

ARTICLE 1 – GENERAL

1.1 Tournament

The company **Lorfab Marketing intelligence** is organizing a tournament (hereinafter the “Tournament”) on Summoners War mobile video game (hereinafter, the “Video Game”).

Lorfab Marketing intelligence is a company incorporated under the laws of France and which registered references are RCS LYON 892 303 264 (hereinafter “the Organizer”).

The purpose of this tournament book rules (hereinafter, the "Official Regulations") is to define all the rules of the Tournament, including the conditions of eligibility, the conditions of residence, the format of the Tournament, code of conduct, etc.

The Official Rules apply to all who participate in the Tournament.

By participating, you accept all the stipulations of the Official Rules.

No financial contribution or purchase obligation is required by the Organizer to participate in the Tournament.

No purchase of any type or any financial contributions will increase the chances of winning the Tournament. The chance of winning the Tournament relies exclusively on the skill, talent, and individual skills of each participant.

1.2 Administration

Everybody who is authorized by Lordfab Marketing Intelligence to administer this Tournament on its rules and regulations will be called an "admin" in the following, the collection of all admins will be called the "administration".

1.3 Participants and Commitment

1.3.1 Players wishing to participate in the Tournament must comply with the eligibility conditions indicated below. The Organizer reserves the right, at its sole discretion, to verify the conditions of eligibility of participants by any reasonable means and at any stage of the Tournament. The interpretation of the rules is solely at the discretion of the administration. Admins can overrule the following rules to ensure fair play and integrity. All special cases not covered in the rules require an individual assessment by the administration. Actions can vary from the ones mentioned here, they will always be taken considering proportionality and conformity with the remaining rules.

1.3.2 Participation in the Tournament is open to any physical person whose main residence is in **France and in Germany**.

1.3.3 Players must be at least **18 years old** from the date of the start of the Tournament. To validate their participation in the Tournament.

1.3.4 Only real persons with a **valid Summoners War account** are allowed to participate in the tournament and will be called “participants” in the following.

1.3.5 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.

1.3.6 Every participant must show the needed respect towards admins and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.

1.3.7 Every participant must always have the newest version of the game installed and must check for updates in time before each match. Unless a new version comes out right before a match, patching is not a valid reason to delay it.

1.3.8 Every participant must try to win every round at every stage of the tournament. Purposefully losing for any reason is strictly forbidden.

1.3.9 Player profiles that violate community standards are not allowed. This includes vulgar, racist, sexist, antisemitic, homophobic, transphobic or otherwise offensive participants names, pictures or profile descriptions are forbidden. The administration reserves the right to change or delete offensive or insulting names, pictures, or profile descriptions without advance warning.

1.3.10 The Organizer reserves the right to refuse participation in the Tournament to any person who has been subject to a sanction, of whatever nature and for whatever reason, pronounced by the Organizer or by any other organizer during another tournament or in Game.

1.3.11 The name, logo, or any official element used by the player must not contain offensive content, insulting, abusive, threatening, abusive, vulgar, obscene, sexual, racist, defamatory, contrary, or likely to harm the interests of the Organizer, Organizing Companies, and more generally any element contrary to ethics, sports values, or reprehensible by a legislative provision or regulations in force.

1.3.12 Each participant must have a valid Amazon account in the country described on the article 1.3.2 to be eligible for the prizes.

1.3.13 Each participant must have a valid BattleFy account in the country described on the article 1.3.2 to be eligible for the prizes.

1.3.14 Each participant must enter the official event discord and have the exact same pseudo that they have on battlefy.

1.3.15 On the date of the tournament, players must be able to access to Summoners War account once applied. In case of a blocked account due to sanctions from Com2us or loss of account, one's participation can be restricted or canceled.

ARTICLE 2 – TOURNAMENT FORMAT

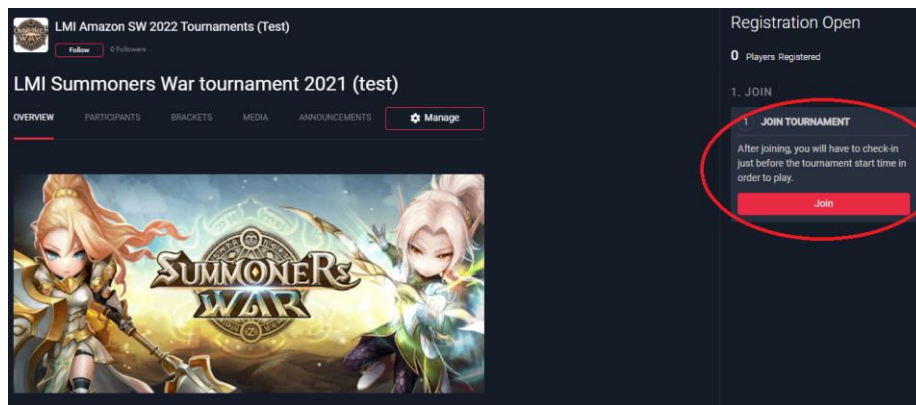
2.1 Inscription Phase

The inscription phase will last for 5 days and start 1 week before the qualification phase (point 2.2).

