

ARENA

THE CONTEST



Tournament Book

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Part 1

Build Your Home Tournament

Introduction

Casual tournaments are friendlies with a loose set of rules, where the priority is to have fun and learning the game according to your group's preferences, in a competitive atmosphere that is one step above the regular, non-tournament matches.

If you are an individual who wants to play a casual, friendly tournament (e.g.: in your house, with friends), this supplement contains a user-friendly set of rules that takes into account common problems, like shortage of supplies and the need for a simpler way to format the tournament, and guides you into how exactly to host a tournament by yourself.

One person should always be responsible for organizing the tournament and announcing to the participants which "House Rules" will be applied, especially if they are different than those found in this supplement, and in the Official Rulebook. If all players are in common agreement, further modifications of the rules may be applied.

Applying the Official Tournament Rules

Knowledge of the "Gameplay Tournament Rules" (Chapter One) is necessary for every situation not covered in this supplement.

- The "Off-game Tournament Rules" (Chapter Two) may be entirely ignored in casual tournaments, although it may be referenced in specific situations.
- Sanctioned tournaments must ignore this supplement.

STEP ONE - SEPARATING THE MATERIAL

Knowing how much material you have is important in defining Hero Selection methods and how the Rounds will be structured.

For example, if you have only one Game Board, only one match can be played at a time, and you will have to organize not to allow players to sit idle for a long time.

Preferrably, you should own at least a second game board, so you can play a tournament with four groups and as much as sixteen people can play simultaneously.

Even then, if you have a single copy of each Hero, all groups must participate simultaneously in the Hero Selection Step of Prematch Procedures.

You should arrange:

- To take notes: One notepad and a pencil/pen for each group;
- To control time: A Chess Clock (either physical or in a smartphone app) for every two groups;
 - Time control in friendlies is optional, although recommended. At the very least, there should be a previously set time for the entire Round to end, and players, in good faith, should agree not to take too much time thinking (one minute per turn is a good standard, with an extension to two minutes in exceptionally complex turns/situations).
 - If there is a time control implemented, another victory condition is added to the game: if your opponent's total time expires, you win the game.
- To scorekeep: a printed sheet with one of the tables found in ANNEX B, or a running computer with an editable spreadsheet file.
- To solve rules' disputes: a digital or printed copy of an official Arena: the Contest Reference Rulebook and Tournament Rulebook.
 - Only one of each is needed for the entire tournament, but each group should preferably have a copy to avoid wasting time in passing the books back and forth.
- To play the game: Each separate table at your disposal should be arranged with at least:
 - Two Team Tokens (extra printable tokens can be found in ANNEX A);
 - A game board (either empty or preprinted);
 - A bunch of Tiles (as many as possible, but at least ten, in the table with empty boards).
 - A copy of each Hero at your disposal (if you have a single copy of most Heroes, you will need a different Hero Selection method (See "Shortage of Supplies").



STEP TWO - Assembling Groups and Determining Format

Determine the tournament's format, and if it will have single-player groups or multi-player groups. We recommend following the table below:

Number of Players	Number of Groups	Players per Group	Best Tournament Format
3	3	1	Round Robin
4	4	1	Round Robin / 3-Round Swiss with finals / Survival
5	4	1 (one double)	Round Robin / 3-Round Swiss with finals / Survival
6	6	1	3-Round Swiss with Finals
7	4	2 (one single)	Round Robin / 3-Round Swiss with finals / Survival
8	4 or 8	1 or 2	3-Round Swiss with finals / Survival
9	4	2 (one single)	Round Robin / 3-Round Swiss with finals / Survival
10	4	2 (two triple)	Round Robin / 3-Round Swiss with finals / Survival
11-16	(force it to be even)	(as close to 4 as possible, as long as it results in an even number of groups)	<p>Round Robin: if 4 groups or fewer, and all groups can play simultaneously.</p> <p>3-Round Swiss with finals: if 6 groups.</p> <p>Survival: if exactly 4, 8, or 16 groups, and short on time.</p>
17+	(force it to be even)	(as close to 4 as possible, as long as it results in an even number of groups)	<p>3-Round Swiss with finals: if 6, 10, or 12 groups.</p> <p>Survival: if exactly 8 or 16 groups, and short on time.</p> <p>Regular (official) Swiss: if the number of groups is large or uneven, and all matches can happen simultaneously.</p>





Tournament Formats

Round Robin

Each group faces all other groups in the tournament.

- Number of Rounds = (Number of Groups - 1)
- Champion: determined by the number of points at the end of all Rounds.
- Good when: the number of groups is low and all matches can happen simultaneously.
- Bad when: the number of groups is large.

3-Round Swiss with finals

The pairings in the second and third rounds are determined according to the current rankings. Groups that are closest in the rankings after a Round ends face each other. The ultimate priority is avoiding two groups to meet more than once.

- Number of Rounds = 3.
- Champion: The four best-ranked groups after the three Rounds. If time is short, the first and second seeds meet to determine the champion, and the 3rd/4th seeds meet to determine 3rd place.
- If there is time, the 1st seed meets the 4th and the 2nd seed meets the 3rd.
Good when: the number of groups is large.
- Bad when: the number of groups is TOO large, or uneven.

Survival

Every match is eliminatory, and winning groups carry on their status to subsequent matches.

- Number of Rounds = (Number of groups / 2).
- Champion: The only undefeated group.

- Good when: there is little time to conclude the tournament; there is shortage of Heroes but enough boards to play all matches simultaneously; the number of groups is a power of two (4, 8, 16...).
- Bad when: the square root of the number of groups is not an integer.

In the Survival Format, Teams and Heroes carry their HP, Heroic Action, and Special Attack situation to the next Round (e.g.; spent/unspent Special Attacks). All of these situations must be written down when a match ends, or they are presumed lost/spent/dead.

Before the next match begins, apply the following rules:

- Each surviving Hero recovers 15 HP and 1 Special Attack, at the controlling player's choice.
- Each dead Hero revives with 15 HP and 1 Special Attack, chosen by the next opposing group.
- The choices described in the two rules above shall be written down before prematch procedures begin. Groups exchange their written choices simultaneously.
- Apply the "Arena Assembly" and "Hero Deployment" steps of the prematch procedures normally.
- Each group may secretly choose a new Heroic Action.
- This cannot make a group exceed the maximum of two available Heroic Actions.

STEP 3 - RULES AND SCOREKEEPING

At this point, the Organizer should make clear to all players what rules they are expected to follow, especially if there are deviations from the standard, answering questions that may arise.

- Declare at what time each Round must end and the length of the breaks between them. If there are individual time controls, declare how much time each group has to make all their moves in the game.
- Fill the spreadsheet found in ANNEX B with the groups' names (according to the Format chosen) and announce the first pairings.

Points and Tiebreaks

- Assign the following number of points per Round, according to the result:
 - Win = 3 points
 - Draw = 1 point
 - Loss = 0 points
- After a game ends, the winning team gains one tiebreaking point for each HP among its surviving Heroes. These points are the first criteria for breaking ties in casual tournaments and should break the vast majority of ties. Apply the Official tiebreaking rules if a tie remains.

Quick Friendly Troubleshoot

These are the most common occurrences during a game. If you cannot find a solution to a situation below, consult Chapter One of the Official Tournament Rules:

“The opponent rolled a strike die before asking me if I wanted to React/Interrupt.”

