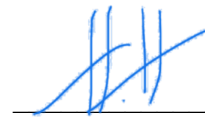


APPROVED BY
Phygitel International FZCO
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CEO
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TECHNICAL RULES
of the International Multisport Tournament
“GAMES OF THE FUTURE”
to be held for a period
from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE
(Battle Royale)

I. GENERAL

1. Glossary and Abbreviations

Athlete/Player/Participant is an individual participating in the Competitions, including those who have submitted an application for the Competition.

Bug means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes Fortnite and/or a hardware device to behave in unintended ways.

Captain is one of the athletes of the Team, who communicates with the Competition organizers on behalf of the Team.

Chief Panel of Judges (CPJ) is an authorized body formed by the Phygital International FZCO in order to ensure compliance with each Competition's Regulatory Documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competitions.

Competition is the International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled "GAMES OF THE FUTURE" (Battle Royale. Featuring Fortnite).

Epic is Epic Games, the Developer of the Fortnite videogame.

Elimination means an occurrence where one player entirely depletes the HP and Shield (if any) of another player. Elimination credit is determined by:

- the action feed located at the bottom left corner of the gameplay screen
- the UI illustrating the total number of eliminations earned during a single Match.

However, elimination credit shall not be awarded to a player for any portion of a Match following such player's elimination.

Fortnite is a type of program (a videogame) of the Battle Royale sports discipline of the eSports sport.

Ingame participant's ID is ID number of the Participants game account.

Intentional Disconnection means a player losing connection to Fortnite due to the player's actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

LAN is a format for hosting a competition or its stage of a competition where participants compete in specially equipped FoP in the same or adjacent rooms under the direct control of the referees.

Leaderboard means the in-game leaderboard for each Session.

Match (game / map) means a single instance of competition within Fortnite that is played until a player or team achieves a Victory Royale in match.

Nickname is the name of the participant, which is used in the game.

Organizer is Phygital International FZCO, a company duly incorporated and existing under the laws of the United Arab Emirates, having trade license number DMCC-861365, with its registered office at Unit No: 802-006, Platinum Tower, Plot No: JLT-PH1-I2, Jumeirah Lakes Towers, P.O. Box 450297, Dubai, United Arab Emirates.

Phygital Sports is a complex competitive activity based on the integration of functional and digital segments, which are implemented either in stages during the competitive process within the framework of one competitive action, united by a combined result or score.

Rank means the position that the team took based on the results of the Match (without score by Elimination). For example - Victory Royale is Rank #1.

Regulatory Documents are the Rules and Regulations, the Technical Rules, the Disciplinary Regulations, the Regulations on the Prize Fund of the Competition, the Regulations on the Chief Panel of Judges and Referee Panels, decisions issued by the Chief Panel of Judges and the WPC Disciplinary Committee, as well as other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

Referee is an authorized person responsible for ensuring compliance with the Rules and Regulations, the Technical Rules and another Regulatory documents.

Rules and Regulations are the rules and regulations of the International multisport tournament Games of the Future 2025.

Server Crash means all players losing connection to Fortnite due to an issue with the game server.

Session means a set of Matches that is played until a winner or multiple winners are determined by one of the following methods: completion or winning of a set number of Matches and according to the Competition organization system stated by the Technical rules.

Single Elimination system is a system of holding the competition, where a competition participant is eliminated from the competition after losing a match.

Team is a group of Athletes, who have been admitted to participate in the Competitions and who are competing in accordance with the Rules and Regulations.

Technical Rules are a regulatory document that defines the terms of and procedure for holding the Competition in the Battle Royale. Featuring Fortnite Tournament.

Unintentional Disconnection means a player losing connection to Fortnite due to problems or issues with the game client, platform, network, or PC.

Victory Royale means an occurrence where a player or team meets the victory conditions of the current game mode of the Match being played. Typically, this refers to obtaining a first-rank placement finish.

WPC, or World Phygital Community Limited, is a non-profit, non-governmental organization registered in Hong Kong (Business Registration No. 75641205, Chapter 622 of the Laws of Hong Kong). It provides direction and oversight for introducing and promoting Phygital Sport internationally.

WPC Discipline mean Phygital Shooter, Phygital Basketball, Phygital Football, Phygital Dancing.

WPC Disciplinary Committee is the disciplinary authority of WPC, which applies sanctions to individual subjects of Phygital Sports in accordance with the procedure provided for by the WPC Disciplinary Regulations.

WPC Disciplinary Regulations are Disciplinary Rules and Regulations approved by WPC.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

For Technical Rules purposes, the term Competition refers to the entirety of the International multisport tournament Games of the Future 2025 when applicable.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory Documents.

