	On
Item Count Multiplier per Care Package	1x
<i>Additional Flare Gun Care Package per Circle Phase</i>	
Flare Gun Settings	Default
<i>Weather</i>	
Weather	Sunny
<i>Observer</i>	
Convert Dead Players to Observer	Only Host
Killer Spectating	Off

8.1.3. Spawns

Setting	Erangel	Sanhok
<i>Item Spawns</i>		
Item Spawn Type	-	-
Spawn Rate Multiplier	1x	1x
<i>Ammunitions</i>		
Ammunitions	1.5x	1x
- 12 gauge	1x	1x
-.45 ACP	1x	1x
- 5.56mm	1x	1x
- 7.62mm	1x	1x
- 9mm	1x	1x
- Bolt	1x	1x
- Flare	1x	1x
<i>Weapons</i>		
Sniper Rifles	1.5x	1x

- Kar98k	1x	1x
- M24	1x	1x
DMRs	1.5x	1x
- Mini14	1x	1x
- SKS	1x	1x
- VSS	1x	1x
- SLR	1x	1x
- QBU	1x	1x
Assault Rifles	1.5x	1x
- AKM	1x	1x
- M416	1x	1x
- M16A4	1x	1x
- M762	1x	1x
- MK47	1x	1x
- SCAR-L	1x	1x
- QBZ	1x	1x
Hunting Rifles	1.5x	1x
- Win94	1x	1x
LMGs	1.5x	1x
- DP-28	1x	1x
SMGs	1.5x	1x
- Tommy Gun	1x	1x
- UMP	1x	1x
- UZI	1x	1x
- Vector	1x	1x
Shotguns	1.5x	1x
- S686	1x	1x
- S12K	1x	1x
- S1897	1x	1x
Handguns	1x	1x
- P18C	1x	1x
- P1911	1x	1x
- P92	1x	1x
- R1895	1x	1x
- R45	1x	1x
- Sawed-off	1x	1x
Throwables	1.5x	1x
- Flash Bang	1x	1x
- Frag Grenade	1x	1x
- Molotov Cocktail	1x	1x
- Smoke Grenade	1x	1x
Melee Weapons	1x	1x
- Crowbar	1x	1x
- Machete	1x	1x
- Pan	1x	1x
- Sickle	1x	1x
- Crossbow	1x	1x
- Flare Gun	1x	1x
<i>Etc</i>		

Sight Attachments	1.5x	1x
- Red Dot Sight	1x	1x
- Holographic Sight	1x	1x
- 2x Scope	1x	1x
- 3x Scope	1x	1x
- 4x Scope	1x	1x
- 6x Scope	1x	1x
- 8x Scope	1x	1x
Magazine Attachments	1.5x	1x
- SR Magazine	1x	1x
- AR Magazine	1x	1x
- SMG Magazine	1x	1x
- Pistol Magazine	1x	1x
Muzzle Attachments	1.5x	1x
- SR Muzzles	1x	1x
- AR Muzzles	1x	1x
- SG Muzzles	1x	1x
- SMG Muzzles	1x	1x
- Pistol Muzzles	1x	1x
Foregrip Attachments	1.5x	1x
- Foregrips	1x	1x
Stock Attachments	1.5x	1x
- Quiver (Crossbow)	1x	1x
- Tactical Stock (M416, Vector)	1x	1x
- Stock (Micro UZI)	1x	1x
- Bullet Loops (SG)	1x	1x
- Bullet Loops (Win94, Kar98k)	1x	1x
- Cheek Pad (DMR, SR)	1x	1x
<i>Consumables</i>		
Heal Items	1.5x	1x
- Bandage	1x	1x
- First Aid Kit	1x	1x
- Med Kit	1x	1x
Boost Items	1.5x	1x
- Energy Drink	1x	1x
- Painkiller	1x	1x
- Adrenaline Syringe	1x	1x
- Gas Can	1x	1x
<i>Equipment</i>		
Backpack	1.5x	1x
- Backpack (Lv.1)	1x	1x
- Backpack (Lv.2)	1x	1x
- Backpack (Lv.3)	1x	1x
Helmet	1.5x	1x
- Helmet (Lv.1)	1x	1x
- Helmet (Lv.2)	1x	1x
- Helmet (Lv.3)	1x	1x
Armored Vest	1.5x	1x
- Police Vest (Lv.1)	1x	1x

