

War Legend: Invitational Series

Official Rules

1. Introduction and Acceptance

1.1 Introduction

These War Legend: Invitational Series Official Rules (“**Rules**”) govern all stages of the (“**Invitational Series**” or “**Event**”).

These Rules have been designed to ensure the integrity of competitive play of Fortnite (the “**Game**”) in connection with the Event, and are intended to promote vigorous competition and to help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behavior (as defined below).

1.2 Acceptance

To participate in the Event, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “**Minor**”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 8. A player (or, if a Minor, such player’s parent or legal guardian) may accept these Rules by clicking to accept or agree to these Rules, where this option is made available to you by War Legend (“**War Legend**”) in the Game client. By participating in any game or match that is part of the Event, a player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted these Rules pursuant to this Section 1.2.

1.3 Enforcement

War Legend will have primary responsibility for enforcing these Rules for all players at the Event and may, working with the Event Administrators (as defined below), hand out penalties to players for violations of these Rules, as further described in Section 9.

1.4 Amendments

War Legend may update, revise, change, or modify these Rules from time to time. For each player, his or her participation in the Event after any update, revision, change, or modification to these Rules will be deemed acceptance by such player (or, if a Minor, such player's parent or legal guardian) of these Rules as updated, revised, changed, or modified.

2. Event Structure

2.1 Definition of Terms

2.1.1 Arena

Fortnite's ranked, competitive mode composed of three (3) leagues (each, a "**League**") separated into ten (10) divisions (each, a "**Division**") as follows:

Open League: Division I (0 - 499 Hype points ("**Hype**")) Open League: Division II (500 - 999 Hype) Open League: Division III (1,000 - 1,499 Hype) Open League: Division IV (1,500 - 1,999 Hype)

Contender League: Division I (2,000 - 2,999 Hype) Contender League: Division II (3,000 - 4,499 Hype) Contender League: Division III (4,500 - 6,499 Hype)

Champion League: Division I (6,500 - 9,999 Hype) Champion League: Division II (10,000 - 13,999 Hype) Champion League: Division III (14,000+ Hype)

2.1.2 Kill

An occurrence where one player depletes the HP and Shield (if any) of another player. Subject to Section 7.1.2, kill credit is determined by (a) the action feed stored in the replay file of each player parsed by War Legend System software. Provided, that, in ‘

2.1.3 Event Administrator

Any War Legend volunteer or member of the admin team, broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Event.

2.1.4 Game Mode

A specific ruleset, set of gameplay elements, or win conditions for a given match. Game modes can be very broad and may or may not differ from one match to the next. Event Administrators will explain the specific parameters for each game mode before the beginning of a match.

2.1.5 Match

A single instance of competition within Fortnite that is played until a player or team either achieves a Victory Royale (as defined below) or certain victory conditions are otherwise met.

2.1.6 Placement

A player's or team's time spent in play in a match, relative to that of other players or teams in such match, prior to being eliminated. Placement rank is defined by the team last member elimination timestamp stored in the kill feed of the replay file.

2.1.7 Session

A set of matches that is played until a winner is determined by the following method: completion of a set number of matches.

2.1.8 Victory Royale

An occurrence where a player or team meets the victory conditions of the current game mode of the match being played. More typically, this refers to obtaining a first place placement finish.

2.2 Session times

November 25 at 19:30 CET : Session #1.
November 27 at 20:30 CET : Session #2.
December 2 at 19:30 CET : Session #3.
December 4 at 20:30 CET : Session #4.
December 9 at 19:30 CET : Session #5.
December 11 at 20:30 CET : Session #6.

A break of 3 minutes will happen after match 3 and before match 4 starts.

2.2.1 Obligation for all participants

All players must be connected in Fortnite game, 30 minutes before the event starts.

All captains must be available by Discord 2 hours before the event starts.

All players must join the match queue in the next minute after the custom key is shared by the Event Administrator to the captains.

All Captains must notify the Event Administrator, as soon as possible in case anything prevent the team to join the match queue.

2.3 Final times

December 16 at 19:30 CET : Final day 1.

December 18 at 20:30 CET : Final day 2.

A break of 3 minutes will happen after match 3 and before match 4 starts.

2.3.1 Obligation for all participants

All players must be connected in Fortnite game, 30 minutes before the event starts.

All captains must be available by Discord 2 hours before the event starts.

