Genshin Impact SEA Carnival

Online Qualifier Ruleset

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1.   Tournament Structure

1.1.   Definition of Terms

Player. Any confirmed individual participating in Genshin Impact SEA Carnival.

Team. A group of players forming one side in the Genshin Impact SEA Carnival.

Team Member. A player involved in the Team. Maximum 3 Players per Team.

Challenge. Each tournament fixture, focusing on one or more pre-confirmed in-game challenges.

Domain Challenge. In-game challenge referring to the Domain fixture, starting from the Domain Entrance until the stage is cleared.

Sprint Challenge. In-game challenge that refers to the overworld fixture, starting from the Domain location, until the Team screenshots their character at the required location.

SEA Carnival. Abbreviation of Genshin Impact SEA Carnival.

Carnival Official. Any individual confirmed to be involved in the tournament organization including the post-event process as well as prior events of the tournament.

1.2.   Registration Format

i.   **Registration Date:** 12 November - 24 November 2022. Registration may be closed early if the slots are full.

ii.   **Slots Availability: 64 Teams maximum**. Slots will be given accordingly based on the first come, first serve basis for the teams that have followed the registration and confirmation process.

iii.   Players will be required to submit the necessary basic information as indicated in the registration document.

iv.   Each Team must register its roster using the online tools provided by Tournament Organizer.

v.   After registration, Teams will need to confirm their registration via the confirmation procedures that will be provided via an auto-reply mail.

vi.   The Carnival Officials will review the registration details accordingly prior to confirming the Team's slot.

vii.   No changes to a Team's roster will be permitted after a Team's registration has been processed and confirmed without the prior approval of the Tournament Organizer (including for changes due to sickness, force majeure, etc.).

1.3.   Player Eligibility

i.   **Player Age.** Players must be 18 calendar years old (have celebrated their 18th birthday) by the time the tournament qualifier starts.

ii.   **Multiple Teams.** Players may not register, play or contract with more than one Team at a time at any stage of the SEA Carnival.

    iii.   **Residency.** All players registering must be citizens, or permanent residents from any of the SEA countries: Brunei, Cambodia, East Timor, Indonesia, Laos, Malaysia, Myanmar, Philippines, Singapore, Thailand or Vietnam.

    iv.   **Game Preparation.** Players participating in this tournament are required to download the developer version of Genshin Impact (required 160GB space) and will be required to use the developer account provided by the Tournament Organizer prior to the start of the Online Qualifier.

1.3.1.   No Cognosphere Affiliates

Team Members may not be employees of Cognosphere PTE. LTD., the IO Esports PTE. LTD. or any of their respective affiliates at any point during the Genshin Impact SEA Carnival.

1.4.   Team and Roster

1.4.1.   Roster Requirements

    i.   Each team is required to maintain three players in their roster at all times for the SEA Carnival.

    ii.   Each Team will have a designated Captain who will be the main representative of the Team when communicating with the Carnival Officials.

    iii.   All players of the Team must be from the same country they registered under when submitting the application.

    iv.   Officials shall have the right to disqualify any Team with an incomplete and/or ineligible roster at any stage of the SEA Carnival.

1.4.2.   Team Name and Logo

    i.   The Team's name will be selected at the time of registration and may not be changed at any time during the SEA Carnival without the prior written approval of the Tournament Organizer.

    ii.   All Team names must be different and unique.

    iii.   Team Logo shall be collected from the Teams that qualified to the Playoffs stage by the Carnival Officials.

    iv.   Teams will need to submit their logo with the specified requirements within the set deadline that will be informed by the Carnival Officials to the Team.

    v.   Team Logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of

Cognosphere, Genshin Impact or any third party without the prior written approval of the Tournament Organizer.

vi. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful.

1.4.3. Player Name

A player's gamer tag or in-game nickname ("Nickname") will be selected at the time of registration and may not be changed at any time during the SEA Carnival without the prior written approval of the Tournament Organizer.

A Nickname may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Cognosphere, Genshin Impact or any third party without the prior written approval of the Tournament Organizer.

1.4.4. Player Apparel

Team Members shall, during all public-facing Tournaments (including LAN Events and Online Events that are streamed to the public and all Media Events, if any), wear appropriate attire. Where applicable, Players must wear long pants and closed toe shoes.

The Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed to conflict with these Competition Rules.

1.5. Acceptance of Competition Rules

All players must agree to these Competition Rules and the Registration Rules in order to participate in the SEA Carnival. A Team Member may accept these Competition Rules by registering and confirming their participation in the SEA Carnival in accordance with the Registration Rules.

1.6. Privacy Policy

By participating in this Tournament, each Team Member will be deemed to have read and accepted Cognosphere PTE. LTD. "**Cognosphere**" Privacy Policy, which can be found at https://genshin.hoyoverse.com/en/company/privacy.

2. Tournament Format

2.1. Warrior's Expedition

Teams will compete to complete a set list of objectives ranging from Domains to open

world exploration content in the order given within a limited time range. Players must stick together at all points in the competition, completing all content as a team. Any content completed without all team members will not be counted.

Domain Challenge - players will complete Domains in the game with their team as quickly as possible. Teams may exit the domain after the "Challenge Complete" text appears upon defeating the final enemy/completing the domain challenge.

Sprint Challenge - After finishing the Domain challenge and exiting the Domain, teams will move from the Domain to a designated location without the use of waypoints/any form of teleporting on the map. Teams then must take a picture using the in-game Kamera. Teams must take the picture in the diagrams demonstrated below and have all members of the team visible in the picture. Failure to do so may result in disqualifications or penalties to time.

Certain domains and/or location may require the Team to unlock via elemental totem puzzle.

2.2. Team Setup

Three players of the team will form a 3-character party. Challenge is split to two parts for each section: Domain Challenges, followed by Sprint challenge to a determined landmark.

For the Sprint Challenge, each player of the team will select a character prior and will be playing the same character throughout the qualifier attempt ("Overworld Party"). Sprint lineup cannot be changed after confirmation with the Carnival Officials, excluding where a certain element is needed to unlock puzzles/elemental totems.

For the Domain Challenges, refer to the Restrictions below on the Domain Party setups.

2.2.1. Main Restrictions

- Maximum Time Allotted: 1 Hour
- Limitation of 1 5-star character per party during Domain challenges.
- Bonus weightage points will be given if the team uses no 5-star characters in the party for the Domain challenges.
- Domain challenges must be completed on the hardest difficulty level possible (Recommended Party Level: 90).
- During the Sprint challenge, the players in the team must use different characters.
- Players may not change their chosen Sprint character throughout the Sprint challenge, excluding when an element is required for the Sprint challenge progression.
- Bonus weightage points will be given if the team uses no stamina reduction Exploration Talent in the party.

- For the Screenshot, teams will need to use the Kamera gadget and have all the players present in the screenshot with the Landmark noted based on the Screenshot given.
- Statue of Seven healing may only be used in-between Domain challenges (after the end of the current Sprint Challenge, and before the start of the next Domain Challenge, or if the Team retries the current Domain Challenge). Afterwards, the Team may teleport to the next Domain Challenge.

2.2.1.1.   5-Star Character List

5-Star	Element
Albedo	Geo
Aloy	Cryo
Arataki Itto	Geo
Cyno	Electro
Diluc	Pyro
Eula	Cryo
Ganyu	Cryo
Hu Tao	Pyro
Jean	Anemo
Kaedahara Kazuha	Anemo
Kamisato Ayaka	Cryo
Kamisato Ayato	Hydro
Keqing	Electro
Klee	Pyro
Mona	Hydro
Nahida	Dendro
Nilou	Hydro
Qiqi	Cryo
Raiden Shogun	Electro
Sangonomiya Kokomi	Hydro
Shenhe	Cryo
Tartaglia	Hydro
Tighnari	Dendro

Traveler	Anemo/Geo/Electro/Dendro
Venti	Anemo
Xiao	Anemo
Yae Miko	Electro
Yelan	Hydro
Yoimiya	Pyro
Zhongli	Geo

2.2.1.2. **Stamina Reduction Exploration Talent Character List**

Character	Exploration Talent
Candance	Decreases climbing Stamina consumption for your own party members by 20%.
Collei	Decreases gliding Stamina consumption for your own party members by 20%.
Kaedahara Kazuha	Decreases sprinting Stamina consumption for your own party members by 20%.
Kaeya	Decreases sprinting Stamina consumption for your own party members by 20%.
Razor	Decreases sprinting Stamina consumption for your own party members by 20%.
Sangonomiya Kokomi	Decreases swimming Stamina consumption of your characters in the party by 20%.
Shikanoin Heizou	Decreases sprinting Stamina consumption for your own party members by 20%.
Venti	Decreases gliding Stamina consumption for your own party members by 20%.
Xiao	Decreases climbing Stamina consumption for your own party members by 20%.

