

1. DESCRIPTION

The company ANKAMA GAMES, located at 75 Boulevard d'Armentières, 59100 Roubaix, France and registered with the Lille Metropolitan Area Companies and Commerce Register (RCS) under the number 492 360 730, is holding, from June 13, 2026, to June 28, 2026 (local time in Paris, France), an amateur PvP competition for the video game DOFUS TOUCH entitled the "10th Anniversary Joust" taking place exclusively online (hereinafter the "Tournament") in accordance with the terms set out in these Rules.

2. ACCEPTANCE OF THESE RULES

Participation in the Tournament implies and entails the unconditional acceptance by the participant of these rules (hereinafter the "Rules"), and of the concept of the Tournament, as well as the applicable ethical standards on the internet. Any person who violates one or more articles of the Rules or of the aforementioned conditions and standards will be forbidden from participating in the Tournament and from any prize to which he or she may have otherwise been entitled.

The Organizer may amend the Rules at any time and will inform participants via the <https://www.dofus-touch.com/> website in a timely manner.

3. ELIGIBILITY AND TERRITORIAL SCOPE

Participation in the Tournament is open, subject to the provisions of Article 2 of the Rules, to any physical person of at least 12 years of age who has a character of at least level 100 on one of the four servers for the video game DOFUS TOUCH, with access to an internet connection and in possession of an Ankama game account that is certified in their name, excluding the Organizer's employees and their family members (spouses, ancestors, descendants and siblings).

The Organizer highlights the fact that any minor participating in the Tournament is deemed to be participating under the supervision of and with the consent of their parents, custodian(s), or legal guardian(s). The Organizer reserves the right to request written proof thereof at any time, and to perform any verifications, as well as to disqualify any participating minor who does not submit such proof immediately, or by a pre-determined deadline.

4. TERMS OF PARTICIPATION

Participation in the Tournament is open to teams of three (3) separate players from the DOFUS TOUCH community, each having a character of at least level 100 on one of the four game servers.

To register, each player must have an Ankama account that is **certified in their name**. They must then create their account on www.ktarena.com and follow the registration steps provided on this webpage: <https://www.dofus-touch.com/fr/mmorpg/actualites/news/1768514-joute-10-ans>. If, during the finals, the Organizer discovers that a player is using an account that is not certified in their name, the team will be disqualified and replaced by the next best team. If you have questions concerning account certification, please visit the Support website: <https://support.ankama.com/>.

Any player may withdraw from their team. Withdrawal of one of the three players will automatically unregister the team from the Tournament. Withdrawals are done via the same website as the one used for registration and can be done until the registration deadline for the Tournament.

There is no substitution system for this Tournament. You know the dates and times you must be available to play your matches. If you already know that you cannot guarantee your presence, be a good sport and let someone else have your spot.

Only one single registration per account and per person is permitted.

If a player is caught having registered several characters via several accounts, all teams including any one of those characters will be disqualified automatically and the player will be sanctioned across all of their accounts, including in cases where the cheating is discovered only after the Tournament has begun.

Similarly, if any character registers twice on different teams, both teams' registrations will be canceled.

Anyone who fraudulently registers someone else without their permission or impersonates someone else will be sanctioned.

Participation in the Tournament is limited to 768 players, equal to 256 teams.

The first 256 teams to **confirm** their registration will be selected to take part in the Tournament. The other teams will be placed on a waiting list in chronological order from earliest to latest confirmation of their registration. If one or more teams are disqualified or unregistered before the end of the registration period, the first team on the waiting list will be selected and so forth.

The team and character names must comply with the rules set forth in Article 4.2.2 of the [Terms of Use](#) (hereinafter the "TOU"), or their team will be **disqualified** by the Organizer without the option to re-register.

Registration for the Tournament will be **open from 3:00 p.m. (Paris time) on May 12, 2026, until 8:00 a.m. on June 2, 2026.**

Participation in the Tournament is free of charge.