All players must join the match queue in the next minute after the custom key is shared by the Event Administrator to the captains.

All Captains must notify the Event Administrator, as soon as possible in case anything prevent the team to join the match queue.

2.4 Rescheduling

War Legend may, in its sole discretion, reorder the schedule and/or change the date for any match or session of the Event (or change any game mode to be played in connection therewith). However, if the Event schedule is so modified, War Legend will inform all players at its earliest convenience.

2.5 Event Format and Scoring

2.5.1 Format

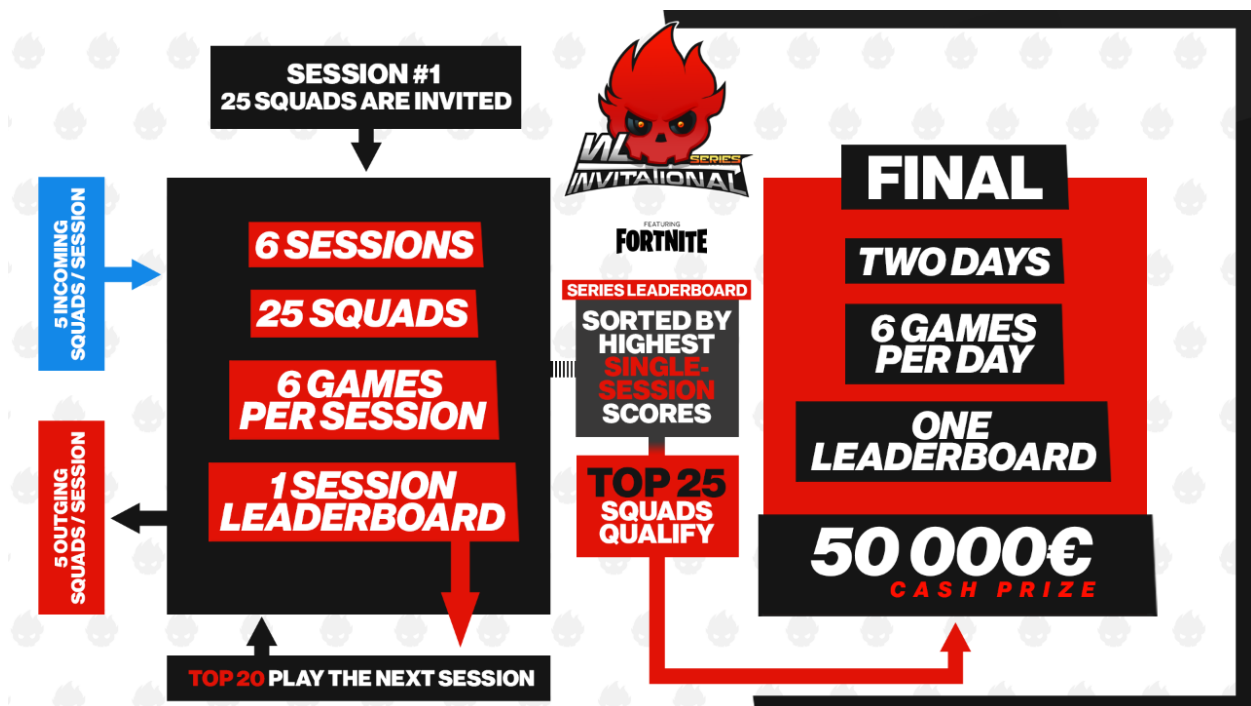
The Event is an invitational tournament. War Legend will invite squad teams ("**SQUADS**") at its sole discretion.

Invited Squads will play all sessions from which they are invited to until the last session, unless they lose their slot.

Series Leaderboard will show the highest single-session scores, top 25 squads qualify to the final.

Squad must place inside the top 20 in a session, to play the next session.*

The last 5 squads of the leaderboard lose their slot definitely, but keep their placement in the Series Leaderboard.



War Legend: Invitational Series - Official format

At the conclusion of the Final, and subject to the terms and conditions herein, the top point earning teams as listed on War Legend website Final Leaderboard ("**Final Leaderboard**") from the even will be awarded prizes as set out in Section 2.6.