Players that want to join the tournament must register themselves on the dedicated BattleFy page. This Link can be found on the official discord server.

(<https://discord.gg/ZXZcB9GEUB>).

The maximum size of the tournament is 256 players. After this cap, the inscription will be closed.



Players must never have reached a higher rank than the specified tournament rank to participate in this tournament. The application information must be accurate, and if the information is wrong, the participation can be restricted or canceled.

A screen will be requested on Battlefy during the inscription.



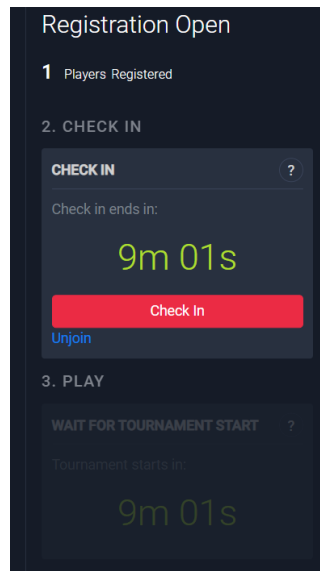
2.2 Qualification Phase

The qualification phase will take place 7 days after the inscription phase.

The tournament start date and time will be given on official discord server

(<https://discord.gg/ZXZcB9GEUB>)

Players will also be able to see the time left before the tournament start on the right side of the tournament platform :



Qualification phase will be played in a group pool system. There will be 32 groups of 8 players. Each player will play 7 matches in BO1 format. A victory gives 3 points. After the 7 matches, the first ranked player of each group will be qualified for the final phase.

OF GROUPS
32
OF PLAYERS PER GROUP
8

The groups will be randomly drawn and no change can be made by the participants.

On the official Discord, one channel for each group will be created. The 8 players will have access to this channel and can organize their match time following the time slot of the tournament that will be announced on the official discord. All the matches will be played on the same days during a definite time slot of 3h30min.

Each round must be played for a maximum of 30min.

Registration start for each match will be announced on discord.

Players will need to connect to the match on the platform.

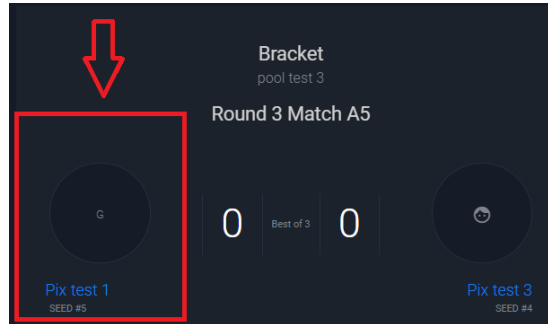
Player in the left must create the Room in Game :

-Normal Mode for Fighter and Conqueror tournament

-SWC Mode for guardian tournament

Then send the Room N° and pass to his opponent (tag him on discord @....) on the corresponding group channel on discord.

The opponent will need to reply to this message to confirm his presence on discord then join the Room to play the match.



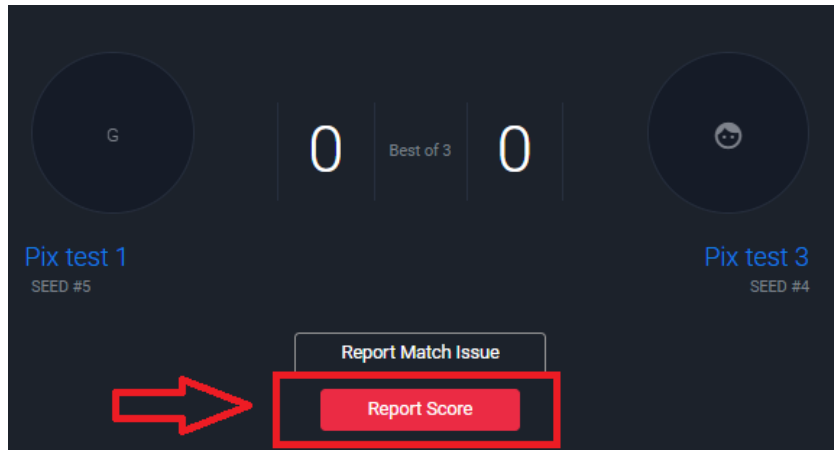
Group A					
#		PLAYER	RESULT	PLAYER	
1		(1) Pix test 1	- : -	(4) Dedefion	FR
2	FR	(5) Lordfab	- : -	(8) Dedefion_Le_Faux	PE



