



Official Rules — The Last Man Standing

1. General Concept

The Last Man Standing is an individual survival competition played through successive stages and structured as a pyramid.

All players start at the bottom of the pyramid and must climb through each stage based on their performance. At the end of each stage, a number of players will be eliminated, and only the survivors will advance to the next level of the pyramid.

The competition will continue until only one player remains standing in each competitive level.

Main idea of the competition:

Everyone starts at the bottom. Many will fall. Only one will reach the top.

2. Competition Structure

The Last Man Standing will be played through independent pyramids by level.

Each level will have its own progression, depending on the number of active players in each stage.

The competition will be divided into successive stages. Each stage represents one step of the pyramid.

Stage 1 will be the base of the pyramid and the only open-entry stage of the competition.

From **Stage 2** onwards, only players who remain active in their pyramid will be allowed to participate. This means players who validly participated in the previous stage and were not eliminated.

No re-entries, substitutions or new entries will be allowed once Stage 1 has closed.

3. Entry and Continuity

Stage 1 will be the only open-entry stage of The Last Man Standing. During this period, any eligible player may participate without preregistration, provided that they meet the requirements established by the organization.

Once Stage 1 has ended, the competition will be closed.

To participate in any later stage, the player must meet all of the following conditions:

- Have validly participated in the immediately preceding stage.
- Have completed the minimum number of required games in that stage.
- Have not been eliminated by the cut system.
- Maintain active player status within the pyramid.

Any player who does not participate in a stage, does not complete the minimum number of required games, is eliminated, or cannot be correctly validated will automatically lose active player status and will not be allowed to re-enter any later stage.

4. Competition Levels

The Last Man Standing will be divided into three independent levels:

Level 1 — Elite

Players with a **VRS-MPR of 4.20 or higher**.

Level 2 — Advanced

Players with a **VRS-MPR from 2.90 to less than 4.20**.

Level 3 — Challenger

Players with a **VRS-MPR from 1.00 to less than 2.90**.

Each level will have its own pyramid, its own ranking and its own winner.

5. VRS-MPR Requirement

To participate in The Last Man Standing, all players must have an established **VRS-MPR** before entering Stage 1.

Players who do not have a VRS-MPR will not be allowed to enter The Last Man Standing directly. To obtain a valid VRS-MPR, they must first participate in the **Open Ranking Road** event and complete a minimum of **10 valid games**.

Once their VRS-MPR has been established, the player may enter Stage 1 of the corresponding level according to the established cut-offs.

The player's level will be determined by their VRS-MPR at the moment they enter Stage 1. Once the player participates in Stage 1, they will remain linked to that level for the entire competition.

No level changes, reassignments or transfers between pyramids will be allowed at any point during the competition.

6. Level Manipulation and Sporting Integrity

Any action intended to access a level lower than the player's real level is strictly prohibited.

This includes, but is not limited to:

- Creating or using new accounts to alter the player's real level.
- Using alternative accounts.
- Using third-party accounts.
- Deliberately playing below the player's real level in order to reduce the VRS-MPR.
- Hiding competitive history.
- Any action intended to artificially alter the VRS-MPR.

The organization reserves the right to review any case in which a player's performance is clearly incompatible with the level in which they are participating, especially when there are signs of average manipulation or improper account use.

If the organization determines that a player has accessed a lower level through manipulation, an alternative account, artificially low performance or any conduct contrary to the sporting integrity of the competition, the player may be eliminated from The Last Man Standing, their results may be voided and they will lose any right to prizes, ranking position or compensation.

7. Game Format

The Last Man Standing will be played exclusively in **Cricket 200**.

No 501 games will be played and no PPD averages will be used for the ranking of this competition.

The ranking of each stage will be determined by the **VRS-MPR** obtained by each player from their best valid Cricket 200 games played within the official period of that stage.

Each stage will be independent. Results or averages obtained in previous stages will not be accumulated and will not be taken into account for the ranking of later stages.

Each player starts every stage from zero.

8. Minimum Number of Games and Average Calculation

For a player's participation to be considered valid in a stage, they must play a minimum of **10 valid Cricket 200 games** within the official period established for that stage.

The ranking of each stage will be calculated using the VRS-MPR obtained from the player's **5 best valid games** played during that stage.

Players who do not complete the minimum of 10 valid games will be considered invalid players and will be subject to the established elimination system.

9. Survival Cut System

At the end of each stage, the organization will apply a cut table that determines how many players survive to the next step according to the number of active authorized players at the start of that stage in each level.

The system will no longer be based on elimination percentages, but on a survivor table. The objective is to maintain clear progression, control the duration of the competition and ensure that each pyramid advances in a balanced way until the Final Stage.

