

DEW CHALLENGE 2026

TERMS & CONDITIONS

1. Introduction and Purpose

Dew Challenge (the "Dew Challenge") is a competitive event for the game Honor of Kings, hosted by Etika Sdn Bhd ("Host") and organized by DBS Asia ("Event Organizer") and its affiliates involved in the operation of the Dew Challenge. These Official Rules (the "Rules") govern all online tournaments organized on the platform (dewchallenge.com) and the on-ground tournaments of Dew Challenge Season 2, which is the 2026 season. These Rules apply to all participating teams (each, a "Team") and their players, owners, managers, coaches, and other personnel (collectively, "Team Members").

The purpose of these Rules is to establish guidelines and a penalty framework to maintain the integrity of the Dew Challenge competitive system and ensure fair play among Teams. A standardized rule set is intended to benefit all parties engaged in the Dew Challenge. In the event of any conflict between these Rules and any agreements or contracts entered into between players and their respective Teams, such conflicts shall be resolved on a case-by-case basis.

2. Definition of Terms

2.1. Game

A "Game" refers to a single instance of competition on the Hero's Gorge map that is played until a winner is determined by one of the following methods, whichever occurs first:

(A) Destruction of the Enemy's Crystal,

(B) One Team surrendering the Game,

(C) Awarded Game Victory

2.2. Match

A "Match" consists of a set of Games that is played until one Team wins the majority of the total Games (e.g., winning two Games in a Best-of-Three Series ("BO3")). The Team that wins the Match advances to the next round.

3. Team Member

3.1. Players Eligibility

3.1.1. Age

All Players must comply with the age regulation of the country or region they represent, with a minimum age limit of 18. For players below the age of 18, a consent letter must be signed by their parents or their legal guardian.

3.1.2. No Event Organizer Employees

Team Members may not be employees by Tencent Holdings Limited ("Tencent"), the Event Organizer, or any of their respective affiliates during the tournament.

3.2. Player Name

Player names may not include all or part of a corporate name or make use of the trademarks or other intellectual property of any third party. Player names may not include any word or phrase in any language that is offensive, toxic and hurtful. Player names will be selected at the time of registration and may not be changed during the tournament. All Player names must be reviewed and approved by Event Organizer Committee.

4. Roster Rules

4.1. Team Formation

4.1.1. Roster Requirement

Each team must have five (5) Players during the Dew Challenge. Teams must submit the official roster within the timeframe set by Event Organizer Committee.

Creator of the Team will be auto assigned as the Leader of the Team.

4.1.2. Starters and Substitutes

Each Team must maintain, at all times during the tournament, five players in the Team's starting lineup ("Starters") and play in the match. Requests to modify the starting lineup for the Team's first Game of each match day may not be submitted later than 24 hours prior to the match.

Failure to designate the starting lineup before the deadline will result in a default starting lineup for the first Game.

4.1.3. Roster Changes

Team Leader may re-assign Leader status to another player in the Team.

Team Leader may also remove any player from the Team.

Players of any Team may also leave the Team.

Roster changes can only be made and applied to a tournament if it is made before the start of the check-in time of the tournament. Any changes made after the start of the check-in time will not be taken into account.

4.2. Substitutions

4.2.1. Emergency Substitutions

In the event of an emergency, a Team will be given up to thirty (30) minutes to find an immediate Substitute upon approval of the Event Organizer Committee. If a team is unable to find a substitute player before the competition commencement, the Team will forfeit. The Event Organizer Committee will determine if an event qualifies as an emergency. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

5. Organization

5.1. Team Names

Each Team must have a unique full name and an abbreviation of at least two (2) characters and not exceeding four (4) characters. Team full names and abbreviations must only contain English characters and numbers. Unless otherwise specified by the Team, the Event Organizer Committee is entitled to use, at its own discretion, the full Team names and/or the abbreviations on any occasion during the tournament.

