

The contest's rules

Submissions are open from: 08.06.2021

Submissions are closed on: 25.06.2021

Information about the Contest's organizer (the Organizer):

Name: 1C-777 Limited

Legal address: 32 Kritis Street, Papachristoforou Building, 4th Floor, 3087 Limassol, Cyprus

Contest's participation area: universal

The results of the Contest will be posted within 10 days of the submissions being closed.

Submission rules:

The submissions should be sent to contest@playcaliber.com

Conditions:

1. Think of and describe an original character for Caliber based on a character in any work of fiction: film, cartoon, book, comic book or any other work of art.
2. Send your submission to contest@playcaliber.com in any file format (.doc, .docx, .pdf).

Winning places:

- There will be three winning places with the same award for each. The best submissions will be determined by a jury which will include developers from the game design department of Caliber.

There will be no money equivalent payout of the awards.

Submission grading criteria:

- Creativity, humor and the quality of the work.
- The idea and the work's originality.
- The work's grammatical correctness.
- Fulfilling the contest's terms.

Awards:

1. A KSK operator. (or their equivalent in Gold)
2. A legendary outfit for one KSK operator from the 0.11.0 Update. (or its equivalent in Gold)
3. An emblem for art.

Additional conditions:

1. Your content must be original.

2. The submission should meet [the Rules of Conduct](#) and it shouldn't violate any moral, ethical or legal norms.
3. By participating in the contest, you confirm that you've read and accepted the contest's rules.
4. The Organizer reserves the right to make decisions related to the contest according to their own discretion.
5. One submission is accepted per participant.

Example submission:

In-game nickname - Default_nickname

Operator - Robin Hood, Marksman

Primary weapon: the Swift tactical bow. Ammo - arrows with ballistic heads.

Secondary weapon: a sling. Doesn't deal damage. When hitting the head, inflicts Stunned for a duration of 3 seconds. When hitting the legs, inflicts Snare for a duration of 3 seconds.

Special gear: smoke pellet. Takes 3 seconds to arm. Smokescreen increases in size over time.

Ability: Pocket Full of Sand. When activated, inflicts Stunned on enemies in front for a duration of 3 seconds.

Notes. The weapons and abilities are taken from the original ballad and the films about the character. The character used those tricks during his adventures.