Thank you for accepting our Tournament invite,

Moon Studio presents you with Moon Studio Kagura Championships, an online tournament featuring 8 teams across Asia competing for a total prize pool of $15,000 USD.

Information about our cup is as followed below.

Event: Moon Studio Kagura Championships

Ticket:

In game logo:

In game Banner:

<u>Tournament Objectives</u>

Hoping to bring good teams of Tier 2/3 of SEA and China together to play a Mini Tournament with "Carnival Mode".

Moon Studio would like to encourage the Tier 2/3 Dota2 scene. This particular tournament is happening specially with an aim of sharing the prize pool to every winning team which participates in the main tournament, to give them monetary support as well as to increase "liquipedia's player's prize winning notability".

The end of the year is approaching, and there is always a reason to celebrate, and one of the best ways to celebrate your wins, is that you also grab part of the prize pool into your moneypot. With every bo3 your team wins, you are guaranteed at least 100 USD to take home, to enjoy with your team. This is part of the joint effort by Moon Studio to reduce match fixing, and to maintain the team's motivation to win their games.

Tournament Format

6 invited Teams from SEA (SEA Division) with 1 qualifying team from Closed qualifiers.
Confirmed Teams:
1) Neon Esports, of Philippines
2) Galaxy Racer Esports, of Singapore/Dubai
3) Cignal Ultra, of Philippines
4) Army Geniuses, of Indonesia
5) Execration, of Philippines
6) Motivate Trust Gaming, of Thailand
7.1) MyRevenge, of Nepal - 2nd year consecutive qualifying team to IESF.
7.2) Team Veteran, of Myanmar - Qualifying team to Asia Pacific Predator League 2020
Myanmar Finals
7.3) Yangon Galacticos, of Myanmar - 5th to 8th place of ESL One Thailand 2020: Asia
Open Qualifier - Southeast Asia

5 invited Teams from China (Chinese Division) with 2 qualifying teams from Closed
qualifiers.
Confirmed Teams:
1) Team MagMa
2) Team Sirius
3) Invictus Gaming.Vitalty
4) Aster Aries
5) LBZS
6-7.1) Team Falcon - 5th to 8th place of Perfect World Dota2 League Season 2 -
Division B: Open Qualifier.
6-7.2) Spade (renamed from Team Weirdo) - 4th place of Perfect World Dota2 League
Season 2 - Division B: Open Qualifier.
6-7.3) Monkey2 - reformed by 2 players of DeMonster, and 5th to 8th place of Perfect
World Dota2 League Season 2 - Division B: Open Qualifier.
6-7.4) Matador - 5th to 8th place of Perfect World Dota2 League Season 2 - Division B:
Open Qualifier.

(with kind referencing from our esports encyclopedia: https://liquipedia.net, as well as
Perfect World Dota2 League Season2.)

Both Divisions, (SEA and China)
Will each have their own round robin, of bo3.
Prizes distribution for these round robins are, 4200 usd.
100 usd for each bo3 win for the winning team.

Rosters are displayed at the spreadsheet.

https://docs.google.com/spreadsheets/d/1Qo1F6l7M27MoD3IBUFuIiEFcDuxmT0MJzTJNsypPnII/edit?usp=sharing

Top 1 - 4 Teams from each assembly will meet each other /cross paths at the Playoffs of the Tournament. (Total 8 teams playoffs)

 Tie Breaking rules for bo3 rounds,
Series won /lost to compare.... if its number of series won are the same,
1) Teams in Ties, Team who won more 2: 0 matches will get advantage.
2) if still tie, head to head comparison,

Description of the playoffs will be in more detail in this google sheet.

https://docs.google.com/spreadsheets/d/1Qo1F6l7M27MoD3IBUFuIiEFcDuxmT0MJzTJNsypPnII/edit?usp=sharing

Prizes allocation

Total Prize allocated and happily sponsored by YaBo: 15000 USD

Please look under the list: playoffs, prizes are allocated, in details there.
https://docs.google.com/spreadsheets/d/1Qo1F6l7M27MoD3IBUFuIiEFcDuxmT0MJzTJNsypPnII/edit?usp=sharing

In total about SGD 16 150 (singapore dollars), after Tax deduction from the sponsors will be distributed out.

Game Servers

Singapore Servers for SEA Division.
Shanghai / Guangdong Servers for Chinese Division.
Playoffs = SEA + China = Guangdong Server

Dates of Tournament

1st December 2020 to 20th December 2020.

Important Rules

The rules as provided below should be followed by all players of the DOTA2 Tournament organised by Moon Studio.
We encourage sportsmanship and fairness, allowing the admins of the tournaments to have the final say.
We urge all players to read through the rules before the start of our tournament.

1. Format
According to the format of each Tournament. It would be provided before the Tournament commences or during the invitation to the tournament.
- Matches will start on time, however, Moon Studio will take into consideration whether the teams are ready to start the next match.

2. Team Lineup
- Team roster with 5 players should be presented to the Moon Studio (Korkoka or Moon) prior to the start of the tournament. Each team is allowed to use 3 substitute players throughout the entire tournament but 2 standin per series allowed only.
- If the team does not inform Moon Studio of their official roster, the first roster representing the team during the first match of the tournament will be considered as their official roster.
- Teams should inform substitute players prior 2 hours to their match. Emergency Circumstances would be taken into consideration (Medical and electrical reasons only).
- Substitute players cannot be included into the roster of any other team, represented in the same tournament.
-Smurfs are not encouraged, however, should a smurf account be used, it has to be registered and only 1 smurf account per player is allowed.
*** FOR MOON STUDIO CARNIVAL CUP, NO SMURFS ARE ALLOWED, NO 2nd ACCOUNTS ARE ALLOWED.
For Standins- no SMURF accounts allowed.

