



RED BULL CONQUEST SEASON ONE TOURNAMENT

OFFICIAL TOURNAMENT RULES

***NOTE: THESE OFFICIAL RULES HAVE BEEN UPDATED FOR THE NATIONAL FINALS TOURNAMENT TO REFLECT CHANGES TO THE FINALS FORMAT AND THE ADDITION OF INDIVIDUAL ACHIEVEMENTS AND PRIZING. ALL CHANGES ARE NOTED BELOW.**

VOID WHERE PROHIBITED BY LAW. A FEE IS REQUIRED TO COMPETE IN THIS TOURNAMENT. THIS TOURNAMENT IS NOT SPONSORED OR ENDORSED BY CAPCOM U.S.A., INC., BANDAI NAMCO ENTERTAINMENT INC., OR, ARC SYSTEM WORKS CO., LTD.

The Red Bull Conquest Tournament (the "Tournament") is a tournament that is open to the general public and/or any players invited by Red Bull North America, Inc. ("Red Bull"). The Tournament is subject to all applicable federal, state/provincial, and local laws. Void where prohibited by law. Employees, agents, directors, officers (including members of their immediate family - i.e., spouse, mother, father, in-laws, grandmother, grandfather, brother, sister, children and grandchildren - or those living in the same household) of Red Bull and its parent companies, subsidiaries, affiliates, advertising agencies, public relations agencies, prize suppliers, including any vendors providing services in connection with this Tournament (collectively, the "Related Entities"), are not eligible to participate.

1. ELIGIBILITY

The preliminary competition phase leading up to the Finals Tournament (as described below) will consist of Red Bull's "Rally Events" that will qualify participants for the Finals Tournament. The Rally Events are open to individuals who are: (i) legal residents of the U.S. (including D.C.); and (ii) who are at least sixteen (16) years of age as of the date of registration. Players may register to compete in the local Rally Events beginning March 1, 2018 and ending November 15, 2018. To register, participants must visit redbullconquest.com, locate the link for their chosen local Rally Event, and fill out all required information and follow on-screen instructions. If you are a minor in your jurisdiction of residence, then a legal guardian must complete any required documentation on your behalf.

Players may register for as many Rally Events as they wish, but are limited to representing only one Rally Event and one game if selected for the Finals Tournament.

2. RALLY EVENTS

The Rally Events will be held throughout the United States, as set forth below, as well as Online (each a "Rally Event Location"). The Online Rally Event Location is subject to the same eligibility requirements as all other Rally Events, set forth above. The organizers of each Rally Event will operate one tournament in their respective Rally Event Location, over an approximately nine (9) month period (or as otherwise approved by Red Bull) in the following cities and venues:

- San Francisco, California (SAN)
- Los Angeles, California (LAX)
- Seattle, Washington (SEA)
- Phoenix, Arizona (PHX)
- Denver, Colorado (DEN)
- Minneapolis, Minnesota (MIN)
- Chicago, Illinois (CHI)
- Nashville, Tennessee (NSH)
- Dallas, Texas (DAL)
- Boston, Massachusetts (BOS)
- New York, New York (NYC)
- Philadelphia, Pennsylvania (PHL)
- Atlanta, Georgia (ATL)
- Orlando, Florida (ORL)
- Online (WEB)
- Washington, D.C. (WDC)

Each Rally Event will consist of one-on-one double-elimination brackets for the following three (3) featured games (the "Featured Games"):

- Street Fighter V: Arcade Edition ("SFV:AE")
- Tekken 7 ("T7")
- Guilty Gear Xrd REV 2 ("GG")

The qualifying Rally Events must use Red Bull approved Game Play Rules in order for participants to qualify. Visit www.redbullconquest.com for complete Game Play Rules.

Each Rally Event will be a one-day event and consist of one-on-one brackets for the Featured Games. At the conclusion of the event, three (3) champions will be determined; one from each game. The competition will proceed as described below:

- One-on-One brackets for each of the Featured Games
 - o Double elimination brackets
 - Best-of-3 games format
 - The Losers Finals, Winners Finals, and Grand Finals will each use a best-of-5 games format
 - o Seeding done at Tournament Organizer's sole discretion
 - o Brackets managed on the Smash.gg website
 - o Each game will be scored according to the approved Game Play Rules.
- One (1) champion will be determined for each Featured Game
 - o A single player may win multiple brackets in multiple Featured Games, but can only represent one (1) Featured Game upon advancing to the Tournament Final
 - In the event a single player wins multiple brackets, the second-place player for the unrepresented Featured Game(s) will qualify and advance to the Tournament Final.
 - o A single player may participate in multiple Rally Events, but can only represent one (1) Rally Event Location.
 - o Prizes:
 - Each champion on their respective team, subject to verification of eligibility and compliance with these Official Rules, will win the following prize package:
 - \$500
 - A trip to the Tournament Finals in Washington, D.C., November 15-19, 2018, including airfare and accommodations for four (4) nights (approximate retail value: \$1,600)
 - o Hotel selected at Sponsor's discretion, single room, double occupancy.

