

# Event Description

“Free Fire” addicts! We got you covered. Get yourselves ready for some classic battle royales and clashes. Gather your teammates, build the strongest team, upgrade your weapons, and give them hell! Exciting prizes await your team!

## Event Format

### Case 1: Number of teams $\leq 13$

1. Classic Battle Royale (squads): 13 teams. First position is selected to the final round
2. Clash: Second vs Third team (7 rounds)
3. Clash: First position of Classic match vs Winner of Clash (13 rounds)

Number of matches: 3

Duration: 1:30 hours approximately

### Case 2: $13 < \text{Number of teams} \leq 26$

1. Splitting the teams into two halves for two classic battle royale matches (both matches start simultaneously)
2. Top 2 teams from each match will be selected into the next rounds  
  
Match A - Team 1A, Team 2A  
  
Match B - Team 1A, Team 2B
3. Clash: 1A vs 1B. Winner goes to final (7 rounds)
4. Clash: 2A vs 2B. Winner plays with the loser of 1A vs 1B (7 rounds)
5. Clash: Winner of step 4 vs Winner of first classic step 3 (13 rounds)

Number of matches: 5

Duration: 1:45 hours approximately

### Case 3: $26 < \text{Number of teams} \leq 39$

1. Splitting the teams into three. 3 simultaneous battle royale matches
2. The top teams from each match will be sorted according to the number of kills
3. The team with the highest kills is sent to finals. In case of ties, the team with highest total damage goes to the finals
4. Clash: Between the remaining two teams (7 rounds)

5. Clash: Winner of step 4 vs team from step 3 (13 rounds)

Number of matches: 5

Duration: 1:30 hours approximately.

## Rules

1. Cheating of any kind is not permitted. If found guilty, the team will be disqualified.

Anything that can be viewed as a bug or exploit will be reviewed by the admin team and be judged on a case by case basis.

It is forbidden to cheat, modify the game files or use any 3rd party application which would give an unfair advantage over other users.

2. Any claims of connectivity issues during the game from the player's will not be considered.
3. Playing on emulators/controllers is not allowed.
4. Coordinators reserve the right to give a final call in case of conflicts.

## Pre-requisites

- A stable internet connection is required to participate in the event.
- The game should be installed and updated on their device.

## Budget

Based on the number of participants, we'll have to buy room cards. Prize money distribution\*

- 1st place - ₹2500
- 2nd place - ₹1500

*Total - ₹4000\**

\*These may change depending on participation and amount allocation by heads.

## Details

Entry Fee - ₹150 per team

Event Date - 7 February, 2021

Event Time - 4 pm onwards (not finalized, may vary upon the number of teams)

Registrations close - 6 February, 2021 11:59PM (not finalized)

## Note

- In case the team is not full, teammate buffers will not be provided.
- WhatsApp will be the mode of communication.
- The round format is subject to change. Final format will be announced on the day of the event, based on the participation.

## Details

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