2.2.1.3. **Weapon Restriction**

There is **no weapon restriction** for the teams while doing the Domain Challenge.

2.2.1.4. **Food/Buff Restriction**

There is **no food buff restriction** for both players in the party.

2.3. Domain Challenges and Landmarks

Domains will need to be challenged in the order listed below. For the last Domain challenges, teams will need to sprint to the Screenshot Landmark in the order given.

The routes shown in the Map Location are, by no means, the exact route to the Landmark from the Domain point. Teams are free to choose any route they wish to complete the Sprint Challenge.

Detailed Guide: **Genshin Impact SEA Carnival Sprint Challenge Locations Detailed Guidelines**

No	Domain -> Screenshot	Landmark	Region
1	Midsummer Courtyard	Starsnatch Cliff (Nighttime)	Mondstat
2	Valley of Remembrance	Dawn Winery	Mondstat
3	Ridge Watch	The Dragon's Core (Wyrmrest Valley)	Dragonspine
4	Hidden Palace of Zhou Formula (unlock via torch - Geo totem puzzle)	Wuwang Hill Peak	Liyue
5	Clear Pool and Mountain Cavern	Mt. Aocang Peak	Liyue
6	Domain of Guyun	Geo Hypostasis Peak	Liyue
7	Momiji-Dyed Court	Serpent's Head	Inazuma
8	Slumbering Court	Asase Shrine	Inazuma
9	The Lost Valley	The Chasm's Maw	The Chasm
10	Under the Umbrella's Shade (unlock via Dendro totem puzzle)	Mawtiyima Forest's Fishing Pond	Sumeru
11	Spire of Solitary Enlightenment	Sanctuary of Surasthana	Sumeru

Overall Order on the Teyvat Map

2.4. Scoring

The time taken to complete the Online Qualifier Challenge as a whole will be counted starting from the point where the host presses "Start" on the Domain Entrance screen for the first Domain, and ends at the point of when the last photo of the final Sprint Challenge is taken.

Time will be determined via the live stream. Teams will be required to submit additional details via a form given by the Carnival Officials in Discord.

Scoring will be determined via the fastest time taken by the team to finish all the challenges given above; or the most challenges done by the team in the time limit given.

Top 1 Team from each group will proceed to the Playoff stage. Should the Team qualified be unable to commit to the Playoff stage, the next team in rank will replace the team instead.

2.4.1. Tiebreakers

In the event where there is a tiebreaker for the teams in the groups. These will be used as tiebreaker weightage criteria for determining the rankings, in order:

a. Total time taken to clear the Domain of Blessing challenges. Teams with the faster time will be ranked higher.

b. No character usage with passive stamina reduction Exploration Talents per Sprint challenge (1 point per character). The team with more points will be ranked higher.

c. No 5-star character usage during Domain challenges (1 point per domain challenge with no 5-star characters). The team with more points will be ranked higher.

d. No 5-star weapon usage during Domain challenges (1 point per domain challenge with no 5-star weapon). The team with more points will be ranked higher.

2.5.   Tournament Schedule

Prior to the Qualifier starting, a Group Draw will be done to determine the Group the Team will be playing in.

Each group will have their predetermined 3-hour schedule where the teams will be required to do the Challenge in the set time period. This schedule will be further detailed out by the Tournament Organizer. Teams are not allowed to do the Challenge attempt outside of the scheduled period.

Group Draw Date: 25 November 2022

Qualifier Date: 26 - 27 November 2022

3.   In-Game Settings and Rules

3.1.   Game Version

Tournament Organizers shall provide the developer version of Genshin Impact resource link. This version shall be used throughout the SEA Carnival.

3.2.   Game Accounts

Player accounts will be provided by the Tournament Organizer. Player accounts are bound to the player and may not be used by other players until the end of the SEA Carnival. If a player loses access to their account, they may request to change their account by contacting the Carnival Officials. Their request to change is subject to approval by the Tournament Organizer.

Developer accounts may only be used for competition purposes exclusively. Any attempt to share account information with users outside of the competition, or usage of developer accounts for anything other than the SEA Carnival may result in disqualification and a loss of access to developer accounts.

3.3. Tournament Devices

All players will be using their own PC for the Online Qualifier stage. Only Windows or Mac OS will be allowed to be used for this stage. The PC used must have enough space for the developer version of Genshin Impact (which requires a minimum of 160GB space), have the recommended settings for running the game, and one of the player's PCs in the team must be capable of streaming their qualifier attempt.

3.3.1. Tournament Peripherals and Software

Players will only be allowed to use the standard peripherals needed to play the game (mouse, keyboard, headset). Any usage of peripherals, softwares or devices that may provide unfair advantage are not allowed in the SEA Carnival.

3.4. Tournament Internet

For online stages, players will be responsible for their own Internet connection. Internet speed must be sufficient to support the gameplay. For the player responsible for live streaming their Challenge, the Internet connection must also be sufficient for both gameplay and live streaming.

3.5. Streaming

All teams that are doing the Challenge during the Online Qualifier will be required to do an unlisted live stream showcasing their Challenge attempt to determine the team's ranking. There must be at minimum one player doing the live stream on behalf of the Team when the challenge is ongoing.

Below are the summarized streaming requirements. Teams can refer to the detailed guideline here: https://tinyurl.com/yc2drn4k

3.5.1. Streaming Requirements

i. **Livestream Platform:** The live stream can only be done on the Youtube platform in unlisted mode.

ii. **Team Member(s) will need to request the streaming access on Youtube at least 48 hours before the start of their Challenge schedule.**

iii. **Streaming settings:**
- Resolution: 1920 x 1080
- FPS: 60
- No delay set

iv. **Stream Title Format:** Team Name - Player Name - Genshin Impact SEA Carnival Qualifier Stream

v. Live stream VOD must be saved after the end of the stream.

At minimum, one Team Member is required to do the live stream. All three Team Members can also do their own live stream if they wish to do so.

3.5.2. Streaming Overlay

The live stream is required to have the 1-hour countdown timer included in the stream overlay. Refer to the detailed guideline on instructions of setting up and placement.

Player camera is not necessary. The live stream must not have any other elements blocking the gameplay.

3.6. Communication

The representative of a team will need to enter the official SEA Carnival Discord to confirm their registration. Discord is the main medium of communication for this tournament. At minimum, the representative must be in the Discord to communicate with the Carnival Officials prior to the start of the Online Qualifier.

However, all Team Members are required to enter the Discord, and claim their role at least one day before their Challenge schedule. All Team Members will be required to be in their assigned team voice channels when they are attempting their Challenge.

3.7. Game Bugs and Crashes

In situations where a player/team cannot continue the Challenge or are unable to play the game due to a critical bug, game crash, or any issues attributed to the game, the Team will need to attempt to resume the Challenge as soon as they are able.

3.7.1. Remaking or Replaying Challenge Attempt

Carnival Officials should be notified of any technical malfunction or other emergency immediately. Challenge remakes shall be remade only pursuant to the request of the Tournament Organizer. The Team can only proceed with the Challenge remakes with the approval of the Tournament Organizer and Cognosphere.

3.7.2. Solutions for Extreme Cases

Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, Cognosphere and the Tournament Organizer will make a judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which

might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way.

In making a determination to proceed with the Tournament or order the remake of a Challenge, Carnival Officials will use their best judgment and may consider, among other factors, the game progress time and whether the player making the report is delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating.

Under extreme circumstances, should the entire matches be rendered unplayable due to issues on the game's end, Tournament Organizer will provide further instructions.

3.8. Post-Game Process

Teams will be required to submit their Challenge details via a form that will be shared by the Carnival Officials within the set time given once their group schedule is over.

Carnival Officials will review, confirm and record all the results prior to calculating and determining the team rankings in the group.

The rankings will stay confidential and may not be shared publicly or to outside parties until an official announcement is made by the Tournament Organizer.

4. Playoffs

The champion of each group will proceed to the Playoffs stage, assuming that all 64 slots are confirmed and there are 8 groups for the Qualifier stage.

Playoffs Ruleset will be shared to the Qualified Teams in a separate documentation than this ruleset.

4.1. Playoff Team Confirmations

Carnival Officials will reach out to the Teams to confirm their availability to participate in the Playoffs stage. Should a Team is unable to commit for any reason irregardless, the slot shall be passed to the next best Team in their group, if applicable.

Should there are any changes to the groupings format, Tournament Organizer shall determine the Top 8 teams that will proceed to the Playoffs stage regardless.

4.2. Playoff Preparations

Teams that have qualified to the playoffs will be required to submit to the Tournament Organizer & Cognosphere the details below. We will be collecting these details via email , discord or direct messaging to the qualified teams. Please prepare the necessary document shown below.

I. Passport details must not be expired in the following 6 months (Scan Picture copy)
II. Guardian/Parental Consent Letter (if applicable)
III. Vaccination Status Document. (Scanned/Digital Certificate)
IV. Some countries may require visa documents to enter Malaysia (The playoff country). We will be assisting the players in their visa application.