5.2. Review

All Team Names, Logos, Jerseys must be approved by the Event Organizer Committee before use in tournaments. Changes to the Team Names, Logos and Jerseys are not allowed except under certain extenuating circumstances and must be approved by the Event Organizer Committee. The Event Organizer Committee reserves the right to approve or reject a Team Name, Logo and Jersey if it does not uphold the professional standards sought by the tournament.

6. Tournament Structure

6.1. Schedule

Honor of Kings Dew Challenge consists of an on-line qualifier, on-ground qualifiers and an on-ground Grand Finals.

6.2. Grand Finals (On-Ground)

6.2.1. TOP TIER: ON-GROUND BY QUALIFIERS

Participation : Top Sixteen (16) Teams from On-line and On-ground qualifiers

Three (3) Days On-Ground Tournament in Klang Valley, Single Elimination and Double Elimination, BO3 until BO5 Grand Finals

6.3. On-Ground Qualifier

6.3.1. 12 Tournaments in 6 locations

Up to Sixteen (16) Teams per Tournament, Single Elimination, BO1 until BO3 Finals

6.4. On-line Qualifier

6.4.1. 1 Online Tournament

8-round Swiss format, Up to Sixty Four (64) Teams per Tournament

Tiebreakers decided by Bucholz > Sonneborn-Berger > Head to head

6.5. Tournament Availability & Participation

6.5.1. Grand Finals invitation will be based on the top Sixteen (16) teams from the On-line and On-ground qualifiers

6.5.2. In the event of Team declining the invite, the next best placing Team in the Leaderboard will be invited. If there are no replacement teams based on placing available to participate, the Event Organizer may replace the Team with a Team of their choosing or proceed with the Grand Finals at a reduced number of teams.

6.5.3. Teams that accepted the invitation to the Grand Finals must be present in the Grand Finals at the stated time. Failure to do so, without prior notification and agreement to the Event Organizing Committee, signifies a breach and allows the Event Organizers to recoup any losses, within reasons, incurred due to the Team failure to attend.

6.6. Prize Distribution - On-ground Qualifier

Champion : Grand Finals slot + RM5,000 (to be paid out at Grand Finals event)

2nd Place : Seeding in On-line Qualifier

6.6.1. Competition Prizing Distribution

Prizes will be awarded to Teams based on final Team standings. Prizes will be paid out to Teams and are non-transferable. Each team ("Potential Winners") is eligible for one prize package for the tournament. Potential Winners who are eligible for the award of a prize assume all liability for the use of the prize.

6.6.2. Requirements to Collect a Prize Award

Potential Winners must comply with Official Rules and winning is contingent upon fulfilling all requirements. Potential Winners shall have no right to any prize unless the conditions set forth in these and any other applicable rules are satisfied. Potential Winners will be notified after the end of the Tournament. Each Potential Winner is required to follow the instructions in the notification. In order to be eligible to claim a prize, each Potential Winner may be required to digitally fill out and sign, within the prescribed period in the notification, an affidavit of eligibility and liability/publicity release form, as well as all applicable governmental and tax forms required to receive a prize.

6.6.3. Costs Associated with Collecting a Prize Award

Participants are responsible for any and all costs and expenses associated with their prize that are not specifically outlined herein. National or local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Participant.

7. Player Equipment

7.1. Client Version

The version of Honor of Kings in Dew Challenge will be determined by the Event Organizer Committee at its discretion. Restrictions may be added at any time before or during a Match, if there are known bugs with any items, Heroes, skins, or other elements. Some general settings for the version used in Dew Challenge are as follows:

(A) All Volumes should be set as the highest (SFX-Music).

(B) Friend Observation should be set as available (Functions/Privacy-Observation).

8. Match Rules

8.1. Pre-Match

8.1.1. Starting Line-Up and Side Selection Submissions

A team's Starting Line-up and side selection must be submitted no later than the allotted time.

8.1.2. Attendance in time

On the match day, Team Members on Active Roster must check in, at a specific medium, before the time specified by the Event Organizer Committee. If a team fails to check in before the match time:

(A) Ten (10) minutes later, the team shall have no bans in the Game.