2A. LAST CHANCE QUALIFIER

A Last Chance Qualifier ("LCQ") will be held in Washington, D.C. on November 16, 2018, to determine the final three-person team to compete in the Tournament Final. The LCQ will consist of One-on-One brackets for each of the Featured Games.

3. TOURNAMENT FINAL PLAYER SELECTION

Red Bull will invite teams comprised of the three (3) winning players of the three (3) Featured Games' individual competitions from each local Rally Event, subject to verification of eligibility and compliance with these Official Rules and the Tournament Rule Book (each, a "Player"). Red Bull will invite a total of forty-eight (48) Players to the Tournament Final. If an invited Player declines the invitation or is otherwise deemed ineligible to participate in the Tournament Final, Red Bull, will, in its sole discretion, invite the next Player per the local qualifier. The invitation period will end once Red Bull has selected a total of forty-eight (48) Players composing 16 teams, and each such Player has successfully accepted the invitation and provided all required information. Red Bull reserves the right to select or replace any Player with an alternate Player in the event a Player fails to respond to a request by Red Bull, or fails to complete any required tasks, violates these Tournament Rules, or commits any act which would reasonably bring the Player, or Red Bull into public disrepute, contempt, scandal or ridicule.

4. TOURNAMENT FINALS

Each of the forty-eight (48) invited Players will receive admission to the Finals Tournament as part of a 3-player team representing their Rally Event Location. Admission to the Finals Tournament, to be held in Washington, D.C., includes transportation and accommodations. Each Player must arrive in Washington, D.C. no later than 5:00 pm EST on November 15, 2018, unless otherwise agreed upon in writing by both the Player and Red Bull.

NORTH AMERICAN CHAMPIONSHIP

DAY 1: Last Chance Qualifier (as described above)

Day 2 -- Teams battle in three-on-three format (see Gameplay Flow infographic [HERE \[LINK\]](#))

- o Each region's three-Player team (16 total) will be placed in a three-on-three single elimination bracket
- o Teams are matched up and seeded at the discretion of Red Bull
- o Each team matchup will consist of three (3) separate game sets where the champions of each game will face each other, as follows:
 - (Team 1) SFV:AE Champion vs (Team 2) SFV:AE Champion
 - (Team 1) T7 Champion vs (Team 2) T7 Champion
 - (Team 1) GG Champion vs (Team 2) GG Champion
- o During the day of the Finals Tournament, if any three-Player team is missing one or more team member(s), runners-up from the respective LCQ will replace the missing team members.
 - Example: Team Los Angeles is missing its Guilty Gear player as of the day of the Tournament Final. The runner-up in the Guilty Gear LCQ will replace the missing player.
 - Champions of the LCQ are ineligible as they have already qualified for the WDC Team
- o Each game set is played First-to-5-Points
 - A point is defined as a win in a single match
 - A match is defined by a win in accordance with the above game play rules (Section 3)
 - At the conclusion of the (3) game sets, the team with the highest total points will advance in the single elimination bracket

DAY 2: Tournament Finals

The Tournament Finals will proceed as three (3) separate sixteen (16) person double-elimination brackets (each, a "Bracket"), one (1) for each Featured Game (SFV, Tekken 7, and Xrd). Participants earn points for their Team by winning matches in their Feature Game's bracket. Points are awarded for individual set wins and overall score placement in the Bracket. Participants will also be awarded points for their individual wins which will be combined to compete for the MVP Award for each Featured Game.

