



## **War of The Realms Tournament Rules**

A Marvel Rivals Clash Tournament  
Official Rules v1.0

## **Introduction**

War of The Realms is heating up! Rally your Faction to sign up for the Tournament! War of The Realms consists of 4 Tournaments: North America PC, Europe PC, Asia PC and North America Console, each player with one legal identification can only choose one of these 4 Tournaments to participate in. Each Tournament has its own \$15,000 total prize pool, and each champion will take home \$7,000! Plus, each member of the top 32 Factions from each Tournament will receive a "War of The Realms" exclusive permanent title upon the game's official launch! Each member of the top 8 Factions from each Tournament will also receive an exclusive nameplate based on their final Tournament rankings upon the game's official launch!

War of The Realms includes three phases: sign-up stage, open qualifiers stage, and knockout stage, all packed into an intense 11-day tournament period. Participants must follow the Tournament system's instructions and rules of engagement to register and battle through each phase. By signing up, every member of your Faction agrees to this "War of The Realms Tournament Rules".

This set of Tournament Rules will be translated into multiple language versions and will be displayed according to your in-game language setting. In the event of any conflict between the different language versions, the English version shall prevail.

## **Overview**

War of The Realms (the "Program", or "WOTR") is a testing Tournament for Marvel Rivals, hosted by NetEase and its affiliates (collectively, the "Administration") who are engaged in operating the Program. These War of The Realms Tournament Rules (these "Tournament Rules") form a contract between all Factions and Players (together, the "Participants"), on the one hand, and the Administration on the other hand. These Tournament Rules outline the general regulations for Tournament participation, encompassing criteria such as player eligibility, Tournament structure, points allocation, prize allocation, and player conduct. These Tournament Rules encompass liability limitations, license provisions, and other legally binding contractual terms. Prior to partaking in the Program, every Participant must review, comprehend, and consent to these Tournament Rules.

1. In order to take part in the Program, every Participant is required to consent to these Tournament Rules. Participants can indicate their acceptance of these Official Rules through any of the following methods:
  - 1.1. Successfully register to participate in the Program.
  - 1.2. Engaging in any Match associated with the Program; or
  - 1.3. Signing a Program Participation Form, either in physical or digital format.

## **Participants**

1. To participate in the Program, a Participant must:
  - 1.1. Maintain a clean record for all Marvel Rivals accounts registered under the Participant's name, with no violations against the Marvel Rivals Terms of Use or any other official regulations.
  - 1.2. Be at least eighteen (18) years old before the roster lock date in the relevant jurisdiction.
  - 1.3. Not hold a position as a director, officer, or employee of, or be a relative of an

employee of the Administration, or any entity that has control over, is controlled by, or is under common control with the Administration, unless such relationship has been disclosed to the Administration and expressly authorized in writing.

- 1.4. Not hold a position as a director, officer, or employee of, or be a relative of an employee of Marvel/Disney, or any entity that has control over, is controlled by, or is under common control with Marvel/Disney, unless such relationship has been disclosed to the Administration and expressly authorized in writing.
- 1.5. Agree to adhere to these Tournament Rules and abide by the decisions made by the Administration.
- 1.6. Ensure that the Participant's involvement in the Program with the laws of the Eligible Jurisdiction in which the Participant resides, as well as the laws of the Eligible Jurisdiction in which the Participant is competing, including, if necessary, obtaining any required visa or governmental authorization for the Participant's participation in the Program.
2. Participants are only allowed to take part in the Program if their involvement complies with the relevant local laws. It is the responsibility of the Participants to ensure that their participation in the Program adheres to all the laws of the jurisdiction(s) where they reside, and the Participants must take all necessary measures to guarantee such compliance. Notwithstanding anything stated to the contrary in this document, the Administration retains the right to determine the eligibility of any and all Participants at its sole and absolute discretion. Players acknowledge and agree that the Administration's determination of their eligibility status may change at any time, and such determination shall be final.
3. Participants should not have been subject to any illegal charges or have had a criminal record in the past 3 years and should not currently have any pending criminal cases.
4. Participants shall refrain from making any illegal, disrespectful actions towards other players or Participants, or inappropriate statements on any social platforms, through in-game channels, through in-game Friend System, through in-game voice chat system, during live broadcasts, or in any other public form. In the event of such conduct, the Administration reserves the right to impose penalties commensurate with the severity of the offense, including but not limited to verbal warnings, forfeiture of the current match, forfeiture of the current round, removal from the competition roster, prohibition from future participation for a specified period, or permanent exclusion from participation in the future Marvel Rivals Tournaments.

