



PS4 Tournaments: Warface Challenger Series

TOURNAMENT RULESET

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1. Overview

NO PURCHASE NECESSARY.

The Warface Challenger Series Presented by PlayStation® ("WCS" or "Competition") is operated by Turtle Entertainment (alternatively "ESL" or "Tournament Organizer").

The WCS is a video game competition conducted using Crytek Warface ("Warface") for the PlayStation®4 console ("PS4"). WCS will have 3 Stages ("Stage 1", "Stage 2", "Stage 3") of online tournaments with differing prizes for each stage.

Participants must sign up for WCS using the integrated tournament app on the PS4 ("Tournament App") or the ESL Play landing page. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a "Player" or "competitor" or "Participant") must also (1) own or have access to Warface on the PS4; (2) own or have access to a PS4; (3) have a valid Account for PlayStation Network ("Account for PSN") and an associated PSN ID; (4) have an active PlayStation Plus membership; (5) be residents of an applicable jurisdiction as outlined in Appendix B.

2. Player Eligibility

2.1 Registration and acceptance of official rules

Player must link their PSN Account to their ESL account on the Tournament App or sign up on the ESL Play tournament hub page. Player must read the WCS ruleset and relevant privacy policies, including the ESL privacy policy, and agree to these rules before entering the tournament. Once a Player has registered, they are considered for eligibility for the entire WCS tournament series.

2.2 Age

Players must be eligible to play Warface according as outlined in Appendix B: Countries.

2.3 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), Crytek (alternatively "Publisher") and WCS respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the competition.

3. Competition Structure

Player eligibility resets every season. Players who qualified for Stage 2 or 3 in previous seasons need to qualify again through Stage 1 in the current season.

3.1 Stage 1

Players

- Max number of registrants to reach max capacity (10,000 registrants)
- Determined via open sign-up

Format

- 4 rounds
- 1 map per round
- 16 players per map
- Seeded pool play: Random by Rank
- Reverse point order scoring
- Maps rotated sequentially between rounds in the following order:
 - Map 1 TBD (pending dev input)
 - Map 2 TBD (pending dev input)
 - Map 3 TBD (pending dev input)

Seeded pool play: Random by Rank

- Round 1
 - All players randomly seeded into first map
- Round 2, 3, 4
 - Based on finishing position on previous map, players are seeded into subsequent rounds based on previous round's performance. IE - A player who places 5th on the first round will be assigned to the round 2 lobby against players who placed 1st, 2nd, 3rd, 4th, 6th, 7th [...] 16th.
- Reverse Point Scoring on All Rounds
 - Based on their finishing positions, players will earn points on each round. The total points earned across all maps will determine who will advance to Stage 2
 - All players who score at least 40 points across all round will be eligible for Stage 2
 - These points will be awarded per round in the following way:

Finishing Position	Points Earned
1	16
2	15
3	14
4	13

5	12
6	11
7	10
8	9
9	8
10	7
11	6
12	5
13	4
14	3
15	2
16	1

3.2 Stage 2

Players

- Max number of registrants to reach max capacity (10,000 registrants)
- Participants determined based on previous stage

Format

- Number of rounds is based on the amount of checked in players according to this table

Amount of players	Number of rounds
1-16	1
17-32	2
33-64	3
65-128	4
129-256	5
257-512	6
513-1024	7
1025-2048	8
2049-4096	9
4097-8192	10

8193-16384	11
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- 1 map per round until the last two (2) rounds
- 3 maps for the last two (2) rounds
- 16 players per map
- Best 8 Advance to next round except for the final round where all 16 qualify for Stage 3
- Players are randomly assigned to lobbies for the first round. The top eight finishers from the first and all subsequent rounds will advance through the bracket, being placed into lobbies of 16 previous round top 8 finishers in subsequent rounds.
- The top 16 final players will qualify to stage 3
- The final 16 final players will still play out the final lobby to determine final finishing order

3.3 Stage 3

Players

- Max number of registrants to reach max capacity (10,000 registrants)
- Participants determined based on previous stage

Format

- Number of rounds is based on the amount of checked in players according to this table

Amount of players	Number of rounds
1-16	1
17-32	2
33-64	3

- 1 map per round until the last two (2) rounds
- 3 maps for the last two (2) rounds
- 16 players per map
- Best 8 Advance to next round
- Players are randomly assigned to lobbies for the first round. The top eight finishers from the first and all subsequent rounds will advance through the

bracket, being placed into lobbies of 16 previous round top 8 finishers in subsequent rounds.

