

**Official Rules**  
**KOF XV ICFC Weekly Series**  
**Effective Date: May 26, 2022**

1. **INTRODUCTION.** *THE KING OF FIGHTERS XV INTERCONTINENTAL FIGHT CLUB Weekly Series*, or “*KOF XV ICFC Weekly Series*” for short, is a series of tournament events (each a “**Tournament**”) by SNK CORPORATION (“**SNK**”) and ten/o LLC. The Tournament Group reserves the right, at its discretion, to change, modify, add, or remove portions of these Rules. Any changes are effective immediately and will be made available on the Tournament Website, which each Player hereby agrees to periodically visit and check for any changes, updates, or additions to these Rules. These Rules, including any additional terms or conditions incorporated by reference herein, sets forth the entire understanding and agreement between the Tournament Group and Player with respect to Player’s participation in the Tournament.
2. **DEFINITIONS.** Throughout these Rules, certain capitalized words and phrases have been given specific definitions, which can be identified whenever those words or phrases first appear in quotes. Accordingly, in addition to terms that are defined above or below this Section 2, the following terms are defined as follows:
  - a. “**Effective Date**” means the date set forth above.
  - b. “**Game**” means *The King of Fighters XV*.
  - c. “**Grand Champion**” means the Winner of the Grand Finals for a Tournament.
  - d. “**Match**” means a competition between two (2) Players, as set forth in Section 5.
  - e. “**Player**” means each individual player who participates in the Tournament, each of whom is subject to the Eligibility Criteria.
  - f. “**Prize**” means each prize awarded to a Prize Winner, as set forth in Section 9.
  - g. “**Prize Winner**” means each player that is awarded a Prize, subject to verification of such Player’s compliance with these Rules.
  - h. “**Region**” means the following locations that will be eligible for participation in the Tournament:
    - i. **Asia**: Japan, South Korea, Taiwan, Hong Kong, Singapore, Thailand, Vietnam, Malaysia
    - ii. **Europe**: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France,

Georgia, Germany, Greece, Hungary, Ireland, Isle of Man, Italy, Kosovo, Latvia, Lithuania, Liechtenstein, Luxemburg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom, Morocco, Turkey.

- iii. **North America:** (i) **United States:** Alaska, Hawaii, Washington, Oregon, Nevada, California, Idaho, Utah, Arizona, Montana, Wyoming, Colorado, New Mexico, North Dakota, South Dakota, Nebraska, Kansas, Oklahoma, Texas, Minnesota, Iowa, Missouri, Arkansas, Louisiana, Wisconsin, Illinois, Indiana, Ohio, Michigan, Pennsylvania, Maryland, District of Columbia, Delaware, New Jersey, New York, Vermont, New Hampshire, Massachusetts, Connecticut, Rhode Island, Maine, Kentucky, West Virginia, Virginia, Tennessee, North Carolina, South Carolina, Mississippi, Alabama, Georgia, Florida; (ii) **Dominican Republic**; (iii) **Puerto Rico**; (iv) **Canada:** Yukon, British Columbia, Northwest Territories, Alberta, Saskatchewan, Nunavut, Manitoba, Ontario, Quebec, Newfoundland and Labrador, New Brunswick, Prince Edward Island, Nova Scotia, (v) **Mexico:** Baja California, Baja California Sur, Sonora, Chihuahua, Sinaloa, Nayarit, Durango, Coahuila, Nuevo Leon, Tamaulipas, Zacatecas, San Luis Potosi, Aguascalientes, Jalisco, Colima, Michoacan, Guanajuato, Queretaro, Hidalgo, Mexico, Mexico City, Morelos, Tlaxcala, Puebla, Guerrero, Oaxaca, Veracruz, Tabasco, Chiapas, Campeche, Yucatan, Quintana Roo; (vi) **Bahamas**
- i. **“Tournament Group”** means, collectively: (i) SNK; (ii) the Tournament Organizer; and (iii) SNK and Tournament Organizer’s respective affiliates, related companies, and authorized agents, including without limitation their parent, sister and subsidiary companies, retailers, franchisees, advertising and promotion agencies, sponsors and suppliers of material and services related to the Tournament, and any other corporation, partnership, sole proprietorship or other legal entity directly involved in the Tournament and their respective officers, directors, employees, agents, and other representatives.
- j. **“Tournament Organizer”** means ten/o LLC, who has been engaged with SNK to organize, manage, and produce the Tournaments, and supplying and fulfilling prizes, as applicable.
- k. **“Tournament Schedule”** means the period of time during which the Tournaments will be run as well as the dates, times, and locations of the various Tournaments.
- l. **“Tournament Website”** means <https://www.snk-corp.co.jp/official/kof-xv/icfc/>