### **Participants Names**

1. Participants must select an appropriate name for any competition associated with the Program. If a Participant chooses not to use an appropriate name, the Administration retains the right to limit or modify a Participant's name at its sole discretion. The Administration also reserves the right to disqualify any Participant whose name is offensive, toxic, incorporates any NetEase, Marvel, Disney, or any third-party intellectual property, or is considered inappropriate or unacceptable by the Administration, as determined at the sole discretion of the Administration.
2. Participant names may not convey a personal message, gender, race, religion, political

stance, financial status, etc.

3. During certain Tournament stages, the Participants Names of the Participants still involved in the Program may be temporarily frozen without prior notice.

### **Factions**

1. Faction is an in-game system that allows players to form a group with the intent of participating in Tournaments.
2. Faction Name and Faction Tag are the essential identifications for a Faction, which should be appropriate and should not contain any illegal contents, or is considered inappropriate or unacceptable by the Administration, as determined at the sole discretion of the Administration.
3. The Administration retains the right to limit or modify a Faction's Name and Tag at its sole discretion. The Administration also reserves the right to disqualify any Faction whose Name and/or Tag are offensive, toxic, incorporates any NetEase, Marvel, Disney, or any third-party intellectual property, or is considered inappropriate or unacceptable by the Administration, as determined at the sole discretion of the Administration.
4. During certain Tournament stages, the Faction Names and the Faction Tags of the Factions still involved in the Program may be temporarily frozen without prior notice.

### **Platform**

1. Every Tournament in the Program features its own supported platform(s), this information can be found in each Tournament's main page.
2. Participants should adhere to the platform requirements of the Tournament they have registered for and use the corresponding platform account to participate in the competition.
3. A Faction can contain members from different platforms, but only the members who meet the platform requirements of the registered Tournament are eligible to participate. During the registration process, the Tournament System will automatically verify if the Faction contains enough members that meet the platform requirements.
4. All Faction members who do not meet the platform requirements will also be compelled to participate in the Tournament sign-up process, as they will be temporarily locked in as well after successful registration and unable to exit the Faction during the Tournament period.

### **Streaming**

1. Participants engaging in the Program are allowed to broadcast their own gameplay while competing.
2. Participants shall refrain from making any illegal, disrespectful towards other players or Tournament Participants, or inappropriate statements during live broadcasts.
3. Participants who choose to broadcast their Program gameplay should arrange a proper delay, to prevent other opponents from peeking. In the absence of the arrangement of a proper delay, the Participants take responsibility for the potential consequences, including but not limited to the potential disclosure of tactical secrets to the opponents.

### **Device**

1. In the Program for PC, Participants are allowed to use keyboards and mice, as well as controllers.
2. In the Program for Console, Participants are only allowed to use controllers. It is strictly prohibited to use an emulator to emulate controller with keyboard and mouse and/or any other devices.
3. If a Participant violates the rules regarding the use of competition device, the Administration reserves the right to disqualify the Participant.

### **Mirror Tournament System**

1. The Program features a Mirror Tournament System (the "Mirror", or the "MTS"), the Mirror allows one single Program to be held in different regions and follow different schedules, in order to correspond to each region's time zone and offer a comfortable competing experience for the Participants.
2. One account is only allowed to sign up for one Tournament from the Mirror. Participants can choose region according to their own preferences, regardless of their accounts' region. Please note that by choosing a region that is far from the geographical location of the Participants, the Participants might encounter significant delay, as all the matches of every stage of each Mirror will only be held in its designated region's server. This is a normal and allowed situation, the Participants themselves should be responsible for the delay caused by their own choice.
3. It is strictly prohibited for a Participant with one legal identification to use different accounts of their own and/or of other players to participate in the Mirror for more than once, regardless of whether the registrations are for the same region or for several different regions from the Mirror.
4. Any Participant who fails to comply with the above MTS rules may face the penalty of having all their using accounts and the Factions they belong to banned from the Mirror or being disqualified from receiving any designated rewards.
5. The Administration retains the right to determine the eligibility of any and all Participants at its sole and absolute discretion. Players acknowledge and agree that the Administration's determination of their eligibility status may change at any time, and such determination shall be final.

