

## **Guidelines for Arena Games**

### **Selection:**

- Games with an addictive and endless gameplay with a linear gameplay challenge progression will be considered
- Games should have easy to none learning curve, Suitable instructions and Key controls should be shown to the user or should be available for user in form of single screen or tutorial at the start of the game
- The games should have easy and high score calculation, the scoring logic should be shared by the developer if required for validation
- The game should not have any interstitial ad / mid roll ad which probably appears after every chance/ life or after a certain duration of gameplay
- The game will have a Rewarded Video or Incentivised ad which can be opted by the player at the end of his current session
- The game can also have an interstitial ad in case player refuses to watch rewarded video.
- Once the game is validated by the QA and other stake holders, only then it will be published in the Arena section.

### **Scoring:**

- Every session should have an individual score which should be shown to the player
- A user can have multiple sessions of the same game in the tournament duration
- The score from previous sessions (high or low) will not be saved inside the game as high score or best score and shown to the player
- The score from each session will be posted on the leader board during the tournament
- The score from each session will overwrite or update the score from previous session
- The Rewarded Video ad can give the user an extra chance to continue his current session and score more, or it can directly let the user multiply his current session score with an X number (depends on developer)

### **Technical Support:**

- Removing the existing interstitial ads in between gameplay and adding the rewarded video at the end of session for extra chance / life / time to continue playing and scoring or multiplying the existing session score with X number (depends on developer which option he wants to add)
- Adding an interstitial ad spot at the end, in case the user refuses to watch the rewarded video
- Adding a rewarded video at the start of the game to give extra benefits/ gratification to the user for increasing life/ chance/ time (completely depends on developer)
- Checking the current scoring logic and making any changes if required to have a variation in score submission to make it suitable for Arena
- Sharing the existing scoring logic if required for validation
- Making sure the game shows or has provision to show the instructions and controls at the start for a smooth onboarding with very less or no learning curve