

VICTORY ARENA

Event Details :

VICTORY ARENA is the online gaming segment NEXUS which features the popular mobile game BGMI. Battleground Mobile India is an online multiplayer battle royale game developed and published by Krafton. In the game, up to one hundred players parachute onto an island and scavenge for weapons and equipments to kill others while avoiding getting killed themselves. The available safe area of the game's map decreases in size over time, directing surviving players into tighter areas to force encounters. The last player or team standing wins the round. The event is solely for the squad and mobile gamers only.

Team Specification:

- The team can have a minimum 2 members and maximum 4 members.

Event Structure:

- All participating teams will be divided into different groups. There will be four qualifying matches for each group, and the top 12 teams from all groups will step forward to the grand finale.

The event will be organized in two rounds:

1. Prelims
2. Finale

Round – 1

Prelims will consist of 3 matches for each group:

Match 1 - Erangel (TPP)

Match 2 - Miramar/Erangel (TPP)

Match 3 - Livik (TPP)

Round – 2

Final Round 1 - Shanok (TPP)

Final Round 2 - Erangel (TPP)

- Points table will be the same as Prelims. After the final round, participating team with the highest point will be declared as winner. If team points are equal, the team with maximum kill points among them will be the winner.

POINTS TABLE

| POSITION | POINTS |
|----------|--------|
| 1 | 12 |
| 2 | 10 |
| 3 | 9 |
| 4 | 8 |
| 5 | 6 |
| 6 | 4 |
| 7 | 2 |
| 8-12 | 1 |
| 13-18 | 0 |

Also, 1 Kill / Finish = 2 Point.

Rules and Guidelines:

1. Players cannot engage with other players in a verbal manner (curse words, racism, sexism).
2. During the gameplay, team members are not allowed to communicate with other team members or the audience.
3. Players cannot share accounts during gameplay.
4. The custom rooms will be only for Mobile players.
5. The Player's Id must be above level 40.
6. The Player's In-Game Name must not be vulgar.
7. All players are expected to rely on their own internet connectivity.
8. The lobby will not be restarted because of any problem with the player's mobile phones.
9. All illegal programs and usage of macro and third-party programs are forbidden.
10. All participants are required to report 15 min before their allotted slot to the reporting desk, being late will be subjected to disqualification.
11. Any misbehaviour of participants during the event may lead to disqualification.
12. NEXUS will not be responsible for any late, lost, or misdirected entries.
13. The organizing committee reserves the right to change any of the rules as they deem fit, at any point in time. However, registered participants will be informed about any changes through email/ message/ Whatsapp groups.

In-Game Rules:

1. All matches will be played on the most recent BGMI patch, with the standard rules of custom Game.
2. Teaming with opposing teams is forbidden. Teaming teams will be last on the rankings without the need for proof.
3. All team captains must take the end of the game screenshots.
4. After the players start jumping off the plane, no matter how many players disconnect, the match will go on.
5. Players cannot swap accounts among themselves.

Guidelines:

1. The lobby password will be given on spot and the players must move to their assigned slots.
2. Round 2 will be played on MAIN BUILDING. So, each team has to come to MAIN BUILDING on the day of round 2.
3. The team must be present in the lobby with at least three players. Otherwise, they won't be permitted to enter the match. (This rule is void if the player disconnects during the game).
4. Players must be ready at the lobby 10 minutes before the start of the match.

Contact for Queries:

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