### **Registration Rules**

1. The Program during the CBT features one Mirror Tournament for PC and one Unified Tournament for Console. The Mirror Tournament for PC contains three regions: North America, Europe and Asia. The Unified Tournament for Console will be held in North America. These regional settings only restrict the matches of each Tournament to be played on the servers in the corresponding region. Participants from any region can register for any Tournament, subject to the restrictions of the registration platform. However, choosing a distant region may result in high-latency matches. A Participant with one legal identification can only choose to participate in one of the 4 Tournaments held in this edition (including three branches of The Mirror Tournament and one Unified Tournament). Otherwise, the Administration reserves the right to disqualify the Participant

from part or all of the Tournaments.

2. The Administration will not require Participants to provide government-issued identification documents or other forms of personally identifiable information in order to participate in the Program but may request it when investigating whether a Participant has violated the aforementioned rules.
3. Registration of the Mirror Tournament for PC – North America Region will be open from July 25<sup>th</sup> at 12:00 PM (UTC-7) until July 30<sup>th</sup> at 4:00 PM (UTC-7).
4. Registration of the Mirror Tournament for PC – Europe Region will be open from July 25<sup>th</sup> at 12:00 PM (UTC+1) until July 30<sup>th</sup> at 4:00 PM (UTC+1).
5. Registration of the Mirror Tournament for PC – Asia Region will be open from July 25<sup>th</sup> at 12:00 PM (UTC+9) until July 30<sup>th</sup> at 4:00 PM (UTC+9).
6. Registration of the Unified Tournament for Console – North America Region will be open from July 25<sup>th</sup> at 12:00 PM (UTC-7) until July 30<sup>th</sup> at 4:00 PM (UTC-7).
7. Players must complete the registration process through the in-game "TOURNAMENT" screen, as no other registration channels will be available for this Tournament.
8. The registration is open to all players participating in this test. Factions must be formed through the in-game "Faction" system, ensuring your Faction has at least 6 members that meet the platform requirement of the Tournament that is registering. The Faction captain or coach can then initiate the registration process on the "TOURNAMENT" screen.
9. Please note! Once registration is successful, Faction members cannot be added, removed, or changed during the Tournament. Those who doesn't meet the platform requirement will be locked as well. Make sure to confirm your Faction roster carefully before registering, as the Administration will not accept requests for changes to the Faction members once registered. If the registered Faction has more than 6 members that corresponds to the Program's platform requirement, the Faction is free to decide which members will play before each match.
10. The registration process requires all Faction members to agree, including those who doesn't meet the platform requirements, as these members will be locked during the Tournament as well.
11. Once registered, Factions cannot withdraw from the Tournament.
12. Each Tournament of the Program is capped at 800 Factions for registration. The registration portal will close once this cap is reached, disallowing further entries.
13. Registered Factions must ensure that their Faction's name, tag, description, and all member names are appropriate and free from content that violates any laws, infringes on individual rights, breaches copyright, or includes any inappropriate references to gender, race, religion, political stance, financial status, etc. Factions failing to comply will be disqualified without prior notice.
14. The Program is open exclusively to players aged 18 and above. All Faction captains and members must meet the age threshold for entry. Beware, Factions fielding underage participants will face disqualification, forfeiting any claim to prize money or in-game rewards. Captains bear the responsibility to verify the true ages of every member and ensure they meet the age criteria for participation.