The survivor table will be as follows:

<u>Active players at the start of the stage</u>	<u>Players who survive</u>
50 or more	Top 32
33 to 49	Top 24
25 to 32	Top 16
17 to 24	Top 12
13 to 16	Top 8
9 to 12	Top 6
7 to 8	Top 4
5 to 6	Top 3
3 to 4	Top 2

Active players at the start of the stage

2

Players who survive

Direct Final

Players who do not make the survivor cut will be eliminated and will not be allowed to participate in later stages.

10. Cut Application and Invalid Players

Invalid players will always remain outside the survivor cut.

The following players will be considered invalid:

1. Players who did not participate in the stage.
2. Players who participated but did not complete the minimum of 10 valid games.
3. Players whose participation cannot be correctly validated by the organization.

The cut will be applied as follows:

1. All invalid players are removed first.
2. The remaining valid players are ranked according to the VRS-MPR obtained in the stage.
3. The corresponding survivor table is then applied to that ranking.

Example: if a stage starts with 50 active players, the table establishes that the Top 32 survive. If there are 5 invalid players, those 5 are eliminated first and the remaining survivor positions are filled with the best valid players by VRS-MPR up to a maximum of 32 survivors.

If the number of invalid players causes the number of survivors to be lower than the number established by the table, the organization will advance to the next stage with the corresponding valid players. No invalid player may remain active in order to artificially complete the number of survivors.

11. Tie-Breakers

In the event of a tie in the VRS-MPR calculated from the 5 best valid games of a stage, the tie-breaker will be resolved by comparing the next best valid game of each player within that same stage.

The first tie-breaker will be the **sixth-best game**.

If the tie remains, the **seventh-best game** will be compared, then the eighth, ninth, tenth and so on until the tie is broken.

The player whose next best game has the higher MPR will be ranked ahead.

If, for any reason, the tie cannot be resolved through this system, the organization will make a technical decision based on the available data.

12. Calendar and Management Between Stages

The Last Man Standing is expected to take place between **June and August**.

However, the exact duration may vary depending on the number of participants, the evolution of each level and the number of stages required to determine the winner of each pyramid.

Stage 1 will last **two weeks** and will be the only open-entry stage of the competition.

From **Stage 2** onwards, each stage will last **one week of play**.

Between one stage and the next, the organization will have one week for review and management in order to validate results, check incidents, confirm eliminated players, publish surviving players and program the next stage.

August will preferably be reserved for the final steps of the pyramid and/or the final stage, depending on the actual evolution of the competition.

The official calendar of each stage will be published by the organization.

13. Final Stage

When a pyramid reaches **2 active players**, the **Final Stage** of that level will be played.

The Final Stage will follow the same sporting system as the rest of the stages.

Each finalist must play a minimum of **10 valid Cricket 200 games** during the official period established.

The final ranking will be calculated using the VRS-MPR obtained from each player's **5 best valid games** in the Final Stage.

The player with the higher VRS-MPR will be declared the winner of their level and will receive the official title of **The Last Man Standing**, provided that the corresponding pyramid is valid for prize purposes according to the participation rules established in this document.

If one finalist participates validly and completes the minimum of 10 valid games while the other finalist does not participate or does not complete the minimum number of required games, the finalist who met the requirement will be declared the winner of that level.

If neither finalist participates validly, or if both finalists fail to complete the minimum of 10 valid games within the official period, the Final Stage will be declared invalid. In that case, no winner will be declared and the prize for that level will not be awarded.

The organization may only consider extending or repeating the Final Stage in the event of a general, verifiable technical incident beyond the players' control that prevented the final from being played under normal conditions.

14. Prizes According to Participation

The Last Man Standing will have one winner per level, provided that the corresponding pyramid is valid according to the number of valid players at the end of Stage 1.

The prize for each level will be determined according to the number of valid players at the end of Stage 1.

Valid players are those who have completed the minimum of 10 valid Cricket 200 games within the official period of Stage 1 and whose participation can be correctly validated by the organization.

The prize scale will be as follows:

<u>Valid players after Stage 1</u>	<u>Applicable prize</u>
1 to 7 players	No prize
8 to 15 players	50% of the base prize
16 to 31 players	75% of the base prize
32 or more players	100% of the base prize

The base prizes for each level will be as follows:

Level	Base prize
Level 1 — Elite	800 €
Level 2 — Advanced	500 €
Level 3 — Challenger	300 €

According to the valid participation after Stage 1, the prizes will be as follows:

Level	<u>8 to 15 valid players</u>	<u>16 to 31 valid players</u>	<u>32 or more valid players</u>
Level 1 — Elite	400 €	600 €	800 €
Level 2 — Advanced	250 €	375 €	500 €
Level 3 — Challenger	150 €	225 €	300 €

If a level has 7 valid players or fewer at the end of Stage 1, the pyramid will be considered not valid for prize purposes. In that case, the organization may decide not to continue with later stages in that level, and the corresponding prize will not be awarded.