3. **TOURNAMENT LISTINGS & COMMUNICATION.** The Tournament will be an open online tournament for players residing in locations specified in the Supported Region on official tournament listings. Tournament listings will be hosted on the website, <http://www.start.gg> ("**start.gg**"). Tournament operation and communication between Players and Tournament Group will happen over the communication platform, Discord ("**Discord**"). Players will link their Discord account upon registration for the Tournament. Players are expected to be present in appropriate Discord communication channel(s) while the Tournament they are participating in is in play. Player Check-In will begin on Discord at least one (1) hour prior to when the Tournament will be starting.
  
4. **TOURNAMENT STRUCTURE.** The Tournament series will feature different types of events: (i) Qualifier Events, and (ii) Finals Events.
  - a. ***Qualifier Events*** will be weekly Tournaments featuring a "**Continental Format**" where Players within each Region compete against each other in bracket pools arranged without consideration of country. Top Players from each pool will qualify to advance to compete against each other in a "Continental Top 8" for the Region. Collectively, the Top 8 will comprise four (4) Players from the separate pools in Winner's Bracket and four (4) Players from the separate pools in Loser's Bracket. Players who do well in Qualifier Events will earn points toward eligibility for participation for the Finals Event for the Region, as set forth in Section 9. Listed below are the Player Check-In and Start Schedules for each Region. Times subject to change.

i. **Asia**

GMT+7	GMT+8	JST (GMT+9)	ALL PLAYERS IN REGION
17:00	18:00	19:00	Check-In
18:00	19:00	20:00	Pools
19:00	20:00	21:00	Pools
20:00	21:00	22:00	Pools
21:00	22:00	23:00	Top 8

ii. **Europe**

BST (GMT+1)	CEST (GMT+2)	EEST (GMT+3)	MSK (GMT+3)	ALL PLAYERS IN REGION
6:00 PM	7:00 PM	8:00 PM	8:00 PM	Check-In
7:00 PM	8:00 PM	9:00 PM	9:00 PM	Pools

8:00 PM	9:00 PM	10:00 PM	10:00 PM	Pools
9:00 PM	10:00 PM	11:00 PM	11:00 PM	Pools
10:00 PM	11:00 PM	12:00 AM	12:00 AM	Top 8

iii. **North America**

PDT (GMT-7)	MDT (GMT-6)	CDT (GMT-5)	EDT (GMT-4)	ALL PLAYERS IN REGION
5:00 PM	6:00 PM	7:00 PM	8:00 PM	Check-In
6:00 PM	7:00 PM	8:00 PM	9:00 PM	Pools
7:00 PM	8:00 PM	9:00 PM	10:00 PM	Pools
8:00 PM	9:00 PM	10:00 PM	11:00 PM	Pools
9:00 PM	10:00 PM	11:00 PM	12:00 AM	Top 8

- b. ***Finals Events*** will be invitational events featuring a Double Elimination competition with eight (8) Players with the highest total points earned from Qualifier Events. Seeding will be based on points earned with the top four (4) Players with the highest total points earned starting on the Winner's Bracket and the next four (4) Players with the highest total points earned starting on the Loser's Bracket. All Match Sets in the Finals Event will be Best-of-Three. If a Player is unable to participate in a Finals Event, Tournament Group may extend an invitation to participate in the Finals Event to the next qualifying Player with the highest total points earned from Qualifier Events. Player Check-In and Start Schedules will be posted by the Tournament Group.
- c. ***Tiebreakers***. In the event two (2) or more Players achieve the same amount of Points at the end of the Tournament Schedule for their Region, ties will be resolved by applying the following tiebreaking mechanisms, in order of application.
- Compare the total points earned from the Players' five (5) best performances from Qualifier Events. The tiebreaker will be in favor of the Player with the higher total points in this comparison.
  - Coin flip by the Tournament Group.

