



WHITEPAPER

Dear Potential Investors,

We are proud to present our innovative project that combines the world of NFTs with a vision for a better future. Our project has a phased approach to building its foundation across multiple billion dollar markets, and we're looking for support from individuals who share our vision.

We believe that NFTs hold tremendous potential as a new form of investment, and our project is designed to reward NFT holders who make it possible. By holding just one NFT, you will gain access to a range of exclusive benefits, including early and free access to our video game, random casino coin drops, cryptocurrency airdrop upon contract deployment, and discount in our merchandise shop.

As an NFT holder, you will also have a share in the success of our project, with rewards that include access to a Revenue Pool exclusively for our NFT holders that's created by pooling together 50% of both Merchandise and ad monetization, 20% of casino bet-losses, 20% of video game revenue, and 20% of NFT sell-out. With each NFT you hold, you will receive 1 equal share of that pool. However, any quantity of NFTs held is still just one automatic entry to win a \$1,000 cash prize in our mini raffle every 100 NFTs, plus opportunity at the package prize of \$10,000, a brand new fully decked out Tesla Model Y, and 1yr Car Insurance for that Tesla in the winner's name. Early birds beat the odds.

We believe that our project has the potential to change the world for the better, and we're looking for investors who share our vision. Whether you're an NFT collector or simply someone looking to support a worthwhile cause, we believe that our project is a fantastic opportunity to make a positive impact on the world while also seeing a return on your investment several times over without ever having to sell your Membership (NFT).

Thank you for your consideration, and we look forward to the opportunity to work with you towards a better future.

Best regards,
William Simmons, CEO of A Few Bad Newbies.

The potential yield of a company in each market would depend on various factors such as the company's size, reach, target audience, marketing strategy, etc.

MMORPG: A successful MMORPG company could potentially yield around \$100 million to \$500 million per year.

ESPORTS: A successful esports company could potentially yield around \$10 million to \$100 million per year.

MERCHANDISING LINE: A successful merchandise line could potentially yield around \$5 million to \$50 million per year.

GAMBLING: A successful gambling company could potentially yield around \$500 million to \$1 billion per year.

META / WEB3: A successful meta/web3 company could potentially yield around \$20 million to \$100 million per year.

AD MONETIZING: A successful ad monetizing company could potentially yield around \$100 million to \$1 billion per year.

Please note that these are rough estimates and the actual yield could be higher or lower depending on various factors.

Please also note that A Few Bad Newbies is building its foundation one phase at a time to consist all of exactly what's detailed above, potentially advertised and used by an army of NFT Holders driven to increase their own benefit rewards.

Let's change the world.



A FEW BAD *Newbies* LLC

Worldwide · Multiplatform · eSports Organization & Gaming Website Empire

AFBN.Contact@gmail.com · [@_AFBN_](#)

Join us in bridging the gap between Pros and Newbies by capturing an equal chance to compete, stream, invest, dress, and do so much more just like a Pro all while changing the world. Absolutely everyone and anyone both solo and teams are welcomed to use our services, but only the worthy will represent A Few Bad Newbies LLC in the world of eSports. Below listed as a brief table of contents, is a basic generic summary of what we offer. Further description beyond.

eSports Organization

The Goal is to have **8 Chosen Players** maximum per team that's comprised of 2 co-captains and 6 members, competing in tournaments as well as traditional gameplay that in which warrants proper representation of A Few Bad Newbies LLC responsibly. These players will redeem all of their tournament winnings split as a team without garnish.

Competition Ladder System

Compete like a Pro.

Game For Free

A safe and free place to compete amongst friends and strangers alike on a "season based schedule", that's open to everyone and anyone on the games and platforms you already know and love. Established teams are just as welcomed as the traditional "Newbie". Worldwide and Multiplatform with various game titles and tournaments.

Streaming Network

Stream Like A Pro.

WATCH For Free

Completely free unlimited 24/7 access to streams of all varieties, all conveniently located in one place. Embed your own for the additional views!

Merchandise Shop

Dress Like A Pro.

Worldwide Distribution

240+ Products between varying of category options. Service provided by a 3rd party distributor, including but not limited to creating, packaging, and distribution, named Printful.com, while graphic designs and placement created by William Simmons.

Revenue Sharing NFT

50% Monetized Platform Revenue,

50% Merchandise Revenue, 20% NFT REVENUE, +X% "X PROJECT NAME"

Allocated revenue to be shared equally to each "Revenue Sharing NFT" shareholder proportionately as USD Cash, as well as exclusive membership access to: Merchandise Discount Code, Cryptocurrency Airdrop, Video Game Early and Free Access, Random Casino Coin Drops, and exclusive membership access to future project benefits.

Affiliation Program

12% Commission.

10% Discount.

Sell the Merchandise using your Affiliation Referral Code and earn 12% of the Revenue! Optional Discount Code saves consumer 10%.

One Stop Shop

40% Discount,
Digital Provider, GODADDY SERVICE PROVIDER

Enjoy up to 40% off digital items such as Web Hosting, Domain Names and so much more!

Clan and Gaming Community

Open to All,
Completely Free, WORLDWIDE & MULTI-LINGUAL

Customizable Profiles, Private Messaging, Blogging, and Social Media Sharing Outlets with 3rd party providers allowing for Free Anime, Free Browser Games, as well as Free Music Player in-site Use with more being added daily.

Marketing Agency

Grow Your _____
While giving back to who needs it most.

By using Twitter philanthropy, we will utilize your SPONSORED money to launch a give-away to get whatever it is you're working on the attention it rightfully deserves.

Raffle Systems

Phase 01
2 separate NFT Holder only Raffle Systems

Once every 100 NFTs in circulation, A Few Bad Newbies will reward one AFBN Revenue Sharing NFT Holder with \$1,000. Additionally, once every 50,000 NFTs in circulation, A Few Bad Newbies will reward one AFBN Revenue Sharing NFT Holder with the package prize of: \$10,000, brand-new Tesla Model Y, and 1yr Car Insurance for that Tesla in the winner's name.

Online Casino

Phase 02

220 Sales

At 220 sales, we will be procuring an off-shore gambling license to launch an online casino while simultaneously submitting an application to the SEC.

Video Game

Phase 03

375 Sales

At 375 sales, we will build and launch our own cross-platform open-world MMO Video Game which incorporates use of currency as depicted in Phase 04.

Cryptocurrency: \$AFBN, “Newbie Token”

Phase 04

1,000 Sales

At 1,000 sales, we will launch our own Ethereum ERC20, where upon contract deployment all wallet addresses holding any amount of AFBN Revenue Sharing NFTs will automatically be airdropped an equal distribution of 10% of total supply before private sales commence.

Internet TV Network

Phase 05

50,000 Sales

Using live streams from our Online Casino, MMO Video Game, eSports players, and hired content creators, we will launch an internet TV network that’s financially handled like the Ad Monetization displacement.

Eco-friendly Gaming Hotel

Phase 06

80,000 Sales

Before we break ground, we must first obtain ten acres of property to place this facility. By creating an establishment focused on harnessing the elements, and delegating the remainder of the property to solar and wind farms, we hope to be the first to set the world-changing trend of FREE clean energy.



AFBN REVENUE SHARING NFT



What are NFTs?

NFTs, or non-fungible tokens, are a new type of digital asset. Ownership of these assets are recorded on a blockchain — a digital ledger similar to the networks that bitcoin and other cryptocurrencies.

But unlike most virtual currencies, you couldn't exchange one NFT for another in the same way that you would with dollars or gold bars. Each NFT is unique and acts as a collector's item that can't be duplicated, making them rare by design. You can think of them like the crypto alternative to rare Pokémon or baseball cards.

The rise of the internet meant that anyone could view images, videos and songs online for free. People are buying NFTs out of the belief that they'll be able to prove ownership of a virtual item thanks to blockchain. But this is where A Few Bad Newbies LLC. finds its opportunity to change the world.

Why are they so popular?

The coronavirus pandemic played a big role in the NFT boom. Last year, the total value of NFT transactions quadrupled to \$250 million, according to a study from NonFungible and BNP Paribas-affiliated research firm L'Atelier.

That's in no small part because of stay-at-home restrictions that resulted in people spending a lot more of their time on the internet and saving cash from a lack of commuting. It's similar to the rise of retail traders betting on GameStop and other historically unloved stocks promoted on the Reddit board WallStreetBets.

Meanwhile, it also arrives at a time when bitcoin, ether and other digital coins have surged in value, with bitcoin briefly topping \$1 trillion in market value.

“Right now we’re living in a point in the world whereby the majority of the population is spending 50% of their time online and a significant amount of their time on a PC,” Whale Shark, a pseudonymous NFT collector who claims to have amassed a collection worth over \$2.7 million, told CNBC.

What is traditional Revenue Sharing?

Revenue sharing is the distribution of the total amount of income generated by the sale of goods or services between the stakeholders or contributors. It should not be confused with profit shares. As with profit shares only the profit is shared, that is the revenue left over after costs have been removed.

What makes AFBN Revenue Sharing Unique?

A Few Bad Newbies changed the approach from "Staking", to "Membership Access" while simultaneously developing a financial funnel system that delegates specific percentages allocated from every faucet of potential revenue from the organization, and assigned its accumulated supply to its own "Revenue Pools" such Payroll & Taxes, Marketing & Development, Creator Royalty, and an NFT Holder only segregation inspiring the "Membership Access" needed to reap any passive benefits from our growth.

Automatic Raffle Entry:

By holding any number of AFBN Revenue Sharing NFT, your wallet address will automatically be entered once into the Give Away System which includes a \$1,000 winner every 100 NFTs in circulation and 1 package prize winner every 50,000 circulated AFBN Revenue Sharing NFTs. The package prize is a three part reward starting with \$10,000, a brand new fully-decked out Tesla Model Y, and 1 year of Car Insurance paid in the winner's name. Early Bird beats the Odds.

Equal Opportunity Shares:

Every single AFBN Revenue Sharing NFT, whether it be on the BNB or ETH Blockchain, represents one equal share of the Revenue Pool assigned specifically to the NFT Holders as a Membership Only Reward System. If you're holding ten AFBN Revenue Sharing NFTs, you will receive ten equal shares of the Revenue Pool whereas 1 NFT will only receive 1 equal share.

Phased Development:

A Few Bad Newbies LLC. is using a planned phased approach for our revenue sharing program that's exclusively available to only NFT Holders as Membership Only or Early or Free Access.

- In phase 01, AFBN will sell NFTs and draw a \$1,000 raffle winner every 100 sales, which is available on the website <https://AFBN.me/RevShare>.
- In phase 02, AFBN will acquire an offshore gambling license at 220 sales, after which we will launch a casino platform available at <https://casino.AFBN.me>, where a select percentage of bet-losses will be added to the Revenue Sharing Pool.
- In phase 03, AFBN will create an open world player versus everything "world of darkness" theme MMO video game at 375 sales, which is available for a complete concept view on the website <https://AFBN.me/NewbieVerse>.
- Phase 04 is a Crypto Launch, and 5 is an Internet TV Network, but Phase 06 is how we are changing the world with Clean Energy.

Economics of Revenue Sharing NFT:

With only 100,000 NFTs available between Ethereum and Binance Blockchains, at around \$300 each it's possible to generate x8+ returns yearly per NFT held as cash rewards regardless of your geographical placement or crypto preference.

Users will be able to sell their purchased NFTs for their own profits and retain Merchandise Discount Code, or continue to hold in order to receive just as many equal portions from the revenue. (Note: The more NFTs held, the more equal portions of the redistributed revenue you receive. Must be holding NFT to receive passive cash income, or to be entered into passive. Raffle's / to win.)

Payment Displacement of AFBN Revenue Sharing NFT:

(passive monthly cash starts being paid out when revenue pool allows for each NFT's share to be valued at \$1,000)

Turning a one-time investment into a passive \$2,000 a year Cash Income is low-balling, and here's how!

1. 50% of YouTube Revenue goes back to the NFT holders. 35% goes into hiring new content creators, musicians, as well as making our own content and game... Which we will call "payroll". 15% goes back into further development.
2. 50% of Merchandise Revenue goes back to the NFT holders. 30% goes back into further development. 20% goes to payroll.
3. 20% of NFT Revenue once sold out, goes back to the NFT holders. 50% gets evenly split between Payroll & Taxes and Marketing & Development. 30% goes to the NFT Original Seller.
4. 20% of all Casino Bet-Loss Revenue (TBA), goes back to the NFT holders, 10% goes into Marketing & Development, 10% goes to payroll, and 60% goes back into the Casino Vault for larger potential payouts and more games.
5. 25% of all Video Game Profits (TBA), goes back to the NFT holders, 15% goes into Payroll & Taxes, 10% allocated to Casino Vault, 30% for Marketing & Development, and 20% creator royalty.

Revenue Sharing NFT - Utility YOU Control:

- Every Holder of AFBN Revenue Sharing NFT is able to control how much money they earn every month, by the amount of time they spend watching and interacting with the content that we provide, how much merchandise they sell, and how much activity they themselves help bring to the community. The more users, the more potential revenue!
- Every Holder of AFBN Revenue Sharing NFT is also able to control how many equal portions they're entitled to with how many NFTs they are holding.
- Needless to say, as a whole community, the amount of monetized income increases with how much of yourself you invest into the concept. But, every contribution counts!



AFBN PAYROLL



All Administration receives 0.12% base salary from Payroll & Taxes Revenue Pool. This Revenue Pool is filled by the following financial avenues.

- 25% NFT sell-out
- 20% Merch Revenue
- 10% Casino bet-losses
- 30% Video Game Profits
- 35% Ad Monetization

What does this mean? Like our Revenue Sharing Pool, Payroll & Taxes has money allocated from every faucet of our potential income as is explained above.

Hypothetically if each NFT sells for \$300, and there 100,000 that sell, then the total number from NFT sell-out would be multiplied by 25%, which would displace \$7,500,000 to the Payroll & Taxes Revenue Pool. The pay and statistics of 0.12% of that displacement is, +\$9,000.

Hypothetically if we make \$500,000,000 in Merchandise sales and 20% goes back to Payroll & Taxes, then that is \$100,000,000 to be added to that financial pool. The pay and statistics of 0.12% of that displacement is, +\$120,000

On average an active Online Casino yields \$73,000 a day according to 2020 statistics found on a Google search. That's over twenty six million dollars a year. For arguments sake, let's use a quarter of that average: \$6,500,000. 10% of that is \$650,000 to be added to Payroll & Taxes Pool. Which makes pay per Admin +\$780 if using a quarter of the average for the math.

World of Warcraft is pulling in over \$700,000,000 a year. *If the community* pushes, then reaching such a pinnacle example is more than possible with the launch of our very own MMO. 30% of that would mean an additional \$210,000,000 going to Payroll and Taxes Revenue Pool, which increases Admin Pay by +\$252,000

In 2020, the top YouTube Channel received \$50,000,000 from monetized content alone. Ad Monetization for AFBN also includes our Internet TV Network Ad Revenue, and it's not unexpected that your average local TV station receives \$10+ million a year from selling adspace. 35% of this achievable number goes to Payroll & Taxes as well, increasing Admin Base Salary Pay by approximately \$25,000.

So the better you do your job, the better you get paid. As incentive if using the hypothetical yet obtainable numbers above, every Admin would receive around \$406,000 a year if following the numbers listed above.

Since 100% is total number of Payroll & Taxes to offer as pay, and each Admin position receives 0.12%, then there's room for approximately 833 employees without taking into consideration taxes. By limiting Admin Positions to 400 Worldwide, half of the Payroll and Taxes Revenue Pool accommodates tax season for A Few Bad Newbies. Unused funds get recycled back into its original pool.

Hotel Employees will receive a TO BE DETERMINED pay that's soon TO BE ANNOUNCED at a later time.



AFBN Marketing Agency



Save hundreds—if not thousands of dollars on promotions and advertising when growing your audience by just as much for a fraction of the cost, all while giving back to the community.

How does it work? As a contestant, it's easier than buying a lottery ticket and it's completely free. Follow the tweet instructions on Twitter and win cash. Sponsors pay for a time slot, and participants enter for a chance to win cash while checking out the sponsor.

Grow your brand, social media, project, or audience all while giving back to the community! Affordably.

By using Twitter Philanthropy, AFBN will launch a Give Away utilizing your sponsored money to bring whatever it is you're doing... the attention it properly deserves.

We will shout out the Twitter Account you list when launching the Twitter Raffle at no extra cost.

Winner's randomly selected from Twitter retweets will undergo a visual authenticity verification before prize money is distributed, and will have 24HRS to reply to Twitter DM to claim their prize. No purchase necessary for contestants. Payment will be awarded via CashApp, PayPal, or Bitcoin at winner's discretion.

Every promotion includes a boost in Twitter followers, and an action request (i.e. Join Discord, Follow on TikTok, Retweet Pinned etc.) at no additional cost. What are you waiting for? Take control of your growth in your way today, and let us help you expand your reach!

- If the sponsor wants a retweet of their pinned tweet, that's one of the rules.
- If the sponsor wants to grow their discord, then that is a rule.
- If the sponsor wants a Twitch or YouTube or other such Subscription, then that would be one of the rules but one rule cannot contain more than one action.

Any example provided from the above would be 1 action.

Posting proof as a rule helps analytics and engagement rate and thus viewability of each tweet; not just solidify that someone followed rules for money eligibility.

Winners can be worldwide to anyone 13+ years of age. No purchase necessary to qualify. If the winner does not have CashApp or a BTC Receive, or if they don't reply to DM and Twitter announcements within 24 hours, or if Winner failed to follow rules of the give away, then that is a lost cause. The winner will be rerolled or a new give away will be launched on behalf of AFBN's growth. Void where prohibited.

All sales are final. AFBN is not responsible for unattained funds through negligent actions or ill informed communication because of the winner in one way or another. Example being: Winner provided ETH receive for a BTC prize transfer. Not AFBN responsibility. Promotion will not begin without FEE and PRIZE money paid up front.