Once the prize percentage has been set after the end of Stage 1, that percentage will not be reduced due to eliminations, withdrawals, absences or invalid players in later stages.

The prize will be awarded exclusively to the winner of each valid level. There will be no cash prize for runners-up or for players eliminated in previous stages, unless officially communicated otherwise by the organization.

Prizes will only be awarded to players who have validly participated in the Final Stage, complied with all competition requirements and have no pending incident under review by the organization.

The organization reserves the right to withhold, cancel or not award a prize in the event of level manipulation, improper account use, impersonation, rule violation or any conduct contrary to the sporting integrity of the competition.

15. Technical Rules and Validation

Games must be played within the official event corresponding to each stage and level of The Last Man Standing.

Only games correctly registered within the official playing period will be taken into account.

During the review and arbitration process, the organization may check the cameras associated with the machine and/or the game.

If, during arbitration, the player's participation cannot be properly verified due to the failure of one or both cameras, poor visibility, incorrect camera orientation or any incident that prevents the game from being verified, the affected games will be voided.

In the event of machine failure, connection failure, camera problems or any technical issue that prevents games from being played or correctly validated, the organization will not be responsible for that incident.

The player must report the issue to their local operator so that the operator can review or repair the machine.

Each player must play their games individually, starting and finishing their games by themselves.

It is not permitted for another player to play on their behalf, for two players to alternate or participate together in the games of the same player, or for any form of help, substitution or shared participation to take place.

Player impersonation, use of third-party accounts, alternative accounts or any conduct intended to falsify the identity of the participant is strictly prohibited.

Any infringement of this type may result in games being voided, immediate elimination from the competition and loss of any right to prizes.

Rankings may be considered provisional until officially reviewed by the organization.

The final ranking of each stage will be the one published by Bullshooter Europe once the arbitration and validation period has ended.

16. Official Communication and Incidents

Official information about The Last Man Standing will be published by Bullshooter Europe through its official channels.

After each stage, the organization will review the results, validate games when appropriate and publish the official ranking with the surviving and eliminated players of each level.

Rankings published by Bullshooter Europe will be the only valid rankings for determining which players advance to the next step of the pyramid.

There will be no formal claims period.

Any incident related to a player's participation must be communicated by the player to their local operator. The operator may forward the information to Bullshooter Europe if they consider it appropriate.

Social media posts may be used for information or promotion, but they will not replace the official communications of Bullshooter Europe.

17. Player Responsibility

Participation in The Last Man Standing implies acceptance of the competition rules and the sporting decisions made by Bullshooter Europe during the event.

Each player is responsible for ensuring that they have a valid VRS-MPR before participating.

If they do not have a VRS-MPR, they must first complete the minimum number of games established in Open Ranking Road in order to be assigned to a level.

Each player is responsible for playing their games within the correct event, in the correct level and within the official period of each stage.

It is also the player's responsibility to ensure that the machine, cameras and playing conditions allow their games to be played and correctly validated.

In the event of a technical incident, the player must contact their local operator.

The organization will not be required to validate games played outside the correct event, outside the official period, with incorrect identification, without verifiable technical conditions or under any circumstance that prevents the validity of the participation from being confirmed.

The player understands that, once eliminated, they will not be allowed to re-enter the competition in any later stage.

The organization reserves the right to void games, eliminate players or withdraw prizes in the event of rule violations, level manipulation, impersonation, use of unauthorized accounts, shared participation or any conduct contrary to the sporting integrity of the competition.

18. Acceptance of the Rules and Organization Decisions

Participation in The Last Man Standing implies full and unconditional acceptance of these rules, the participation conditions and all sporting, technical or organizational decisions that Bullshooter Europe may make during the development of the competition.

The player accepts that the organization will have final authority to interpret, apply, modify or adapt any aspect of the rules, calendar, competition system, validation criteria, prizes or any other matter related to The Last Man Standing whenever it considers it necessary to preserve the proper development, sporting integrity or organizational viability of the competition.

Bullshooter Europe reserves the right to modify, adapt, suspend or cancel the competition, either totally or partially, at any time if the organization considers it appropriate, due to technical, sporting, organizational, participation-related, competitive integrity reasons or any other circumstance that may affect the normal development of the event.

Participation in the competition shall not create any automatic right to a prize, compensation, indemnification or claim against the organization in the event of modification, adaptation, suspension, cancellation, elimination, invalidation of results or any decision made by Bullshooter Europe in accordance with these rules.

By participating in The Last Man Standing, the player declares that they have read, understood and accepted all the conditions established in these rules.