## 5. TOURNAMENT FORMAT & RULES.

- a. ***Latest Version.*** The latest version update of the Game will be used for Tournament play, including any new characters and balance updates.
- b. ***Double Elimination.*** The Tournaments will be played out as Double Elimination competitions. In a “***Double Elimination***” competition, Players compete in Match Sets and advance starting from the Winner’s side of the Tournament (the “***Winner’s Bracket***”). If a Player loses a Match Set while on the Winner’s Bracket, that Player will move to the Loser’s side of the Tournament (the “***Loser’s Bracket***”). If a Player loses a Match Set while on the Loser’s Bracket, thus receiving their second loss, that Player is eliminated and will no longer advance in the Tournament.
- c. ***Match Sets.*** All “***Match Sets***” will be Best-of-Three, including for the Winner’s Finals, Loser’s Finals, and Grand Finals during the “Continental Top 8.” In a “***Best-of-X***” the first Player to win the majority of “X” number of Matches is declared the winner of the Match Set, and any Matches that have not been played at that point will not be played. In a Best-of-Three, for example, the first Player to win two (2) Matches will be immediately declared the winner of the Match Set. The winner of a single Match is determined when the Game awards the win to that Player or upon the opponent causing a Match Disruption or other violation of the Rules as determined by the Tournament Group.
- d. ***Winner Lock Rules.*** Players must comply with the following “***Winner Lock Rules***”:
  - i. During the first Match of a Match Set, each Player selects their character and the stage is selected at random.
  - ii. After a Match, the winning Player is “locked” to their characters and is not permitted to select new characters until/unless they lose a subsequent Match. The winning Player can however change their team order.
  - iii. The losing Player may choose to stay with the same or select new characters for the subsequent match. If the losing Player chooses to stay with the same characters, their team order can be changed.
- e. ***Player Options.*** Prior to commencement of a Match Set, Players may exercise the following options:
  - i. ***Button Check.*** Players may request a Button Check where they may use the beginning of the first round of a match to check that buttons on a controller are working and that match connectivity is adequate. After this

check, Players must immediately finish the match with one (1) Player holding forward for the remainder of the rounds to quickly return to the lobby and then begin commencement of the official Match Set. If the Tournament Group determines that Players are playing against each other as if it were an official Match during a “Button Check”, that match is subject to be recognized as an official Match instead.

- f. **Double K.O.** In the event of a tied Match declared by a “**Double K.O.**” on the Game screen, the Match will not be scored and both Players will replay the tied Match with the same character selections, team order, and stage.
- g. **Grand Finals.** The “**Grand Finals**” of a Double Elimination competition is a Match Set series comprised of up to two (2) Best-of-Three Match Sets between the final two (2) Players left in the Tournament: the highest advancing Player from the Winner’s Bracket, and the highest advancing Player from the Loser’s Bracket. In the event the Player from the Winner’s Bracket wins the first Best-of-Three Match Set, the Grand Finals immediately ends, giving the Player from the Loser’s Bracket their second loss to be eliminated from the Tournament. The Player from the Winner’s Bracket is then declared the Grand Champion for the Tournament. In the event the Player from the Loser’s Bracket wins the first Best-of-Three Match Set, thereby giving the Player from the Winner’s Bracket their first loss, a second Best-of-Three Match Set will be played (the “**Grand Finals Reset**”). Players may select new characters and exercise any Player Options for this new Match Set. The Player that wins this final Match Set, thereby giving the other Player their second loss to be eliminated from the Tournament, is declared the Grand Champion.
- h. **Missing Players.** Players must be present at the call time for a Match Set. Players that are not present and ready to play within ten (10) minutes of this call time are subject to Match Set forfeiture.
- i. **Match Disruptions.** If a Player intentionally or accidentally pauses a Match by either pressing the “Start/Options” button or disconnecting a controller, the Player that caused the pause will forfeit the current round of the Match. If a Match Disruption occurs that is out of control of the Players of the Match Set, such as action of an outside Player’s un-desynced controller or a Game software crash or console hardware failure making the Players unable to continue a Match, the Tournament Group shall order to restart the Match.
- j. **Button Binds.** Sequence mapping is banned. A Player may not program functions on a controller using methods outside the basic functions of the Game, including, but not limited to, programmable and turbo controllers.