3. Broadcasting
- All broadcasting rights belong to Moon Studios, which include Match replays, VODs, Recordings, Highlights, Match replays, Demos, Casting Features, and Advertisements featured during the cast.
- Moon Studio reserves the right to deny these rights to 3rd parties.
-Lobby rights casting, should have delay of 2 mins,
- DOTATV will be fixed at 5mins delay from lobby admin.
- Teams involved in the tournaments are by default, accept the broadcasting of their matches in any form, by Moon Studio.

Community Broadcasters:
- Strictly no brand advertising of other sponsors / Brand.
- To set 15mins delay on the stream.

4. Match Rules / Game Settings

- All match lobbies are created by the match admin, usually 10 minutes before the scheduled match starts.

Lobby details and game settings are as follows
DotaTV delay — 5 min
Captains mode
Server: Luxembourg / Singapore / GuangDong / Shanghai
** If both teams agree to use any other server, the admin can change the server location.
If one of the teams refuses to switch to the different server, Default server will be used.

- All involved players must be in the lobby 5 minutes before the start to decide sides/first pick.

Time X - Time to start..
Time X minus 5 minutes - teams should be in the lobby.
If teams not in lobby:

Time X + up to 10 minutes - penalty lvl 1
Time X + up to 15 minutes - penalty lvl 2
Time X + up to 20 minutes - def lose on map 1 (WITHOUT EXPLAINING WHY TEAM IS LATE)
Time X + up to 30 minutes - def lose in bo3 (WITHOUT EXPLAINING WHY TEAM IS LATE)
Time rules are flexed in Moon Studio Carnival Cup, as there are 3 tournaments co running at the same time.

5. Pausing during the match

- Each team has a 10 min pause time limit per map. If there should be any player having technical difficulties and is unable to continue the game after the pause time, the team may resume the game without that player.
  Special Situations:
   1- if the game disconnects before the alarm of 0:0, or if player is not able to connect to game after the pause time before 0:0, . (Remake is allowed by the admins) But with the same heros.

  2- IF Game is intact and 1 or 2 players disconnects and is unable to connect back to the game, after an alarm of 0:0, remake is not allowed, to continue as 4 vs 5, or 4 v 4 or 3 v 5 etc.

  3- IF game is intact and 1 or 2 players from each team disconnects, and is unable to connect back to the game, the game will be remade with same heroes, same lanes.

   4- If the game has situation description 3, 2 times, both teams will reschedule their match at a later date.

Moon Studio will try to have at least 2 admins or casters per game, to protect and preserve the game, so if the game coordinator has any problems and no admins/casters able to log back into the game, IF this should happen unexpectedly, Both teams will have a rematch, with the same heros chosen by the team in the disconnected match.

6. Admins are not responsible for any technical issues, experienced by the players in the game client.

7. All players and teams should set official player and team names in the game client and use them at the tournament.

8. Choosing Side or Pick is made by coin toss.
1st map - Coin toss winner chooses pick or side / opponent chooses from the remaining options.
2nd map - This takes place after 1st map ends. Non-winner of coin toss will choose from 4 options, rad/dire, fp or 2ndpick and opponent chooses from the remaining options.
3rd map - This takes place after 2nd map ends. Coin will be toss again.

9. Players are not allowed to use any side programs affecting game process or game files. Using scripts (aliases, macros) or cheats that make it possible to use multiple skills/items simultaneously is strictly prohibited.

10. Mannerism is important in this tournament. Insulting opponents or admins in Discord or any other Voice Communication program lobby or in-game, provocations of any kind — entail a forfeit defeat.

11. If there is a tie.
            Tie Breaking rules for bo2 rounds
2 : 0 = win = 3 points   1: 1 = tie = 1 point
then, if tie,
1) Teams in Ties,   Team who won more 2: 0 matches will get advantage.
2) if the number of matches won are the same, head to head comparison,
3) if point 1 and 2, are still tie, bo1 will be played to determine the team with advantage.

        for bo3 rounds
        1) Series won / rounds lost to compare.... if its the same,
        2) > Team with higher number of series won 2:0 will be given an advantage
        3) if its maps won/lost is the same, we will see head to head result

12. Scheduling,
Once schedule is Locked. it shall not be rescheduled. Below is the rescheduling allowance.
-More than 24hours before the Locked Time. 2 times rescheduling is allowed for each team. And its to be rescheduled if the opponent agrees and to the comfort time of the opponent as well.
-24 hours before the Locked Time, No more rescheduling is allowed.

13. Prize winners have to give payment info within 3 months from the winning date for sponsors to distribute the prize. If this is not done, Prize money will be forfeited.

14. Each team takes note that prizes given out are to be only to 1 bank account/money related account.

15. If Teams decide to take tech loss and it involves Prize money category, they are not eligible for any prize money.

16. Moon Studio and sponsor reserves the right to change and/or add new info to the tournament ruleset without notifying the players at any stage of the tournament.

IMPORTANT RULE:
Moon Studio Stand zero tolerance for teams/players who participate or collaborate with Match Fixing. Should a team/player/manager be caught in this action, A ban and matches involved would be sent to Valve with a report, and evidence from sponsors or betting companies. Managers / Players are not allowed to be involved in money betting or in game item betting for our tournament.

Official Casting Channels

Russian: https://www.twitch.tv/moonstudio_ru
English: https://www.twitch.tv/moonstudio_en

Thank you, and see you soon at the matches!

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"We strive to be different, and make good changes around the Esports world today."