AFBN Competition Ladder System



Compete against, and with anyone, anytime. For Free. From the safety of your own home using the platform you already know on the games you're already playing. Be the very best, with proof. Each Game Title is segregated by Eastern or Western Hemisphere, and by Platform while others are appropriately listed as Cross Platform.

With enough activity, an open ladder will become seasonal based with both playoffs, and a championship to determine who receives how much of the available prize pool.

MOBILE DEVICES & NINTENDO SWITCH GAMES

- PlayerUnknown's Battlegrounds (PUBG)
- Call of Duty Mobile
- NBA 2K23

OCULUS GAMES

- Pavlov
- Onward
- Echo Arena

CROSS PLATFORM GAMES

- PlayerUnknown's Battlegrounds (PUBG)
- Overwatch
- Fall Guys
- Rogue Company
- Overwatch 2
- Forza Motorsport 7
- Rainbow Six: Siege
- Call of Duty: Vanguard

PC ONLY GAMES

- Valorant
- Rainbow Six: Siege
- NBA2K23

XBOX ONLY GAMES

- NBA2K23

PLAYSTATION ONLY GAMES

- NBA2K23

HOW THE COMPETITION LADDER POINTS WORK

Winner: 3 points

Loser: 1 point

Each point gets you, or your team, a little further up the ladder. The more you compete, the better you do, the higher your score! At the end of the season, qualifying top teams will enter playoffs leading to a championship to decide who gets bragging rights and potential prizes!

Global General Settings

Any setting not listed below should not be changed from its default state within the private match lobby. The Global Settings are to be used for all Game modes unless otherwise specified in the game rules section of that particular game.

The hosting team is responsible for setting up a lobby match with the correct settings and the correct map. If the hosting team starts the game with the wrong settings, it will result in penalties for that map/mode. Please refer to the Penalties Section of this rules section.

Hosting

Definition: The Host is the Player who must create the Custom Game and ensure that the proper Settings and Map are used. The Host should set their party player limit to match the number of players for the specified match.

(Example: Player Limit 8 for a 4 vs 4 match.)

Host and Side Choice for each Game: The Challenging Team at match time must host the first game. The Defending Team will host the second game. This will alternate until a tie breaker game is required. The team with the higher combined rounds won for all games leading up to the tie breaker in that match will host the tie breaker game.

Procedure: Hosting Players should create the Custom Game. As the hosting Team changes over the course of a Match, the new hosting Player should leave the Custom Game and create a new one. A “lag test” should be performed before the start of each game to ensure all players have an acceptable player to player connection.

Lag Test: A “Lag Test” is a round set to the lowest time value in order to “Test for Lag”. **Finish Games:** If a player’s connection to the server becomes unreasonable during a game, the Game must still be played. The lag incident should be reported to AFBN support immediately following that game.

Incorrect Ending: If the Host incorrectly ends a Game, their Team may Forfeit the Game.

Warm-up: No warm-up or practice Games are permitted once the Match’s first Game has begun. If a Match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.

Delays: Teams may not delay the start of a Match beyond its scheduled start time, without the approval of a A Few Bad Newbies support. Teams may delay a Match between Games for up to five minutes. After five minutes of delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.

Minimum Required Players: Teams may only be shorthanded by one player in order to start a Competitive Match. A Team will Forfeit the Match if they are missing more than one player than the match specifies by 15 minutes after a Match’s default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

Disconnections: All games must be restarted if a Player disconnects in the first 30 seconds and before the first kill. If a player disconnects from a game after the first 30 seconds, the round should be completed. If the player who times out is on the hosting team, the host should end the game. If the player is on the non-hosting team, the team should switch sides or leave the game to have match ended.

Normal Boundaries: Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character’s body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.

Outside Players/Spectators: After a Custom Game has been created, only eligible Players on the two Teams and Staff members may be invited/join. If an ineligible Player joins a Game, the Game must be ended if the player affects the game and/or doesn’t leave within 30 seconds of

joining. If a Player is found to have invited an ineligible Player to a Game, they will Forfeit the Game.

Settings: For All Games, the hosting team will forfeit all rounds where the incorrect setting(s) affected the game. If a game is hosted out of order, the hosting team will forfeit that game that was played out of order. For example, if Search and Destroy – Strike on Call of Duty is the second game and played as the first game, the hosting team will forfeit Search and Destroy – Strike. The first game will need to be played.

Restricted Items: Use of any listed restricted item(s) will result in the loss of the round(s) the item(s) were used in if it affected game play.

Premature Game Ending: Teams that force the game to end prematurely by player(s) switching teams, leaving the game, inviting outside players, and/or the host ending the game may result in the loss of the round and/or game.

Equipment: Players may not use a Turbo controller, or a Button Macro controller. Turbo controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons. The team using the ineligible equipment will forfeit that games of the match it was used on.

IP Flooding (DDoS Attacks): Performing or assisting with a DDoS attack of your opponent will result in immediate disqualification of that team. All players on that team will be permanently banned from A Few Bad Newbies website.

Evading a Tournament or Severe Site Ban: Any player found evading a severe site ban or one related to Online Competition will be disqualified from this Ladder.

Account Recovering XBL or PC or PSN Accounts: Tournament participants are forbidden to allow others to play in this competition in place of them by sharing XBL or PC or PSN accounts. The offending the team forfeit the entire match. The offending players will be suspended from the site for up to thirty (30) days.

Modified Console/Hacks/Mods: Use of a modified/jail broken console, in game hacks, and/or mods will result in the immediate disqualification of that team. The player(s) using the modified console, hacks, and/or mods will be suspended from A Few Bad Newbies indefinitely. The rest of the team will be suspended for up to ninety (90) days.

Lack of Cooperation: Failing to comply with Support Staff's directions and/or requests may result in the forfeit of round(s), a map, or the entire match. Verbal or written abuse of a staff member will result in a suspension from A Few Bad Newbies for up to thirty (30) days.

Failure to Report a Match: Any team leader/captain that fails to report their tournament match within ten (10) minutes after the conclusion of their match or upon receiving notification from support staff to do so, may be suspended from the site for up to twenty-four (24) hours.

Warnings: Officials may issue a Warning for infractions including, but not limited to, the use of profane words or phrases, discussion of controversial religious topics, threats/implied violence, lack of punctuality, and failure to follow AFBN staff instructions. All warnings and penalties are given to the team, not the individual player. Teams may also be warned or incur a penalty for repeated warnings in regards to the same rule. Depending on the severity of the action or conduct by a player, multiple warnings may be handed out for a single infraction, up to and including bypassing warnings and resulting in an immediate penalty.

Penalties: After a maximum of three (3) warnings, post-warning penalties, including but not limited to the following, may be enforced: A Game Forfeit, a Match Forfeit, and a Site Ban for a specified duration. Penalties may also be combined with other penalties.

Disqualification: Some infractions may result in warnings and penalties being bypassed with immediate disqualification from the remainder of the Ladder being enforced. Examples of behavior or actions that could result in this are physical acts violence, cheating, collusion/manipulating the bracket, hate speech, and/or harassment.

Double Forfeit: If a Match is not played and neither Team submits a Ticket requesting the Forfeit win, or both Teams otherwise Forfeit a Game/Match, the Game/Match will be deemed a draw.

PRIZE MONEY & DISTRIBUTION

Money won from tournaments or championships will be sent as a lump sum to the appropriate team's captains. Currency will be distributed worldwide with the optional money platforms of CashApp, PayPal, or Bitcoin. Item prizes will be sent to each winner individually upon confidential exchange of required shipping information.

Tournament Financial Displacement of Entry Fees

- 1st Place Team: 50% of Prize Pool
- 2nd Place Team: 35% of Prize Pool
- 3rd Place Team: 15% of Prize Pool

If in the event less than 10 teams join a Tournament, prize pool distribution will go as follows:

- 1st Place Team: 60% of Prize Pool
- 2nd Place Team: 40% of Prize Pool



AFBN Online Casino



Phase 02: Casino Information

Why travel all the way to the casino, just to be surrounded by the pandemic, when you can win safely on the go or from the comfort of your home?

Users are able to assign themselves a username upon creation to be publicly displayed, rendering personal wallet addresses unused and forever hidden. Simply send what you want to gamble to the in-site wallet, or reverse the order to cash out, and have fun!

Why AFBN Crypto Casino? We aspire to bring you countless avenues to safely win various currencies, and offer no-hassle withdrawals, all while maintaining YOUR privacy. What are you waiting for?

Provably Fair

Our casino uses provably fair technology, which allows you to verify that each roll or card draw is completely random and you are not being cheated!

Multitude Deposit Capabilities

Make deposits in Crypto, with Credit/Debit Cards, or PayPal. Get 5% back when you deposit more than 5,000 credits at once.

Crypto Vault

60% of all bet-losses get put into the Casino Wallet Vault. The more accumulated, the more games we will add and at a higher maximum bet. Which means the more money that potentially can be won, and in different ways!

PAPERWORK SECTION

$(220 \text{ sales} \times \$300 \times 25\% = \$16,500)$: NOT ENOUGH by itself

+

Creator Royalty Pool, $(220 \text{ sales} \times \$300 \times 30\% = \$19,800 - \$4,300)$

Roadmap Phase 02: *220 NFT Sales*, the Immediate Purchases

- **Off-Shore Gambling 5yr License:** \$25,000
- **SEC Registration:** \$2,000
- **Casino Software Upgrades:** \$5,000



AFBN Video Game



Phase 03: **VIDEO GAME INFORMATION**

What if monsters were real? Not as abominations lurking in the shadows... but cunning predators hiding in plain sight? Influencing every aspect of our world in ways we would never dare to imagine? What if you became one of them?

Enter the World of Darkness.

In World of Darkness, vampires, werewolves, and monsters of many different kinds are all living among us: an entire supernatural world hidden in plain sight.

You are the monster, pretending to be human, fighting for survival and supremacy in a dark and mysterious world. Night after night you struggle to find your place in a baroque web of secrets, ancient conspiracies, and modern upheaval. In the quest for power, you leverage every asset, from arcane abilities to simple diplomacy, seduction, and street smarts.

In World of Darkness, the horror is personal. You are not the victim running from monsters. You are the monster, the anti-hero afraid of what you're capable of should you give in to your inner conflicts. The grotesque and sublime mix as tales of mystery and horror unfold with deep reflection over moral consequences and the limits of humanity.

In World of Darkness, nothing is as it seems, yet everything is connected. Eternal life, supernatural power, even dominion over exclusive cabals that secretly influence the world, are yours for the taking... if you can survive.

Starting off as a human with no more than a stick as a weapon, you follow your storyline to get Clawed into a Werewolf, Bitten into a Vampire, Awoken as a Mage, or Trained into a Hunter all while you level up your character and equipment and rank trying to survive the World of Darkness

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The following depicts our direction, results may vary.

Game Engine Type: Unreal Engine 5

Theme: World of Darkness

Time Period: Dark Ages

Age Rating: 18+

Style: Open World MMO

Quests: Yes

Missions: Yes

Guilds / Sects: Yes

Lootable Mobs: Yes

Raids: Yes

PvP: Yes

PvE: Yes

Crafting System: Yes

Currency System: Yes

Swimming System: Yes

Climbing System: Yes

Leaderboard System: Yes

Leveling System: Yes

Cross Platform: Yes

Classes: Werewolf, Vampire, Mage, Hunter

Weaponry: Swords, daggers, shields, staves, claws, fangs, crossbows, hand2hand, maces, axes, whips, polearms, magic.

Level of Ability Limited to Time in Game

- Lv.01 @ 0 ~ 50hrs = 5 MAX POWER
- Lv.02 @ 51 ~ 100hrs = 8 MAX POWER
- Lv.03 @ 101 ~ 199hrs= 11 MAX POWER
- Lv.04 @ 200 ~ 999hrs= 13 MAX POWER
- Lv.04 @ 1,000 ~ 4,999hrs =14 MAX POWER
- Lv.06 @ 5,000+ hours= 15 MAX POWER

ROOT POWER LIST: each class power is limited by age

1. Invisible
2. True Sight 3. Travel
4. Transform
5. Strength
6. Speed
7. Armor
8. Attack Ability

I. Werewolf Class: Totems

1. Owl
2. Hawk
3. Beetle
4. Luna
5. Boar
6. Lynx
7. Rhino
8. Wolf

II. Vampire Class: Disciplines

1. Obfuscate
2. Auspex
3. Presence
4. Animalism
5. Potence
6. Celerity
7. Fortitude
8. Blood Magic

III. Mage Class: Spheres

1. Mind
2. Spirit
3. Correspondence
4. Prime
5. Matter
6. Time
7. Life
8. Forces

IV. **Hunter Class:** Messages

1. Innocents
2. Visionaries
3. Redeemers
4. Waywards
5. Avengers
6. Judges
7. Defenders
8. Hermits

Werewolf Ages:

- Lv. 1 = Cliath
 - Lv. 2 = Fostern
 - Lv. 3 = Adren
 - Lv. 4 = Athro
 - Lv. 5 = Elder
 - Lv. 6 = Legend
- Vampire Ages:**
- Lv. 1 = Fledgling
 - Lv. 2 = Neonate □ Lv. 3 = Ancillae
 - Lv. 4 = Elder
 - Lv. 5 = Methuselah
 - Lv. 6 = Legend

Mages Ages:

- Lv. 1 = Initiate
- Lv. 2 = Apprentice
- Lv. 3 = Disciple
- Lv. 4 = Adept
- Lv. 5 = Master
- Lv. 6 = Legend **Hunter Ages:**

- Lv. 1 = Newbie
- Lv. 2 = Apprentice
- Lv. 3 = Experienced
- Lv. 4 = Adept
- Lv. 5 = Master
- Lv. 6 = Legend

SECTS: A sect is a social organization of players, usually composed of multiple classes that form a league or compact. Each sect has a dogma and an objective its members seek to attain. Most often its dominance.

ITEM DROPS: A gameplay element in video games where you can get items from fallen enemies. Typically it takes the form of enemies fading and the drops simply appearing where they died.

Item drops often have fixed types within the game. Some of which are:

- Experience: enemies turn into experience upon death.
- Food: They turn to food which replenishes either Hit Points or the Mana Meter.
- Power Ups that increase your stats temporarily (such as attack or defense).
- Sprint Shoes: speeds up the character.
- Equipment, such as weapons or armor.

RAIDS: A raid is a type of mission in massively multiplayer online role-playing games where a number of people attempt to defeat either: another number of people at player-vs-player, a series of computer-controlled enemies in a player-vs-environment battlefield, or a very powerful boss. This is the most popular approach to gathering items you otherwise couldn't retrieve on your own.

MORTAL STATUS: As an average mortal, you can never be killed by another player. However, you can be killed by mobs (in-game characters created to gain XP upon their death). Mortals also feel things like hunger and thirst, and unless satisfied you will die. XP Rate Total: +0%

UNCLASSSED AVATAR: An unclassified avatar is like your average mortal in regards to strength, but you cannot be killed by mobs (in-game characters created to gain XP upon their death). Instead you become "incapacitated" with -10 HP. Unclassed Avatars may PK Classed Avatars or Unclassed Avatars within the PK Rating Limitations. Only Unclassed Avatars can get classed. XP Rate Total: +25%

CLASSSED AVATAR: A classed avatar is a player who has chosen to be either a Werewolf, Vampire, Mage, or Hunter. XP Rate Total: +50%

PLAYER KILLING: Being the best in whatever you do is usually everyone's goal. Players are able to attack other players with the same PK Rating as you or Higher. For every player you successfully kill, your PK Rating will increase by one. Every time you are killed, you will lose a PK Rating.

HOW EACH CLASS KILLS AN INCAPACITATED PLAYER

- Werewolves will tear the head off.
- Vampires will rip the heart out.
- Mages will use magic to disintegrate the enemy.
- Hunters will decapitate the enemy.



AFBN Cryptocurrency



Information & Tokenomics

- Newbie Token, \$AFBN
- Ethereum ERC20
- 1,000,000 Supply
- Fee based on Transaction Volume
- Token Burn based on Total Supply
- Anti-Whale System
- Token Burn System
- Token Staking

1. Fee on Transaction based on Volume (buy, trade, sell)

- 5% Liquidity (+8% on sell)
- 3% Revenue Sharing Pool
- 1% Developer Wallet

2. Fee on Transaction based on Total Supply (buy, trade, sell)

- 1% Token Burn

3. Initial Token Distribution

- 10% of the overall supply immediately gets evenly airdropped to all holders of AFBN Revenue Sharing NFT
- 20% of the overall supply will then be sold in a private sale to further increase the liquidity

4. Token Allocation

- 15% of total supply is reserved for Future Development
- 15% of total supply is reserved for Founding Team
- 40% of total supply is reserved for Token Staking

5. Anti-Whale System

- 3% of the overall supply is the maximum any one wallet can buy, sell, or trade of this token

Further Explanation

Token Supply: A total supply of 1 million tokens will be created on the Ethereum network. Its name is “Newbie Tokens”, but its token abbreviation will say \$AFBN.

Initial Liquidity Pool: A Few Bad Newbies will deposit \$10,000 into the initial liquidity before private sales. This money comes from the Marketing and Development Revenue Pool.

Initial Distribution: 10% of the tokens are equally distributed and air dropped to every ETH Wallet holding an AFBN Revenue Sharing NFT. 20% of the tokens are then sold in a private sale with a goal to raise the initial liquidity by an additional \$10,000. After the initial private sale, 5% of the remaining circulated supply will be burned. If public supply is sold out, 5% of the founding team supply will instead be burned.

Token Allocation: 15% of the tokens are reserved for future development and partnerships, 15% for the founding team, and 40% for the community through incentives, rewards programs, and staking.

Staking: A staking mechanism is implemented where token holders can earn rewards by locking up their tokens for a certain period of time.

Token Burn: A token burn mechanism is implemented where a 1% of the tokens is burnt with each transaction to reduce the overall token supply and increase the value of each token.