**k. Game Settings.**

- i. Game version: PC/Steam
- ii. Mode: Team VS (3v3)
- iii. Time Limit: 60 seconds
- iv. Stage: Random
- v. Character Alternate Costumes are legal for Tournament play.
- vi. Illegal mods of any kind will result in immediate disqualification

**l. Connectivity.**

- i. For best match connectivity, Players must be using a wired internet connection to the modem that connects a Player's home network to the wider Internet. Any derivative thereof that uses a wireless signal, or repurposes a wireless signal to a "wired" connection, for a Player's internet connection to the wider Internet cannot be used.
- ii. Due to unstable match connectivity, the use of some internet service providers may be banned for Tournament play. This designation may be subject to change by the Tournament Group at any time. Players should check with the appropriate Discord of the applicable Region for details.
- iii. Players identified with wireless or otherwise unstable connections may be subject to immediate disqualification from future Matches, disqualification from participation in future Tournament events, and forfeiture of potential Prizes.
- iv. All Matches will be played online using the in-game online lobby system.
- v. No matches will be played offline.
- vi. Players should be using their own individual system and account for the duration of the Tournament. Any Players identified to be sharing a system and/or accounts may be subject to immediate disqualification from future Matches, disqualification from participation in future Tournament events, and forfeiture of potential Prizes.
- vii. If Players are able to connect to each other, the Match Set must be played.

- viii. If Players are unable to connect to each other for a Match Set, whether through direct invites to each other or alternative third-person lobbies, Tournament Group may resort to a Best-of-One Coin Flip to determine the result of a Match Set and continue forward with the remainder of the Tournament.
- ix. For best practices on configuring the Game and Steam client for online play, please refer to the Steam support site here:  
<https://support.steampowered.com>
- m. **Region Lock.** Upon participation, Players will be “locked” to playing only in the Region in which they first played and will be banned from other Regions for the remainder of the Tournament Schedule. Additionally, any Player identified as a resident outside of the Region that they are participating in may be subject to immediate disqualification from future Matches, disqualification from participation in future Tournament events, and forfeiture of potential Prizes.

6. **TOURNAMENT SCHEDULE.** The Tournament Schedule will commence in May 2022 and end in July 2022 according to the schedule set forth below and subject to change by the Tournament Group at any time.

Date	Asia	Europe	North America
5/26/2022	Asia Week #1	Europe Week #1	North America Week #1
6/2/2022	Asia Week #2	Europe Week #2	North America Week #2
6/9/2022	Asia Week #3	Europe Week #3	North America Week #3
6/16/2022	Asia Week #4	Europe Week #4	North America Week #4
6/23/2022	Asia Week #5	Europe Week #5	North America Week #5
6/30/2022	Asia Week #6	Europe Week #6	North America Week #6
7/7/2022	Asia Week #7	Europe Week #7	North America Week #7
7/14/2022	Asia Week #8	Europe Week #8	North America Week #8
7/21/2022	Asia Finals	Europe Finals	North America Finals

7. **ELIGIBILITY.** This Tournament is only open to Players who, from the time of entry, until all Prizes have been awarded: (a) are of the age of majority in the jurisdiction in which the Tournament is located or who have received explicit permission from their parent or guardian; (b) are legal residents of one of the countries specified in the Territory; (c) possess a valid form of state or federal government-issued identification; (d) are not subject to applicable sanctions prohibitions, including, without limitation, any person



listed on the U.S. Department of Treasury Office of Foreign Assets Control's Specially Designated Nationals and Blocked Persons List; (e) are not officers, directors, employees, agents or representatives of the Tournament Group or any related companies, agencies, suppliers of the materials or services related to the Tournament, as well as members of any immediate families (defined as parents, siblings, children and spouses, regardless of where they live) or households (whether or not related) of such officers, directors, employees, agents, or representatives; and (f) are and remain in compliance with these Rules and any applicable terms and conditions related to the Game, including the Game's end user license agreement ("**EULA**") (collectively, the "**Eligibility Criteria**"). If an individual who does not meet the Eligibility Criteria becomes a Prize Winner, such Player's participation will be void and the Player will be deemed ineligible. All applicable federal, state, and local laws and regulations apply. Void where prohibited, restricted, or where conducting the Tournament would subject the Tournament Group to any tax, duty, tariff, or other fee mandated by local law.