2.5.2 Match Scoring System

Victory Royale: 120 Points

2nd: 95 Points

3rd: 90 Points

4th: 85 Points

5th: 80 Points

6th: 75 Points

7th: 70 Points

8th: 65 Points

9th: 60 Points

10th: 55 Points

11th: 50 Points

12th: 45 Points

13th: 40 Points

14th: 35 Points

15th: 30 Points

16th: 25 Points

17th: 20 Points

18th: 15 Points

19th: 10 Points

20th: 5 Points

Each Elimination: 8 Points

2.5.3 Session leaderboard tiebreakers

Tiebreakers will be determined in the order presented here: (1) total points scored; (2) average placement per match in the session; (3) total kills in the session; and finally (4) a coin flip.

2.5.4 Series Leaderboard

Series Leaderboard is updated at the conclusion of each session.

Each squad will see its score updated with last session score, only if it is better than the one stored in the Series Leaderboard.

Tiebreakers will be determined in the order presented here: (1) points scored; (2) average placement per match in the stored session; (3) total of kills in the stored session; and finally (4) a coin flip.

Series Leaderboard will be updated after the last session scores are confirmed and non-contested. It will

be available on War Legend website url will be communicated directly to players.

The Series Leaderboard squad score is bounded to a squad of 4 determined players + 1 substitution player.

2.5.5 Advancement between sessions

Advancement from one session to another will be determined by squad placement in the Session Leaderboard at the conclusion of each session.

TOP 20 squads of each Session Leaderboard will play the next session.

If a team cannot attend the next session, then the next team in the last session leaderboard is invited.

If more than 5 teams are unable to attend, Tournament Organiser is free to invite a new team.

2.5.6 Final Advancement

Advancement from the Sessions to the Final will be determined by placement in Series Leaderboard.

TOP 25 Squads will qualify to Final.

2.6 Prizes

2.6.1 Session Prizes

Sessions have no prize.

2.6.2 Final Prizes

The following prizes will be awarded to each team (divided evenly among the four (4) players) based on its placement within the Final Leaderboard at the conclusion of the Final - Day 2.

Prizes will be awarded to the teams registered in War Legend System for the Final. Team captains must confirm their team for the Final Day 1 with caution as no changes will be possible once Game one has started.

Final event prizes will be communicated later.

2.6.3 Prizing Information

Only the highest scoring players (as determined by EPIC Games pursuant to this Section 2.6.3) will be eligible to receive the prizes set forth in Section 2.6.2. No other player with a score lower than the highest scoring players shall be, at any time or under any circumstances, entitled to win any prizes in connection with the Event.

The highest scoring players will be notified by EPIC Games of their status as a potential winning player at the email address associated with such players' EPIC Games account within 7 days of completion of the Event, or such other time as reasonably required by EPIC Games for such notification, and will be subject to verification of eligibility pursuant to Section 3 and compliance with these Rules. A potential winning player must keep the EPIC Games account that he or she used to compete in the Event active throughout the verification of eligibility process.

Upon formal notification from EPIC Games, a potential winning player shall have 45 days from the date such notice was emailed to respond and provide any information or materials requested by EPIC Games, including the Release (as defined below) for purposes of verification of eligibility pursuant to Section 3. Such response from a potential winning player must be delivered to the email address from which EPIC Games' notification was sent or, at EPIC Games' sole option, another email address specified in the notification. The date of receipt by EPIC Games shall be decisive for a potential winning player's compliance with the deadlines set forth in this Section 2.6.3.

The failure by any such player to (a) keep the EPIC Games account that he or she used to compete in the Event active throughout the verification of eligibility process or (b) timely respond to any notification or request for materials or information will result in such player's disqualification as a potential winning player, and such player shall not be entitled to win any prizes in connection with the Event. In such cases, no alternate Winning Player (as defined below) will be named, and EPIC Games shall have the right, in its sole and absolute discretion, to (y) award any prize amounts that would have otherwise been awarded to such disqualified player as part of a future Fortnite Invitational Series event or (z) donate any such prize amounts to charitable causes and efforts. A winning player ("**Winning Player**") will only be announced once the verification of eligibility process has been completed by EPIC Games pursuant to these Rules.

Winning Players will also be required to provide certain payment information to EPIC Games, including any required tax information forms, in order to receive the prizes. EPIC Games may withhold payment of the prizes if the Winning Player fails to provide the applicable payment forms to EPIC Games in a timely manner.