Token Buyback: A token buyback program will be established where the company manually buys back tokens from the market to further reduce the supply and increase the value of each token once every three months until further notice.

Anti-Whale System: No more than 3% of distributed supply can be purchased or sold in a single transaction.

Transaction Fees: 5% liquidity. 3% Revenue Sharing Pool Wallet. 1% Developer Wallet. Total of 9% on volume of each transaction (buy/sell/trade), while also at the same time burning 1% of the overall total supply.

Immediate Real Usage: Casino Gambling Currency. In-Game Video Game purchases optional currency. AFBN Merchandise Shop optional currency.

Liquidity Deposits: To reward all holders of this currency, A Few Bad Newbies will sporadically add random amounts into the liquidity without warning.

Liquidity Withdrawal: If after two years of inactivity, meaning no purchases, trades, or sales, the liquidity will be removed where 50% of it will be distributed and air-dropped as Ethereum to the wallets holding the currency at the time of its death. Otherwise, it will not be removed or touched other than deposits as explained above.

```
pragma solidity ^0.8.0;

contract NewbieToken {
    string public name = "Newbie Tokens";
    string public symbol = "AFBN";          uint256
    public totalSupply = 1000000;
        uint256 public maxSingleTrader = totalSupply * 0.03;
    uint256 public transactionFeePercentage = 0.05;      uint256
    public sellTransactionFeePercentage = 0.08;
        address public revenueSharingWallet = 0x19c4ae8f69553786238216BA12247cA3824d00c7;
    address public developerWallet = 0xd9BE94ac0F0f099842d04a359a6B25B81E976E27;      uint256
    public burn = 0.01 * totalSupply;

    mapping(address => uint256) public balanceOf;
    mapping(address => mapping(address => uint256)) public allowed;
    event Transfer(address indexed _from, address indexed _to, uint256 _value);
    event Approval(address indexed _owner, address indexed _spender, uint256 _value);

    constructor() public {
        balanceOf[msg.sender] = totalSupply;
    }

    function transfer(address _to, uint256 _value) public {
        require(balanceOf[msg.sender] >= _value && balanceOf[_to] + _value > balanceOf[_to]);
        require(_value <= maxSingleTrader);
        uint256 transactionFee = _value * transactionFeePercentage;
        balanceOf[msg.sender] -= _value + transactionFee;      balanceOf[_to]
        += _value;
        developerWallet.transfer(transactionFee);
        revenueSharingWallet.transfer(transactionFee);      emit
        Transfer(msg.sender, _to, _value);
    }

    function transferFrom(address _from, address _to, uint256 _value) public
    {
        require(balanceOf[_from] >= _value && balanceOf[_to] + _value >
        balanceOf[_to]);      require(allowed[_from][msg.sender] >= _value);      uint256
        transactionFee = _value * transactionFeePercentage;      balanceOf[_from] -= _value +
        transactionFee;      balanceOf[_to] += _value;      allowed[_from][msg.sender] -=
        _value;      developerWallet.transfer(transactionFee);
        revenueSharingWallet.transfer(transactionFee);      emit Transfer(_from, _to,
        _value);
    }

    function sell(address _to, uint256 _value) public {
        require(balanceOf[msg.sender] >= _value && balanceOf[_to] + _value > balanceOf[_to]);
        require(_value <= maxSingleTrader);
        uint256 sellTransactionFee = _value * sellTransactionFeePercentage;
        uint256 transactionFee = _value * transactionFeePercentage;
        balanceOf[msg.sender] -= _value + sellTransactionFee + transactionFee;
        balanceOf[_to] += _value;
        developerWallet.transfer
```



AFBN Internet TV Network



Building an internet TV station that's compatible with streaming devices like Roku, Fire Stick, and Amazon Kindle involves the following steps:

Content creation: Developing high-quality video content that will attract and retain viewers.

Platform setup: Choosing a platform to host the content, such as Amazon Web Services or Google Cloud.

Video encoding: Converting the video files into a format compatible with streaming devices.

Channel development: Designing and building the user interface for the internet TV station, including branding and navigation.

Device compatibility: Testing the channel on various devices to ensure it works properly on each one.

Financially, the cost can vary widely depending on the level of production, platform choice, and equipment used. A basic setup can cost several thousand dollars, while a more complex setup can cost tens of thousands of dollars.

In terms of effort, it requires a significant amount of time and dedication to research, plan, create, and launch a successful internet TV station. It is also necessary to continuously promote and update the channel to attract and retain viewers.

Utilizing esports, gambling, and MMO video game live streams, in tandem with hired content creators, can offer numerous benefits when building an internet TV station. Some of the benefits include:

Increased engagement: Esports, gambling, and MMO video games are popular and attract a large and dedicated audience, which can increase engagement and viewership on the internet TV station.

Revenue opportunities: By incorporating gambling and commercial space into the station, it opens up the potential for additional revenue streams, such as paid sponsorships and advertising.

Network endorsements: By attracting a large and engaged audience, the station may become more attractive to networks looking to expand their reach and potentially lead to further network endorsements and partnerships.

All profits from the Internet TV Network gets delegated with any other “Ad Monetization” financial displacement.



AFBN Eco-friendly Gaming Hotel



At 80,000 NFT Sales A Few Bad Newbies will procure ten acre of land to start the process of construction and launching the first of a worldwide gaming hotel concept, where the lobby and ballroom areas are designed as a walk-in LAN center, similar to a pool hall with how gaming equipment would be rented or used in-house by the hour.

Rooms would be rented based on the platform of preference, with users having full access to a library list of games and a fast-paced, reliable internet source. The hotel will be separated into different floors based on the gaming platform, such as Xbox, PlayStation, Oculus, Nintendo Switch, and PC each having their own, while floors 6-10 will be exclusively for our paid pro gamers as their living, eating, and practice quarters.

To increase activity and engagement, we will be creating a competition ladder system where the room on each floor with the most activity, regardless of game titles, will receive half off their room for the night.

Inside of each room will be a traceable ipad or other such device which exclusively and only has our Online Casino available to which our guests can accredit their room or cash out with the card used to check in to the hotel.

As with every faucet of potential revenue, a percentage of all profits will go to the revenue sharing pool as a membership reward. All NFT holders will also receive a 25% discount on their nightly stay as well as 50% their hourly open LAN center experience.

This hotel will provide a unique and immersive gaming experience for players of all levels, from casual gamers to professional players. It will also serve as a hub for the gaming community, where players can connect, play, and compete with each other in a state-of-the-art facility. We believe that this concept has the potential to revolutionize the gaming industry and we are excited to bring this innovative idea to life.

Beyond that of giving new reasons to want to stay at a hotel and not merely because of travels, our 10-floor gaming hotel will use a variety of sustainable energy sources to produce enough clean energy to sell back to the grid. We will incorporate solar panel one-way windows on the exterior of the building. These windows would allow natural light to enter the building, while also capturing and converting the energy from the sun into electricity.

Another clean energy source we will be using comes from the installation of wind turbines on the roof or nearby the hotel to harness the energy from the wind. These turbines will be connected to the hotel's power grid, providing a source of renewable energy.

In addition before "breaking ground" to build up, we will be implementing a geothermal system that naturally regulates the temperature of the overall hotel at a constant temperature, allowing the energy obtained from our other outlets to be applied to running units needed for climate control according to the guests changing needs.

The hotel will also implement a hydroponics and turbine system using recycled water to grow plants and vegetables in the building while using its natural flow to power a watermill. This system would not only provide fresh produce for the hotel's guests and staff, but it could also be used to purify and reuse greywater, reducing the hotel's overall water consumption and increase the clean energy output.

Overall, by combining these different sustainable energy sources, the hotel could produce enough clean energy to sell back to the grid and offset its own energy consumption, making it an environmentally friendly and financially sustainable business that continues to reward the NFT Holders of AFBN Revenue Sharing, charities and the community around.

Using geothermal, solar, wind, and water turbine energy in tandem with a hydroponic system in a hotel can provide several benefits, including:

Cost savings: By using a combination of renewable energy sources, a hotel can reduce its reliance on traditional fossil fuels, which can lead to significant cost savings over time.

Reliability: A combination of renewable energy sources can provide a more reliable and consistent source of power for the hotel, which can be especially useful during power outages or other disruptions.

Environmental benefits: Renewable energy sources do not produce greenhouse gases or other pollutants, making them a clean and environmentally friendly option. Additionally, using a hydroponic system can help reduce the hotel's water usage and carbon footprint.

Increased energy efficiency: By using a combination of renewable energy sources, the hotel can increase its overall energy efficiency and reduce the amount of energy it needs to purchase from the grid.

Enhanced guest experience: A hotel that utilizes renewable energy sources and sustainable practices, such as a hydroponic system, can be marketed as an environmentally friendly and sustainable option to attract eco-conscious guests.

Increased self-sufficiency: The hotel will be able to produce more of its own energy, reducing dependence on external sources, and increasing overall resilience.

Increased food security: By growing its own produce, the hotel can reduce its dependence on external suppliers and ensure a steady supply of fresh fruits and vegetables for guests and staff.

The cost to build a hotel with 100 rooms and the dimensions provided (25×25 room and 10×10 hallway) would vary greatly depending on the specific materials, design, and location of the hotel, as well as the current market conditions and labor costs in the area.

Factors that would affect the cost of building a hotel include:

- The cost of land
- The type of foundation
- The type of structural system used
- The cost of materials and labor
- The cost of permits and inspections
- The cost of equipment and furnishings
- The cost of site preparation and landscaping
- The cost of site specific design & engineering
- The cost of daily maintenance
- The cost of daily gardening
- The cost of staff
- The cost of appliances & technology
- The cost of insurance & other legals
- Plus other Gaming Hotel related expenses

We expect the entire process to consume anywhere from ten to fifty million dollars, however this an achievable number when it comes from more than just the NFT sales or Merchandise alone. Phase 02, Phase 03, and Phase 4 all add additional ways to make this a reality! So by the time we hit the number needed to begin the hotel process, there will be an ample supply especially if the #ArmyOfNewbies is actively increasing their ROI in the Utility YOU Control called AFBN Revenue Sharing NFT.

It is difficult to provide an accurate estimate for the amount of energy that a building with these features would generate, as there are many factors to consider such as location, weather, and the specific design and equipment used.

One-way solar windows: These windows can potentially generate energy by absorbing sunlight on one side and transmitting it to the other side, where it can be used to power the building. The amount of energy generated would depend on the size and orientation of the windows, as well as the amount of sunlight they receive.

Solar roof equipment: The amount of energy generated by solar roof equipment would depend on the size and efficiency of the panels, as well as the amount of sunlight they receive. On average, a solar panel system can generate around 1-2 kilowatts per 100 square feet.

Wind turbines: The amount of energy generated by wind turbines would depend on the size and efficiency of the turbines, as well as the wind speeds in the area. A small wind turbine can generate around 10-20 kilowatts of power, while a larger turbine can generate several hundred kilowatts.

Geothermal: The amount of energy generated by a geothermal system would depend on the size and efficiency of the system, as well as the temperature of the earth below the building. Geothermal systems can generate around 1-2 kilowatts of energy per ton of cooling.

Water turbines: The amount of energy generated by water turbines would depend on the size and efficiency of the turbines, as well as the flow rate and head of the water source.

Solar fields: The amount of energy generated by solar fields would depend on the size of the fields and the efficiency of the panels. A 5-acre solar field can potentially generate around 1-2 megawatts of power.

It is important to note that these are just rough estimates and the actual energy generation would depend on many factors such as location, weather, and the specific design and equipment used.

But what we can say is, the amount of money that a 5-acre solar and wind farm can make on a yearly basis can vary greatly depending on several factors such as location, weather, and the specific design and equipment used. While the building itself will be about 1.66 acres in size, we will procure a ten acre plot so that we can delegate the rest to a solar and wind field energy source.

Solar farm: A 5-acre solar farm can potentially generate around 1-2 megawatts of power. Based on the average wholesale price of electricity in the US, a 1-megawatt solar farm can generate around \$30,000 to \$40,000 per year.

Wind farm: The amount of energy generated by wind turbines would depend on the size and efficiency of the turbines, as well as the wind speeds in the area. A small wind turbine can generate around 10-20 kilowatts of power, while a larger turbine can generate several hundred kilowatts. A 5-acre wind farm can generate around 1-2 MW of power, and depending on the price, it can generate a revenue of around \$30,000 to \$40,000 per year.

It's important to note that the above figures are based on average figures and they can change depending on the location, the specific design and equipment used and the current market conditions. The revenue generated by a solar and wind farm also depends on the type of contract, such as power purchase agreements, feed-in tariffs, and net metering... etc.

Yet based on the same figures above. It can be approximated that for every eight years this facility exists and is maintained, it can power all of New York State including NYC for one nonstop year. That is world changing.

COMPETITION LADDER RULES – Table of Contents

1. How Competition Points Work
2. Global General Settings
3. Hosting
4. Penalties
5. Pavlov VR
6. Echo Arena VR
7. Onward VR
8. PUBG
9. PUBG Mobile
10. Call of Duty Mobile: Search and Destroy
11. Call of Duty Mobile: Hardpoint
12. Call of Duty Mobile: Domination
13. Overwatch
14. Overwatch 2
15. Rogue Company
16. Valorant
17. Fall Guys
18. Rainbow Six: Siege
19. Rocket League
20. Forza Motorsport 7
21. NBA 2K23
22. Call of Duty: Vanguard

HOW THE POINTS WORK

Winner: 3 points

Loser: 1 point

Each point gets you, or your team, a little further up the ladder. The more you compete, the better you do, the higher your score! At the end of the season, qualifying top teams will enter playoffs leading to a championship to decide who gets bragging rights and potential prizes!

GLOBAL GENERAL SETTINGS

Any setting not listed below should not be changed from its default state within the private match lobby. The Global Settings are to be used for all Game modes unless otherwise specified in the game rules section of that particular game.

HOSTING

The hosting team is responsible for setting up a lobby match with the correct settings and the correct map. If the hosting team starts the game with the wrong settings, it will result in penalties for that map/mode. Please refer to the Penalties Section of this rules page.

Definition: The Host is the Player who must create the Custom Game and ensure that the proper Settings and Map are used. The Host should set their party player limit to match the number of players for the specified match.

(Example: Player Limit 8 for a 4 vs 4 match.)

Host and Side Choice for each Game: The Challenging Team at match time must host the first game. The Defending Team will host the second game. This will alternate until a tie breaker game is required. The team with the higher combined rounds won for all games leading up to the tie breaker in that match will host the tie breaker game.

Procedure: Hosting Players should create the Custom Game. As the hosting Team changes over the course of a Match, the new hosting Player should leave the Custom Game and create a new one. A "lag test" should be performed before the start of each game to ensure all players have an acceptable player to player connection.

Lag Test: A "Lag Test" is a round set to the lowest time value in order to "Test for Lag".

Finish Games: If a player's connection to the server becomes unreasonable during a game, the Game must still be played. The lag incident should be reported to AFBN support immediately following that game.

Incorrect Ending: If the Host incorrectly ends a Game, their Team may Forfeit the Game.

Warm-up: No warm-up or practice Games are permitted once the Match's first Game has begun. If a Match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.

Delays: Teams may not delay the start of a Match beyond its scheduled start time, without the approval of a A Few Bad Newbies support. Teams may delay a Match between Games for up to five minutes. After five minutes of delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.

Minimum Required Players: Teams may only be short handed by one player in order to start a Competitive Match. A Team will Forfeit the Match if they are missing more than one player than the match specifies by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

Disconnections: All games must be restarted if a Player disconnects in the first 30 seconds and before the first kill. If a player disconnects from a game after the first 30 seconds, the round should be completed. If the player who times out is on the hosting team, the host should end the game. If the player is on the non hosting team, the team should switch sides or leave the game to have match ended.

Normal Boundaries: Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.

Outside Players/Spectators: After a Custom Game has been created, only eligible Players on the two Teams and Staff members may be invited/join. If an ineligible Player joins a Game, the Game must be ended if the player affects the game and/or doesn't leave within 30 seconds of joining. If a Player is found to have invited an ineligible Player to a Game, they will Forfeit the Game.

PENALTIES

Settings: For All Games, the hosting team will forfeit all rounds where the incorrect setting(s) affected the game. If a game is hosted out of order, the hosting team will forfeit that game that was played out of order. For example, if Search and Destroy – Strike on Call of Duty is the second game and played as the first game, the hosting team will forfeit Search and Destroy – Strike. The first game will need to be played.

Restricted Items: Use of any listed restricted item(s) will result in the loss of the round(s) the item(s) were used in if it affected game play.

Premature Game Ending: Teams that force the game to end prematurely by player(s) switching teams, leaving the game, inviting outside players, and/or the host ending the game may result in the loss of the round and/or game.

Equipment: Players may not use a Turbo controller, or a Button Macro controller. Turbo controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons. The team using the ineligible equipment will forfeit that games of the match it was used on.

IP Flooding (DDoS Attacks): Performing or assisting with a DDoS attack of your opponent will result in immediate disqualification of that team. All players on that team will be permanently banned from A Few Bad Newbies website.

Evading a Tournament or Severe Site Ban: Any player found evading a severe site ban or one related to Online Competition will be disqualified from this Ladder.

Account Recovering XBL or PC or PSN Accounts: Tournament participants are forbidden to allow others to play in this competition in place of them by sharing XBL or PC or PSN accounts. The offending team forfeit the entire match. The offending players will be suspended from the site for up to thirty (30) days.

Modified Console/Hacks/Mods: Use of a modified/jail broken console, in game hacks, and/or mods will result in the immediate disqualification of that team. The player(s) using the modified console, hacks, and/or mods will be suspended from A Few Bad Newbies indefinitely. The rest of the team will be suspended for up to ninety (90) days.

Lack of Cooperation: Failing to comply with Support Staff's directions and/or requests may result in the forfeit of round(s), a map, or the entire match. Verbal or written abuse of a staff member will result in a suspension from A Few Bad Newbies for up to thirty (30) days.