2. General Provisions

- 2.1. The Competition is held in the Battle Royale. Featuring Fortnite sports discipline in compliance with the Regulatory Documents.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The official communication channels during the Competition include the game lobby or direct personal communication between the participants (team representatives) and Competition officials.
- 2.4. Competition participation is allowed for persons who have reached the minimum age - 13 years at the time of filing the application for participation in the Competition.

3. Competition Organization System

- 3.1. Twenty (20) teams, each with two (2) athletes, will participate in the competition. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 2 (two) people, who may include coaches, team officials, representatives of administrative and technical staff. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Competition are playing the Session (a set of Matches). During the Session teams are playing 12 matches.
 - 3.2.1. Teams must ensure that participants and their representatives are present in the following order: only two (2) athletes participating in the match shall be placed on the FoP.
- 3.3. Session is held in 2 days.

Teams play 6 (six) matches per day with the break after 3rd match of the day.

The Fortnite game client records and reports a player's score at the end of each player's participation in a Match.

Score points in the Match:

Points per rank:

Rank	Points per rank
1st	10 points
2nd	9 points
3rd	8 points
4th	7 points
5th	6 points
6th	5 points

7th	4 points
8th	3 points
9th	2 points
10th	1 point
11th-20th	0 point

Points per each Elimination: 1 point.

Matches are held in accordance with the Technical Rules, Rules and Regulations and other Regulatory documents. The Competition format is LAN.

- 3.4. The Organizer establishes and communicates the Competition schedule, including dates, times, locations of the Matches, and the lineups for the semi-final pairs, well in advance of the Competition.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial referees;
- 2) access their competition results through a designated team representative;
- 3) contact the Chief Panel of Judges through a team representative or a coach; and
- 4) address the WPC Disciplinary Committee according to established process outlined in the WPC Disciplinary Regulations and the Regulatory Documents.

4.2. Competition Participants shall:

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) throughout the Competition, use their personal gaming accounts that were specified in the application to participate in the Competition; using third-party gaming accounts is not allowed, as well as using multiple gaming accounts and transferring them to third parties;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Competition Field of Play for the Competition, as established by the draw;
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 8) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;

- 9) comply with the dress code and other requirements for the appearance of the Competition Participants, as approved by the Organizer;
- 10) follow the rules of good sportsmanship and fair play;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign and provide any required information if needed;
- 12) ensure that participants and team representatives are present only as prescribed by the Regulatory Documents;
- 13) Upon request of the Organizer or Referees, provide the Ingame participant's ID and Nickname.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or his assistants;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the provisions of the Technical Rules, Rules and Regulations, other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use any items, equipment or gear which are not provided for by the Rules and Regulations, the Technical Rules or other Regulatory Documents of the Competition and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of wrongful influence include, but are not limited to:
 - intentional loss for any reason;
 - playing for the benefit of another Participant to help that Participant;
 - rigged Matches in any form;
 - a collusion to share a cash or other prize;

4.3.1. Each player is expected to play within the spirit of Fortnite and these Technical rules and Regulatory Documents at all times during any Match. Any form of unfair play is

prohibited by these Technical Rules and Regulatory Documents and may result in disciplinary action. Examples of unfair play include the following:

- collusion (as defined below), match fixing or throwing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Competition;
- hacking or otherwise modifying the intended behavior of the Fortnite game client;
- using any kind of cheating device, program, or similar cheating method to gain a competitive advantage;
- intentionally exploiting any game function (e.g., an in-game Bug or glitch) in a manner not intended by Epic or Referees in order to gain a competitive advantage;
- using distributed denial of service attacks, swatting, or similar methods to interfere with another Participant's connection to the Fortnite game client.
- using macro keys or similar methods to automate in-game actions;
- Intentionally disconnecting from a match without a legitimate reason for doing so;
- utilizing outside assistance regarding the location of other players, other players' health or equipment, or any other information not otherwise known to the player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a Match);

4.3.2. Players may not work together to deceive or otherwise cheat other players during any Match ("Collusion"). Examples of Collusion include the following:

- teaming: Players working together during the Match while on opposing teams;
- planned movement: Agreement between two (2) or more opposing players to land at specific locations and move through the map in a planned way before the Match begins;
- communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players;
- item dumping: Intentionally dropping items for an opposing player to collect;
- feeding: Intentionally allowing oneself to be eliminated by an opposing player.

4.3.3. The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Regulations and other Regulatory Documents.

- 4.4. During Competition matches, coaches, team officials, representatives of administrative and technical staff are not allowed to communicate with players. Any teams found violating this rule will be penalized, including possible disqualification from the competition.
- 4.5. During the match, participants are prohibited from having mobile phones, electronic and smart devices, electronic or mechanical watches, jewelry and other items at the discretion of the referee that were not provided by the organizer. This equipment and accessories are left for storage in a special area.
- 4.6. Participants are prohibited from changing their in-game Nickname during the Competition.
- 4.7. The name used by a team or player's Nickname may not include or make use of the terms Fortnite, Epic, or any other trademark, trade name, or logo owned by or licensed to Epic.

