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Subdivision Battle RULES

These rules constitute a supplemental agreement to the game's Licensing Agreement and do not supersede it.

Basic definitions:

- **Subdivision Leader (Leader)** – You – the player (user) who leads a subdivision
- **Subdivision** – a group (association) of up to 35 players united to participate in Subdivision Battles.
- **Subdivision Battle** – an in-game event in which various subdivisions compete against each other to earn rating points for further advancement in the rating system.
- **Rating** – a point system used to determine the relative strength of a subdivision for placement within the rating system.
- **Rating System** – a system in which subdivisions are placed according to their relative strength, expressed as a numerical value.
- **Rating Points Overflow** – a situation in which one subdivision intentionally loses a Subdivision Battle so another subdivision receives its rating points and rises higher in the rating system.
- **Subdivision Tag** – a verbal designation that individualizes a subdivision.

The current terms and procedures for forming and participating in a subdivision are specified directly in the game.

Subdivision Battles consist of three sub-modes:

1. Brawl
2. Tournament
3. Base Capture

During these stages, subdivision members must capture key points on the map to earn battle or mode points and to advance their subdivision, including within the rating system.

As a subdivision leader, you play a key role in ensuring that each member complies with our Rules and Licensing Agreement. We're confident that you can make this process clear and smooth for the entire team.

In Subdivision Battles, subdivision members are prohibited from:

1. Engaging in actions that violate clause 4.1.3 of the Licensing Agreement and are aimed at gaining an advantage during Subdivision Battles.

2. Providing access to your account to subdivision members or third parties, including in violation of clause 4.1.2 of the Licensing Agreement.
3. Intentionally transferring player rosters between subdivisions in the short term in order to increase rating points during a competitive season.
4. Engaging in the actions listed below in exchange for funds in any (fiat) currency in any form of receipt, including for any paid services, or for the sale, purchase, or trade of anything:
 1. Organizing, conducting, or participating in fixed battles, including in order to create a rating points overflow.
 2. Providing subdivision management services.
 3. Providing a position in a subdivision, including the leader position (either temporarily or permanently).
 4. Acquiring other in-game objects by any means at any stage of Brawl, Tournament, or Base Capture play.
5. Engaging in the actions listed below in exchange for in-game items and/or game currencies during the preparation and conduct of tournament battles:
 1. colluding or making agreements regarding battle results;
 2. transferring or receiving in-game valuables (currency, items), as well as any third-party services in exchange for winning battles or other results;
 3. engaging in any other manipulations that artificially influence battle outcomes, placement in the rating season, and other results.
6. Using words and phrases in subdivision names and/or tags that directly or indirectly (veiled/with alteration of any letters or words) violate clauses 4.1.7 and 4.1.12 of the Licensing Agreement.
7. Using words, phrases, materials, or objects in any form (text, audio, video, image, etc.) in subdivision names and/or tags, as well as in correspondence and communication within the subdivision or with players from other subdivisions, that:
 1. Violate any property or non-property rights or interests of any third parties, including the dissemination/disclosure of personal data of any individuals, including EXBO employees, or information about their private lives constituting personal or family secrets.
 2. Contain military or political agitation, military and/or political symbols, emblems, or other identifying marks.
 3. Violate or contain calls to action that violate the legislation of the Russian Federation.
 4. Can be used to justify or legitimize extremism, contain agitation inciting social, racial, national, or religious discord, contain discrimination on any grounds, or contain insults, threats, or slander.
 5. Contain any form of advertising and advertising materials, as well as materials that may be considered advertising of any third parties, their goods, products, or services.

6. Mention in any form and/or advertise gambling, black markets for in-game items (including markets, marketplaces), sports betting, or other services requiring additional licensing under the legislation of the Russian Federation.
7. Violate the rights and interests of EXBO, harm its business reputation, the reputation of the game, or the honor and dignity of game users (players) or employees of EXBO.
8. Violate the Licensing Agreement.

Liability for Violation of the Rules

Violation of the terms and clauses of the Rules or the Licensing Agreement is punishable by:

- I.** Suspension of subdivision activities for a period determined by EXBO.
- II.** Recalibration of the subdivision's rating points (Rating) to the original or another value at EXBO's discretion.
- III.** Revision of the subdivision treasury to the original or negative values at EXBO's discretion.
- IV.** Temporary or permanent removal of any member from the subdivision.
- V.** Temporary blocking of a character or account.
- VI.** In case of repeated violations of the Rules, the subdivision may be deleted and the violator's account may be subject to permanent blocking.
- VII.** Forced change of the subdivision name and/or tag.

EXBO has the right to monitor compliance with these Rules, track possible violations, and take appropriate measures at its discretion, either jointly or individually.

EXBO has the right at its discretion to change the name and/or tag of a subdivision at any time, block or delete a subdivision, or terminate the participation of any subdivision members, including the leader, either temporarily or permanently.

In all other matters not covered by these Rules, the Parties are governed by the Licensing Agreement.

The development team wishes you success in developing your subdivision fairly and creating a cohesive roster. We trust that following the Rules for subdivision leaders will help you avoid violations of the Licensing Agreement and the resulting penalties. Good luck, leaders!