



Pravila tekmovanja na EPICENTER LAN 16

# Fortnite

Pripravila: Nuša Klepec  
Datum: 9. april 2018



# English rules

## 1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

### 1.1. Eligibility

- Each team must consist of 2 players.
- To reserve your participation in the tournament, a team must have 2 players paid and signed up to their specific team.

## 2. GENERAL INFORMATION

### 2.1. Tournament Format

- Each duo will play as many matches as possible in the given time period. They will report **best 10 games** with **screenshots** through the online form.
- The tournament starts on Saturday at 14.00 and finishes on Saturday at 22.00, with **a break from 18.00 to 19.30**. Any game that has been played between the break time will not be accepted.
- Duos will report the results twice: first at **18.00 (6 games)** of their choice, played between 14.00 and 18.00) and second at **22.00 (4 games)** of their choice, played between 19.30 and 22.00).

### 2.2. Administrators

- Tournament Administrator is Nuša Klepec.
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules.

### 2.3. Timekeeping

- Each duo plays when and how much they can and want. Less games played and worse position in each round means a smaller total score.
- **The tournament winner is the duo with the highest score.**
- Administrators reserve the right to change these timings if circumstances require it.



Scoring system:

MESTO	POINTS
#1	200
#2	150
#3	125
#4	110
#5	100
#6	85
#7	80
#8	75
#9	70
#10	65
#11	50
#12	45
#13	40
#14	35
#15	30
#16	25
#17	20
#18	15
#19	10
#20-24	5
#25-40	0

**Each kill is worth 8 points.**

Scores will be determined as following:

**Score = points + kills (first player) + kills (second player)**

### 3. GAME SETTINGS

#### 3.1. Restrictions

- Any game that has been played between the break time will not be accepted

#### 3.2. Player Settings

- Any player settings configurable within the game client are acceptable.



### 3.3. Screenshots

- Screenshots (names and number of kills must be visible) are required to prove a match result. You have to use the official online form to report the results.