- The final 16 final players will still play out the final lobby to determine final finishing order

3.4 Match Rules

Match start time

All matches are being played on scheduled match time. To see the match schedule, access the match event page in your PS4 by going to My Events.

Joining your game lobby

1. Access the match event page (you will be able to see it in my events tab)
2. Click "Join Now" option
3. The result will be automatically submitted at the end of the match

Match details

- Amount of maps per round depends on tournament stage
- Each Stage: 16 Players in one Lobby
- Maps: Downtown, Forest, Motel, Overpass, Train, Widestreet

No show

Each player has **5 minutes** to show up to a match. (scheduled match start time +5 minutes). Not showing up within 5 minutes results in a default loss. The player that is waiting longer than 5 minutes must create a Support Ticket (which is available in the match event page).

Game Modes

Before a game begins, verify that all of the settings are correct. If a game is hosted with incorrect settings, it will need to be ended and restarted with correct ones. If game settings are incorrect but all players do not end the match before the first kill then the game will count.

Results

Results are automatically submitted by the system at the end of the match.

Disconnection

- In the event of a player disconnect that player will forfeit the match if they are unable to reconnect to the lobby.

Match Disputes

- If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page in your PS4 and select the option "Go to Support Page"
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

3.5 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, results being visible, date, tournament round)
- Screenshots (or photographs) showing both players and the result/issue

4. Prizing

4.1 Prizing breakdown per season

The following prizes for the tournament series will be distributed to the Players based on their finishing position/point of exit from the tournament series as stated below:

(1) Stage 1

Players that finish a Stage 1 tournament by advancing to Stage 2 are eligible for one digital prize in the form of a "Warface PS4 Theme"

(2) Stage 2

One digital code for PlayStation 4 Warface In-game Currency worth:

- 1st place – Warface: 5,000 Kredits = 49.99 USD
- 2nd place – Warface: 2,500 Kredits = 24.99 USD
- 3rd & 4th place – Warface: 1,000 Kredits = 9.99 USD
- 5th – 8th place – Warface: 500 Kredits = 4.99 USD

(3) Stage 3

One digital code for PlayStation 4 Warface In-game Currency/ Prize money worth:

- 1st place - \$1,000USD cash or equivalent in local currency + Warface: 10,000 Kredits = 99.99 USD
- 2nd place - \$750USD cash or equivalent in local currency + Warface: 5,000 Kredits = 49.99 USD
- 3rd & 4th place - \$400USD cash or equivalent local currency + Warface: 2,500 Kredits = 24.99 USD
- 5th – 8th place - \$200USD cash or equivalent local currency + Warface: 1,000 Kredits = 9.99 USD
- 9th – 16th place – Warface: 500 Kredits = 4.99 USD

4.2 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim prize. Allow up to 3 months for delivery of prizes.

5. General Terms

Participants' personal information will be subject to ESL's Privacy and Cookie Policy, available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organizing, running and monitoring the Competition and prize fulfillment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

Personal information will be processed in the United Kingdom or any other country in which, ESL, WCS subsidiaries, or third party agents operate. By entering the Competition, you consent that your personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

Participants have the right to access, withdraw, and correct their personal information.

By participating in this Competition, each Participant further agrees:

(a) (To the extent permissible by law) assumes sole liability for injuries, including personal injuries and/or damage to property, caused or claimed to be caused by participating in any tournament or the acceptance, possession, or use of any award; and

(b) To the extent allowable under applicable law and, in Australia, subject to and without excluding, restricting or modifying any rights or remedies to which the participant may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law in relation to the operation of the Competition and any prize won, to release and hold harmless ESL and WCS agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this Competitions or any Competition-related activity or the receipt, possession, use or misuse of any prize won, except for residents of the United Kingdom and France with respect to claims resulting from death or personal injury arising from the Tournament organizer's negligence and for residents of the United Kingdom with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law;