POINT SYSTEM

Players earn points for their Team each time they win a match in a Bracket. The number of points received depends on where the player is in the Winners' Bracket or Losers' Bracket, as follows:

- o Winning a set in Winners' Bracket -- 2 points
- o Winning a set in Losers' Bracket -- 1 points
- o No points are awarded for losing a set in either Bracket

In the Grand Finals, the number of points earned for winning the first set may change depending on which player wins. For example, if the player on the winner's side of Grand Finals wins the first set (and thereby ending the Tournament), such player earns two (2) points for his or her Team. If the player on the loser's side of Grand Finals wins the first set (and thereby resetting the Bracket), such player earns one (1) point for his or her Team. In the second set of Grand Finals, both players would earn one (1) point for a win, as now both players are in the Loser's Bracket.

POINTS FOR TEAM OVERALL PLACEMENT

Players also earn points for their Teams depending on where the player places in the Bracket. The number of points awarded depends on such Player's final placement. The points are awarded as follows:

- o 1st place -- 20 points
- o 2nd place -- 15 points
- o 3rd place -- 11 points
- o 4th place -- 7 points
- o Tied-5th place -- 4 points
- o Tied-7th place -- 2 point

No Team points are awarded for finishing in 9th through 13th places.

Team point totals are will be combined for all three events. After the conclusion of all three events, the Team with the highest point total is determined to be the winner of Red Bull Conquest.

BREAKING TIES FOR 1ST PLACE

If multiple Teams are tied for 1st place in total points at the end of Tournament, the following criteria will be applied in the following order (as applicable) to determine the winning Team:

1. Superior Relative Performance (as set forth, below);
2. Result of prior Head-to-Head matchup in Bracket by individual players tied in Relative Performance with the same Tournament placement;
3. A single best-of-three set between individual players tied in Relative Performance with the same tournament placing in their main game.

In the event more than two teams are tied for 1st place, and one of the criterion reduces the tie but does not fully determine the overall 1st place team, the tie-break process returns to the first step, but only includes the Teams remaining in the tie.

EXAMPLE OF TIE-BREAKING PROCEDURE

1. Superior Relative Performance

Ex: Team SFO and Team LAX are tied for the most total points. In this event, the first tie-breaking criterion is "Superior Relative Performance." Superior Relative Performance considers the ordinal placement of the respective Teams as follows:

- Team SFO: 1st place in Xrd, 3rd place in Tekken 7, 7th place in SFV
- Team LAX: 1st place in SFV, 3rd place in Xrd, 7th place in Tekken 7

To determine Superior Relative Performance, Sponsor will compare each Team's ordinal placement in each event:

- In SFV, Team LAX outplaced Team SFO (1st place vs. 7th place)
- In Tekken 7, Team SFO outplaced Team LAX (3rd place vs. 7th place)
- In Xrd, Team SFO outplaced Team LAX (1st place vs. 3rd place)

As noted in the example above, Team SFO outplaced Team LAX in two of the three events, therefore, Team SFO is determined to have the Superior Relative Performance over Team LAX. Accordingly, Team SFO wins the tie and is the overall 1st place Team.

2. Result of prior Head-to-Head match-up

A tie can occur in the Superior Relative Performance category if Teams received the same place in an event (i.e., both Team place 9th in SFV), while splitting the better performance in the other two events. Should this occur, the first tie-breaking rule is not sufficient to break the tie, and thus the second tie-breaker rule applies: Sponsor will review the result of any Head-to-Head matchup in the Bracket(s) between individual players with the same Tournament placing. This means that if the players with the same placement in the same event previously played a match in the Tournament Bracket, the player's Team who won such match will be considered to have won the tie-breaker and the Tournament.

3. Single best-of-three set

If such tied players did not meet in a previous Bracket, then Sponsor will apply the third tie-breaker rule, which is to have such players play a single best-of-three set in their main game. The winner of such best-of-3 set will be declared the winning Team for the Tournament.

SEEDING PROCEDURE

The day before the Tournament Finals, representatives of each of the fifteen (15) regional teams will meet and confer to determine the top six seeds for each of the three (3) game events. The remaining competitors will be treated as unseeded and be assigned to a Bracket in a random order. All members of the LCQ Team will also be treated as unseeded and have seed in a Bracket assigned randomly.

All dates are subject to change. All decisions of Red Bull related to the Tournament are final and binding.

5. GAME PLAY RULES

The Official Game Play Rules ("Game Play Rules") are hereby incorporated into these Official Tournament Rules, and will govern the Rally Events and the Finals Tournament. To participate in the Finals Tournament and/or win any prize, each Player must fully comply with the Game Play Rules which will be provided to each Player prior to the start of the Tournament. The failure of any Player to complete any step outlined in, or to follow any of, these Official Tournament Rules may result in suspension or disqualification of the Player, as determined in Red Bull's discretion.

