

VELAMMAL ENGINEERING COLLEGE

OZMENTA'25

CLASH OF RADIANTS – FREE FIRE

Team Size: 4 Players per Team (Online mode)

Schedule:

- 10:00 AM

Game Format:

- **Round 1:** Battle Royale (3 Matches – Bermuda, Kalahari, Purgatory)
 - Top 4 teams qualify for Round 2 based on the scoring system.
- **Round 2:** Clash Squad (Best of 3)
 - 1st place vs 4th place & 2nd place vs 3rd place → Winners advance to Finals.
- **Finals:** Clash Squad (Best of 3)
 - Winner is declared.

Scoring System for Round 1:

- Each Kill = 1 Point
- Placement Points:
 - 1st place → 12 pts
 - 2nd place → 9 pts
 - 3rd place → 8 pts
 - 10th place → 1 pt
 - 11th & 12th place → 0 pts

Rules:

- No VPN & No PC Players
- Minimum Level: 20
- Gun Attributes OFF
- Character Skills & Loadouts OFF (CS Mode)
- No Double Vector in CS
- No Grenades & Throwables in CS
- No Teaming Up in BR Mode
- Hacks/Cheats will lead to **immediate team disqualification**

For further details, contact the event coordinators.

Arulmozhikumar K

Kabelesh S M

8122509442

9360733328