

ONE Tekken Tokyo Invitationals

Last updated September 9, 2019

1. INTRODUCTION

The ONE Tekken Tokyo Invitationals (the “**EVENT**”) is brought to you by ONE ESPORTS (“**ONE ESPORTS**”). The EVENT is comprised of competitive esports gaming tournaments, featuring TEKKEN 7 (the “**Title Game**”), developed by Bandai Namco Studios (“**Bandai Namco**”) and published by Bandai Namco Entertainment (“**BNE**”).

As set forth more fully in Section 3, entitled “EVENT Format”, the EVENT consists of certain “Tournaments” (as defined below) where Players compete to win and progress through the tournament. The Player or Team with the highest placing will be crowned the Tournament Champion!

These Official EVENT Rules (“**Official Rules**”) govern the EVENT. The 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 a Tournament in the EVENT 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 EVENT, 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 ONE ESPORTS and the other “EVENT Entities” (as defined below) make about the EVENT, including without limitation decisions about how to interpret or implement these Official Rules and administer the EVENT, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the EVENT or incidents that affect the EVENT that are not outlined in these Official Rules may be addressed and resolved by ONE ESPORTS and the other EVENT Entities 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 ONE ESPORTS in its sole discretion. The most recent version of these Official Rules will be posted on <http://www.oneesports.gg/events>(the “**EVENT Website**”), and ONE ESPORTS may also use other means to communicate with those Players who have registered for the EVENT 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 EVENT if they were applied retroactively, that change will be applied only prospectively unless ONE ESPORTS determines in its sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the EVENT 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

Best-of-X – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

Single Elimination Bracket – means Tournament play where Players compete in Matches and advance through one bracket. If a Player loses one (1) Match in the bracket, they will be eliminated and will not move forward in the Tournament.

Round Robin Bracket – means Tournament play where Players compete in Matches against each other and the Players will be ranked by their performance. Placings will be determined by the following order: Number of wins, Match differential and Head to Head. In the event of a tie, Players can pick a representative to play in a Best-of-ONE to determine the tie breaker.

Single Ladder Bracket – means Tournament play where the lowest ranked Players competes with the next lowest ranked Players in Matches against each other. The winning Players will face the next available lowest ranking Players. The winner will be determined when there are no more ranked Players in the Tournament.

Teams – Teams consist of two or more players that can play in a tournament.

Eligibility Area – the regions listed in the definitions of Americas, Asia-Pacific, and Europe.

EMEA Region (“EMEA Region”) – Algeria, Bahrain, Egypt, Europe-East, Europe-West, Israel, Jordan, Kazakhstan, Kuwait, Morocco, Oman, Qatar, Saudi Arabia, South Africa, Tajikistan, Tunisia, Turkmenistan, United Arab Emirates, Uzbekistan, and Yemen.

Europe East – Albania, Armenia, Azerbaijan, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Estonia, Finland, Georgia, Greece, Hungary, Latvia, Lithuania, Macedonia, Moldova, Montenegro, Poland, Romania, Russia (except individuals located in Crimea), Serbia, Slovakia, Slovenia, Turkey, and Ukraine (except individuals located in Crimea)

Europe West – Andorra, Austria, Belgium, Denmark, France (not including its overseas collectivities or regions), Germany, Iceland, Ireland, Italy, Liechtenstein, Luxembourg, Malta, Monaco, Netherlands (not including its municipalities or the other constituent countries of the Kingdom of the Netherlands), Norway, Portugal, San Marino, Spain, Sweden, Switzerland, and United Kingdom of Great Britain (not including its overseas territories) and Northern Ireland

Latin America North – Costa Rica, Dominican Republic, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, Panama, and Puerto Rico.

Latin America South – Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Paraguay, Peru, and Uruguay.

North America East – Alabama, Arkansas, Connecticut, Delaware, District of Columbia, Florida, Georgia, Illinois, Indiana, Iowa, Kentucky, Louisiana, Michigan, Minnesota, Mississippi, Missouri, Ohio, Tennessee, Maine, Maryland, Massachusetts, New Brunswick, New Hampshire, New Jersey, New York, Newfoundland and Labrador, North Carolina, Nova Scotia, Ontario, Pennsylvania, Prince Edward Island, Rhode Island, South Carolina, Vermont, Virginia, West Virginia, and Wisconsin.