5. Tournament Prize Pool

The prize pool is applicable for the Teams that qualify and participate in the Playoff stage.

Placement	Prize (USD)	Primogems
Champion	4,000	
1st Runner Up	2,000	
2nd Runner Up	1,000	1000/player
4th Place	1,000	1000/player
5th Place	500	500/player
6th Place	500	500/player
7th Place	500	500/player
8th Place	500	500/player

6. Code of Conduct

6.1. General Conduct.

6.1.1. Competitive Standards. All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, Carnival Officials, the Tournament Organizer, the media, sponsors and fans.

6.1.2. Competitive Integrity. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

6.1.3. **Sanctions.** A violation of these Competition Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and Carnival Officials in regard to violations of these Competition Rules are final and binding.

6.1.4. **Confidentiality.** Without consent of Cognosphere and/or Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Cognosphere, or the Tournament Organizer to the Team Member in relation to the SEA Carnival.

Team Members shall be obligated to keep the confidential or proprietary information provided by the Tournament Organizer. The "confidential or proprietary information" of Cognosphere and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Cognosphere, or the Tournament Organizer to a Team Member concerning or related to Genshin Impact, the SEA Carnival or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Cognosphere or the Tournament Organizer.

Confidential information includes, without limitation, development plans and release dates for updates to Genshin Impact, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the "reveal" at an Online Event or a LAN Event.

6.2. **Prohibited Conduct.**

Set forth below is a non-exclusive list of examples of prohibited conduct.

6.2.1. **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:
- Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
- Pre-arranging to prize money and/or any other form of compensation.
- Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

6.2.2. **Cheating.** Cheating is prohibited. Any modification of the Genshin Impact game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method, shall be deemed cheating. Cheating offenses will result in sanctions.

6.2.3. **Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of Genshin Impact. Exploiting offenses will result in sanctions.

6.2.4. **Ringing.** Playing under another player's account or Nickname, or soliciting or inducing someone else to play under another player's account or Nickname, is prohibited.

6.2.5. **Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to the SEA Carnival or Genshin Impact, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of Genshin Impact. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

6.2.6. **Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at the Event or against any competitor, fan or Carnival Official.

6.2.7. **Drugs, Illicit Substance and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member is required to report any violation of this rule to the Tournament Organizer.

6.2.8. **Unauthorized Communications.** During the Qualifier stage, communication by a player shall be limited to the other players on the Team.

6.3. Unprofessional Behavior

Set forth below is a non-exclusive list of examples of unprofessional behavior, all of which are prohibited.

6.3.1. **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

6.3.2. **Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.3.3. **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.3.4. **Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the SEA Carnival, Tournament Organizer, Cognosphere or its affiliates, sponsors, or Genshin Impact.

6.3.5. **Illegal Activity.** Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.

6.4. **Disciplinary Actions and Sanctions**

6.4.1. **Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches.

By agreeing to these Competition Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law.

Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

6.4.2. **Sanctions**

If the Tournament Organizer determines that a Team Member or a Team has committed a violations of these Competition Rules or the Registration Rules, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions:

a. Verbal or written public warning(s);
b. Score forfeiture(s);
c. Prize forfeiture(s);
d. Tournament forfeiture(s);
e. Forfeiture(s) of a slot;
f. Suspension(s); and
g. Disqualification(s) and ban(s), including from any future Tournaments or other events hosted by IO Esports PTE. LTD.

6.4.3. Repeated Infractions

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the SEA Carnival.

6.5. Final Determinations

Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The Tournament Organizer's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

7. Usage of Name and Likeness

7.1. Grants of Rights by Team Members

Each Team Member hereby grants Cognosphere, the Tournament Organizer and their respective affiliates permission to live-stream, broadcast or record his or her play of Genshin Impact at any Tournament or part thereof. Each Team Member hereby further grants to Cognosphere and the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with

   I.   The broadcast or streaming of any coverage of all or any part of a Tournament;
   II. The marketing and promotion of the SEA Carnival or any Tournament or part thereof; and
   III. The marketing and promotion of Genshin Impact.

7.2. Ownership of Genshin Impact Streams and Broadcasts

Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by Cognosphere or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

8. Limitations of Liability

8.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither Cognosphere, the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the

"Cognosphere Parties"), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Competition Rules, the Registration Rules, the SEA Carnival, any Tournament or Genshin Impact, or the delay or inability to use or lack of functionality of Genshin Impact, even if a Cognosphere Party is at fault and even a Cognosphere Party has been advised of the possibility of such damages.

8.2.   Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Cognosphere Parties arising out of or in connection with these Competition Rules, the Registration Rules, the SEA Carnival, any Tournament and Genshin Impact will be limited to a Team Member's direct damages in an amount not to exceed US$ 100. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Cognosphere neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Cognosphere's behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

9.   Dispute Resolution

9.1.   Governing Law

These Competition Rules will be governed by the laws of Malaysia without reference to its laws relating to conflicts of law.

9.2.   Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, SEA Carnival scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with Carnival Officials. The decisions of the Tournament Organizer and/or the Carnival Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3.   Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules will be referred to and finally resolved by binding arbitration administered by the Asian International Arbitration Centre who will adhere to the procedure established (either "AIAC Arbitration Rules" or "Fast Track Arbitration Rules", whichever that applies) in force when the notice of arbitration is submitted ("Arbitration Rules") in Kuala Lumpur. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules.

The seat of arbitration will be Kuala Lumpur and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these Competition Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4.   Remedies

Notwithstanding the foregoing, Cognosphere or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by Cognosphere or the Tournament Organizer of any of the provisions of these Competition Rules or the Registration Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain Cognosphere or the Tournament Organizer from operating any SEA Carnival event, conducting any Tournament or distributing any streams or other audiovisual content.

Neither Cognosphere nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these Competition Rules and the Registration Rules to any property of Cognosphere or any of its affiliates or group companies.

# APPENDIX I: Genshin Impact SEA Carnival Sprint Challenge Locations Detailed Guidelines

Overall Order of Domain Challenges

Definitions

- **Route:** The general path from Domain to the Screenshot Location. The route is not an exact path that the Teams need to follow.
- **Portion:** Colored area indicator.
- **Player Area:** The colored portion where all the Team players need to stand in. The characters must be seen in full in the screenshot.
- **Background:** The colored portion where the Kamera's general direction should point at for the Screenshot.
- **Points of Interest (P.o.I):** The landmark that needs to be included in the screenshot.

1. Midsummer Courtyard → Starsnatch Cliff Route
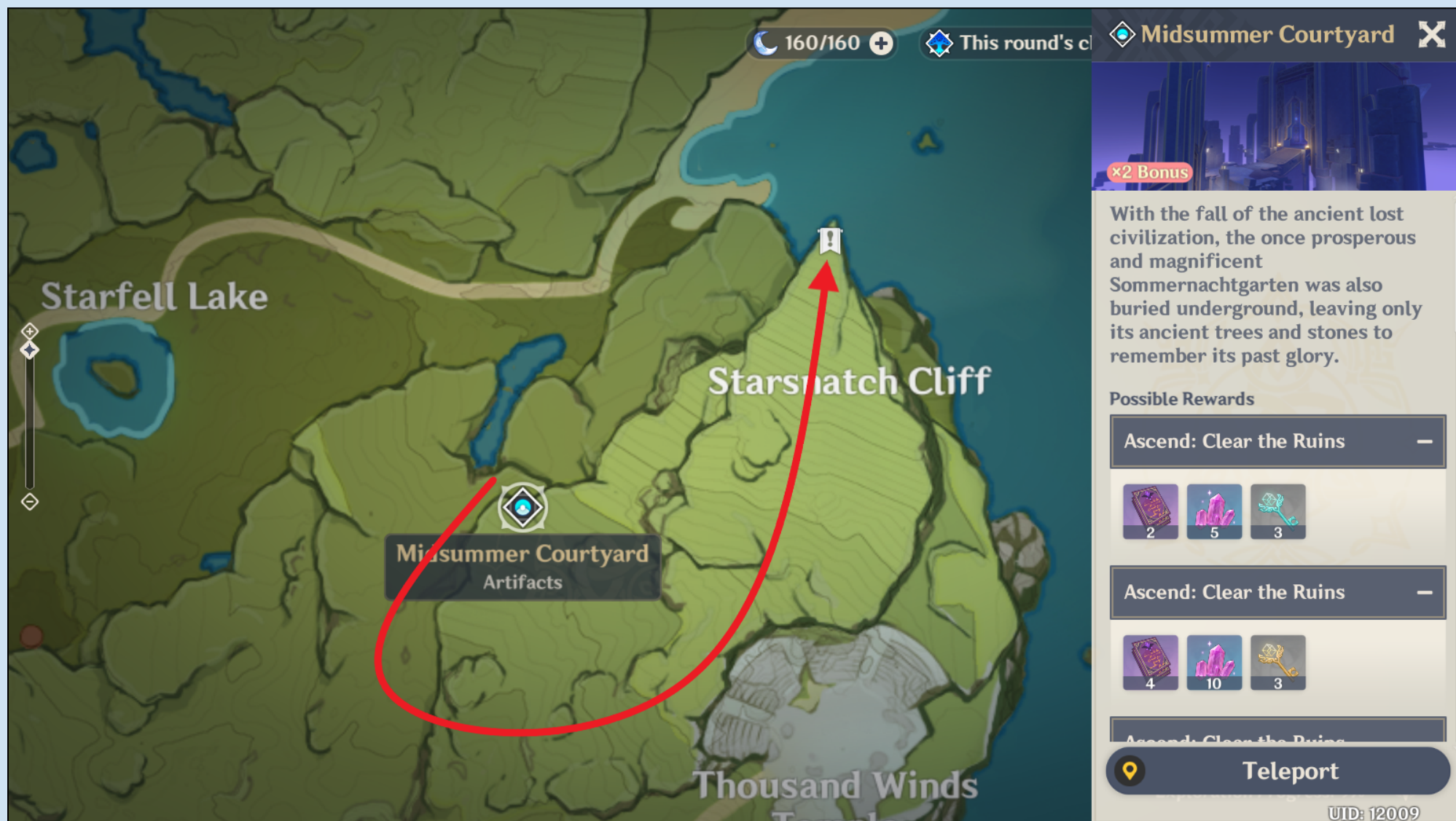
Players will climb to the top of Starsnatch Cliff and take a picture with all team members at the marked location.

