

PLAYERUNKNOWN'S
BATTLEGROUNDS®

SUPER

Standard and Universal PUBG Esports Ruleset



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SUPER

Standard and Universal PUBG Esports Ruleset

1 Introduction to PUBG Esports

1.1 Regions

The PUBG Esports 2019 Season (“Competition”) spans across the following 9 regions:

- China (“CN”)
- Europe, Middle East, Africa (“EMEA”)
- Japan (“JP”)
- Korea (“KR”)
- Latin America (“LATAM”)
- North America (“NA”)
- Oceania (“OCE”)
- Southeast Asia (“SEA”)
- Taiwan, Hong Kong, Macau (“TWHKMO”)

1.2 Levels of Competition

1.2.1 Pro

The Pro category refers to the highest tier of competition.

1.2.2 Amateur

The Amateur category refers to all non-pro competitions.

1.3 Event Types

1.3.1 Regional

Events where teams from only one region attend are considered Regional Events.

1.3.2 Multi-Regional

Events where at least one team from more than one region attends are considered Multi-Regional Events.

1.3.3 Global

Events where at least one team from every region attends are considered Global Events.

2 Introduction to SUPER

This Standard and Universal PUBG Esports Ruleset (“SUPER”) applies to all Teams and Players (“Competitors”) in the Competition. SUPER should be used in addition to any other rules supplied by a PUBG Esports tournament.

2.1 Definition of Terms

2.1.1 Game

The term “Game” refers to PLAYERUNKNOWN’S BATTLEGROUNDS (PUBG).

2.1.2 Match

The term “Match” refers to a single instance of PUBG where a winner is determined based on the scoring system as outlined in this document.

2.1.3 Match Day

The term “Match Day” is used in the context of a league and refers to the day that Matches are taking place.

2.2 Spirit of the Rules

SUPER is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity. SUPER will continually be refined and updated to reflect the rules that govern the Competition worldwide.

2.3 Rule Changes

Administration reserves the right to amend, remove, or make changes to these rules for any reason at any time. Any material changes to this document will be listed in the Changelog section and communicated directly to Competitors via the appropriate channels. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are always expected to understand and operate on the latest version of these rules.

3 Player Eligibility

Players must adhere to the following rules in addition to any eligibility requirements defined by specific PUBG competitions to be eligible to compete.

3.1 Age

To be eligible to compete in a Pro Match, players must be 18 years of age or older. This requirement does not apply to Amateur Matches.

3.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z) and digits (0-9). Player Aliases may not use spaces, underscores (_), or hyphens (-).

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player Aliases may not include a sponsor name.
- Player Aliases may not include any product name or description.
- Player Aliases may not include any words that are purely commercial.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases must comply with the Code of Conduct.

3.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset. In-Game Nicknames may not exceed 16 characters. In-Game Nicknames may not use spaces or hyphen (-). In-Game Nicknames must include only one underscore (_) that immediately follows the Team Tag.

In-Game Nicknames must adhere to the following format.

TAG_PlayerAlias

In-Game Nicknames are subject to the same rules as Player Aliases and Team Tags.

3.4 Multiple Regions

Players may not compete in more than one region at the same time.

3.5 Conflict of Interest

Players may not be employees of PUBG Corp or its Affiliates.

4 Team Eligibility

Teams must adhere to the following rules in addition to any eligibility requirements defined by specific PUBG competitions to be eligible to compete.

4.1 Team Tags

Teams are required to specify a Team Tag to be used in their players' In-Game Nicknames. Team Tags are subject to approval by Administration. Administration reserves the right to deny the use of a Team Tag and require a change for any reason. Team Tags must be either 2 or 3 characters. Team Tags may only include uppercase letters (A-Z) and digits (0-9). Team Tags may not use spaces, underscores (_), or hyphens (-).

Team Tags must adhere to the Code of Conduct.

Team Tags for all Pro level Teams must be unique globally.

4.2 Native Roster Requirements

Each team roster must include at least 3 legal citizens or permanent residents from its region.

4.3 Multiple Team Ownership

To preserve the integrity of the Competition, the following rules apply to any individual or group that owns, operates, controls, or has an interest in a team that is competing in the PUBG esports ecosystem.

