MOBILE GAMING

(BGMI/FREE FIRE)
SHRUJAN 2.0
GIET UNIVERSITY, GUNUPUR

Registration fees: Free

Team Size: - 4 members
Venue: - CSE BLOCK

Rules and Regulation:

- **#Hacking and script are strictly prohibited.**
- **#No team up.**
- **#If anyone found using Hack or Script or team up, the whole team will be disqualified**
- **Classic Custom (For Qualifying):**

1- No Gun Skin (FREE FIRE)	• 4th - 8 points.
2- No Character Skill (FREE FIRE)	• 5th- 6 points
3.NO OFFENSIVE LANGUAGE	• 6th - 5 points.
4. Point system	• 7th – 4 points.
• Per Kill – 1 point.	• 8th – 3 points.
• 1st – 15 points.	• 9th – 2 points.
• 2nd – 12 points.	• 10th – 1 point.
• 3rd - 10 points.	

- **The team having Maximum point will qualify for the Quarter finals that will be in the CLASS SQUAD**
- ***Point system is only for Classic Custom, not for Clash Squad Custom (FREE FIRE).**

NAME OF THE EVENT COORDINATOR	DEPT.	MOB NO.
DR. K. MURALI GOPAL	CSE	9438649750

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FOR PAYMENT CONFIRMATION, SEND THE SCREENSHOT TO shrujan@giet.edu WITH YOUR EVENT NAME FROM YOUR OFFICIAL MAIL ID