

PUBG ASIA STARS 2026

Rulebook

2026.09.14 Ver



KRAFTON

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1. Purpose

This rulebook applies to PUBG ASIA STARS 2026, a PUBG esports tournament hosted by KRAFTON, and defines all operational and regulatory matters related to the event.

The organizers may amend these rules at any time and may make decisions on matters not expressly covered herein when necessary to ensure fair competition and sportsmanship.

The organizers retain all authority necessary to protect the best interests of the tournament, PUBG, and all related partners or subsidiaries. Such authority shall not be limited by any language or omission in this document.

These rules apply to all participating teams, owners, team managers, team staff, coaches, and players (collectively, "Participants"). Participants are responsible for complying with these rules in order to take part in the tournament. Failure to comply may result in penalties, fines, disqualification, sanctions, forfeiture of prizes, or any other penalty at the organizers' discretion.

If a material change is made to these rules, the organizers shall make reasonable efforts to notify Participants. The organizers have sole authority over the interpretation of these rules, player eligibility, the tournament and related preparation schedules, penalties for non-compliance, and all other matters concerning the operation of the tournament.

Unless otherwise stated, decisions made by the organizers are final and shall not give rise to any claim for monetary damages or any legal or equitable remedy.

2. General Information

2.1. Tournament Name: PUBG ASIA STARS 2026

2.2. Schedule

- DAY 1: September 17, 2026 (Thursday)
- DAY 2: September 19, 2026 (Saturday)
- DAY 3: September 20, 2026 (Sunday)

※ All match schedules and times are based on KST.

2.3. Participating Teams

- Six regions: Korea, Vietnam, Thailand, China, Japan, and Chinese Taipei

2.3.1. Team Composition: Each participating team consists of eight players from its respective region.

2.4. Prize Structure

Overall Ranking Prizes		
Rank	Prize (USD)	Per Player
1st	25,000	3,125
2nd	16,000	2,000
3rd	11,000	1,375
4th	8,000	1,000
5th	6,000	750
6th	4,000	500
Event Prizes (G-COIN Rewards – 8 UGC, Regular Events)		
Rank	G-COIN	Per Player
1st	120,000	15,000
2nd	64,000	8,000
3rd	40,000	5,000
Event Prizes (G-COIN Rewards – Platoon Battle Royale)		
Rank	G-COIN	Per Player
1st	200,000	25,000
2nd	120,000	15,000
3rd	80,000	10,000

3. PUBG ASIA STARS 2026 Operations

3.1. Tournament Format Overview

- 3.1.1. PUBG ASIA STARS 2026 will be held over three days, with different events scheduled for each day. Event Points will be awarded based on performance in each event, and the team with the highest cumulative points will be crowned the overall champion.

3.1.2. Discord Channel Participation

All Participants must join their designated regional voice channel on the official Discord by the time announced by the organizers before the start of the match and must remain in the voice channel throughout the match.

3.1.2.1. Facecam

All Participants must join the regional voice channel with their facecam enabled.

Facecam footage may be shown on the official broadcast.

3.1.3. Skin Rules

3.1.3.1. All Participants must wear the skins designated for their respective regions. The designated skins are as follows:

Region	Category	Item	Assigned Color
All Regions	Helmet	PNC Level 3 Helmet	-
KOR	All items except Helmet	Orbital Vanguard Set	Agent Blue
TPE			Agent Green
VIE			Agent Yellow
CHN			Agent Red
JPN			Agent Pink
THA		PGC 2025 Veiled Guardian Jacket	

3.1.3.2. All vehicle skins are prohibited.

3.1.4. Nickname Change

Prior to participating in the tournament, all participants must update their nickname to their existing tournament nickname or streamer name with their regional tag included.

*Example: KOR_Nickname

3.1.5. Roster Submission by Event

All regions must submit their participant rosters for each event by September 15. All Participants are required to participate in at least one event each day.

3.1.5.1. Roster Changes

As a general rule, roster changes are not permitted. The only exception is when a participant is unable to compete due to a no-show.