- 4.8. The name used by a team or player's Nickname cannot be an impersonation of another team, player, streamer, celebrity, government official, Epic employee, or any other person or entity.
- 4.9. By participating in the Competition, to the extent permitted by applicable law, Participants agree to release and hold harmless Epic, its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the Competition.

5. Refereeing

- 5.1. The composition of the Brigade of Referees for Competition Matches shall be determined as stipulated by the Rules and Regulations and other Regulatory Documents.
- 5.2. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory Documents.
- 5.3. The referee (Chief Referee of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the competition begins.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the norms and rules stipulated by the Rules and Regulations, Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition participant violates a rule not explicitly outlined in Rules and Regulations or the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Panel of Judges, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions stipulated by the Rules. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.
- 6.3. If a match start or a match course is delayed by more than 10 minutes, the participant may be forfeited unless other sanctions are specified in the Special Part of the Technical Rules.
- 6.4. Intentional disruption of matches as well as undisciplined behavior during the Competition may subject the offender to sporting sanctions including disqualification.
- 6.5. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.6. Participants who have the record of being blocked by the publisher and/or manufacturer of a video game, and who have been caught cheating, including for the use of banned software, and who have a reputation that will adversely affect the public perception of the Competition, may not be allowed to participate, or may be disqualified without the right to appeal.

7. Appeals

- 7.1. An appeal against the result of a Match may be filed by the Captain or a representative of the Team in connection with a violation of the Regulatory Documents of the Competition, in the manner stipulated in Rules and Regulations.

8. Determination of the Winner and Prize-winners

- 8.1. If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, according to the WPC Disciplinary Regulations and the Regulatory Documents, the winner of the Competition shall be the team that earned more scoring points in the Session. Subsequent places are distributed according to the points scored.

If two or more teams have an equal number of points in a Session, they are distributed according to tiebreakers.

Tiebreakers will be determined in the following order:

- 1) total points scored in the Session;
 - 2) total Victory Royales (1st rank) in the Session;
 - 3) total points score for the match rank in the Session;
 - 4) total points score for the eliminations in the Session;
 - 5) Comparison of the number of 2nd rank finishes in Matches during the Session. In the event of a tie, the number of 3rd rank finishes in Matches during the Session is compared. In the event of a tie, this comparison procedure continues sequentially for rank 4th through 20th in Matches during the Session;
 - 6) Rank in last match in session (without score by Elimination).
- 8.2. The teams that secure second and third place in the Competition are honored as prize-winners of the Competition.
- 8.3. Award procedure for the winner and prize-winners shall be determined by the Organizer.

II. SPECIAL PROVISIONS

9. The specifics of holding Fortnite.

- 9.1. The game lobby is created by the match referee.
- 9.2. Only the participants of the Competition and the official referees and official spectators of the Competition who are registered for the current match are allowed in the game lobby.
- 9.3. Game format:

Platform: PC (keyboard+mouse / gamepad);

Server region: Middle East;

Game mode: Fortnite Reload Zero Build;

Team size: Duos / 2 players;

Lobby size: 20 Teams (20 Duos / 40 players).

- 9.4. Pauses.

9.4.1. There are no pauses during the match.

- 9.5. Technical Issues.

9.5.1. Due to the nature and scale of online competition, except as otherwise determined by Referees in its sole discretion, Matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by Referees in its sole discretion, any bug encounters must be played through and will not be cause for a remake.

9.5.2. Players are prohibited from taking advantage of or otherwise exploiting any bug that allows a player to participate in any Competition round or stage without having first qualified for such round or stage pursuant to the terms of these Rules.

9.6. Restarting the game.

9.6.1. If necessary, the decision to restart the game is made by the match referees.

10. Compulsory uniform (equipment)

- T-short with long or short sleeves;
- Jeans or trousers;
- All team members must wear same design T-shirts and trousers (jeans);
- Track suit trousers are not allowed;
- Neutral color (black or white) equipment is allowed.

11. Slogans, statements, images and advertising on the Equipment

- 11.1. All participants' uniforms (equipment) must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- 11.2. Uniform (equipment) must not have any kind of religious, political statements and/or images displayed on it.
- 11.3. The Organizer determines the participant's uniform (equipment) and sets the requirements for placing advertisements and sponsor/partner integrations. All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Rules and Regulations.

12. Final provisions

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision. Participants will not receive additional notification of such revisions.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, the decisions made by the Chief Panel of Judges, the WPC Disciplinary Committee, and other applicable Regulatory Documents of the Competition.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer (Chief Panel of Judges). This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.
- 12.4. The Competition is not sponsored, endorsed, or administered by Epic. The information Participants provide in connection with the Competition is being provided to the Organizer and not to Epic.