No other mode of participation will be accepted.

Registering under a false identity (particularly if your account is not certified in your name) or the identity of another person, providing false information, or registering under multiple identities will lead to the **disqualification** of the entire team.

Generally speaking, any participation that does not comply with the Rules will lead to sanctions, up to and including the automatic disqualification of **all team members, even when only one player is at fault**, without the right to any compensation or indemnity of any kind. The Organizer reserves the right to perform any and all verifications of compliance with the Rules at any time, without necessarily being required to systematically verify all players; the Organizer may notably limit such verification to Tournament winners. The Organizer reserves the right to put any prizes awarded to the team prior to its disqualification back into play, or to withdraw those prizes from the prize list.

Simply by taking part in the Tournament, participants agree to their matches being streamed live or made available for later viewing on video hosting platforms (in particular, YouTube and Twitch).

5. TOURNAMENT SPECIFICS

Class duplicates are not permitted to appear together on any one team. Furthermore, registration of a team containing any of the following class pairings is not allowed:

RESTRICTIONS	CRA	ECAFLIP	ENIRIPSA	ENUTROF	FECA	IOP	OSAMODAS	PANDAWA	ROGUE	SACRIER	SADIDA	SRAM	FOGGERNAUT	XELOR	MASQUERAIDER
CRA	⊘														
ECAFLIP		⊘													
ENIRIPSA			⊘	⊘	⊘	⊘	⊘			⊘	⊘			⊘	⊘
ENUTROF			⊘	⊘		⊘					⊘			⊘	
FECA			⊘		⊘		⊘			⊘	⊘		⊘	⊘	⊘
IOP				⊘		⊘								⊘	
OSAMODAS			⊘		⊘		⊘			⊘	⊘			⊘	⊘
PANDAWA								⊘						⊘	
ROGUE									⊘						
SACRIER			⊘		⊘		⊘			⊘				⊘	⊘
SADIDA			⊘	⊘	⊘		⊘				⊘			⊘	⊘
SRAM												⊘			
FOGGERNAUT					⊘								⊘		
XELOR			⊘	⊘	⊘	⊘	⊘	⊘		⊘	⊘			⊘	⊘
MASQUERAIDER			⊘		⊘		⊘			⊘	⊘			⊘	⊘

The Tournament takes place on a specific server open for the occasion and closed to spectators (except with special permission).

Characters imported to the tournament server are blank copies of the original characters; only the name and class are retained. They are, therefore, completely new and unequipped.

Characters are automatically raised to level 200 on the Tournament server.

The characters' characteristics are reset and raised to 100 by default, with 995 natural points to allocate as desired.

Characters have access to all their class spells, along with the "common" spells in the game, raised to level 6.

Characters have access to a pre-selected list of items with perfect stats, as well as a stable containing all Dragoturkeys at level 100.

Incarnation weapons are not available.

Smithmagic is not available on the Tournament server.

Candy bonuses are disabled on the Tournament server.

Characters receive a permanent bonus on the Tournament server, providing 1 extra action point (AP), 1 extra movement point (MP), and 1 extra Range (RA).

Characters are free to reset their characteristics and spells between each match.

When Tournament mode is enabled, participants do not see the initiative order in the timeline, nor the position of their opponents on the map during the fight preparation phase. This information is revealed once all characters have clicked "ready" and the fight begins.

6. QUALIFIERS

All times are local time in Paris (France).

Format

Qualifiers for the Tournament are based on a Swiss rounds system. Ten (9) rounds are scheduled for the following dates and times:

- Saturday, June 13:
 - Round 1: Feudala map (6:00 p.m.)
 - Round 2: Sacrier map (8:00 p.m.)
 - Round 3: Rogue map (10:00 p.m.)
- Sunday, June 14:
 - Round 4: Eniripsa map (6:00 p.m.)
 - Round 5: Orado map (8:00 p.m.)
 - Round 6: Sram map (10:00 p.m.)
- Saturday, June 20:
 - Round 7: Sadida map (6:00 p.m.)
 - Round 8: Iop map (8:00 p.m.)
 - Round 9: Evil Forest map (10:00 p.m.)

