◇▷ INTRODUCTION

Tournament Mode is a special mode designed for official MLBB tournaments, a few large-scale third-party tournaments, and limited external cooperation. To be eligible for Tournament Mode, you must prepare MLBB accounts at level 10 or above to act as referees, you must inform the official tournament operating team. After you've obtained approval, you need to restart the game to enter.

◆ Link for application: *https://iesf.org/mlbb-access*

*After submission, event mode access will be granted one day before the start date and revoked one day after the end date.
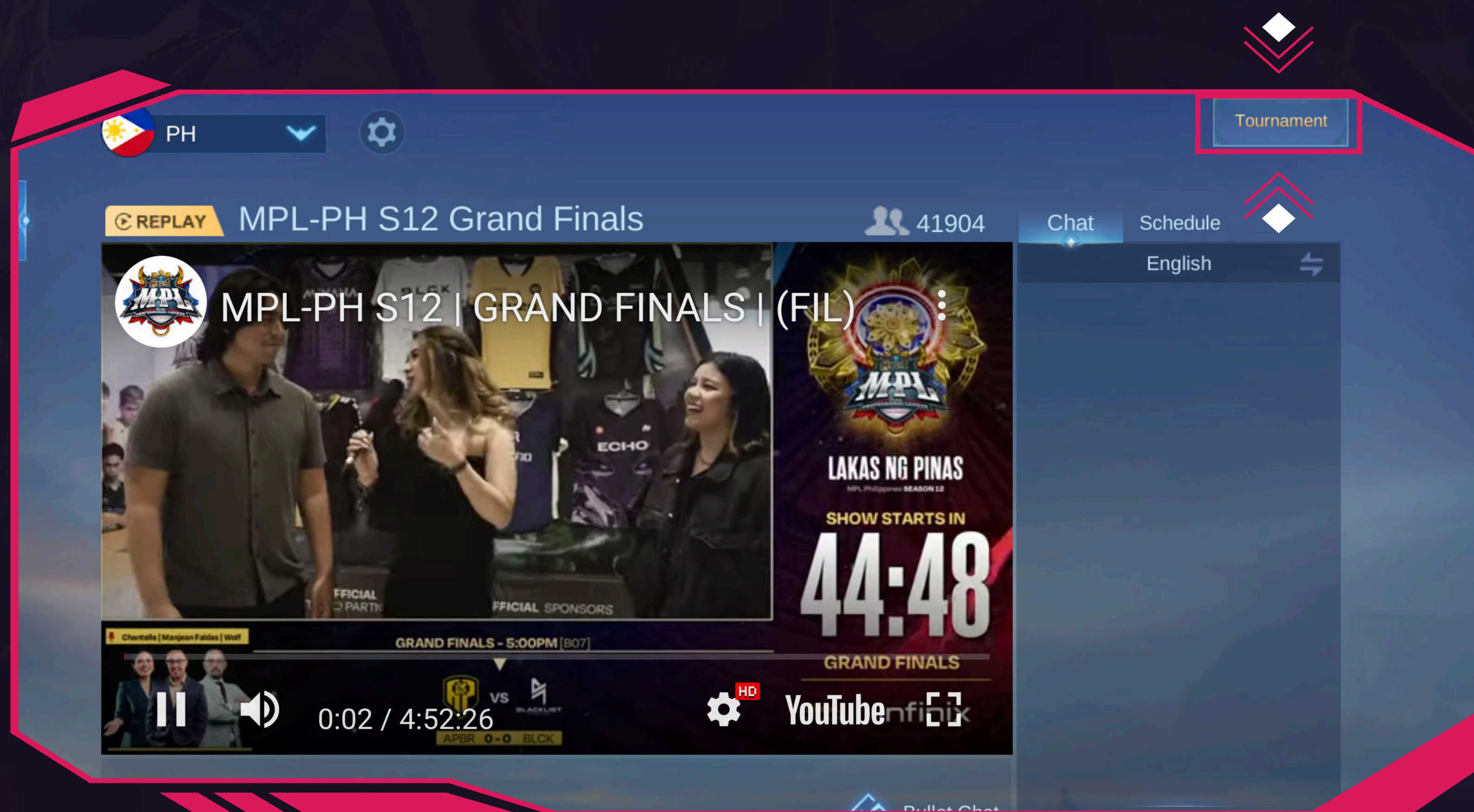
*The optimal Server IDs for each country are displayed on the application page.
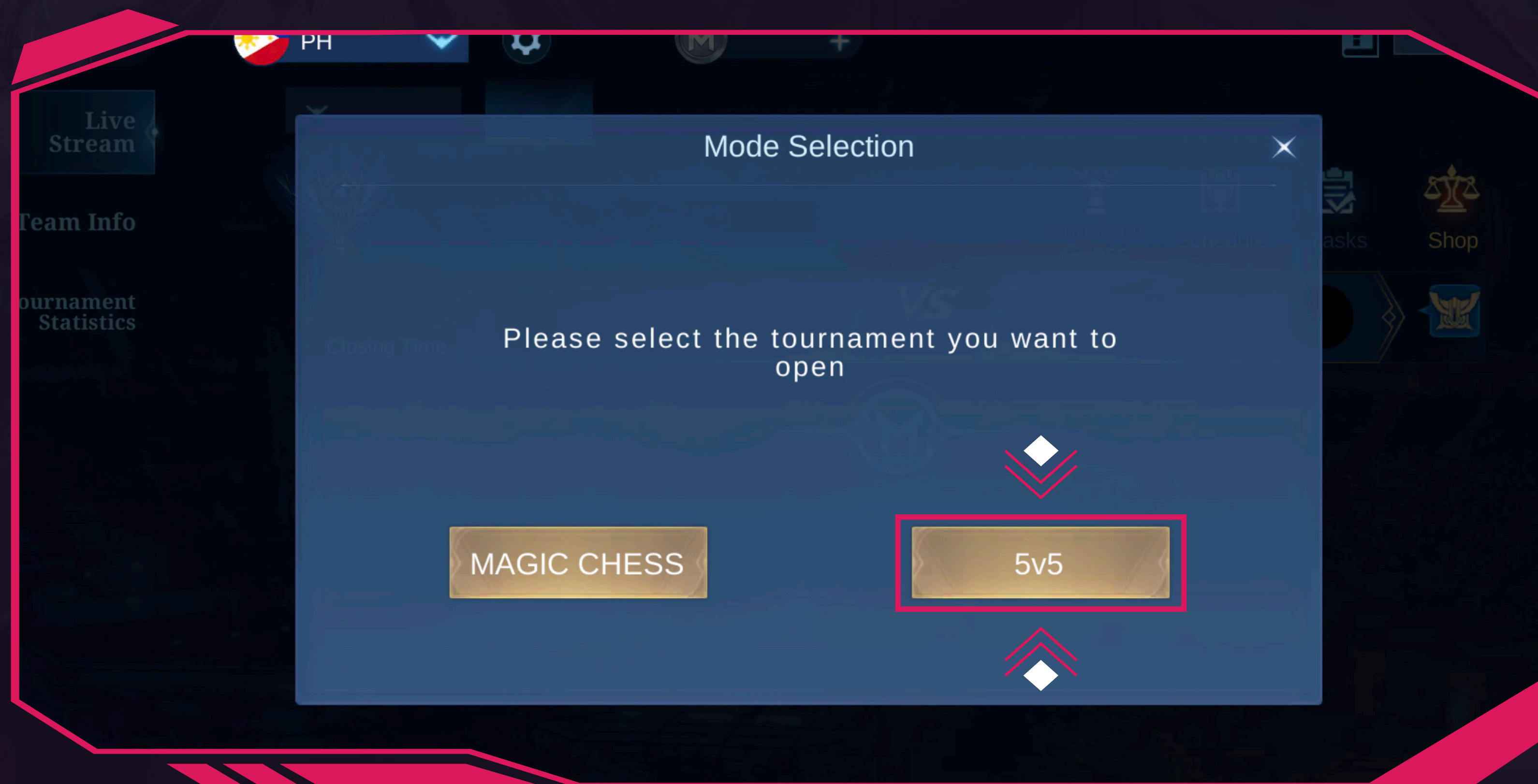
TUTORIAL STEP-BY-STEP