Starsnatch Cliff Screenshot Points

- **Player Area:** Red portion (endmost peak)
- **Background:** Yellow portion
- **P.o.I:** Pink portion (Marla and Mavin, only from 19:00 - 05:59)

2. Valley of Remembrance → Dawn Winery Route
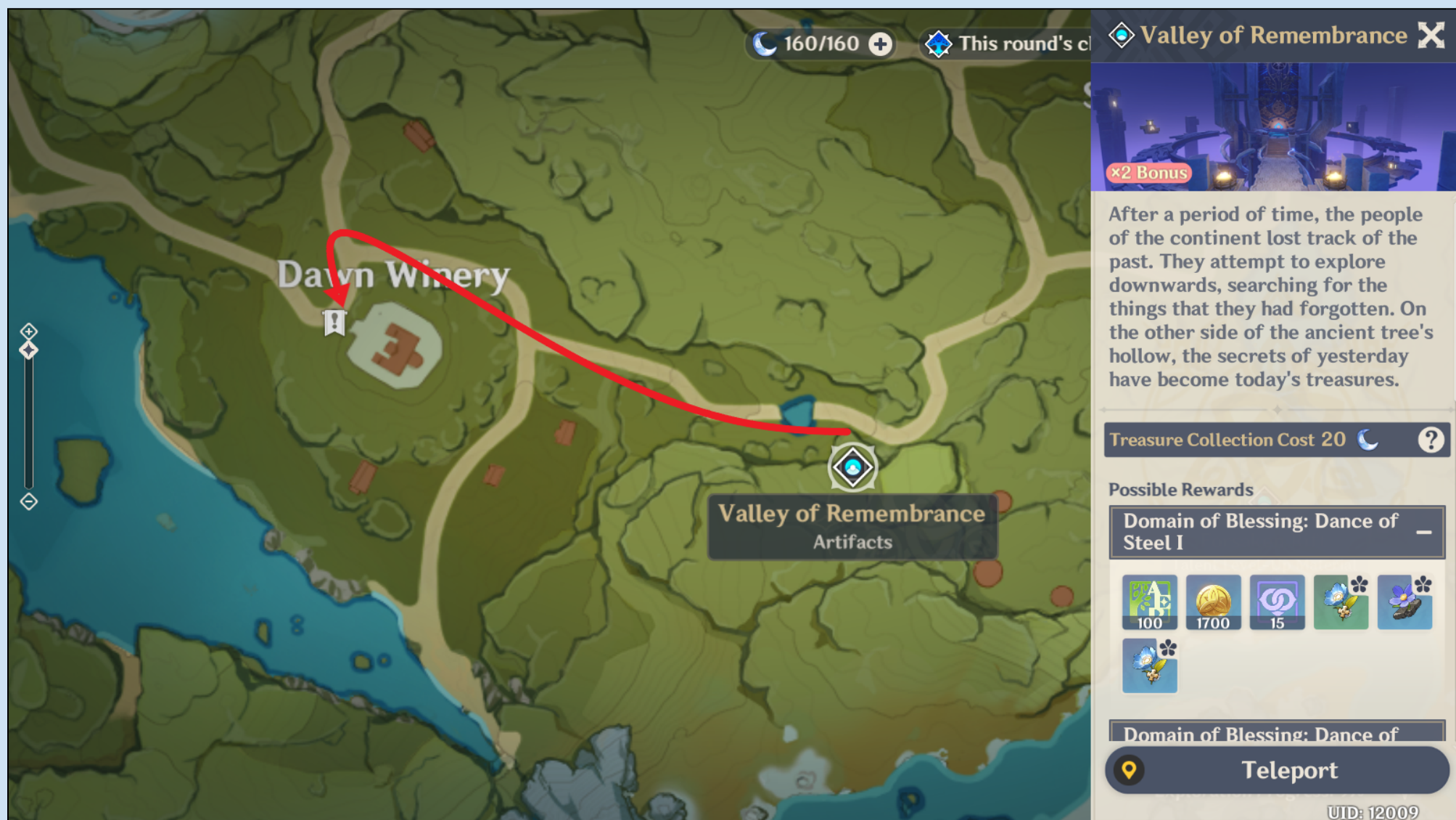
Players will sprint to the Dawn Winery building and take a picture with all team members at the marked location.

Dawn Winery Screenshot Points

- **Player Area:** Red portion
- **Background:** Yellow portion (Dawn Winery building)
- **P.o.I:** Pink portion (Dawn Winery Signboard)

3. Ridge Watch → Wyrmrest Valley Route
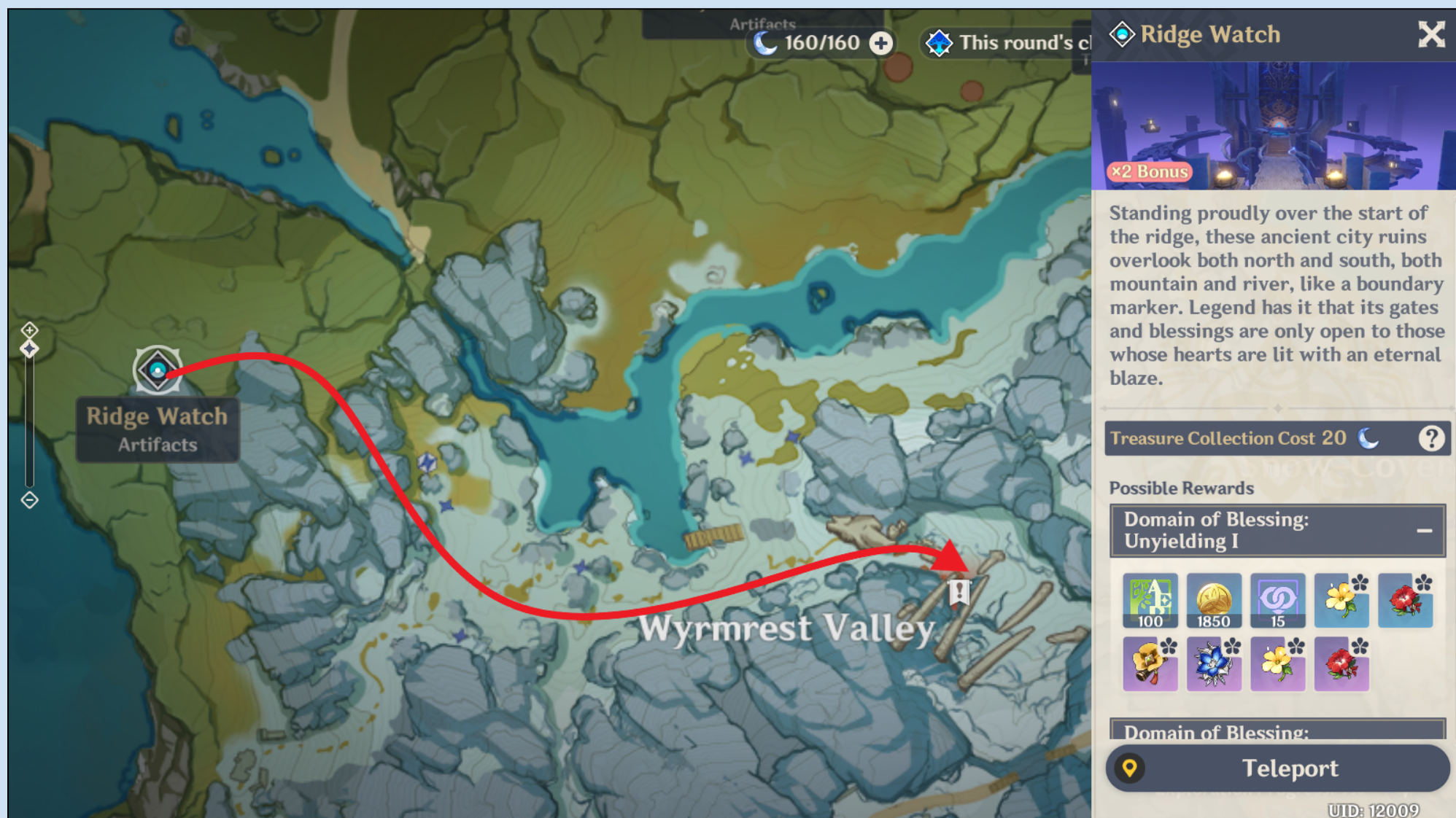
Players will sprint to the Wyrmrest Valley cave and take a picture with all team members at the marked location.

