



## The Games of the Future 2025 powered by ADNOC – Media Guide

Abu Dhabi, UAE

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### 1. Introduction

The Games of the Future Abu Dhabi 2025 powered by ADNOC (GOTF 2025) is the world's leading phygital sports event — a next-generation global competition that merges physical athleticism with digital mastery across 11 dynamic disciplines. From esports arenas to real-world battlefields, GOTF 2025 brings together elite talent, innovative technology, global storytelling and a community of fans eager for the future of sport.

Hosted at ADNEC Centre Abu Dhabi from **18–23 December 2025**, the event positions Abu Dhabi as a global hub for hybrid competition, youth engagement, and sports innovation. This Media Guide provides accredited journalists with all essential information, including venue operations, accreditation procedures, media facilities, event terminology, broadcast requirements, and Spectrum guidelines.

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### 2. About the Games of the Future

The Games of the Future (GOTF) is a groundbreaking international tournament that unites the worlds of physical sports and cutting-edge esports on one spectacular stage. Athletes and gamers from across the globe compete in disciplines that blend real-world athleticism with advanced gaming technology, delivering thrilling, fast-paced action. More than a competition, the Games of the Future is a celebration of innovation, culture, and community where fans experience immersive entertainment and the future of sports.

The 2025 edition marks the event's debut in the UAE, championing the creative identity:

**“Next Gen Human. Play the Future.”**

This identity reflects the evolution of athletic skill — where speed, strength, intuition and digital intelligence converge.

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### 3. Event Overview

- **Dates:** 18–23 December 2025
- **Venue:** ADNEC Centre Abu Dhabi





- **Disciplines (11):**
  - Phygital Football powered by ADNOC
  - Phygital Basketball 3on3 FreeStyle brought to you by M42
  - Phygital Fighting.FATAL FURY: City of the Wolves
  - Phygital Dancing.Just Dance
  - Phygital Shooter.CS2
  - Battle Royale.Featuring Fortnite
  - MOBA PC.Dota 2
  - MOBA Mobile.MLBB
  - Phygital Drone Racing presented by InsuranceMarket.ae
  - VR-game.HADO Global Invitation
  - Battle of Robots

More than **850 participants**, coming from around the globe, will compete across structured group stages, elimination rounds and finals.

**4. Key Event Partners and Stakeholders**

Stakeholder	Designation
Phygital International	Global Rights Holder
Ethara	Event Delivery Partner
ASPIRE	Local Delivery Authority

Partner	Designation
ADNOC	Presenting Partner
Abu Dhabi Sports Council	Host City Entity
UAE Ministry of Sports	Official Partner





Partner	Designation
ADNEC Group	Venue Partner
AD Gaming	Gaming Partner
du Infra	Tech Partner
Solutions Plus	Official Digital Transformation Partner
EDGE	Innovation Partner
M42	Health Partner
InsuranceMarket.ae	Insurance Partner
ATRC	STEM Partner
The Galleria Al Maryah Island	Mall Partner
Virgin Radio	Radio Partner
ADMN	Media Partner

## 5. Accreditation

Media accreditation is mandatory for all media representatives entering ADNEC during the event week.

### 5.1 Registration Process

- Submit the official accreditation form via the [GOTF media portal](#).
- Provide valid ID and required professional credentials.
- Await confirmation email with category status.

### 5.2 Accreditation Collection

Location: **ADNEC Centre Abu Dhabi, Accreditation Centre**

Upon arrival at ADNEC Centre Abu Dhabi, please head to the Accreditation Office near the Aloft entrance. Please consult the media map attached on page 17 and shared separately.

Accreditation Center Operating Hours:







- 17 December, 1pm to 8pm
- 18-23 December, 8am to 8pm

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## 6. Venue Overview: ADNEC

ADNEC will host all phygital competitions under one integrated venue ecosystem. Competition spaces and event facilities include:

- Halls 5-10
- ICC Hall
- Atrium

For accredited Media representatives, there will be media areas available, including:

- Media Center
- Press Conference Room
- Photo and Video Positions
- Media Tribunes
- Mixed Zones

Signage and staff will support media navigation across the venue.