The Tournament will begin on or about November 16, at 10:00 AM EST. Red Bull will provide all necessary standardized hardware for competition (peripherals will be provided upon request). The Tournament will take place in Washington, D.C.

The following definitions apply to the all Games played in the Tournament:

"Bracket" – The flow chart illustrating when and where two Players (or teams) should be at all points in the tournament. The Bracket integrity is of the utmost importance to the event.

"Seeding" – The separation of players ensuring competitors, as much as possible, don't face players from their region early in the bracket.

"Match" – A pairing of two Players (or teams) in the bracket competing to determine a winner.

"Game" – A single contest between 2 Players (or teams) in the featured fighting games. Typically, this is called "first-to-2-rounds" or "best-of-3-rounds" when games are set to 3-round format; or "first-to-3-rounds" or "best-of-5-rounds" when games are set to 5-round format.

The scoring for the Featured Games is as follows:

- SFV:AE – each Game consists of 3 rounds; the winner is determined according to the "best-of-3-rounds" format
- T7 – each Game consists of 5 rounds; the winner is determined according to the "best-of-5-rounds" format
- GG – each Game consists of 3 rounds; the winner is determined according to the "best-of-3-rounds" format

"Set" – The collection of games played to determine a winner. Sets are generally played best-of-3-games or best-of-5-games. The Rally Event and Conquest LCQ will utilize the best-of-3 format for early rounds and best-of-5 format for the Loser, Winner, and Grand Finals. The Tournament Finals will utilize first-to-5-wins format, where the first Player to win 5 games will be declared the winner of the match.

"Blind-Pick" – A "blind-pick" is when a player wants to choose a character without the opponent knowing. This is a strategic move that prevents the opponent from choosing a counter-character (usually called a "counter-pick") that has a tactical advantage of the player.

In order for a player to exercise a blind-pick, the player must signal and tell the referee the character the player will choose. Once the referee knows the character choice, the opponent chooses first, and then the player chooses. At this time, the referee will confirm that the player has chosen the correct character. If there is a discrepancy, the referee tells the player to choose the correct character.

"Double Blind-Pick" – A "double blind-pick" is when both players want to conceal the character they will choose. In this scenario, both players tell the referee their character choice and after the players choose their characters, the referee confirms the choices.

FORMAT FOR THE FEATURED GAMES:

STREET FIGHTER V: ARCADE EDITION

- Platform: PlayStation 4, Bring Your Own Controller
- Default settings
- Rally and LCQ events
 - 1-on-1, Double Elimination Bracket
 - Best-of-3 Rounds per Game
 - Best-of-3 Games per Set
 - Best-of-5 Games per Set for Losers, Winners, and Grand Finals
- Conquest Finals in WDC
 - Best-of-3 Rounds per Game
 - First-to-5 Games per Set
- Winner must keep character and V-Trigger for the next game
- Loser may switch character and V-Trigger
- Random stage select (players may opt for an agreed stage)
- The "Kanzuki Beach" and "Skies of Honor" stages are banned from play. If either stage is randomly selected, repeat random stage selection process until an approved stage appears
- If either player is playing as Claw/Vega, "Flamenco Tavern" is banned from play. If "Flamenco Tavern" is randomly selected, repeat random stage selection process until an approved stage appears
- Players are allowed to exercise blind picks

TEKKEN 7

- Platform: PlayStation 4, Bring Your Own Controller
- Default settings
- Rally and LCQ events
 - 1-on-1, Double Elimination Bracket
 - Best-of-5 Rounds per Game
 - Best-of-3 Games per Set
 - Best-of-5 Games per Set for Losers, Winners, and Grand Finals
- Conquest Finals in WDC
 - Best-of-5 Rounds per Game
 - First-to-5 Games per Set
- Winner must keep character
- Loser may switch character
- Random select will be used to determine the stage
- Players are allowed to exercise blind picks

GUILTY GEAR XRD REV 2

- Platform: PlayStation 4, Bring Your Own Controller
- Default settings
- Rally and LCQ events
 - 1-on-1, Double Elimination Bracket
 - Best-of-3 Rounds per Game
 - Best-of-3 Games per Set
 - Best-of-5 Games per Set for Losers, Winners, and Grand Finals
- Conquest Finals in WDC
 - Best-of-3 Rounds per Game
 - First-to-5 Games per Set
- Winner must keep character
- Loser may switch character
- Players are allowed to exercise blind picks