### **Open Qualifiers Rules**

1. The open qualifiers will take place from July 30<sup>th</sup> to August 1<sup>st</sup>, each region follows its own schedule listed below.
2. The open qualifiers of the Mirror Tournament for PC – North America Region will take place from 6:00 PM (UTC-7) to 10:00 PM (UTC-7), each day during the open qualifiers schedule.
3. The open qualifiers of the Mirror Tournament for PC – Europe Region will take place from 6:00 PM (UTC+1) to 10:00 PM (UTC+1), each day during the open qualifiers schedule.
4. The open qualifiers of the Mirror Tournament for PC – Asia Region will take place from 6:00 PM (UTC+9) to 10:00 PM (UTC+9), each day during the open qualifiers schedule.
5. The open qualifiers of the Unified Tournament for Console – North America Region will take place from 6:00 PM (UTC-7) to 10:00 PM (UTC-7), each day during the open qualifiers schedule.
6. Faction captains or coaches are responsible for forming their Factions to be randomly matched against other participating Factions.
7. The open qualifiers follow a BO1 format, with the match map randomly selected by the system from all the Competitive mode maps available in this test. Factions will be assigned sides randomly by the system.
8. Factions must complete 10 matches during the open qualifiers to earn a valid ranking. Only those ranked in the top 64 will qualify for the knockout stage. Once a Faction has completed the required matches, they cannot participate in additional qualifiers. Please start your open qualifier matches early. Delayed matching could result in long wait times or difficulty finding opponents. Please be aware that this is a common occurrence and may affect your Faction's chances of advancing.
9. In every qualifier, the winning Faction earns 3 points, while the loser gets 0 point. A draw means the match doesn't count—no points, no tally towards the matches played. After the qualifiers conclude, Factions that have completed 10 matches will be ranked based on their points. Should Factions have identical scores in the open qualifiers, rankings will be determined as follows, proceeding through each criterion until a tie is broken:
  - 9.1. Factions with a lesser total game time for all victories will be ranked higher.
  - 9.2. Factions with greater total kills across all matches will be ranked higher.
  - 9.3. Factions with more total damage inflicted in all matches will be ranked higher.
  - 9.4. Should all other measures be equal, rankings will be assigned randomly.
10. The top 64 in the valid rankings of the open qualifiers will advance to the knockout stage. If there are fewer than 64 qualified Factions, then all Factions with a valid ranking will progress to the knockout stage. The first round of knockout matches will be generated randomly.

### **Knockout Stage Rules**

1. The knockout stage will take place from August 2nd to August 4th. Roughly one hour after the open qualifiers end, the system will automatically generate the bracket for the knockout stage, along with the latest start times for each knockout round. The matchups for the first knockout round will be randomly generated. Factions that advance to the knockout stage are obliged to visit the "TOURNAMENT" screen in a timely manner to check their matchups and the designated latest start times for each knockout round.

2. The latest start time for each knockout round is listed below. This is also when the matches auto-start.

2.1. The Mirror Tournament for PC – North America Region:

- 2.1.1. Round of 64 to 32: August 2<sup>nd</sup> at 9:00 PM (UTC-7).
- 2.1.2. Round of 32 to 16: August 3<sup>rd</sup> at 3:00 PM (UTC-7).
- 2.1.3. Round of 16 to Quarterfinals: August 3<sup>rd</sup> at 6:00 PM (UTC-7).
- 2.1.4. Quarterfinals: August 3<sup>rd</sup> at 9:00 PM (UTC-7).
- 2.1.5. Semifinals: August 4<sup>th</sup> at 3:00 PM (UTC-7).
- 2.1.6. Third-Place Match: August 4<sup>th</sup> at 6:00 PM (UTC-7).
- 2.1.7. Finals: August 4<sup>th</sup> at 9:00 PM (UTC-7).

2.2. The Mirror Tournament for PC – Europe Region:

- 2.2.1. Round of 64 to 32: August 2<sup>nd</sup> at 9:00 PM (UTC+1).
- 2.2.2. Round of 32 to 16: August 3<sup>rd</sup> at 3:00 PM (UTC+1).
- 2.2.3. Round of 16 to Quarterfinals: August 3<sup>rd</sup> at 6:00 PM (UTC+1).
- 2.2.4. Quarterfinals: August 3<sup>rd</sup> at 9:00 PM (UTC+1).
- 2.2.5. Semifinals: August 4<sup>th</sup> at 3:00 PM (UTC+1).
- 2.2.6. Third-Place Match: August 4<sup>th</sup> at 6:00 PM (UTC+1).
- 2.2.7. Finals: August 4<sup>th</sup> at 9:00 PM (UTC+1).