## 8. **HOW TO ENTER & ENTRY CONDITIONS**

- a. Players that meet the Eligibility Criteria can join the Tournament by registering to enter a Tournament by such means of registration as specified by the Tournament Group. As between the Tournament Group and Player, the Tournament Group retains all right, title, and interest in any materials or content submitted or provided by a Player, to the extent permitted by applicable law. Players can find more information regarding the Tournament by visiting the Tournament Website.
- b. By registering or otherwise participating in the Tournament, each Player confirms that such Player meets the Eligibility Criteria and has read, understands, and agrees to abide by these Rules and all other applicable terms and conditions described or referenced herein. Any internet access required to register must be obtained by each Player, at no cost to the Tournament Group.
- c. Tournament Group reserves the right to disqualify any Player for any reason at any time, including but not limited to any belief or suspicion that the Player provided forged, altered, or falsified information, that the Player failed to comply with these Rules, or that the Player's participation may harm the reputations of the Tournament or the Tournament Group. All Player participation is subject to verification.
- d. All Players are expected to exhibit good sportsmanship, honesty, and fair play, and maintain respect for the Tournament, Tournament Group, and all staff and members thereof, as well as other Players and spectators. Any Players behaving inappropriately, or not competing in compliance with these Rules, as determined at the discretion of the Tournament Group, are subject to immediate disqualification from future Matches, participation in future Tournament events,

and forfeiture of potential Prizes. Behavior that is considered to be inappropriate includes, but not limited to, the following:

- i. Cheating, colluding with other Players, hacking, using exploits, or any other behavior aimed at obtaining an unfair advantage or disrupting the operation of Tournaments.
- ii. Impersonating any person or entity, including any Tournament Group officials, admins, hosts, employees, or agents, or falsely stating or otherwise misrepresenting your affiliation with a person or entity.
- iii. Harassing, threatening, embarrassing, bullying, intimidating, excessively shouting, using vulgar language, or engaging in hate speech or making statements about race, ethnicity, gender, heritage, sexual orientation, religion, disability, or politics, or using offensive or defamatory usernames or personas.
- iv. Transmitting or facilitating distribution of content that is offensive, harmful, abusive, racially or ethnically offensive, vulgar, sexually explicit, defamatory, invasive of personal privacy, infringes on intellectual property rights or publicity rights, or is objectionable, including wearing or using any apparel, accessories, or equipment that violates the foregoing.
- v. Violence, threats of violence, or any activity that is immoral, unethical, disgraceful, or contrary to common standards of decency.
- vi. Intentionally disconnecting or quitting during play, except as otherwise requested by the Tournament Group.
- vii. Promoting or encouraging any illegal activity, including hacking.
- viii. Engaging in political speech, including in the Player's online gamer tag or screen name, in a way that may be deemed inappropriate by the Tournament Group.
- ix. Engaging in any other behavior deemed by the Tournament Group to be inappropriate or otherwise tampers with gameplay and operation of Tournament events.

9. **PRIZES**. Prizes will be awarded according to the below charts ("**Prize Pools**"). Prize payments will be made in United States dollars ("**USD**"), in accordance with industry standard payment methods.

- a. **Prizing Restrictions.** Monetary Prizes are unavailable for the following locations: Ukraine, Russia. Subject to change.
- b. **Qualifier Events Prizes.** The total amount available for the Prize Pool will be the total amount raised through crowdfunding, up to a maximum of \$800.00 USD. For each Qualifier Event, SNK will provide \$500.00 USD toward this amount. Prizes will be distributed in accordance with the percentages listed in the Prize Pool chart below. If the total amount raised through crowdfunding goes above \$800.00 USD, this additional amount will roll over as the initial amount raised through crowdfunding for the Prize Pool in the next consecutive Tournament in the Tournament Schedule. For the last listed Tournament in the Tournament Schedule, if the total amount raised through crowdfunding goes above \$800.00 USD, this additional amount will go toward future event(s) or production fee(s) for Tournament Group. Amounts provided through Prize Pool subject to applicable taxes and processing fees.

Placement	Prizes
1st	60% of amount raised through crowdfunding
2nd	30% of amount raised through crowdfunding
3rd	10% of amount raised through crowdfunding

- c. **Qualifier Events Points** will be awarded according to the below chart. Players with the highest total points earned during the Tournament Schedule will be eligible to participate in the Finals Event for the Region.

Placement	Points
1st	100 Points
2nd	70 Points
3rd	50 Points
4th	30 Points
5th	15 Points
7th	10 Points
9th	7 Points
13th	5 Points
17th	1 Point

- d. ***Finals Events Prizing*** will be a Prize Pool according to the below chart, with an amount raised through crowdfunding of up to a maximum of \$5,000.00 USD awarded. SNK will provide \$3,000.00 USD toward this amount.

