



POLISH-JAPANESE ACADEMY OF INFORMATION TECHNOLOGY

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RULES OF Minecraft „Ninjacraft – Hack and slash” NINJA PJATK* CONTEST

GENERAL RULES

1. The "Ninjacraft - Hack and slash" Competition (hereinafter referred to as the Competition) is organized by the Polish-Japanese Academy of Information Technology, as part of NINJA PJATK* (hereinafter referred to as the Organizer).
2. The Rules set out the terms and conditions of participation in the Competition, which the Participant accepts when entering the Competition.
3. Before participating in the Competition, the Participant is obliged to read these Rules.
4. The Competition is aimed at students of all faculties of the Polish-Japanese Academy of Information Technology.
5. The Competition runs from 13th April 2024 to 27th April 2024.

*NINJA PJATK is a registered trademark for, among others, organizing e-sports competitions.

COMPETITION'S PURPOSE

The main objectives of the Competition include:

1. to identify the top three (3) teams in the game Minecraft based on their scores and award them places I-III;
2. to involve students in the life of the Academy and to encourage integration through competition with other participants.

COMPETITION'S DESCRIPTION

Probably most of you have already had the pleasure of exploring the wonderful world of Minecraft. We would like to inform you that the time spent in this game was certainly not wasted! Now comes the perfect opportunity for you to test your skills and take part in the exciting Minecraft competition "Ninjacraft - Hack and slash" organized by NINJA PJATK. The rules are simple - your task will be to collect as many points as possible by defeating various opponents.



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COURSE OF THE COMPETITION

1. To take part in the competition, you must be a student at the Polish-Japanese Academy of Information Technology.
2. You can enter the competition in teams of two or three.

When a two-person team is entered, the participants of the entered team accept the advantage of the entered three-person teams and thus waive the possibility of filing complaints related to the advantage of these teams.

3. Each team designates a Captain who is responsible for communicating with the server administration and the Competition Organizers.
4. In order to participate in the Competition, the person appointed as Captain registers their team via the application form.
5. Each student may only enter one team.
6. The team name must not contain vulgarisms.
7. It is not possible to change the entered players, transfers to other teams and sharing the account with third parties are not allowed.
8. In the event of an error in entering player details, please contact the Competition Organisers.
9. Any questions regarding the Competition or registration should be directed to the Discord server: discord.gg/CjcvMyngaH
10. The server has a whitelist. To verify your account with your individual student number, please join the Discord server and ask one of the server administrators to help you verify your account.

- Verification starts with the process of receiving a **"Minecraft" role** on the Discord server by leaving a reaction under the message informing about the competition on the channel - roles.
- The next step is to write information about the player in the format: STUDENT INDEX - NICK - TEAM TAG. The team tag must be 5 characters long.

An example of a valid message looks like the following:

s99293 - MrKrzychuMix - B2PHG

s83245 - KAVVALI - B2PHG

This message must be sent on the appropriate channel - verification-verify.

- After verification by the Competition Organiser, access will be granted. When the process of granting access is successful, the user will receive a special emoticon under their message.



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- Verification may fail in several cases:
 - the student's index will be incorrect,
 - the team TAG will exceed 5 characters,
 - the team TAG is already in use,
 - the team TAG is inappropriate,
 - the message was sent in a different format than the one specified,
 - the team already has a player limit.

If verification is unsuccessful, the Team Captain responsible for registering the team to participate in the Competition will be informed by one of the Competition Organizers and will be given the opportunity to try again to join.

MODIFICATION AND SUPPORT PROGRAMS

1. The use of any type of modification* is prohibited. In the case of its use by one member of the team, the whole team will be disqualified.

**modifications include:*

- texturepack to support gameplay (e.g. XRay)
- game client/mods with cheats (e.g. WURST)

2. If you are unsure or have any questions about your use of the changes made to the game, please contact the Competition Organizers via the Discord server.

FORBIDDEN BEHAVIOR

1. Vulgarity and hate speech are forbidden on the Minecraft server.
2. If vulgarity or hate speech is used by one of the contestants, they will be held responsible and the entire team they belong to will be disqualified from the contest without the possibility of returning.
3. Please email any documented offenses in the form of a screenshot to ninja@pjwstk.edu.pl.
4. Exploiting game errors for your own benefit will result in the entire team being disqualified from competing in the Competition.
5. Please email any documented game errors to ninja@pjwstk.edu.pl.

CRITERIA FOR WINNERS SELECTION

1. The '**Ninjacraft - Hack and slash**' mode on the Minecraft server will be switched off on 27th April 2024.
2. Prizes will be awarded to the three teams with the highest number of points obtained when the competition ends on 27th April.



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3. The score of each opponent and an explanation of the scoring system can be found in the appendix to the Rules.

RESULTS

1. The results will be announced on 6th May 2024 on the Organizer's social media (Facebook, Instagram @polskojaponska).

PRIZES

1. The sponsor of the prizes awarded in the Competition is PJAiT.
2. A prize will be awarded to each participant of the winning team placing 1st to 3rd:
1st place - Steelseries Apex 9 TKL keyboard, Lego Minecraft 21241 brick set, Ninja PJATK t-shirt
2nd place - Steelseries Aerox 3 mouse, Lego Minecraft 21241 brick set, Ninja PJATK t-shirt
3rd place - Lego Minecraft 21241, Ninja PJATK t-shirt
3. The prizes will be handed over to the winners in person after the announcement of the results at the PJAiT Promotion Department by the NINJA PJATK coordinators.

OTHER REGULATIONS

1. The Competition is not a game of chance, lottery, betting or promotional lottery, the result of which depends on chance (conducting a draw) within the meaning of Article 2 of the Act of 19 November 2009 on Gambling Games.
2. In matters not regulated by these Terms and Conditions, the provisions of the Civil Code Act of 23 April 1964 and other provisions of Polish law shall apply.
3. The Organizer reserves the right to cancel the Competition at any time.
4. The Organizer reserves the right to change the rules of the Competition even during its duration, provided that these changes will not worsen the conditions of participation in the Competition. Information about the changes will be posted at the place of publication of these Rules.
5. In matters not covered by these regulations, the decisions are made by the Organizer.
6. If you have any questions, please contact us by e-mail at: ninja@pjwstk.edu.pl.