Failure to Report a Match: Any team leader/captain that fails to report their tournament match within ten (10) minutes after the conclusion of their match or upon receiving notification from support staff to do so, may be suspended from the site for up to twenty-four (24) hours.

Warnings: Officials may issue a Warning for infractions including, but not limited to, the use of profane words or phrases, discussion of controversial religious topics, threats/implied violence, lack of punctuality, and failure to follow AFBN staff instructions. All warnings and penalties are given to the team, not the individual player. Teams may also be warned or incur a penalty for repeated warnings in regards to the same rule. Depending on the severity of the action or conduct by a player, multiple warnings may be handed out for a single infraction, up to and including bypassing warnings and resulting in an immediate penalty.

Penalties: After a maximum of three (3) warnings, post-warning penalties, including but not limited to the following, may be enforced: A Game Forfeit, a Match Forfeit, and a Site Ban for a specified duration. Penalties may also be combined with other penalties.

Disqualification: Some infractions may result in warnings and penalties being bypassed with immediate disqualification from the remainder of the Ladder being enforced. Examples of behavior or actions that could result in this are physical acts violence, cheating, collusion/manipulating the bracket, hate speech, and/or harassment.

Double Forfeit: If a Match is not played and neither Team submits a Ticket requesting the Forfeit win, or both Teams otherwise Forfeit a Game/Match, the Game/Match will be deemed a draw.

RULES - Pavlov VR

Match Format

A match consists of 3 maps. The Winning Team must win 2 out of the 3. The official game-mode is Search & Destroy.

The official player count is 5v5.

When scheduling for their match, teams can mutually decide to play the match 3v3 or 4v4. No teams are obligated to lower their player count for any match.

5v4 can be played.

4v3 can be played.

5v3 is an automatic forfeit if the team with 3 taking the loss.

In all cases, a team will be ineligible to play its match where it has fewer than 3 rostered players present.

Challenged Team picks first map.

Challenging Team picks second map.

Challenged Team picks third map.

Restricted Maps: Bridge

Gameplay Clarifications and Restrictions

Full 3rd party communications are allowed while playing.

In-game mic may be muted via Pavlov's SteamVR push to talk binding or other 3rd party means.

In-game Players are forbidden from communicating in any way with Players who aren't in-game, coaches or spectators during a match. Turning off stream commentary is highly recommended to prevent inadvertent violation of this rule. In between maps, and during timeouts, coaches, players and spectators may communicate with in-game players freely.

Players may share information gathered during the time allowed by the game while waiting to be transported to the spectator room, this does not include "free roaming" or spinning your view ingame to gain an advantage of looking around you. Your camera should be in the direction when you die.

In the competitive-mode spectator room, which may have a spectator cam that shows the perspective of still-living teammates, it is allowed for dead players to coach living teammates or communicate information to living teammates based on information seen through this spectator cam.

The 50 Cal and AWP may only be used with the default scope attachment, and/or a suppressor and the scope must be left in the default position. The red dot, acog, and holo sight attachments are

forbidden for these weapons. If a forbidden sight is purchased, the default scope must immediately be replaced, or if no player on the team can afford replacement, the 50 Cal or AWP must be discarded. Carrying an improper 50 Cal or AWP around or otherwise using it in combat will result in a map forfeit. Picking up an improperly attached 50 Cal or AWP for the next round is also a map forfeit.

Official gun skins released by the dev team are allowed.

Non-standard player model skins are prohibited. Client side addition or modification of skins is prohibited.

When dual wielding guns, it is not allowed to fire one gun through another attempting to stack up the sights of both, or using a physical stock with two guns at once.

Between maps, a team may call a timeout for any reason.

Where a team is delaying a round for more than 2 minutes, the opposing team may notify their counterpart that they are forcing them to use a timeout (these 5 minutes count toward total timeout).

Timeouts

Teams are allotted 2 timeouts each per match. Timeouts are not used before the first map is played. Refer below, under Matches Forfeits, for rules pertaining to delaying a scheduled game.

Teams are allotted 2 timeouts each per match.

1st timeout = 15 minutes

2nd timeout = 10 minutes

Once the timeout expires, the match must proceed.

2 timeouts cannot be called in succession and at least 1 round must be played between timeouts.

In the event a team has no more timeouts remaining and is facing another delay of more than 2 minutes, they must decide immediately to play the round with the players they have or forfeit the match.

Failure to abide by this rule can result in League Moderators reviewing and issuing a penalty to the offending team up to and including forfeiting the match.

Scoring System

Teams enter the score themselves. Both teams need to submit the score for the match.

The team winning 2 maps out of 3 is the winning team.

Matches & Forfeits

Teams have a 20 minute grace period from the scheduled match start time to be in the game lobby with their team members. These 20 minutes do not count towards the 2 timeouts each team can use in between matches.

If a team is waiting for another team, the waiting team must show proof to League Moderators that they were indeed ready at their scheduled time.

Once the 20 minute timer has elapsed, the team that is not ready (or responsible for the delay), forfeits the first map.

If a further 20 minutes elapses without match commencement, the offending team is officially declared a 'no-show' and a score of 3-0 (total) will be awarded to their opponent.

In the case of a forfeit, the 3-0 option should be selected when submitting scores.

Teams must not voluntarily forfeit any match.

Forfeits and other forms of punitive actions can only be given out by League Moderators and Lead Moderators. Any team, player, or captain attempting to force another team to accept penalties due to perceived rule violations may result in punitive actions being taken against one or both team captains. If a rule is violated, players can report it to the League Moderators through the Ticket System.

Match Defaults

In the event that a match has not been played during the allotted time frame, the League Moderators will review the circumstances and allocate the match points accordingly. Example resolutions may include, but isn't limited to the following:

- Where neither team made any arrangement efforts, the match will be considered cancelled; - A score of 2-1 may be awarded by default with the 'win' attributed to the team determined to have been available on the most days with a higher weighting given to weekend availability;
- A score of 3-0 may be awarded to a team where their opponent has made little/no effort or been objectively determined to have frustrated the organisation of the match; or
- Where facts do not permit a clear determination, the match is cancelled and neither team gains nor loses points.

League Moderators may remove an inactive team from the League where they have defaulted on 2 or more occasions and have a good cause to believe this will continue.

Teams & Players

Players are not allowed to play under more than one account, and must not have more than one account registered with the AFBN Competition Ladder.

Players and teams must play using their registered AFBN Competition Ladder name. One must not hide their identity under another alias.

Player names, player logos, team names or team logos are forbidden if they:

- Are protected by copyrights/royalties/third-party rights and the user has no written permission;
- Resemble or are identical to a brand/trademark no matter whether it's registered or not;
- Resemble or are identical to a real person other than themselves;
- Resemble or are identical to a AFBN representative (excluding the AFBN representatives themselves using the name);
- Are deemed too hard to read, distinguish, interpret or have multiple unnecessary characters; - Are nonsense.

In addition to the above, any player names, player logos, team names or team logos that are defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

Team names must be unique across all supported games and are first come, first served. Alternative spellings or otherwise attempting to use a name already taken by an active or otherwise occupied team by changing a small detail, whether intentional or incidental, is not permitted, enforceable at Moderator discretion.

The League Moderators reserve the right to suspend or ban the non complying player or team.

Players are not to falsely represent a team for which they are not a rostered member.

The maximum number of players per team is 20.

Substitute players from other teams are prohibited in standard or challenge matches.

During the final 3 weeks of normal play and extending until the end of the season championship a "roster lock" is in effect. A roster lock restricts players from forming or joining teams.

Bugs

In the event that someone crashes out or encounters a bug (be it advantageous or disadvantageous); that is unfortunate but the round still counts. Note that advantageous bugs could be considered exploits, see below.

In the event that a game update introduces major bugs experienced by the majority of players, the league may decide to extend the week to play the match.

Cheating, Exploits & Breaches

Any cheating, exploiting, or contravention of the foregoing rules must be brought to the attention of the League Moderators.

- If a player cheats, exploits, or abuses game mechanics, their team will forfeit the match. Any prizes or rewards a team may have received from a match will also be revoked.
- Any player found to be cheating or exploiting during a money or tournament match will face suspension from the Competition Ladder if determined complicit by League Moderators.
- Teams that participate in the creation of, promotion for, or use of cheats, exploits, or abuse of unintentionally harmful game mechanics will face additional penalties as determined by the moderation team.
- Examples of penalties are: round forfeit, map forfeit, match forfeit, player suspension or team suspension.

Cheating is defined as the intentional or reckless manipulation of the game and its code in such a way as to gain an unfair advantage. All accusations of cheating must be accompanied by evidence. Evidence will be reviewed by the Lead Moderators, who will conduct an investigation and return a verdict.

Players participating in a match are prohibited from watching the live broadcast of an opposing team while their game is still in progress.

Everyone is responsible to have a connection (ping) as good as possible for their region and technical situation.

AFBN is not responsible for your health in regards to too much VR time. We will NOT limit your matches by week. Play responsibly.

RULES - Echo Arena

How do you Private Match?

The center area in the lobby is the matchmaking station which consists of 10 matchmaking kiosks. These allow you to enter the queue to match with other players. In addition, this is where you'll find spectator and custom match options. But first, you must add your opponent(s) using your Oculus.

How do you Add MetaQuest Friends?

To bring up your bottom toolbar, press the Oculus/Meta button.

Tap from the bottom menu and then tap Add Friend. Search by username or first and last name to add them.

Click the "Party" tab in Oculus Home, select who you want to invite to the party, and you proceed to the matchmaking station to set up / start your match.

ALL MATCHES ARE A RACE TO 3. Winner of the race, wins the match.

NO TIME LIMIT.

ROUND POINT LIMIT 20

All other settings are to be left default.

Regions & Participation Requirements The Ladder is separated into two regions. Eastern and Western Hemisphere.

Teams must consist entirely of players from one region, and must also compete in that region. Mixed teams are not allowed.

Within a region, a player is only allowed to participate if their ping, as displayed on the scoreboard, is consistently below the ping cap: Eastern Hemisphere = 150

Western Hemisphere = 250

Ping Cap Details

If, during a match, a player's ping is continually higher than the ping cap for their region, they must be replaced with another player (a rostered substitute) whose ping is acceptable.

If a player has to be replaced during a match due to a violation of the Ping Cap rule, the team needing a replacement must use their "Timeout" (see Technical Issues & Timeouts below). The timeout, in this instance, may be extended up to 15 minutes. The 15 minutes begins when the decision is made to look for a replacement. If the allotted 15 minutes passes without a replacement player having joined the match, play must resume 3v4 or the offending team forfeits one round. If another 15 minutes passes without play resuming, the offending team forfeits two rounds.

Matches Format Once a match begins, it must be completed in one session. The maximum amount of time between rounds for a timeout is 5 minutes, unless one team is searching for a substitute because of the ping cap rule, in which case the timeout can be extended up to 15 minutes. If the time between rounds is delayed beyond the allotted time, the offending team will forfeit one round.

ALL MATCHES ARE A RACE TO 3. Winner of the race, wins the match.

Matches are to be played 1v1, 2v2, 3v3 or 4v4, respectively.

Scoring System Teams enter the score themselves. Both teams need to submit the score for the match to be accepted.

The website requires users to enter the score for each round individually.

If one team wins the first two rounds, that team has won and no third round is required.

If one team gains a 10 point advantage over their opponent in a round, a mercy rule applies and the round ends with the score at that point.

In the case of a forfeit, record a result of 3-0.

Match Forfeits Teams have a 15-minute buffer from the scheduled match start time to be in the arena with their team members and ready to start the match. However, teams should do their best to start their matches on time.

Once the 15-minute buffer has elapsed, the team that is responsible for the delay forfeits the first round.

If a further 15 minutes elapses without match commencement, the offending team is officially declared a 'no-show' and a score of 3-0 will be awarded to their opponent.

Technical Issues & Timeouts Teams are responsible for all of their own technical issues. This includes, but is not limited to, hardware, software and internet problems.

After each round, either team may request a timeout of up to 5 minutes.

In case of technical issues:

Players can press the restart button after the next goal for a "tech timeout." If the restart button is pressed after the launch timer has reached 0 and the players have launched, play will continue until the next conceded goal or until 45 seconds have elapsed (whichever comes first).

A restart can only be requested once per team, per match. In case of further issues the players must decide to either continue the round with the players they have left or forfeit the round.

The round continues if the issues aren't resolved within 5 minutes.

The round will be continued following these steps Set the time to what the timer showed at the time the restart was requested. If a restart was requested after a goal, but before the launch tube doors

open for the next bout of play, the timer should be set to the time the doors would have opened; not to the time the goal was scored.

Set the disc position to the team that was last scored on or the team that had possession after 45 seconds passed.

Start the round and continue normally.

If a player dropped but is able to rejoin the match they can do so at any time.

If a player is found to be in violation of the Ping Cap rule, that player must leave the game and their team must search for a substitute. This counts as that team's "VR Timeout", but the length of the timeout may be extended up to 15 minutes.

Teams & Players

Players are not allowed to play under more than one account, and must not have more than one account registered with AFBN.

Players and teams must play using their registered AFBN name. Do not hide your identity under another alias.

Player names, player logos, team names or team logos are forbidden if they:

- Are protected by copyrights/royalties/third-party rights and the user has no written permission;
- Resemble or are identical to a brand/trademark, whether it's registered or not;
- Resemble or are identical to a real person other than themselves;
- Resemble or are identical to a AFBN representative (excluding the AFBN representatives themselves using the name);
- Are deemed too hard to read, distinguish, interpret or have multiple unnecessary characters; Are nonsense.

In addition to the above, any player names, player logos, team names or team logos that are defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling or gibberish in order to avoid the requirements mentioned above, is also prohibited.

The Ladder Moderators reserve the right to suspend or ban any non complying player or team.

The maximum number of players per team is 20.

Only rostered players on the team can substitute another for that team.

Team rosters, on the website, cannot change during a match.

Cheating, Exploits & Breaches

Any cheating, exploiting, or contravention of the foregoing rules must be brought to the attention of the League Moderators. League Moderators, with support from League Administrators, have complete discretion on penalties imposed for violations.

Examples of penalties are: round forfeit, match forfeit, player suspension or team suspension.

“Cheating” is intended to include the intentional or reckless manipulation of the game or its code in such a way as to confer an unfair advantage on one side or the other.

“Exploit” is intended to include the intentional or reckless triggering of code, attribute or in-game function that is otherwise not envisaged as a legitimate feature of the game by Ready At Dawn.

Non-exhaustive examples include: Any action, not considered a legitimate mechanic, that moves the player faster than their intended top speeds;
Going outside of map boundaries;
Clipping inside solid objects/floors (using room-scale or not);
Use of a VPN or any other network manipulation; Any other imaginative cheats.

Any use of the spectate function by participants during official matches, either directly or indirectly, to obtain an advantage of any kind is classified as cheating.

Any use of external media streaming (stream sniping) which pertains to the circumstances, content or any facts arising from the match is classified as cheating.

Decisions & Sanctions Contravention of any of the foregoing rules shall be sanctionable on review by AFBN Ladder Moderators.

League Moderators reserve the right to:

Void or change scores for any match or challenge after it has been played;
Enact disciplinary procedures for any alleged or perceived player misconduct;
Draft, edit, publish and interpret the rules of the League; Settle disputes and issue rulings.

RULES - Onward VR

Matches Format

Standards

A match consists of 3 maps.

The first team to win two of the three maps, wins the match.

The official game-mode is "Uplink." The official players count is 5v5.

Challenging Team Hosts first and third map.

Challenged Team Picks first and third map.

The standard round timer for matches is six minutes (6).

Both teams are to check this at the start of the first round of a map and round reset if incorrect (with map rehost).

If a timer error is not identified in the first round, the map is to be played out with rehost for the next map with the correct round timer.

The following are the map pools. Teams must select from this map pool when choosing their map.

Map Pool:

- Tanker
- Suburbia (Day & Night)
- Cargo
- Subway
- Bazaar (Day & Night)
- Quarantine (Day & Night)
- Abandoned (Day & Night)
- Snowpeak (Day & Night)
- Downfall (Day & Night)

A map cannot be played twice in the same match. Night variants are considered the same as their day variants for the purpose of this rule.

Before the beginning of each match, starting with the Home team, both sides will choose one map to ban from the map pool. A team may decide to not ban any map.

When a map is banned, all of its variants are also considered banned.

After the ban phase, the Home team picks the map OR chooses their starting side (Volk or Marsoc).

The Away team then picks a map OR chooses a starting side. Finally, the Home team has the final pick/choice.

When scheduling for their match, teams can mutually decide to play the match 3v3 or 4v4, but no teams are obligated to lower their player count for any match.

A team will be ineligible to play its match where it has fewer than 3 rostered players available. A team will be ineligible to play its match where it can't field more than 3 players against a team of 5 players.

Gameplay Clarifications and Restrictions

Global

It is forbidden to do "Player-boosting." The term "Player-boosting" refers to the stacking of players on one another (e.g.: a player crouches and another stands on their shoulders).

Equipment

The M203 and RPG launchers are permitted under the following bounds:

Each team may field, at most, one launcher.

The M203 HE launcher and RPG are permitted only on Downfall, Quarantine, Snowpeak, Abandoned, and their variants.

The M203 Smoke launcher is permitted on all maps. Shields are not allowed on any map.

Due to an exploit that was found and subsequently tested, the use of green and red smoke is Banned until further notice. Only the white coloured smokes are still allowed. Volk Drones are not allowed on any map.

Marsoc Drones are only permitted on Downfall, Quarantine, Snowpeak, Abandoned and their variants.

As Marsoc, it is not allowed to raise your pad more than 6 feet off the ground in order to capture an objective that is located above your head; some exceptions apply and are listed here:

On Suburbia, you can send the Uplink code in the middle mansion only if you have both feet on the stairs.

On Abandoned, you can send the objective from underneath the middle Garage from the Rabbit hole (bottom floor).