(B) Twenty (20) minutes later, the team shall be declared as the losing side of the Game.

8.1.3. Pre-Match Confirmation

The team leader shall make sure all players have finished Game settings, including but not limited to Equipment and Arcana and other basic settings. Failure to make correct settings will not be acceptable for a restart.

8.1.4. Ready for the match

Once all ten (10) Players in a Match are ready, Players may be asked by Referees to end the warm-up game and immediately join the Game Room.

8.1.5. Technical Support

The Referees will be available to assist and to troubleshoot any problems encountered during the setup time. If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify Referees immediately. Players have an obligation to identify any technical issue during a Game with the Referee.

8.2. Side Selection and Ban&Pick

8.2.1. Side Selection Rules

For each Match, teams' side selection for Game 1 will be decided by coin flip. For all games after the first, the losing team of previous Game will have side selection right. The team obtaining the privilege of choosing sides could independently decide whether to be the Red Side or the Blue Side. Side selection between Games will be decided after a Game. The team with the side selection right for the next Game will have two minutes (after the Crystal is destroyed) to select their side for the next Game, during which the Coach shall inform the Referee about their selection. If the process mentioned above fails to complete within the allotted time, the team will be considered as having waived the side selection right. If so, the Referee will, at his/her discretion, decide whether to give the side selection to the other team, or whether the side selection of the last Game will be applied in the next Game.

8.2.2. Ban&Pick Rules

Once all ten (10) Players have joined the Game Room, the Referee will request confirmation that both teams are ready for the Ban&Pick (B/P) phase. Help Pick is not allowed, once both teams confirm readiness, the Referee will instruct the lobby Room to start the Game. During a consistent Game, in the event of an erroneous selection or trading of Heroes, Ban&Pick, Summoner Skill, Arcana, or pre-match setting due to Players' mistake, including but not limited to an accidental touch on the screen or failure to finish the Ban&Pick within the allotted time, the Game will continue, and the team will bear all consequences for its mistakes.

8.3. During Match

8.3.1. Game Start

Players are not allowed to quit a Game during the time between the completion of Ban&Pick and the Game launch.

8.3.2. Substitution Between Games

If teams shall require substitution, Coaches must declare the substitution requests to the Referee before the previous Game ends (before one team's crystal is destroyed). Each team is allowed a maximum of one substitution per game. Substitutions can only be made after the referee's confirmation.

8.3.3. Break Time Between Games

Before the Match, the Referee will inform teams of the break time. If a team fails to return to Match Area after break time, the next Game will commence as scheduled. The Referee reserves the right to choose, at his/her discretion, whether to use a Player's account to enter the Game Lobby. After Ban&Pick phase begins, as long as one Player or the Coach is present in the Match Area, that individual can proceed the Ban&Pick phase for the team. If all five Players are not in the Match Area after the Ban&Pick phase, the team will be considered to have forfeited this Game.

8.4. Post-Match

8.4.1. Post-Match Obligations

Players will be informed of all post-match obligations, including but not limited to, media appearances, post-game and backstage interviews, or further discussion of any match matters. Players shall follow the instructions of the Event Organizer Committee.

8.4.2. Results of Forfeiture

Matches won by forfeit will be reported by the maximum margin it would take for one team to win the Match (e.g., 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

9. Sponsorships

9.1. Prohibited Sponsors

Teams and Team Members are encouraged to develop relationships with sponsors. The sponsor's business scope should comply with the local laws and regulations of the region where the team belongs. If the overall team sponsorships conflict with the following prohibited sponsor categories, it is required that the team is exempt from such sponsorship and a statement must be issued by the team's official social media. Teams and Team Members may not acquire sponsorship, but not limited to, in the below listed categories:

- (A) Casino or gambling websites.
- (B) Websites and products related to pornographic imagery and sex.
- (C) Firearms, handguns, or ammunition providers.
- (D) Alcohol
- (E) Drugs
- (F) Tobacco or cigarettes, including e-cigarette and vaping products.
- (G) Web3, cryptocurrency, NFT and Blockchain.
- (H) Other Videos Games

It is prohibited for any social media posts, team jerseys, or any other form of publicity associated with the team to display the sponsor's logo, or incorporate any slogans, hashtags, or keywords related to the banned sponsor categories.

