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# GAME+ CHALLENGE RULES

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This rules document should be read in conjunction with the FAQ's and Term and Conditions. Should any inconsistencies exist between the rules document, the FAQ's and Terms and Conditions shall prevail.

## CODE OF CONDUCT

Every participant has to behave with Compassion, Integrity, Respect, and Courage towards the representatives of Game+, Game+ partners and other players and as further defined by the AnyKey Keystone Code values.

- **Compassion:** You value the diverse perspectives, backgrounds, and opinions of others, even when different from your own. You appreciate that all viewpoints come from the life experiences of fellow human beings. You understand that online interactions impact real people in real ways, both offline and online.
- **Integrity:** You behave honorably and honestly. You take responsibility for your words and actions. While playing games, you honor the rules and spirit of honest competition.
- **Respect:** You respect everyone regardless of their background, identity, physical appearance, or beliefs. Even in competitive gaming where “trash-talk” is common, you are a good sport and respect opponents as fellow human beings, keeping the banter to the game, not ever making it personal.
- **Courage:** You have the courage to moderate your own behavior, speak out against harassment, and report violations by others. You do not tolerate harassment or hate speech of any kind, even when you are not directly involved.

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## INITIATING A CHALLENGE

A Game+ accountholder can initiate a head to head contest by creating a challenge invite in the App. If the proposed opponent is already a Game+ account holder then the opponent can accept the challenge. If the proposed opponent is not yet a Game+ accountholder, then they will need to register to get a Game+ account prior to commencing a contest.

## ACCEPTING A CHALLENGE AND BEGINNING PLAY

From the time a challenge is sent, the opponent will have twenty (20) minutes to accept the challenge. If the challenge is not accepted it will automatically cancel and no charges will be incurred to your account

After acceptance, the players will have ten (10) minutes to begin the challenge and ninety (90) minutes to complete the challenge and record the results

We allow a ten (10) minute grace period to begin the skill-based video game contest. This allows time for the initiator of the challenge to implement the rule settings for the challenges and for the two players to connect with each in the game lobby. The first no show is free, thereafter each no show Game+ may assess a fee of two dollars and fifty cents (\$2.50) charged against the player who did not show.

## REPORTING RESULTS

Players have ninety (90) minutes to begin and finish the skill-based video game contest and record the results. It is the responsibility of the winner to record the results and upload the winning evidence. If a player enters a defeat for himself, the match is automatically closed and scored. The result can then no longer be corrected or disputed. You cannot participate in your next challenge until the results are recorded. If results are not reported within ninety (90) minutes of acceptance of the skill-based video game contest invitation then Game+ will automatically cancel the skill-based video game contest, and players will be returned their money, less applicable Game+ fees. Once a skill-based video game contest is canceled, players that wish to compete against each other will need to start a new head to head skill-based video game contest event. If a contest is canceled, it is final. Once a contest is deleted, it cannot be retrieved.

All ties must be replayed until a winner is determined. If players choose to not play through the tie break than each player's money will be returned, less applicable Game+ fees, and no winner will be declared. A tie break MUST NEVER be broken by using any method of chance to determine the winner, and violators of the tie rules will be subject to termination of their Game+ account.

## GENERAL GAME PLUS RULES

It is the responsibility of the Game+ member to read and fully understand these rules and policies before participating in any tournaments. These rules apply to all contests.

Any rule not stated in the pregame rules will be considered invalid and not an enforceable rule for the contest. All agreed upon rules apply to both parties unless the agreed upon rules specifically state otherwise. Any rule that does not pertain to game play for the contest that is set up is not an enforceable rule.

If after the start of a contest, you realize that your opponent has the incorrect settings for the rules and you feel the mistake was an honest mistake, correct the settings and start over. However, if you believe your opponent intentionally made the incorrect settings, report them to Game+. We will allow the first incorrect settings free of charge and thereafter after that each incorrect setting Game+ may charge a two dollar and fifty cents (\$2.50) fee. Incorrect settings do not apply to PDRs.

