AHOUBA

PRESENTS

BATTLEGROUNDS
MOBILE INDIA

REGISTRATION

OPENS

CASH PRIZE

UPTO 6K

11TH APRIL

📍 IIITM CAMPUS

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CubeTen technologies

T|O|M **TIMES OF MANIPUR**
FASTEST & TRUSTWORTHY

AHOUBA

DESCRIPTION

PLAYER GUIDELINES:

● IT IS A 4(+1) PLAYER TEAM TOURNAMENT. A 4 MAN-STARTER ROSTER AND UP TO 1 SUBSTITUTE.
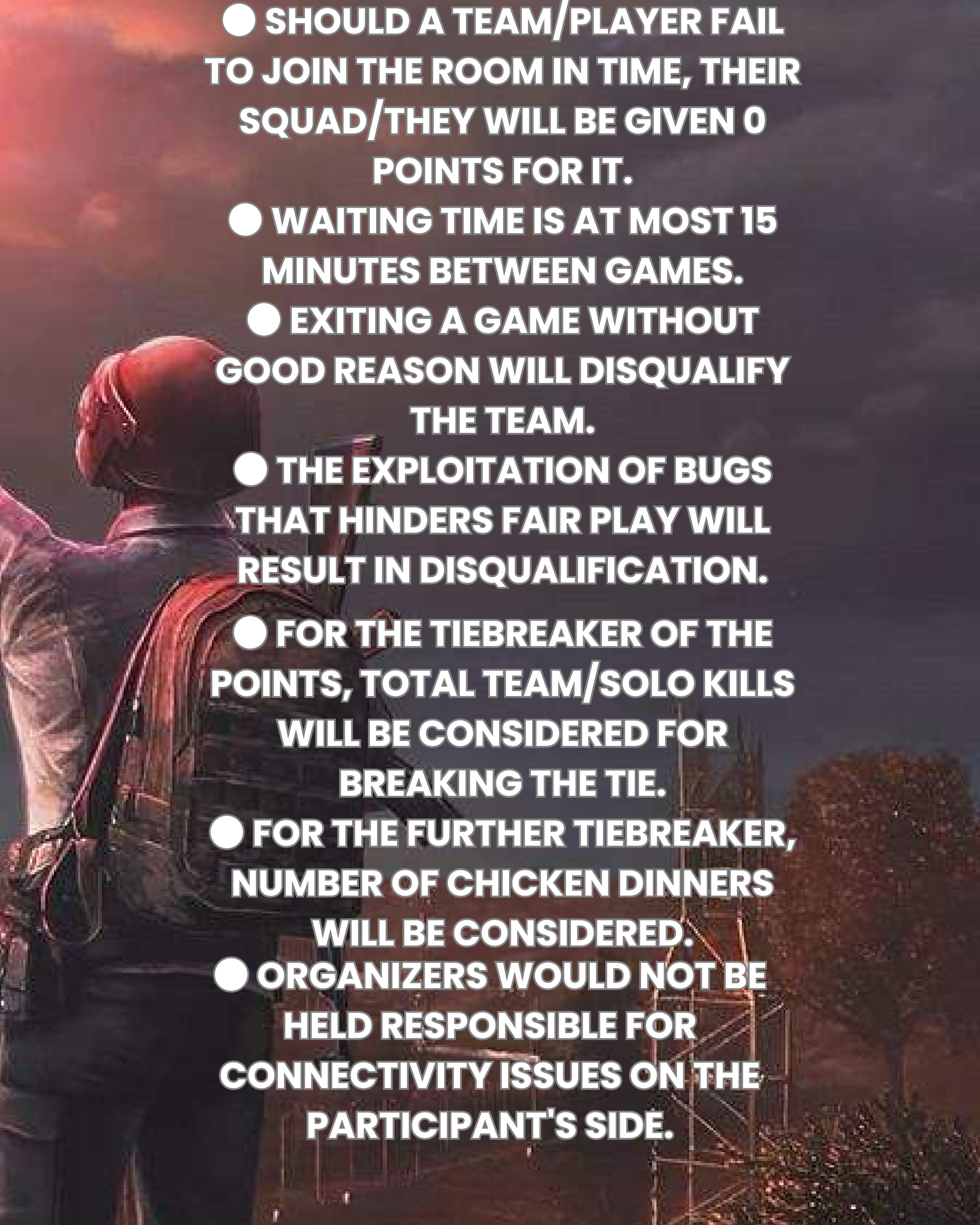
● EMULATORS AND TRIGGERS ARE NOT ALLOWED IN ANY GAMEMODE ORGANIZED. THE PLAYER WILL BE DISQUALIFIED IF FOUND USING ANY KIND OF EMULATOR.

● ANY GAME MODIFYING TOOLS EXCEPT 'GFX TOOL' IS NOT ALLOWED.

● PLAYERS CAN PLAY ON ANDROID/IOS PHONES AND TABLETS ONLY.

● ONLY IN-GAME VOICE CHAT SHOULD BE USED AFTER THE GAME IS STARTED TILL ITS COMPLETION.

● ANY USE OF UNFAIR MEANS SUCH AS AIMBOT, TRIGGER BOT, ESP WILL BE DISQUALIFIED.