Teams and Team members are allowed to acquire sponsorship with third party payment and app store organizations. However, the team jersey and any other assets employed for the Tournament are not allowed to include the sponsor's logo in these categories.

9.2. Sponsorship Approval

Teams must submit overall sponsor details to the Event Organizer Committee for approval, including sponsors name, logo, category and the approach to advertise during the Tournament. For instance, if the sponsor requires the display of the sponsor's logo on the Team Members' T-shirt, the design of such T-shirt need to be provided in the request. The Event Organizer Committee reserves the right to approve or reject the design or approach if it does not uphold the professional standards sought by the tournament.

10. Code of Conduct

10.1. Competition Conduct Code

10.1.1. Collusion

Collusion is defined as any agreement that involves two or more players to advantage opposing players. Secret agreement before the game to split prize money and/or any other form of compensation. Signaling or otherwise, among players. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

10.1.2. Competitive Integrity

Teams are expected to play at their best at all times within any Game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

10.1.3. Buying, Selling, Renting, Transferring

Teams and players are not allowed to buy, sell, rent, or transfer materials, tangible or intangible, which belong to Dew Challenge, Honor of Kings, and all its parties concerned. Those materials include but are not limited to accounts, items, and gifts.

10.1.4. Cheating

Cheating of any forms is prohibited, including but not limited to any modifications of the Honor of Kings game client by any players, teams, or any individuals or organizations acting on behalf of a player or a team, any use of equipment accessories not permitted by the Event Organizer Committee such as signaling devices, or any other cheating actions such as gesturing, the use of unauthorized grip powder or match phone cases and films.

10.1.5. Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes glitches in any game function that, in the sole determination of the Event Organizer Committee, is not functioning as intended.

10.1.6. Spectator Monitors

Looking at or attempting to look at spectator's monitors.

10.1.7. Ringing

Playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.

10.1.8. Profanity and Hate Speech

A Team Member is not allowed to use language that is aggressive, insulting, defamatory, obscene, discriminatory, threatening, vulgar and offensive in the Match Area or online at any time. A Team Member is not allowed to issue or spread this type of language through any channels. A Team Member is not allowed to use this type of language on social media or during any public facing events such as streaming.

10.1.9. Studio Interference

No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment.

10.1.10. Unauthorized Communications

All communication devices must be removed from the Match Area before the game. Players are not allowed to text/email or use social media while in the Match Area. During the match, communication by a Starter shall be limited to the players of the Starter's team.

10.1.11. Doping

Doping, defined as the use of any banned performance-enhancing drugs which include but not limited to stimulants, narcotics, or beta blockers, is prohibited. It is a common obligation for everyone involved in Dew Challenge to report any doping violation to the Event Organizer Committee. Players accused of doping will need to comply with doping tests, or provide a doctor's note to specify a requirement of medication.

10.1.12. Identity

A player is not allowed to cover his/her face or attempt to conceal his/her identity from the referee. For this reason, hats are not allowed on the stage.

10.1.13. Appearance

Proper hygiene of a player is expected. Before a match, a player shall follow the instructions of Event Organizer officials in terms of stage makeup.

10.2. Unprofessional Behavior

10.2.1. Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are to isolate or ostracize a person and/or affect the dignity of the person.

10.2.2. Sexual Harassment

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether the object of a potential sexual harassment action would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

10.2.3. Discrimination Denigration

Team Members are not allowed to offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin, color, ethnic, national, or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

10.2.4. Statements Regarding Dew Challenge, Tencent, and Honor of Kings

Members are not allowed to give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of Dew Challenge, Tencent or its affiliates, or Honor of Kings, as determined in the sole and absolute discretion of Dew Challenge.