If a player uses an exploit to gain a competitive advantage, it goes against the spirit of the skill-based challenge. Known exploits are when a player uses bugs or glitches, game system, rates, hitboxes, speed or level design, etc. to their advantage in a manner not intended by the game's designers, and the other player was not aware the exploit existed. If a player uses a known exploit in a way that materially influenced the challenge results, Game+ considers that a form of cheating and the challenge should be canceled and replayed without any exploits. However, if both players are aware of the known exploit, they may choose to allow it in the challenge, thereby making it a fair competition.

Custom rosters and custom players are not allowed. If you customize your rosters in an attempt to gain a competitive advantage without an agreement or acknowledgement by both players pregame it will result in a forfeit. If you customize the standard online rosters in any way without informing your opponent pregame it can result in an unfavorable decision.

Guests are not allowed in head to head contests. If you play with a guest and do not inform your opponent prior to game play it can result in an unfavorable decision.

Each player is responsible for his own connection and has to have a good internet connection to avoid possible lag or disconnection. For non-material lags that are not a substantial contributor for the advantage of a winning outcome, the players should continue to play through the challenge. If a game is materially lagging or gets disconnected past the halfway point of the challenge, the players must try to agree on resuming from the moment and score where the lag or disconnect occurred. If the material lag or disconnect happened before the halfway point, or they could not agree on a moment or score for resuming play, they should restart the challenge from the beginning. If the lag or disconnect is claimed by a player past the halfway point who is undoubtedly losing the challenge and unlikely to be the winner, they should forfeit and take the loss. If someone is found to be intentionally lagging or is a repeat offender of questionable lagging, this will result in an automatic loss and possible suspension or termination of their Game+ account.

For any point spread to be valid it needs to be discussed and/or acknowledged by both parties prior to initiating the challenge or in the person giving the points rules. If we cannot verify the point spread was acknowledged by the person giving the points prior to the challenge being initiated, and the opposing player covers, the contest will be deemed a wash. All agreed upon point spreads will be added on to the final score upon completion of regulation unless the rules state otherwise. If a contest is exited intentionally and a dispute is initiated the points are added on at that time.

Employees of GamePlus Inc. are NOT eligible to win cash prizes in skill-based video game contests offered by GamePlus Inc. Such employees may, however, use the service, and will from time to time do so for the purpose of testing the service, evaluating player experience and skill-based video game contests, socializing and competing with customers to build community, and other reasonable and fair uses at the sole discretion of GamePlus Inc. If such persons are deemed to be winners of any skill-based video game contests offered by GamePlus Inc., any cash prizes won will be forfeited and awarded to the other participant. A Game+ Captain is an independent contractor and not a GamePlus Inc employee and may

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participate in skill-based video game contests for cash prizes.

## DISPUTES

Either participant has twenty (20) minutes to dispute a reported outcome. After the expiry of the twenty (20) minutes, the contest is no longer available for dispute, and the reported winner shall be the final winner. Suitable evidence for dispute includes in-App direct camera capture and camera roll upload. In the event of a dispute regarding the outcome of a skill-based video game contest, Game+ may assess a fee and suspend or terminate your Account if any participant incorrectly reports the contest outcome or disputes a valid winning outcome. Game+ will review and make a determination within forty-eight (48) hours of submission of the contest dispute. Please see Terms and Conditions of your cardholder agreement for additional information.

Disputes require Game+ to manually review the evidence by our staff which costs us money. Game+ may charge a five dollar (\$5) fee to the player that lost the dispute.

Any rule claimed to be broken that can be viewed when the game starts, for example, amount of time per quarter or period, skill level, rosters, teams, jersey color, weather, game title, map, can be considered invalid based on amount of time played and/or score. Any claimed broken rule based on settings or functions that can be viewed pregame in a contest played more than 25% through will be automatically invalid regardless of score. If you wait until your opponent has an advantage to exit and make a claim regarding a pregame setting, your claim will be considered invalid. If you do not agree with a pregame setting or the team being used, do not start the game.

There are no forfeit wins on Game+ in head to head contests nor is there any reason to claim a win in a game that has not begun.