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## 7. Media Center

The Media Center is the operational headquarters for accredited media covering GOTF 2025.

### Facilities Include:

- High-speed internet (wired & wireless)
- Workstations
- Printer access
- Daily media schedules
- Start lists, results & statistics





- Media Help Desk
- IT support desk
- Media operations staff
- Interview request form
- Food and beverage station
- Lockers

Operating Hours:

Day	Date	Venue Opening Time	Venue Closing Time
Thursday	18-Dec	08:00	03:30
Friday	19-Dec	12:00	00:00
Saturday	20-Dec	08:00	00:00
Sunday	21-Dec	08:00	00:00
Monday	22-Dec	08:00	00:55
Tuesday	23-Dec	07:30	00:55

## 8. Broadcast Content

- Accredited media will receive login information from [no-reply@phygital.overon.es](mailto:no-reply@phygital.overon.es) with the access details and steps to access daily content from the broadcasting team through the portal.
- Content is updated daily with the day’s matches and highlights. Users can log in and download content.
- For any issues with the portal, kindly reach out to [media@gotfabudhabi.com](mailto:media@gotfabudhabi.com) or visit the media help desk.

## 9. Press Conferences & Media Briefings

### 9.1 Opening Press Conference

Held **11 am** on **18 December 2025** at the **Press Conference Room**.

### 9.2 Daily Media Briefings





Held **1 hour before the first competition each day.**

### **9.3 Competition Mixed Zones**

All athletes and club representatives pass through mixed zones at the conclusion of their matches. Media are encouraged to request post-match interviews with athletes and/or club representatives.

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## **10. Competition Overview & Format**

Below is a dynamic overview designed for media storytelling.

### **Phygital Football powered by ADNOC**

A fusion of competitive digital gameplay and real-world football. Matches begin with UFL digital play followed by a full physical football phase. The combined result determines the winner.

An innovative sport that blends the excitement of digital gaming with the physical energy of traditional soccer. Clubs face off in two stages – firstly in a videogame on the screen and then on the pitch – creating a fast-paced and dynamic competition. This combination makes the sport thrilling for both gamers and athletes, offering a unique way to experience the best of both worlds. Combining strategy, teamwork, and competition, Phygital Football has something for everyone.

### **Phygital Basketball.3on3 FreeStyle brought to you by M42**

An innovative sport that combines the excitement of digital gameplay with the intensity of real 2x2 basketball. Clubs compete across two connected stages—first in a video game and then on a physical court—creating a fast, dynamic format that blends the strategy of esports with the physical skill of basketball. This new discipline brings gamers and athletes together in a way that feels fresh, competitive, and accessible for all fans.

### **Phygital Fighting.FATAL FURY: City of the Wolves**

A unique combat sport that blends digital competition with real mixed martial arts. Athletes face each other first in a fighting video game and then inside the octagon, creating a fast, intense and highly technical format. Combining gaming strategy with real combat skill, Phygital Fighting delivers a new kind of action for fans of both esports and MMA.

### **Phygital Dancing.Just Dance**







**Phyigital Dancing.**Just Dance seamlessly merges the physical and digital worlds, creating a dynamic platform for competitive choreography using the Just Dance video game. Participants aim to replicate on-screen dance moves while in-game algorithms score them for accuracy, style, and rhythm. By combining cutting-edge technology with live performance, phyigital dance offers a fun and entertaining competition for both professionals and enthusiasts.

### **Phyigital Shooter.CS2**

A dynamic hybrid discipline that merges top-level esports with real-world tactical competition. This discipline brings digital and physical combat together into one continuous, thrilling competitive format - creating a new type of shooter experience for fans of both esports and live-action tactical sports.