PRIZES ARE SUBJECT TO APPLICABLE FEDERAL, STATE AND LOCAL INCOME TAX AND IT IS THE RESPONSIBILITY OF EACH WINNING PLAYER TO (I) CHECK WITH HIS OR HER LOCAL TAX ADVISOR TO DETERMINE WHICH TAXES APPLY TO HIM OR HER AND (II) PAY SUCH TAXES TO THE APPROPRIATE TAX AUTHORITY. It is EPIC Games' policy to withhold tax at the backup withholding rates in effect for US and non-US residents. Prize income and tax withholding will be

reported on forms (y) 1099-MISC for US residents and 1042-S for non-US residents, and (z) any other relevant tax forms as may be required by applicable law.

EPIC Games will determine the payment method for the prizes in its sole discretion and, except as otherwise required by applicable law, all payments will be made directly to the Winning Player in his or capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). For the avoidance of doubt, no prize payments will be made by EPIC Games to any organization, company, or other entity. The Winning Player will be provided a Prize Acceptance and Release Form ("**Release**"). Unless restricted by applicable law, the Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and submit the Release in accordance with the deadlines set forth in this Section 2.6.3.

3. Player Eligibility

3.1 Player Age

3.1.1 To be eligible to participate in any Invitational Series match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player's country of residence). Minors must have permission from a parent or legal guardian in order to participate in the Event.

3.1.2 Ineligible players who mislead or attempt to mislead Event Administrators by providing false eligibility information will be subject to disciplinary actions as further described in Section 9.2.

3.2 Fortnite EULA

Each player must follow the Fortnite End User License Agreement ("**Fortnite EULA**") (<https://www.epicgames.com/fortnite/eula>). These Rules add to, and do not replace, the Fortnite EULA.

3.3 2FA

Each player must enable (if not already enabled) Two-Factor Authentication ("**2FA**") on his or her EPIC Games account. To enable 2FA, players must visit <https://epicgames.com/2FA>, log in to their EPIC Games accounts, and follow the onscreen instructions.

3.4 EPIC Games and War Legend Affiliation

Employees, officers, directors, agents, and representatives of EPIC Games (including the legal, promotion, and advertising agencies of EPIC Games) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related),

and each person or entity connected with the production or administration of the Event, and each parent company, affiliate, subsidiary, agent and representative of EPIC Games are not eligible.

Employees, officers, directors, agents, and representatives of War Legend (including the legal, promotion, and advertising agencies of War Legend) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Event, and each parent company, affiliate, subsidiary, agent and representative of War Legend are not eligible.

3.5 Player Names

3.5.1 All team and individual player names must follow the Code of Conduct in Section 8. EPIC Games, War Legend and the Event Administrators each may restrict or change team and individual player tags or screen names for any reason.

3.5.2 The name used by a team or player may not include or make use of the terms Fortnite®, EPIC Games, or any other trademark, trade name, or logo owned by or licensed to EPIC Games or War Legend.

3.5.3 Prior to the start of the Event, War Legend and/or Event Administrators will work directly with all invited players to determine a suitable display name for use in connection with the Event. Players must use this agreed upon identifier for the duration of the Event.

3.6 Good Standing

Players must be in good standing with respect to any EPIC Games and War Legend System accounts registered by said player, with no undisclosed violations. Players must also be free of or served fully any penalties from previously breaking any official EPIC Games or War Legend rules.

3.7 Additional Restrictions

3.7.1

The Event in all parts is open to players from across European continent, North Africa and Middle East region.

3.7.2

Multiple players may not participate in the Event on the same machine in a single Event day.

3.7.2

To clarify, these Official Rules has some mandatory actions that each captains and/or players have to follow. Any refusal or miss of these mandatory actions will be considered, as stated in section 3.2, as a violation of these Official Rules and so the Event Administrator will be allowed to disqualifies the team.

All players are responsible for the mistakes of their teammates. You shall all help each other to follow these mandatory actions.

4. Player/Team Formation Rules

4.2 Squads

4.2.1

Each Squads player (or, if a Minor, such player's parent or legal guardian) must acknowledge and accept these Rules in-game pursuant to Section 1.2 before accepting the invitation to a Session.

4.2.2

Players may only participate on one team at a time throughout the event. If a team qualifies for Final of the War Legend Invitational Series, all players will be jointly locked for that stage, unless they unanimously decide as a team to forfeit their spot for that stage. If a qualified team wants to qualify with different players (i.e., form a new team), it's not possible.