North America West – Alaska, Alberta, Arizona, British Columbia, California, Colorado, Hawaii, Idaho, Manitoba, Montana, Nevada, New Mexico, North Dakota, Northwest Territories, Nunavut, Saskatchewan, South Dakota, Texas, Utah, Washington, Wyoming, Oregon, Kansas, Nebraska, Oklahoma, and Yukon.

Southeast Asia – Indonesia, Malaysia, Philippines, Singapore, Thailand, and Vietnam.

Americas – Anguilla, Antigua and Barbuda, Aruba, Bahamas, Barbados, Belize, British Virgin Islands, Caribbean Netherlands, Cayman Islands, Curaçao, Dominica, El Salvador, French Guiana, Grenada, Guadeloupe, Guatemala, Guyana, Honduras, Jamaica, Latin America North, Latin America South, Martinique, Mexico, Montserrat, North America East, North America West, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Sint Maarten, Suriname, Trinidad and Tobago, Turks and Caicos Islands, and U.S. Virgin Islands.

Asia-Pacific – Australia, Bangladesh, Bhutan, Brunei, Cambodia, East Asia, East Timor, India, Laos, Nepal, New Zealand, Pakistan, Papua New Guinea, Southeast Asia, and Sri Lanka.

East Asia – China, Hong Kong, Japan, Macau, Mongolia, South Korea, and Taiwan.

Game – a single Title Game competition between two Players that consists of multiple Rounds.

Grand Finals – means a Match involving Players who are guaranteed at least 2nd place.

Leaderboard – the official leaderboard that tracks Points earned in the Tournaments by a Player.

Character Lock – Players are locked into one character once that Player enters the tournament

EVENT Entities – ONE ESPORTS, Bandai Namco, BNE, the Tournament Organizers, any official sponsors of the EVENT, 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.

Loser's Finals – means a Match between the two final Players remaining in the loser's bracket to determine who advances to the Grand Finals from the loser's bracket.

Match – Tournament play between two Players that may involve multiple Games.

Points – means the numerical points awarded and assigned to a Player based on their performance in a Tournament, as further set forth in Section 3.2, allowing them to be ranked against other Players.

Round – means one stage of Game Play within a Game.

Round Robin – means a phase of the Tournament where each Player plays against every other Player in the group.

Tournament – an individual event in the EVENT, including live and offline Tournaments and the ONE MARTIAL ARTS FAN FEST Finals.

Tournament Organizers – the respective organizer of each Tournament, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing a Tournament, in whole or in part.

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

Winner’s Finals – means a Match between the two final Players remaining in the winner’s bracket to determine who advances to the Grand Finals from the winner’s bracket.

3. EVENT FORMAT

- **3.1. Tournaments**

- **3.1.1. Selection; Classification of Offline Tournaments**

The EVENT is comprised of Tournaments that will be operated and managed by ONE ESPORTS. ONE ESPORTS will host a “Round Robin Tournament”, a “Single Elimination Community Tournament” and a “Single Ladder Tournament” to determine the winner.

- **3.1.2. Format**

- **3.1.2.1 Round Robin Tournament**

Each invited three player team will compete with each other in a best-of-five match Round Robin format. There will be two rounds of round robin where each team will face every team twice. A 5 minute grace period is given to all players to report and play their matches. Failure to appear after 5 minutes, the team will be disqualified. Each team captain picks which player to compete first. When a player of a team loses, they will not be able to compete again in the current match while the player of the winning team would not be able to switch to another player and will have to keep playing until a loss or there are no other eligible players left in the opposing team. Team players are Character Locked but each player in each team are able to have the same character. All teams will qualify into the Single Ladder Tournament. Players will register and lock their characters for the entire tournament during registration from 0900hrs-1000hrs on 5th October 2019.

- **3.1.2.1.1 Round Robin Match**

Each Round Robin Match is a best of five games. A team wins the match when a team reaches 3 games wins first. Each game is a best of five rounds. A player wins a game when a player reaches 3 round wins first.

- **3.1.2.2 Single Elimination Community Tournament**

Each player are able to form their own three player teams that will compete with each other in a best-of-five match Single Elimination Tournament format. Each

team captain picks which player to compete first. A 5 minute grace period is given to all players to report and play their matches. Failure to appear after 5 minutes, the team will be disqualified. When a player of a team loses, they will not be able to compete again in the current match while the player of the winning team would not be able to switch to another player and will have to keep playing until a loss or there are no other eligible players left in the opposing team. Team players are Character Locked but each player in each team are able to have the same character. The Single Elimination Community Tournament is open to all players from all regions. The last remaining winning team will qualify into the Single Ladder Tournament. Players will register and lock their characters for the entire tournament during registration from 0900hrs-0945hrs on 5th October 2019.