- Police Vest (Lv.2)	1x	1x
- Military Vest (Lv.3)	1x	1x
<i>Clothing</i>		
Clothing	0x	0x
<i>Land Vehicles</i>		
Buggy	1x	1x
Dacia	1x	1x
Van	1x	1x
Mirado	1x	1x
Motorbike	1x	1x
Motorbike w/ Sidecar	1x	1x
Pickup	1x	1x
UAZ	1x	1x
<i>Watercrafts</i>		
Boat	1x	1x
Aquarail	1x	1x

8.1.4. Circle Settings

Erangel:

Phase	Delay (s)	Wait (s)	Move (s)	DPS	Shrink	Spread	Land Ratio
1	90	300	300	0.4	0.35	0.5	0
2	0	140	140	0.6	0.57	0.56	0
3	0	90	140	1	0.57	0.56	0
4	0	80	140	3	0.6	0.56	1
5	0	70	110	5	0.6	0.56	0
6	0	70	100	7	0.65	0.56	0
7	0	70	80	10	0.65	0.56	0
8	0	60	60	15	0.65	0.56	1
9	0	30	120	20	0.001	10	0

Sanhok:

Phase	Delay (s)	Wait (s)	Move (s)	DPS	Shrink	Spread	Land Ratio
1	90	120	240	0.4	0.5	0.5	0
2	0	120	120	0.6	0.7	0.45	0
3	0	90	120	0.8	0.6	0.4	0
4	0	60	120	1	0.5	0.5	0
5	0	45	60	3	0.5	0.55	0
6	0	45	60	5	0.5	0.6	0
7	0	45	40	7	0.5	0.6	0
8	0	45	40	9	0.5	0.65	0
9	0	30	60	16	0.001	100	0

8.1.5. Game Modes

Each Game of the Tournament will use a specific Game Mode at the sole discretion of Tournament Organizers. The Basic Rules and Spawns of each

Game Mode are as described in Sections 8.1.2 and 8.1.3, except for the specified changes.

- “Standard”
 - No changes
- “Raining Crates”
 - Care Package Frequency: 5x
- “Choose Wisely”
 - Care Package Frequency: 0x
 - Flare Gun Care Package Frequency: 0x
 - Backpack: 0x
 - All other Spawns listed in Section 8.1.3: 3x
- “Marksman”
 - Care Package Frequency: 0x
 - Flare Gun Care Package Frequency: 0x
 - Sniper Rifles: 3x
 - DMRs: 3x
 - Assault Rifles: 0x
 - Hunting Rifles: 0x
 - LMGs: 0x
 - SMGs: 0x
 - Shotguns: 0x
 - Handguns: 3x
 - Crossbow: 0x
 - Flare Gun: 0x
- “Hack, Slash, & Throw”
 - Care Package Frequency: 0x
 - Flare Gun Care Package Frequency: 0x
 - Sniper Rifles: 0x
 - DMRs: 0x
 - Assault Rifles: 0x
 - Hunting Rifles: 0x
 - LMGs: 0x
 - SMGs: 0x
 - Shotguns: 0x
 - Handguns: 0x
 - Crossbow: 0x
 - Flare Gun: 0x
 - Melee Weapons: 3x
 - Throwables: 3x
- “Spray & Pray”
 - Care Package Frequency: 0x
 - Flare Gun Care Package Frequency: 0x
 - Sniper Rifles: 0x

- DMRs: 0x
- Assault Rifles: 0x
- Hunting Rifles: 0x
- LMGs: 0x
- SMGs: 3x
- Shotguns: 3x
- Handguns: 0x