1. An individual or group cannot directly or indirectly own or operate a team in more than one regional pro competition.
2. An individual or group cannot directly or indirectly participate in the financing, operation, marketing, or management of a team in more than one regional pro competition.
3. No two teams can operate under the same brand or team name or variations of the same brand or team name in more than one regional pro competition.
4. No two individuals or groups that own, operate, control, or have an interest in any team can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the competition.

4.4 Conflict of Interest

Team staff or ownership may not consist of employees of PUBG Corp or its Affiliates.

5 Code of Conduct

Competitors must always abide by the following Code of Conduct throughout the entire Competition. By participating in the Competition, Competitors agree to abide by these rules and any instructions or decisions of Administration and conduct themselves in a positive and professional manner.

5.1 PUBG Terms of Service.

Competitors shall comply with the PUBG Terms of Service. The full PUBG Terms of Service can be found here: <https://www.pubg.com/terms-of-service/>

5.2 Best Ability

Competitors must always attempt to compete at their best ability and use their best effort during any Match and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play.

5.3 Collusion and Match-Fixing

Competitors shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a Match or encouraging another Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor to do so
- Pre-arranging the splitting of prize money or any other form of compensation
- Sending or receiving any signals or messaging to opposing Competitors

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Match by means that are prohibited by law or these rules.

5.4 Betting and Gambling

Competitors shall not participate in any act of betting or gambling. Betting is defined as the act of gambling money on the outcome of a Match. Competitors must never place, attempt to place, or encourage the placement of bets on any Match of the Competition. No Competitor may benefit directly or indirectly from gambling on any result of the Competition.

5.5 Bribery

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or something else of value to influence the judgement or conduct of a person. Competitors must never offer or receive any form of compensation to or from another Competitor to attempt to gain an unfair advantage in the Competition.

5.6 Exploiting and Hacking

Competitors shall not participate in any act of exploiting or hacking. Exploiting is defined as the use of an in-game bug or glitch in a manner not intended by the designers to seek an unfair advantage. Hacking is defined as any modification of hardware, software, game client, or internet connection.

5.7 Cheating

Competitors shall not cheat by using any kind of device, program, or any other method.

5.8 Ringing

Competitors shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account.

5.9 Intentional Disconnects

Competitors shall not disconnect from a Match by any intentional action (quitting the Match, turning off PC, unplugging ethernet cable, etc.). Any action from a Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

5.10 Profanity and Hate Speech

Competitors shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Competitors shall not incite hatred or discriminatory conduct.

5.11 Disruptive and Abusive Behavior

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic.

5.12 Harassment and Sexual Harassment

Competitors shall not participate in any act of harassment. Harassment is defined as systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.

5.13 Discrimination and Denigration

Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

5.14 Criminal Activity

Competitors shall not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

5.15 Confidentiality

Competitors shall not disclose any confidential information by any method of communication including all social media channels. All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited.

6 Conduct Violations and Penalties

Competitors who fail to abide by these official rules or Code of Conduct may be subject to penalties, fines, suspensions, or bans as deemed necessary and appropriate by Administration.

Administration reserves the right to investigate any instance in which a rule may be violated. Competitors shall not withhold information from Administration during an investigation. During an investigation, Competitors must adhere to the instructions of Administration and supply complete and accurate information. Competitors shall never create any obstruction to an investigation.

6.1 Penalties

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

- Verbal warning(s)
- Fine(s) and/or deduction(s) of prize money
- Forfeiture(s) of Match(es)
- Disqualification(s)
- Suspension(s) or Ban(s)

Penalties may not always be imposed in a successive manner.

6.2 Right to Issue and Publish

Administration reserves the right to publish any information regarding any violation of these official rules or Code of Conduct. By participating in the Competition, Competitors hereby waive any right to legal action against Administration, its Affiliates, or other Competitors regarding the issuing and publishing of penalties.

7 In-Game Settings

Every Match in the Competition will use Esports Mode with the Default Settings Preset. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

7.1 Basic

7.1.1 Game Settings

Match Settings: Game Settings	
Map	Erangel Classic, Miramar, or Sanhok
Perspective	FPP
Players	64
Team Players	4

7.2 Rules

7.2.1 Weather

Match Settings: Weather	
Weather	Sunny

7.3 Erangel Classic Settings

7.3.1 Erangel Classic Settings: Blue Zone

Erangel Classic Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	270	0.6	0.4	0.5	0
Phase 2	0	90	120	0.8	0.55	0.56	0
Phase 3	0	60	120	1	0.6	0.56	0
Phase 4	0	60	150	3	0.6	0.56	1
Phase 5	0	50	120	5	0.65	0.56	0
Phase 6	0	50	120	8	0.65	0.56	0
Phase 7	0	50	90	10	0.65	0.56	0
Phase 8	0	50	60	14	0.7	0.56	1
Phase 9	0	10	160	18	0.001	10	0