By participating in this Competition, each Participant acknowledges: (1) In regard to the Prize and any other products or services given by Tournament Organizer and WCS affiliates free of charge, Tournament Organizer shall only be liable for intent and gross negligence. (2) In all other cases, the Tournament Organizer shall only be liable to cases of intent and gross negligence. In case of slight negligence, however, Tournament Organizer is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which Tournament Organizer can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by Tournament Organizer upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" as previously stated are those obligations whose fulfillment is essential to enable the proper implementation of the contract and the achievement of WCS purpose and whose observation you as an end consumer may rely upon. The foregoing limitation of liability shall not apply in the case of explicit guarantees by Tournament Organizer, in case of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

(c) That the tournament organiser's decisions will be final and binding on all matters related to this Competition;

(d) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your residence that cannot be derogated from by agreement.

(e) The Tournament Organiser reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in WCS sole discretion. If terminated, Tournament Organizer may, in WCS sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in WCS sole discretion, reserves the right to disqualify any individual it finds

to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(f) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and WCS designees have the right to use the below information and any other information provided in the WCS in the administration, marketing, and promotion of the WCS, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, likeness, platform, persona (including PSN ID)

Social Media info: Twitter handle and Twitch account (if applicable)

(G) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT WCS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights.

All commercial rights (including without limitation any and all marketing and media rights) relating to the WCS belong to Tournament Organizer and WCS licensors. Participant shall not associate themselves with the WCS, ESL, Crytek, or PlayStation in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretions.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any

promotional or marketing activities with respect to the WCS, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretions.

The recording and dissemination of images or footage of the WCS for commercial purposes by or on behalf of Participant is strictly prohibited.

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all Players in the WCS at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any player at WCS discretion.

PLAYER BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT:

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behavior, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

Gambling, including betting on the outcome of games, is prohibited.

All Players must not disclose any confidential information provided by the tournament organiser or any of WCS affiliates to any other people or groups of people, including via

social media.

No Players may accept any gifts, rewards, or compensation for services that are promised to be rendered in connection with competing in the WCS. The only exception to this rule is for players with sponsors who are paying them based on their performance. All Players must be available for any interviews and any promotional activities reasonably requested by the Tournament Organiser or WCS designees. A Player who, if having been invited by the tournament organiser, fails to attend such ceremonies shall forfeit the right to any award that may be granted, or the benefit that may accompany such award.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the WCS to be engaging in Collusion will be removed from the competition, be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

Intentionally losing a match for any reason.

Playing on behalf of another competitor, including using a secondary account, to aid them.

Any form of match-fixing.

Agreeing to split prize money.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

Warning

Reprimand

Forfeiture of single match

Forfeiture of all matches

Loss of awards (including prize money and other paid expenses)
Disqualification from the WCS

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against the WCS and PlayStation, and/or any of WCS affiliates.

PLAYER SPONSORSHIP

Players in the WCS have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the WCS. Tournament Organizer and WCS designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, Tobacco, and/or Non-"over-the-counter" Drugs
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of PlayStation, WCS partners, and WCS other subsidiary brands
- Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Appendix B: Countries

Below is a comprehensive list of all eligible countries, their respective tournament region to participate in WCS tournaments:

Austria	Europe	16
Belgium	Europe	16
Bulgaria	Europe	16
Croatia	Europe	16

Cyprus	Europe	16
Czech Republic	Europe	16
Denmark	Europe	16
Finland	Europe	16
France	Europe	16
Germany	Europe	16
Greece	Europe	16
Hungary	Europe	16
Ireland	Europe	16
Italy	Europe	16
Luxembourg	Europe	16
Malta	Europe	16
Netherlands	Europe	16
Norway	Europe	16
Poland	Europe	16
Portugal	Europe	16
Romania	Europe	16
Russian Federation	Europe	12
Slovakia	Europe	16
Slovenia	Europe	16
Spain	Europe	16
Sweden	Europe	16
Switzerland	Europe	16
Turkey	Europe	16
Ukraine	Europe	16
United Kingdom	Europe	16
Canada	North America	13
Mexico	North America	13
United States	North America	13

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