Step 1 Start the game and click the 'trophy' icon in the right-hand corner.
Only approved accounts can view the 'trophy' button.
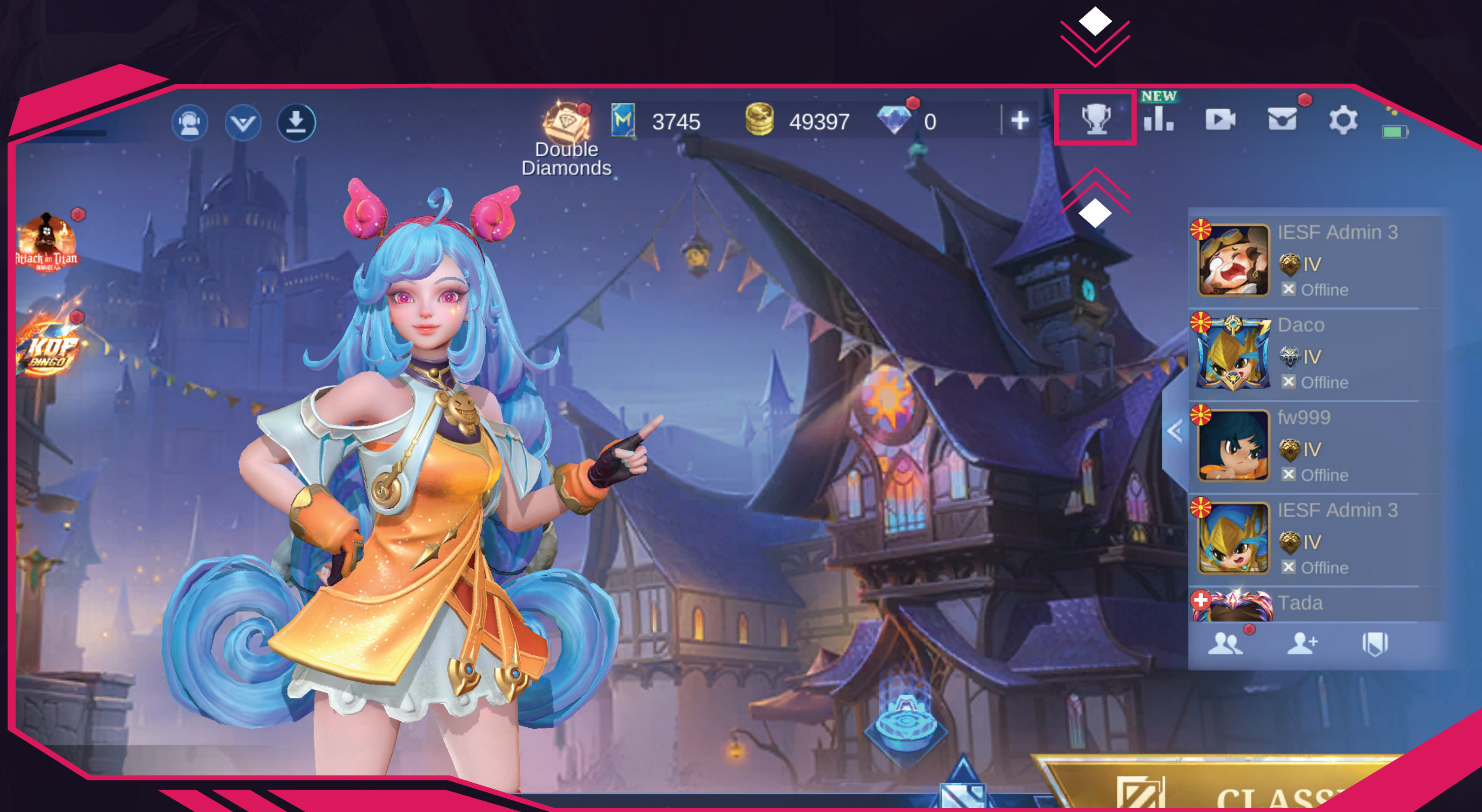
Step ② Click on the 'Tournament' button in the right-hand corner.