10.2.5. Confidentiality

A Team Member/team is not allowed to issue any information about Dew Challenge without the permission of the Event Organizer Committee. A Team Member is obliged to disclose no information provided by the Event Organizer Committee.

10.2.6. Player Behavior Investigation

If an Event Organizer official contacts a Team Member for behavior investigation, the Team Member is obliged to tell the truth. If a Team Member withholds information or misleads an Event Organizer official, creating an obstruction of the investigation, then the Team Member is subject to punishment.

10.2.7. Criminal Activity

Any team member is not allowed to engage in any activity which is prohibited by common law, statute, treaty, or regulations for public security.

10.2.8. Moral Turpitude

A Team Member is not allowed to engage in any activity which is deemed by the Event Organizer Committee to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

10.2.9. Public Order Disturbance

Members of a team are not allowed to damage the public property and disturb public order in the match area or the public places by actions including brawls, cursing other persons.

10.2.10. Abusive Behavior

Abuse of Event Organizer referees in the Match Area or any other public occasion is prohibited, verbal or otherwise, which is against professional sportsmanship.

10.2.11. Bribery

No Team Member is allowed to offer any gift or reward to a player, coach, manager, Event Organizer official, Tencent employee, or person connected with or employed by another Event Organizer team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

10.2.12. Gifts

No Team Member is allowed to accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game.

10.2.13. No-Compliance

No Team Member is allowed to refuse or fail to apply the instructions or decisions of the Event Organizer Committee.

10.2.14. Match-Fixing

No Team Member is allowed to offer, agree, conspire a match-fixing. Match-fixing, under any circumstance, is subject to the heaviest punishment.

10.2.15. Document Requests

Documentation or other reasonable items may be required at various times throughout the Dew Challenge as requested by the Event Organizer Committee. If the documentation is not completed to the standards set by the Dew Challenge, then a team may be subject to penalties.

10.2.16. Association with Gambling

No Team Member or Event Organizer official is allowed to take part, either directly or indirectly, in betting or gambling on any results of any Event Organizer game, match or tournament.

11. Disciplinary Action

11.1. Investigation of and Right to Monitor Compliance

To ensure the integrity of the Tournament, the Event Organizer Committee reserves the right to oversee adherence to these Official Rules, investigate potential violations, and enforce penalties for breaches. All Team Members and Team stakeholders are required to cooperate with the Event Organizer Committee in any such investigations. A Team Member's failure to assist with an investigation conducted by the Event Organizer Committee or its designated personnel, including but not limited to, being dishonest, withholding information, tampering with, or destroying evidence, is considered a violation of these Official Rules. Team Members or Teams under investigation will be suspended until the investigation is completed.

11.2. Subjection to Penalty

Violations of the Official Rules by any Team Member or Team stakeholder, caused by actions or negligence, will result in penalties. The Event Organizer Committee will determine the severity and type of penalties. Decisions made by the Event Organizer Committee regarding violations of the Official Rules or any other disputes related to the Tournament are conclusive.

11.3. Penalties

Penalties for violating these Official Rules may include, but are not limited to:

(A) Verbal Warning(s)

(B) Written Warning(s)

(C) Loss of Side Selection for Current or Future Game(s)

(D) Game Forfeiture(s)

(E) Match Forfeiture(s)

(F) Player or Team Suspension(s)

(G) Prize Forfeiture(s)

(H) Player or Team Disqualification(s)

(I) Ban for future Event Organizer and/or Honor of Kings tournament events

11.4. Governing Law & Compliance

The rules and regulations set forth herein are subject to the prevailing laws of Malaysia. The Event Organizer Committee shall adhere to all applicable laws and regulations, and is obligated to report any violations of these rules that also constitute a breach of Malaysian law to the appropriate authorities.

I hereby acknowledge that I have read and understood the terms and conditions indicated above.

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Name:

IC:

Date: