



PORSCHE ASPHALT SERIES 2023

Official Rules

The rulebook outlines the rules to be followed when participating in the Porsche Asphalt Series 2023. Failure to adhere to these rules may be penalised. We therefore strongly recommend that every participant reads the complete ruleset before taking part in the competition. The decisions made by the tournament administration team are final and cannot be contested.

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1.0 Introduction and Purpose

The event is operated by Promod Esports Ltd, in partnership with Gameloft. Promod Esports, a limited liability company registered in England, has established these rules for the Porsche Asphalt Series 2023 (the Tournament). This document lays out the rules for the Porsche Asphalt Series 2023 which all elements, qualifiers and finals will be governed by in part.

1.1 Modification of the Rules

Promod Esports Ltd and Gameloft reserves the right to update, amend and or revise the rulebook without prior notice. Any change in the specific rules will be notified by the tournament administrator

2.0 Player Eligibility

2.1 Age

- All players must be 16 years of age or older by the start of the first qualifier they participate in.

2.2 Regional Limitations for Participants

- The event is open worldwide with the exception of players with residency in any of the following countries: China, Cuba, Iran, Ukraine, Russia, Belarus, Syria, North Korea, Brazil, Myanmar (formerly Burma) and Sudan.

2.3 No Employees

- Players must not be an employee or under the employment of Gameloft, Promod Esports or other associated parties.
- Players must not have been an employee or under the employ of Gameloft, Promod Esports or other associated parties in the last 6 months.

2.4 Player Account

- Players are not permitted to play with a game account other than their own personal account. In order to take part in the competition each player must have completed the registration steps in 3.0 below.
- Tournament organisers reserve the right to make players compete using accounts provided by Gameloft for any reason.

3.0 Registration

- Any user may take part in the in-game Time Limited Event (TLE), however this alone will not register them for participation in the qualifiers or make them eligible for the prize sweepstake.

- Players who wish to register for the competition, and be eligible for the prize sweepstake, must complete the form available at:
<https://www.asphaltcup.com/porscheasphaltseries2023>
- Registered Players will receive a confirmation email at the end of the process so that they can keep a record of the information they registered with.
- Players can register at any point during the qualifier before the closing.

4.0 Qualification

- One (1) player with the fastest lap from each qualifier per operating system, who has registered on the website and meets the player eligibility listed in section 2, will be selected to attend the LAN Finals in Barcelona, Spain.
- Qualifying laps will be reviewed as part of an anti-cheat process. Tournament Officials reserve the right to disqualify players if they do not pass the anti-cheat filters.

5.0 Communication

- For any communication prior to or during the qualifiers participants must use the Gameloft Technical Support and Help Center, which can be launched in-game.
- Once verified, all winners will be contacted, via the email address provided at registration, by Promod Esports in order to confirm travel arrangements for the final.
- If a winner fails to respond within three working days of this notification email, the place will be given to the player with the next highest qualifying time and so on until a winner responds.

6.0 Competition Schedule

| Event | Event Date |
|--|------------------|
| Open Qualifier I | Feb-17 to Feb-22 |
| Open Qualifier II | Feb-24 to Mar-01 |
| Open Qualifier III | Mar-03 to Mar-08 |
| Open Qualifier IV | Mar-10 to Mar-15 |
| Finals | Apr-27 |
| *All qualifier will start at 08:00 GMT and finish at 23:59 GMT | |

7.0 Competition Format

7.1 Format

The Porsche Asphalt Series 2023 features 3 standalone tournaments across 3 devices, IOS, Android and Windows. Each of these tournaments feature 4 qualifiers and a live final.

7.2 Qualifiers

Each qualifier takes place across a 1 week period where the top times from the week will be qualified into the Finals. There are 4 qualifiers per device in total.

- Tracks and cars per qualifier:
 - Qualifier I: San Francisco - Bridge Finale - Porsche 911 GT2 RS Clubsport.
 - Qualifier II: Cairo - Thousand Minarets – Porsche 918 Spyder.
 - Qualifier III: Nevada - Dam Buster – Porsche Taycan Turbo S.
 - Qualifier IV: Shanghai - People's Square Dash – Porsche Carrera GT.

7.3 Finals

- The LAN finals will take place in Barcelona, Spain on April 27th 2023 with all players in attendance.
 - The top 4 iOS players from the 4 qualifiers advance to the iOS finals.
 - The top 4 Android players from the 4 qualifiers advance to the Android Finals.
 - The top 4 Windows players from the 4 qualifiers advance to the Windows Finals.
- There are 3 standalone finals (one per device) each featuring a 1v1 single elimination bracket. Each match will be best of 3 races with the exception of the Grand final and the 3rd place play off match which will both be best of 5 races.
- The tracks and cars for the finals will be chosen by the tournament organiser and will not be revealed to the players ahead of time.

8.0 Prizes and Prize Money

8.1 Qualifiers

All players will be eligible to receive the in-game rewards listed in this table, even if they do not register for the qualifiers or meet the player eligibility restrictions:

| All Players | | | | | | | |
|-------------|--------------------|----------|-------------------|----------|---------------------------|----------|------------------|
| Position | Reward 1 | Amount 1 | Reward 2 | Amount 2 | Reward 3 | Amount 3 | Total value in € |
| 1% | Gacha Class S High | 3 | Gacha Class S Low | 3 | Qualifier Exclusive Decal | 1 | €16.47 |
| 5% | Gacha Class A High | 3 | Gacha Class A Low | 3 | Qualifier Exclusive Decal | 1 | €9.84 |
| 25% | Gacha Class B High | 3 | Gacha Class B Low | 3 | Qualifier Exclusive Decal | 1 | €6.84 |
| 50% | Gacha Class C High | 3 | Gacha Class C Low | 3 | Qualifier Exclusive Decal | 1 | €4.32 |
| 100% | Gacha Class D High | 3 | Gacha Class D Low | 3 | Qualifier Exclusive Decal | 1 | €3.45 |

The Qualifier Exclusive Decal is unique for every qualifier and can only be obtained on that particular qualifier.

Registered participants will additionally be eligible to win the following prizes via sweepstake competition:

| Registered and Eligible Players | | | |
|---------------------------------|----------------|---|-----------------|
| Qualifier | Benchmark time | Prize Sweepstake | Total Value € |
| Qualifier I | 1:45,971 | TAG Heuer Connected Calibre E4 Watch (x1) | 1.750,00 €/unit |
| Qualifier III | 1:39,129 | | |
| Qualifier II | 1:24,712 | BOSE QuietComfort Earbuds II (x4) | 319,00 €/unit |
| Qualifier IV | 2:00,978 | | |

- Qualifiers are ordered 1, 3, 2 & 4 on purpose.
- Two independent sweepstakes will be held:
 - One for the BOSE prizes.

- One for the TAG Heuer prize.
- Every qualifier in which eligible participants beat the benchmark time will grant one entry for the corresponding sweepstake. If a player beats the benchmark time for all 4 qualifiers, they will have a total of 2 entries per sweepstake.
- Winners will be chosen by Gameloft at random once the qualifiers are over. They will be contacted using the email provided upon registration and will be asked to provide shipment details.
- Participants will have 48h to reply to Gameloft's email. Once that time has passed, Gameloft reserves the right to disqualify that player and choose a new winner.

8.2 Finals

| Prizes per OS* | | | | |
|----------------|------------|--|----------------------|------------|
| | Cash Prize | Physical Prizes | Physical Prize Value | Total |
| 1st | 2.500,00 € | TAG Heuer Connected Watch Calibre E4 Porsche Edition | 2.650,00 € | 5.150,00 € |
| 2nd | 1.250,00 € | BOSE QC45 Headphones | 349,00 € | 1.599,00 € |
| 3rd | 750,00 € | BOSE QuietComfort Earbuds II | 319,00 € | 1.069,00 € |
| 4th | 500,00 € | - | 0,00 € | 500,00 € |

*Operating System (Android, iOS & Windows/XBOX/Steam)

9.0 Travel and Accommodation

9.1 Expenses

- Travel and accommodation for the LAN finals in Barcelona, Spain will be provided for the qualifying player only.
- Players who qualify to compete in the LAN finals must have all necessary visas, passports or other travel documents for travel to Barcelona, Spain, and agree to comply with any COVID-19 guidelines provided by Tournament Officials.
- Players under the age of 18 will be required to travel with a parent or legal guardian. In such cases, the parent or guardian of a player under the age of majority will need to cover their own travel expenses.

9.2 Accessibility and Dietary Requirements

- Before attending the LAN finals all participants will be asked of their accessibility or dietary requirements. Adequate provision cannot be guaranteed if these factors are not declared before attending in person.

10.0 Player Nicknames

- A player's official nickname and player ID will be selected at the time of registration and may not be changed at any time without the prior written approval of Tournament Officials.
- A nickname may not include any word or phrase in any language that is offensive, toxic or hurtful.
- A nickname may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Gameloft, Asphalt 9 or any third party.
- Tournament officials reserve the right to reject any nickname selected by a player for any reason and to require the player to select an alternate name that complies with these rules.