If you intentionally exit a contest while losing or the game is tied and provide no valid evidence that would give you grounds to exit the contest, you will concede the remaining time.

If you claim a win in a game you are losing or lost and provide nothing that would give you grounds to do so, this will result in an automatic forfeit.

Claiming a win while in game and the outcome still in the balance can result in an unfavorable decision. If the game is played to a point where we deem the game to be in hand the score is what will be enforced. If your opponent claims a win while in game and you continue to play past that point, your claim will automatically be considered invalid.

Providing inaccurate information to your opponent in an attempt to mislead them or gain a competitive advantage you would not have otherwise had will result in an unfavorable decision.

Providing inaccurate information and/or submitting false evidence in an attempt to mislead Game+ staff in a review will result in an automatic forfeit.

The biggest reason you'll ever lose a dispute is you did not submit valid evidence. It is the responsibility of the winner to record the outcome and submit the evidence.

Game+ will review the evidence submitted but will weigh the evidence first to in-App camera capture, and lastly, camera roll upload. Game+ may assess a fee and suspend or terminate your Game+ account if any participant incorrectly reports the contest outcome or disputes a valid winning outcome. Game+ will review and make a determination within 48 hours of submission of the dispute.

Some of the reasons you may lose a dispute, include but are not limited to, the opponent's Game+ username not being visible in the evidence, failing to follow the rules, or failing to validate a timestamp of the skill-based video game contest.

Game+ may unilaterally deduct such winnings and charge a fee from your Game+ account after investigating the dispute.

Game+ uses a proprietary process to determine the outcome of the dispute in our sole judgment and will be considered the final judgment and we shall not be required to disclose how the resolution of the dispute is determined.

In certain instances, Game+ may not be able to determine a winner and may choose to cancel the challenge. If a winner cannot be verified no money will be transferred. However, the Game+ contest fee will still be deducted from each participant's account.

## DISPUTE TRACKING AND DISPLAY

Game+ will track and publicly display all your disputed results in which you did not prevail on your dispute. If you do prevail on your dispute it will not count against you; however, the opponent User you prevailed against will receive a lost dispute rating. By displaying such disputed results in which either party did not prevail, other Users can determine assess whether they wish to engage in a challenge with you. You have a dispute indicator we call the "Dispute Mark" that looks back over a preceding twelve (12) month period of challenge activity. The Dispute Mark is rated as follows: if you have no lost disputes or one (1) lost dispute you will have a green status; if you have two (2) lost disputes you will have a yellow status; if you have three (3) lost disputes you will have a red status; and if you accumulate more than three (3) or more lost disputes, we will suspend or terminate your Account. You authorize us to make your Dispute Mark available for viewing by other Users of the Service. You agree that we are not responsible or liable for any claims, damages or liability arising from or related to the Dispute Mark, and you release us from all liability related to the production and display of your Dispute Mark.

## NO CHEATING

If a player proves a rule to be broken by their opponent, the player who broke the rule will concede the remaining time and lose the contest.

All decisions rendered by the Game+ staff are binding, including termination of your Game+ account for repeat offenders

## PLAYER DEFINED AND CUSTOM RULES (PDR)

Game+ does allow, under certain conditions and for certain games, players to establish their own custom skill-based video game contest rule for the contest, a feature which we refer to as Player Decided Rules ("PDR"). A PDR can only be conducted for challenges to people on your friend's list and no rule disputes

are allowed. The tie break rule for a PDR must be based on a skill outcome and must never have a tie broken by using any method of chance (i.e., a coin toss) to determine the winner. Violators of the tie rules will be subject to termination of their Game+ account. If you are found to have an unfair competitive advantage or engaged in inappropriate behavior the contest will be canceled, and money will be returned to each players' Game+ account, less applicable Game+ fees, and depending on the severity of such actions may result in termination of your Game+ account.

An example of a PDR in a shooter game would the players mutually agree to play "snipers only" where both players are only allowed to fight using snipers. A more specific example would be in a Call of Duty challenge where the players agreed to either "limited health" or "increased health" in the game settings.