Maps

The following map interactions are banned:

- **Bazaar:** It's not allowed to walk on the side of the buildings on the 2nd storey ledge. (This is a good example of a general guidance where invisible ledges should not be used)
- **Bazaar:** It's not allowed to walk on the fences. It is not permitted to intentionally shoot, or kill using any method, a player clipping through any floor/ceiling. If any part of a body is clipping through a wall/item they may be killed as the player in question is able to prevent themselves from clipping.
- **Downfall:** It is not allowed to enter the cockpit of the helicopter.
- **Quarantine:** It's not allowed to get up onto the fuselage from the south (which is done by moving along an invisible ledge from east to west, then popping up).
- **Suburbia:** Deliberate attempts to clip inside the no-collision bushes with either the head or more than 50% of the body will be considered exploiting. It's legal to run through them while standing.

Known Bugs & Issues

In the event the same team (Marsoc or Volk) spawns in 2 different locations, the round is automatically voided and must be replayed.

In the event that all Volk enemies are dead, but the round timer continues (making Volk automatically win) the round point actually goes to Marsoc. Marsoc wins by 1 point (they can't take advantage of the bug to capture the objective).

On Quarantine, for the truck stop objective, if a player spawns underground, the round is automatically voided and must be replayed; unless said player can get to normal height before the spawn countdown ends.

In the event that a game update introduces major bugs experienced by the majority of players, the league may decide to extend the week to play the match.

Sometimes the developers may provide a distinct build to be used by the League. The League Moderators will indicate which default build the matches should be played on. In all cases, when the teams agree to play on a certain build, they cannot decide to change builds within 6 hours of their match (to allow enough time for everyone to re-download another build).

In the event of a bug or round reset which incorrectly awards a point or switches team sides the following should be used as guidance (but may vary - if needing clarification CONTACT A MODERATOR).

If the bug occurs when neither side has played the objective (but the sides are switched) then the lobby should be rehosted before playing the round on any objective which has not been played (does not have to be the same objective as neither side has played it)

If the bug occurs and one team has already played the objective then the lobby should be rehosted on the same objective and the first round should be given to the team who won it previously (have one player from each team load in and shoot the correct person based on who won the round previously - do not volk suicide as two points will be awarded)

RULES – PUBG

Teams may agree to the style of match before start time (seasonal team/solo or private match). If no agreement or decision is made, the default competitive mode will be **PRIVATE MATCH**.

THE BASIC GIST OF PRIVATE MATCH TEAM PLAY

Two (2) teams of 4 rostered players representing each competing team, all join the same custom game lobby using the settings listed below. Captains can agree on a lower player count, example being 1v1 or 2v2 etc., however if no agreement is met then the match will continue 4 versus 4 however many players are present, even if it's just one. Once match begins, opposing players are to mute one another.

Both Teams must not jump at the same time. Challenging team jumps at the very beginning of Plane Drop. Challenged team jumps near, or at the end.

The two teams of four will compete to see which team dominates the other. If in the event there is no clear victor, the team with more players remaining is the winner. If in the event of a tie, you will restart that game.

Each match will be a race to three (3) games. This means, the first team to have three (3) accumulated game wins... Wins the match.

THE BASIC GIST OF SEASONAL SOLO/TEAM PLAY

Two(2) teams of one(1) rostered player representing each competing team, or two(2) teams of two(2), both join the same public game lobby.

Both players must not jump at the same time. Challenging player jumps at the very beginning of Plane Drop.

Challenged player jumps near, or at the end.

Alternating this example, the two individuals or two teams of two will compete for MOST KILLS and BEST PLACEMENT which creates an overall number and clear victor when using the points breakdown listed below.

Killing Your Matched Opponent is Instant Victory for that one game, regardless of points achieved.

Each match will be a race to three (3) games. This means, the first individual to have three (3) accumulated game wins... Wins the match.

THE BASIC GIST OF TOURNAMENT TEAM PLAY

Two (2) rostered players representing each competing team, all join the same public lobby.

Once match begins, opposing players are to mute one another.

The challenging team will jump first when the airplane allows them to drop. Then the challenged team will drop towards the end of the ride.

Alternating this example, the two teams of two will compete for MOST KILLS and BEST PLACEMENT which creates an overall number and clear victor when using the points breakdown listed below.

Each match will be a race to three (3) games. This means, the first team to acquire MOST KILLS and BEST PLACEMENT three times.. Wins the match.

THE DETAILED BREAKDOWN

Game Preparations

Solve any problems that may occur before a match begins. In the event of problems during games, players should always take and upload screenshots. In the captures, it must be possible to identify both players before the game, the final result and any questionable situation.

No Show

If a participant is not ready to play 10 minutes after the scheduled game time, a ticket must be submitted to report him/her. If your opponent is not available to play when your match is fixed, you should report him/her as not presented.

Disconnections

In the event that a player goes offline during a game, that player will receive a default loss. Participants can also choose to leave a game if they wish. Abandonment will be counted as loss of the match. AFBN is not responsible for any connection or hardware problems that players may have while participating in the ladder.

Game Rooms

The challenged will be the host. The host player will be responsible for setting up the game room with the correct settings and inviting the opposing player. The host player will also play as the home team in the match. Players should always take a screenshot to provide evidence of player names, team selections and also give an indication of when the game started.

Application of Rules

Rules are a guide and administrators' decisions may differ from them depending on the circumstances. AFBN administration may change these rules at any time without notice.

Communication and Support

AFBN.Contact@gmail.com; but only if our Support Ticket system fails you. Users spamming this email, or arguing decisions ruled..etc., will be site banned.

Protests

The player has 5 minutes to dispute incorrect information about the match. Match protests must include game evidence that clearly shows the match results. Players are responsible for providing evidence of match results in the event of a Support Ticket.

Confidentiality

Conversations, whether verbal or written, between organizers, administrators or referees, and participants are confidential. Publicly posting or sharing these conversations with third parties is strictly prohibited, unless AFBN permission is obtained.

Player Conduct

Competitive integrity

Players are expected to conduct themselves as well as possible at all times. Players must behave in a competitive manner, maintaining a courteous and friendly demeanor towards competitors and other players in the ladder. Players who engage in unfair, unsportsmanlike, inappropriate, annoying, harassing, threatening conduct, or who violate any rule, gain an unfair advantage by participating in the tournament, or obtain winner status using fraudulent means will be disqualified. Inappropriate conduct may include, but is not limited to, cheating, hacking, bugging, impersonation, and intentional disconnection. Players are expected to show good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be dealt with with a heavy hand during the all times of this ladder. Players must play to the best of their ability at all times. The administration maintains the exclusive judgment of the violations of these rules, will interpret them and resolve any dispute, conflicting claim or ambiguity at its sole discretion. Your decisions will be final.

Language

In all languages, players cannot use obscene gestures, profanity, and/or racist comments in game chat, game room, or interviews. This includes abbreviations and/or indirect references. Tournament administrators reserve the right to enforce this at their own discretion. These rules also apply to Discord forums, emails, personal messages, and channels.

Disputes

Any general dispute that a person may have with the current operation of the ladder should be addressed first by submitting a Ticket for Support. Failure to follow the proper dispute procedure will result in denial of the dispute and the possibility of additional penalties.

Betting

Bets during any AFBN sanctioned event (by a player, team or on behalf of anyone associated with the team) are not allowed. This includes trying to intentionally alter the game by losing or trying to affect the results. Participants will be disqualified from the ladder and will receive a 1 year ban.

Software or Hardware

Use any software or hardware to gain benefits that would not otherwise be available in the game are strictly prohibited. Examples include, but are not limited to: any form of scripting, color patterns, texture changes, and sound changes.

Disqualification

AFBN and its Officials reserves the right to disqualify players. Any player found using a known exploit will lose the match at the time the first exploit occurs. If the player is found to be using another known exploit a second time, and it is determined that it was done on purpose, they will be removed from the event and excluded from any future use of any of our websites.

Match Files

All media files of the match must be kept for at least 14 days. Falsifying or manipulating such files is prohibited and will result in severe penalties. Files should be clearly named based on what they refer to.

Defining match files

Match files are all files uploaded, including but not limited to: screenshots, recordings, models, and videos. The screenshots should always be taken from any contentious situation, and should always include end results and any disconnections.

Personal broadcast

Personal broadcasting is allowed! And encouraged.

In-Game Settings

Every Match in the Competition will use eSports Mode with the following Match Settings. All settings shall remain default unless explicitly stated below. AFBN Officials reserves the right to make changes to In-Game Settings for any reason at any time. AFBN Officials may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

Basic

Game Settings

Map: Erangel Classic, Miramar or Sanhok

Players: 64

Team Members: 4

Rules - Weather

Sunny

Erangel Classic Settings

Erangel Classic Settings: Item Spawns

Item Spawn Type: Adjustable Ratio & Adjustable Total

Number Spawn Rate Multiplier: 1.8x

Erangel Classic Settings: Ammunitions

Ammunitions: 1x

Bolts: 0x

Flares: 0x

Erangel Classic Settings: Weapons

Sniper Rifles: 1.5x

DMRs: 2x

Assault Rifles: 1.4x

Hunting Rifles: 0x

LMGs: 0.4x

SMGs: 1.8x

Shotguns: 0.9x

Handguns: 0.4x

Throwables: 1.3x

Stun Grenade: 1.2x

Frag Grenade: 0.7x

Molotov Cocktail: 1.1x

Smoke Grenade: 1x

Melee Weapons: 1.7x
Crossbow: 0x
Flare Gun: 0x

Erangel Classic Settings: ETC
Magazine Attachments: 0.5x
Muzzle Attachment: 0.7x
Foregrip Attachment: 1.2x
Stock Attachments: 1.5x
Quiver (Crossbow): 0x

Erangel Classic Settings: Consumables
Boost Items: 0.9x
Gas Can: 0.3x

Erangel Classic Settings: Equipment
Backpack: 0.6x
Helmet: 0.8x
Armored Vest: 0.8x
*Note: Helmet (Lv.3) can only be found in care packages.

Erangel Classic Settings: Clothing
Clothing: 0x

Erangel Classic Settings: Land Vehicles
Motorbike w/ Sidecar: 0x

Miramar Settings
Miramar Settings: Blue Zone (see front page)

Miramar Settings:
Item Spawns
Item Spawn Type: Adjustable Ratio & Adjustable
Total Number Spawn Rate Multiplier: 1.8x

Miramar Settings: Ammunitions
Ammunitions: 1.1x
Bolt: 0x
Flare: 0x 2.4.4.

Miramar Settings:

Weapons Sniper Rifles: 3x

DMRs: 3x

Assault Rifles: 1.6x

Hunting Rifles: 0.8x

LMGs: 0.8x SMGs: 1.7x

Shotguns: 0.9x

Handguns: 0.3x

Throwables: 1x

Stun Grenade: 1.2x

Frag Grenade: 0.5x

Molotov Cocktail: 1.2x

Smoke Grenade: 1x

Melee: 1.7x

Crossbow: 0x

Flaregun: 0x

Miramar Settings:

ETC Sight Attachments: 1.1x

Magazine Attachments: 1.1x

Muzzle Attachments: 0.6x

Foregrip Attachments: 1.2x

Stock Attachments: 1x Quiver

(Crossbow): 0x

Miramar Settings:

Consumables Gas Can: 0.3x.

Miramar Settings:

Equipment Backpack: 0.8x

Helmet: 0.9x

Armored Vest: 0.8x

*Note: Helmet (Lv.3) can only be found in care packages.

Miramar Settings: Clothing

Clothing: 0x

Miramar Settings: Land Vehicles

Motorbike w/ Sidecar: 0x

Sanhok Settings

Settings: Item Spawns

Item Spawn Type: Adjustable Ratio & Adjustable

Total Number Spawn Rate Multiplier: 1x

Sanhok Settings: Ammunitions

Ammunitions: 1x

Bolt: 0x

Flare: 0x

Sanhok Settings: Weapons

Sniper Rifles: 3x

DMRs: 2x

Assault Rifles: 1.5x

Crossbow: 0x

Flaregun: 0x

Sanhok Settings: ETC

Stock Attachments: 1x

Quiver (Crossbow): 0x

Sanhok Settings: Consumables

Gas Can: 0x

Sanhok Settings: Clothing

Clothing: 0x

Sanhok Settings: Land Vehicles

Motorbike w/ Sidecar: 0x

In-Game Tournament Scoring Every Match in each Competition will award Points in accordance with the following scoring system.

Kill Points: Kill Points are awarded to players/teams based on the number of Kills the individual/team accumulates during each Match. A player/team will earn one (1) Kill Point per Kill.

Ranking Points: Ranking Points are awarded to individuals/teams based on their finishing position at the end of each Match. 5th = 1pt, 4th = 2 pts, 3rd = 3 pts, 2nd = 4 pts, 1st = 5 pts.

RULES – PUBG MOBILE

Teams may agree to the style of match before start time (seasonal team/solo or private match). If no agreement or decision is made, the default competitive mode will be **PRIVATE MATCH**.

THE BASIC GIST OF PRIVATE MATCH TEAM PLAY

Two (2) teams of 4 rostered players representing each competing team, all join the same custom game lobby using the settings listed below. Captains can agree on a lower player count, example being 1v1 or 2v2 etc., however if no agreement is met then the match will continue 4 versus 4 however many players are present, even if it's just one. Once match begins, opposing players are to mute one another.

Both Teams must not jump at the same time. Challenging team jumps at the very beginning of Plane Drop. Challenged team jumps near, or at the end.

The two teams of four will compete to see which team dominates the other. If in the event there is no clear victor, the team with more players remaining is the winner. If in the event of a tie, you will restart that game.

Each match will be a race to three (3) games. This means, the first team to have three (3) accumulated game wins... Wins the match.

THE BASIC GIST OF SEASONAL SOLO/TEAM PLAY

Two(2) teams of one(1) rostered player representing each competing team, or two(2) teams of two(2), both join the same public game lobby.

Both players must not jump at the same time. Challenging player jumps at the very beginning of Plane Drop.

Challenged player jumps near, or at the end.

Alternating this example, the two individuals or two teams of two will compete for MOST KILLS and BEST PLACEMENT which creates an overall number and clear victor when using the points breakdown listed below.

Killing Your Matched Opponent is Instant Victory for that one game, regardless of points achieved.

Each match will be a race to three (3) games. This means, the first individual to have three (3) accumulated game wins... Wins the match.

THE BASIC GIST OF TOURNAMENT TEAM PLAY

Two (2) rostered players representing each competing team, all join the same public lobby.

Once match begins, opposing players are to mute one another.

The challenging team will jump first when the airplane allows them to drop. Then the challenged team will drop towards the end of the ride.

Alternating this example, the two teams of two will compete for MOST KILLS and BEST PLACEMENT which creates an overall number and clear victor when using the points breakdown listed below.

Each match will be a race to three (3) games. This means, the first team to acquire MOST KILLS and BEST PLACEMENT three times.. Wins the match.

THE DETAILED BREAKDOWN

Game Preparations

Solve any problems that may occur before a match begins. In the event of problems during games, players should always take and upload screenshots. In the captures, it must be possible to identify both players before the game, the final result and any questionable situation.

No Show

If a participant is not ready to play 10 minutes after the scheduled game time, a ticket must be submitted to report him/her. If your opponent is not available to play when your match is fixed, you should report him/her as not presented.

Disconnections

In the event that a player goes offline during a game, that player will receive a default loss. Participants can also choose to leave a game if they wish. Abandonment will be counted as loss of the match. AFBN is not responsible for any connection or hardware problems that players may have while participating in the ladder.

Game Rooms

The challenged will be the host. The host player will be responsible for setting up the game room with the correct settings and inviting the opposing player. The host player will also play as the home team in the match. Players should always take a screenshot to provide evidence of player names, team selections and also give an indication of when the game started.

Application of Rules

Rules are a guide and administrators' decisions may differ from them depending on the circumstances. AFBN administration may change these rules at any time without notice.

Communication and Support

AFBN.Contact@gmail.com; but only if our Support Ticket system fails you. Users spamming this email, or arguing decisions ruled..etc., will be site banned.

Protests

The player has 5 minutes to dispute incorrect information about the match. Match protests must include game evidence that clearly shows the match results. Players are responsible for providing evidence of match results in the event of a Support Ticket.

Confidentiality

Conversations, whether verbal or written, between organizers, administrators or referees, and participants are confidential. Publicly posting or sharing these conversations with third parties is strictly prohibited, unless AFBN permission is obtained.

Player Conduct

Competitive integrity

Players are expected to conduct themselves as well as possible at all times. Players must behave in a competitive manner, maintaining a courteous and friendly demeanor towards competitors and other players in the ladder. Players who engage in unfair, unsportsmanlike, inappropriate, annoying, harassing, threatening conduct, or who violate any rule, gain an unfair advantage by participating in

the tournament, or obtain winner status using fraudulent means will be disqualified. Inappropriate conduct may include, but is not limited to, cheating, hacking, bugging, impersonation, and intentional disconnection. Players are expected to show good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be dealt with with a heavy hand during the all times of this ladder. Players must play to the best of their ability at all times. The administration maintains the exclusive judgment of the violations of these rules, will interpret them and resolve any dispute, conflicting claim or ambiguity at its sole discretion. Your decisions will be final.

Language

In all languages, players cannot use obscene gestures, profanity, and/or racist comments in game chat, game room, or interviews. This includes abbreviations and/or indirect references. Tournament administrators reserve the right to enforce this at their own discretion. These rules also apply to Discord forums, emails, personal messages, and channels.

Disputes

Any general dispute that a person may have with the current operation of the ladder should be addressed first by submitting a Ticket for Support. Failure to follow the proper dispute procedure will result in denial of the dispute and the possibility of additional penalties.

Betting

Bets during any AFBN sanctioned event (by a player, team or on behalf of anyone associated with the team) are not allowed. This includes trying to intentionally alter the game by losing or trying to affect the results. Participants will be disqualified from the ladder and will receive a 1 year ban.