11.0 Game Version

- Qualifiers and Finals will use the latest version of Asphalt 9: Legends available for that operating system.
- Participants are responsible for updating their game version for qualification.
- Devices with the latest game version will be provided for LAN Finals.

11.1 Operating Systems (OS)

- Separate Qualifiers and Finals will be hosted for each OS:
 - iOS
 - Android
 - Windows/PC - available through Steam or XBOX
- iOS and Android versions must be played on a mobile device smartphone or tablet, emulators can not be used for these platforms.
- Once a player is qualified they may not change which OS they compete on for the Finals.
- Players may only qualify for a single OS. If a player has already qualified for the LAN finals they will be disqualified from qualifying in future qualifier rounds in other OSs.
- If a player has qualifying times in multiple OSs, in the same qualifier round, they will be asked which OS they wish to compete on.

12.0 Race Area

- The Race Area is defined as the competitive space where players will compete during the LAN Finals.
- Any space which is captured on camera as part of the Race Area will also be defined as the Race Area.

12.1 Personal Wireless Devices

- Mobile phones, smart watches, tablets, and all other wireless devices should be turned off and kept outside of the Race Area.

- The Tournament Officials will provide a space for personal belongings to be stored outside of the Race Area.

12.2 Food and Drink

- No food is allowed in the Race Area. Drinks are permitted in the Race Area only in approved re-sealable containers.
- Tournament officials will provide such containers to players upon request.

13.0 Race Process

13.1 Changes to Schedule

- Tournament officials may, at their sole discretion, re-order the schedule of Races within a given day and/or change the date of a Race to a different date or otherwise modify the schedule of Races.
- In the event that the Tournament Officials modify a Race schedule, they will notify all players as soon as possible.

13.2 Punctuality

- Players participating in an official Race are required to be fully ready in the respective Game Lobby no later than the time specified by Tournament Officials in the provided schedule.
- If a Player is not fully ready at the specified times, penalties may be applied.
- If a Player does not show up at the specified time for any of their Races, due to unforeseen circumstances, Players must inform Tournament Officials immediately. Tournament officials may postpone, suspend or cancel the Race at their sole discretion.

14.0 Media obligations and rights

- All players must be available for media obligations around the finals, included but not limited to, player photos, player videos, interviews (recorded and live).
- All players grant Gameloft, and all other tournament sponsors, the right to use any media content, including photos and videos produced in relation to the Porsche Asphalt Series 2023 for any promotion purpose.

15.0 Crashes

In the event of game or device crashes restarts will happen at the discretion of Tournament Officials.

16.0 Code of conduct

All participants agree to behave in an appropriate and respectful manner towards other participants, administration staff, the press and spectators. Any sort of harassment should be reported to the Tournament administrators immediately. Harassment includes, but is not limited to: Offensive statements, hate speech, actions related to gender, expression, age, sexual orientation, disability, physical appearance, race or religion. Each player is expected to compete within the spirit of the game. Anyone breaking this code of conduct may be punished including removal from the tournament.

17.0 Cheating

- Any counts of cheating is strictly prohibited, including but not limited to:
 - Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
 - Bribing a tournament administrator.
 - Match fixing or colluding with another competitor.
 - Hacking or modifying the game.
 - Intentionally exploiting any game function such as a glitch or a bug to gain a competitive advantage.
- At the end of each qualifier all times will be checked by Gameloft staff to determine if any exploitation or cheating has taken place.

18.0 Disciplinary Action and Sanctions

- The tournament organiser reserves the right to remove from the competition any player found to have violated the rules.

19.0 Release

Participants agree to release, indemnify, defend and hold Promod, Gameloft, the other Tournament sponsors, and their respective parents, affiliates, subsidiaries, directors, officers, employees, and agents, including advertising and promotion agencies (collectively, "Releasees") harmless from any and all claims, injuries, damages, expenses, or losses to person or property and/or liabilities of any nature that in any way arise from participation in the Tournament or acceptance or use of a prize or parts thereof, including without limitation (i) any condition caused by events beyond Releasees' control that may cause the Tournament to be disrupted or corrupted; (ii) any injuries, losses, or damages (compensatory, direct, incidental, consequential, or otherwise) of any kind arising in connection with or as a result of any prize, or acceptance, possession, or use of any prize, or from participation in the Tournament; and (iii) any printing or typographical errors in any materials associated with the Tournament.