

# Campus Carnage (IBM)



A) **Event Name:** Campus Carnage

**Tagline:** "Where Campuses Turn into Battlegrounds"

**Event Details:** "Join us for Campus Carnage, the ultimate e-sports showdown featuring intense battles in BGMI & Free Fire MAX. Compete for glory, prizes, and the title of campus champion!"

B) **Key Highlights:**

- Promote Teamwork and Leadership.
- Stress Relief and Balance.
- Foster Campus Community.

C) **Outcomes:**

- **Better Stress Management:** Students will learn how to balance academic life with extracurricular activities, leading to improved well-being and academic performance.
- **Increased Student Engagement:** A boost in campus involvement, fostering a sense of belonging and unity among students from different departments.
- **Recognition of Talent:** Top players will gain recognition for their gaming and strategic skills, boosting their confidence and opening potential opportunities in the e-sports industry.

D) **Eligibility Criteria:** School & College students

E) **Time / Duration :** 4 Hours.(each day)

F) **Date:** 13/02/2025, 14/02/2025

G) **Categorization:** Team size and Individual Participants.

H) **Sub-Events/Sub Competitions:**

a. **Team event: Team size of 4 participants**

- Battlegrounds Mobile India (BGMI).
- Free Fire MAX (FF MAX).

I) **Rules & Regulations:**

All students from institutes are allowed to participate in this event. Each participant must carry their ID card for entry; without an ID card, students will not be allowed to participate.

# Battlegrounds Mobile India (BGMI)



## Team-Based (4 Players per Team)

- **Team Composition:**
  - Each team must consist of 4 players. No substitutes are allowed mid-match.
  - If a player disconnects, the game continues. Rejoining is permitted if possible.
- **Game Mode:**
  - Classic mode, Third Person Perspective (TPP).
  - Maps to be played: Any map available within game.
- **Equipment:**
  - Players must bring their own mobile devices along with their own internet connection. Emulators are strictly prohibited.
  - Headphones are recommended for clear communication with teammates.
  - Ensure devices are fully charged before the match. Charging stations may not be provided during gameplay. Power banks are allowed.
- **Game Settings:**
  - No restrictions on in-game skins or outfits, as long as they follow official game guidelines.
  - No use of unauthorized third-party applications or software, such as cheats, scripts, or aim assists.
  - All games will take place on a pre-set private room created by the event organizers.
- **Scoring System:** The top 3 teams will be declared as winners and awarded accordingly based on their final rankings. The rankings will be determined by the teams' final placement within the game.
- **Match Rules:**
  - Players must be present in the game room at the specified time.
  - Players are not allowed to intentionally disconnect or quit the game mid-match.
  - No teaming with other squads. Intentional alliances will result in disqualification.
  - In case of a technical issue from the server or organizer's side, a rematch may be conducted.

- **Disqualifications:**
  - Use of emulators or external applications to manipulate the game will result in an immediate disqualification.
  - Any form of harassment, offensive language, or unsportsmanlike behavior will not be tolerated.
  - Exploiting game glitches or bugs for an unfair advantage will lead to a penalty or disqualification.

## Free Fire MAX



### Event Name: Free Fire MAX

#### Team-Based - (4 Players per Team)

- **Team Composition:**
  - Each team must consist of 4 players. Teams are responsible for their own communication setup (headsets, microphones, etc.).
- **Game Mode:**
  - Battle Royale mode, Squad Mode (TPP).
  - Maps: Any map available within game.
- **Equipment:**
  - Players must bring their own mobile devices along with their own internet connection. Emulators are strictly prohibited.
  - Headphones are recommended for clear communication with teammates.
  - Ensure devices are fully charged before the match. Charging stations may not be provided during gameplay. Power banks are allowed.
- **Game Settings:**
  - Players may use any character skills available in the game.
  - No external applications or cheats allowed. Any detected cheating will result in disqualification.
- **Scoring System:** The top 3 teams will be declared as winners and awarded accordingly based on their final rankings. The rankings will be determined by the teams' final placement within the game.
- **Match Rules:**
  - Players must be present in the game room at the specified time.
  - Players are not allowed to intentionally disconnect or quit the game mid-match.

- No teaming with other squads. Intentional alliances will result in disqualification.
- In case of a technical issue from the server or organizer's side, a rematch may be conducted.
- **Disqualifications:**
  - Use of emulators or external applications to manipulate the game will result in an immediate disqualification.
  - Any form of harassment, offensive language, or unsportsmanlike behavior will not be tolerated.
  - Exploiting game glitches or bugs for an unfair advantage will lead to a penalty or disqualification.