Wyrmrest Valley Screenshot Points

- **Player Area: Grey** portion (entrance to the cave)
- **Background: Pale yellow** portion (Core's veins)
- **P.o.I: Bright yellow** portion (The Dragon's Core)

4. Hidden Palace of Zhou Formula → Wuwang Hill Peak Route
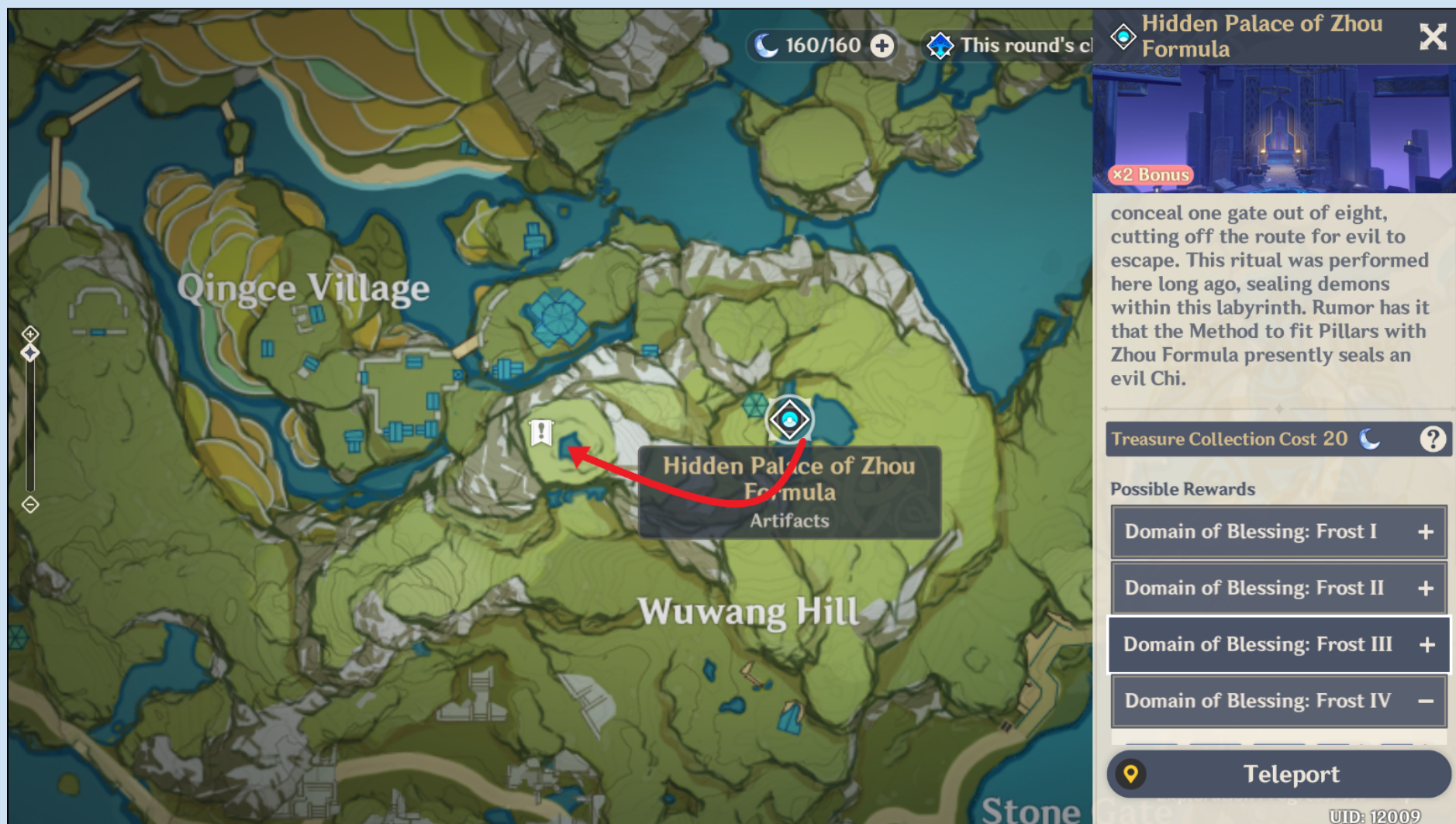
Players will sprint and climb to the Wuwang Hill Peak and take a picture with all team members at the marked location.

Wuwang Hill Peak Screenshot Points

- **Player Area:** Red portion
- **Background:** Yellow portion
- **P.o.I:** Pink portion (Geoculus)

5. Clear Pool and Mountain Cavern → Mt. Aocang Peak Route
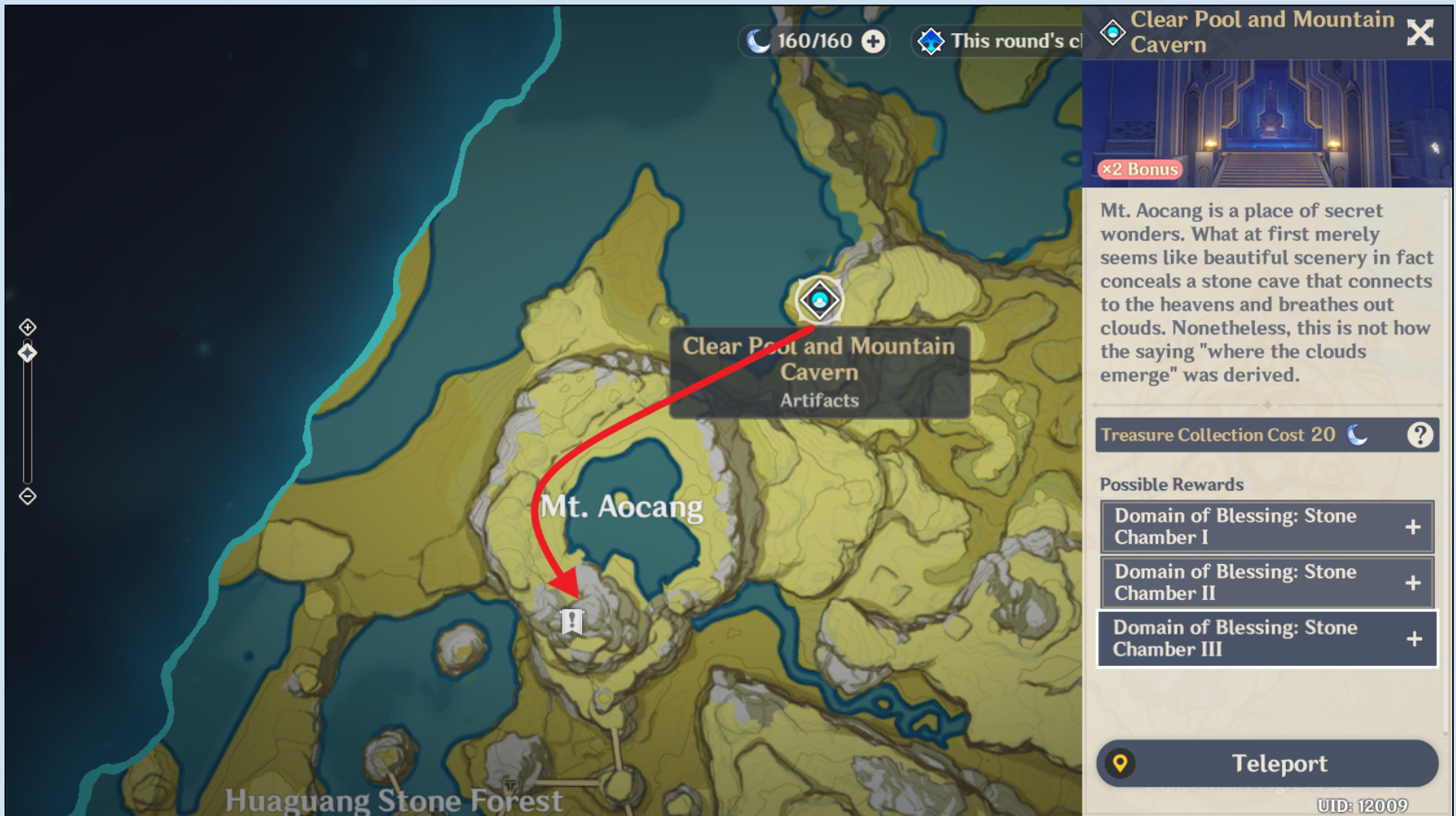
Players will glide, sprint and climb to the Mt. Aocang Peak and take a picture with all team members at the marked location.

