



PUBG MOBILE
AMPRO Clash Series
Season 1

Official Player Kit
(Version 1.1.1, 03 May, 2022)

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1. Tournament Structure

1.1. Overview

PUBG MOBILE Amateur Professional (AMPRO Series comprises of 3 stages in a season, an Open Qualifier Phase, League Phase and a Championship Finals Phase. AMPRO Season 1 will allow for Open Qualifiers where the best 16 teams (top 4 from each group) will advance to the League Phase. The 20 teams will battle it out over 4 weeks to determine the top 16 teams to advance to the Championship Finals.

2. Seasons

2.1. Qualifiers

2.1.1. Season 1 - Open Qualifier (Brunei Qualifier).

All teams that is based in Brunei Darussalam is eligible to sign up for the open qualifiers. All players that are in the team should reside in Brunei Darussalam and holds valid Identity Card (Yellow/Red/Green)

2.1.2. Season 1 - Open Qualifier (Borneo Qualifier).

All amateur teams that is based in Borneo (Sabah, Sarawak & Kalimantan) is eligible to sign up for the open qualifiers. All players that are in the team should reside in Borneo and holds valid Identity Card from the country they reside in.

2.2. League

During the PUBG MOBILE AMPRO Series Season 1, 20 Teams will compete in League format ("League Matches") against each other in the Group. At League Matches, Teams will participate in League Games featuring 16 Teams per game. League Matches will generally be played on Tuesday and Wednesday of each week where Top 16 Team will play in super weekend on Friday and Saturday. A full schedule of dates and League Matches will be e-mailed to each team's captain.

2.2.1. AMPRO Series Season 1 - League

In AMPRO Series Season 1, 20 teams will play a total of 4 weeks of League Games.

1. 20 Teams will play on weekdays on Tuesday and Wednesday
2. Each group will play for 5 Maps per day with only 16

teams per map

- Round 1: ABCD
- Round 2: ACDE
- Round 3: ABCE
- Round 4: BCDE
- Round 5: ABDE

3. Top 16 Team from each week will proceed to super weekend which will play in Friday and Saturday where points will be brought forward to week 2.
4. By the end of Week 4, the Top 16 teams will advance to the Championship Finals in December for an Offline Event (TBC).

2.2.2. AMPRO Series Season 1 - Championship Final

In the Championship Finals stage, each Team will play 15 total Tournament Games (TBC) in 3 days to determine the AMPRO Series Season 1 Champion.

The top 4 teams (TBC) from the Championship Final will secure a slot in AMPRO PUBGM Series – League Season 2.

2.3. AMPRO Series Season 2

The top 4 teams (TBC) from PUBG MOBILE AMPRO Championship Finals Season 1 will secure a slot in the PUBG MOBILE AMPRO League Season 2. The remaining slots will be filled via open qualifiers mechanism, and if any other mechanisms are to be used will be notified in advance.

3. Scoring System

3.1. Scoring

Scoring for each Tournament Game will be based on each Team's final kill count and in-game placement as set forth below. The scoring system may be updated from time to time by Crit Esports & Entertainment ("Crit") or the Tournament Organizer in their sole discretion. Team Members should check this Section from time to time for the latest updates.

3.1.1. AMPRO Series Score System

This scoring system applies to the AMPRO Series League and Championship Finals.

AMPRO Series Season 1 Scoring System			
Kill Points		1	
End-Game Placement Points			
Placement	Points	Placement	Points
1st Place	15	9th Place	1
2nd Place	12	10th Place	1
3rd Place	10	11th Place	1
4th Place	8	12th Place	1
5th Place	6	13th Place	0
6th Place	4	14th Place	0
7th Place	2	15th Place	0
8th Place	1	16th Place	0

3.2. Ties During Tournament

Ties between two Teams during official competitions will be determined in the order of

- (a) total times of winning the first placement across all Tournament Games in the applicable Season;
- (b) total accumulated placement points across all Tournament Games in the applicable Season;
- (c) total accumulated kills across all Tournament Games in the applicable Season;

(d) placement in the most recent match of the Tournament.

