



Mobile Suit Gundam: Extreme Vs. Maxi Boost ON PS4 Tournaments, Open Series TOURNAMENT RULESET

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1. Overview

The Mobile Suit Gundam: Extreme Vs. MaxiBoost ON PS4 Tournaments, Open Series ("GUNDAMOS" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The Mobile Suit Gundam: Extreme Vs. MaxiBoost ON is a video game competition conducted using BANDAI NAMCO Entertainment Mobile Suit Gundam: Extreme Vs. MaxiBoost ON ("GUNDAM") for the PlayStation®4 console ("PS4"). GUNDAMOS will have Weekly Qualifiers and one Monthly Final, online tournaments.

PS4 Tournaments is in no way sponsored, endorsed or administered by, or associated with, BANDAI NAMCO Entertainment.

2. Teams Eligibility

2.1 Registration and acceptance of official rules

Teams must sign up for GUNDAMOS using the integrated tournament app on the PS4 ("Tournament App"), through compete.playstation.com or the ESL Play landing page to be considered for eligibility. Teams who meet the eligibility requirements in the Teams Eligibility section below (individually a "Team" or "competitor" or "Participant") and its players must also (1) own or have access to Mobile Suit Gundam: Extreme Vs. MaxiBoost ON on the PS4; (2) own or have access to a PS4 and compatible controller; (3) have a valid account for PlayStation™Network ("Account for PSN") and an associated PSN ID; (4) have a valid subscription to an active PlayStation™Plus membership; (5) be residents of an applicable jurisdiction as outlined in Appendix B.

Both players of a team must link their Account for PSN to their ESL account on the Tournament App or on the ESL Play tournament hub page. Teams must read the GUNDAMOS ruleset and relevant privacy policies, including the [ESL privacy policy](#), and agree to these rules before entering the tournament. Once a Team has registered, they are considered for eligibility for the entire GUNDAMOS, as outlined in Section 3. Competition Structure.

2.2 Age

Both players of a team must be eligible to play Mobile Suit Gundam: Extreme Vs. MaxiBoost ON according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age. **If the player is a minor, they must obtain the consent from their legal representative to enter the tournament. If the player enters the tournament, it will be deemed that the consent of the legal representative has been obtained.**

2.3 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), BANDAI NAMCO

Entertainment (alternatively "BN" or "Publisher") and its 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

The GUNDAMOS will be run in the following regions:

- Europe
- North America
- APAC

The full list of countries per region is available in Appendix B: Countries & Age.

Teams qualify and advance through qualifiers within the month. Each month lasts for 1 month and consists of Weekly Qualifiers and the Monthly Finals. Team eligibility resets every month. Teams who qualified for the Monthly Finals in previous months need to qualify again through Weekly Qualifiers in the current month.

3.1 Open Qualifiers

Registration

All teams are eligible to participate in Weekly Qualifiers tournaments.

Tournament Format Details

- Mode: 2on2
- Random team seeding
- Tournament system: Swiss*
- Number of rounds: 4+
- No elimination until round 4, after that there will be elimination after 1 loss
- The 5th Swiss round will start for only the teams with a 4:0 score. If there's less than 16 teams with a 4:0 score additional teams will be added according to the ranking
- Round 6th will start only for teams that went 5:0 score

- In case of a tie with the Buchholz system, an additional 7th round will be played with the tied teams

From each Weekly Qualifier for Europe, North America, APAC the TOP16 is qualifying for the Monthly Finals.

*Swiss is a cup system where you won't get kicked out of a Swiss cup after your first loss, you will stay in the Swiss cup until a certain loss-threshold has been reached or the cup has finished. Every Swiss cup has a fixed amount of rounds. In every round you will be matched against opponents of your skill group, based on the current team score (for example, teams who have a 1-1 score face others with the same score). A ranking will be shown at the end of the cup based on the points of every contestant's performance.

Ranking and tiebreaker system

Final position in the ranking will be determined by the number of wins, or if equal than determined - by tiebreakers. Tiebreaker system takes three values into account which are described below.

