

# **TERMS AND CONDITIONS**

## **(“ASPHALT 9: LEGENDS RULEBOOK”)**

### **Vodafone 5G ESL Mobile Open (the “Competition”)**

The Promoter of this tournament is Turtle Entertainment GmbH, of Schanzenstrasse 23, 51063 Cologne Germany (the “Promoter” or “ESL”).

By participating in this tournament, you acknowledge that you understand Vodafone is a tournament sponsor only and Vodafone is not involved in or responsible for the operation of the competition.

#### **1. General understanding of the Rulebook**

The following rulebook is a guidance document which is valid for all stages of the tournament. ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL is the decision maker for all cases and disputes which may occur and are not written in this rulebook.

By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions of ESL, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes as specified above, childhood protection, taxation, and insurance.

#### **2. Privacy**

Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. The player personal information will be stored until 31.12.2019 according to internal policies or procedures to answer to legal requirements. All players are informed that Gameloft and ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:

Gameloft at [DataProtectionSupport@gameloft.com](mailto:DataProtectionSupport@gameloft.com)

ESL at <https://account.eslgaming.com/privacy-policy>

Personal data may be shared with third parties including companies within the Vodafone Group if you consent to do so. Any personal data shared with third parties will be processed in line with their privacy policies.

### **3. Eligibility requirements**

#### **3.1 Participation requirements**

In order to participate in tournaments, you must meet the following requirements:

- All players must be 16 years of age or older.
- If a player is below the age of majority in their country but above 16 years of age, they will need a legal guardian to consent to their attendance at the finals.
- All players must hold valid travel documents for travel to Milan Games Week, Milan, Italy for the world finals.
- Must not be an employee or under the employ of ESL, Gameloft or other associated parties.
- Must not have been an employee or under the employ of ESL, Gameloft or other associated parties in the last 6 months.

If you do not meet these requirements you will be deemed ineligible. In case a player which does not fulfill the requirements qualifies through this tournament, the player will lose the right to the qualifier and if possible, the next top qualified player will take their place.

#### **3.2 Impersonation**

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so.

#### **3.3 Account Sharing**

Account sharing is strictly against the rules and will lead to an account ban in all stages of the tournament.

#### **3.4 Devices**

For all online phases of the competition, all players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned. For all offline phases of the competition, there will be devices provided at the location.

#### **3.5 How to participate?**

These are the steps that each player must follow in order to participate in the online qualifiers.:

1. Ensure that your device is properly connected to the internet and compatible
2. Download Asphalt 9: Legends from Google Play or App Store
3. Start Asphalt 9: Legends App
4. Enter your age & gender
5. Accept the terms and conditions
6. Log in to the game
7. Collect 15 career flags to unlock the Time-Limited Event mode
8. Sign up for the Time-Limited Event and compete each week!

## 4. Prize Money

All prize money will be paid out by ESL, at latest 90 days after the tournament final has been completed. The prize money is non-transferable, and the winners are responsible for all applicable taxes and expenses. If a Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

### Prize Money Breakdown

Place	Prize
1.	€14.000
2.	€7.000
3-4.	€4.000
5-8.	€2.000
9-16.	€1.000

## 5. Competition

### 5.1 Game version

All players must install the newest version of the game Asphalt 9 in order to participate in the tournament. Updates must be installed before the tournament starts.

### 5.2 Patch

All online matches will be played on the patch available on the live servers at the time of a match.

### 5.3 Rule Changes

ESL reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice.

### 5.4 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with ESL and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from ESL.

### 5.5 Alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to disqualification.

## **5.6 Names, Symbols, and Sponsors**

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to the league.

## **5.7 Change of accounts**

Players may not change accounts/account names once they've started their participation in the league. ESL may in special cases decide to allow account/name changes.

## **5.8 Deny of Participation**

ESL and Gameloft reserve the right to deny the participation of any player for breaching the terms and conditions.

## **5.9 Schedule, Phases and Format:**

Phase 1: Open Online Qualifiers: Open play in TLE matches within the Game application separated by OS (iOS & Android)

- Dates :
  - Cup 1: June 10 - June 16 (iOS)
  - Cup 2: June 24 - June 30 (Android)
  - Cup 3: July 08 - July 14 (iOS)
  - Cup 4: July 22 - July 28 (Android)
  - Cup 5: July 29 - August 4 (iOS)
  - Cup 6: August 5 - August 11 (Android)
  - Cup 7: August 12 - August 18 (iOS)
  - Cup 8: August 26 - September 1 (Android)
- Format: Time-Limited Event (TLE)
- Unlimited participations & participants who are 16 years old or older.
- Countries: Only residents of the following countries may compete in the qualifiers: Germany, UK, Italy, Spain, Albania, Czech Republic, Greece, Hungary, India, Ireland, Malta, Netherlands, Portugal, Qatar, Romania, Turkey, Egypt
- Each event and online qualifiers will be on one of the following cars and tracks
  - Cars: W Motors Lykan HyperSport, W Motors Fenyr Supersport
  - Tracks: Rome, Scotland, Cairo, San Francisco
- Operating Systems: iOS, Android
- Prize: winners of each cup qualify to the Grand Finals

Phase 2: Event Qualifiers: Open play in Career Mode Races within the game application at live venues

- Events:
  - ESL One Birmingham (May 31 - June 2)
  - ESL One Cologne (July 5 - July 7)
  - Gamescom (August 21 - August 24) - August 20<sup>th</sup> (Press and trade visitor day of Gamescom) is not part of the event qualifier
  - Milan Games Week (September 27)
- Format: Career Mode Races
- Unlimited participants, but every player can race only up to five times in one session for participants who are 16 years old or older
- Prize: 1st and 2nd place players qualify to the Grand Finals

Phase 3: Grand Finals:

- Grand Finals will happen at Milan Games Week (September 28)
- Participants of the Grand Finals will be presented a dedicated rulebook stating further details for the Grand Final

## **6. Player Conduct**

### **6.1 Competitive integrity**

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. ESL maintains the sole judgment for violations of these rules.

### **6.2 Compliance**

Players must follow the instructions of the tournament administration at all times.

### **6.3 Hate Speech**

Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.

### **6.4 Betting**

Betting during any ESL event (by a player, organization, or on behalf of anyone associated with the organization) is off limits. Those partaking will be disqualified from the tournament and will receive a 6 months ban.

## **7. Communication and support**

### **7.1 Admins**

All participants must adhere to the decisions and rules of ESL, the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

### **7.2 Cheating**

Any form of cheating will not be tolerated. When cheating is uncovered the player in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

#### **7.2.1 DDoSing**

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

#### **7.2.2 Match Fixing**

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

#### **7.2.3 Software or Hardware**

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

### **7.3 Disqualification**

ESL & Gameloft reserve the right to disqualify organizations and players. Any player or organization found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player or organization is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the tournament and barred from any future events.

## **8. Release**

By participating in the tournament, players agree to release, indemnify, defend and hold ESL, and Gameloft harmless from any and all claims, injuries, damages, expenses, or losses to person or property and/or liabilities of any nature that in any way may arise from participation in the tournament including without limitation (i) any condition that may cause the tournament to be disrupted or corrupted; (ii) any, losses, or damages of any kind arising in connection from participation in the tournament.