

Thanks for your interest wanting to be a part of *H1Z1: King of the Kill* Hosted Games! Our goal with these games is to help foster lasting communities. Whether you host tournaments, competitions, inventive game modes, or you have other ideas, we want to empower you to create fun, competitive gameplay experiences.

If you would like to request a Hosted Game, please copy the Application Form questions below into an email, complete the questions, and send it to [ApplyHostedGames@daybreakgames.com](mailto:ApplyHostedGames@daybreakgames.com). **Please be as thorough as possible!**

*Note: All Hosted Games are given on a temporary basis and Daybreak reserves the right to recall any scheduled matches at any time.*

Your participation in a Hosted Game match is subject to the Daybreak [Terms of Service](#), [Privacy Policy](#), and the King of the Kill EULA.

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## **H1Z1: KING OF THE KILL – HOSTED GAMES APPLICATION FORM**

### **HOST(S) NAME(S) AND CONTACT INFO:**

*Who will be responsible for maintaining the schedule of Hosted Games and communicating with Daybreak?*

Full Legal Name:

City, State, Country:

Email address:

Twitch URL:

Twitter URL:

### **PROPOSED HOSTED GAME NAME:**

### **HOSTED GAME LOCATION (server region):**

### **HOSTED GAME GOALS:**

*Why do you want to start using H1Z1 Hosted Games and what are you planning on doing with it?*

### **INTENDED IMPACT ON COMMUNITY:**

*How do you think these Hosted Games will impact your community? The H1Z1 community at large?*

### **TIMEFRAME:**

*Is the use of these Hosted Games for a one-time tournament or on-going initiatives?*

**HOSTED GAME USAGE:**

*Do you plan to use Hosted Games daily, weekly, monthly, single-use?*

**EXPECTED PLAYERS:**

*How many players do you think will play on any given Hosted Game on a per-match basis? How did you come up with that number?*

**HOSTED GAME PROMOTION:**

*Are your Hosted Games locked to your community or will you open it up to others? How will you promote the Hosted Games and maintain momentum?*

**HOSTED GAME-ACCESS KEYS:**

*Hosted Games require that a unique key be distributed to each player. What is your plan for distributing keys? How many will you give out initially? How many keys are you requesting?*

**RULES & MODERATORS:**

*How will you manage your community? Will they have to abide by certain rules to play on a Hosted Game? Will you have moderators or people to fly around as live spectators of a match? If so, how many?*

**OTHER QUALIFICATIONS & QUESTIONS:**

*What else should we know about the proposed program, about you, or about your community?*