- You may forfeit the Reaction/Interruption and enforce the result of the roll, or React/Interrupt and force the opponent to roll again.

“After an action was taken, I noticed that someone forgot to apply a damage/trigger/Effect.”

- Repairs can be made if noticed immediately. If a reasonable amount of time or game actions has passed, ignore it. You must take responsibility in checking the events that benefit your group, even if it is your opponent’s turn.

“The die has rolled off the table.”

- Roll again. If in this same turn the same group rolls the die off the table again, the result is an automatic 1.

“Two dice were rolled at the same time. The attacker did not announce the target of each one.”

- The opposing team may declare what the purpose of each die is.

“Can I take back an action already declared?”

- Only if there is no doubt that the reparation was immediate; that is, before any action was taken in the game and even before any information was gained from the opponent’s reaction (or lack thereof).

“How can I quickly determine a winner of the match?”

The team whose heroes have the highest sum of HP wins. If the teams are tied, the first team to deal damage wins.

Check Sections V (Player Communication) and VI (Player Action) of the Official Tournament Rules for examples of adequate player behavior in a match.



STEP 4 - PLAYING WHILE SHORT ON SUPPLIES

Pregame Procedures

- In the Hero Selection, if there are fewer than sixteen Heroes available, do not ban Heroes.
- In order to allow simultaneous matches, if you have extra Game Boards but insufficient copies of each Hero, apply the following Hero Selection steps, provided that there are enough Heroes and Heroic Actions for each Team:

1. All teams roll a die. Organize the teams in groups according to how high the rolls were; then, reroll ties. The highest result will be Team A, the second-highest Team B, and so on.

Example: The rolls are 2, 6, 8, 12, 13, 16, 20, 20. The teams tied at 20 reroll, and the results are 4 and 9. The Team that rolled a 9 is Team A, and the Team that rolled a 4 will be Team B. The Team that rolled a 16 is Team C, and so on.

2. Starting with Team A, each Team picks a hero, until all teams have a Hero. Then, repeat this step, until each Team has two Heroes.

3. Each Team picks a third hero, in reverse order (the last team in the previous step goes first, and Team A picks last).

- If the matches are 4x4, repeat this step.

4. If a Team was forced to select a second Hero from a Combat Role it already had, after the Hero selection ends it may swap one of the repeated Combat Roles with any hero from any other Team, provided that no Team, at the end of this process, ends with two Heroes of a same Combat Role.

- If more than one Team is in this condition, Team A is last in the swap order.

Alternate Hero Selection Method: Random Teams

A. Put all Hero Tokens in a bag or other opaque container that allows random selections.

B. Apply Step 1 of the Hero Selection Procedure.

C. In order, starting with Team A, each team picks four tokens from the container.

- If two or more Tokens from the same Combat Role are drawn, return them to the container. The Team then draws as many tokens as were returned to the container, repeating the process (if necessary) until there is no repetition of Combat Roles in the Team.

5. Distribute Heroic Actions randomly to all teams.

6. Artifacts and/or Scrolls are optional.

- If used, distribute Scrolls randomly.
- If used, each Team, starting with Team A, picks two Artifacts randomly. Return the cards and pick them again if the resulting Power Level is lower than 3 or higher than 4.

- If there is more than one copy of the game available, in such a way that there is more than one copy of each Hero to select, apply the Hero Selection methods above with only one copy of each Hero. Then, after the pairings are determined, repeat the Hero Selection method chosen with the second copies, but every time a group picks a Hero that is already in the opposing group, return this Hero to the pool and pick another.

- If this causes many opposing groups to have Heroes with the same name in subsequent Rounds, return all Heroes to the pool and repeat the Hero Selection methods from the top in between Rounds.

- If this causes only a few Heroes to be repeated in the same game in subsequent Rounds, and there are Heroes to spare (not selected by any group), opposing groups roll a die for each repeated Hero. The loser must replace the repeated Hero for one of the spares, as long as the spare does not share a Combat Role with one of the other Heroes in the loser's team, and does not provoke another repetition with Heroes in the opposing team.

- When applying a Hero Selection method in short supplies, the Arena Assembly step of pregame procedures comes last.

- If only one of the game boards allows tile placement (i.e. the others are preprinted), one representative of each pairing rolls a die (reroll ties according to Step 1). The highest roll plays in the empty board.

- Distribute the painted boards randomly among the group pairs.

- Subsequent pairings must allow other teams to play as much as possible on the empty board.



A large, menacing purple dragon-like creature with a skull on its head and a glowing red sword, standing in a dark forest. The creature has a dark purple, scaly body with sharp, pointed ears and a skull-like headpiece. It is holding a large, glowing red sword in its right hand. The background is a dark, misty forest with bare trees.

Part 2

Official Tournament

INTRODUCTION

Arena: the Contest is a combat board game that offers a team competition mode that can be played in a tournament setting. The purpose of this document is to provide the infrastructure to run such tournaments, by defining appropriate rules, responsibilities, and procedures to be followed.

The Official Tournament Rulebook divide into two Chapters:

1. Gameplay Tournament Rules, containing the guidelines of player behavior while playing matches;
2. Off-game Tournament Rules, dedicated to the organization of tournaments and everything that happens outside of the game.

Information in this document may contradict (or have information not contained in) the Reference Rulebook found inside Arena: the Contest's Core Box. In such cases, this document takes precedence.

Organizers that wish to host sanctioned Arena: the Contest tournaments must send an email to contact@dragorigames.com with the Subject: "Tournament."

Dragori Games reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.

A copy of the latest version of this document is available at <http://arena.st/tournament-rulebook>

Chapter One: Gameplay Rules

I. Pregame Procedures

A. Setting the clock, assembling the Arena

1. The groups must set the game clock to the time determined by the Organizer; then, groups roll a die.
 - 1.1. If the Round has officially begun, the group that lost the die roll must start the game clock.
2. Groups alternate picking a Tile and placing it on the board, until a total of ten tiles have been placed.
 - 2.1. If a group fails to appear at the table when the Round begins, its opponent is considered to have won the first roll and may start the absent group's clock after the first Tile is placed on the board.
3. Groups may skip this step if they agree on using a preassembled Arena, or if using a preprinted board is determined by the Organizer.

B. Selecting Heroes

4. Groups roll a die.
 - 4.1. The winner picks its first Hero from the pool; groups alternate until each team has selected four.

- 4.2. The winner may ban a hero selected by the loser. The loser picks a replacement among the available, unselected Heroes.

- 4.3. The loser may ban a hero selected by the winner. The winner picks a replacement among the available, unselected Heroes.

5. There cannot be two Heroes with the same name in a pool.
6. There cannot be, at any time, two Heroes of the same Combat Role in a team's composition.

- 6.1. If a match is being played with a limited number of heroes in the pool, the Organizer may prohibit the banning steps. In any case, banning is forbidden if it will cause this rule to be broken.

C. Deploying Heroes

7. Groups roll a die.
 - 7.1. The winner places on the board the first hero to take a turn in the game. This also determines each group's side of the board.
 - 7.2. Groups alternate, until all heroes have been deployed.

D. Selecting Heroic Actions

8. Groups stop the clock and simultaneously pick, in secret, any two different Heroic Action cards.
 - 8.1. A group that has already picked its Heroic Action cards may start the opponent's clock.