2.3. The Mirror Tournament for PC – Asia Region:

- 2.3.1. Round of 64 to 32: August 2<sup>nd</sup> at 9:00 PM (UTC+9).
- 2.3.2. Round of 32 to 16: August 3<sup>rd</sup> at 3:00 PM (UTC+9).
- 2.3.3. Round of 16 to Quarterfinals: August 3<sup>rd</sup> at 6:00 PM (UTC+9).
- 2.3.4. Quarterfinals: August 3<sup>rd</sup> at 9:00 PM (UTC+9).
- 2.3.5. Semifinals: August 4<sup>th</sup> at 3:00 PM (UTC+9).
- 2.3.6. Third-Place Match: August 4<sup>th</sup> at 6:00 PM (UTC+9).
- 2.3.7. Finals: August 4<sup>th</sup> at 9:00 PM (UTC+9).

2.4. The Unified Tournament for Console – North America Region:

- 2.4.1. Round of 64 to 32: August 2<sup>nd</sup> at 9:00 PM (UTC-7).
- 2.4.2. Round of 32 to 16: August 3<sup>rd</sup> at 3:00 PM (UTC-7).
- 2.4.3. Round of 16 to Quarterfinals: August 3<sup>rd</sup> at 6:00 PM (UTC-7).
- 2.4.4. Quarterfinals: August 3<sup>rd</sup> at 9:00 PM (UTC-7).
- 2.4.5. Semifinals: August 4<sup>th</sup> at 3:00 PM (UTC-7).
- 2.4.6. Third-Place Match: August 4<sup>th</sup> at 6:00 PM (UTC-7).
- 2.4.7. Finals: August 4<sup>th</sup> at 9:00 PM (UTC-7).

3. For each knockout round, after the bracket is fully released, Factions have the option to schedule their own match times any time before the system's indicated "Latest Start Time" for that round. It's strongly advised for Factions to coordinate and agree upon an earlier match time. When each Faction has six members ready in the game room, the system will automatically begin a countdown and then initiate the match.

4. Once the match kicks off, all games within each knockout round (i.e., BO3, BO5, BO7 series) will run back-to-back, without any prolonged pauses. Factions are granted a 15-minute break between matches for rest. During this downtime, all twelve Faction members from both sides can ready up to start the next game ahead of schedule.

5. Please note: If Factions haven't initiated the match voluntarily before the "Latest Start Time"



of each round, the system will automatically and forcibly launch the match at this time. If one Faction is short of a full 6-player lineup in the game room at this point, the system will automatically declare the other Faction as the winner, granting them advancement. If both Factions are short of a full 6-player lineup, the system will randomly select one Faction as the winner and allow them to progress.

6. Please note: Whether the match starts early or is forcibly launched by the system after the "Latest Start Time," the series of BO3, BO5, BO7 will proceed without pause, with a 15-minute break provided between games for rest. If, after the 15-minute countdown, Factions haven't begun their match, the system will automatically and forcibly start the game. If, at this time, one Faction in the game room is missing players to complete a 6-player Faction, the system will automatically declare the opposition as the round's winner, enabling them to advance (instead of just deciding the outcome of that particular game). If both Factions are lacking a complete 6-player lineup, the system will randomly decide one Faction as the round's victor, allowing them to advance (instead of just deciding the outcome of that particular match).
7. There might be instances of byes during the knockout stage. If one Faction receives a bye, the opposing Faction automatically progresses. If both Factions receive a bye, no Faction from that bracket progresses.
8. Prior to each knockout round and during the inter-game rest periods, Factions can freely swap members entering the game room. Nevertheless, it's crucial to keep an eye on the "Latest Start Time." If your Faction lacks a full 6-player lineup in the game room by the Latest Start Time, your Faction will face direct elimination, with the opposing Faction advancing.
9. The presence of the Faction captain or coach in the preparation room is not mandatory. It is sufficient for the preparation room to have six Faction members who meet the platform requirements in order for the match to commence.
10. The knockout rounds leading up to the semi-finals will be determined by BO3 series, semi-finals by BO5, and the third-place match and finals by BO7.