Each Squad is allowed to use ONE substitute player per session. This flexibility does not intend to allow a permanent change of a Squad. It's sole purpose is to allow squads to play in a situation where one of its members could not play for any reason.

Related to section 2.6.2 "Final Prizes" - If a substitute is necessary for the final, the substitute has to play the entire event (12 matches). No switch of players will be possible after the first match has started. If a team wins a prize, the prize will be split among those players participating in the final. Players who participated in qualification but not the final are not included as prize winners. To clarify, the substitute will get $\frac{1}{4}$ of the teams prize, and the missing player will receive no prize.

War Legend and/or the Event Administrator can prevent any abuse of this flexibility by any means necessary.

4.2.3

During the Event all players on a team must be present and partied up together in order to participate. Players on a team may not play Solo or Duo. If a team does not have all four (4) members present and partied up together by the start time for a given match, it will be considered to have finished in last place with zero eliminations for that match.

4.2.4

All members of a team that fall within the prizing thresholds set forth in Section 2.6 must successfully pass the verification of eligibility process described in Section 2.6.3 in order to be eligible to receive such prizes. If one member of a team fails the verification of eligibility process, all members of that team will be disqualified as potential winning players, and that team shall not be entitled to win any prizes in connection with the Event.

4.2.5

Each member of a team shall be deemed to have jointly and severally made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Event Administrators' rights pursuant to these Rules relate to and are exercisable against the team as a whole and each individual member of the team. If any right of disqualification arises as to any individual member of the team, then the right of disqualification may be exercised against the team as a whole, as the Event Administrators may elect in their sole discretion.

4.2.6

Earned slots or Final qualification spots (as applicable) cannot be transferred, sold, traded, or gifted to any person(s) or organization.

5. Issues

5.1 Definition of Terms

5.1.1 Bug

An error, flaw, failure, or fault that produces an incorrect or unexpected result, or otherwise causes the Game and/or a hardware device to behave in unintended ways.

5.1.2 Intentional Disconnection

A player losing connection to the Game due to player's actions. Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

5.1.3 Server Crash

All players losing connection to the Game due to an issue with the Game server.

5.1.4

Unintentional Disconnection A player losing connection to the Game due to problems or issues with the game client, platform, network, or PC.

5.2 Technical Issues

Due to the nature of online competition, matches will not be restarted or made null due to technical issues. Any technical issues or bug encounters must be played through and will not be cause for a remake. Only if more than 3 full squads are not able to play before the players are allowed to jump from the bus in a match, then Event Administrator will declare a remake.

The Event Administrator is allowed to decide, only in exceptional circumstances, to remake a game at any moment. To clarify, this is only intended to allow the Event Administrator to ensure equity of the competition.

6. Communication

Event Administrators will be available to answer player-specific questions and provide additional assistance throughout the Event via the official player support voice channel on the Discord server of the Event.

6.1 Mandatory for all participants

6.1.1 Stream rules

All participants are allowed to stream the event, on the platform of their choosing.

Any participant with an average of 500 or more concurrent viewers over the last month, as stated on <https://twitchtracker.com/> have to stream the tournament from beginning to the end.

All teams must live stream at least one pov from beginning to the end of the tournament.

War Legend : Invitational Series' logo will be sent to all participants so they could use it on their stream.

The stream title must start with #WarLegend.

No stream delay shall be added. Other than the delay added by Twitch services - out of control of the participant.

If a streamer wishes to share the Leaderboard, only the official Leaderboard url can be shared. It is allowed to use "shorten url service" as long as it redirect to the official Leaderboard url.

6.1.2 Social network

On its Twitter account : @WLFortnite, War Legend will announce and share the list of the invited squads and players a day before each Session / Final starts.

Also, an official announcement of each Session / Final will be made on the D-Day on War Legend's Twitter at least 10 minutes before the beginning of each Session / Final.

All participants must post on their social media (Twitter) to announce their participation with the followed hashtag (**#WarLegend**) by retweeting or quoting War Legend's official announcement. This is required for each Session and Final day.

Sessions Leaderboards or Series Leaderboard will be given to players through an official link they could share with their community on social media. It is allowed to use "shorten url service" as long as it redirect to the official Leaderboard url.

7. War Legend System

7.1 Mandatory for all participants

7.1.1 Replay file record enabled

All players must enable the record of replay files.