E. Selecting Scrolls and Artifacts

9. All Scrolls and Artifacts are put face up on the table.
10. Groups roll a die.
 - 10.1. The winner picks a Scroll.
 - 10.2. Groups alternate, until each team has selected twelve Scrolls.
 - 10.3. Then, the loser picks an Artifact.
 - 10.3.1. Artifacts selected must be immediately assigned to a Hero with no Artifacts.
 - 10.3.2. Groups alternate, until each has picked Artifacts with a total Power Level of at most 6.
 - 10.3.2.1. A group may pick more than one Artifact, without alternating, if the opposing group would pass the Power Level limit (e.g.: A3 / B1 / A3 (A stops picking)/B1 / B2 / B2 (B stops picking)).
 - 10.3.3. This ends pre-game procedures. The second team to take a turn may start its opponent's clock. The game begins when the first hero starts its turn.

II. Time Control

A. Measuring Time

11. Groups (and/or the Organizer) are responsible for providing a way to control time at their table.

11.1. Groups must use a physical or digital Chess Clock, or Chess Clock app, where each group has its own time control, and stopping a group's clock simultaneously starts the opposing group's clock.

12. In friendly tournaments, tables are not required to measure time. Instead, the Organizer may assign a total time for each Round of the Tournament to end.

12.1. When the time for the Round ends, the winner of each match is the team with the highest number of HP.

12.1.1. If this causes a group to stall, an Arbiter may be called to verify, and implement one of the following corrections after a Caution is ignored:

12.1.1.1. Installing a clock at the table, subtracting the time already passed (or remaining) on the Round, in such a way that the stalling group has half the time of its opponent;

12.1.1.2. It is recommended that a clock is installed at the table of a match where a Slow Play offense is observed. If an Arbiter determines that a group is intentionally stalling, and the Round ends, the winner will be the non-stalling group.

13. The recommended time is 45min per group per game (total: 90 minutes) in Competitive tournaments, and 55min per group per game (total: 110 minutes) in friendlies.



13.1. This time includes pre-game procedures.

13.1.1. Add 5 minutes to each team's clock if Scrolls and Artifacts are being used.

13.1.2. If pairings are already determined, the groups may agree to meet before the official beginning of the Round and start the pre-game procedures without losing time on the clock.

13.2. The Organizer may determine different times, according to the tournament schedule and other factors.

13.2.1. If the tournament structure allows, it is recommended to announce extra time in playoff games and finals.

B. Running out of time

14. Groups should stop the clock and call an Arbiter as soon as the time runs out for one of the teams. The Team that runs out of time loses the game.

14.1. The group who lost on time can make a case that they were about to win the game (in that turn).

14.1.1. If the Arbiter agrees, the group that lost on time may quickly (without stalling) finish its Turn. If they win, the clock situation is ignored.

15. If it is verified that a clock that should have been stopped kept running, the Arbiter is allowed to concede an immediate and adequate time extension.

C. Reversing the Clock. Player behavior.

16. Reversing a clock means stopping the countdown for a group and simultaneously restarting the countdown for the opposing group.

17. If a player requests any material in possession of an opposing group taking a turn, such opposing group may elect to stop all action and reverse the clock until the material is returned to its owner.

18. A group may reverse the clock after declaring an attack if the opponent can declare an Interrupt Attack. If the clock is reversed back, the opposing team is considered to have forfeited the opportunity to Interrupt.

19. If a group can Reaction Attack but does not immediately roll a die, the clock may be reversed until the Reaction Attack is resolved or the incited group declares they won't Reaction Attack.

20. The players' hands must always be away from the clock when they are not stopping or reversing it.

20.1. If a smartphone is being used to measure time, its owner should refrain from lifting it from the table; if such is necessary, the other players should be warned, so they can see how much time there is left for each team.

20.1.1. If the opposing group is taking a turn, the phone's owner should stop the clock. If the owner's group is taking the turn, the clock must keep running until the turn ends.

III. Table Layout

21. Players from the same group should sit side by side, preferably according to the Turn Order, facing their opponents, and alongside the longest edge of the game board.

21.1. This layout may be different according to specific responsibilities (e.g.: clock control) and if the table is not big enough to allow all players to sit side-by-side on only two of its sides.

22. Group/collective components (e.g.: Heroic Actions, Scroll deck) should all be at the same area of the table, preferably within the reach of all players of the group.

23. The clock should be at the side of the board, at equal distance from two opposing players;

24. Heropads from the same group should be side by side on the table, according to Turn Order, and preferably facing the other group, allowing opposing players to easily read their content.

24.1. Team Tokens, Artifacts, and Cards that apply Temporary/Permanent Effects must be placed on top of Heropads.

25. Attack Cards and Scrolls not affecting other Heroes should remain on the hands of the players bearing such Scrolls or controlling the Heroes that own such attacks.

26. All unused and/or spent components (e.g.: Tiles not on the board, Heroic Actions and Special Attacks spent, miniatures and cards from Heroes not selected by a group) should be removed from the surface of the table.

IV. Player assignments. Controlling Heroes

27. Each player in a group must control at least one Hero, assigned to them by the group leader after the pregame procedures end;

27.1. Players cannot exchange the control of heroes once a game has begun.

27.2. After pregame procedures, players must seat at the table according to the Turn Order of the Heroes they will control.

27.2.1. Players should only change seats during a game if one of them takes another responsibility (see 30)

28. Other players may assist the player taking a turn by moving distant components, under such player's directions.

29. If a Player controls only one Hero and it dies, and a groupmate controls more than one Hero, one of such Heroes must be put under the control of the Player whose Hero died.

30. It is recommended that a player whose Hero died take control of one of the following responsibilities:

a) Clock control;

b) Registering turns.

b1) Registering turns is optional, and a valuable tool for the Arbiter and players.

b2) The shortest way to register a turn is by taking note of the:

- Hero's name, final coordinate, HP and time on the clock when the turn ends;
- Name of the attack made, its target(s), and their HP changes;
- Reaction / Interrupt Attacks (if any);
- Effects applied (if any).

Example:

Shortest note: Avelum, B13, 30HP, 10:22 / Arcane Blast, Sedrik (40-27), Zafara (55-46), Thalia (3-1) / Reaction (Sedrik)

(Optional additional notes): Sedrik moved to B15 (lava), Avelum's Hastened did not apply (swamp), Residual on Thalia.

V. Player Communication

A. General guidelines. Talking.

31. Players are free to communicate and bluff, treating opponents politely and with respect.

31.1. Players are under no obligation to assist their opponents in playing the game.

31.2. Groupmates may communicate with each other at any time, either openly or in secret, provided they do not raise from their chairs or move them in any way with the purpose of whispering in someone's ear.

32. Any player taking a turn may request the opposing team to become temporarily silent, if they need to concentrate.

33. Players are expected to immediately point out discrepancies noted in recorded or announced information.

B. Hidden Information

34. Throughout the match and pregame procedures, players are responsible for keeping their cards above the level of the playing surface and for making reasonable efforts to prevent hidden information from being revealed.

35. Players may choose to reveal their hands or any other hidden information available to them.

36. Players must not actively attempt to gain information hidden from them but are not required to inform opponents who are accidentally revealing hidden information.

C. Answering Questions

37. Arena: the Contest is a game with little hidden information. Players must answer completely and honestly any specific questions about open information, recent events and status.



37.1. Players may not misrepresent open information, or display them in a way that induces wrong interpretations by their opponents.

37.2. Players may lie about tactical options when it is not the moment to exercise them, and they are not required to answer questions that require calculation or interpretation of open information.