### **Tournament Guidelines**

1. Results and data of the matches will primarily rely on the Tournament system's resolution. In the event of significant controversies, the decision by the Administration will prevail.
2. The Program uses the latest version of the game as of the actual match time.
3. Participants are responsible for preparing their device and resolving network issues. Stable wired networks are recommended. Participants should ensure network stability in advance; otherwise, they will bear the consequences of network or device issues during online matches.
4. Participants are obligated to cooperate with The Administration for equipment and network IP address inspections.
5. Factions are allowed to substitute players from their registered roster during the pre-match period and the breaks between games, without resorting to stand-ins. In the knockout stage, if a Faction enters the game room with fewer than 6 members for any system-initiated match, it will be considered a forfeit of the round. If both Factions enter with fewer than 6 members, the system will automatically decide which Faction advances.

"System-initiated" matches cover two scenarios: 1) The match has reached its scheduled latest start time without initiation by the Factions; 2) The series of matches (BO3, BO5, or BO7) in each knockout round will proceed automatically, with designated breaks. If Factions fail to start the next game after the break, the system will force the match to begin.

6. Upon entering the knockout stage, Faction captains are obliged to join the "Captains Group" set up by The Administration on a specified platform. This ensures they stay updated with the latest Program news and facilitates timely communication regarding any disputes or inquiries during the Program.

#### **Exception Handling Guidelines**

1. For this Program, no pause or rematch options will be available during both the open qualifiers and the knockout stage. Participants are expected to manage and ensure the stability of their network connection. Should a disconnection occur, players can utilize the "Reconnect" feature to promptly return to the game. The Administration will not address complaints related to disconnections resulting from network issues.
2. On the rare occasion that game server issues prevent the recording of match results, the following protocols will apply: For open qualifiers, the specific matches and any score changes will be disregarded, allowing affected Factions to proceed with their matches as planned. During the knockout stage, unrecorded match results will be omitted, but the system will still automatically progress through the matches until the outcomes of the BO3, BO5, or BO7 series are determined.
3. The Program relies on the game's built-in automated system for match scheduling and outcome determination. Results from the sign-up phase, open qualifiers, and knockout stage will all hinge on the automated data produced by the Tournament system. In instances of significant disruptions, the Administration reserves the right to switch to a manual operation mode, leveraging custom games and the captains group chat, to coordinate the remainder of the Program. Such a shift will be communicated promptly in the captains group. Once in manual operation, all official match results will be declared by the Administration.

#### **Dispute/Complaint Rules**

1. The Administration is the supreme authority for the Program. For any major disputes that occur during the event, the Participant involved must submit evidence. If the next round of knockout has already begun, or if it has been more than 6 hours since the end of the match, the Administration will not accept any challenges to that match.
2. Complainants must be members of the participating Factions, and the Participants involved must provide evidence for their claims in a timely manner.
3. The standard procedure for disputes/complaints is as follows: The Participants involved retain the evidence and submit it to the Administration through a public statement in the captain group or through other official channels. Following this, the Administration will conduct an investigation and announce the outcome.
4. Once arbitration is accepted, an immediate investigation will be conducted in accordance with the principles of openness, fairness, and impartiality. Evidence will be collected,

analyzed, and reviewed. All Participants have an obligation to disclose the truth. If a Participant withholds information or misleads the Administration to impede the investigation, the Participants and their Faction will be penalized.

5. The Administration will make a ruling based on the facts and the spirit of the rules. The decision will be publicly announced in the captain group or any other official channels. Once the official investigation results are announced, Participants may not dispute the results. However, if new and accurate evidence emerges, and there are still substantive objections to the new ruling, the Administration may consider a re-arbitration.
6. Disputes regarding in-game rules and Tournament regulations, such as hero selection, map usage, and methods of elimination, are not within the scope of complaints and acceptance.

### **Participants Rules of Conduct**

1. The Program offers an exhilarating competitive experience for all Participants who strive to win. In order to ensure that every match holds significant value, it is essential for fair conditions to be maintained for all Participants. Our concept of fairness encompasses a gaming environment devoid of cheating, misuse of game systems, harassment, and any behavior that obstructs optimal Participants performance.
2. Participants are expected to address their disagreements in a respectful manner and avoid resorting to violence, threats, or intimidation, whether physical or non-physical. Violence is strictly prohibited at all times and towards anyone, including fellow competitors, fans, referees, and officials.
3. The following behaviors will be considered as violations, and the Administration reserves the right to make decisions such as verbal warnings, rematch, forfeiting the current match, forfeiting the current round, prohibiting the receipt of Program Prizes, in response to Participants behaviors that affect the fairness of the event or is deemed uncivilized:
  - 3.1. Failure to use the designated device as per the Tournament requirements.
  - 3.2. Engaging in passive gameplay and illegally obtaining confidential information from other Factions (including but not limited to screen information, internal voice, internal chat, tactical confidential content, etc.).
  - 3.3. Intentionally exploiting any in-game bugs to gain advantages, unless explicitly allowed by the organizing committee. Participants are obligated to promptly report any game bugs encountered during the Program and to actively avoid exploiting them.
  - 3.4. Collusion in the matches, match-fixing, or any behavior that severely impacts the interests of other Participants.
  - 3.5. Making inappropriate remarks, excessive spamming, or engaging in behavior that disrupts the normal course of the Program or streaming in the game area, live broadcast, Tournament group chats, or in-game chat.
  - 3.6. Making any modifications to the game client.
  - 3.7. Using any form of cheating devices and/or cheat programs, or any similar cheating methods (such as signal devices, keyboard and mouse macros, emulators, etc.).
  - 3.8. Competing with another Participant's account, or hiring, inciting, encouraging or guiding others to use another Participant's account for the Program (account sharing).
  - 3.9. Threatening, insulting, assaulting, bribing, provoking, harassing, or defaming members of the Administration or other Participants.

- 3.10. Engaging in inappropriate targeted remarks regarding gender, race, religion, political stance, financial status, etc. in the game area, live broadcast, event chat, or in-game chat.
- 3.11. Inciting or promoting hatred or discrimination against others in the match area, live broadcast, event chats or in-game chat.
- 3.12. engaging in any other actions not permitted by Marvel Rival's Terms of Use or any applicable community guidelines or rules.

#### **Rule Changes and Improvements**

1. To ensure fair competition and integrity of the Program, the Administration reserves the right to revise, amend, or supplement these rules at any time based on actual circumstances.
2. Participants will be informed of any significant alterations to these Tournament Rules before the next event or match linked to the Program where the revised rules will be enforced. Taking part in a subsequent event or match associated with the Program will signify acceptance of the modified rules.
3. In case of any conflict between the communication from officials and the officially published rules, the officially published rules shall prevail.
4. The Administration retains the right to utilize all necessary authority, without constraints, to safeguard the interests of Marvel Rivals, any individual or entity connected with Marvel Rivals or Administration involved in providing products or services for the Program, any authorized individual or entity to produce and/or release media for any purpose at any time during the Program, and any individual present at an event associated with the Program. All determinations made by the Administration are conclusive.
5. The Administration reserves the right to interpret all clauses of these rules and to decide on the penalties for any misconduct.

#### **Prize Money**

1. The Program features a dedicated prize pool.
2. All listed prize amounts are presented before tax deductions. Winners must adhere to local laws and regulations and handle their tax obligations accordingly.
3. The Administration will reach out to the prize-winning Factions for prize distribution after the Program concludes. Prize winners are required to follow the prescribed protocol for claiming their prizes as directed by the Administration.
4. The Program features a mirror Tournament System, which allows one single Tournament to be held in different regions and follow different schedules. One Participant can only engage in one Tournament once, from its entire mirror Tournaments, regardless of using one or several different game accounts. By disobeying this rule, the Administration reserves the right to disqualify any Participant that participates in one Tournament several times, or participate in multiple Tournaments from its mirrors, by using multiple different accounts. In this case, the Administration also reserves the right to refuse to award prizes to the winning Factions which contain Participants that disobey this rule.
5. In the absence of a specific written agreement from the Participants, the prize money will be divided equally among all members listed in the Faction roster at the time of

registration for the Program. This division applies regardless of whether or not the Participant(s) participated in the Program matches.