7.1.2 Twitter account

In order to participate all players must have a VALID twitter account. Event Administrator and/or War Legend cannot be held responsible if a players cannot register to the tournament because he is not able to connect/use or whatever reason, to his Twitter account.

7.1.3 Local client installation

War Legend might request from all players to install software on their computer. Upon such request, all players will have to comply before the beginning of next Session or Final.

All information related to Privacy, Security and Functionality will be shared with all participants with the request of installation.

7.1.4 Anonymous mode disabled

All players must disabled the anonymous mode (also called Streamer mode).

7.1.5 Region

All players must set manually the region of the game to "EUROPE". To be clear : region must not be set to "AUTOMATIC".

7.1.6 Registration and confirmation process

All invited teams will have to select a Captain. This captain will be in charge of ALL communication with the Event Administrators and/or War Legend.

After providing his twitter account to the Event Administrator, he will have to register his team in War Legend System (WLS) website (<https://system.warlegend.net/>) in the tournament of the Session.

To complete and secure his team slot, he will have to confirm the registration by submitting his team name and confirm.

At any moment, the Captain is invited to contact the Event Administration if he has any questions or in need of help.

The confirmation process must be done before :

- For first session : 48 hours before the start of the tournament, as stated in section 2.2.
- For all other sessions : 36 hours before the start of the tournament as stated in section 2.2
- For the Final : 36 hours before the start of the tournament as stated in section 2.2

7.1.7 Provide information

All players must provide all information or data requested by the Event Administrator. Such as, but not limited to : Twitter account (used on WLS), Twitch Channel url, Avatar or personal photo, Organisation name, Organisation logo. This section is connected with Section 11. Publicity.

7.2 Post-Match Process

7.2.1 Send replay files

The Game client will record a replay file during each match. All teams must be able, but also do so, to SEND such file to the Event Administrators upon request at the conclusion of a match.

Teams have 30 second, after the Victory Royal animation is played, to notify Event Administrator in the replay upload dedicated Discord channel.

By default the teams placing first and second must always send their replay file. To clarify, such teams shall not wait the request form Event Administrator to notify or send the replay file.

7.2.2 Score viability

At times, unforeseen issues may arise that result in score reporting delays and/or inaccuracies. For the duration of the Event, the score displayed within the Leaderboard will be the universally accepted score, regardless of accuracy.

8. Code of Conduct

8.1 Personal Conduct; No Toxic Behavior

8.1.1

All players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 8 (“**Code of Conduct**”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

8.1.2

Players must be respectful of other players, Event Administrators, and fans.

8.1.3

Players may not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of the Game by other users as intended by War Legend (as decided by War Legend). In particular, players may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“**Toxic Behavior**”).

8.1.4

Any violation of these Rules may expose a player to disciplinary action as further described in Section 9.2, whether or not that violation was committed intentionally.

8.2 Competitive Integrity

8.2.1

Each player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (as defined below), match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Event.

- Hacking or otherwise modifying the intended behavior of the Game client.
- Playing or allowing another player to play on an War Legend account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by War Legend in order to gain a competitive advantage.
- Using distributed denial of service attacks or similar methods to interfere with another Participant's connection to the Fortnite game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a match or session).
- Receiving outside assistance regarding the location of other players, other players' health or equipment, or any other information not otherwise known to the player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a match).

8.2.2 Players may not work together to deceive or otherwise cheat other players during any match ("**Collusion**"). Examples of Collusion include the following:

- *Teaming*: Players working together during the match while on opposing teams.
- *Planned Movement*: Agreement between 2 or more opposing players to land at specific locations or to move through the map in a planned way before the match begins.
- *Communication*: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players.
- *Item Dumping*: Intentionally dropping items for an opposing player to collect.

8.2.3

Each player is expected to play to the best of his or her ability at all times during any match and in a way

that is consistent with the rules in Sections 8.2.1 and 8.2.2.

8.3 Harassment

8.3.1

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

8.3.2

Any player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a War Legend representative or Event Administrator. All complaints will be promptly investigated and appropriate action will be taken. Retaliation against any player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

8.4 Confidentiality

A player may not disclose to any third party any confidential information provided by the Event Administrators, **War Legend**, or its affiliates concerning Fortnite, the Event, **War Legend**, or its affiliates, by any method of communication, including by posting on social media channels.

8.5 Illegal Conduct

Players are required to comply with all applicable laws at all times.