7.3.1 Erangel Classic Settings: Item Spawns

Erangel Classic Settings: Item Spawns	
Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.8x

7.3.2 Erangel Classic Settings: Ammunitions

Erangel Classic Settings: Ammunitions	
Ammunitions	1x
Bolt	0x
Flare	0x

7.3.3 Erangel Classic Settings: Weapons

Erangel Classic Settings: Weapons	
Sniper Rifles	1.5x
DMRs	2x
Assault Rifles	1.4x
Hunting Rifles	0x
LMGs	0.4x
SMGs	1.8x
Shotguns	0.9x
Handguns	0.4x
Throwables	1.3x

Stun Grenade	1.2x
Frag Grenade	0.7x
Molotov Cocktail	1.1x
Smoke Grenade	1x
Melee Weapons	1.7x
Crossbow	0x
Flare Gun	0x

7.3.4 Erangel Classic Settings: ETC

Erangel Classic Settings: ETC	
Magazine Attachments	0.5x
Muzzle Attachments	0.7x
Foregrip Attachments	1.2x
Stock Attachment	1.5x
Quiver (Crossbow)	0x

7.3.5 Erangel Classic Settings: Consumables

Erangel Classic Settings: Consumables	
Boost Items	0.9x
Gas Can	0.3x

7.3.6 Erangel Classic Settings: Equipment

Erangel Classic Settings: Equipment	
Backpack	0.6x
Helmet	0.8x
Armored Vest	0.8x

**Note: Helmet (Lv.3) can only be found in care packages.*

7.3.7 Erangel Classic Settings: Clothing

Erangel Classic Settings: Clothing	
Clothing	0x

7.3.1 Erangel Classic Settings: Land Vehicles

Erangel Classic Settings: Land Vehicles	
Motorbike w/ Sidecar	0x

7.4 Erangel Classic Vehicles



[Click here for full-size image.](#)

Boats (Red Dots):

Boats will only and always spawn at the red dots.

- Model: PG-117
- Skin: None

Vehicles (Yellow Dots):

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Erangel Classic.

- Models: UAZ or Dacia
- Skin: Esports

7.5 Miramar Settings

7.5.1 Miramar Settings: Blue Zone

Miramar Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	180	270	0.6	0.4	0.5	0
Phase 2	0	90	120	0.8	0.55	0.56	0
Phase 3	0	60	120	1	0.6	0.56	0
Phase 4	0	60	150	3	0.6	0.56	1
Phase 5	0	50	120	5	0.65	0.56	0
Phase 6	0	50	120	8	0.65	0.56	0
Phase 7	0	50	90	10	0.65	0.56	0
Phase 8	0	50	60	14	0.7	0.56	1
Phase 9	0	10	160	18	0.001	10	0

7.5.2 Miramar Settings: Item Spawns

Miramar Settings: Item Spawns	
Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1.8x

7.5.3 Miramar Settings: Ammunitions

Miramar Settings: Ammunitions	
Ammunitions	1.1x
Bolt	0x
Flare	0x

7.5.4 Miramar Settings: Weapons

Miramar Settings: Weapons	
Sniper Rifles	3x
DMRs	3x
Assault Rifles	1.6x
Hunting Rifles	0.8x
LMGs	0.8x
SMGs	1.7x
Shotguns	0.9x
Handguns	0.3x
Throwables	1x

Stun Grenade	1.2x
Frag Grenade	0.5x
Molotov Cocktail	1.2x
Smoke Grenade	1x
Melee Weapons	1.7x
Crossbow	0x
Flare Gun	0x

7.5.5 Miramar Settings: ETC

Miramar Settings: ETC	
Sight Attachments	1.1x
Magazine Attachments	1.1x
Muzzle Attachments	0.6x
Foregrip Attachments	1.2x
Stock Attachment	1x
Quiver (Crossbow)	0x

7.5.1 Miramar Settings: Consumables

Miramar Settings: Consumables	
Gas Can	0.3x

7.5.2 Miramar Settings: Equipment

Miramar Settings: Equipment	
Backpack	0.8x
Helmet	0.9x
Armored Vest	0.8x

**Note: Helmet (Lv.3) can only be found in care packages.*

7.5.3 Miramar Settings: Clothing

Miramar Settings: Clothing	
Clothing	0x

7.5.1 Miramar Settings: Land Vehicles

Miramar Settings: Land Vehicles	
Motorbike w/ Sidecar	0x

7.6 Miramar Vehicles



[Click here for full-size image.](#)

Boats (Red Dots):

Boats will only and always spawn at the red dots.