4. Prizes

4.1. Eligibility

Prizes may be awarded to successful Teams and individual players at or following a Tournament. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team, and the Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory. Each Team or player that has been declared the winner of a prize in the Tournament will not be an official winner unless:

- (i) the Team or player is eligible to receive the prize under applicable law;
- (ii) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by Crit Esports & Entertainment ("Crit"); and
- (iii) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by Crit Esports ("Crit"). Failure to sign and return all prize documentation to the Tournament Organizer or AMPRO Officials may result in forfeiture and loss of the prize.

The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize. National, state and local taxes, including taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in Brunei dollars. Winners will be required to complete and submit to the Tournament Organizer all governmental and tax forms required to receive a cash prize, and any other forms required by the country in which LAN Events are held. Prizes are not transferable.

4.2. Terms of Player Payment

As per the Agreement, all payments shall be transferred to the bank account of the Owner/Organization/Management as informed to the Organizer. This will take approximately within 120 days after the end of Championship stage. However, should the Owner/Organization/Management fail to pay its players as per the amount agreed in this Agreement between the

Owner/Organization/Management and the players, the Owner/Organization/Management shall be disqualified to participate in the PUBG MOBILE for the period of 2 years.

Additionally, the Owner/Organization/Management shall be voided of their tournament prize winnings or in case where the Organizer found any evidence that is suspicious which the Owner/Organization/Management does not proportionately distribute the prize to the player, the Owner/Organization/Management acknowledges and agrees that the Organizer shall distribute the prize to the player by themselves by transferring the prize to the player’s account directly.

4.3. Prize Pool Distribution

4.3.1. PUBG MOBILE AMPRO Series Season 1

- Total prize pool for the AMPRO PUBGM Series Season 1 is **BND 12,500.**
- League prize pool is given out after the end of the Championship Finals
- Total prize pool for most kills in the League is **BND 300**
- Total prize pool for League is **BND 5,000.**

Detailed breakdown is as follows:

PUBG MOBILE AMPRO SERIES - LEAGUE SEASON 1 PRIZE BREAKDOWN	
1st Place	BND 1000
2nd Place	BND 500
3rd Place	BND 300
4th Place	BND 250
5th Place	BND 250
Total WWCD Prize (BND 30 * 80 rounds)	BND 2400
Top Eliminator	BND 300
TOTAL PRIZE POOL FOR LEAGUE	BND 5,000

4.3.2. PUBG MOBILE AMPRO Series - League Season 1 Top Eliminator

The player with the most kills in each group at the end of the League will receive a prize of **BND 150**.

4.3.3. PUBG MOBILE AMPRO Series Season 1 – Championship Finals

Total prize pool is **BND 7,500** as set forth below:

AMPRO PUBGM SERIES – CHAMPIONSHIP FINALS SEASON 1	
1st Place	BND 3,750
2nd Place	BND 1,750
3rd Place	BND 750
4th Place	BND 250
5^h Place	BND 100
Total WWCD Prize (BND 50 *15 rounds)	BND 750
Top Eliminator	BND 150
TOTAL PRIZE POOL FOR CHAMPIONSHIP FINALS	BND 7,500

5. Tournament Schedule

5.1. PUBG MOBILE AMPRO Series Season 1 League

5.1.1. Starting Group Draw

A total of 20 teams will be assigned to a Group for the National League. During the draw ceremony, teams will be drawn to form 5 groups of four (4) teams each for the tournament. There will be five groups total: Group A, Group B, Group C, Group D and Group E.

The draw is chosen randomly.. The draw ceremony will take place on 1st June 2022. Venue will be announced to the teams directly.

5.2. PUBG MOBILE AMPRO Series Season 1 Calendar

The calendar belows shows the schedule for the Teams involved in PUBG MOBILE AMPRO Series Season 1.

May						
Thu	Fri	Sat	Sun	Mon	Tue	Wed
			1	2	3	4
Thu	Fri	Sat	Sun	Mon	Tue	Wed
5	6	7	8	9	10	11
Thu	Fri	Sat	Sun	Mon	Tue	Wed
12	13	14	15	16	17	18
Thu	Fri	Sat	Sun	Mon	Tue	Wed

19	20	21	22	23	24	25
				Group 1 to Group 4	Group 5 to Group 8	Group 9 to Group 12
Thu	Fri	Sat	Sun	Mon	Tue	
26	27	28	29	30	31	
Group 12 to Group 6	Semi Group					