Examples:

- *“Did I start my turn adjacent to your Tank?” The answer must be truthful, because it is a recent open information that may still affect the game state.*
- *“If I move now, will I incite a Reaction Attack?” The answer must be truthful, because it concerns a rule of the game.*
- *“If I move now, will you Reaction Attack?” There is no need to answer, and the answer may end up being a lie, because it concerns a tactical option of the group and it is not the moment to exercise it.*
- *“I am moving. Will you Reaction Attack?” The answer must be truthful and, if positive, it is followed by a roll of the die, because this is the time to React.*
- *“Do you have any available Heroic Actions? Is your Team Token ‘Special Ready?’” The answers must be truthful, as they regard open information about a game status.*

- *“Do you have the card ‘Heroic Inspiration?’ No answer is required, and it may be a lie, as it concerns hidden information.*
- *“Can this attack kill this Hero this turn?” No answer is required, because players are under no obligation to assist their opponents in playing the game, but any answer given should be truthful, as it is based strictly on the interpretation of open information available on the table.*

38. Players must answer all questions asked of them by a judge completely and honestly, even if they regard hidden information, reasonings and tactical plans.

38.1. Players may request to answer such questions in confidence.

D. Declarations

39. All declarations are definite, unless immediately retracted or corrected, and before any information can be gained from the opponent, even in the form of a physical reaction (or lack thereof).

39.1. The opposing group may allow for the declaration to be taken back, even if information was gained;

39.2. If an Arbiter cannot be sure as to whether any information was gained, they should not allow the decision to be changed.

Examples:

- *“I am moving. No, sorry, I will attack first.” = Allowed. Mere declaration immediately withdrawn.*
- *“I am moving.” (Opponent picks up a die to roll a Reaction Attack strike). “No, sorry, I will attack first.” = Not allowed. Information was gained, which means the retraction was not immediate.*
- *“Your turn. No, sorry, I forgot to Sidestep” (moves the piece). “Go.” = Allowed.*
- *“Your turn.” (flips Team Token to “Special Ready” and moves to the next player in the Turn Order). “No, sorry, I forgot to Sidestep.” = Not allowed. Action already taken, beyond mere declaration.*
- *“I... will use... FIREBALL ATTACK!!” (Opponent declares an Interrupt Attack) “...after deciding how to move my character, of course...” (moves the Hero out of range of the Interrupt) = Not allowed. The declaration prompted an opponent response; therefore, making a new declaration of an action that takes place first is a non-immediate correction of the first declaration.*

III. Player Action

40. All actions are definite, unless they are illegal and immediately corrected.

Examples:

- *“I am moving. One, two...” (moves piece). “No, I already used Focus this Round.” (takes piece back). “Your turn.” = Allowed. Action was illegal.*
- *“I am moving. One, two...” (moves piece). “No, sorry, I will attack first, and use Focus.” (takes piece back) = Not allowed. Legal action already taken.*



A. Moving components

41. Heroes should be moved one square at a time, simultaneously announcing the movement point spent (e.g.: “one, two, three...”).

41.1. This may be ignored if the figure is, in a single motion, transferred to a nearby square that is clearly in the combatant’s moving range and does not provoke incidents, like stepping on harmful Terrain or inciting Reaction Attacks.

41.2. Once a Hero has completely entered a square, the player cannot take the hero back without spending another movement point, regardless if the piece was released or is still in the player’s hand.

42. Changes in the HP Track must be announced, alongside their cause (e.g.: “Sedrik, Passive Power, 56, damage, 46, Empowered, 43, moved to lava, 39”).

B. Shortcuts and out-of-order sequences

43. A Shortcut is not wasting time to declare what a player is doing, or skipping parts of the technical play sequence without explicitly announcing them (e.g.: rolling two dice at the same time because the Hero is Blessed, and then moving a token on the HP Track, because one of the dice rolled a 17 and it is not necessary to calculate all modifiers that impact the result).

43.1. If the opponent requests an explanation on what was done, the clock may be reversed while the player taking the turn explains it.

44. Out-of-order sequencing is allowed when mutually agreed, to make some actions easier to control (e.g.: immediately resolving Damage and Effect on the first target hit by an attack in area that will strike other five combatants).

44.1. This cannot be used to gain premature information or modify actions.

44.2. Any player may ask their opponent to do actions in the correct order.

45. The opposing group's opportunity to declare a Interrupt or Reaction Attack may not be skipped, unless such actions are not possible within the rules.

45.1. If a die is rolled before the incited team can declare its Reaction/Interrupt, the incited/attacked group may forfeit its action and enforce the result of the roll; otherwise, the die must be rolled again after the Reaction/Interrupt Attack resolves.

C. Applying Rules, Triggers and Effects/Conditions

46. Both groups must remember all rules, triggers and effects that affect the game, even if they benefit their opponent; intentionally ignoring one is Cheating.

46.1. Players do not need to acknowledge rules and effects that do not impact the game.

47. The player taking the turn is assumed to have forgotten a rule, trigger, or effect once they have passed the point where it would have an observable impact on the game.

47.1. Once it happens, the action must be immediately stopped and corrected.

47.2. If the action is not stopped in a timely fashion (i.e., more than one action was taken after the moment when the trigger should have been observed), the mistake is ignored as if it had not happened, and a Warning is issued to the group that should have observed the rule (usually the group that was taking the turn).

47.2.1. If it is assessed that a group intentionally delayed the interruption of the game to their own benefit, both groups may be penalized.

D. Illegal moves and die rolls. Reconstitution.

48. A group must stop the clock and action and call an Arbiter when an opponent completes an illegal action, or if the result of a roll is under debate.

48.1. Small and accidental mistakes that are immediately verified and retracted by the group in error should not cause the game to stop.

49. If reconstitution is possible, the game is reinstated to the situation before the illegal move, and the group in error is issued a Warning.

49.1. At the discretion of the Arbiter, as few as two repeated Warnings due to illegal moves may cause a Game Loss.

50. Dice should be rolled away from combatant figures and tokens, not to allow components to be improperly moved. Organizers and players should use Dice Arenas or Towers for their rolls.

50.1. If a die moves a figure and it is not possible to determine its original position, the opponent of the group responsible for the roll may place the figure anywhere in the vicinity of where it has fallen.

51. Dice that fall off the table are not considered rolled. The roll must happen again.

51.1. If the same player rolls a die off the table twice in the same turn, the second roll is an automatic 1.

51.2. The same rule applies if the die falls flat from the player's hand on the table, not actually rolling over itself at least once.



Chapter Two: Off-Game Rules

III. Tournament Roles. Arbiters and other personnel

A. Officials

52. A single person may act in any combination of official roles.

A1. Tournament Organizer

53. The Tournament Organizer is the person, company, or group of individuals responsible for hosting a tournament and all tournament logistics, including:

- a) Securing a sanctioning number with Dragori Games;
- b) Providing a venue for the tournament that meets the tournament's expected needs;
- c) Advertising the tournament in advance of the tournament date;
- d) Staffing the tournament with appropriate tournament officials;
- e) Providing all materials necessary to operate the tournament;
- f) Reporting the tournament results to Dragori Games;
- g) Saving match result slips from each tournament for a period of one year (to aid in match appeals).
- h) Replacing a Head Judge in the most exceptional circumstances, to preserve the tournament's integrity.