Software or Hardware

Use any software or hardware to gain benefits that would not otherwise be available in the game are strictly prohibited. Examples include, but are not limited to: any form of scripting, color patterns, texture changes, and sound changes.

Disqualification

AFBN and its Officials reserves the right to disqualify players. Any player found using a known exploit will lose the match at the time the first exploit occurs. If the player is found to be using another known exploit a second time, and it is determined that it was done on purpose, they will be removed from the event and excluded from any future use of any of our websites.

Match Files

All media files of the match must be kept for at least 14 days. Falsifying or manipulating such files is prohibited and will result in severe penalties. Files should be clearly named based on what they refer to.

Defining match files

Match files are all files uploaded, including but not limited to: screenshots, recordings, models, and videos. The screenshots should always be taken from any contentious situation, and should always include end results and any disconnections.

Personal broadcast

Personal broadcasting is allowed! And encouraged.

In-Game Settings

Every Match in the Competition will use eSports Mode with the following Match Settings. All settings shall remain default unless explicitly stated below. AFBN Officials reserves the right to make changes to In-Game Settings for any reason at any time. AFBN Officials may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

Basic

Game Settings

Map: Erangel Classic, Miramar or Sanhok

Players: 64

Team Members: 4

Rules - Weather

Sunny

Erangel Classic Settings

Erangel Classic Settings: Item Spawns

Item Spawn Type: Adjustable Ratio & Adjustable Total

Number Spawn Rate Multiplier: 1.8x

Erangel Classic Settings: Ammunitions

Ammunitions: 1x

Bolts: 0x

Flares: 0x

Erangel Classic Settings: Weapons

Sniper Rifles: 1.5x

DMRs: 2x

Assault Rifles: 1.4x

Hunting Rifles: 0x

LMGs: 0.4x

SMGs: 1.8x

Shotguns: 0.9x

Handguns: 0.4x

Throwables: 1.3x

Stun Grenade: 1.2x

Frag Grenade: 0.7x

Molotov Cocktail: 1.1x

Smoke Grenade: 1x

Melee Weapons: 1.7x

Crossbow: 0x

Flare Gun: 0x

Erangel Classic Settings: ETC

Magazine Attachments: 0.5x

Muzzle Attachment: 0.7x

Foregrip Attachment: 1.2x

Stock Attachments: 1.5x

Quiver (Crossbow): 0x

Erangel Classic Settings: Consumables

Boost Items: 0.9x

Gas Can: 0.3x

Erangel Classic Settings: Equipment

Backpack: 0.6x

Helmet: 0.8x

Armored Vest: 0.8x

*Note: Helmet (Lv.3) can only be found in care packages.

Erangel Classic Settings: Clothing

Clothing: 0x

Erangel Classic Settings: Land Vehicles

Motorbike w/ Sidecar: 0x

Miramar Settings

Miramar Settings: Blue Zone (see front page)

Miramar Settings:

Item Spawns

Item Spawn Type: Adjustable Ratio & Adjustable

Total Number Spawn Rate Multiplier: 1.8x

Miramar Settings: Ammunitions

Ammunitions: 1.1x

Bolt: 0x

Flare: 0x 2.4.4.

Miramar Settings:

Weapons Sniper Rifles: 3x

DMRs: 3x

Assault Rifles: 1.6x

Hunting Rifles: 0.8x

LMGs: 0.8x SMGs: 1.7x

Shotguns: 0.9x

Handguns: 0.3x

Throwables: 1x

Stun Grenade: 1.2x

Frag Grenade: 0.5x

Molotov Cocktail: 1.2x

Smoke Grenade: 1x

Melee: 1.7x

Crossbow: 0x

Flaregun: 0x

Miramar Settings:

ETC Sight Attachments: 1.1x

Magazine Attachments: 1.1x

Muzzle Attachments: 0.6x

Foregrip Attachments: 1.2x

Stock Attachments: 1x

Quiver (Crossbow): 0x

Miramar Settings:

Consumables Gas Can: 0.3x.

Miramar Settings:

Equipment Backpack: 0.8x

Helmet: 0.9x

Armored Vest: 0.8x

*Note: Helmet (Lv.3) can only be found in care packages.

Miramar Settings: Clothing

Clothing: 0x

Miramar Settings: Land Vehicles

Motorbike w/ Sidecar: 0x

Sanhok Settings

Settings: Item Spawns

Item Spawn Type: Adjustable Ratio & Adjustable

Total Number Spawn Rate Multiplier: 1x

Sanhok Settings: Ammunitions

Ammunitions: 1x

Bolt: 0x

Flare: 0x

Sanhok Settings: Weapons

Sniper Rifles: 3x

DMRs: 2x

Assault Rifles: 1.5x

Crossbow: 0x

Flaregun: 0x

Sanhok Settings: ETC

Stock Attachments: 1x

Quiver (Crossbow): 0x

Sanhok Settings: Consumables

Gas Can: 0x

Sanhok Settings: Clothing

Clothing: 0x

Sanhok Settings: Land Vehicles

Motorbike w/ Sidecar: 0x

In-Game Tournament Scoring Every Match in each Competition will award Points in accordance with the following scoring system.

Kill Points: Kill Points are awarded to players/teams based on the number of Kills the individual/team accumulates during each Match. A player/team will earn one (1) Kill Point per Kill.

Ranking Points: Ranking Points are awarded to individuals/teams based on their finishing position at the end of each Match. 5th = 1pt, 4th = 2 pts, 3rd = 3 pts, 2nd = 4 pts, 1st = 5 pts.

Call of Duty Mobile - Rules

SEARCH AND DESTROY

Welcome! This is a World Wide Ladder. There are no individual regions specified for Mobile Game Play. Please feel free to join a team, or create one, and get into the competition!

Players are advised to include their UID within their team profile to assist players finding each other.

To ensure both fairness, and genuine activity, a Team may consist of up to 20 players and of those members only one has to play at a time. In other words... IF BOTH TEAMS AGREE, then BOTH Teams may play with 1 to 4 people in a squad. This DOES NOT mean one team has 4 and the other only 1. You must match equal numbered rostered participants.

Gamertags are case sensitive. Please ensure you include the correct handle-name within your team profile.

Adding Friends

1. Click on "Multiplayer" 2. On the left side of your screen, click "Private". This will set up a private game.
3. Invite all players to your match by going to the top right portion of your screen and clicking the "Invite Friends" dropdown menu. If you have not added your friend/opponent, please do so!

Best of 3 Matches

The team with the most kills at the end of the game session will be awarded the win for that session. If there is a tie in kills, life duration will be used to determine a tiebreaker. The first team to win 2 out of 3 matches will be awarded the win for the match.

Mode & Maps

Search & Destroy

Arklov Peak
Gun Runner
Piccadilly
Rammaza
St. Petrograd

Search & Destroy

GAME SETTINGS

Round Time Limit: 1M : 30S

Round Win Limit: 6 Rounds

Win By Two Rule: Disabled

Win By Two Max Rounds: N/A

Round Switch: Every Round

Match Start Time: 15 Seconds
Round Start Time: 10 Seconds
Skip Infill: Enabled
Practice Round: Disabled
Input Swap Allowed: Disabled
CDL Tuning: Enabled
Codcaster: Enabled

ADVANCED SETTINGS

Bomb Timer: 45 Seconds
Plant Time: 5 Seconds
Defuse Time: 7.5 Seconds
Multi Bomb: Disabled
Silent Plant: Enabled
Reset Plant/Defuse Progress: Enabled

PLAYER SETTINGS

Number of Lives: 1 Life
Max Health: 100 (Normal)
Health Regeneration: Normal
Tactical Sprint: Enabled
Allow Revives: Disabled
Show Enemy Death Location: Disabled
Downed Health: N/A
Downed Revive Health: N/A
Downed Bleedout Timer: N/A
Downed Revive Time: N/A
Downed Give Up Time: N/A
Weapon Mounting: Disabled

TEAM SETTINGS

Spectating: Team Only
3rd Person Spectating: Disabled
Killcam: Enabled
Final Killcam: Final Kill
Enable Mini Map: Yes
Radar Always On: Disabled
Weapon Pings on Minimap: Enabled
Weapon Pings on Compass: Enabled
Enemy on Compass: Disabled
Respawn Delay: None
Wave Spawn Delay: None
Suicide Spawn Delay: None
Force Respawn: Enabled
Team Assignment: Enabled
Friendly Fire: Enabled
Team Kill Punish Limit: Disabled

GAMEPLAY

Spawn Camera: Disabled

Hardcore Mode: Disabled

Spawn Ammo Mags: 3 (Normal)

Realism Mode: Disabled

Headshots Only: Disabled

Health Steal: Disabled

Cranked Timer: Disabled

Allow Field Upgrades: Enabled

Field Upgrade Charge Rate: Normal

Field Upgrade Score Modifier: Normal

Perks: Enabled

Killstreaks: Enabled

Round Retain Streaks: Enabled

Retain Streaks on Death: Enabled

Equipment Delay: Disabled

Equipment Protection: 7.5 Seconds

Battle Chatter: Disabled

Announcer Dialogue: Enabled

In-Game Restrictions

SCORESTREAKS

UAV

Airdrop

Molotov Cocktail

Counter UAV

SAM Turret

Sentry Gun

Stealth Chopper

VTOL

PRIMARY WEAPONS

All LMGs

All Shotguns

SECONDARY WEAPONS

All Launchers

ATTACHMENTS

FMJ – AR

FMJ – SR

FMJ – Pistol

OPERATOR SKILL

Transform Shield

LETHAL

Trip Mine

TACTICAL

None

PERKS

Fast Recover

Persistence

Tracker

Ghost

Hardline

Demo Expert

Engineer

MATCHES & POINTS

Just for trying, even if you do not win, you will receive 1 point for every successfully completed match. Your time, effort, and activity is worth something. However, a win will land you a quick 3 points. The goal? Get more points than any and every one else as a team.

HOSTING

All matches should be played using Private Multiplayer following the hosting format displayed above in these rules.

The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map.

DELAY BETWEEN ROUNDS

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

TIE GAME:

If a map results in a tie, the map will be replayed with the same sides and settings.

LAG ISSUE:

If there is a lag issue, please finish out the map and show proof of every affected round(s)/map(s) in a ticket after the match has been completed. Proof must be in video format, show full ping bars and show the final result of that round(s)/map(s).

DISCONNECTIONS:

Games must be restarted if a Player disconnects in the first 30 seconds and/or before the first kill.

Proof must be captured and provided in the event of a dispute.

If a Player disconnects after the first 30 seconds and/or after the first kill, the map must be continued. The missing player may be reinvited to the game. The team with the missing player may not leave the game at the conclusion of the round that the disconnection occurred. If a team fully leaves the game due to a player disconnecting they will forfeit the map in question.

NO SHOWS:

A team has 10 minutes to show-up with the proper number of eligible players and be ready to start the match. Failure to do so will result in a forfeit. Teams are responsible for all scheduled matches.

If you have a No Show issue, navigate to your Support Ticket page and explain that your opponent did not show. As the match was not played, do not report any scores.

To receive a no show win, you must submit a ticket within 45 minutes of the scheduled match time.

Call of Duty Mobile - Rules

HARDPOINT

Welcome! This is a World Wide Ladder. There are no individual regions specified for Mobile Game Play. Please feel free to join a team, or create one, and get into the competition!

Players are advised to include their UID within their team profile to assist players finding each other.

To ensure both fairness, and genuine activity, a Team may consist of up to 20 players and of those members only one has to play at a time. In other words... IF BOTH TEAMS AGREE, then BOTH Teams may play with 1 to 4 people in a squad. This DOES NOT mean one team has 4 and the other only 1. You must match equal numbered rostered participants.

Gamertags are case sensitive. Please ensure you include the correct handle-name within your team profile.

Adding Friends

1. Click on "Multiplayer"
2. On the left side of your screen, click "Private". This will set up a private game.
3. Invite all players to your match by going to the top right portion of your screen and clicking the "Invite Friends" dropdown menu. If you have not added your friend/opponent, please do so!

Best of 3 Matches

The team with the most kills at the end of the game session will be awarded the win for that session. If there is a tie in kills, life duration will be used to determine a tiebreaker. The first team to win 2 out of 3 matches will be awarded the win for the match.

Mode & Maps

Hardpoint

Crash
Crossfire
Firing Range
Hijacked
Nuketown
Raid
Rust
Scrapyard
Standoff
Summit
Takeoff

Hardpoint

GAME SETTINGS

Time Limit: 5 Minutes
Score Limit: 250 Points
March Start Time: 15 Seconds
Skip Infil: Enabled
Input Swap Allowed: Disabled
CDL Tuning: Enabled
Codcaster: Enabled

ADVANCED SETTINGS

Points Per Kill: 0 Points
Points Per Death: 0 Points
Headshot Bonus Points: 0 Points
Killstreak Kill Bonus Points: 0 Points
Time to Capture Zone: Instant
Zone Lifetime: 1 Minute
Initial Activation Delay Time: 15 Seconds
Activation Delay Time: Disabled
Location Order: Linear
Scoring: Constant
Pause Time: Enabled
Objective Team Spawn Delay: Disabled
Spawn Delay Timer: 2.5 Seconds

PLAYER SETTINGS

Number of Lives: Unlimited
Max Health: 100 (Normal)
Health Regeneration: Normal
Tactical Sprint: Enabled
Allow Revives: Disabled
Show Enemy Death Location: Disabled
Downed Health: N/A
Downed Revive Health: N/A
Downed Bleedout Timer: N/A
Downed Revive Time: N/A
Downed Give Up Time: N/A
Weapon Mounting: Disabled

TEAM SETTINGS

Spectating: Team Only
3rd Person Spectating: Disabled
Killcam: Enabled
Final Killcam: Final Kill
Enable Mini Map: Yes
Radar Always On: Disabled
Weapon Pings on Minimap: Enabled
Weapon Pings on Compass: Enabled
Enemy on Compass: Disabled
Respawn Delay: None
Wave Spawn Delay: None

Suicide Spawn Delay: None
Force Respawn: Enabled
Team Assignment: Enabled
Friendly Fire: Enabled
Team Kill Punish Limit: Disabled

GAMEPLAY

Spawn Camera: Disabled
Hardcore Mode: Disabled
Spawn Ammo Mags: 3 (Normal)
Realism Mode: Disabled
Headshots Only: Disabled
Health Steal: Disabled
Cranked Timer: Disabled
Allow Field Upgrades: Enabled
Field Upgrade Charge Rate: Normal
Field Upgrade Score Modifier: Normal
Perks: Enabled
Killstreaks: Enabled
Round Retain Streaks: Enabled
Retain Streaks on Death: Enabled
Equipment Delay: Disabled
Equipment Protection: 7.5 Seconds
Battle Chatter: Disabled
Announcer Dialogue: Enabled

In-Game Restrictions

SCORESTREAKS

UAV
Airdrop
Molotov Cocktail
Counter UAV
SAM Turret
Sentry Gun
Stealth Chopper
VTOL

PRIMARY WEAPONS

All LMGs
All Shotguns

SECONDARY WEAPONS

All Launchers

ATTACHMENTS

FMJ – AR
FMJ – SR
FMJ – Pistol

OPERATOR SKILL

Transform Shield

LETHAL

Trip Mine

TACTICAL

None

PERKS

Fast Recover
Persistence
Tracker
Ghost
Hardline
Demo Expert
Engineer

MATCHES & POINTS

Just for trying, even if you do not win, you will receive 1 point for every successfully completed match. Your time, effort, and activity is worth something. However, a win will land you a quick 3 points. The goal? Get more points than any and every one else as a team.

HOSTING

All matches should be played using Private Multiplayer following the hosting format displayed above in these rules.

The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map.

DELAY BETWEEN ROUNDS

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

TIE GAME:

If a map results in a tie, the map will be replayed with the same sides and settings.

LAG ISSUE:

If there is a lag issue, please finish out the map and show proof of every affected round(s)/map(s) in a ticket after the match has been completed. Proof must be in video format, show full ping bars and show the final result of that round(s)/map(s).

DISCONNECTIONS:

Games must be restarted if a Player disconnects in the first 30 seconds and/or before the first kill.

Proof must be captured and provided in the event of a dispute.

If a Player disconnects after the first 30 seconds and/or after the first kill, the map must be continued. The missing player may be reinvited to the game. The team with the missing player may not leave the game at the conclusion of the round that the disconnection occurred. If a team fully leaves the game due to a player disconnecting they will forfeit the map in question.

NO SHOWS:

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If you have a No Show issue, navigate to your Support Ticket page and explain that your opponent did not show. As the match was not played, do not report any scores.

To receive a no show win, you must submit a ticket within 45 minutes of the scheduled match time.

Call of Duty Mobile - Rules

DOMINATION

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Gamertags are case sensitive. Please ensure you include the correct handle-name within your team profile.

Adding Friends

1. Click on "Multiplayer"
2. On the left side of your screen, click "Private". This will set up a private game.
3. Invite all players to your match by going to the top right portion of your screen and clicking the "Invite Friends" dropdown menu. If you have not added your friend/opponent, please do so!

Best of 3 Matches

The team with the most kills at the end of the game session will be awarded the win for that session. If there is a tie in points, life duration will be used to determine a tiebreaker. The first team to win 2 out of 3 matches will be awarded the win for the match.