June						
			Sun	Mon	Tue	Wed
			1	2	3	1
Thu	Fri	Sat	Sun	Mon	Tue	Wed
2	3	4	5	6	7	8
					Week 1 Day1	Week 1 Day 2
Thu	Fri	Sat	Sun	Mon	Tue	Wed
9	10	11	12	13	14	15
	Week 1 Day 3	Week 1 Day 4			Week 2 Day1	Week 2 Day 2
Thu	Fri	Sat	Sun	Mon	Tue	Wed
16	17	18	19	20	21	22
	Week 2 Day 3	Week 2 Day 4			Week 3 Day1	Week 3 Day 2
Thu	Fri	Sat	Sun	Mon	Tue	Wed
23	24	25	26	27	28	29
	Week 3 Day 3	Week 3 Day 4			Week 4 Day 1	Week 4 Day 2

July						
	Fri	Sat	Sun	Mon	Tue	Wed
	1	2	3	4	5	6
	Week 4 Day 3	Week 4 Day 4				

5.3. League Schedule

Each day during the League stage features three rounds of Official tournament matches. The official Tournament Matches consist of the Erangel map, Miramar map and Sanhok map. The map order is switched around across the different group match ups. The League is run online.

Below is the schedule for the League stage:

Week 1-4					
Match No.	Timeline(GMT+8)	Tue	Wed	Friday	Saturday
Check In	17:00				
Round 1	18:30	ABCD - Erangel	ABCD - Miramar	Erangel	Miramar
Round 2	19:30	ACDE - Miramar	ACDE - Erangel	Miramar	Erangel
Round 3	20:30	ABCE - Erangel	ABCE - Miramar	Sanhok	Sanhok
Round 4	18:30	BCDE - Miramar	BCDE - Erangel	Erangel	Miramar
Round 5	19:30	ABDE - Erangel	ABDE - Miramar	Miramar	Erangel

*Schedule may be subjected to changes

5.4. Grand Final Schedule

PUBG MOBILE AMPRO Series Season 1 Grand Final runs for three days from Friday to Sunday. It features five rounds of official Tournament Matches per day.

Below is the schedule for the Grand Final.

Grand Final				
Match No.	Timeline(GMT+8)	Fri	Sat	Sun
Check In	14:00			
Match 1	15:00	TBD	TBD	TBD
Match 2	16:00	TBD	TBD	TBD
Match 3	17:00	TBD	TBD	TBD
Match 4	19:00	TBD	TBD	TBD
Match 5	20:00	TBD	TBD	TBD

**Schedule may be subject to changes*

6. PUBG MOBILE AMPRO Series Season 1 Standard Operating Procedures for Players

6.1. Preparations for Tournament Matches

- a. Ensure that the stream setup has been tested and working as intended.
- b. Ensure players are already in their Tournament Area before the Tournament starts, if they are not in their specified Tournament Area prior to the start of PUBG MOBILE AMPRO Series Season 1.
- c. Check that PUBG MOBILE has been updated, and all the maps are downloaded.
- d. Check that GAC has been installed and set up by all the players.
- e. Team representatives to attend the Team briefing which will be announced to team managers in the future.
- f. Rehearsal and testing day which will be announced to the team managers in the future.

6.2. Pre-Tournament Matches

- a. Check that all players are ready for the tournament.
- b. Check that all the tournament devices, and tournament accounts are in order.
- c. Once the check in period opens, check in through the Discord channel with the specified procedures.
- d. Submit the playing roster for the first match during the check in time, or at latest before the Solo Scrim Match starts.
- e. Players are to enter Discord into their Team Channel with the AMPRO Crew in charge with the Team for that day.
 - If the players are already in one place, then only one Discord account will need to be used. The Discord representative however will need to be responsive to the queries from AMPRO Crew, or the Organizer.
 - In the case that the players are playing separately, each player that is in the separate locations will need to enter the Discord together with the AMPRO Crew.

- f. Start the stream(s) and submit the link to AMPRO Crew.
- g. Check that all communications channels are working.