Mt. Aocang Peak Screenshot Points

- **Player Area:** Red portion (highest platform with the Statue)
- **Background:** Yellow portion (including Dwelling in the Clouds)
- **P.o.I:** Green portion (Crane Statue, no need for rotating)

6. Domain of Guyun → Geo Hypostasis Route
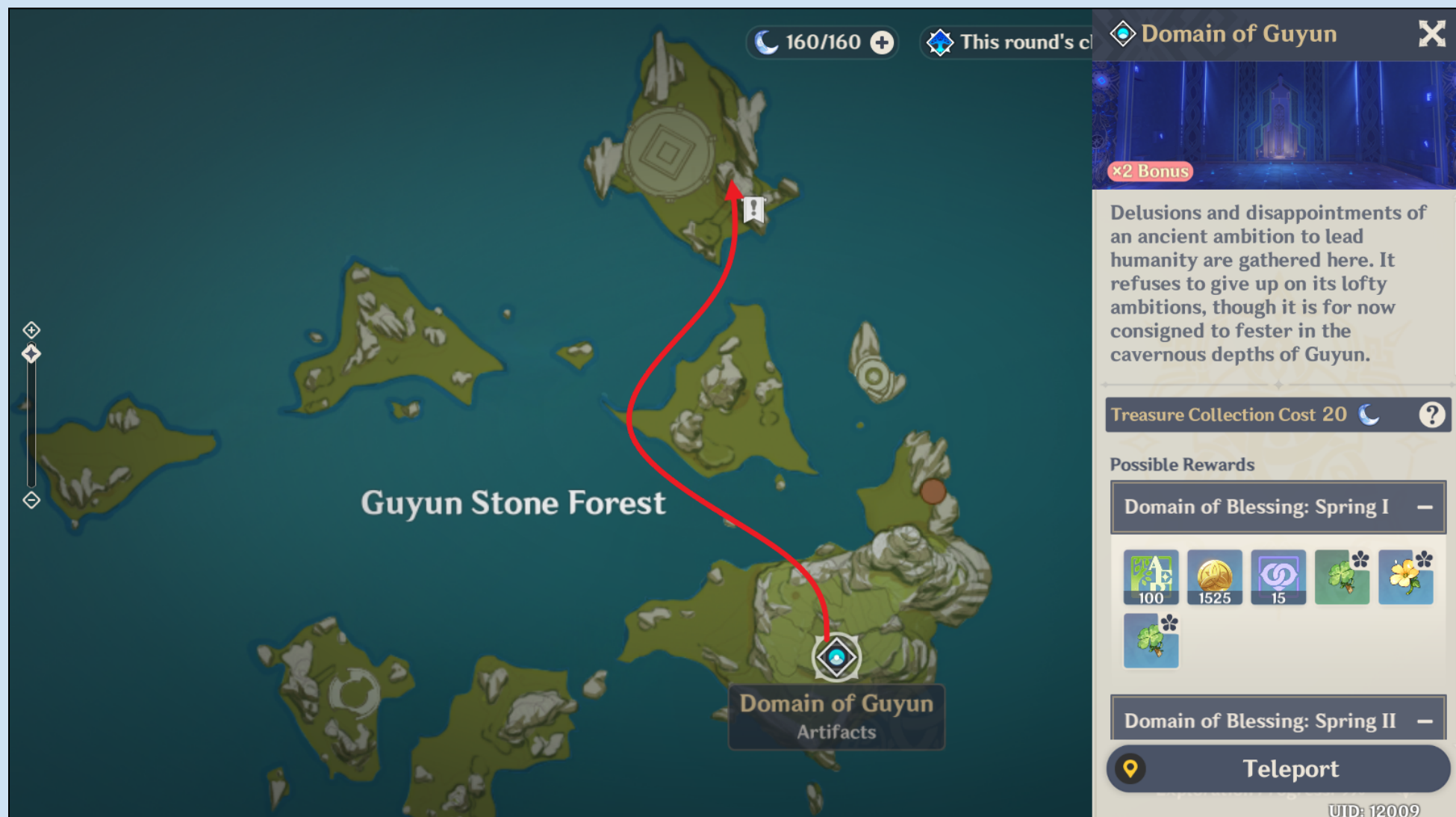
Players will sprint, swim and climb to the Geo Hypostasis and take a picture with all team members at the marked location.

Geo Hypostasis Screenshot Points

- **Player Area:** Red portion (highest peak of the mountain)
- **Background:** Yellow portion (Geo Hypostasis arena)
- **P.o.I:** Green portion (Geo Hypostasis)