6. TOURNAMENT FINAL PRIZES

TEAM PRIZES

FIRST PRIZE: The Championship Team of the Tournament, as determined in Red Bull's sole discretion per these Official Tournament Rules and the incorporated Game Play Rules will receive:

- i. A \$4,500 monetary prize (split three ways among the winning team)
- ii. Round-trip economy cabin air transportation tickets from each team member's nearest major airport to the Team's residence to Evolution Championship Series: Japan 2019.
- iii. Entry into Evolution Championship Series: Japan 2019.
- iv. Lodging for four (4) night(s) in a hotel room (single room, double occupancy) in or near the location of Evolution Championship Series: Japan 2019.

The approximate retail value of the Championship Team's prize is \$12,000 USD. (\$4,500 monetary prize and \$2,500 for travel, lodging, and entry for Evolution Championship Series: Japan 2019).

SECOND PRIZE: The second-place team of the Tournament, as determined in Red Bull's sole discretion under these Official Tournament Rules and the incorporated Game Play Rules will receive \$1,500 (split three ways among the team).

THIRD- THROUGH SIXTH-PLACE PRIZES: The third- through sixth-place teams, as determined in Red Bull's sole discretion under these Official Tournament Rules and the incorporated Game Play Rules, will each receive \$750 (split three ways among the team).

INDIVIDUAL PRIZES

The winner for each Featured Game's Bracket, as determined in Red Bull's sole discretion under these Official Tournament Rules and the incorporated Game Play Rules, will be declared the Featured Game "MVP" and receive \$500 USD and a commemorative trophy.

Federal, state, and local taxes on prizes, if any, and any other costs, fees and expenses not listed above as specifically included as part of the prize are the sole responsibility of winner. ALL TAXES ARE THE SOLE RESPONSIBILITY OF THE WINNER. An IRS form 1099 and other tax-related forms and documents may be issued by Red Bull if required by law.

7. PRIZE TERMS

All prizes are awarded "AS IS." Neither Red Bull nor Red Bull Affiliates make or offer any warranty or guarantee, either express or implied (including, without limitation, quality, merchantability and fitness for a particular purpose) in connection with this Tournament or any prize. Prize details and availability are subject to change, in which case a prize of equal value may be substituted at Red Bull's sole discretion. Prizes consist only of the items listed, are non-transferable, with no cash redemption (other than for the check prizes) or substitution except at Red Bull's sole discretion. Prizes are subject to terms, conditions, expiration dates, and restrictions imposed by the manufacturer/issuer of the prize. Federal, state, and local taxes on prizes, if any, and any other costs, fees and expenses not listed above as specifically included as part of the prize are the sole responsibility each Player. ALL TAXES ARE THE SOLE RESPONSIBILITY OF THE WINNER. An IRS form 1099 and other tax-related forms and documents may be issued by Red Bull if required by law.

TRAVEL RELATED PRIZES: All travel arrangements must be made through Red Bull's agent. Any other costs and expenses associated with prize acceptance and use not specifically provided herein (such as security fees, gratuities, luggage fees, meals and transportation, and incidental charges) are the responsibility of the Player. Ground transportation may be provided in lieu of air transportation if winning entrant resides within a 100-mile radius of destination, and no compensation or substitution will be provided for difference in value. Each Player must possess and show valid travel documents, prior to departure (e.g., passport, visa, valid driver's license, or other acceptable government-issued identification), and must sign a Release of Liability/Publicity and any other documents provided to him or her prior to ticketing. If you are a minor in your jurisdiction of residence, then a legal guardian must complete any required documentation on your behalf. In the event a minor wins any portion of a prize, and will be a minor as of the date of travel, then his or her legal guardian must travel along with such minor. Neither Red Bull nor Red Bull affiliates is providing travel for any legal guardian. Player may be required to present a credit card upon hotel check-in. All hotel accommodations are single room, double-occupancy in Red Bull's sole discretion. Tournament Grand Prize winners must have valid passport or visa to be eligible to redeem grand prize trip to Evolution Championship

Series: Japan 2019. Once airline tickets have been ticketed, no changes will be permitted. Red Bull will determine airline, airports, flight itinerary, and hotel in its sole discretion. Travel and accommodation restrictions, conditions, and limitations may apply. Red Bull will not replace any lost, mutilated, or stolen tickets or travel vouchers.