6. Prizes cannot be transferred or exchanged for other prizes. In the event that a prize is unavailable, the Administration reserves the right to substitute it with a prize of equal or greater value at its discretion. All cash prizes will be paid in US dollars unless an alternative payment method is permitted by the Administration. Potential winners eligible for a prize accept all liability for its use.
7. Please note that Marvel/Disney are not the sponsor of this event nor the provider of prizes.
8. The Program consists of 4 Tournaments, each with its own independent prize pool:
  - 8.1. War of The Realms for PC – North America Region.
  - 8.2. War of The Realms for PC – Europe Region.
  - 8.3. War of The Realms for PC – Asia Region.
  - 8.4. War of The Realms for Console – North America Region.
9. Prize Setup per Tournament (Total Faction Prizes, in USD):
  - Champion: \$7,000
  - Runner-up: \$3,500
  - Third Place: \$1,800
  - Fourth Place: \$500
  - 5th-8th Place: \$250 per Faction
  - 9th-16th Place: \$150 per Faction

#### **Likeness Release Agreement**

The Administration may utilize all or parts of the gameplay footage captured during the Program as original materials for official promotion or broadcasting. These materials may include the public nicknames of Participants and the complete process of their gameplay. Please note, by successfully signing up for the Program, Participants are acknowledging their consent to the following:

I hereby grant to NetEase, Marvel, Disney, their affiliates and those acting under their permission, the absolute and irrevocable right and permission to use and adapt my name, logos, trademarks, copyrighted material, nickname, likeness, image, photograph, game play data, and any streaming content of the game or any other games in which the Participant participates, and create derivative works thereof. In whole or in part, in the relevant marketing and promotional materials (collectively, "Marketing Materials") of the game "Marvel Rivals", and distribute, market, and/or use the Marketing Materials in any form, together with or without written or spoken copy or my own name or a fictitious name, through channels operated or designated by NetEase, Marvel, or Disney.

#### **Limitations of Liability and General Release**

1. In order to be permitted to participate in the Program, and to the fullest extent allowed by applicable laws and regulations, each Participant agrees to release and indemnify NetEase, Marvel, Disney and their affiliates, as well as their respective officers, directors, employees, and other representatives (the "Released Parties"), from any and all liability, and to waive any and all causes of action, related to any claims, costs, injuries, losses, or damages arising from their participation in the Program or the receipt, delivery, acceptance,

possession, or use of any prize. This includes but is not limited to claims, costs, injuries, losses, and damages related to personal injury, death, property damage, rights of publicity or privacy, or defamation, whether intentional or unintentional, under a theory of contract, tort, warranty, or other legal theory. Participants hereby waive any right to sue the Released Parties and to seek injunctive or other equitable relief in connection with the Program, or its production, distribution, exhibition, advertising, promotion, or publicizing.

2. The Released Parties shall not be liable under these Tournament Rules to any Participant, or any person or entity claiming rights derived from any Participant, for any consequential, incidental, indirect, exemplary, special, or punitive damages. This includes damages for loss of data, revenue, prizes, or profit, whether arising from breach of contract, negligence, or any other legal theory, regardless of foreseeability or whether the Administration, Marvel, Disney, or any affiliates or representatives were advised of the possibility of such damages.
3. Each Participant acknowledges the risks, dangers, and hazards associated with Tournament competitions and freely accepts and fully assumes all such risks, as well as the possibility of personal injury, death, property damage, or loss resulting from their participation in such activities, to the fullest extent permitted by applicable law.
4. Participants acknowledge and agree that NetEase, Marvel and Disney are not insurers of Participants' property or personal safety. If a Participant feels the need for insurance, they should obtain it from a third party.

#### **Disclaimer of Endorsement**

The Program serves exclusively as part of the Closed Beta Testing phase. Any reference to prizes or brand names associated with Marvel Rivals does not imply or constitute an official endorsement by NetEase, Marvel, or Disney.