A2. Head Judge

54. The Head Judge is the final judicial authority at any sanctioned tournament, being responsible for:

- a) Adjudicating disputes;
- b) Interpreting rules;
- c) Ensuring that all necessary steps are taken to deal with game or policy rule violations that they notice or are brought to their attention;
- d) Issuing the final ruling in all appeals, potentially overturning the ruling of a Floor Judge;
- e) Coordinating and delegating tasks to Floor Judges as needed;
- f) Temporarily transferring their duties to any other Arbiter if they are unable to fulfill them for a period of time;
- g) Making other official decisions.

55. The Head Judge has the final (but not exclusive), authority in determining corrective action for scorekeeping errors.

56. Large events may have multiple Head Judges for different portions of the tournament.

56.1. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

A3. Floor Judge

57. Floor Judge is any other arbiter, below the Head Judge in the hierarchy. They are usually available to Players and Spectators to answer questions, deal with illegal plays, or assist with reasonable requests. Responsibilities include:

- a) Answering questions about the rules and interactions between components;
- b) Assisting the Player in understanding the game state in the interest of education in friendly tournaments;
- c) Answering questions away from the table.
 - c1) Requests for questions away from the table and not heard by the opposition will usually be honored, being at the Judge's discretion to refuse to answer, or demand that the opponent must hear the answer.

58. Players may not request specific judges to answer their calls, but may request a tournament official to help translate.

58.1. This request may be honored at the discretion of the original judge.

59. Arbiters do not intervene in a game to prevent illegal actions or to enforce forgotten triggers.

59.1. However, Arbiters must intervene as soon as a rule has been broken, or to prevent a situation from escalating.

A4. Scorekeeper

60. The Scorekeeper is the official responsible for generation of pairings and recording the results of matches and other relevant tournament situations, with responsibilities that include:

- a) Generating correct pairing each Round;
- b) Accurately entering the results of Rounds;
- c) Generating standings for posting before and after the final Swiss Round.
 - c1) Other Rounds may also be posted at the Head Judge's discretion.
- d) Solving all scorekeeping problems that arise in consultation with the Head Judge.

61. Before the first Round begins, the scorekeeper must make sure that enrolled Players who are not registered with Dragori Games create a tournament account at <http://arena.st/account>

61.1. If for any reason the website is unavailable or offline, the scorekeeper must collect the player's First and Last name, country/region, e-mail, and assign them a random 5-digit number followed by the letter 'T' (Temporary).

62. All sanctioned tournament participants must be warned by the Scorekeeper that their information will be collected by Dragori Games, for the purposes of shipping rewards and maintaining the integrity of the ranking.

63. The Scorekeeper must fill out and later upload the tournament sheet found at <http://arena.st/scoresheet> and fill out a form located at <http://arena.st/results> after each tournament ends.

B. Non-officials

B1. Groups. Composition and Identification.

64. For the purposes of this Tournament Rulebook, Group is a team of one or more players, while Team is a team of Heroes. The Reference Rulebook calls both "Team."

65. Tournaments are either single-player, or multiplayer. In multiplayer tournaments, valid groups consist of two, three, or four members, including the group's Leader.

66. Every player in the group must be individually registered with Dragori Games.

67. All groups must provide the Tournament Organizer with full information about its members when registering for the event.

68. Individuals may be members of more than one group, though not during the same tournament.

69. Dragori Games and/or the Organizer reserves the right to disallow any group name, especially those it deems offensive and/or obscene.

B2. Group Leader

70. The group leader is responsible for the actions taken by the group and for the communication with officials.

70.1. The group must inform its leader to the Scorekeeper before the tournament begins.

71. The group leader's responsibilities include:

- a) Representing the group when communicating with tournament officials, such as Arbiters and the Scorekeeper;
- b) Deciding to call judges;
- c) Taking the final group decision when its players disagree (e.g.: which Artifact to select, in which Hero to equip);
- d) Controlling an extra Hero when one of the group's players drops from the tournament;
 - d1) This responsibility may be delegated to another player.
- e) Rolling dice in pregame procedures and tiebreakers;
 - e1) This responsibility may be delegated to another player.

B3. Player

72. A Player is a single individual playing a match. Even if a judge provides them with extra assistance, players are responsible for:

a) Creating an account at <http://arena.st/account>

- a1) Having a single account with Dragori Games;
- a2) Providing accurate information at the act of registration, and creating a non-offensive, non-trademarked nickname;
 - a2.1) Dragori Games reserves the right, at its sole discretion, to refuse a nickname, enforce its change, or even punish Players that do not comply with this rule.
- a3) Informing their account number with Dragori Games to the Organizer at the act of enrollment.

b) Behaving in a respectful manner toward officials, other tournament participants and spectators, and refraining from unsporting conduct at all times;

c) Maintaining a clear and legal game state;

d) Complying with announced start times and time limits;

e) Calling attention to any rules or policy infraction they notice in their matches;

f) Bringing to a judge's attention any discrepancies in their tournament match record;

g) Informing Dragori Games of any discrepancies in their overall match history or rankings as soon as they become aware of it;

h) Refraining from enrolling in tournaments in which they are not allowed by policy to participate;

i) Being familiar with the rules contained within this document;

j) Being physically present for the tournament. Players are not permitted to register for a tournament solely to collect participation rewards or benefits.

73. At the request of the Organizer, in order to participate in a tournament, players and/or groups can be responsible for bringing the following items to the event:

- a) A physical, visible, and reliable method to maintain and record game information (especially pen and paper);
- b) A valid account number provided by Dragori Games at the act of registration at <http://arena.st/account>
 - b1) New players may register when enrolling in the tournament, with the Scorekeeper's assistance.
- c) Any materials specifically required for a particular tournament format;
- d) A Chess Clock or a charged smartphone with a proper Chess Clock app;

d1) If a smartphone is being used to track time, the owner of the device should set it to "Airplane Mode" and refrain from picking it up while the match is ongoing (See 2.6).

B4. Spectator

74. A Spectator is any person not involved with an ongoing match as a player or arbiter.

75. Spectators must remain silent and passive during matches and other official tournament sections in which players are also required to be silent.

76. Spectators are encouraged to alert Judges as soon as they believe to have witnessed a rules or policy violation.

76.1. Unless otherwise prohibited by the event's rules, spectators are permitted to ask the players to pause the match while they alert a judge.

76.1.1. In Competitive tournaments, no other kind of communication or conversation between players and spectators is allowed during a match;

77. Players may request to a Judge that a spectator not observe their matches.

78. Officials may instruct a spectator not to observe a match or matches.

C. Eligibility

C1. Participation as a tournament official

79. Anyone is eligible to participate as an official in sanctioned tournaments, except for:

79.1. Individuals currently suspended by Dragori Games;

79.2. Anyone who is enrolled as a Player at the tournament, unless it is a tournament that explicitly allows tournament officials to play while acting as a tournament official, especially friendlies.

79.2.1. Officials are always required to officiate tournaments fairly and without regard to their own self-interest.

C2. Participation as a Player

80. Anyone is eligible to participate in a sanctioned tournament, except:

80.1. Individuals currently suspended by Dragori Games, in a list located at <http://arena.st/suspended>

80.1.1. Suspended individuals may not act as tournament officials.

80.2. Individuals specifically prohibited from participation by Dragori Games.

80.2.1. Such determination is at Dragori Games' sole discretion.

80.3. Individuals thirteen years of age and younger who do not have their parent/guardians' permission;

80.4. Anyone prohibited by federal, state, or local laws, the rules of the Tournament Organizer, or by a venue's management.

