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1.0 INTRODUCTION

The following terms and conditions apply to the 2017 Clash Royale Crown Championship Spring Season including the qualifiers, playoffs, and finals.

Players must abide by these rules in order to compete in the Crown Championship, and remain eligible to receive prizing.

By competing in the Clash Royale Crown Championship you agree to the following:

2.0 PLAYER ELIGIBILITY REQUIREMENTS

2.1 REGIONAL ELIGIBILITY

In order to compete in the Clash Royale Crown Championship, players must have valid, government-issued photo identification to prove residency of their registered region. Players must currently reside in one of the following countries:

<table>
<thead>
<tr>
<th>North America Region</th>
<th>United States, Canada</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latin America Region</td>
<td>Mexico, Guatemala, Cuba, Haiti, Dominican Republic, Honduras, Nicaragua, El Salvador, Costa Rica, Panama, Puerto Rico, Jamaica, Trinidad and Tobago, Guadeloupe, Martinique, Bahamas, Belize, Barbados, Saint Lucia, Curaçao, Aruba, Saint Vincent and the Grenadines, United States Virgin Islands, Grenada, Antigua and Barbuda, Dominica, Bermuda, Cayman Islands, Greenland, Saint Kitts and Nevis, Sint Maarten, Turks and Caicos Islands, Saint Martin, British Virgin Islands, Caribbean Netherlands, Anguilla, Saint Barthélemy, Saint Pierre, Miquelon, Montserrat.</td>
</tr>
</tbody>
</table>
Europe Region

Germany, Turkey, France, United Kingdom, Italy, Spain, Ukraine, Poland, Romania, Kazakhstan, Netherlands, Belgium, Greece, Czech Republic, Portugal, Sweden, Hungary, Azerbaijan, Belarus, Austria, Switzerland, Bulgaria, Serbia, Denmark, Finland, Slovakia, Norway, Ireland, Croatia, Bosnia and Herzegovina, Georgia, Moldova, Armenia, Lithuania, Albania, Macedonia, Slovenia, Latvia, Kosovo, Estonia, Cyprus, Montenegro, Luxembourg, Malta, Iceland, Jersey, Isle of Man, Andorra, Guernsey, Faroe Islands, Liechtenstein, Monaco, Gibraltar, San Marino, Åland Islands, Svalbard, Vatican City.

2.2 ACCOUNT ELIGIBILITY

Players must also keep their accounts in good standing in accordance to Supercell’s terms and conditions and abide by all terms and conditions set forth in the Clash Royale Crown Championship 2017 Official Tournament Rules.

2.3 MINIMUM AGE REQUIREMENTS

Players must be at least 16 years old as of May 11, 2017 in order to compete in the Clash Royale Crown Championship.

2.4 INELIGIBLE PLAYERS

Employees of Supercell, Oy, and any employees of Supercell partners and vendors including but not limited to Hitbox, LLC d/b/a Next Generation Esports (“NGE”), Turtle Entertainment GmbH, and Smashgg, Inc may not compete in the Clash Royale Crown Championship, and are ineligible to win any prizes.

2.5 ADMINISTRATION AND RULINGS

Players must follow game admin decisions. Game admin decisions are final and may override this ruleset in part or in full. These decisions are necessary to facilitate the smooth operation and integrity of the tournament. Players may submit a support request to evaluate the decision of their admin after the tournament has concluded. To request an evaluation of an admin decision, email clashroyalesupport@nge.io.
3.0 CROWN CHAMPIONSHIP QUALIFICATION EVENTS

3.1 OPEN PLAY

The Open Play tournament qualifiers will run from within the Clash Royale app using the “custom tournaments” game mode. The top 20 players from each tournament will move on to Bracket Play.

The qualifiers will take place from May 11, 2017 to May 16, 2017.

3.2 BRACKET PLAY

The remaining players will compete in bracket play. Bracket play will take place from May 20, 2017 through May 27, 2017. Qualified players will be receiving a message on their profile page when logged into ClashRoyale.com/CrownChampionship with information on how to join Bracket Play. The first place winner from each day will move on to the Top 8.

3.2.1 BRACKET PLAY FORMAT

Bracket play will be played as a single elimination, best of three format. Players will be required to join the clan that corresponds to their bracket placement. There are no deck restrictions.

3.2.2 BRACKET PLAY CHECK-IN RULES

Players will be required to check-in following 15 minutes prior to the listed tournament start time. Failure to do so will result in an automatic disqualification.

Players will be required to check-in within 5 minutes of their matchup being determined. Failure to do so will result in an automatic disqualification. To check into your match, click your match on the Smash gg bracket. Once you have a match available plat it immediately, failure to do so may result in an automatic disqualification.

To check into the tournament, click your match on the right side of the tournament page.

3.2.3 ADDITIONAL RULES

If a draw occurs, the match will continue onto another game. If the additional game is also a draw, the player with the lowest combined tower health will lose the match.

All players will have 30 minutes to complete each of their matches. Admins will work with players to expedite any games that are delayed. If players are purposely holding back the tournament they will be disqualified at the admin’s discretion.
In the result of a player disconnection, the disconnected player may rejoin the match, however the match will not be replayed.

Players are required to minimize clan chat during the tournament. If players chat in their clan chat during the tournament after admin warning, they may be disqualified at admin discretion. Clan functionality is intended to be used only for the Friendly Battle feature.

### 3.2.4 FRIENDLY BATTLES

The player on the upper side of the bracket is required to make the Friendly Battle request in their assigned clan. When setting up the Friendly Battle, the requesting player is required to put their opponent’s name into the custom text field.

### 3.4 IDENTIFICATION VERIFICATION

Players who wish to compete in Bracket Play must be able to provide a photo of them holding a valid form of photo identification.