- **3.1.2.3 Single Ladder Tournament**

Three teams from the Round Robin Tournament and one team from the Single Elimination Community Tournament will compete with each other in a best-of-five match Single Ladder Tournament format. A 5 minute grace period is given to all players to report and play their matches. Failure to appear after 5 minutes, the team will be disqualified. Each team captain picks which player to compete first. When a player of a team loses, they will not be able to compete again in the current match while the player of the winning team would not be able to switch to another player and will have to keep playing until a loss or there are no other eligible players left in the opposing team.

- Single Ladder Tournament Round 1: Single Elimination Community Tournament Team vs Round Robin Tournament third place winner. The losing team will be awarded a fourth place finish.
- Single Ladder Tournament Round 2: Single Elimination Ladder Tournament Round 1 winner vs Round Robin Tournament second place winner. The losing team will be awarded a third place finish
- Single Ladder Tournament Grand Finals: Single Elimination Ladder Tournament Round 2 winner vs Round Robin Tournament first place winner. The losing team will be awarded a second place finish and the winning team is awarded the first place finish.

- **3.2. Points**

All Tournaments included in the Round Robin Tournament will award Points which are used to rank the Teams in the Single Ladder Tournament. Each Match win receives three points. Each Match loss receives one point

- **3.2.1. Tiebreakers**

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

- 1) Team with the highest game differential
- 2) Head to Head results
- 3) Best of one game consisting of three rounds. Team Captain selects the player to represent the team

- **3.3 Schedule**

- **3.3.1 Round Robin Tournament**

1100hrs - 1500 hrs

- **3.3.2 Single Elimination Community Tournament**

- Registration 0900hrs-0945hrs
 - All team members have to be present during registration. Teams will be disqualified if they do not have the full team present
- Tournament 1000hrs - 1530 hrs

- **3.3.3 Single Ladder Tournament**

- 1530hrs - 1800 hrs

4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS

Tournaments are open to individuals who are thirteen (13) years of age or older on the date they register for a Tournament.

Online tournaments (If applicable) are only open to legal residents of the respective Eligibility Areas that the Tournaments are associated with, as indicated above in Section 2. Individuals who are not legal residents of the applicable Eligibility Area will not be allowed to participate in the relevant Tournament. Players who are not legal residents of the Eligibility Area will not be eligible to win prizes or earn qualifying Points.

Individuals must qualify and be eligible to participate in Tournaments under the terms of the applicable rules of such Tournaments. In the event of any conflict between the rules of a Tournament and these EVENT rules, the EVENT rules will govern with respect to the Leaderboard, Point calculation, and Player ranking; the rules of each Tournament will govern with respect to a Player's participation in that Tournament. Players in the ONE MARTIAL ARTS FAN FEST EVENT will receive

an invitation from ONE ESPORTS to participate in accordance with these Official Rules. Individuals that do not receive an invitation to the ONE MARTIAL ARTS FAN FEST EVENT Finals if either ONE ESPORTS are not able to confirm their eligibility.

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. 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 username (in either instance, the "**User Name**"). Each Player represents and warrants that their User 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 ONE ESPORTS 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 ONE ESPORTS 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 ONE ESPORTS in their sole discretion. The EVENT and/or Tournament is void where prohibited by law.

Officers, directors and employees of ONE ESPORTS and the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses) are not eligible to participate in the EVENT without express written permission from ONE ESPORTS.

Players must supply their own controller and may optionally bring their own headphones ("**Player Equipment**"), but use of Player Equipment at a Tournament is solely at the discretion of the ONE ESPORTS. Consoles and monitors will be provided by ONE ESPORTS.

During a Tournament, Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved by ONE ESPORTS. Player Equipment that is suspected by the ONE ESPORTS of providing an unfair competitive advantage will not be approved for use. At their discretion, ONE ESPORTS may disallow the use of any individual piece of Player Equipment for reasons related to a Tournament's security, operational efficiency or effectiveness.