- **Tiebreaker 1 (Buchholz system):** represents the sum of the opponents' wins.
- **Tiebreaker 2 (W/L Sum):** represents the performance of opponents that a team played during the tournament. Teams who played against stronger opponents will be ranked higher within the standings of the tournament. To calculate this value, sum the number of points each opponent contributes. Opponents contribute +1 for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a team's first tiebreaker. Default wins contribute 0 points to the team's W/L Sum tiebreaker.
- **Tiebreaker 3 (First Tiebreaker Sum):** represents the performance of the opponents that all of a team's opponents played. Teams who played against opponents who consistently played against stronger opponents throughout the Tournament will be ranked higher within the standings of the tournament. To calculate this value, total the sum of W/L Sum for all opponents that the team played. Default wins contribute 0 points to the team's Second Tiebreaker Sum tiebreaker.

3.2 Monthly Final

Registration

Teams who qualify from Weekly Qualifiers will be invited to the upcoming Monthly Final tournament from the current month. Invited teams will be able to see their invitation via email and in their PS4 Notifications. Invited teams need to sign-up and check-in to the eligible tournaments in order to participate. We will be sending out two invites - one for the regular Monthly Final bracket, one to the final Top 8, double elimination bracket. All teams are required to sign-up and check-in to both tournaments. Not being signed up to the Top 8 bracket before the start of the Monthly Finals might result in a walkover!

The operation team may send information regarding the invitation to the BANDAI NAMCO Entertainment Inc. tournament to the email address registered in the PSN account of the top players of the monthly final in Japan. Please note that email by the operator does not guarantee participation, and there may be additional conditions required for participating in the tournament. You will not be able to receive this information if "Receive by Email" is not turned on in the "Notifications" settings of "Other Settings" of your PSN account.

Tournament Format Details

- Mode: 2on2
- Team seeding: position is taken from the team's best qualification result in the weekly qualifiers of the month. In case a team has played more than 1 weekly qualifier, his best position will prevail. In case of tie, the team with less tries takes the spot.
- Tournament system: All matches until the end of the Round of 16 will be played in a single elimination format. The top 8 teams will compete in a double elimination bracket.

3.3 Match Rules

Match start time

All matches are played on the 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 the "My Events" tab)
2. Click "Join Now" option
3. The result will be automatically submitted at the end of the match

Match details

- Tournament Mode Default Options
- Best of 3 games
- Timer: 240 seconds
- Stage: Side 7

No show

Each team has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes results in a default loss. The team that is waiting must create a Support Ticket (which is available in the match event page).

Results

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

Ties

Since games cannot end in ties, when the 240 seconds runs out, the team whose player is in 4th place loses the round. If both teams enter a match extension they are to play out the extension.

Disconnection

- In the event of a common "Game Session has ended" disconnect, both teams will restart the best of 1 game.
- In the event of a team disconnecting that team will forfeit the entire game, not just a round. It will be the responsibility of the team that got disconnected to connect his opponent within 5 minutes.

Match Disputes

- If any issues are encountered in a match, it's the teams 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".
- Teams 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.

3.4 Match Media

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

- Twitch livestream VODs (with clear naming of the teams, selected fighters, date, tournament round).
- Screenshots (or photographs) showing both teams and the result/issue.

4. Prizing

Prize distribution for Weekly Qualifiers

1st place: \$100

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited by local law.

All the Players that participate in the Weekly Qualifiers that play at least one round will receive:

- PS4 Tournaments Base Theme and Avatar (can only be won once per player)
- Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Base Theme and Avatar (can only be won once per player)

- Best 40% of the teams will receive an exclusive Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Elite Theme and Avatar (can only be won once per player)
- Best 40% of the teams will receive an exclusive PS4 Tournaments Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Finals

1st place: \$400*

2nd place: \$300*

3rd place: \$200*

4th place: \$100*

**Cash prizes are per team.*

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited by local law.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player). The winner of the Final will additionally receive the exclusive Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Champions Theme and Avatar (can only be won once per player).