8.2. Game Settings (Broadcaster Royale: OMEN Challenge)

8.2.1. General Settings

- Normal Mode
- Session Type: Private
- Server Region: North America
- Map: Erangel , Sanhok, or Miramar (see Section 8.4)
- Perspective: FPP
- Team Players: 2

8.2.2. Basic Rules

Setting	Blitz	Platoon	Crossbows in the Fog	Roulette (all other)
<i>Gameplay</i>				
DBNO Revive	On			
DBNO Revive Time	1s	10s		
DBNO Damage	1x			
Friendly Fire Damage	1x			
<i>Blue Zone</i>				
Circle Speed	1x			
Circle Settings	See Section 8.1.4			
Display End Circle Location	Off			
End Circle Location Fix Ratio	0%			
End Circle Location Town	1x			
End Circle Location Field	1x			
End Circle Location Mountain	1x			
<i>Red Zone</i>				
Use Red Zone	Off			
<i>Care Package</i>				
Care Package Frequency	1x	0x		
<i>Flare Gun Care Package</i>				
Flare Gun Care Package	On	Off		
Item Count Multiplier per Care Package	1x	0x		
<i>Additional Flare Gun Care Package per Circle Phase</i>				
Flare Gun Settings	Default			
<i>Weather</i>				
Weather	Sunny		Fog	Sunny
<i>Observer</i>				
Convert Dead Players to Observer	Only Host			
Killer Spectating	Off			

8.2.3. Spawns

Setting	Blitz / Platoon	Hack, Slash, and Throw	360 No Scope	Crossbows in the Fog	Pistola	PANdemonium	Wild West
<i>Item Spawns</i>							
Item Spawn Type	Fixed Ratio & Adjustable Total Number						
Spawn Rate Multiplier	-	-	2x	2x	-	2x	-
<i>Ammunitions</i>							
Ammunitions	3x	0x	1x	1x	1x	0x	3x
- 12 gauge	1x	0x	0x	0x	0x	0x	3x
-.45 ACP	1x	0x	0x	0x	1x	0x	3x
- 5.56mm	1x	0x	0x	0x	0x	0x	0x
- 7.62mm	1x	0x	1x	0x	0x	0x	3x

- 9mm	1x	0x	0x	0x	1x	0x	0x
- Bolt	1x	0x	0x	1x	0x	0x	3x
- Flare	1x	0x	0x	0x	0x	0x	0x
<i>Weapons</i>							
Sniper Rifles	3x	0x	3x	0x	0x	0x	0x
- Kar98k	1x	0x	3x	0x	0x	0x	0x
- M24	1x	0x	3x	0x	0x	0x	0x
DMRs	3x	0x	0x	0x	0x	0x	0x
- Mini14	1x	0x	0x	0x	0x	0x	0x
- SKS	1x	0x	0x	0x	0x	0x	0x
- VSS	1x	0x	0x	0x	0x	0x	0x
- SLR	1x	0x	0x	0x	0x	0x	0x
- QBU	1x	0x	0x	0x	0x	0x	0x
Assault Rifles	3x	0x	0x	0x	0x	0x	0x
- AKM	1x	0x	0x	0x	0x	0x	0x
- M416	1x	0x	0x	0x	0x	0x	0x
- M16A4	1x	0x	0x	0x	0x	0x	0x
- M762	1x	0x	0x	0x	0x	0x	0x
- MK47	1x	0x	0x	0x	0x	0x	0x
- SCAR-L	1x	0x	0x	0x	0x	0x	0x
- QBZ	1x	0x	0x	0x	0x	0x	0x
Hunting Rifles	3x	0x	0x	0x	0x	0x	3x
- Win94	1x	0x	0x	0x	0x	0x	3x
LMGs	3x	0x	0x	0x	0x	0x	0x
- DP-28	1x	0x	0x	0x	0x	0x	0x
SMGs	3x	0x	0x	0x	0x	0x	0x
- Tommy Gun	1x	0x	0x	0x	0x	0x	0x
- UMP	1x	0x	0x	0x	0x	0x	0x
- UZI	1x	0x	0x	0x	0x	0x	0x
- Vector	1x	0x	0x	0x	0x	0x	0x
Shotguns	1x	0x	0x	0x	0x	0x	3x
- S686	1x	0x	0x	0x	0x	0x	3x
- S12K	1x	0x	0x	0x	0x	0x	0x
- S1897	1x	0x	0x	0x	0x	0x	3x
Handguns	1x	0x	0x	0x	1x	0x	3x
- P18C	1x	0x	0x	0x	1x	0x	0x
- P1911	1x	0x	0x	0x	1x	0x	0x
- P92	1x	0x	0x	0x	1x	0x	0x
- R1895	1x	0x	0x	0x	1x	0x	3x
- R45	1x	0x	0x	0x	1x	0x	3x
- Sawed-off	1x	0x	0x	0x	0x	0x	3x
Throwables	3x	3x	.05x	.05x	1x	.10x	3x
- Flash Bang	1x	3x	.05x	.05x	1x	.10x	3x
- Frag Grenade	1x	3x	.05x	.05x	1x	.10x	3x
- Molotov Cocktail	1x	3x	.05x	.05x	1x	.10x	3x
- Smoke Grenade	1x	3x	.05x	.05x	1x	.10x	3x
Melee Weapons	1x	3x	.05x	.05x	1x	3x	3x
- Crowbar	1x	3x	.05x	.05x	1x	0x	0x
- Machete	1x	3x	.05x	.05x	1x	0x	3x