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

Each Player shall be deemed to have made and entered into all of the representations, warranties and agreements contained herein and shall be obligated and bound thereby. Except as otherwise expressly set forth herein, all of ONE ESPORTS's rights pursuant to these Official Rules relate to and are exercisable against the Player. If any right of disqualification arises as to any Player, then the right of disqualification may be exercised as ONE ESPORTS may elect in their sole discretion. Any Player who elects to end his or her participation in the EVENT or Tournament, and/or is disqualified from the EVENT or Tournament, will not be permitted to re-enter the EVENT or Tournament in any capacity.

Please note that ONE ESPORTS may require a Player 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. HOW TO APPLY TO PLAY IN A TOURNAMENT

- To register for the EVENT, visit the EVENT Website and follow the instructions about how to register as a Player. Players can find information regarding each Tournament at <http://www.oneesports.gg/events>.
- Your registration information will be collected and used in accordance with the privacy policies applicable to each Tournament and, notwithstanding anything to the contrary stated therein, such information will be shared with ONE ESPORTS and used by ONE ESPORTS in accordance with the privacy policy and terms of service (the “**ONE ESPORTS Policies**”) posted on <http://www.oneesports.gg/events>. (the “**ONE ESPORTS Website**”), and the privacy policy posted on the EVENT Website (the “**EVENT Policies**”), which are incorporated herein by this reference. Please review the ONE ESPORTS Policies and the EVENT Policies carefully before participating in a Tournament or the EVENT. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the ONE ESPORTS Policies or the EVENT Policies the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the ONE ESPORTS Policies or the EVENT Policies, ONE ESPORTS may share Player information with the EVENT Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament, EVENT or otherwise in accordance with their own independent privacy practices. In addition, ONE ESPORTS may engage third party application providers and other vendors to administer certain aspects of the EVENT or Tournament, including without limitation, the online collection of Player information. Such third parties will provide your personally identifiable information to ONE ESPORTS and the other EVENT Entities and use your information for their own independent purposes in accordance with their own independent privacy practices. ONE ESPORTS is not responsible for the storage or any use of your entry information by such third parties or the EVENT Entities. By registering and/or participating in the EVENT, each Player hereby irrevocably consents to the use of their personally identifiable information in the manner contemplated in this Section 5.

6. PLAYER APPEARANCE RELEASE

- By participating in the EVENT and/or Tournament, each Player hereby irrevocably grants ONE ESPORTS and the other EVENT Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player’s performance in the EVENT or Tournament itself and in other EVENT or Tournament-related activities, including the Player’s name, User 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 the date of participation), for any purpose, including but not limited to, advertising, marketing and promoting the EVENT, the Tournament, the ONE ESPORTS Website, the EVENT Website, the Title Game, the Tournament Organizers, the EVENT Entities and future tournaments.

- As between each Player on the one hand, and ONE ESPORTS, on the other hand, the Appearance shall be deemed a work-made-for-hire for ONE ESPORTS prepared as a work specifically ordered and/or commissioned by ONE ESPORTS, and therefore, ONE ESPORTS 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 ONE ESPORTS, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to ONE ESPORTS, 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 do such further acts as may be necessary to evidence, effect, perfect, register, or enforce ONE ESPORTS's ownership of such rights.
- ONE ESPORTS and the other EVENT 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 ONE ESPORTS or the other EVENT 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 ONE ESPORTS or the other EVENT Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases ONE ESPORTS and the other EVENT 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 ONE ESPORTS and the other EVENT 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.
- ONE ESPORTS shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. ONE ESPORTS 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 EVENT or Tournament staff and spectators. Players must follow all instructions of ONE ESPORTS or the Tournament Organizers. 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 ONE ESPORTS or the Tournament Organizers in their sole discretion, may be immediately

disqualified from the EVENT or Tournament and forfeit all potential prizes. Further, ONE ESPORTS and the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by ONE ESPORTS or the 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, the EVENT, ONE ESPORTS Website, or the EVENT Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament or EVENT, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Players or 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 usernames, 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 ONE ESPORTS or 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, ONE ESPORTS 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 or the results of the EVENT, the Tournament or any phase of the EVENT or Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by ONE ESPORTS or 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 ONE ESPORTS or the Tournament Organizers 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, 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 ONE ESPORTS or 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 ONE ESPORTS 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 OR EVENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF THE EVENT OR A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, ONE ESPORTS AND 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. Gameplay**

- **8.1.1. Game Settings**

1. Game Version: PlayStation 4
2. Rounds: First to Three
3. Timer: 60 seconds
4. Stage Select: Random (detailed in Section 8.1.5)
5. Character Customizations: Off

- **8.1.2. Match Procedure** The following steps outline the process of playing a Match.