Each team must participate in the 9 rounds shown on the schedule. The times of the second and third rounds for each day are given for informational purposes only; the start of these matches may be delayed, for whatever reason. Participants must ensure that they are available on match days and must pay attention to any announcements made in the in-game "announcements" channel to begin their fights. They must be prepared to play at a slightly later time than that announced. No rounds will be launched with a delay of more than one hour. No delays or absences will be tolerated. Any team that is absent or late will be considered to have lost by forfeit (in the event of a repeat offense, the team could be eliminated from the tournament).

Each team independently manages its fights. Players are asked to start the preparation phase for their match at the scheduled time, according to the times given for the rounds, and to begin fighting within five (5) minutes of launching this phase. A 10-minute grace period will be allowed, after which the only team present will be awarded victory by default.

After each fight, participants are responsible for filling out the end-of-fight form available at www.ktarena.com to indicate which of the two teams won the match.

Participants will need to be logged in to www.ktarena.com with the account used for the registering for the Tournament.

!/! Entering the results is MANDATORY after each fight, and teams that do not do so, or that try to falsify the results, will be sanctioned (see "Rules and Sanctions"). !/

If only one of the two teams fills out the form, the result provided by that team will be deemed correct. In the event of a dispute, checks will be performed, and any cheaters will be sanctioned.

Matching Process

Round-1 matchups are determined by a random drawing. Starting from round 2, teams will be matched up based on the number of points they have accumulated. Teams that have accumulated the most points are matched up first.

In the event there is an odd number of teams in a point bracket, one team is matched with a team from the bracket below.

If there is an uneven number of teams in the lowest point bracket, one of the worst teams drawn at random will be automatically awarded a victory. They do not fight in the current round, but they get 3 points. No single team may be granted more than one automatic victory.

Insofar as possible, we avoid matching two teams that have already fought one another.

The random drawing of matches is carried out automatically by a software program.

Scoring

Team Points

Teams accumulate points for each fight, according to the following rule:

- Victory: 3 points
- Draw: 1 point
- Defeat: 0 points

When a fight reaches the end of the 20th game turn (just before the counter changes to 21), it is stopped. If one of the two teams has a numerical advantage at that time (not including the Osamodas' Spiritual Leash), it is the winner. If both teams have the same number of characters alive, a draw is declared.

Draws will no longer be possible in the 9th round. These matches will inevitably be sudden death.

Advanced Points

A second value is used to determine the winning team in case of a draw: the Opponents' Winning Percentage (OWP). This is the average percentage of victories by the various opponents encountered by the team (excluding automatic victories).

Note: If $\text{TeamPts} / (3 \times \text{NbFights}) < 0.33$, then this value is replaced by 0.33. This particularity is used to lessen the impact of forfeits on the teams' OWP.

Qualification Criteria

The 32 best teams at the end of the qualification stage will qualify for the finals.

The teams are ranked according to two (2) criteria of descending importance:

1. A team's position in the rankings is determined in priority by the points they have accumulated.

2. In the event of a draw between multiple teams, the OWP (see "Advanced Points") is used.

7. FINAL STAGE

The final stage of the Tournament will consist of a head-to-head, single-elimination bracket. Teams will face each other according to their ranking at the end of the qualification rounds: 1st versus 32nd, 2nd versus 31st, and so on.

There will be no draws during this stage.

All matches will be played "best of three" (BO3), then BO5 for the final.