3.2. Event Lineup

DAY	Event			
DAY 1	Obstacle Climb	Crossbow Target Shooting	Glider Battle	Platoon Battle Royale
DAY 2	Racing Circuit	Solo Showdown	Team Melee	Platoon Battle Royale
DAY 3	Bluebomb Rush	Multi Obstacle Race	Platoon Battle Royale	

3.3. Point System

3.3.1. Event Points

Event Points are awarded based on in-game rankings for each event. Except for Platoon Battle Royale, the same Event Point system applies to all events.

a. Event Point Matrix

Rank	Points
1st	10
2nd	8
3rd	6
4th	4
5th–6th	2

※ Points are awarded based on in-game rankings. If a Participant has no ranking because they failed to finish the course or achieve the objective, no points will be awarded.

b. Platoon Battle Royale Point Matrix

Platoon Battle Royale points are awarded as match points based on the TOTAL points for each match. The Platoon Battle Royale event points are then awarded based on the sum of match points after excluding the one match with the lowest match points among the total 6 matches.

Rank	Points
1st	18
2nd	14
3rd	10
4th	6
5th	3
6th	0

c. Event Point Tiebreaker

- 1) If there is a tie in event points, the team with the higher TOTAL points across all 6 Platoon Battle matches will take priority.

- 2) If the tie remains after item 1, the region with the higher ranking points in the final 6th match will take priority.

3.4. Ranking System

- 3.4.1. After DAY 3 concludes, the final rankings will be determined based on each team's final Total Points, calculated by adding its Event Points and Platoon Battle Royale Event Points.

3.5. Event-Specific Rules

3.5.1. DAY 1

DAY 1 will proceed in the following order: Obstacle Climb → Crossbow Target Shooting → Glider Battle → Platoon Battle Royale.

a. Obstacle Climb

- i. Participants: All team members
- ii. Format
 - After clearing all three sections and capturing the summit flag, a team earns 1 point.
 - If only one team is inside the flag capture zone, that team's capture gauge will increase. If two or more teams are inside the zone at the same time, the team with more members inside the capture zone will have its capture gauge increased.
 - After earning 1 point by capturing the flag, one randomly selected team member who was in the capture zone will be moved to the waiting area.
 - The time limit is 25 minutes. Rankings will be determined by the number of points earned during the 25-minute period, with the team earning the most points ranked first.
 - If teams are tied on in-game points, the team that earned the points earlier will be ranked higher.

b. Crossbow Target Shooting

- i. Participants: Two designated players from each region
- ii. General Rules
 - Crossbow Target Shooting and Glider Battle are mutually exclusive; the same Participant may not take part in both.
 - Shooting distances are 80 m → 110 m → 140 m.
 - A total of 10 shots will be taken: 3 shots at 80 m, 3 shots at 110 m, and 4 shots at 140 m.

- Each stage has a time limit.
 - Preparation and firing: 5 seconds
 - Shooting: 7 seconds
 - Waiting: 5 seconds
- ✕ If a Participant proceeds to the next stage when the time limit is nearly reached, the action may be invalidated by the system. Participants are advised to proceed with approximately 2 seconds remaining in each stage.
- No rematch will be provided even if an action is invalidated.

iii. Format

- All matches are played as single-round 1v1 matches, and the overall ranking is determined by score.
- The event consists of two rounds, and each team must use a different designated player in each round.
- The scores from both rounds are combined to determine the 1st through 6th place teams.
- Tiebreakers are applied as follows:
 - 1) The team with the higher Round 2 score is ranked higher.
 - 2) If still tied, the team with the higher minimum score across the two rounds will be ranked higher.
 - 3) If still tied, the team with the higher maximum score across the two rounds will be ranked higher.
 - 4) If still tied after all three criteria, the teams will share the same ranking and receive the same Event Points.