Placement	Prizes
1st	60% of amount raised through crowdfunding
2nd	30% of amount raised through crowdfunding
3rd	10% of amount raised through crowdfunding

- e. ***Additional Prizing*** sourced from third party sponsors of the Tournaments (the “***Sponsors***”) may also be available for the different events. Stay tuned to the different events for details. Additional Prize fulfillment will be delivered in accordance with industry standard delivery methods. Sponsors are in no way involved in the creation, execution, or administration of the Tournaments and are in no way involved in fulfillment of any Prizes related thereto. Players agree to release and hold Sponsors and their parents, subsidiaries, and affiliates harmless from and against any and all claims, actions, and liability for injuries, loss, or damage of any kind arising from or in connection with entry or participation in the Tournaments, any Tournament-related activities, or use of any Prizes sourced from the Sponsors.

#### 10. **NOTICE OF PHOTOGRAPHY AND/OR AUDIO/VIDEO RECORDINGS**

- a. Players understand that they may be photographed or recorded during a Tournament.
- b. By participating in a Tournament, each Player consents to being interviewed, photographed, audio recorded, video recorded, text recorded, and otherwise recorded by or at the direction of the Tournament Group and consents to the reproduction, distribution, modification, publication, and any other uses thereof for promotion, marketing, advertising, content creation, and any other purposes in any media now known or later invented by the Tournament Group and its affiliates and representatives (the “***Player Recordings***”). The Player Recordings may be used to promote similar events by the Tournament Group in the future, to highlight the Tournament, and to exhibit the capabilities of the Tournament Group. Each Player hereby releases the Tournament Group and its officers, agents, employees, contractors, volunteers, and assigns, and any other persons involved in the Tournament from any liability connected with the taking, recording, digitizing, publication, and use of any Player Recordings.
- c. By participating in the Tournament, each Player grants to the Tournament Group a non-exclusive, irrevocable, transferable, worldwide license to use the Player's

rights of publicity, image, name, gamer tag, alias, voice, likeness, signature, and elements of identity, persona, and personality, as well as all statutory and common law rights in the same, for the purposes of advertising, marketing, selling, or otherwise deriving awareness in or value for or from the Tournament Group. Each Player transfers to the Tournament Group all potential Player rights in the Player Recordings, including any copyrights, moral rights, trademarks, or compilation rights. Each Player agrees that the Tournament Group will be the exclusive, absolute, and perpetual owner of all right, title, and interest in and to the Player Recordings and that the Player Recordings will be considered works made for hire authored and wholly owned and controlled by the Tournament Group.

- d. By participating in the Tournament, each Player waives any and all rights they may have to any claims for payment or royalties in connection with any use, exhibition, streaming, webcasting, televising, or other publication of the Player Recordings, regardless of any purpose or sponsoring thereof and irrespective of any fee for admission or sponsorship. Each Player waives any right to inspect or approve the Player Recordings taken by the Tournament Group or the person or entity designated to do so by the Tournament Group.
- e. Each Player hereby warrants and represents that they have given their full consent, waiver of liability, and release with respect to before participating in the Tournament.

11. **FORCE MAJEURE**. Each Player acknowledges and agrees that the Tournament Group will not be liable or responsible to such Player, nor be deemed to have defaulted under or breached these Rules, for any failure or delay in fulfilling or performing any obligation under this Agreement, when and to the extent such failure or delay is caused by results from: (a) acts of God; (b) flood, fire, earthquake or explosion; (c) war, invasion, hostilities (whether war is declared), terrorist threats or acts, riot or other civil unrest; (d) government order or law; (e) severe impact of the COVID-19 pandemic or any future epidemic with similarly severe impacts on regional or global economy, industry, and travel; and (f) actions, embargoes, blockades, declarations of national or regional emergency, or other acts of governmental authority that commence after the Effective Date of this Agreement (each, a “***Force Majeure Event***”).

12. **ADDITIONAL TOURNAMENT RULES**. In addition to abiding by these Rules, Players must agree to abide by any reasonable additional rules announced in advance and applied by the Tournament Group that conform to the spirit of and do not conflict with these Rules. In the event that any terms or conditions contained in any such additional rules are inconsistent or conflict with these Rules, the terms and conditions of these Rules will control.