Fights are scheduled for the following dates and times (local time in Paris):

- Round of 32: Sunday, June 21 at 6 p.m. (Paris time)
 - 1st match - Ecaflip map
 - 2nd match - Eniripsa map
 - 3rd match - Evil Forest map
- Round of 16: Sunday, June 21 at 9 p.m. (Paris time)
 - 1st match - Orado map
 - 2nd match - Sadida map
 - 3rd match - Xelor map
- Quarterfinal: Saturday, June 27 at 6 p.m. (Paris time)
 - 1st match - Sacrier map
 - 2nd match - Feudala map
 - 3rd match - Foggernaut map
- Semifinal: Saturday, June 27 at 9 p.m. (Paris time)
 - 1st match - Iop map
 - 2nd match - Eniripsa map
 - 3rd match - Evil Forest map
- Final: Sunday, June 28 at 6 p.m. (Paris time)
 - 1st match - Orado map
 - 2nd match - Sadida map
 - 3rd match - Rogue map
 - 4th match - Ecaflip map
 - 5th match - Feudala map

Starting from the round of 32, classes will be selected using a draft system. For newcomers, the draft system means bidding farewell to the original classes the teams chose, because the system will determine the class make-up of each team. From this point on, the teams will have to go through a draft stage as follows:

- A forbids a class

- B forbids a class
- A chooses a class
- B chooses a class
- A forbids a class
- B forbids a class
- A forbids a class
- B chooses a class
- A chooses a class
- B forbids a class
- A chooses a class
- B chooses a class

Banned classes cannot be used by any team. Conversely, a class chosen by one team cannot be chosen by the opposing team. There can therefore be no class duplicates.

The draft phase will take place at the start of each match. After each draft phase, players will have the right to a 25-minute break before the next fight begins. At the end of each match, players have 5 minutes to start the draft phase for the next match. Players will also be permitted to change their equipment.

The initiative for the draft (A or B) will be chosen randomly via the KTA website.

For these draft stages, class change potions will be provided on the Tournament server (and obviously cannot be used on classic servers!).

8. PRIZES

First place:

- Customized 11-inch iPad Air Wi-Fi 128 GB - Space Grey (€669)
- Champion Set (€15)
- Champion Shield that grants the exclusive title of "Master of the Abyss" (€5)
- Scroll that unlocks the title of "Champion of the Decade" (€5)
- Dragloris ceremonial pet (€10)
- Shield of the Decade (€5)
- Dragziel ceremonial pet (€10)
- Abyss Shield that unlocks the title of "Abyss Fighter" (€5)
- 10-year Combo Bonus Pack (€1,558.80)
- 85,000 gaultines (€109.99)
- 10,000 kolossokens (€190)

Second place:

- Dragloris ceremonial pet (€10)
- Shield of the Decade (€5)
- Dragziel ceremonial pet (€10)
- Abyss Shield that unlocks the title of "Abyss Fighter" (€5)
- 1-year Combo Bonus Pack (€155.88)
- 40,000 gaultines (€54.99)
- 5,000 kolossokens (€95)

Third and fourth places:

- Dragloris ceremonial pet (€10)
- Shield of the Decade (€5)
- Dragziel ceremonial pet (€10)
- Abyss Shield that unlocks the title of "Abyss Fighter" (€5)
- 6-month Combo Bonus Pack (€77.94)
- 15,000 goulaines (€21.99)
- 2,500 kolossokens (€47.50)

For the 32 qualifying teams at the end of the Swiss rounds:

- 1,000 kolossokens (€19)
- An item that unlocks the title of "Challenger of the Decade" and a start-of-fight animation (€20)

Any player who do not forfeit any matches:

- Scroll that unlocks the title of "Brawler of the Decade" (€5)

The aforementioned prizes are awarded to each team member.

Virtual prizes are strictly personal and non-transferable, and therefore cannot be sold, exchanged, loaned, assigned, or transferred to or benefit any third party, ascendant, descendant, beneficiary, or other person for any reason unless otherwise stipulated by the Organizer. Prizes awarded to the winner's Ankama account can under no circumstances be transferred to another Ankama account, whether the account belongs to the winner or not, unless otherwise stipulated by the Organizer.