c. Glider Battle

i. Participants: Two designated players from each region

ii. General Rules

- Crossbow Target Shooting and Glider Battle are mutually exclusive; the same Participant may not take part in both.
- Each region will have two players on one glider, with one player responsible for piloting and the other for attacking.
- The attacker's objective is to shoot down the opposing glider using a Panzerfaust and RPD.
- Landing outside the designated area is not permitted. A team will be considered defeated if it lands in the sea or anywhere outside the designated area.

iii. Format

- All matches are played as BO3.
- The group stage consists of two groups of three teams.
- Groups will be assigned randomly.
- The bottom team in each group is eliminated, and the four teams advancing to the next round will compete in the semifinals.
- The semifinals will be played as Group A 1st place vs Group B 2nd place, and Group A 2nd place vs Group B 1st place. If a tie occurs in either group, the matchups among the qualifiers from Group A and Group B will be determined randomly.
- The 3rd/4th-place Match will be played between the teams that lost in the Semifinals.
- If teams are tied in wins and losses in the group stage, the following tiebreakers apply:
 - 1) The team with the better set differential is ranked higher.
 - 2) If still tied, the team with more Panzerfaust glider kills is ranked higher.
 - 3) If still tied, the team with fewer landings outside the designated area is ranked higher.

3.5.2. DAY 2

DAY 2 will proceed in the following order: Racing Circuit → Solo Showdown → Team Melee → Platoon Battle Royale.

a. Racing Circuit

The Racing Circuit will proceed in the following order: Item Circuit → RIPTON Circuit → SONG AM Circuit.

i. Participants: Two designated players from each team for each circuit

ii. General Rules

- Racing Circuit and Solo Showdown are mutually exclusive; the same Participant may not take part in both.
- A Participant may not compete in more than one circuit.
- Two players from each team will compete in each circuit, for a total of 12 racers.
- Only Participants who complete the circuit will receive points. The individual points earned across all three circuits will be combined to determine the final team ranking, and Event Points will be awarded based on the final team ranking.

- Point system for Racing Circuit finishers:

Rank	Points
1st	7
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th–10th	1

iii. Item Circuit

- Key Rules

- The Item Circuit is played from a third-person perspective (TPP).
- The time limit is 8 minutes. The retirement count begins 2 minutes before the end of the match.
- No replacement vehicle will be provided if a vehicle overturns or leaves the course during the Item Circuit.

iv. RIPTON Circuit

- Key Rules

- The RIPTON Circuit is played from a first-person perspective (FPP).
- Participants must complete a total of 10 laps.
- Starting seeds for the RIPTON Circuit are assigned from Seed 1 based on individual rankings in the Item Circuit. Participants who did not finish the Item Circuit will be assigned randomly.
- There is a checkpoint on each section. A lap is counted as complete only after all five checkpoints have been passed. If a Participant fails to pass a checkpoint due to reckless driving or leaving the course, the lap will not count as completed.
- The time limit is 12 minutes.
- If normal driving becomes impossible due to a vehicle overturning or leaving the course, a replacement vehicle may be obtained using the replacement vehicle summoning device located in each section.
- Replacement vehicles may only be used when the current vehicle cannot be driven due to an overturn or course departure. Using a replacement vehicle to interfere with other Participants or to avoid making a pit stop is prohibited.

v. SONG AM Circuit

- Key Rules

- The SONG AM Circuit is played from a first-person perspective (FPP).
- The time limit is 18 minutes.
- Starting seeds for the SONG AM Circuit are assigned from Seed 1 based on individual rankings in the RIPTON Circuit. Participants who did not finish the RIPTON Circuit will be assigned randomly.
- If normal driving becomes impossible due to a vehicle overturning or leaving the course, a replacement vehicle may be obtained using the replacement vehicle summoning device located in each section.
- Replacement vehicles may only be used when the current vehicle cannot be driven due to an overturn or course departure. Using a replacement vehicle to interfere with other Participants or to avoid making a pit stop is prohibited.

- b. Solo Showdown

- i. Participants: One designated player from each region

- ii. General Rules

- Racing Circuit and Solo Showdown are mutually exclusive; the same Participant may not take part in both.
- The time limit per set is 2 minutes.
- Matches through the 3rd-place match are played as BO3.
- The final is played as BO5.
- The Blue Zone begins shrinking at 1 minute 30 seconds.