8. REPRESENTATIONS AND WARRANTIES

Each Player (for the remainder of these Tournament Rules, collectively "you") represent and warrant:

- A. **You will not engage in any unsportsmanlike conduct during the Tournament. If Red Bull or any designated administrator needs to resolve any issue relating to your conduct, then any decision made will be final and not appealable except in Red Bull's sole discretion. Any offensive remark may, as determined in Red Bull's sole discretion, result in disqualification.**
- B. You will not violate or infringe upon the rights of any person or entity, including without limitation copyrights, trademarks or rights of privacy or publicity, and must not act in any way that, in Red Bull's sole discretion, is defamatory, threatening, indecent, obscene or offensive, pornographic, lewd, sexually explicit, inappropriate, objectionable, unlawful, in violation of or contrary to any applicable laws or regulations. You must not disparage or cast a negative light on any person, entity, or brand, product, or service.
- C. **You will not reference any names, products or services of any company or entity or any third-party trademarks, logos, trade dress or promotion of any brand, product, or service during your participation in the Tournament.**
- D. You will comply fully with these Official Tournament Rules and the Game Play Rules.
- E. You will comply with all of Capcom U.S.A., Inc.'s, Bandai Namco Entertainment Inc.'s, and Arc System Works Co., LTD's software terms and requirements including but not limited to the end user license agreement for Street Fighter V, accessible at http://www.capcom.com/capcom/legal_privacy/online_eula.html; and Tekken 7, accessible at <https://www.bandainamcoent.com/legal/bnea-eula-pc-f2p/winning-putt>.
- F. You will abide by all laws, regulations, ordinances, and rules, and that you will not harm, attempt to harm, or threaten to harm any person (including yourself) or property in relation to or during your participation in the Tournament.

If you violate any of the forgoing Representations and Warranties, you may be disqualified from the Tournament at any time in Sponsor's sole discretion. You agree to reimburse Red Bull and Related Entities in full for any losses, damages, and expenses, including reasonable legal fees that you may sustain from you breaching these Tournament Rules.

9. LICENSES/RELEASES/RIGHT OF PUBLICITY

By participating in the Tournament: (1) you grant to Red Bull a perpetual, irrevocable, non-exclusive, worldwide, royalty-free, sub-licensable, freely assignable license to reproduce your registration and any images, descriptions, audio, or video of your participation in the Tournament and to otherwise use, exploit, copy, modify, adapt, edit, publish and display your registration and any images, descriptions, audio, or video of your participation in the Tournament in any form, manner, venue, media or technology now known or later developed for any and all purposes, including, without limitation, for purposes of trade, advertising, and promotion as Red Bull or and its licensees or assignees determine, without further compensation, notification, or permission; (2) you hereby waive any moral rights you may have in any images, descriptions, audio, or video of your participation in the Tournament in favor of the Red Bull; and (3) you also grant to Red Bull the worldwide, perpetual, irrevocable, fully sub-licensable, and freely transferable right, but not the obligation, to use any and all names, identities, titles, likenesses, distinctive appearances, physical likenesses, images, portraits, pictures, photographs (whether still or moving), screen personas, voices, vocal styles, statements, gestures, mannerisms, personalities, performance characteristics, biographical data, signatures, and any other indicia or imitations of identity or likeness listed, provided, referenced, or otherwise contained in your registration or your Tournament participation for purposes of advertising and trade, in any format, medium, or technology now known or later developed without further notice, approval, or compensation, unless prohibited by law. At Red Bull's request and in its sole discretion and to further document the foregoing, you agree to execute an assignment and release transferring all rights and ownership, if any, any images, descriptions, audio, or video of your participation in the Tournament to Red Bull, the form of such assignment to be determined by Red Bull in its sole discretion.

10. WINNER NOTIFICATION/RELEASES:

Confirmation that a Player is a potential prize winner will be sent via email on or about the next business day following the completion of the events in this Tournament. Each Player may be required, in Red Bull's sole discretion, to complete and return an Affidavit of Eligibility (or Declaration of Eligibility), a scan or photo of government-issued ID, Release of Liability and/or, if legally permissible, a Publicity Release before claiming a prize. If you are a minor in your jurisdiction of residence, then a legal guardian must complete any required documentation on your behalf.