To confirm contact details, the winners of physical prizes (iPad) will be contacted by email at the address provided in the account that was used to participate in the Tournament.

Prizes will be mailed to the winners by post using the mailing address they provide to the Organizer after the latter has contacted them by email.

If a winner does not respond to this email within 30 (thirty) days, the prize will be forfeited.

The Organizer cannot be held responsible for any errors or omissions made by players regarding information requested when the Ankama account is created or when entering the Tournament, nor for a lack of response from winners to the request for information sent by the Organizer by email, where applicable, nor for any computer malfunctions, nor for delayed or lost deliveries on the part of the French Postal Service or any other shipping service chosen to send the prizes, where applicable.

The Organizer reserves the right to suspend, cancel, or remove any prize (in whole or in part) if it suspects that an aforementioned action has been performed or attempted, for the entire lifetime of the prize. The winner may not claim any compensation when or if the MMORPG DOFUS TOUCH stops being published and/or distributed in its current form or in any other form.

9. DISCONNECTION AND OTHER ISSUES

In the event of a voluntary disconnection during a game, or a player's voluntary departure from a team, the game is stopped and the other team is declared the winner.

If a player on a team is absent when called for a match, without the mutual consent of the Tournament administrator, that player's team will be assigned an imposed defeat by forfeit after ten (10) minutes of waiting.

In the event of adverse incidents beyond players' control, such as inopportune disconnections or continuous latency issues, players are encouraged to contact a Tournament administrator. It is up to the Tournament administrator to make any decision necessary to complete the match (hold a rematch, declare a winner, or some other decision). Their decision is final and not subject to appeal.

10. SPECIFIC RULES AND SANCTIONS

The Tournament is subject to a series of Specific Rules that aim to ensure that the event runs smoothly. Violations of these Specific Rules will result in the application of sanctions by the Organizer.

Specific Rules

- All participants agree to comply with the code of conduct as set forth in the Rules.
- All participants must respect the other participants, commentators, and organizers. Any insults or provocations will be sanctioned.
- All participants must regularly consult the round schedule. They must be present and ready to begin their fight within the given timeframes.
- All participants must systematically fill out the end-of-fight form after every match.
- Incomplete teams are not permitted to fight. They will be declared forfeit and may be eliminated from the Tournament in the event of recidivism.
- During the qualification rounds, fights will never be restarted, nor paused, even in the event of bugs or connection problems. During the finals, players may request the "pause" command from the match referee in the event of bugs, and the organizers will consult to determine whether to restart or continue the match. Each team is allowed 15 minutes of break time spread over the entirety of their match; misuse of the pause request may be sanctioned. The pause command is enabled at the end of the active player's turn.
- Multi-accounting is forbidden: Any given player may only play on a single account. You may not have two or three accounts that belong to the same person on the same team.
- Lending accounts is forbidden.

Sanctions

All sanctions will apply to the entire team, even if the infraction was committed by a single player. Repeat infractions will also lead to sanctions against the entire team.

Without prejudice to the sanctions set forth in the TOU, the Organizer reserves the right to take any appropriate measures in the event of non-compliance with the code of conduct, whether for behavior listed in the Rules or TOU or behavior that disrupts or is likely to disrupt the smooth operation of the game.

The list of sanctions is indicative. Sanctions imposed by the Organizer may take the situation into account and deviate from this sanction list.

The sanctions are:

Sanction Types

- Warning: Warnings do not have direct consequences, but they are recorded and may lead to more serious sanctions for the team in the event of repeat offenses.
- Imposed Defeat: The team that committed the infraction is automatically considered to have lost the fight in progress or their next fight.
- Elimination: The team that committed the infraction is eliminated from the Tournament.
- Disqualification: Teams in which one or more players have committed an infraction are eliminated from the Tournament; they relinquish any possible prizes; and sanctions will be applied to the Ankama account(s) used during the Tournament (minimum 15-day suspension); they will no longer be able to take part in Dofus Touch PvP tournaments using those account(s) for one year.