1. Players select their sides (see Section 8.1.3)
2. The Players play the first Game of the Match.

3. The losing player of the preceding Game may choose the next team member.
4. If the losing player choose to change stage, only random stage select is allowed (see Section 8.1.5)
5. The next Game is played.
6. Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

■ **8.1.3. Side Selection**

Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Match. Players are committed to this selection for the entirety of the Match. If Players cannot agree to a Side Selection, they will play a Best-of-Three Rock-Paper-Scissors to determine who picks their side for the first Round. For all subsequent Rounds and Matches, the winner will select a side first.

■ **8.1.4. Double Blind Character Selection**

Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' character choices for the first Round. Both Players are to then select their first Round character, with the staff validating the character selections. If a Player does not select the character they told to the Tournament Organizer they forfeit that Game.

■ **8.1.5. Stage Selection**

For the first game of the match, players will utilize random stage selection. For each subsequent game of the match, the player who lost the previous game can only select random stage select if they choose to do so. (see Tie Games in 8.1.6 for exceptions).

■ **8.1.6. Tie Games**

In the EVENT of a tied Game, declared by a Double K.O. screen in the final Round of the Game, the Game will not be scored and both Players will replay the tied Game with the same characters and on the same stage.

■ **8.1.7. Permitted Controllers**

All standard arcade sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers are not permitted. DualShock 4 is the only

wireless controller that is permitted. Players using DualShock 4 controllers must un-sync their controller after each Match. If a Player using a DualShock 4 controller fails to un-sync their controller after a Match, that Player may be disqualified at the sole discretion of Tournament Organizers.

- **8.2. Match Obligations**

- **8.2.1. Punctuality**

- All Players must be physically present at the location specified by the Tournament Organizer by the Match start time. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

- **8.2.2. Forfeits**

- Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

- **8.3. Match Disruptions**

- **8.3.1. Pauses**

- If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging the Player's or the Player's opponent's controller, the Player who paused may forfeit the current Round in the sole discretion of the Tournament Organizers.

- **8.3.2. Restarts**

- Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish, or if the Game or Match is disrupted by a Force Majeure or other event.

- **8.3.3. Stalling**

- Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

- **8.4. Coaching**

- Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

○ **8.5. 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.

○ **8.6. Names, Logos, and Branding Restrictions**

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 EVENT Entities or other Players.

○ **8.7. Dress Code**

All Players must wear appropriate attire at the Tournament. Jerseys and all other attire worn at the Tournament are subject to the restrictions set forth in Section 8.6 above.

○ **8.8. Sponsorships; Other Content**

Players 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 EVENT or Tournament by ONE ESPORTS or the Tournament Organizers.
Official tournament sponsors will be available on <http://www.oneesports.gg/events> website.
- 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)
- **8.9. Penalties**

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

 - Match Restart
 - Loss of Game
 - Match Forfeiture
 - Removal from the EVENT
 - Temporary Player Bans
 - Permanent Player Bans
 - Any penalties imposed on a Player may be made available to the public by ONE ESPORTS and the Tournament Organizers in their sole discretion.

9. PRIZES

Prizes will be awarded and paid to the Player in accordance with the chart below. Payments will be made in United States dollars or Japanese Yen subject to the "General Prize Restrictions" described in Section 10 below. Tournament Organizers may award prizes in addition to the prizes set forth in Sections 9.1 and 9.2 below in their sole discretion (the "Additional Prizes") in accordance with rules established by ONE ESPORTS. Each Player acknowledges and agrees that the Additional Prizes are awarded solely by ONE ESPORTS.