In some cases players may be required to provide additional forms of ID, including a live video of them holding their form of ID if requested by an admin.

### 3.5 QUALIFIER DATES

<table>
<thead>
<tr>
<th>Tournament Dates (2017)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Open Play</strong></td>
</tr>
<tr>
<td><strong>Bracket Play</strong></td>
</tr>
</tbody>
</table>

### 4.0 CROWN CHAMPIONSHIP TOP 8 AND SPRING FINALS

#### 4.1 TOP 8 FORMAT

The playoffs will be played in a round-robin tournament style. The eight players will fight each other player in the group over the course of three weeks of play. Players will be ranked 1st to 8th place, based on win-loss record across all of your matches over those three weeks.
7th - 8th place players will be eliminated, while 1st through 6th will move on to the Spring Finals. In the event of a tie result across the match win count during the round robin, the following differentiation process will be applied to determine who advances (in order):

- **Tie Breaker Match (best of 3):** Players will play individual standard best of 3 matches against their individual tied opponents.
- **Head to head results:** If one player has a greater number of wins against the other player, the most winning player in that tie matchup will claim the higher seed.
- **+/– Differential of Game Results:** The player with the lowest number of losses across the Top 8 phase will claim the higher seed.
- **In the case of a tie after all of these factors are considered in order,** players will compete in individual best-of-one, sudden death matches until a result can be determined.

### 4.2 SPRING FINALS FORMAT

The finals will occur after the Top 8 stage. The finals will be a best of 3 format. The finals will be a double elimination bracket. The final match of the Spring Finals will be determined by a best of five match. The lower bracket finalist must win two best of five matches against the upper bracket finalist to win.

<table>
<thead>
<tr>
<th>1st Place</th>
<th>$15,000 and instant qualification for the Fall Season (Round Robin)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd Place</td>
<td>$10,000 and instant qualification for the Fall Season (Round Robin)</td>
</tr>
<tr>
<td>3rd Place</td>
<td>$6,000 and instant qualification for the Fall Season (Round Robin)</td>
</tr>
<tr>
<td>4th Place</td>
<td>$5,000 and instant qualification for the Fall Season (Round Robin)</td>
</tr>
<tr>
<td>5th - 6th Place</td>
<td>$4,000 and instant qualification for the Fall Season (Round Robin)</td>
</tr>
<tr>
<td>7th - 8th Place</td>
<td>$3,000</td>
</tr>
</tbody>
</table>
4.4 TRAVEL AND EXPENSES

Supercell will provide transportation to and from NGE Studios to all Top 8 qualified players for the duration of the Crown Championship Spring Season if those players are available. Supercell will provide local lodging to all Top 8 qualified players for all relevant broadcast dates and any relevant dates around broadcast during the Crown Championship Spring Season if those players are available.

4.5 PLAYOFF DATES

<table>
<thead>
<tr>
<th></th>
<th>Playoff Dates (2017)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top 8</td>
<td>June 10th -11th, 17th - 18th, 24th - 25th</td>
</tr>
<tr>
<td>Spring Finals</td>
<td>June 30th - July 2nd; Final dates may adjust prior to the Spring Finals</td>
</tr>
</tbody>
</table>

5.0 PLAYER CONDUCT

5.1 CONDUCT

All competitors and team staff are required to behave honestly and respectfully towards competitors, administration, NGE staff, and Supercell staff. Individuals or staff found in violation risk disqualification or bans from the Crown Championship.

5.2.1 MATCH FORFEIT

Supercell does not allow match forfeiture at any event. Players or teams who forfeit a match may be subject to loss of prizing, and ineligibility to compete in future events. Punishments will be determined on a case by case basis.

5.2.2 SCHEDULING

Players or teams who fail to arrive for their scheduled matches may be subject to loss of prizing, and ineligibility to compete in future events. Punishments will be determined on a case by case basis.
5.3 CODE OF CONDUCT

Insults and offensive behaviors are not tolerated during the Crown Championship. This includes in-game chat and any official NGE communication channels.

Offensive behavior can be categorized as but not limited to the following:
- Racism
- Bullying
- Pornographic content
- Stalking
- Sexual harassment
- Excessive cursing
- Extremist statements
- Threatened or committed violence
- Unsportsmanlike conduct
- Sexism
- Religious
- Ageism
- Collusion
- Betting or gambling

Violations may result in loss of prize money, tournament disqualification, or disqualification from future events. Violations will be handled on a case-by-case basis by Supercell staff.

Please review the Terms of Use carefully for additional prohibitions regarding conduct, use of the services and user contributions.

5.4 COMPETITION BETTING

Players or teams may not bet on any Crown Championship event they participate in. Betting for or against themselves will result in an instant disqualification. Violations will be handled on a case-by-case basis by Supercell staff.

5.5 DRUG AND ALCOHOL USE

Drug and alcohol use are strictly prohibited during the Crown Championship.
5.6 GAME CLIENT

Programs outside of the Clash Royale game client are strictly forbidden.

Screen sharing via communication programs is not permitted. Any program that alters the game, or provides an unfair advantage during gameplay are expressly forbidden.

5.7 GAME COVERAGE

Supercell reserves exclusive broadcast, game client spectator, and coverage rights for all Supercell events. This includes but is not limited to live footage, on-demand content, and supplementary content. Upon request, Supercell may lift these restrictions with written consent.

5.8 PLAYER STREAM

Players may not stream their matches in the round robin phase, unless otherwise specified by NGE with written consent.

5.9 INTERNAL COMMUNICATIONS

Communications with NGE or Supercell staff may not be published without the expressed written permission of NGE or Supercell.