Sanction List (without prejudice to other reasons listed elsewhere in the Rules, particularly in Article 4)

Form not filled out: The team has not filled out their end-of-fight form.

- Warning
- Elimination in the event of a repeat offense

Form incorrectly filled out: The team filled out the end-of-fight form, but the given result is incorrect.

- Warning
- Elimination in the event of a repeat offense

Insult or provocation: One of the team members has insulted or provoked another player, a commentator, or an organizer.

- Warning
- Imposed defeat in the event of a repeat offense
- Disqualification in the event of a second repeat offense

Absence: The team did not show up for their fight at the scheduled time or was incomplete, and the fight could not be played.

- Imposed Defeat
- Elimination in the event of a repeat offense

Misuse of a game system: The team deliberately exploits a faulty system in the game during a fight to get the drop on their opponent.

- Disqualification

Multi-accounting or account lending: The team played a fight using multi-accounting, or one of the team members played using a third party's account.

- Disqualification

11. COMPLAINTS

The Organizer may in no way be held liable in the event of loss and/or damage to the prize(s), in whole or in part, or in the event of malfunction.

Except as otherwise provided in these rules, prizes, in whole or in part, cannot be reimbursed, replaced, or exchanged, and no cash equivalent will be awarded under any circumstance whatsoever, even in the event of force majeure. Prizes, in whole or in part, cannot be transferred to third parties. Prizes, in whole or in part, are not subject to any warranty, and the winner agrees to hold the Organizer harmless regarding the prizes, in whole or in part, in particular with regard to their qualities or any consequences arising out of the possession of a prize, in whole or in part.

The Organizer cannot be held liable for any incidents/accidents arising out of the use of the prizes, in whole or in part.

Prizes, in whole or in part, returned due to any difficulty will not be re-awarded or resent and will remain the property of the Organizer. In such case, the winner forfeits the benefit of their prize, and the Organizer cannot be held liable.

The Organizer cannot be held responsible if, for reasons beyond its control, the operation, its terms and conditions, and/or the prizes, in whole or in part, must be delayed, modified, or canceled, in whole or in part.

GENERAL NOTE: In the event a prize is not available, in whole or in part, the Organizer cannot in any way be held liable, regardless of the reason the prize is not available, in whole or in part. The Organizer agrees, however, to replace any full or partial prize that it is unable to provide with a prize of equal or greater commercial value, except in cases where such inability is due to force majeure or reasons attributable to the Participant.

12. SUBMISSION OF RULES

The Rules are available on the website www.dofus-touch.com. A copy of the Rules can be provided free of charge to any person who requests it. Such requests must be mailed to the following address: ANKAMA GAMES, Service Tournoi / Concours – Règlement, Dofus Touch "The 10th Anniversary Joust", 75 Boulevard d'Armentières BP 60403, 59057 Roubaix Cedex 1 France.

Postal fees related to any requests for a copy of the Rules will be reimbursed, provided that these requests are made in writing and mailed to the Organizer, and that they include the full contact information of the person making the request (first and last name, address, postal code, city/town), limited to one request of the same

nature per household (same name, same address). Postage will be reimbursed based on the prevailing regular rate for letters under 20 grams as of the effective date of the Rules.

13. SECURITY

Participants are responsible for the security and stability of their internet connection. The Organizer cannot be held responsible for damages caused by a connection problem or an external attack.

We strongly advise against the use of peer-to-peer voice chat software (such as Skype), which makes it easy for ill-intentioned people to retrieve your IP address. It is better to use software packages that operate via server (Discord, TeamSpeak, Mumble), choosing your server carefully, of course.

14. APPENDIX

In unforeseen circumstances and whenever necessary, the Organizer reserves the right to modify all or part of these Rules to ensure that the event can continue under the best possible conditions.