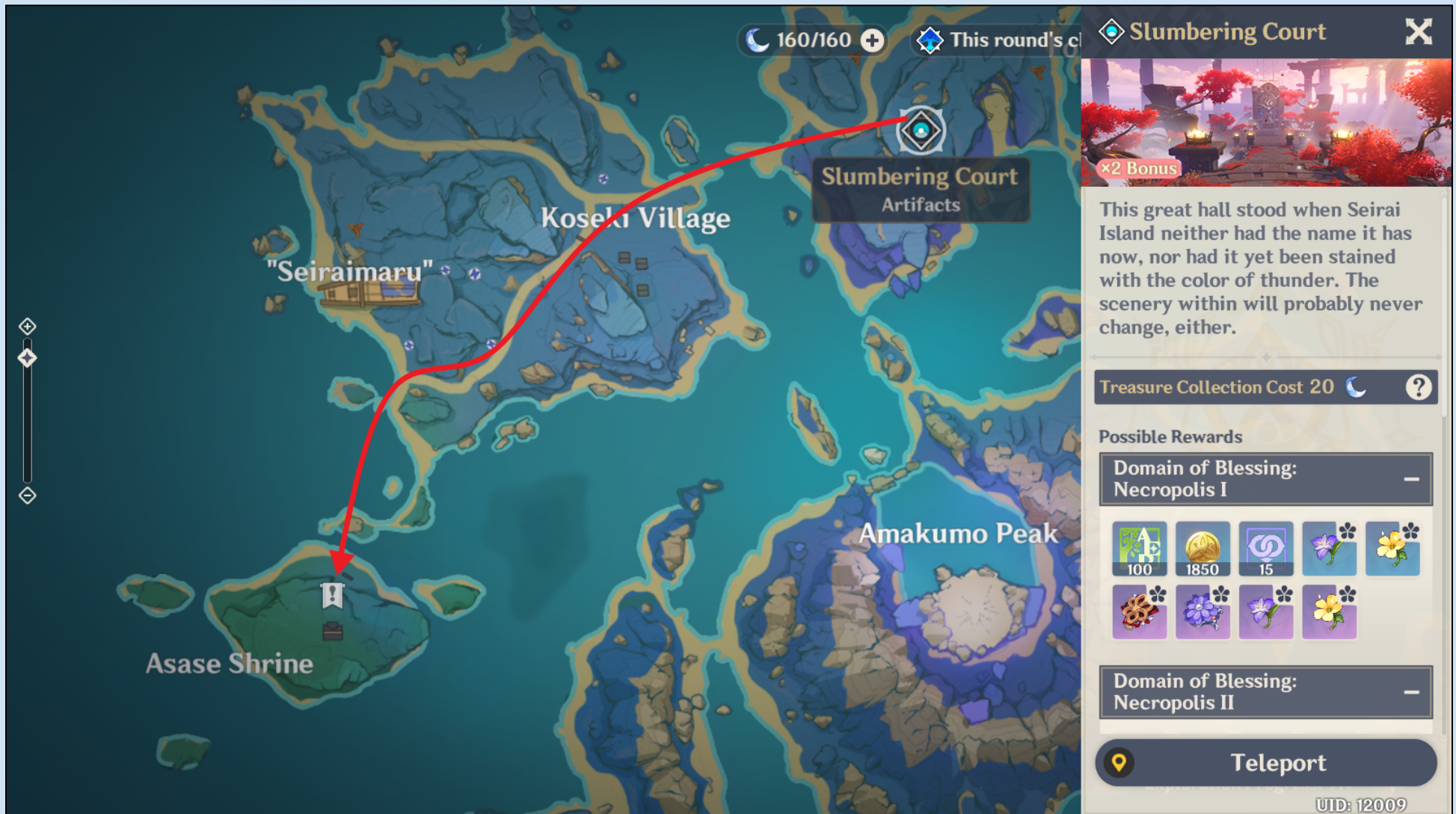### 7. Momiji-Dyed Court - Serpent's Head Route
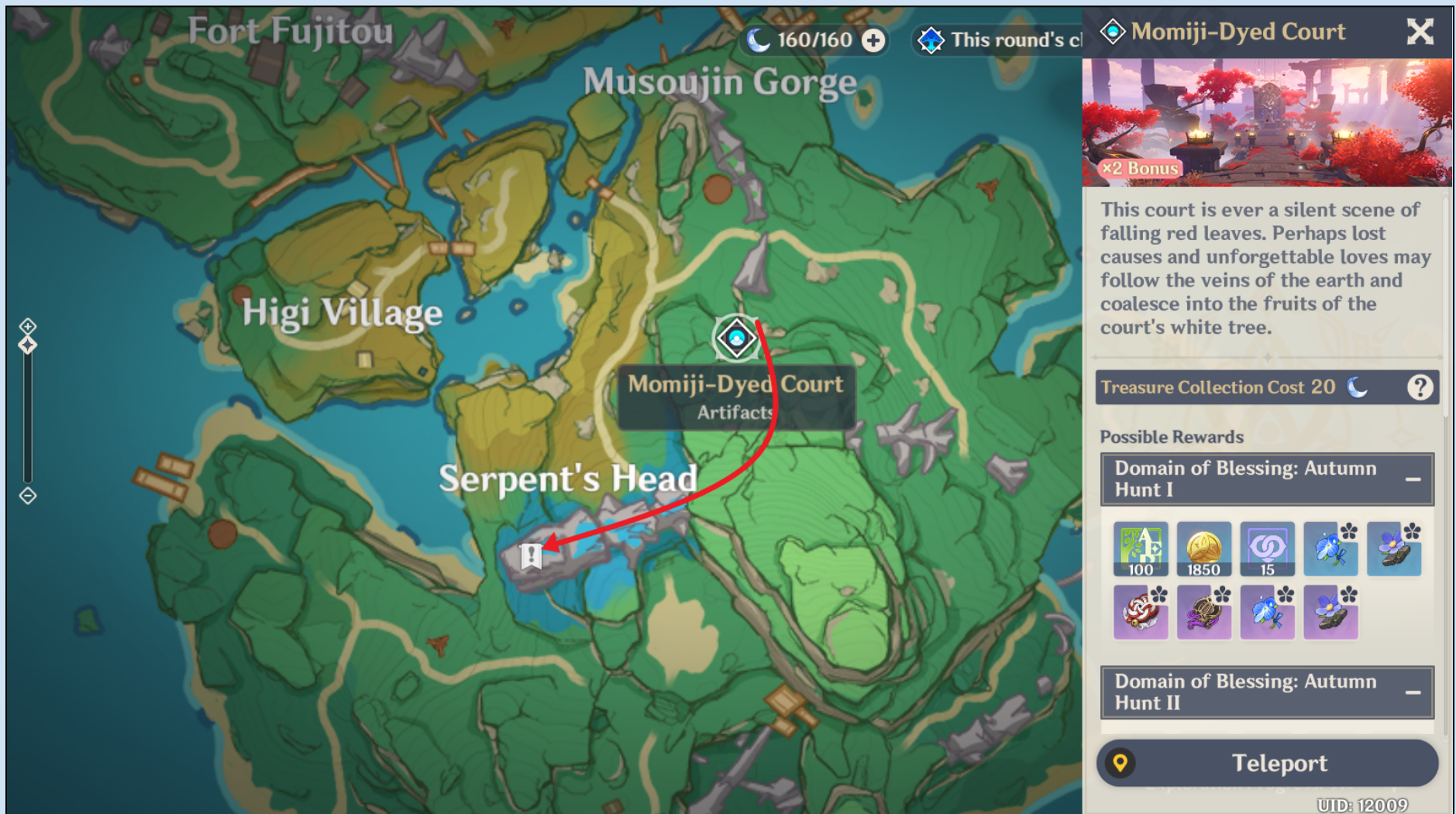
Players will sprint and climb to the Orobashi's skull and take a picture with all team members at the marked location.

Serpent's Head Screenshot Points

- **Player Area: Red** portion (in between the Orobashi's 'horns')
- **Background: Yellow** portion
- **P.o.I: Green** portion (Inazuma Shrine of Depths)

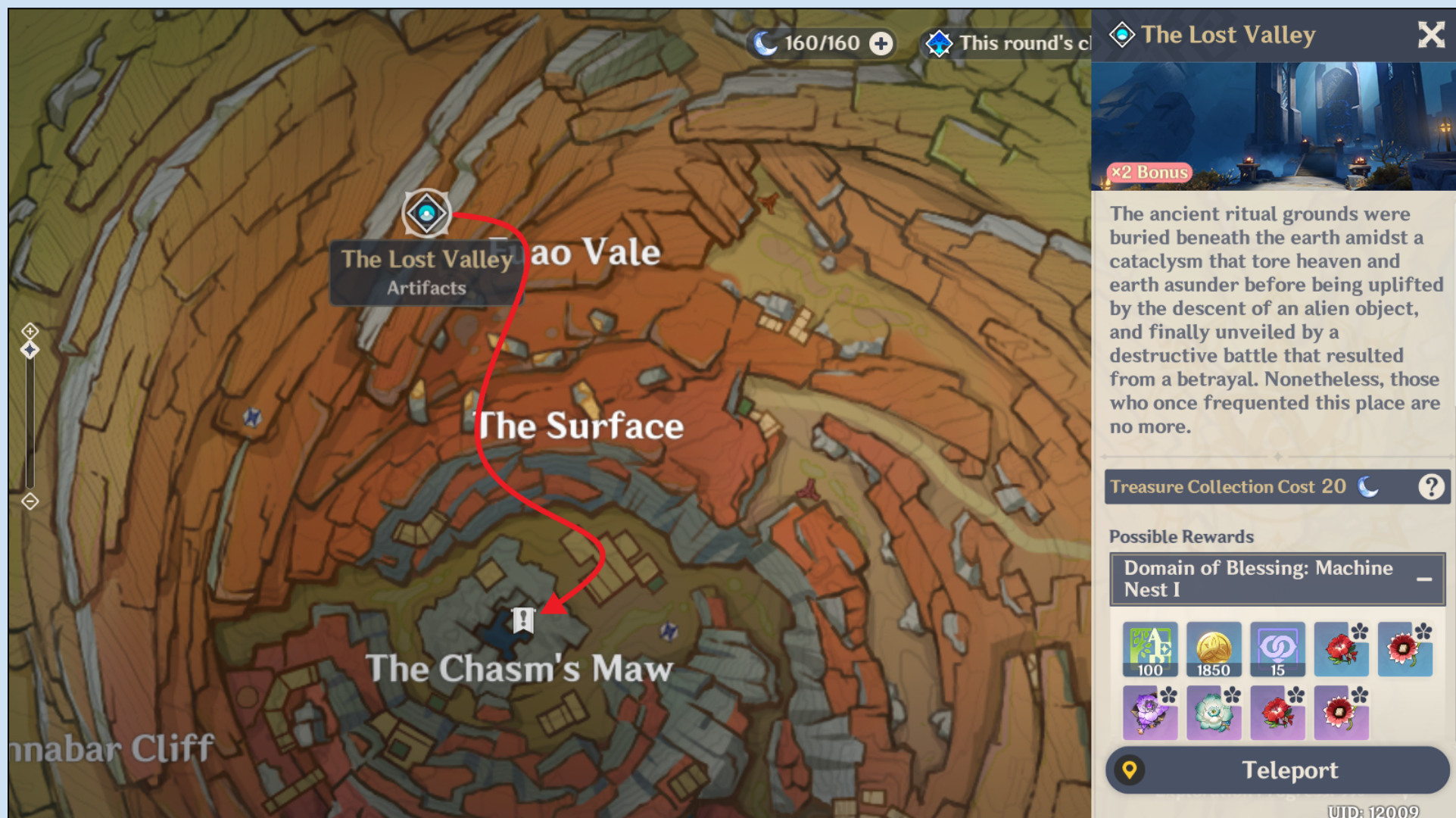## 8. Slumbering Court - Asase Shrine Route

Players will sprint to the Asase Shrine and take a picture with all team members at the marked location.

Asase Shrine Screenshot Points

- **Player Area:** Red portion
- **Background:** Yellow portion (Sakura tree)
- **P.o.I:** Green portion (Asase Shrine)

## 9. The Lost Valley - The Chasm's Maw Route

Players will sprint and glide to The Chasm's Maw and take a picture with all team members at the marked location. Geo/Claymore elements may be required to clear the route.