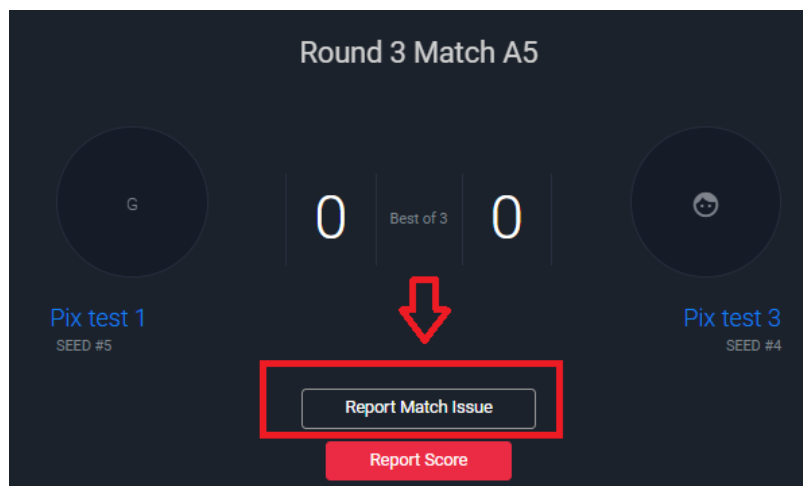
Players also need to put the replay of each matches on the in game Room 6969 to allow the access for the streamers.



Players will play the match then one of the two players will enter the results to validate the score before the 30 min period ends. The winners will receive **3** points for victory.



In case of disputes (Player on the right not joining the room or player on the left not communicating with Room N, ...) please report the match issue. The LMI staff will study your case after the end of the qualification phase during the week after and before the final phase to declare the winner of the match (LMI staff may contact you in discord during this period).



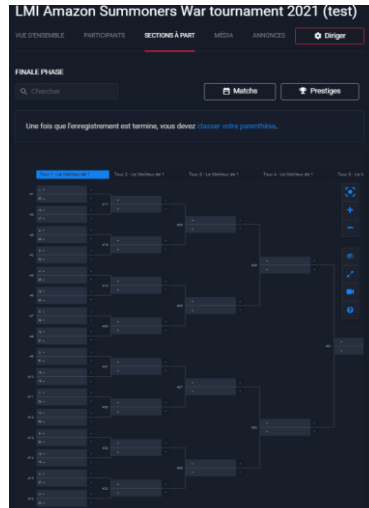
If two players of a group have the same amount of points at the end of the qualification, a special match will be played between them to define the winner of the group before the final phase. (this match is organized by LMI staff on Discord).

From the qualification phase, some rounds will be selected and streamed by official casters on dedicated media channels. The complete qualification phase will take place during 1 day (1x 4 hours of stream).

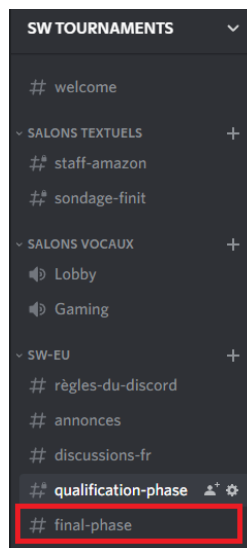
2.3 Finale Phase

The top 1 players in points from each groups qualification phases will be qualified for the final phase. (In case of lower number of participants we can decide to reduce the number of groups from 32 to 16 and qualify the first 2 top players of each group)

The final phase is a direct elimination tree in BO3 matches. The bracket will be randomly drawn. Only the Grand Final will played in BO5.



All the 32 qualified players will have access to a dedicated channel (Final Phase) on the event Discord.



The matches will be scheduled and announced by the administration on the final phase discord channel and you will be tagged with the exact time of your match. Each round must be played in 45 min.

Player in the left must create the Room :

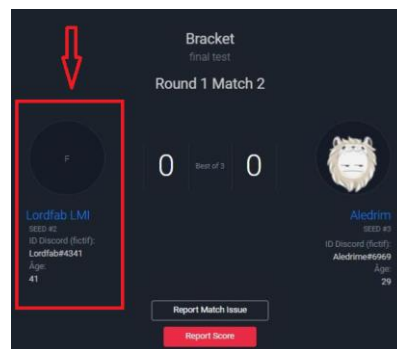
-SWC 3M MODE with a mandatory Pre-ban of the Slime Mob for Fighter and Conqueror tournament.