### **Battle Royale.Featuring Fortnite**

Battle Royale.Featuring Fortnite is a fast-paced esports discipline where teams compete in an intense format. The thrill of survival gameplay, strategic positioning and high-pressure eliminations creates an exciting environment for both seasoned gamers and those new to the genre. Blending teamwork, quick reactions and smart decision-making, Battle Royale delivers action from start to finish in every match.

### **MOBA PC.DOTA 2**

Phyigital MOBA PC.Dota 2 is a competitive discipline built around the world-renowned strategy game Dota 2. Teams face each other in the Multiplayer Online Battle Arena for a tactical, objective-based competition that tests communication, hero mastery and coordinated decision-making.

### **MOBA Mobile.MLBB**

MOBA Mobile.MLBB is a strategic, fast-paced discipline where teams will compete the popular game Mobile Legends: Bang Bang. The competition combines teamwork, hero mastery and real-time decision-making, highlighting the tactical depth of the Multiplayer Online Battle Arena (MOBA) gameplay. Designed for players to test their strategy, coordination and technical skill on mobile devices, it delivers an exciting and highly competitive tournament experience.

### **Phyigital Drone Racing presented by InsuranceMarket.ae**

This isn't just Drone Racing... this is Phyigital Drone Racing, where clubs have to excel in delivering the fastest and most precise performance both in a digital simulation and on





a physical course. It requires precision, lightning-fast reactions and the ability to perform under pressure. The result is a fast-paced, non-stop action experience for both participants and spectators.

### **VR-game.HADO Global Invitation**

HADO is a sport that let's players strap on head-mounted displays and armband sensors to wield energy balls and shields on a real-world court as if by magic. It is epitome of phygital sports – combining augmented reality with physical dexterity in a single game.

### **Battle of Robots**

Battle of Robots is a competition in which teams compete against each other with remote-controlled armed and armored machines, which are designed to fight in an arena combat elimination tournament. It is the purest form of metal on metal fighting in fast-paced, head-to-head combat that gets the heart proper pumping!

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## **10. Media Access Rules**

- Only accredited media may enter media zones.
- Flash photography is strictly prohibited during live matches.
- All interview requests outside of mixed zones must be approved through the Media Center [interview request form](#).
- Media is not allowed to be on the Field of Play, except designated photo and video positions indicated by the Media Operations team.

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## **Games of the Future Abu Dhabi 2025 Powered by ADNOC**

### **Media Spectrum Information**

#### **Introduction**

Spectrum licensing, tagging and testing will be required across the full Games of the Future 2025 powered by ADNOC (GOTF 2025) venue for any media using wireless devices. Due to the high-level of radio frequency requests expected, a specific process has been put in place to manage applications for the GOTF 2025.







PLEASE NOTE: If you already hold a TDRA license for use across the UAE or if your device is included in the 'License Exempt' list below, you will still need to follow step 2 and step 3 of the application process.

## Application Process

Step One (Pre-arrival): *[If you already hold a TDRA license please skip this step and proceed to step two.]*

The Telecommunications and Digital Government Regulatory Authority (TDRA) is the body responsible for regulating the use of Radio Spectrum across the UAE. Media using a wireless device that requires a radio frequency must apply for a license from the TDRA. Please see the list below to see if your device requires a TDRA license.

If your device does require a license you can apply for this through the TDRA's online e-services. Please follow [this link](#) to complete the application process. Before you start the online application you will need a UAE Pass account. To apply for this, please download the UAE Pass app on your smartphone (available on both apple and android app stores). If you are travelling from outside the UAE, you must select 'visitor' to register for an account. Once you have registered with UAE Pass, you can apply for the TDRA license.

### Step Two (Pre-arrival):

All media using wireless devices must also send a request to the Games of the Future Spectrum Management team. This applies to media who already hold a TDRA license and media using devices that are listed in the TDRA License exempt list below.

Please fill out the application form attached and send it to [gotspectrum@liveinfive.ae](mailto:gotspectrum@liveinfive.ae). Applications will be processed in order of receipt, so we encourage you to submit your application as soon as possible to ensure it is processed before you arrive at the venue.