9. Rules and Conduct Violations

9.1 Investigation and Compliance

Players agree to fully cooperate with War Legend, EPIC Games and/or an Event Administrator (as applicable) in the investigation of any violation of these Rules. If War Legend, EPIC Games and/or an Event Administrator contacts a player to discuss the investigation, the player must be truthful in the information that he or she provides to War Legend, EPIC Games and/or an Event Administrator. Any player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled War Legend, EPIC Games and/or an Event Administrator during an investigation, will be

subject to disciplinary action as further described in Section 9.2.

9.2 Disciplinary Action

9.2.1

If War Legend and/or EPIC Games decides that a player has violated the Code, War Legend and/or EPIC Games may take the following disciplinary actions (as applicable):

Issue a private or public warning (verbal or written) to the player;

Loss of session points for the current or future match(es);

Loss of all or any part of the prizes previously awarded to the player;

Disqualify the player from participating in one or more matches and/or sessions at the Event; or

Prevent the player from participating in one or more future competitions hosted by War Legend and/or EPIC Games.

9.2.2

For clarity, the nature and extent of the disciplinary action taken by War Legend and/or EPIC Games pursuant to this Section 9.2 will be in the sole and absolute discretion of War Legend and/or EPIC Games. War Legend and EPIC Games reserve the right to seek damages and other remedies from such player to the fullest extent permitted by applicable law.

9.2.3

If EPIC Games decides that there have been repeated breaches of these Rules by a player, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Fortnite. EPIC Games may also enforce any applicable penalty specified in EPIC Games's [Terms of Service](#) and/or the Fortnite EULA.

9.2.4

All Rules violations at the Event will be governed by the EPIC Games Competitive Penalty Matrix. A final decision by EPIC Games as to the appropriate disciplinary action will be final and binding on all players.

9.3 Rule Disputes

War Legend and EPIC Games have final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

10. Conditions

The Event is subject to these Rules. By participating, each player agrees (or, if a Minor, such player's parent or legal guardian agrees on such player's behalf): (a) to be bound by these complete Rules (including the Code of Conduct) and the decisions of War Legend which shall be final and binding; and (b) to waive any right to claim ambiguity in the Event or these Rules, except where prohibited by applicable law. By accepting a prize, the winning player agrees (or, if a Minor, such winning player's parent or legal guardian agrees on such winning player's behalf) to release War Legend from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of prize or participation in any prize-related activities. War Legend shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Event; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Event. War Legend reserves the right to cancel or suspend the Event in its sole discretion or due to circumstances beyond its control, including natural disasters. War Legend may disqualify any player from participating in the Event or winning a prize if, in its sole discretion, it determines such player is attempting to undermine the legitimate operation of the Event by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other players or War Legend's representatives. The internal laws of the State of North Carolina will govern disputes regarding these Rules and/or the Event. War Legend reserves the right, in its sole discretion, to cancel, modify, or suspend the Event should a virus, bug, computer problem, unauthorized intervention, or other causes beyond War Legend's control, corrupt the administration, security or proper play of the Event. Any attempt to deliberately damage or undermine the legitimate operation of the Event may be in violation of criminal and civil laws and will result in disqualification from participation in the Event. Should such an attempt be made, War Legend reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. War Legend reserves the right to disqualify any player it finds to be tampering with the entry process or the operation of the Event or violating these Rules. War Legend is not responsible for any problems, bugs, or malfunctions players may encounter. The Event is subject to all applicable federal, state and local laws.

11. Publicity

War Legend reserves the right to record and rebroadcast participant live stream from their Twitch channel or Twitch Video on Demand ; and use the name, tag, likeness, video, game play statistics, and/or War Legend account ID of any player, for publicity purposes prior to, during, or after the Event end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Event or other Fortnite competitive events and programing, without any compensation or prior review unless specifically prohibited by law.

12. Waiver of Jury Trial

Except as prohibited by applicable law and as a condition of participating in this Event, each Participant hereby irrevocably and perpetually waives any right s/he may have to a trial by jury in respect of any litigation directly or indirectly arising out of, under or in connection with this Event, any document or agreement entered into in connection herewith, any prize available in connection herewith, and any of the transactions contemplated hereby or thereby.

13. Privacy

Please refer to War Legend's privacy policy located at <https://system.warlegend.net/wls/privacy/> policy for important information regarding the collection, use and disclosure of personal information by War Legend.