81. Organizers may choose to age restrict any regular events that they organize.

81.1. Such restrictions must be clearly indicated in their marketing for the event on the Store and Event Locator description, as well as any other place they display the event information.

82. Some tournaments may have additional criteria regarding player and tournament official eligibility (e.g.: invitation-only tournaments).



VIII. Authorized components, materials, and tools

A. Game Components

83. Players may use any genuine components published by Dragori Games for Arena: the Contest Core Box and any number of expansions, special sets, Kickstarter Exclusive rewards, supplements, and promotional printings.

A1. Alterations

84. Artistic modifications and other alterations on components are acceptable, except if they:

- a) Make the component unrecognizable or very difficult to interpret;
- b) Contain substantial strategic advice, or offensive content;
- c) Do not pass through an Arbiter's discretion for any other reason;
 - c1) The Head Judge is the final authority on acceptable components.

85. Genuine non-English and/or misprinted cards are allowed, provided they are not being used to create an advantage by using misleading text or pictures.

B. Component Identification and Interpretation

86. A component is considered named in game when a player has provided a description that could only apply to one component. Any player or judge realizing a description is still ambiguous must seek further clarification.

87. Players have the right to request access to the official English wording of any component they can describe, if logistically possible.

87.1. Players may not use errors or omissions in the official components to abuse the rules.

87.2. The Head Judge may overrule any document if an error is discovered.

C. Sleeves

88. Players may use plastic card sleeves or other protective devices on cards, provided they are not highly reflective or otherwise make it difficult to identify them at a reasonable distance.

89. All sleeves on cards that are supposed to remain hidden (e.g.: Heroic Action cards) must be identical.

89.1. If these cards and sleeves are owned by the opposing group, a player may request that a judge substitutes the cards, or the sleeves.

89.1.1. It is at the judge's discretion to do so, if they believe they are marked, worn, or otherwise in a condition or of a design that interferes with the gameplay.

D. Taking Notes

90. Players are allowed to take written notes during a match and may refer to them while that match is in progress.

90.1. Players do not have to explain or reveal notes to other players.

90.1.1. Judges may ask to see a player's notes and/or request that they are explained.

91. At the beginning of a match, each player's note sheet must be empty and must remain visible throughout the match.

91.1. Players may not refer to other notes, including notes from previous matches, during games.

92. Between games, players may refer to a brief set of notes made before the match. These must be removed from the play area before the pre-game procedures begin.

92.1. These notes need not be revealed to opponents.

93. Taking notes in electronic devices is only allowed in friendlies.

94. The game's Reference Rulebook and this document may be consulted at any time, provided they come from a regular, official source, and no strategical notes are written on them.

E. Electronic Devices and Video Coverage

95. The use of electronic devices by players is at the discretion of the Organizer in order to provide a safe environment of integrity and devoid from inappropriate distractions.

95.1. Regardless of the venue's policy, the Head Judge or Organizer may further restrict or forbid the use of electronic devices during matches.

96. As a general rule, electronic devices are permitted, especially on Friendly tournaments, but players cannot use them to access information that contains substantial strategic advice or information about an opponent.

97. Device usage during a match must be visible to all players, except for brief personal calls.

97.1. Players wishing to view information privately on electronic devices during matches must request an Arbiter's permission.

98. If the Organizer, Dragori Games, or the press, uses video for live streaming or replay broadcast of matches, players may decline to appear on camera.

98.1. The players may agree to an automatic exception of this rule after cuts have been made in Competitive tournaments.

98.2. Commentators may talk during a match, as long as they are not heard by the players being covered.

99. Spectators are allowed to record matches, provided that they do so unobtrusively.

100. Arbiters may use video replays when deemed necessary for their investigative purposes.

100.1. Players may not request that a judge consult video replay.



IX. Tournament Structure

101. Tournament is an event in which players or groups play matches of Arena: the Contest against one another in a structured format, designed to rank such players/groups and ultimately determine the champion: the player or group that finishes a tournament in first place.

102. Game is a single Arena: the Contest confrontation that begins with assembling the board and ends when an entire team is dead.

103. Match is a series of Games between two groups, played until one side has won a set number of games.

104. Round is a part of the tournament structure, consisting in a set of matches between groups.

A. Tournament Levels

105. The Level of a tournament determines the expectations of players and judges regarding the rigidity of rules enforcement, technically correct play, and procedures.

105.1. Friendly tournaments focus on fun and social aspects, education and sportmanship, not technically precise play and enforcement of rules.

105.1.1. Players are still expected to know most of the game rules and behave in a socially-acceptable manner.

105.2. Competitive tournaments provide more integrity, in the protection of the interests of all serious players. These tournaments hold players to a higher standard of behavior and technically-correct play than friendlies.

105.2.1. Players are expected to know the game's rules and be familiar with policies and procedures.

B. Participation and Round Minimums

106. In single player tournaments, a minimum of eight players must participate, in eight different groups.

106.1. This event must have at least three Rounds.

107. For multiplayer tournaments, a minimum of four groups must participate, each with at least two players.

107.1. This event must have at least two Rounds.

108. The number of rounds should be announced at or before the beginning of the first rounds.

108.1. The Organizer may change the required number of games to be won for any Round of the tournament, as long as this choice is announced before the tournament begins.

108.2. It can be announced that the event will have one fewer round if at the end of the penultimate round a single group is undefeated.

B1. Dropping from a Tournament

109. Players may drop from a tournament at any time.

109.1. If a player drops from a tournament before the first Round of play has started, they are considered to have not participated and will not be listed in the finish order nor receive participation rewards of any kind.

110. Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next Round are generated.

110.1. If a player does not show up for a Round, they will be automatically dropped from the event, unless they report to the Scorekeeper before the next Round's pairings are generated.

111. In multiplayer tournaments (with groups formed by more than one player), if all but one player drop from the tournament, the entire group is considered dropped.

112. Players who have dropped may reenter only before any cuts have been made, at the discretion of the Head Judge.

113. If a group drops from a tournament after a cut has been made (e.g.: playoffs), no other player is advanced as a replacement. Instead, the highest ranked remaining group receives a meritory bye for the round.

114. Players that repeatedly and/or intentionally drop from tournaments without informing the Scorekeepers may be the subject of penalties up to and including suspension.

115. Dropping in exchange for or influenced by the offer of any reward or incentive is considered Bribery.

C. Tournament Formats

116. Unless otherwise announced, tournaments are assumed to follow the Swiss pairing algorithm.

116.1. The Organizer may proceed to eliminatory playoffs between an even number of top groups after the Swiss rounds end.

117. The playoffs (if any) must be organized in such a way that the highest ranked group faces the lowest rank, the second-highest faces the second-lowest, and so on.

117.1. The brackets must be organized in such a way that, if the higher seeds always beat the lower seeds, the group in 1st place will always face the lowest ranked group remaining in the tournament, in subsequent Rounds of the playoffs (e.g.: if the highest seeds always beats the lower seeds faced, the 1st seed will face the 2nd seed only in the finals).

C1. Round Robin

118. Round Robin is a tournament format where all groups face each other, being therefore recommended in events with a low number (and especially uneven number) of participants.

C2. Swiss System

119. Swiss System is a tournament format suited for events with a high number of participants. Provided there are no draws, it produces a single undefeated group after all rounds are played.