- iii. Format

- The group stage consists of two groups of three teams.
- Groups will be assigned randomly.
- The bottom team in each group is eliminated, and the four teams advancing to the next round will compete in the semifinals.
- The semifinals will be played as Group A 1st place vs Group B 2nd place, and Group A 2nd place vs Group B 1st place. If a tie occurs in either group, the matchups among the qualifiers from Group A and Group B will be determined randomly.
- If teams are tied in wins and losses in the group stage, the following tiebreakers apply:
 - 1) The team with the better set differential is ranked higher.
 - 2) If still tied, the team with more kills caused by weapons rather than the Blue Zone will be ranked higher.

c. Team Melee

i. Participants: All team members

ii. General Rules:

- Matches are played as 8v8.
- The time limit is 5 minutes.
- All group-stage matches are BO1.
- Matches from the semifinals onward are BO3.
- Only melee weapons may be used. The default weapon is the Pan, and additional melee weapons and healing items can be obtained within the arena.
- From the Group Stage through the Semifinals and the 3rd/4th-place Match, each set will be won by the team that either reaches 30 kills first or has more kills within the time limit.
- In the final, the maximum number of kills per set is 50.
- Knockdown status does not apply.

iii. Format

- The group stage consists of two groups of three teams.
- Groups will be assigned randomly.
- The bottom team in each group is eliminated, and the four teams advancing to the next round will compete in the semifinals.
- The Semifinals will be played as Group A 1st place vs Group B 2nd place, and Group A 2nd place vs Group B 1st place. If a tie occurs in either group, the matchups among the qualifiers from Group A and Group B will be determined randomly.
- If both teams finish a Group Stage match with the same number of kills, the winning team will be determined as follows.
 - 1) The team that reached the same number of kills first will take priority.
 - 2) If item 1 occurs at the same time and it is difficult to determine accurately based on the kill log or system, the team whose team captain has the higher number of kills will take priority.
- If teams are tied in wins and losses in the group stage, the following tiebreakers apply:
 - 1) The team with the better set differential is ranked higher.
 - 2) If still tied, the team with more total kills across the matches between the tied teams is ranked higher.
 - 3) If still tied, the team with fewer total deaths is ranked higher.

4) If still tied, the team with more kills by the team captain is ranked higher.

3.5.3. DAY 3

DAY 3 will proceed in the following order: Bluebomb Rush → Multi-Obstacle Race → Platoon Battle Royale.

a. Bluebomb Rush

i. Participants: 5 players

ii. General Rules

- Matches are played as 5v5.
- The five designated players must remain unchanged through the final.
- Each match lasts 3 minutes in total: 30 seconds of preparation time and 2 minutes 30 seconds of actual play time.
- All group-stage matches are conducted in a single-set (BO1), with 3 rounds.
- The semifinals consist of three sets (BO3), with three rounds played in each set.
- The final consists of three sets (BO3), with five rounds played in each set.

iii. Format

- Group Stage
 - The group stage consists of two groups of three teams. The bottom team in each group is eliminated, and the four teams advancing to the next round will compete in the semifinals.
 - The group stage is played as BO1 over three rounds. The first team to win two rounds wins the match.
 - The map is fixed to Medina.
 - For Round 1, the higher-ranked team based on the overall standings through DAY 2 chooses the side.
- Semifinals–3rd/4th-place Match
 - The Semifinals–3rd/4th-place Match will be played in a total of 3 sets, with each set consisting of 3 rounds. The team that wins 2 rounds first wins the set.
 - The team that wins 2 sets first wins the match.
 - The bracket will be determined randomly.
 - The map for each set is fixed as follows.
 - SET 1: Hub
 - SET 2: Camp Delta
 - SET 3: Medina