APAC Specific Prizing

Prize distribution for Open Qualifiers

1st place: ¥1500 PSN Credits per player

All the Players that participate in the Weekly Qualifiers that play at least one round will receive:

- Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Base Theme and Avatar (can only be won once per player)

- Best 40% of the players will receive an exclusive Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Final

1st place: ¥1500 PSN Credits Per Player

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player). The winner of the Final will additionally receive the exclusive Mobile Suit Gundam: Extreme Vs. MaxiBoost ON Champions Theme and Avatar (can only be won once per player).

*Total value including PSN Credits, theme, and avatar not to exceed 2000 yen.

4.1 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 the prize. Allow up to 3 months for delivery of prizes.

5. Game Coverage

PlayStation reserves exclusive rights to the coverage of PS4 Open Series matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. PlayStation can assign the coverage rights of a match or of several matches to a third party or to the actual teams themselves. In this case, terms and conditions would have to be arranged with PlayStation management, or ESL as tournament organizer, before the match.

In general, PlayStation or ESL as tournament organizer, will contact any player or team if they wish to broadcast one of their matches. If no contact is made, individual players and teams are allowed to arrange their own broadcasts.

6. General Terms

Participants' personal information will be subject to [ESL privacy policy](#) 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.

Teams can remove their name from the Winner(s) List by unlinking their PSN and ESL account and deleting their ESL account.

Personal information will be processed in the United Kingdom or any other country in which, ESL, its 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 on their [account page](#).

By participating in this Competition, each Participant further agrees:

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

(b) 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.

(c) The Tournament Organizer 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 its sole discretion. If terminated, the Tournament Organizer may, in its 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 its 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 the PlayStation Network Terms of Service and Users Agreement, 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.

(d) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and its designees have the right to use the below information and any other

information provided in the GUNDAMOS in the administration, marketing, and promotion of the GUNDAMOS, without further consent or compensation to you, unless otherwise noted below:

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

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

(e) THE TEAMS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS 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 GUNDAMOS belong to Tournament Organizer and its licensors. Participant shall not associate themselves with the GUNDAMOS, ESL, BN, 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 discretion.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the GUNDAMOS, 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 discretion.

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

"PlayStation" and "PS4" are trademarks or registered trademarks of Sony Interactive Entertainment Inc.

APPENDIX A: CODE OF CONDUCT

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

TITLES ON THE CUSTOM VARIATIONS MOVESETS

It is forbidden to use any inappropriate (rude, insulting or wrong) titles on the Custom Variations movesets.

TEAM BEHAVIOR

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

DURING THE TOURNAMENT

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

Teams 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 team, 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 teams must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

COLLUSION POLICY

Collusion is defined as any agreement among two or more teams to disadvantage other teams in the Competition. Collusion between teams is strictly prohibited. Any teams determined by the tournament organiser at any phase of the GUNDAMOS 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 teams 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 team 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 GUNDAMOS

The tournament organiser also has the right to publicly announce penalties that have

been levied on teams. Teams who have been penalized by the tournament organizer hereby waive any right of legal action against the GUNDAMOS and PlayStation, and/or any of its affiliates.

TEAM SPONSORSHIP

Teams in the GUNDAMOS 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 team in conjunction with or during the GUNDAMOS. Tournament Organizer and its 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, its partners, and its other subsidiary brands

Direct competitors of PlayStation

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

Appendix B: Countries & Age

Below is a comprehensive list of all eligible countries, their respective tournament region and minimum age required to participate in GUNDAMOS tournaments:

| Country | Region | Minimum age for eligibility |
|----------|--------|-----------------------------|
| 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 |
| Iceland | 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 | 16 |
| 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 | 16 |
| Mexico | North America | 16 |
| United States | North America | 16 |
| Hong Kong | APAC | 16 |
| India | APAC | 16 |
| Indonesia | APAC | 16 |
| Malaysia | APAC | 16 |
| Singapore | APAC | 16 |
| South Korea | APAC | 16 |
| Taiwan | APAC | 16 |
| Thailand | APAC | 16 |
| Japan | APAC | 16 |