-SWC 3M MODE with free Pre-ban for guardian tournament.

Then send the Room N° and pass to his opponent (tag him on discord @....) on the corresponding group channel on discord.

The opponent will need to reply to this message to confirm his presence on discord then join the Room to play the match.



From the 1/4 finals phase, some rounds will be selected and streamed by official casters on dedicated media channels. The complete finale phase will take place during 1 days (1x 4 hours of stream).

2.4 Tournament Platform

The tournament will be managed on **BattleFy.com**. The platform allows us to manage the qualification and final phase, draw the bracket, insert the results and communicate about the tournament.

ARTICLE 3 – OTHER RULES

3.1 Prohibition of bugs / glitches or other undue advantages

Players are not allowed to exploit bugs and / or glitches known to the community, whether or not specified in the Official Rules.

If the administration determines that a player has intentionally used a bug and / or a glitch having the effect of obtaining an advantage undue, the administration may decide to either return to the state of play prior to the use of the bug and / or the glitch, or to impose a disciplinary sanction on the player.

The administration alone is competent to determine the voluntary nature of the use of the bug and / or glitch.

3.2 Disconnections

In case of disconnection, the following rules apply:

- If a match is unintentionally interrupted (player crash, server crash, cuts network, ...) during the final phase, the administration may, depending on the situation and the relevance of the choice, either start a new match with the same game parameters or designate the winner of the match.
- If a match is unintentionally interrupted (player crash, server crash, cuts network, ...) during the Qualification phase, the player who made the disconnection will lose the match.
- If a match is intentionally interrupted, the player who voluntarily made the disconnection will be disqualified.

The administration decides in its sole discretion whether the match was intentionally or involuntarily interrupted.

3.3 Recording and broadcasting.

Only the administration is authorized to record and broadcast the Tournament, worldwide, on the internet, at television or any other communication medium, known or unknown. Participants are therefore not authorized to record or broadcast matches without the prior written consent of the administration.

Administration will allow approved casters to record and broadcast the Tournament on chosen media.

3.4 Forfeit

If a player is unable to participate in a match, for whatever reason, then this player will be considered as withdrawing from this match. A player considered forfeit automatically loses the match.

If a player will not show up 5 min before the event, then this administration will consider this player forfeit and will replace him by his substitute. If the substitute does not show up also the player will be considered forfeit and automatically loses the match.

ARTICLE 4 – RESULTS AND PRICE

4.1 Qualification phase results

The results of the qualification random draw will be given on Battlefy and linked on the official event discord.

4.1.2 Final Event results and price

The winners will be announced on the official event discord.

Amazon Services LLC or one of its affiliates will award the winners with Amazon Coins. These prices will be delivered only if the winners are fully respecting the 1.3 Articles.

4.2 Results and prices additional information

The Organizing Company and Amazon Services LLC or one of its affiliates reserves the right to replace all or part of the prizes by equivalent prizes, of the same value and similar characteristics if circumstances require it.

The prizes may not give rise to any dispute of any kind and the winner may not claim any cash or value equivalent to the prize won or request its exchange for others goods or services.

The winner of the relevant prize will be contacted by their private discord messaging service and the prize will be handed :

Winner : 50 000 Amazon coins

2nd Place : 20 000 Amazon coins

3rd Place : 10 000 Amazon coins

The players authorize any verification concerning their identity.

Any verification resulting in determined participation not meeting the eligibility conditions will result in the exclusion of the participant and the prizes will not be awarded.

If the Organizing Company or Amazon Services LLC or one of its affiliates fails to contact the winners of the prize within ten (10) working days after the first private notification of the results on the event discord, the prize will not be given to the winner.

If one winner is unwilling or unable, for whatever reason, to benefit from all or part of the prize won, under the conditions described in these Rules Official, he loses the full benefit of the said prize and cannot claim any compensation or counterpart.

The prize will not be put back into play and the Organizing Companies or Amazon Services LLC or one of its affiliates may dispose freely.

The Organizing Company nevertheless reserve the right, at his sole discretion and without obligation, to allocate the prize to another Participant.

ARTICLE 5 – DISCIPLINARY SANCTIONS APPLICABLE

In the event of violation of the Official Rules the administration reserves the right to impose a sanction on the offending player, depending on the seriousness of the violation found.