- Model: PG-117
- Skin: None

Vehicles (Yellow Dots):

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.

- Models: Pick-up Truck or Mirado
- Skin: Esports

7.7 Sanhok Settings

7.7.1 Sanhok Settings: Blue Zone

Sanhok Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	120	240	0.6	0.4	0.5	0
Phase 2	0	90	120	0.8	0.7	0.56	0
Phase 3	0	60	120	1	0.6	0.56	1
Phase 4	0	60	100	3	0.6	0.56	0
Phase 5	0	50	80	5	0.65	0.56	0
Phase 6	0	50	60	8	0.65	0.56	1
Phase 7	0	20	40	10	0.65	0.56	0
Phase 8	0	10	40	14	0.6	0.56	0
Phase 9	0	10	100	18	0.001	10	0

7.7.2 Sanhok Settings: Item Spawns

Sanhok Settings: Item Spawns	
Item Spawn Type	Adjustable Ratio & Adjustable Total Number
Spawn Rate Multiplier	1x

7.7.3 Sanhok Settings: Ammunitions

Sanhok Settings: Ammunitions	
Ammunitions	1x
Bolt	0x
Flare	0x

7.7.4 Sanhok Settings: Weapons

Sanhok Settings: Weapons	
Sniper Rifles	3x
DMRs	2x
Assault Rifles	1.5x
Crossbow	0x
Flare Gun	0x

7.7.5 Sanhok Settings: ETC

Sanhok Settings: ETC	
Stock Attachment	1x

Quiver (Crossbow)	0x
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7.7.6 Sanhok Settings: Consumables

Sanhok Settings: Consumables	
Gas Can	0x

7.7.7 Sanhok Settings: Clothing

Sanhok Settings: Clothing	
Clothing	0x

7.7.8 Sanhok Settings: Land Vehicles

Sanhok Settings: Land Vehicles	
Motorbike w/ Sidecar	0x

7.8 Sanhok Vehicles



[Click here for full-size image.](#)

Boats (Red Dots):

Boats will only and always spawn at the red dots.

- Model: PG-117
- Skin: None

Vehicles (Yellow Dots):

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Sanhok.

- Model: Rony
- Skin: Esports

8 In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

8.1 Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point per Kill.

8.2 Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

8.3 Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

Kill Points + Placement Points = Match Points

For example, a Team who accumulates 10 Kills and finishes the Match in the 3rd position will earn 15 Match Points (10 + 5 = 15).

8.4 Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

8.5 Tie Breaker

In the event that two or more teams have the same number of Total Points, the following rules shall be applied to break the tie.

1. Compare every tied Team's total Kill Points across all Matches
2. Compare every tied Team's best performing Match based on Match Points
3. Compare every tied Team's best performing Match based on Kill Points
4. Compare every tied Team's Kill Points in the most recent Match
5. Compare every tied Team's Placement Points in the most recent Match

9 Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Competitors via the appropriate channels.

Version	Date Updated	Note
Version 1.0.0	1/23/2019	Initial draft approved and published.
Version 1.1.0	1/29/2019	Added Tie Breaker rules and additional clarity for In-Game Settings and In-Game Scoring.
Version 1.2.0	2/15/2019	Added Definition of Terms, Multiple Team Ownership rules, and additional clarity for In-Game Scoring.
Version 1.3.0	2/25/2019	Added Player Alias, In-Game Nickname, and Team Tag rules.
Version 1.4.0	4/1/2019	Added Vehicle and Boat information to In-Game Settings.
Version 1.5.0	5/13/2019	Updated In-Game Settings in accordance with Update #28.
Version 1.6.0	6/28/2019	Removed Pro League vs Pro Circuit regional classifications, removed "Semi-Pro" terminology, added Multiple Regions to Player Eligibility, and updated Multiple Team Ownership rules for clarity.
Version 1.7.0	8/19/2019	Updated In-Game Settings and added Sanhok.