120. To calculate the minimum number of Rounds in a Swiss tournament, raise two to the power of the number of rounds. The result should be equal, or higher, than the number of participants.

Example: If there are eight groups in a tournament, the ideal number of Swiss Rounds is three, as $2^3 = 8$.

C2.1. Swiss Pairings

121. For a timely and organized tournament, it is recommended that scorekeepers download and get acquainted with a computerized Swiss program; many legal tools are available online.

122. The highest priority in Swiss pairings is avoiding groups to meet twice.

122.1. This is void if the groups didn't actually play (e.g.: one of them didn't show).

123. The second highest priority is pairing players with equal scores whenever possible.

124. If the number of participants is uneven, a full-point bye is granted to the group occupying the last position in the ranks, after tiebreakers.

124.1. A single group may not receive more than one bye in the same tournament.

124.2. A group that won an unplayed match (e.g.: opponent failed to appear) must also not receive byes.

124.3. Organizers are encouraged to provide games for groups that do not want byes, including pairing them with spectators.

E. Winning, drawing, losing, byes, conceding.

E1. Time expiration

125. Time control rules (See II) are designed to prevent matches from extending beyond the time allocated for a Round.

125.1. If exceptional circumstances pause a particular Game for a substantial period of time, it is in the Head Judge's discretion to subtract time from both teams' clocks in subsequent Games, not to delay the end of the tournament.

125.1.1. If, even so, the Round ends before a group has won the required number of games, the winner of the Match is the group who has won the most games at that point.

125.1.1.1. If both groups have equal game wins, the match is a draw.



E2. Conceding

126. If a match game is not completed, groups may concede.

127. A match is considered complete once the result slip is filled out or, if match slips are not being used, an entire group leaves the table after game play is finished.

127.1. Until this point, either group may concede.

128. Groups may not agree to a concession or draw in exchange for any reward or incentive. Doing so will be considered Bribery.

129. If a group refuses to play, it is assumed that they have conceded the game.

E.3. Drawing, forced loss

130. There are three ways to draw a match:

130.1. Both groups fail to appear at a table when their match is supposed to begin;

130.1.1. This tie is recorded as "0-0."

130.2. Both groups agree to a draw before the first game of the match ends;

130.2.1. This tie is recorded as "0-0."

130.3. If, due to time restraints, the Head Judge must determine the beginning of the next Round during an ongoing match from a previous Round, where both groups have equal number of wins;

130.3.1. This tie is recorded as "X-X-1," where 'X' is the number of games each group has won.

131. An Arbiter may determine that both groups are passing turns back-and-forth without taking reasonable action to win the game.

131.1. The Arbiter must declare this situation to the groups and observe if reasonable action is taken in the next few turns to deal damage to enemy Heroes;

131.1.1. If no action is taken, the Arbiter declares the game over, declaring as winner the group with the fewest number of Hit Points in its Team. This is because the team with the highest number of Hit Points has the obligation to seek the end of the match, instead of passively waiting the weaker enemy to come to them.

131.1.1.1. If both Teams have equal number of total HP, the winner is the group with most time in the clock;

131.1.1.1.1. If the Arbiter cannot determine which group has more time in the clock, a die roll decides the winner.

132. Groups cannot agree on drawing a game, only the entire match, and only before the first game ends.

132.1. Draws are not allowed in eliminatory Rounds (play-offs) or in the match that will decide the Champion.

E4. Tiebreakers

133. Tiebreaking rules are applied in situations in which it is necessary to determine which of two or more groups had a better performance in the tournament, despite being tied in match points. This happens especially:

133.1. When determining cut-offs (e.g.: only eight teams move on to the playoff phase in the second day of the tournament);

133.2. If the tournament structure does not allow the ties to be broken (e.g.: there are no planned matches to determine 7th-8th place);

133.3. If extraordinary matches between the tied groups is not possible (e.g.: there are three teams tied in first place in a Round Robin and it is late hours); or

133.4. If a draw is supposed to happen in classificatory Rounds (e.g.: both groups fail to appear in the match to determine the Champion).

134. In order, apply the following tiebreaking criteria:

134.1. Direct confrontation: if the tied groups faced each other in the tournament phase that determined the rankings (e.g.: Round Robin format), the group that won such match is ranked higher.

134.2. Absence of draws: if two groups are tied, the one with fewer matches drawn ranks higher.

134.3. Match-win percentage: this is the group's accumulated match points divided by the maximum possible number of points for the Rounds played.

134.3.1. Each match won is worth 3 points, each match drawn is worth 1 point, and each match lost is worth 0 points.

134.3.1.1. The maximum win-percentage is 1 (the group won every match played).

134.4. Opponents' match-win percentage: this is calculated by adding up every faced opponent's match-win percentage and dividing by the number of opponents faced.

134.4.1. If an opponent's match-win percentage is lower than 0.33, consider it 0.33 instead.



134.4.2. If an opponent withdrew from the tournament, Rounds not played are not part of the calculation.

134.5. Game-win percentage: this is the group's accumulated game points divided by the maximum number of possible points.

134.5.1. Each game won is worth 3 points, each game drawn is worth 1 point, and each game lost is worth 0 points.

134.6. Opponents' game-win percentage: this is calculated by adding up every faced opponent's game-win percentage and dividing by the number of opponents faced.

134.6.1. If an opponent's game-win percentage is lower than 0.33, consider it 0.33 instead.

134.6.2. If an opponent withdrew from the tournament, Rounds not played are not part of the calculation.

E5. Byes

135. When groups are assigned a random bye (e.g.: the number of groups in the tournament's first Round is uneven), they are considered to have won their match after playing every single game required (e.g.: in a Best-of-3, the group's game score is considered to be 2-1).

136. When groups are assigned meritory byes (e.g.: skipping Wild Card rounds for good performance on previous phases of the tournament), they are considered to have won each game required to win their match, and lost none.

137. A group's byes are ignored when computing their opponents' match-win and opponents' game-win percentages.

F. Publishing Tournament Information

138. Dragori Games reserves the right to publish information about sanctioned tournaments at any time, including during the tournament.

138.1. Tournament information includes, but is not limited to, teambuilds, descriptions of strategies or play, transcripts, and video reproductions.

138.2. Organizers are also allowed to publish this information once their tournament is complete.

139. Dragori Games reserves the right to publish penalty and suspension information.



X. Officiating

A. The conduct of officials. Solving rules disputes.

140. Officials promote fair play and sporting conduct by example and diplomacy, dealing with errors that have occurred, penalizing those who violate rules or policy, and treating all players equally.

140.1. Knowledge of a player's history does not influence the recognition of an infraction or the application of penalties, though it may affect the manner of an investigation.

140.2. Officials shall seek to educate players, explaining where the rules or policies were violated and providing justification to the penalty being applied.

141. Officials shouldn't intervene in a game, unless:

- a) They believe a rules violation has occurred;
- b) They wish to prevent a situation from escalating;
- c) A player with a concern or question requests assistance.

142. If an official chooses to deviate from these rules, they are expected to explain the standard rule and the reason for deviation.

143. At the beginning of every call, the Arbiter must notice the clock situation and how much time the call takes.

144. At the end of every call, the Arbiter in charge must determine the match's clock situation:

144.1. If both groups are at fault for the stopped clock (e.g.: both groups misunderstood a rule), or if no one involved in the match is to blame (e.g.: a Spectator caused an inappropriate interruption), the Arbiter must determine an equally reduced time for both teams in the next game of the match.