- **9.1. PRIZES**

ONE ESPORTS will award prizes according to the following table:

Standing	Prize Money
1st	USD 9000 / JPY 990 000 or USD 3000 / JPY 330 000 per player
2nd	USD 4500 / JPY 495 000 or USD 1500 / JPY 165 000 per player
3rd	USD 1200 / JPY 132 000 or USD 400 / JPY 44 000 per player
4th	USD 300 / JPY 33 000 or USD 100 / JPY 11 000 per player

10. GENERAL PRIZE RESTRICTIONS

- Each Player 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) 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 may be disqualified. In the EVENT a Player is disqualified, ONE ESPORTS, as the case may be, reserves the right, but not the obligation, to award the affected prize to the Player that last lost to the disqualified Player. Within sixty (60) days of receiving an executed copy of the Winner Forms, ONE ESPORTS, as the case may be, 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 ONE ESPORTS, as the case may be, 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 ONE ESPORTS, as the case may be, in their sole discretion. By participating in a Tournament, Winner acknowledges that EVENT 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) on any prize won and on the value of any items or value transferred to the Player by ONE ESPORTS, as the case may be, and will be required to provide his/her informations, or equivalent information for tax reporting purposes (at a time to be determined in ONE ESPORTS’ sole discretion, as the case may be, and which may be prior to participation

in a particular round or prior to receipt of any prize by Player). ONE ESPORTS, as the case may be, will file a government tax agency or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player by ONE ESPORTS, as the case may be, in accordance with government tax agency requirements, and ONE ESPORTS, as the case may be, 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, as determined by ONE ESPORTS in their sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. ONE ESPORTS, as the case may be, will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, 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 ONE ESPORTS, are void, and the EVENT Entities shall have no further liability or responsibility to such Player(s) in connection with the prizes.

Any prizes pictured in advertising, promotional and/or other EVENT or 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 ONE ESPORTS in their sole discretion.

11. DISCLAIMER OF WARRANTIES

ONE ESPORTS and the other EVENT Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the EVENT or Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE ONE ESPORTS POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE EVENT 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 EVENT OR 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 EVENT or 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 EVENT OR TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS ONE ESPORTS AND THE OTHER EVENT 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 EVENT OR TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY EVENT OR TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

ONE ESPORTS and the Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the ONE ESPORTS Website or the EVENT Website, and ONE ESPORTS 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 ONE ESPORTS Website or the EVENT Website or the field of play in the Title Game. Although ONE ESPORTS and the Tournament Organizers attempt to ensure the integrity of the EVENT and Tournament, ONE ESPORTS and the Tournament Organizers are not responsible for the actions of Players in connection with the EVENT or 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 EVENT or Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that ONE ESPORTS and the other EVENT 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, ONE ESPORTS, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the EVENT or 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 ONE ESPORTS, each Tournament Organizer and all the EVENT 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.

The indemnification obligations hereunder shall survive the expiration or earlier termination of the EVENT and Tournament.

14. FORCE MAJEURE

ONE ESPORTS reserves the right to modify, suspend, extend or terminate the EVENT, a Tournament or any part thereof if it determines, in its sole discretion, that the EVENT and/or 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 EVENT, a Tournament or any portion thereof as contemplated herein. In the event ONE ESPORTS is prevented from continuing with the EVENT or 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 ONE ESPORTS or the Tournament Organizers' control (each a "**Force Majeure**" event or occurrence), ONE ESPORTS shall have the right to modify, suspend, extend or terminate the EVENT or Tournament.

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

15. TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the EVENT or 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 ONE ESPORTS in connection with the EVENT or Tournament by following the instructions provided in the Privacy Policy posted on the ONE ESPORTS Website.

16. DISPUTES

Disputes shall be governed by and construed in accordance with the laws of the Republic of Singapore, and any disputes will be resolved in the jurisdiction of the appropriate court as a first instance in the Republic of Singapore.

17. NO DISPARAGEMENT OR MISAPPROPRIATION

At no time following registration shall a Player (i) make any statements, or take any other actions whatsoever to disparage, defame, sully or compromise the goodwill, name, brand or reputation of ONE ESPORTS, the

EVENT or any of ONE ESPORTS' sponsors, partners or affiliates (whether through social network services, online forums, blogs, vlogs, word of mouth, or otherwise), or (ii) commit any other action that could likely injure, hinder or interfere with ONE ESPORTS' business, operations, relationships, or goodwill."

18. WINNER'S LIST / OFFICIAL RULES

To obtain a list of the winners, visit the EVENT Website within six (6) weeks after the end of a Tournament. These Official Rules will be posted on the EVENT Website during the EVENT Period.

19. INVALIDITY / HEADINGS

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the EVENT Entities in connection with the EVENT and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such EVENT Entity 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 ONE ESPORTS. 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.