11. PUBLICITY & MARKETING:

Your participation in the Tournament constitutes permission, but not the obligation, to Red Bull to use your name, identity, title, likeness, distinctive appearance, physical likeness, image, portrait, picture, photograph (whether still or moving), screen persona, voice, vocal style, statements, gesture, mannerism, personality, performance characteristic, biographical data, signature, and any other indicia or imitation of identity or likeness for purposes of advertising and trade, in any medium, without further notice, approval, or compensation, unless prohibited by law. Submission of contact information in connection with this Tournament (whether or not required), including, without limitation, mailing address, phone number, email address, or any other identifying information, during registration constitutes permission for Red Bull to use entrant's personal information for purposes of administration of the Tournament. Entrants also may opt-in to be added to Red Bull's customer database and to permit Red Bull to contact entrant in the future for promotional and other reasons. You may opt-out of receiving such communications as set forth in Red Bull's Privacy Policy (located at www.redbullusa.com) or as provided within any such marketing materials (e.g., using the "Unsubscribe" feature provided in the footer of Red Bull's e-mails). The information you provide will only be used in accordance with Red Bull's Privacy Policy.

12. NO LIABILITY & INDEMNIFICATION:

By entering this Tournament, you agree to release, discharge and hold harmless Red Bull, Red Bull Affiliates, Capcom U.S.A. Inc., Bandai Namco Entertainment Inc., Arc System Works Co., LTD, and their respective directors, officers, employees, agents and assigns (the "Released Parties") from any claims, losses, and damages arising out of, or relating to, your participation in this Tournament or any Tournament-related activities and the acceptance and use, misuse, or possession of any prize awarded hereunder (including, without limitation, any misrepresentation made by the entrant in connection with the Tournament; any non-compliance by the entrant with these Official Rules; claims brought by persons or entities other than the parties to these Official Rules arising from or related to the entrant's involvement with the Tournament; acceptance, possession, misuse or use of any prize or participation in any Tournament-related activity or participation in this Tournament; any malfunction, error or other problem arising in connection with the collection, processing, or retention of registration information; any software, hardware, internet connection, or Battle.net malfunction, error, or other problem affecting an entrant's participation in the Tournament, or any typographical or other error in the printing, offering or announcement of any prize or winner). The foregoing includes, without limitation, any claim for personal injury, property loss or damage, or death arising in any way in connection with the Tournament.

13. OTHER TERMS:

Decisions of Red Bull on all matters related to the Tournament are final and binding. Red Bull reserves the right to cancel or modify the Tournament for any reason, including but not limited to, if fraud, misconduct or technical failures destroy the integrity of the Tournament, or if a computer virus, bug, or other technical problem corrupts the administration, security, or proper administration of the Tournament as determined by Red Bull, in its sole discretion. CAUTION: ANY ATTEMPT TO DELIBERATELY DAMAGE OR UNDERMINE THE OPERATION OF THIS TOURNAMENT MAY BE A VIOLATION OF CRIMINAL & CIVIL LAWS. RED BULL RESERVES THE RIGHT TO DISQUALIFY AND/OR SEEK DAMAGES FROM ANY INDIVIDUAL MAKING ANY SUCH ATTEMPTS TO THE FULL EXTENT PERMITTED BY APPLICABLE LAW.

14. RIGHT TO DISQUALIFY:

Red Bull reserves the right to disqualify or prohibit the participation of an individual if fraud or tampering is suspected; if the individual fails to comply with any requirement of participation or with any provision in these Official Rules; if the individual's behavior or communication at any point is disruptive, may or does cause damage or to any person, property, or reputation of Red Bull; or is otherwise not in accordance with all applicable laws and generally accepted social practices as determined in Red Bull's sole discretion.

15. GOVERNING LAW/JURISDICTION:

All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules or the rights and obligations of participants or Red Bull in connection with the Tournament shall be governed by and construed in accordance with the laws of the State of California, without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of any other laws, and all entrants shall be deemed to have agreed to submit to the exclusive jurisdiction of the provincial or federal courts (as applicable), situated in Los Angeles, California. Claims may not be resolved through any form of class action.

16. SEVERABILITY:

If any provision(s) of these Official Rules are held to be invalid or unenforceable, all remaining provisions hereof will remain in full force and effect.



17. DISCREPANCY:

In the event of any discrepancy or inconsistency between the terms and conditions of these Official Rules and disclosures or other statements contained in any Tournament-related materials, including but not limited to the Tournament entry form, point of sale, television, print or online advertising, the terms and conditions of these Official Rules shall prevail, govern and control.