Mode & Maps

Domination

Crash
Crossfire
Firing Range
Hijacked
Nuketown
Raid
Rust
Scrapyard Standoff
Summit
Takeoff

Domination

MATCH SETTINGS

Round Limit: 2 Rounds
Round Switch: Every Round
Round Time Limit: 5 Minutes
Round Score Limit: Unlimited
Match Start Time: 15 Seconds
Round Start Time: 10 Seconds
Skip Infil: Enabled
Input Swap Allowed: Disabled
CDL Tuning: Enabled
Codcaster: Enabled

ADVANCED SETTINGS

Points Per Kill: 0 Points
Points Per Death: 0 Points
Headshot Bonus Points: 0 Points
Killstreak Kill Bonus Points: 0 Points
Time to Capture Zone: 10 Seconds
Zones Required to Score: 1 Zone
Points Per Zone: 1 Point
Zone Neutralization: Enabled
Objective Scaler: x4
Flags Enable Kill Scoring: Disabled
Starting Flags Captured: Disabled

PLAYER SETTINGS

Number of Lives: Unlimited
Max Health: 100 (Normal)
Health Regeneration: Normal
Tactical Sprint: Enabled
Allow Revives: Disabled
Show Enemy Death Location: Disabled
Downed Health: N/A
Downed Revive Health: N/A

Downed Bleedout Timer: N/A
Downed Revive Time: N/A
Downed Give Up Time: N/A
Weapon Mounting: Disabled

TEAM SETTINGS

Spectating: Team Only
3rd Person Spectating: Disabled
Killcam: Enabled
Final Killcam: Final Kill
Enable Mini Map: Yes
Radar Always On: Disabled
Weapon Pings on Minimap: Enabled
Weapon Pings on Compass: Enabled
Enemy on Compass: Disabled
Respawn Delay: None
Wave Spawn Delay: None
Suicide Spawn Delay: None
Force Respawn: Enabled
Team Assignment: Enabled
Friendly Fire: Enabled
Team Kill Punish Limit: Disabled **GAMEPLAY**
Spawn Camera: Disabled
Hardcore Mode: Disabled
Spawn Ammo Mags: 3 (Normal)
Realism Mode: Disabled
Headshots Only: Disabled
Health Steal: Disabled
Cranked Timer: Disabled
Allow Field Upgrades: Enabled
Field Upgrade Charge Rate: Normal
Field Upgrade Score Modifier: Normal
Perks: Enabled
Killstreaks: Enabled
Round Retain Streaks: Enabled
Retain Streaks on Death: Enabled
Equipment Delay: Disabled
Equipment Protection: 7.5 Seconds
Battle Chatter: Disabled
Announcer Dialogue: Enabled

In-Game Restrictions

SCORESTREAKS

UAV
Airdrop
Molotov Cocktail
Counter UAV
SAM Turret

Sentry Gun
Stealth Chopper
VTOL

PRIMARY WEAPONS

All LMGs
All Shotguns

SECONDARY WEAPONS

All Launchers

ATTACHMENTS

FMJ – AR
FMJ – SR
FMJ – Pistol

OPERATOR SKILL

Transform Shield

LETHAL

Trip Mine

TACTICAL

None

PERKS

Fast Recover
Persistence
Tracker
Ghost
Hardline
Demo Expert
Engineer

MATCHES & POINTS

Just for trying, even if you do not win, you will receive 1 point for every successfully completed match. Your time, effort, and activity is worth something. However, a win will land you a quick 3 points. The goal? Get more points than any and every one else as a team.

HOSTING

All matches should be played using Private Multiplayer following the hosting format displayed above in these rules.

The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map.

DELAY BETWEEN ROUNDS

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

TIE GAME:

If a map results in a tie, the map will be replayed with the same sides and settings.

LAG ISSUE:

If there is a lag issue, please finish out the map and show proof of every affected round(s)/map(s) in a ticket after the match has been completed. Proof must be in video format, show full ping bars and show the final result of that round(s)/map(s).

DISCONNECTIONS:

Games must be restarted if a Player disconnects in the first 30 seconds and/or before the first kill.

Proof must be captured and provided in the event of a dispute.

If a Player disconnects after the first 30 seconds and/or after the first kill, the map must be continued. The missing player may be reinvited to the game. The team with the missing player may not leave the game at the conclusion of the round that the disconnect occurred. If a team fully leaves the game due to a player disconnecting they will forfeit the map in question.

NO SHOWS:

A team has 10 minutes to show-up with the proper number of eligible players and be ready to start the match. Failure to do so will result in a forfeit. Teams are responsible for all scheduled matches.

If you have a No Show issue, navigate to your Support Ticket page and explain that your opponent did not show. As the match was not played, do not report any scores.

To receive a no show win, you must submit a ticket within 45 minutes of the scheduled match time.

RULES – Overwatch

ABOUT

What is Overwatch, you might be asking? Well, wonder no more! Overwatch is a colorful teambased shooter game starring a diverse cast of powerful heroes. Travel the world, build a team, and contest objectives in exhilarating 6v6 combat.

What is a Custom Match?

Custom lobbies allow you to control who can join the match, spectate the match and the match settings. This is what we use to play tournament matches.

In Overwatch, there are different game modes available for play. Quickplay, Arcade, Competitive Play, and Game Browser.

The Game Browser consists of 2 main features: Find Game and Create Game.

Using Find Game, players can look for available pre-created custom games on the server.

Players can create their own custom game with customized settings by Create Game.

After returning to the lobby, click “SETTINGS” again and select “MAPS”. Select “NONE” on the top right of the screen. Navigate to your assigned Map and enable it. Click “BACK” to return to the lobby. Navigate to your assigned Map and enable it. Click “BACK” to return to ‘SETTINGS’.

How To: Overwatch

CUSTOM MATCH CREATION

Players can create their own custom game with customized settings by Create Game. Log in to Overwatch and click the big “PLAY” word in the start up screen. The next menu should look like this: Select “Game Browser” then click “CREATE” in the top right corner. Select “COMPETITIVE”, located under “STANDARD”. Make sure it registers before clicking the “BACK” button to proceed. Return to the lobby.

JOIN A GAME

1. Ensure all players are in the same region as the host.
2. Navigate to the “Choose Game Mode” screen at the bottom right.
3. Select the “Custom Match” button located at the bottom right of the screen.
3. Enter the password. “AFBN” 4. Select “Play” and wait for the match to begin.

General Match Settings

Any settings not listed below should be left in the default selections.

LOBBY SETTINGS

Server: Must be played in the same region as that of which the ladder resides in. Presets: Competitive

Modes

All: Kill Cam Disabled

All: Skins Disabled

All: Game Mode Start Manual

Heroes

HERO ROSTER

Disable any heroes not currently available in Competitive Play

“Invite Only” must be selected within the Custom Game Lobby.

MAP POOL

Control – Nepal

Escort – Route 66, Watchpoint: Gibraltar, Havana

Hybrid – Hollywood, King’s Row, Eichenwald

Assault – Hanamura, Temple of Anubis, Volskaya Industries

Control – Lijiang Tower, Busan

TIE BREAKER

Control – If teams are tied after the completed match, the last remaining Control map will be played and hosted by the losing team from Map 5.

MATCH RULES

The challenging team will host the first map. The challenged team will host the tie breaker if required.

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

Team changing in-game is not allowed. If a player joins the wrong team upon launch, the map will be restarted. If a player changes teams after the first kill, the offending team will forfeit the map.

The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map.

RULES - Overwatch 2

Match Settings Any settings not listed below should be left in the default selections.

Lobby settings

Server: Must be played in the same region as the Challenge Option region.

Presets: Competitive

Modes

All: Kill Cam Disabled

All: Skins Disabled

All: Game Mode Start – Manual

Heroes

Hero Roster: Disable any heroes not currently available in Competitive Play

“Invite Only” must be selected within the Custom Game Lobby.

Map Pool:

Control – Nepal

Escort – Route 66, Watchpoint: Gibraltar, Havana

Hybrid – Hollywood, King’s Row, Eichenwald

Assault – Hanamura, Temple of Anubis, Volskaya Industries

Control – Lijiang Tower, Busan

Tie Breaker

Control – If teams are tied after the completed match, the last remaining Control map will be played and hosted by the losing team from Map 5.

Match Rules

The challenging team at match time will host the first map. The challenged team will host the tie breaker if required.

The first team to win 3 out of 5 games, wins the match.

Game Mode / Map Pool Order cannot be changed.

The challenged team picks 2nd, 4th, and 5th maps.

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

Team changing in-game is not allowed. If a player joins the wrong team upon launch, the map will be restarted. If a player changes teams after the first kill, the offending team will forfeit the map.

The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map.

Both teams must report scores.

RULES - Rogue Company

All matches will be played in a Custom Lobby.

Game Mode: Strike Out / Demolition / Extraction

Team Size: 4v4

Best of 3: Win 2 / 3 Maps to Win Match

Step 1: The Challenging / Hosting player invites their opponent to their lobby.

Step 2: Ensuring the Epic/Rogue IDs are correct and everyone is ready to play, the Challenging / hosting team starts the match on the appropriate game mode as well as map chosen by the Challenging / hosting team. The Challenging team chooses which team they begin on.

Step 3: Play your match!

Step 4: Both teams report the score! Capture video proof to present as proof of winning your match in event of a dispute. Without valid win proof you may not receive the win for the match

The Challenging team is the default first host. The Challenging Team picks game mode to be used for the entire duration of this match, and the first map.

The team that got challenged gets to choose which team they begin on, and the next two maps.

The team that got challenged has the option to host the next two maps, or stay with the host just as it was in the first round.

No Show

Teams have 10 minutes from the scheduled match start time to join/host the match. Failure to do so could result in a forfeit. Teams have 5 minutes in between maps to join/invite.

If your opponent has not joined/invited within the allotted 10 minutes, you must submit video proof of at least 5 minutes of the 10 minutes you spent waiting for them to join/invite. This means we need video proof from 5 minutes after the match start time until 10 minutes after the match start time.

Please include attempts to invite/join in this video proof. Timestamps (evidence of current time in the video) are required to authenticate the proof of the no show.

In the event of a match that needs to have more than one game played, you will need to record a 5minute video for each individual game. If your opponents forfeit map 1, you are still required to play map two or provide video proof from 10 minutes after the match start time until 20 minutes after the match start time to show that they also forfeited map two.

The best proof overall is considered to be a full live stream video from your channel.

Lag / Disconnections

If there is a lag issue, you must leave the game at the start of the next round (within 15 seconds) and ask your opponent to switch hosts. If they refuse to switch, show them proof of your inability to connect or lag. If for any reason after seeing your valid proof the opponent does not want to switch hosts, please provide as much proof as possible in your Ticket for Support of the lag and your opponent refusing to switch host.

If the lag affected the outcome of the round, it is the admin's discretion if the map is to be forfeit or cancelled. Maps played out in full will be counted.

Proof of lag from more than one member's perspective must be submitted so long as the match is larger than a 1v1 to ensure it is the host's connection and not the individual player's connection.

If there is a lag issue, you must leave the game at the start of the next round (within 15 seconds) and ask your opponent to switch hosts. If for any reason the opponent does not want to switch hosts, request an admin in your match chat. If the lag affected the outcome of the round, it is the admin's discretion if the round is to be replayed. Any rounds played up until leaving the match will be counted except for the last round.

Players/Teams leaving to intentionally reset the "economy" in the match will be forfeited at the admin's discretion.

Glitches

Utilizing any in-game exploit/bug that would give you an advantage is not allowed and will be considered a forfeit at the admin's discretion based on the proof provided.

AFBN is not liable to members that cannot make it to their match on time for ANY reason. It is the sole responsibility of each member to play their match on time. Issues include, but are not limited to; issues with game updates, server outages, network connection, power outages, online subscription deactivation, or emergencies.

RULES – Valorant

Disclaimer: This ladder is not affiliated with or sponsored by Riot Games, Inc. or VALORANT eSports.

The hosting team will create the custom match lobby with the settings listed below in “game settings” section of the rules.

The Challenging team will host if only in the event the Challenged team cannot properly provide a successful “lag free” server for all players to perform on.

Upon lobby creation, the hosting team will invite the opposing players. You can use the Challenges page to find your opponents information, map, match start time, match ID, etc.

Once all players are in the lobby and ready to play (use your match chat to communicate) the hosting team may start the match.

Teams will play until one team accumulates 13 round wins. Report your match outcome using the Report Score page.

Use the following settings to setup your custom match/lobby.

Game Settings

Party Status: Closed

Map: Bind, Haven, Split, Ascent, Icebox

Mode: Standard

Cheats: Off

Match Hosting

The Challenged team will host first. Teams will alternate hosts every round.

Lag

Please note that all lag proof must be gathered and submitted in video form. Screenshots and/or GIFS will not be accepted.

In the event of LAG, the player(s) experiencing these network issues must begin to gather video evidence showing LAG affecting the direct outcome of the game.

Multiple point of views must be provided to ensure this is not one players personal connection issues.

If no other suitable host is available of the Challenged team, the Challenging team will provide the server.

All claims of LAG will be handled on a case by case basis, meaning not all outcomes will result in the same outcome. AFBN reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

Disconnections

Please note that all disconnection proof must be gathered and submitted in video form. Screenshots and/or GIFS will not be accepted.

If a player disconnects from the game other than direct game malfunctions (client crash, servers crash, etc) the match will continue to be played. If the hosting team ends the game opposite the reasons provided previously, they forfeit the map.

All disconnection claims will be handled on a case by case basis, meaning not all outcomes will result in the same outcome.

AFBN reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

Cheating

Please note that all disconnection proof must be gathered and submitted in video form. Screenshots and/or GIFS will not be accepted.

In the event of a cheating/hacking situation, teams **MUST** submit a Support Ticket, make the situation known and begin to gather and/or provide all proof to competition support.

DO NOT LEAVE OR END THE GAME, doing so may result in a forfeit giving the claims are not valid or the proof provided is not sufficient. Continue playing the match out until further instructions are provided by an AFBN Official. ANY PLAYER(S) found cheating/hacking will result in a **PERMANENT** site ban from all of our websites.

Adding Your RIOT ID

Upon first launching the game and logging into your Valorant account. At the top left of your screen you will see your RIOT ID. This will be your name along with a hashtag (#), your region, and a number for example.

When adding a player, be sure you're using the RIOT ID section for their name, and the TAG LINE section of their ID (region abbreviation after hashtag symbol #)

This will need to be placed on your account profile here.

Once you add your RIOT ID, save your account.

RULES – Fall Guys

How To Win

The team/player that survives the longest is the winner of the match.

If both teams/players are eliminated on the same stage, the match will need to be replayed until a winner is decided.

Hosting will remain the same. If both players qualify for the next round you will continue playing until someone is eliminated.

In order to survive longer, your team/player must qualify for a stage that your opponent does not. For example, if "TEAM A" is eliminated on slime climb, then "TEAM B" will need to qualify during that same stage to be determined the winner.

If your team/player wins a "CROWN" then your team instantly the winner for the match.

Disputes

In the event of a dispute, your team must provide video proof showing that your opponent was eliminated during the round and/or at the end when the full player board is shown.

Note: If you are using a controller you can press L2 to display the PSN and/or FallGuys #'s

If your team fails to provide video proof of your opponents being eliminated during the round and/or at the end of the full player board, your team will not be granted the win.

In the event that your match goes to the final stage, if your team gets a "CROWN" this must be shown via video proof, showing the PSN's and/or FallGuys #'s in the stage prior to winning the crown.

SCREENSHOTS WILL NOT BE ACCEPTED AS PROOF

Disconnections

If your team or player disconnects prior to the start of the first round/stage, the match will be replayed.

If your team or player disconnects after the round/stage begins, the outcome of the match will remain and your teams/players death will be the time of disconnect.

If valid proof of a disconnect is supplied via the match chat, the match will need to be replayed.

MATCHES WILL NOT BE REPLAYED WITHOUT VALID PROOF

Griefing | In-Game Glitches

Griefing is ALLOWED

Due to the nature and style of the game, griefing is inevitably by not only your opponents, but the other players within the public match. All forms of griefing is permitted. This includes, grabbing, blocking, causing the player to be eliminated, etc is PERMITTED.

DISPUTING FOR GRIEFING IS NOT PERMITTED

Glitches

If an in-game glitch is intentionally used by a team/player to give their team an advantage, AFBN reserves the right to uphold the current outcome, replay, along with any punishments deemed fit for the situation.

If an in-game glitch is intentionally used by a team/player to give their team an advantage, AFBN reserves the right to uphold the current outcome, replay, along with any punishments deemed fit for the situation. Proof will be required for this and should be clear/evident in-game DVR captured proof. On PC players can use any software that allows them to record videos.

How to add cross-platform friends in Fall Guys

No matter which console you're on, there are just a few steps you need to take in order to start up a party and invite friends on different platforms.

Step 1: Either create or log in to your Epic Games account. You will be prompted to do this automatically the first time you boot up Fall Guys.

Step 2: Once in the game, hit the button to Open Party. Here's the button for each system:
PlayStation 4 or 5: Touchpad Xbox One or Series: View button Switch: Minus button PC: Shift + F3

Step 3: After choosing a slot to invite someone to, this will bring up your friends list, but not your console's friends list — this is your Epic Games friends list.

Step 4: If you aren't already Epic Games friends with who you want to play with, search their name in the top search bar and then hit Add friend when you find them.

Step 5: Once added, you can simply hit the Invite button beside their name to invite them to your game.

Step 6: Wait for them to join you, then get out there and win that crown!