- SHOULD A TEAM/PLAYER FAIL TO JOIN THE ROOM IN TIME, THEIR SQUAD/THEY WILL BE GIVEN 0 POINTS FOR IT.
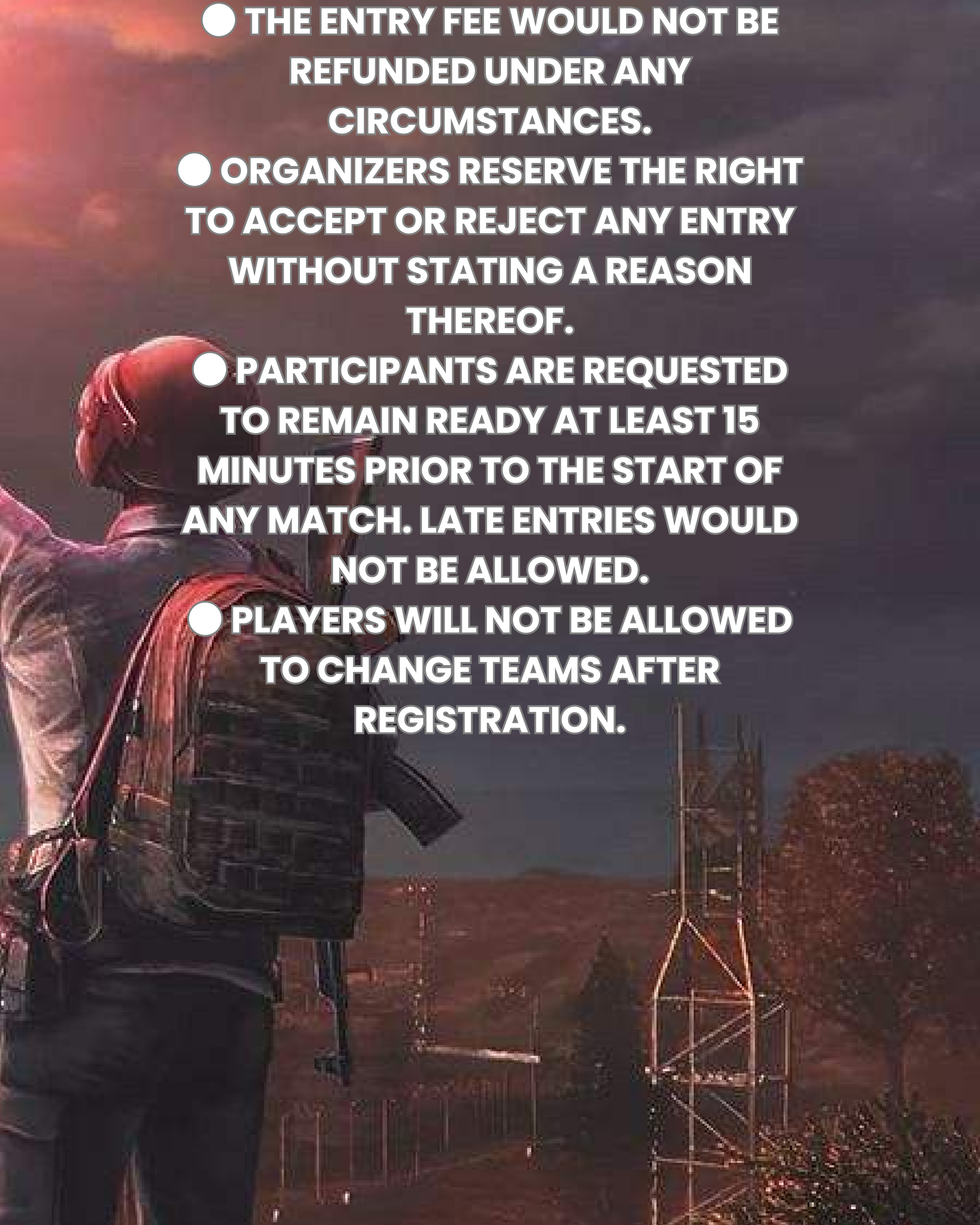- WAITING TIME IS AT MOST 15 MINUTES BETWEEN GAMES.
- EXITING A GAME WITHOUT GOOD REASON WILL DISQUALIFY THE TEAM.
- THE EXPLOITATION OF BUGS THAT HINDERS FAIR PLAY WILL RESULT IN DISQUALIFICATION.
- FOR THE TIEBREAKER OF THE POINTS, TOTAL TEAM/SOLO KILLS WILL BE CONSIDERED FOR BREAKING THE TIE.
- FOR THE FURTHER TIEBREAKER, NUMBER OF CHICKEN DINNERS WILL BE CONSIDERED.
- ORGANIZERS WOULD NOT BE HELD RESPONSIBLE FOR CONNECTIVITY ISSUES ON THE PARTICIPANT'S SIDE.

- THE ENTRY FEE WOULD NOT BE REFUNDED UNDER ANY CIRCUMSTANCES.
- ORGANIZERS RESERVE THE RIGHT TO ACCEPT OR REJECT ANY ENTRY WITHOUT STATING A REASON THEREOF.
- PARTICIPANTS ARE REQUESTED TO REMAIN READY AT LEAST 15 MINUTES PRIOR TO THE START OF ANY MATCH. LATE ENTRIES WOULD NOT BE ALLOWED.
- PLAYERS WILL NOT BE ALLOWED TO CHANGE TEAMS AFTER REGISTRATION.

TOURNAMENT GUIDELINES

● PLAYERS WILL PARTICIPATE AS A 4 MAN-SQUAD.

● UP TO 64 PLAYERS WILL BE PLAYING IN A LOBBY.

● MAPS SELECTED WILL BE NOTIFIED TO THE PARTICIPANTS BEFORE THE MATCH.

● THE GROUP STAGE IS A 3-MAP SERIES.

● THE DETAILS ABOUT ROOM WILL BE PROVIDED TO TEAM LEADER'S WHATSAPP CONTACT NUMBER 20 MINUTES PRIOR TO MATCH.