15. DATA PROTECTION AND CIVIL LIBERTIES (CNIL) PROVISIONS

Any personal information and data the Organizer may request from you, as appropriate, are necessary to record your entry, determine the winners, communicate with participants when necessary, distribute the prizes, and verify compliance with the rules on participation, as well as to satisfy certain legal and regulatory requirements. The legal basis for this processing is legitimate interest (see Article 6.1.f of the European Data Protection Regulation). This information is provided to the Organizer and the Ankama Group.

You may access and obtain a copy of your personal data, object to the processing of this data, have the data corrected, or have the data erased. You also have the right to limit the processing of your data (see [cnil.fr/en](https://support.ankama.com/hc/en-us) for more information about your rights). You can exercise this right either by visiting the Ankama Support website <https://support.ankama.com/hc/en-us>, or by writing to the address listed in Article 12, making sure to include the words "Personal Data" next to the address on the envelope. Out of concern for your privacy and to protect your personal data, we must verify your identity before replying to your request. Therefore, any request to exercise your rights must be accompanied by a copy of a signed identity document.

For any questions or demands regarding the processing of your data, you may contact us by mail in accordance with the terms and procedures set forth in the previous paragraph, or by email at privacy@ankama.com. You may also contact our data protection delegate at the same addresses. If, however, you believe that we have not met your expectations, you may submit a claim with a competent data protection supervisory authority.

16. DISPUTES AND LIABILITY

Participation implies understanding and accepting the characteristics and limitations of the internet, the absence of protection for certain data against possible misappropriation or piracy, and the risks of

contamination by any viruses that may be present on the network. It is, therefore, the responsibility of each player to take all appropriate measures to protect their data. The Organizer shall not be held responsible in the event that a malfunctioning internet network prevents access to the Tournament or its correct operation. Players are responsible for the security and stability of their internet connection. Any defeat resulting from a connection problem or external attacks will not be sufficient grounds to relaunch the fight, and the Organizer shall not be held responsible for any damages caused.

In the event of a computer virus, external attack, fraud, or technical malfunction, the Organizer reserves the right to cancel or modify the terms of the Tournament at its discretion and shall not be held liable for this by the players. It reserves the right, under such circumstances, to not award the prizes and/or to bring proceedings before the relevant courts against the parties who have committed such acts of fraud.

The Organizer shall have final say over the settlement of any dispute relating to the Tournament and its Rules. No reply will be given to any request by phone or in writing concerning the interpretation or application of these Rules, the mechanisms or terms of the Tournament, or the awarding of prizes.

The Organizer reserves the right, if the circumstances so demand, to shorten, extend, modify, or cancel this Tournament. It cannot be held liable as a result. In particular, the Organizer reserves the right, where applicable, to invalidate and/or cancel all or part of the Tournament if it becomes apparent that fraud and/or malfunctions have occurred in any form whatsoever. Any violation of the Rules shall result in the disqualification of the player in question and, as a result, the disqualification of all the players on the same team. Under such circumstances, the Organizer reserves the right to block access, not distribute the prizes to the team members, and/or bring legal proceedings against any participant who has committed or attempted to commit fraud. A person committing fraud includes but is not limited to:

- any person who has registered under a false identity;
- any person playing with multiple accounts;
- any person playing several characters;
- any person who has registered a third party.

The Organizer cannot be held liable for the above, and players therefore cannot claim any compensation or indemnities of any nature whatsoever.

17. APPLICABLE LAW AND SETTLEMENT OF DISPUTES

These Rules are governed exclusively by French law.

Any dispute or claim in relation to this Tournament must be submitted in writing and sent to the address provided in Article 1. It will not be taken into consideration past a deadline of one (1) month after the Tournament ends.

Jurisdiction over any dispute arising from the execution or interpretation of these Rules lies with the competent courts of the Lille Metropolitan Area, even in the event of multiple defendants, incidental claims, or third-party proceedings.