- In Semifinals Set 1 Round 1, side selection priority will be given to the team placed on the left side, or upper side, of the bracket.
- In Semifinals Set 2 Round 1 and Set 3 Round 1, the team that lost the previous set will choose the side.
- In the 3rd/4th-place Match, side selection priority for Set 1 Round 1 will be assigned randomly, and for Set 2 Round 1 and Set 3 Round 1, the team that lost the previous set will choose the side.
- Final
 - The final consists of three sets, with five rounds in each set. The first team to win three rounds wins the set.
 - The first team to win two sets wins the match.
 - The sides for the final round of each set are assigned randomly.
 - The maps for each final set are as follows:
 - SET 1: Hub
 - SET 2: Camp Delta
 - SET 3: Medina
 - For Round 1 of Set 1, the team with the higher number of team-captain kills in the semifinals chooses the side. If tied, the organizers will determine the side randomly.
 - For Round 1 of Sets 2 and 3, the team that lost the previous set chooses the side.

b. Multi Obstacle Race

i. Participants: All team members

ii. General Rules

- The time limit is 30 minutes.
- The map consists of an obstacle course made up of four sectors, which Participants must clear in order. Points assigned to each sector are accumulated each time a Participant clears that sector. When the time limit expires, the final ranking is determined by accumulated points, and Event Points are awarded based on the final ranking.

- Sector points are as follows:

SECTOR	POINT
--------	-------

SECTOR 1	1
SECTOR 2	1
SECTOR 3	3
SECTOR 4	5

c. Platoon Battle Royale

i. Participants: All team members

ii. General Rules

- The event is a team battle featuring all 48 players from the six regions.
- Platoon Battle Royale Total Points are calculated as follows:

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
1 KILL	1

- Platoon Battle Royale match points are as follows.

MATCH RANK	POINT
1st	5
2nd	4
3rd	3
4th	2
5th	1
6th	0

- Platoon Battle Royale match points are awarded based on the TOTAL points for each MATCH. The Platoon Battle Royale event points are awarded based on the sum of match points from 5 matches, excluding the match with the lowest match point score among the total 6 matches.
- Platoon Battle Royale Total Point Tiebreakers:
 - 1) If there is a tie in TOTAL points after all 6 DAY 3 Platoon Battle Royale matches have ended, the region with the higher ranking points will take priority.
 - 2) If the tie remains after item 1, the region with the higher ranking points in the final 6th match will take priority.
- Platoon Battle Royale maps and special rules by day:

Day	MATCH 1	Special Rule	MATCH 2	Special Rule
DAY 1	Erangel	Grenades disabled	Taego	Supply crates x2
DAY 2	Miramar	Information restricted (kill feed, number of surviving players, map OFF)	Sanhok	Scopes with 2x magnification or higher removed
DAY 3	Rondo	Default settings	Erangel	Default settings

- Blue Zone settings for each Platoon Battle Royale map
 - Erangel / Taego / Miramar / Rondo

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase1	90	130	270	0.4	0.33	0.67	0
Phase2	0	50	120	0.6	0.55	0.64	0
Phase3	0	60	120	0.8	0.6	0.64	0
Phase4	0	100	110	1	0.6	0.64	0
Phase5	0	100	90	3	0.65	0.64	0
Phase6	0	90	60	5	0.65	0.64	0
Phase7	0	50	60	7	0.65	0.64	0
Phase8	0	50	60	9	0.65	0.64	0
Phase9	0	30	90	11	0.001	0	0
Total Round Time(Max 70m)	28m 50s						
Display End Circle Location	Off						

- Sanhok

	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase1	90	120	150	0.4	0.5	0.67	0
Phase2	0	100	130	0.6	0.7	0.69	0
Phase3	0	65	140	0.8	0.6	0.71	0
Phase4	0	65	130	1	0.5	0.67	0
Phase5	0	65	80	3	0.5	0.65	0
Phase6	0	55	80	5	0.5	0.63	0
Phase7	0	50	45	7	0.5	0.63	0
Phase8	0	50	45	9	0.5	0.61	0
Phase9	0	30	60	16	0.001	0	0
Total Round Time(Max 70m)					25m 50s		
Display End Circle Location					Off		