- Pan	1x	3x	.05x	.05x	1x	3x	3x
- Sickle	1x	3x	.05x	.05x	1x	0x	3x
- Crossbow	1x	0x	0x	3x	0x	0x	3x
- Flare Gun	1x	0x	0x	0x	0x	0x	0x
<i>Etc</i>							
Sight Attachments	3x	0x	0x	.06x	1x	0x	0x
- Red Dot Sight	1x	0x	0x	.06x	1x	0x	0x
- Holographic Sight	1x	0x	0x	.06x	0x	0x	0x
- 2x Scope	1x	0x	0x	.06x	0x	0x	0x
- 3x Scope	1x	0x	0x	.06x	0x	0x	0x
- 4x Scope	1x	0x	0x	.06x	0x	0x	0x
- 6x Scope	1x	0x	0x	0x	0x	0x	0x
- 8x Scope	1x	0x	0x	0x	0x	0x	0x
Magazine Attachments	3x	0x	.06x	0x	1x	0x	0x
- SR Magazine	1x	0x	.06x	0x	0x	0x	0x
- AR Magazine	1x	0x	0x	0x	0x	0x	0x
- SMG Magazine	1x	0x	0x	0x	0x	0x	0x
- Pistol Magazine	1x	0x	0x	0x	1x	0x	0x
Muzzle Attachments	3x	0x	.06x	0x	1x	0x	1x
- SR Muzzles	1x	0x	.06x	0x	0x	0x	0x
- AR Muzzles	1x	0x	0x	0x	0x	0x	0x
- SG Muzzles	1x	0x	0x	0x	0x	0x	0x
- SMG Muzzles	1x	0x	0x	0x	0x	0x	0x
- Pistol Muzzles	1x	0x	0x	0x	1x	0x	1x
Foregrip Attachments	3x	0x	.06x	0x	0x	0x	0x
- Foregrips	1x	0x	.06x	0x	0x	0x	0x
Stock Attachments	3x	0x	.06x	.06x	0x	0x	1x
- Quiver (Crossbow)	1x	0x	0x	.06x	0x	0x	0x
- Tactical Stock (M416, Vector)	1x	0x	0x	0x	0x	0x	0x
- Stock (Micro UZI)	1x	0x	0x	0x	0x	0x	0x
- Bullet Loops (SG)	1x	0x	0x	0x	0x	0x	0x
- Bullet Loops (Win94, Kar98k)	1x	0x	.06x	0x	0x	0x	1x
- Cheek Pad (DMR, SR)	1x	0x	.06x	0x	0x	0x	0x
<i>Consumables</i>							
Heal Items	3x	3x	.05x	.05x	1x	.10x	1x
- Bandage	1x	3x	.05x	.05x	1x	.10x	1x
- First Aid Kit	1x	3x	.05x	.05x	1x	.10x	1x
- Med Kit	1x	3x	.05x	.05x	1x	.10x	1x
Boost Items	3x	3x	.05x	.05x	1x	.10x	1x
- Energy Drink	1x	3x	.05x	.05x	1x	.10x	1x
- Painkiller	1x	3x	.05x	.05x	1x	.10x	1x
- Adrenaline Syringe	1x	3x	.05x	.05x	1x	.10x	1x
- Gas Can	1x	3x	.05x	.05x	1x	.10x	1x
<i>Equipment</i>							
Backpack	3x	3x	.08x	.08x	1x	.10x	1x
- Backpack (Lv.1)	1x	3x	.08x	.08x	1x	.10x	1x
- Backpack (Lv.2)	1x	3x	.08x	.08x	1x	.10x	1x
- Backpack (Lv.3)	1x	3x	.08x	.08x	1x	.10x	1x

Helmet	3x	3x	.08x	.08x	1x	.10x	1x
- Helmet (Lv.1)	1x	3x	.08x	.08x	1x	.10x	1x
- Helmet (Lv.2)	1x	3x	.08x	.08x	1x	.10x	1x
- Helmet (Lv.3)	1x	3x	.08x	.08x	1x	.10x	1x
Armored Vest	3x	3x	.08x	.08x	1x	.10x	1x
- Police Vest (Lv.1)	1x	3x	.08x	.08x	1x	.10x	1x
- Police Vest (Lv.2)	1x	3x	.08x	.08x	1x	.10x	1x
- Military Vest (Lv.3)	1x	3x	.08x	.08x	1x	.10x	1x
<i>Clothing</i>							
Clothing	0x	0x	0x	0x	0x	0x	0x
<i>Land Vehicles</i>							
Buggy	1x	1x	1x	1x	1x	0x	1x
Dacia	1x	1x	1x	1x	1x	0x	1x
Van	1x	1x	1x	1x	1x	0x	1x
Mirado	1x	1x	1x	1x	1x	0x	1x
Motorbike	1x	1x	1x	1x	1x	0x	1x
Motorbike w/ Sidecar	1x	1x	1x	1x	1x	0x	1x
Pickup	1x	1x	1x	1x	1x	0x	1x
UAZ	1x	1x	1x	1x	1x	0x	1x
<i>Watercrafts</i>							
Boat	1x	1x	1x	1x	1x	0x	1x
Aquarail	1x	1x	1x	1x	1x	0x	1x

8.2.4. Circle Settings

Blitz (Erangel):

Phase	Delay (s)	Wait (s)	Move (s)	DPS	Shrink	Spread	Land Ratio
1	0	0	300	0.4	0.35	0.5	0
2	0	0	140	0.6	0.57	0.56	0
3	0	0	140	1	0.57	0.56	0
4	0	0	140	3	0.6	0.56	1
5	0	0	110	5	0.6	0.56	0
6	0	0	100	7	0.65	0.56	0
7	0	0	80	10	0.65	0.56	0
8	0	0	60	15	0.65	0.56	1
9	0	0	120	20	0.001	10	0

Blitz (Sanhok):

Phase	Delay (s)	Wait (s)	Move (s)	DPS	Shrink	Spread	Land Ratio
1	0	0	300	0.4	0.5	0.5	0
2	0	0	140	0.6	0.7	0.45	0
3	0	0	140	0.8	0.6	0.4	0
4	0	0	140	1	0.5	0.5	0
5	0	0	110	3	0.5	0.55	0
6	0	0	100	5	0.5	0.6	0
7	0	0	80	7	0.5	0.6	0
8	0	0	60	9	0.5	0.65	0
9	0	0	120	16	0.001	100	0

Wild West (Miramar):

Phase	Delay (s)	Wait (s)	Move (s)	DPS	Shrink	Spread	Land Ratio
1	90	300	300	0.4	0.35	0.5	0
2	0	140	140	0.6	0.57	0.56	0
3	0	90	140	1	0.57	0.56	0
4	0	80	140	3	0.6	0.56	1
5	0	70	110	5	0.6	0.56	0
6	0	70	100	7	0.65	0.56	0
7	0	70	80	10	0.65	0.56	0
8	0	60	60	15	0.65	0.56	1
9	0	30	120	20	0.001	10	0

All other Game Modes:

Same as Section 8.1.4.

8.3. Map Selection

In a Best-of-Three Match, the maps will be Sanhok, Erangel, and Sanhok, in that order. In a Best-of-Five Match, the maps will be Sanhok, Erangel, Sanhok, Erangel, and Sanhok, in that order.

8.4. Map Selection – Broadcaster Royale Finals: OMEN Challenge

Blitz will be played on Sanhok on days 1 and 3, and will be played on Erangel on day 2. Platoon will always be played on Erangel. For Roulette Game Modes, the map will be chosen at the sole discretion of Tournament Organizers.

8.5. Controllers

All standard controllers, including mouse and keyboard, are permitted. Macro functions (e.g. turbo buttons) are not permitted.

8.6. Internet Connection

Players are responsible for maintaining adequate internet connection during the Open Qualifiers and Invitational Qualifiers.

8.7. Broadcasting

Players must broadcast all gameplay on their personal Twitch channel. If any Player on a Team does not broadcast a Game, broadcasts a Game on another platform or service, or does not save the broadcast containing the Game, the results of that Game by such Player may be voided at the discretion of Tournament Organizers. “Stream sniping” is strictly prohibited. Players in the Open Qualifier must set a stream delay of 8 minutes (480 seconds) for their broadcast. Players in the Partner Invitational must set a stream delay of 2 minutes (120 seconds) for their broadcast.

8.8. Match Obligations

8.8.1. Punctuality

The online Match lobby will open 15 minutes before the scheduled Match time. All Teams must be in the online Match lobby by the Match start time. Matches will not be delayed except in exceptional circumstances.

8.8.2. Communications

Tournament Organizers will specify a VoIP server for all official communication during the Tournament. Players must ensure that their VoIP usernames are recognizable as their Twitch names or linked to their Twitch accounts. Players must report to the VoIP server 30 minutes before the Tournament start time.

8.9. Match Disruptions

8.9.1. Disconnects

In the event of a disconnect, the Player that disconnected will be able to rejoin the Match.

8.9.2. Stoppage of Play

Tournament Organizers may halt a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

8.9.3. Restarts

The Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if there is a server crash, too many Players experience disconnects, a bug significantly affects a Player's ability to play, or the Game or Match is disrupted by a Force Majeure or other event.

8.10. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

8.11. Penalties

Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Loss of Game
- Match Forfeiture
- Temporary Player Bans
- Permanent Player Bans

8.12. Names, Logos, Avatars and Branding Restrictions

The Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- infringe upon the rights of any 3rd party rights without explicit written permission
- Resemble or are identical to a brand or trademark
- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of Tournament Entities or other Teams.

8.13. Sponsorships; Other Content

Teams have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers
- Religious programming, political matters
- 900 numbers
- X-rated material

- Habit-forming drugs, drug related paraphernalia
- Herbal remedies or “miracle cure” products
- Tobacco products
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- Salacious products or services or other material which would generally be considered obscene or indecent
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party’s privacy or publicity rights
- Content which constitutes hate speech
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

8.14. Broadcaster Royale: OMEN Challenge Attendance

Eligible Players will receive an invitation from Twitch to participate in Broadcaster Royale: OMEN Challenge. A Minor Player must travel with his or her parent or legal guardian with the permission of such parent or legal guardian in form and substance acceptable to Twitch in its sole and absolute discretion.

8.14.1. Travel Accommodations

Travel consists of coach-class airfare for the invited Player, if a flight is necessary, and ground transportation to and from the Tournament venue as necessary. Any additional support individuals affiliated with the Player, whether a coach, manager, or parent / guardian, are responsible for their own transportation costs.

Players must possess all required travel documents, including visas and valid passports, if and as applicable. Airfare does not include government taxes, Passenger Facility Charge or September 11th Security Fee. Airline tickets are non-refundable/non-transferable and are not valid for upgrades and/or frequent flyer miles. All airline tickets are subject to the vagaries of flight variation, work stoppages, and schedule or route changes. Twitch reserves the right to structure travel route and select hotels in its sole discretion. If the closest airport to any Player’s home is in close enough proximity to the city where the Game or Match is being held so that, as

Twitch may determine in its sole discretion, a flight is unnecessary, invitation will not include air transportation from Players' residence to the city where the Game or Match is being held, and no other substitution or compensation will be provided in lieu thereof. Changes are not permitted after ticket issue. The round trip air transportation element for any travel prize begins and ends at the point of departure (unless otherwise specified herein).

8.14.2. Hotel Accommodations

Twitch will provide one (1) hotel room for every two (2) Players, with two (2) beds in each room, for the duration of the Tournament (pairings to be determined at the discretion of Twitch). Player(s) must comply with all hotel check-in requirements, including but not limited to the presentation of a major credit card and are responsible for any incidentals or costs incurred to any hotel rooms including room service or damage.

8.14.3. Punctuality

Upon arrival, Players will receive a schedule and expected "Call Time" sheet for the duration of the event. Players are required to arrive at the designated location by the listed call times, and are expected to be available at the Tournament venue for the duration of all competitive Tournament days.

9. PRIZES

Up to Three Hundred Thousand U.S. dollars (\$300,000) in prizes are available in the Tournament, as described below. Payments will be made in United States dollars and the approximate value of non-cash prizes is based on the value in United States dollars. If a Player participates for less than 10 hours during Broadcaster Royale: OMEN Challenge, that Player may be ineligible for prizing at the discretion of Tournament Organizers.

9.1. Broadcaster Royale: OMEN Challenge – Final Standings

The Tournament Organizers will award up to Two Hundred and Eighty Nine Thousand and Five Hundred U.S. dollars (\$289,500) in prizes to the Teams for the Broadcaster Royale: OMEN Challenge final standings, in accordance with the chart below.

Standing	Prize Money (USD) (Per Team)
1 st	\$8,000
2 nd	\$7,000
3 rd	\$6,500
4 th	\$6,000
5 th – 8 th	\$5,500
9 th – 16 th	\$5,000
17 th – 32 nd	\$4,500
33 rd – 64 th	\$4,000

9.2. Broadcaster Royale: OMEN Challenge – Challenges

The Tournament Organizers will award up to Ten Thousand Five Hundred U.S. dollars (\$10,500) in prizes to Teams for Challenges as follows: (a) PUBStomp will award Five Hundred U.S. Dollars (\$500) to the Team that wins the Challenge on each day; and (b) Blitz, Platoon, and Roulette will award One Thousand U.S. Dollars (\$1000) to the Team that wins each Challenge on each day.

In addition to the cash prizing listed above, equipment and trophy prizing will be awarded to the top 3 Teams based on overall placement, as follows:

Standing	Prize	Approximate Retail Value
1 st	Gamora (x2) Mindframe (x2) Reactor (x2)	\$1,757
2 nd	Reactor (x2) Sequencer (x2) Mindframe (x2)	\$407
3 rd	Mindframe (x2)	\$199

Equipment and trophy prizing will also be awarded for the following achievements: Marksmanship (longest elimination), Golden Pan (best melee elimination), and Iron Man (most eliminations), as follows:

Achievement	Prize	Approximate Retail Value
Marksmanship	Mindframe Apparel Dad Hat	\$281
Golden Pan	Mindframe Apparel Dad Hat	\$281
Iron Man	Mindframe Apparel Dad Hat	\$281

10. GENERAL PRIZE RESTRICTIONS

Each Player or Team that has been declared the winner of a prize in the Tournament will not be an official winner (each such individual, a “**Winner**”) unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) an Affidavit of Eligibility, a Liability Release, and where imposing such condition is legal, a Publicity Release and any required payment information and tax forms (“**Winner Forms**”) in order to receive payment. If a Player (or a Minor Player’s parent or legal guardian) or Team fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player and/or Team may be disqualified. In the event a Player or Team is disqualified, Twitch reserves the right, but not the obligation, to award the affected prize to the Player or Team that last lost to the disqualified Player or Team. Within sixty (60) days of receiving an executed copy of the Winner Forms, Twitch will deliver to Winner the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by Twitch, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Twitch in its sole discretion. By participating in a Tournament, Winner acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) and transaction fees on any prize won and on the value of any items or value transferred to the Player or Team by Twitch, and will be required to provide his/her Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information for tax reporting purposes (at a time to be determined in Twitch’s sole discretion, and which may be prior to participation in a particular round or prior to receipt of any prize by Player or Team). Twitch will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player or Team by Twitch in accordance with IRS requirements, and

Twitch may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information), as determined by Twitch in its sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. Twitch will award prizes subject to any applicable withholding taxes on the gross amount of the prize, and the amount of the prize transferred, as reduced by any applicable withholding taxes and transaction fees, will constitute full payment of the prize. Winners who do not claim the prize, or satisfy the information or documentation requirements within six (6) months of the close of the Tournament or such earlier time as designated by Twitch, are void, and the Tournament Organizers shall have no further liability or responsibility to such Player(s) or Team(s) in connection with the prizes.

Any prizes pictured in advertising, promotional and/or other Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

11. DISCLAIMER OF WARRANTIES

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE TWITCH POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

12. IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES

HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Twitch Website or the Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the Twitch Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, the Tournament Organizers are not responsible for the actions of Players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

13. INDEMNIFICATION

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, “**Third Party Claims**”) relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, Twitch will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the “**Indemnified Party**”) shall promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the “**Indemnifying Party**”) of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party’s expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party’s prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

14. FORCE MAJEURE

Twitch reserves the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event Twitch is prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation,

order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers' control (each a "**Force Majeure**" event or occurrence), Twitch shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match and/or other phases of the Tournament.

15. TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Twitch in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the Twitch Website.

16. DISPUTES

These Official Rules are governed by the state and federal laws that apply to the State of California, United States of America. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Official Rules, the operation of the Tournament or otherwise, will be resolved by litigation in the courts located within the City and County of San Francisco in the State of California, United States of America. You, as a Player, hereby consent to the exclusive jurisdiction of and venue of such courts, will accept service of process by mail, and hereby waive any jurisdictional or venue defenses otherwise available to you. **Any dispute or claim relating in any way to these Official Rules, the terms thereof, or the Tournament will be resolved by binding arbitration as described in this paragraph, rather than in court**, in the City and County of San Francisco, California, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving such Party's respective rights to any other jurisdiction to enjoin infringement or other misuse of intellectual property rights. **There is no judge or jury in arbitration, and court review of an arbitration award is limited. However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this agreement as a court would.** For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the

claim to Twitch's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento CA 95833. Arbitration shall be conducted by the American Arbitration Association ("AAA") under its rules, including the AAA's Supplementary Procedures for Consumer-Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. Twitch will reimburse those fees for claims totaling less than \$10,000 unless the arbitrator determines the claims are frivolous. Likewise, Twitch will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. **The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action. If for any reason a claim proceeds in court rather than in arbitration, the Parties each waive any right to a jury trial.**

17. WINNERS LIST/OFFICIAL RULES

To obtain the list of the winners, visit <http://broadcasterroyale.com> within six (6) weeks after the end of the Tournament. These Official Rules will be posted on the Tournament Website during the Tournament Period.

18. INVALIDITY/HEADINGS

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Twitch. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

19. CHANGE LOG

Date	Version	Changes Made
9/14/18	1.0	Document Published
10/XX/18	2.0	Updated Finals format and Prizing

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