### Step Three (On arrival at venue):





When you arrive at the Games of the Future Abu Dhabi 2025 powered by ADNOC venue, your equipment must be tagged and tested before it can be used on site. Please proceed to the media center where there will be a Spectrum helpdesk. You will need to show your TDRA license and your GOTF approval to show you have the correct approvals, your equipment will then be tested to ensure it matches the technical specifications listed in your application. Once your equipment has been tested it will be tagged for use across the venue.

*If you have any questions about whether you require a spectrum license or the application process, please contact [gotspectrum@liveinfive.ae](mailto:gotspectrum@liveinfive.ae)*

### **Devices that require a TDRA License and Games of the Future approval:**

PMR Radios

Wireless microphones

Wireless cameras (using 2Ghz, 5Ghz and 7Ghz)

In Ear monitors

### **Devices that DO NOT require a TDRA License (License Exempt) but DO need Games of the Future approval:**

Wi-Fi access points

Remote controls other than 433/434Mhz pocket wizards

License exempt radios (PMR 446/FRS)

Radio headsets

### **Devices that will NOT be allowed into the venue:**

AVX Microphones

Any headsets that use DECT Spectrum







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- 19. Photo equipment: Studio lighting unit (light, lighting stand, reflector, ring light)
- 20. Heat gun
- 21. Swiss Army Knives / Letherman multitool

Map showing location of accreditation center:



Tools of Trade checkpoint  
located here.

Declaration form to be completed by media before arrival at the site:



# ToT Declaration Form (Fillable Template)

## TOOLS OF THE TRADE (ToT) DECLARATION FORM

### SECTION A – PERSONAL DETAILS

Full Name: \_\_\_\_\_

Organization / Team / Media Outlet:

\_\_\_\_\_

Accreditation Type: ☐ Media ☐ Contractor ☐ Athlete/Team ☐ Other \_\_\_\_\_

Accreditation ID #: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

### SECTION B – ITEM DETAILS (One line per item)

Item #	Item Description	Type (Tool / Electronic / Chemical / Battery / Other)	Quantity	Brand / Model	Serial # (if applicable)
1	_____	_____	_____	_____	_____
	—			—	
2	_____	_____	_____	_____	_____
	—			—	
3	_____	_____	_____	_____	_____
	—			—	

(Add  
lines as  
needed)

### SECTION C – CHEMICAL DECLARATION (If applicable)





Chemical Name	Volume (ml)	Container Type	SDS Provided? (Y/N)	Intended Use
_____	____	_____	<input type="checkbox"/> Yes <input type="checkbox"/> No	_____

## SECTION D – AGREEMENT

I confirm that the items listed above are accurate and will be used only for their intended purpose. I understand that all items are subject to inspection, tagging, logging, and random spot checks.

**Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

### 13. Photography & Videography Guidelines

- Photographers and videographers may enter designated areas only
- An all-black dress code must be followed
- No flash photography or extra lighting during competitions
- Photographers and videographers must follow the Media Operations staff's rules on ground
- No live competition footage may be streamed without rights approval
- All RF devices must comply with Spectrum rules
- No drones allowed inside the venue

## 15. Media Transport & Parking

For media parking, please send an email request to: [gotf.mediacenter@ethara.com](mailto:gotf.mediacenter@ethara.com)





Kindly note that media parking is on a first-come, first-served basis.

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## 16. Safety & Security

Security checks apply to all. Certain disciplines may have additional restrictions. Cooperation with marshals is mandatory at all times.

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## 17. Contact Information

**Media Center Email:** [gottf.mediacenter@ethara.com](mailto:gottf.mediacenter@ethara.com)

**Media Email:** [Media@gotfabudhabi.com](mailto:Media@gotfabudhabi.com) and [gottf@actionprgroup.com](mailto:gottf@actionprgroup.com)