RULES – Rainbow Six: Siege

Standard Settings

1. The default settings specified in these rules can be changed, but only if told to do so by an Official of this Ladder. The staff will support no other agreements, (i.e. verbal, FB, Discord, email). So unless specified otherwise by a match official, these default rules will be followed. The hosting team is responsible for ensuring settings are correct prior to starting the map. Hosting with incorrect settings will result in a forfeit of that map.
2. The Attacker Shield Challenge Option: Applies to all Attacker Shields:

Standard Match Settings

ROUNDS

Number of Rounds: 6

Attacker/Defender Role Swap: 1

Overtime Rounds: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective Rotation Parameter: 1

Attacker Unique Spawn: On

HEALTH

Damage Handicap: 100

Friendly Fire Damage: 100

Injured: 20

CHARACTER CONTROL

Sprint: On

Lean: On

DEATH

Death Replay: Disabled

MAPS & MODES

Bank

Chalet

Club House

Consulate

Hereford Base

House

Kafe Dostoyevsky

Kanal

Oregon

Presidential Plane

TDM – Bomb

TDM – Hostage

TDM – Secure Area

GAME MODE & WEATHER SETTINGS

Hostage Death: On

Secure Time Limit: 15

Unsecure Time Limit: 15

Plant Duration: 7

Defuse Duration: 7

Fuse Time: 45

Preparation Phase Duration: 45

Action Phase Duration: 180

Time of the Day: Day

Weather: Sunny / Clear

HUD

HUD: Pro League

ITEM RESTRICTIONS

Shields

Nitro Cells

Competitive Settings

COMPETITIVE MATCH SETTINGS

Time of Day: Day

HUD: Pro League

ROUNDS

Number of Rounds: 10

Attacker/Defender Role Swap: 5

Overtime Rounds: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective Rotation Parameter: 2

Objective Type Rotation: Rounds Played

Attacker Unique Spawn: On

PICKS & BANS

Number of Bans: 4

Ban Timer: 30

Pick Phase Timer: 25

6th Pick Phase: On

6th Pick Phase Timer: 20

HEALTH

Damage Handicap: 100

Friendly Fire Damage: 100

Injured: 20

CHARACTER CONTROL

Sprint: On

Lean: On

DEATH

Death Replay: Off

Game Mode Settings

BOMB

Plant Duration: 7

Defuse Duration: 7

Fuse time: 45

Preparation Phase Duration: 45

Action Phase Duration: 180

Bomb – Bank

Bomb – Border

Bomb – Club House

Bomb – Consulate

Bomb – Coastline

Bomb – Oregon

Bomb – Villa

Match Rules

All matches must be played in their entirety unless both teams agree to postpone or cancel the match.

Randomized maps **MUST** be used. Verbal agreements will not receive staff support.

LAG TEST

A “Lag Test” is not required unless the non-hosting team requests one be completed. This is a test round that doesn’t count and uses the standard game settings that will be used during the match. For the lag test, a map that is not scheduled for play must be used. If the game lags during this test, a new host must be chosen. If both teams cannot agree on an acceptable host, a ticket must be submitted by both teams to cancel the match.

DELAY

Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

HOSTING RULES

The higher ranked team on the ladder will host first map. The lower ranked team will host second map. Hosting will alternate between both teams until the final map in which the team with the most combined round wins from all prior maps will host the final map. In the event of both teams being unranked the team with the Team ID closest to 1 will serve as the higher ranked team. In the event of combined tied rounds the team who is closest to #1 on the ladder will host the final map. The team that is not hosting gets to choose which side to start on.

DISCONNECTION CLARIFICATION

The preparation phase is included in the first 30 seconds of the game.

EXPLOIT CLARIFICATION

Using Castle Armor Panel with Deployable Shield is a loss of that round for the Defenders.

NEW OPERATORS

The New Operators are allowed for use at this time.

DEFENSE LOCATIONS

In the event a game has to be ended and restarted, a team may not choose the same Defend point on their next defense attempt if they successfully defended it. For example, if a team successfully defends Master Bedroom on House and the game has to be restarted, that team may not choose that location on their next defense attempt. Violation will result in the loss of that round.

RULES - Rocket League

Player Eligibility: All Players participating in Rocket League competitions must have access to the game on PC (Steam), Playstation, Switch, or Xbox. Only registered team members playing under their own account are allowed to play for a team.

Team Roster: A team may start the season with 3-20 participants.

Game Version: Each player must have their game up to date with the latest patch for their system.

Day of Match protocol: Both teams should have the Rocket League game client open and be ready to join at the Match start time.

Teams should also be equipped to communicate outside of the game client during the Match, preferably through Discord PM between captains/representatives.

The captain or designated representative from the Home team will create a Private Match in-game with the following parameters:

Game Mode: Soccer

Arena: Challenged Team's Choice

Team Size: 3v3

Bot Difficulty: No Bots

Team Settings and Mutator Settings: Defaults

Mutators Series Length: 5 for Regular season, 7 for Playoffs

Region: Challenged Team's choice.

Joinable By: Name/Password

After hitting "Create Match", the Home team rep will enter the following:

Name: (Challenged Team #)vs(Challenging Team #) **Password:**
AFBN

Example 1: Team ABCD (identifier #27) is the challenged team, playing Team EFGH (identifier #52). The lobby name will be 27vs52 and the password will be AFBN.

Example 2: Team IJKL (identifier #48) is the Challenged Team playing Team MNOP (identifier #03). The lobby name will be 48vs03 and the password will be AFBN.

All players will then join the lobby using the above name and password. The Home team will be Blue, and the Away team will be Orange. Players may not join their assigned side until three players from each team have joined the lobby.

At the conclusion of each Game in the Series, teams will be given the opportunity to take a 1-minute break and communicate if they need to make a substitution or pause the game for any reason. This action can be done by using the in-game chat or communicating externally. Captains can select the in-game Ready button to indicate that they are ready for the next game to begin. Opponents should provide flexibility and leniency during this break for issues that would normally warrant a Stoppage of Play.

Following the 1-minute break, captains should communicate to their players to not join their assigned side (Home/Away) if the opposing team has requested a break or is in the process of making a substitution and is waiting for their substituted player to join the match.

During this time, in the post-game screen, the Home team representative will change the Arena (available by hitting "Match Settings") to the next arena of their choice.

Definitions:

Best-of-X: a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played.

For example, in a Best-of-Five Match, once a Team wins 3 Games, that Team will immediately be declared the winner of that Match. Game: a single 5 minutes + Overtime competition between two Teams.

Match: Tournament play between two Teams that may involve multiple Games.

Series: a group of Games that together constitute a Match **Team:** a group of Players who compete in the Tournament together as a unit.

RULES - Forza Motorsport 7

Creating A Match

Step 1: Click “create a match”. Once you do that, you will be redirected to your match setup page.

Step 2: Select your match rules (car class type). And your Best of series (how many tracks you play).

Step 3: Choose you hosting region (who’s allowed to play from what region), and select/modify other listed game specific settings as you wish.

Step 4: Click “Create Match”

Step 5: Your match has been created, once another player accepts your match you will be notified.

Game Specific Match Options

The following in-game options can be customized for your racking skill. Please select all options when creating a match to ensure your best racing experience.

Hosting Region: North America, Europe, NA/EU, South America, Global

Race Type: Timed Race

Car Class: S

Steering Allowed: Normal, Simulation

Damage Difficulty: Cosmetic

Collision Mode: Always On

Shifting Allowed: Automatic, Manual, Manual W/Clutch

Braking Allowed: Assisted, ABS On, ABS Off

Steering Allowed: Normal, Simulation

Setting Up Your Match In-Game

Step 1: Create a private lobby with your opponent, you will need to find your opponents gamertag/ID on your match page. When creating the lobby, be sure to select “Create Password Protected Private Match”.

Step 2: Once the private match is created, be sure to set the match up with the challenge options you have selected along with the settings listed below in the “Timed Race” section. Any setting not listed will be left in its default state.

Step 3: Once the lobby is setup and both players are ready, players will ready up and the host will begin the game.

Step 4: Once the game begins, the player with the best lap time over 15:00 minutes will win the match. When the match is over, teams will report if they lost the match.

How To Win

The player with the best lap over 15:00 minutes will win the map/track. The first to win threw maps/tracks, wins the match.

Any setting not listed will be kept in its default state.

Rules

Race Length: 15:00

Max Drivers: 2

Game Type: Timed Race

Track Scenario: Day

Advanced Rules

Car Class: S

Compare Best Lap Scores: Yes

Overrides

Force Off Suggested Line: Yes

S Class Tracks

Le Mans

Road America

Watkins Glen

Silverstone

Proof

We suggest all proof be obtained in by video in the event of a score dispute.

Match Proof

All proof must show all players in the lobby, the ending scoreboard showing the winner, gamer tags, and if applicable date/time stamps.

No Show Proof

Players have 15 minutes from the scheduled match time to show up for the match. If your opponent is failing to show for the match, please create a 5 minute video of you attempting to add and/or invite your opponent to the game along with the date/time.

RULES - NBA2K23

Overview

Each team consists of one (1) player.

Format: Best of Three

Regular season matches between each team will be played in a Best-of-Three format. The team to win two matches will be declared the winner. In the event that a single team reaches two wins before the start of a third game, then a third game will not be played.

Coaches are encouraged to communicate with their opponents via Match Lobby chat, Discord or other communication methods.

The series will include three games in the regular season and up to five games in the playoffs. Each game will be played in 5 minute quarters.

Setting up the match

The home team is the player that gets challenged, while the visiting team is the challenging player. The home team is responsible for running the match.

Important: Each team coach is responsible for inputting match results.

1. Add your opponent on the opposing team as a friend so you're able to invite them to the match.
Please do not add opponents as Close Friends.
2. Create the Lobby
3. Initialize NBA 2K23 on your console
4. Navigate to "Play Now"
5. Select "Play with Friends Online"
6. Select your opponent from the list of online friends that appears.

Please ensure lobby settings are configured with the specifics below:

Core Settings

Game Mode = Private Match

Game Style = Superstar Quarter

Length = 5 mins.

Match Procedures

Note: The below instructions were written for the regular season Best of Three format. Additional games will need to be played for the playoffs and championship.

All games in a scheduled match must be played and completed for a match to be considered complete.

After Game 1

Both teams accept a rematch and Game 2 is played.

After Game 2

If one team has won both games resulting in a 2-0 record, then the third game does not need to be played and the following instructions can be followed:

Both team's coaches are responsible for inputting the results of all games of the match within 1 hour of the last game played.

If both teams are tied at 1-1, then a third game will need to be played.

Both teams accept a rematch and Game 3 is played.

After Game 3

Both team's players are required to take a screenshot of the results.

Both players are responsible for inputting the results of the match within 1 hour of the last game played.

Opponents have 30 minutes to accept the match request. In the event that the opposing team does not show up within this 30 minute window, the match will default 3-0 in favor of the side that showed up.

Pause Timer

If a player/team's pause timer runs out, that player/team will forfeit the game.

When a player is shooting a free throw, the defensive player cannot pause the game until their team gets the rebound off of the free throw.

Game Preparations

Solve any problems that may occur before a match begins. In the event of problems during games, players should always take and upload screenshots. In the captures, it must be possible to identify both players before the game, the final result and any questionable situation.

No Show

If a participant is not ready to play 10 minutes after the scheduled game time, a ticket must be submitted to report him/her. If your opponent is not available to play when your match is scheduled, you should report him/her as not presented. After doing so, submit the match score as 3-0 in your favor.

Disconnections

In the event that a player goes offline during a game, that player will receive a default loss. Participants can also choose to leave a game if they wish. Abandonment will be counted as loss of the match. AFBN is not responsible for any connection or hardware problems that players may have while participating in the ladder.

Game Rooms

The challenged player will be the host. The host player will be responsible for setting up the game room with the correct settings and inviting the opposing player. The host player will also play as the home team in the match. Players should always take a screenshot to provide evidence of player names, team selections and also give an indication of when the game started.

Application of Rules

Rules are a guide and administrators' decisions may differ from them depending on the circumstances. AFBN administration may change these rules at any time without notice.

Communication and Support

AFBN.Contact@gmail.com; but only if our Support Ticket system fails you. Users spamming this email, or arguing decisions ruled..etc., will be site banned.

Protests

The player has 5 minutes to dispute incorrect information about the match. Match protests must include game evidence that clearly shows the match results. Players are responsible for providing evidence of match results in the event of a Support Ticket.

Confidentiality

Conversations, whether verbal or written, between organizers, administrators or referees, and participants are confidential. Publicly posting or sharing these conversations with third parties is strictly prohibited, unless AFBN permission is obtained.

Player Conduct

Competitive integrity

Players are expected to conduct themselves as well as possible at all times. Players must behave in a competitive manner, maintaining a courteous and friendly demeanor towards competitors and other players in the ladder. Players who engage in unfair, unsportsmanlike, inappropriate, annoying, harassing, threatening conduct, or who violate any rule, gain an unfair advantage by participating in the tournament, or obtain winner status using fraudulent means will be disqualified. Inappropriate conduct may include, but is not limited to, cheating, hacking, bugging, impersonation, and intentional disconnection. Players are expected to show good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be dealt with with a heavy hand during the all times of this ladder. Players must play to the best of their ability at all times. The administration maintains the exclusive judgment of the violations of these rules, will interpret them and resolve any dispute, conflicting claim or ambiguity at its sole discretion. Your decisions will be final.

Language

In all languages, players cannot use obscene gestures, profanity, and/or racist comments in game chat, game room, or interviews. This includes abbreviations and/or indirect references. Tournament administrators reserve the right to enforce this at their own discretion. These rules also apply to Discord forums, emails, personal messages, and channels.

Disputes

Any general dispute that a person may have with the current operation of the ladder should be addressed first by submitting a Ticket for Support. Failure to follow the proper dispute procedure will result in denial of the dispute and the possibility of additional penalties.

Betting

Bets during any AFBN sanctioned event (by a player, team or on behalf of anyone associated with the team) are not allowed. This includes trying to intentionally alter the game by losing or trying to affect the results. Participants will be disqualified from the ladder and will receive a 1 year ban.

Software or Hardware

Use any software or hardware to gain benefits that would not otherwise be available in the game. Examples include, but are not limited to: any form of scripting, color patterns, texture changes, and sound changes.

Disqualification

AFBN reserves the right to disqualify players. Any player found using a known exploit will lose the match at the time the first exploit occurs. If the player is found to be using another known exploit a second time, and it is determined that it was done on purpose, they will be removed from the event and excluded from any future use of any of our websites.

Match Files

All media files of the match must be kept for at least 14 days. Falsifying or manipulating such files is prohibited and will result in severe penalties. Files should be clearly named based on what they refer to.

Defining match files

Match files are all files uploaded, including but not limited to: screenshots, recordings, models, and videos. The screenshots should always be taken from any contentious situation, and should always include end results and any disconnections.

Personal broadcast Personal broadcasting is allowed! And encouraged.

RULES – Call of Duty: Vanguard

Maps & Modes List

Search & Destroy

Tuscan
Bocage
Desert Siege
Berlin
Demyansk
Hardpoint
Tuscan
Bocage Gavutu
Berlin
Desert Siege
Control Tuscan
Gavutu

Search & Destroy Settings

Game:

Round Time Limit: 1 M : 30 S

Round Win Limit: 6 Rounds

Win by Two Rule: Disabled

Win by Two Max Rounds: 8 Rounds **Round Switch:** Every Round

Match Start Time: 15 Seconds

Round Start Time: 10 Seconds

Skip Infil: Enabled

Practice Round: Disabled

Advanced:

Bomb Timer: 45 Seconds

Plant Time: 5 Seconds

Defuse Time: 7.5 Seconds

Multi Bomb: Disabled

Silent Plant: Enabled

Reset Plant/Defuse Progress: Enabled

Player:

Number of Lives: 1 Life

Max Health: 100 (Normal)

Health Regeneration: Normal

Tactical Sprint: Enabled

Weapon Mounting: Disabled

Allow Revives: Disabled

Show Enemy Death Location: Disabled

Downed Health: 40 Points
Downed Revived Health: Half (50)
Downed Bleedout Timer: Unlimited
Downed Revived Time: 2 Seconds
Downed Give Up Time: 1 Second

Team:

Spectating: Team Only
3rd Person Spectating: Disabled
Killcam: Enabled
Final Killcam: Final Kill
Enable Minimap: Yes
Radar Always On: Disabled
Weapon Pings on Minimap Enabled: Enabled
Weapon Pings on Compass: Enabled
Enemy on Compass: Disabled
Respawn Delay: None
Wave Spawn Delay: None
Suicide Spawn Delay: None
Force Respawn: Enabled
Friendly Fire: Enabled
Team Kill Punish Limit: Disabled

Gameplay:

Spawn Camera: Disabled
Hardcore Mode: Disabled
Spawn Ammo Mags: Normal
Headshots Only: Disabled
Health Steal: Disabled
Cranked Timer: Disabled
Allow Field Upgrades: Enabled
Field Upgrade Charge Rate: Normal
Field Upgrade Score Modifier: Normal
Perks: Enabled
Equipment Delay: Disabled
Equipment Protection: 5 Seconds
Battle Chatter: Disabled
Announcer Dialog: Enabled
Dynamic Map Elements: Disabled
Suppressive Fire: Disabled
Combat Fog: Disabled

Killstreaks:

Killstreaks: Enabled
Round Retain Streaks: Enabled
Retain Streaks on Death: Enabled

Restricted Items**Shotguns (All)**

Einhorn Revolving
Combat Shotgun
Gracey Auto
Double Barrel

Light Machine Guns (All):

MG42
DP27
Type 11
Bren

Melee:

Combat Shield

Launchers (All): M1

Bazooka
Panzerschreck
Panzerfaust
MK11 Launcher **Muzzle:**
MX Silencer
Mercury Silencer

Optic:

M19 4.0X Flip
1913 Variable 4-8X
ZF4 3.5X Rifle Scope
1229/Slate 3.25X Custom
SVT-40 PU Scope 3-6X
MK. 12 Night Vision
M1929 Silencer

Underbarrel:

GF-59 Flashlight
Bayonet

Ammo Type (All):

FMJ Rounds
Frangible
Armor Piercing
Lengthened
Hollow Point
Subsonic
Incendiary

Proficiency:

Akimbo

Trigger Action:

Rapid Action

Perks:

Dauntless

Ghost

Tracker

High Alert

Forward Intel

Piercing Vision

Overkill

Tactician

Lethal:

Throwing Knife

Thermite

Demolition Charge

Molotov Cocktail

Tactical:

Stim

MK V Gas

S-Mine 44

Decoy Grenade

Killstreaks: Intel

Care Package

Spy Plane

Counter Spy Plane

Mortar Barrage

Warmachine

Guard Dog

Deathmachine

Emergency Airdrop

Flamernaut

Attack Dogs

Firebombing Run

Local Informants

Field Upgrade:

Goliath

Jammer

Deployable Cover

Armor Plates

Field Mic

Tactical Insertion Dead

Drop