Step 3 Choose the 5v5 game mode.

Step **4** Fill in the Room (Lobby) information.

1 **Contest Name:** Enter the name of the match (e.g., Korea vs Netherlands).

2 **Server:** Use the official Server ID provided by Moonton.

3 **First BP team:** Team 1 refers to the left team in the room, while Team 2 refers to the right team.

4 **Team Name (Optional):** You can fill in the name of the team.

5 **Logo:** Please refrain from using this function.

6 **Replace avatar?:** Off

BP Type: You can choose the number of banned heroes for both sides in the BP phase.

◆ 6Ban: Both sides ban 3 heroes;
◆ 10Ban: Both sides ban 5 heroes.

BP Order	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
B/P	B	B	B	B	B	B	P	P	P	P	P	P	B	B	B	B	P	P	P	P
Camp	BLUE 1	RED 1	BLUE 2	RED 2	BLUE 3	RED 3	BLUE 1	RED 1	BLUE 2	RED 2	BLUE 3	RED 3	RED 4	BLUE 4	RED 5	BLUE 5	RED 4	BLUE 4	RED 5	BLUE 5

Time interval: Each picking and banning defaults to 50 seconds (30 seconds can be configured in the background in special cases). After picking and banning heroes, there is a 2-second hero display time; After the BP ends, all players have 30 seconds of preparation time and can freely configure battle plans.

8 **Contest Type:** Not necessary.

9 **Choose Map:** You can choose a map from the Observer (OB) perspective. However, the map selected here will not affect what the player sees. For official tournaments featuring sponsored maps, the Observer map selection permission must be explicitly granted.

10 **Allow to use UDP?:** Off

11 **Apply:** After filling in all necessary information, please click 'Apply' to create the lobby.

Referee Tool

Room Info

1 Contest Name

2 Server `0`

3 First BP Team ☑ Team 1 ☑ Team 2

9 Choose Map Sanctum Island

10 Allow to use UDP? On | Off

Team 1

4 Team Name

5 Logo [?] Preview

6 Replace avatar? On | Off

Team 2

Team Name

Logo [?] Preview

Replace avatar? On | Off

7 BP Type ☑ 6Ban ☑ 10Ban

8 Contest Type Test Contest | Official Contest

11 Apply

Step **5** Join the 'Referee' spot in the lobby and invite observers or referees to do the same. When everyone is connected and ready, press the 'Start the Game' button.

1 **Referee:** Referees and observers should join the 'Referee' spot in the lobby.

2 **Preparation:** Players can choose and adjust emblems in the 'Preparations' section.

3 **Friends List:** Referees and team captains should become friends before entering the lobby. Once connected, the referee invites the team captain to join the lobby, and the team captain invites teammates. Additionally, the referee invites observers to join the 'Referee' spot.

4 When everything is ready, press the 'Start Game' button.

6 Ban

Minimize

1 Referee

3 IESF Admin 3
🏅 IV
✕ Offline

Daco
🏅 IV
✕ Offline

fw999
🏅 IV
✕ Offline

IESF Admin 3
🏅 IV
✕ Offline

Tada

VS

2 Preparation

4 Start Game

Step 6 Testing

Referee Functions Test

To explore referee-related functions, you need at least two accounts-one as a referee and one as a player. After adding a computer, you can initiate the test game.

Player Functions Test

To explore player-related functions, you need at least one account. After adding a computer, you can start the test game.

Official Game Test

For the network or functional test before the official tournament, arrange for 10 players and several referees to participate together.

If you have more questions, feel free to reach out to the IESF Staff via Discord or send us an email at *competitions@iesf.org*.