The Organizer may impose the following sanctions depending on the degree, severity and possible repetition of the violation found, in the following order of seriousness:

- Warning;
- Loss of the game;
- Disqualification from the Tournament or the entire event;
- Abolition of the prizes;
- Banning of the Tournament and future tournaments.

In addition to these disciplinary sanctions, the Organizer reserves the right to take legal action, both on civil and criminal matters, any person who would have or who would have tried to interfere with the proper conduct of the Tournament by contributing to a case of cheating, fraud, or an attack on a system of automated data processing, whether or not he participated in the Tournament.

ARTICLE 6 – CONFIDENTIALITY

During the Tournament, the Organizer may have to maintain private correspondence with one or multiple players.

Private correspondence is protected by secrecy and the recipients of these messages are not allowed to publicly disclose the content of these messages. Unauthorized disclosure private correspondence may engage both civil and criminal liability of the sender or disciplinary sanctions as described in article 5.

ARTICLE 7 – IMAGE RIGHTS

The participant graciously authorizes the Organizer, the Organizing Companies and Amazon, the Video Game publisher, the companies of the groups to which they belong, their subsidiaries, media partners and Tournament sales representatives, or any person acting on their behalf to capture, record the image of the participant (including voice, silhouette, name, pseudonym), by any means (photography, video, recording, etc.) and to exploit, use, reproduce, represent, distribute, modify, adapt, translate, subtitle, the image, name, pseudonym and / or voice of the participant, on all media, known or unknown to date, in particular on any digital medium, websites and variations mobiles, including the websites of the Organizer, the Organizing Companies, the Video Game publisher, the companies of the groups to which they belong, their subsidiaries, media partners and Tournament sales representatives, the social networks of these companies, the services offered by these companies, television channels (linear, cable or satellite, Internet IPTV or non-linear such as television catch-up (VOD, SVOD, OOH, in-flight entertainment), press publications, both in digital edition than paper, in any format, including CD-Rom, DVD, Blu-Ray, computer,

mobile phone, in any language, by any process known or unknown to date, in the world whole, for a period of fifty (50) years.

This permission also includes videos, recordings or images sent by the participant to the Organizer as well as the right to broadcast any action performed by the participant in the video game.

ARTICLE 8 – INTELLECTUAL PROPERTY RIGHTS

Trademarks, logos, software, designs, models, databases, online services line, the game, the name of the characters in the game, used during the event are protected under the intellectual property and are the property of their respective owners. Any use, reproduction or unauthorized performance by the rights holder is prohibited.

ARTICLE 9 – PERSONAL DATA

9.1 Data Collected

When registering for the Tournament, the Organizer collects personal information concerning the participant, in particular data relating to his marital status (first name, last name, date of birth, residence address, identity document, etc.) and, possibly in connection with the game (account of game, pseudonym, ranking, etc.). The participant certifies this information as being adequate, accurate and relevant.

These data are strictly necessary to ensure the smooth running of the Tournament and its coverage media (the dissemination of players' results on the Internet and of their pseudonym).

Any registration for the Tournament with incomplete or incorrect data may result in the cancellation of registration and, if applicable, result in disciplinary action at the discretion of the Organizer.

The participant graciously authorizes the Organizer, the Organizing Companies, the Video Game publisher, the companies of the groups to which they belong, their subsidiaries, media partners and Tournament sales representatives, or any person acting on their behalf to use these data for the strictly necessary to ensure the smooth running of the Tournament.

9.2 Retention of collected data.

The data collected is kept by the Organizer for a period of one (1) year from the end of the last match in which the participant participated or of his last participation in an organized tournament by the Organizer.

In addition, the Organizer reserves the right to keep the pseudonym of the players used during of the Tournament for an indefinite period in order to preserve the integrity of the results for historical purposes and archiving.

Any player wishing to oppose the retention of his pseudonym can ask the Organizer the deletion of his pseudonym at any time.

9.2 Right of data subjects

The participant is informed that he has a right of access, rectification, erasure and portability personal data concerning him, as well as a right to object or to and limitation of the processing concerning him under the conditions and limits provided for by the regulations. the participant also has the right to define directives relating to the fate of their data to personal character after his death. The participant can exercise his rights via the contact details following: greg@lmifrance.com

ARTICLE 10 – SETTLEMENT OF DISPUTES - GOVERNING LAW - LANGUAGE

This Book rules shall be governed by, construed and enforced in accordance with the French laws, without regard to its choice of law provisions.

Any and all disputes that may arise between the Parties under or in connection with this Book Rules shall be finally settled by the competent Court of Paris (France).

The language of this Agreement shall be the English language. All information specified in any reports and on all correspondence hereunder will be submitted in the English language.