6.3. During Tournament Matches

- a. Once the lobby room and password is announced, open up the Game Anti-Cheat application and press Start Competition.
- b. After uploading the selfie, once the GAC opens PUBG MOBILE, immediately enter the room.
- c. Once all 4 players are in the correct team slot, inform the AMPRO Crew in charge for them to verify.
 - Once the AMPRO Crew has verified that the players have entered the lobby and the correct team slot, players are to stay in that slot until the game starts.
 - If the players get kicked out from the lobby due to inactivity, report to the AMPRO Crew and re-enter the lobby and the correct team slot again as fast as possible (the punctuality score will not be affected by this).
- d. Start recording the once the game starts for the first 3 minutes in case of parachute bugs.
- e. Stay in the Discord for any updates from AMPRO Crew, or if the Team needs Crew assistance.
- f. Players may not leave their personal stream, interact with non-players or open the broadcasted streams until all the players in the Team are eliminated.
 - Any person that is not in the Playing Roster may not be in the stream while the official Tournament Match starts until the whole Team is eliminated from that Match.

6.4. Post Tournament Matches

- a. Once the match is finished, reopen Game Anti-Cheat. Press Stop Competition.
- b. Upload the selfie in the Game Anti-Cheat Application.

- c. Ensure the battery level of tournament devices used are at an acceptable level.
- d. If your team won the match, the Team Captain (or a Player Representative) should immediately go to the Winner Interview Call session with the host. Refer to Clause 6.6 of Player Kit (“Larix Broadcast”) for the guide on using Vmix.
- e. Prepare for the next match.

6.5. Game Anti-Cheat Procedures

For the same guide with pictures, please refer [here](#).

6.5.1. Installation

The Team Captain (or Team Manager) will confirm the representative team email for us to register your players ID for the software. There will be emails containing the account details for each player sent to you for the password of the Game Anti-Cheat software.

Tournament Organizer will distribute the Game Anti-Cheat accounts back to the Team Captain/Team Manager before the start of PUBG MOBILE AMPRO Series Season 1. Players should complete the installation and setup for the software before the start of the Tournament.

- i. Players will need to install the GAC by:
Android users: download [here](#) or scan the QR Code below
iOS: Search for GameAC Tool in the App Store



Android QR Code

- ii. Read through the Terms & Conditions. Select Agree to proceed.
- iii. Allow the permissions requested by GAC when prompted.
- iv. Select the Country the Player (for Malaysians, choose Singapore) is currently residing in and enter Date of Birth.
- v. Log in with the account details that were provided by the Tournament Organizer.

6.5.2. Application Usage

- i. Once the Official Match's Room ID and password has been announced by the Organizer, open the Game Anti-Cheat software.
- ii. Press Start Competition. Upload your selfie when prompted. Please wear appropriate clothing when taking a selfie. Remove any articles that may hide your face, such as cap, dark glasses or mask.
- iii. Once the selfie upload is successful, PUBG MOBILE will boot up.
- iv. Join the Tournament Room hosted by the Organizer.
- v. Once the Match is finished, reopen Game Anti-Cheat again.
- vi. Press Stop Competition. Upload another selfie when prompted.
- vii. Repeat the steps i - vi for the next and every Official Match.

6.6. Larix Broadcast Procedures

For any Team that wins a AMPRO PUBGM Series Season 1 official match, a Winner Interview will be done with the Team Captain (or a Player Representative, as decided by the Tournament Organizer). The Winner Interview will be done through Larix Broadcast.

The Larix Broadcast (Android) Guide may be found [here](#).

The Larix Broadcast(IOS) Guide may be found [here](#).

The OBS (PC) Guide may be found [here](#).



ACS

PLAYER ACKNOWLEDGEMENT OF PUBG MOBILE AMPRO SERIES SEASON 1 PLAYER KIT

Team Name	
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Acknowledgement Notice
<p>This letter is to acknowledge that the team above has already read, understood, and acknowledged the schedule, competition system, rules and rewards, penalties and additional documents in the PUBG MOBILE AMPRO Series Season 1 Documents, which includes, but are not limited to:</p> <p>PUBG MOBILE AMPRO Series Season 1 Player Kit</p> <p>This team will participate in PUBG MOBILE AMPRO Series Season 1 while adhering to the guidelines and rules provided in these documents.</p> <p>If various contents in the documents provided are revised by the sponsor, our team and myself will strictly adhere to and agree with them, accepting management, rewards and penalties and other treatment measures in the Handbook.</p>

	Name and Signature	Date of Signature
Team Captain		
Team Manager (Optional)		
Coach (Optional)		