iii. Key Rules

- If one or more Participants fail to connect in-game before boarding the plane, or fail to board the plane, a rematch will be held.
However, there may be cases where the Observer cannot confirm that a Participant failed to board the plane or was disconnected. Therefore, any Participant who fails to connect or fails to board the plane must immediately notify the organizers. If the Participant reports the disconnection after combat has occurred and one or more Participants have died, no rematch will be held.
- If the Host fails to enter the room, fails to board the plane, or fails to connect, a rematch will be held.
- If a Participant is disconnected after boarding the plane, the Participant must reconnect. Even if the Participant fails to reconnect, no rematch will be held.

3.6. Issue Resolution

3.6.1. Rematches A rematch will be conducted if any of the following issues occur:

- 3.6.1.1. One or more Participants disconnect before the match begins, making a normal start impossible, or become unable to act after the match starts.
- 3.6.1.2. The host or observer is unable to join the game.
- 3.6.1.3. In Platoon Battle Royale, one or more Participants are unable to board the plane.
- 3.6.1.4. Any other situation that the organizers determine warrants a rematch.

※ Platoon Battle Royale rematches will be conducted in accordance with the key rules for Platoon Battle Royale.

3.6.2. If a bug occurs but the organizers determine that it does not warrant a rematch, the match will continue normally. If, after the match, a Participant is determined to have intentionally attempted to induce a rematch or exploited a bug, penalties may be imposed at the organizers' discretion.

3.7. Anti-Cheating Measures

3.7.1. Participants conducting personal broadcasts are encouraged to use a stream delay to prevent cheating.

※ Participants are solely responsible for any disadvantage arising from personal streaming.

3.7.2. The organizers may request a specific Participant to cooperate with an additional anti-cheating investigation, and the player must comply with such request.

4. General Provisions

4.1. General Rules

4.1.1. All Participants are required to familiarize themselves in advance with this rulebook and all announcements made by the organizers through the official Discord channel. Participants are solely responsible for any disadvantage resulting from failure to understand the rules or announcements.

4.1.2. By participating in the tournament, Participants are deemed to have read and understood this rulebook and all announcements, and to have agreed to the contents of this rulebook.

4.1.3. The organizers must announce any changes to the rules or schedule.

4.1.4. All Participants must diligently participate in the schedule announced in advance by the organizers.

4.1.5. Announcements concerning matters not expressly stated in this rulebook shall have the same effect as provisions stated herein. If a special circumstance arises that is not covered by the rules, the organizers will make the final determination.

4.2. Broadcast Cooperation

4.2.1. Participants must cooperate to the fullest extent possible with the production of content created before, during, and after the tournament for broadcast purposes.

4.2.2. Scheduled match times may be changed due to circumstances of the organizer or host.

4.3. Image Rights and Usage Rights

4.3.1. The organizers have the right to collect, process, and use all results, records, and data related to the tournament.

4.3.2. All teams agree that the organizers have the right to use the image rights and Intellectual Property (IP) materials of teams and players in connection with the tournament. This includes:

- The tournament name, logo, symbols, images, videos, audio recordings, etc.
- All tournament records, including results, statistics, and data
- Team name, logo, images, etc.
- Player IDs, images, videos, voice recordings, etc.
- All derivative works related to the tournament

4.3.3. The use of these rights is not limited by online or offline channels, platforms, media, or duration.

Revision History

Date	Added Clause	Description
2026/09/11	3.5.3 c. Platoon Battle Royale iii. Key Rules	Rematch-related rules added
2026/09/14	3.14 Nickname Change	Nickname change example revised
	3.3 b. Platoon Battle Royale Point Matrix	Point structure changed
	3.3 c. Event Points Tiebreaker Rules	Tiebreaker rules changed
	3.5.1 c. Glider Battle iii. Format	Group Stage-related details added
	3.5.2 b. Solo Showdown iii. Format	
	3.5.2 c. Team Close Combat iii. Format	
	3.5.3 c. Platoon Battle Royale ii. Basic Rules	Platoon Battle Royale point-related details changed