The Chasm's Maw Screenshot Points

- **Player Area:** Red portion (jutting stone above The Chasm)
- **Background:** Yellow portion
- **P.o.I:** Green portion (The Chasm's Maw center seal)

10.   Under the Umbrella's Shade - Mawtiyima Forest's Fishing Pond Route
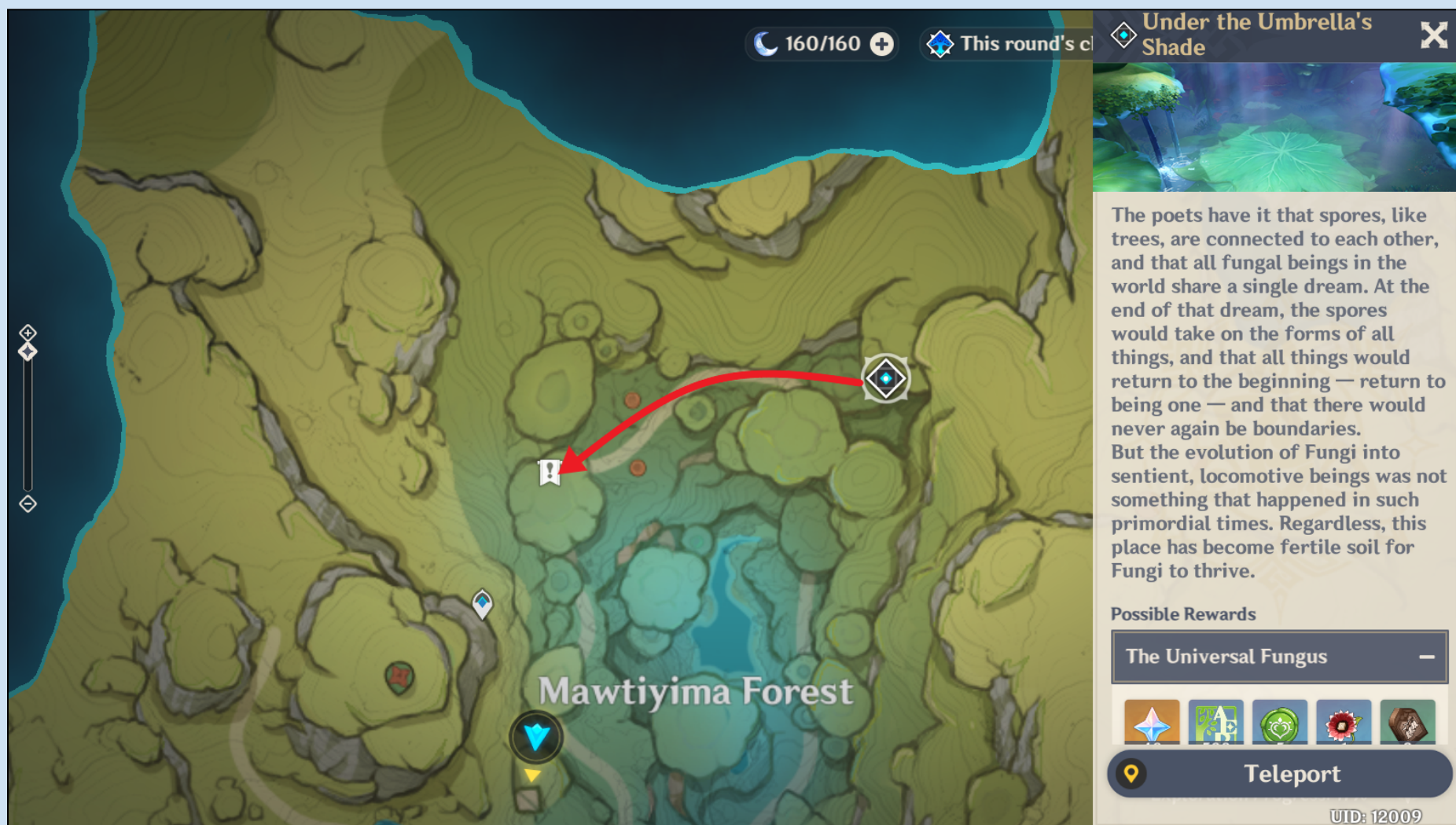
Players will sprint to the Fishing Point in Mawtiyima Forest's Fishing Point and take a picture with all team members at the marked location.
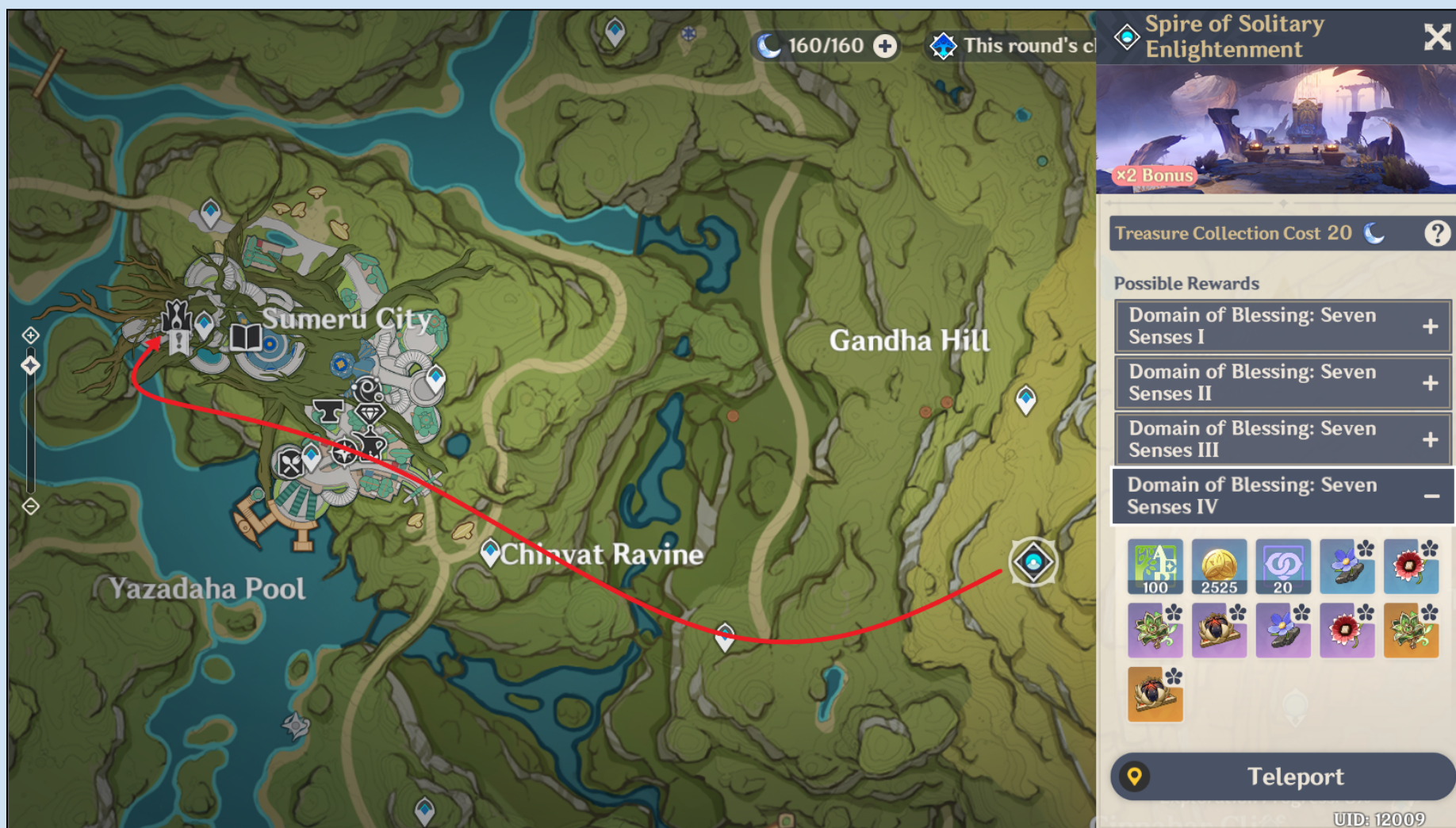*Dendro element may be needed to unlock the Four-Leaf Sigil.*

Mawtiyima Forest's Fishing Pond Screenshot Points

- **Player Area:** Red portion
- **Background:** Yellow portion (Mushroom platforms)
- **P.o.I:** Green portion (Fishing Point)

11. Spire of Solitary Enlightenment - Sanctuary of Surasthana Route

Players will sprint and climb to the Sanctuary of Surasthana and take a picture with all team members at the marked location.
Dendro element may be needed to unlock Four-Leaf Sigil.

Sanctuary of Surasthana Screenshot Points

- **Player Area:** Red portion
- **Background:** Yellow portion
- **P.o.I:** Green portion (Sanctuary Entrance)