144.2. If only one of the groups is to blame (e.g.: blatant inadequate call and appeal), the Arbiter must penalize only this group, which can choose if the penalty will be applied in the ongoing game, or the next one (if any, in the ongoing match).

145. Penalizing a team's clock is an exceptional situation and, save for long stops, bad faith, or the Arbiter's discretion, should be avoided.

145.1. The tournament's organization should take into account possible calls and sufficient breaks between Rounds to allow matches to go smoothly without over-penalizing groups while avoiding delaying the end of the tournament.

146. If a group disagrees with a Floor Judge's ruling, they may appeal to the Head Judge.

146.1. Groups must wait for the Floor Judge's full ruling before requesting for an appeal.

146.2. In larger tournaments, the Head Judge may designate additional Appeal Judges also empowered to hear appeals. These must be adequately identified to the players.

B. Tournament Violations

147. None of the following violations will be tolerated at any time, and punishment must be severe, at the discretion of the Head Judge, regardless of tournament level.

148. Officials are expected to investigate potential matters brought to their attention as soon as possible and take actions to discourage repeat behavior.

B1. Bribery

149. Bribery is offering (or enticing someone into making an offer) any reward or incentive, in exchange for (or to influence) a tournament decision, such as an Arbiter's ruling or a Player's decision to drop, concede, or agree to an intentional draw.

150. Players may agree to share prizes not yet earned in an ongoing tournament if it does not occur in exchange for any game result or the dropping of a group from the tournament.

151. With the permission of the Organizer, all players remaining in the final stages of a tournament may agree to evenly split the prizes, ending the tournament at that point, or continuing to play.

B2. Wagering

152. Participants, officials, and spectators may not wager, ante, or bet on any portion of a tournament, match, or game.

B3. Unsporting Conduct

153. Unsporting conduct is any inappropriate behavior that deviates from the socially acceptable standards of respect toward others, including, but not limited to:

- a) Using profanity;
- b) Engaging in behavior that could reasonably be expected to create a feeling of being harassed, bullied, or stalked;
- c) Arguing with, acting belligerently toward, insulting, violating the personal privacy or safety of anyone in the venue;
- d) Using social media to bully, shame, or intimidate other participants;
- e) Failing to follow the instructions of a tournament official;
- f) Repeatedly committing minor offenses that, individually considered, would not be cause for punishment.

B4. Slow/Disruptive Play

154. Arena's clock rules punish slow players, but a group may still upset the harmonious fluency of a tournament by frequently stopping the clock, posing questions, calling judges, or stalling when the clock is stopped or ticking down for the opposition.

155. Players may ask a judge to watch their game for disruptive play, or, preferably, an Arbiter may be mindful about a group and take a close look at its players' behavior, before issuing punishment.

B5. Outside Assistance

156. During matches and pre-game procedures, players may not seek advice from spectators, and spectators may not give advice to players.

C. Penalties

157. The same type of conduct may be reprehensive in varying degrees. These rules provide a guideline to penalizing infractions, but

the ultimate decision shall be taken by tournament officials, based on concrete cases, according to the following factors:

- a) Severity of the infraction;
- b) Assessed intention to offend the rules;
- c) The potential for abuse (or risk of being exposed);
- d) Repeated offenses by the group within the tournament;
- e) The amount of disruption it causes, in discovering, investigating, and resolving the issue, regarding time and people affected.

158. Factors that reduce the degree of reprehension of conduct, and thus the need to severely penalize it, are, among others:

- a) Immediately and voluntarily calling an Arbiter after committing an offense;
- b) Committing an offense due to erroneous information provided by a judge.

159. Any penalty higher than a Caution must be included in the tournament report.

160. Any penalty of Game Loss or higher should be reported to the Head judge;

161. Separate infractions committed or discovered at the same time are treated as separate penalties.

- 161.1. If the root cause is the same, only the more severe penalty is to be applied.
- 161.2. If the first penalty is Match Loss and the second penalty is Game Loss, the second penalty is issued in the following match.

C1. Types of punishment (from lightest to heaviest), and their usual infractions

162. Caution (verbal admonition to a player):

- a) For minor occurrences, especially when they are not repeated offenses.
- b) When a quick word can correct the behavior or situation;
- c) When the potential for advantage is low, especially in friendlies.

163. Warning (officially tracked penalty reported in tournament records):

- a) Mistakes and negligence that could be unintentional and take a small amount of time to implement the corrective procedure.
- b) Infractions that were detected before they caused harm.
- c) Mixing up Heroic Action Cards after the game begun, making it impossible to determine whether they were the ones selected in pregame procedures.

c1) In this case, the punished team also loses all Heroic Action Cards for that game.

164. Game Loss:

- a) Offenses that take a significant amount of time to correct, that may slow the entire tournament or cause significant disruption;



record. A fourth match is played to decide the winner that will advance with a 2-2 record.

164.2. If the opponent of a group punished with a Game Loss is punished with a Match Loss or Disqualification, the Game Loss is enforced on the next match.

164.3. Game Loss should be applied to the game in which the offense occurred.

164.3.1. If the players have begun a new game or the tournament is between Rounds/Games, the loss should be applied to the next game.

164.3.1.1. If the penalty is applied between Rounds and the group drops from the tournament, the loss is recorded even though the group is not paired for the next Round.

b) Impossibility to continue the game due to physical disruption (e.g.: one of the players kicks the table and most components are significantly moved);

c) High probability for a group to gain advantage;

d) Minor unsporting conduct;

e) Slow/Disruptive Play;

f) Drawing more Scroll Cards than the rules allow;

g) Failure to follow official announcements (e.g.: smoking where the venue's signage indicates it is forbidden)

h) Tardiness (failing to comply with announced time limits)

h1) This includes sitting at the wrong table and playing the wrong opponent, and failing other tournament directions, such as registering in a timely manner.

164.1. If the opponent of a group punished with a Game Loss is also punished with a Game Loss, it is considered that each group has simultaneously lost a game in the match, but no win is recorded.

164.1.1. This may extend the minimum number of games in a "Best-of-X," if neither group has won a majority.

Examples:

- *Group A won the first game in a Best-of-3. If, in the second game, groups A and B each suffer a Game Loss, Group A wins the match with a 1-1 record, and Group B loses the match with a 0-2 record.*
- *Group A won the first game and Group B won the second game in a Best-of-3. If both groups suffer a Game Loss penalty in the third game, Group A has a 1-2 record and Group B has a 1-2*

165. Match Loss:

a) When the match cannot be completed due to timing restrictions;

b) When the match has been compromised;

c) Outside assistance;

d) Major unsporting conduct;

166. Disqualification

a) Damaging the integrity of a tournament as a whole;

b) Severe unsporting conduct;

c) Improperly determining game/match winner (e.g.: coin flip, arm wrestle);

d) Bribery and wagering;

e) Aggressive behavior;

f) Unauthorized appropriation of tournament material;

g) Major disruptive play;

h) Cheating.

166.1. Disqualification and Caution are the only punishments that can be applied to spectators.

166.1.1. If it is possible to identify the bystander(s), they must be entered into the tournament report.

166.2. Disqualified groups are dropped from the tournament and all other groups advance one spot in the standings, being entitled to any prizes the new standing would offer, but all groups remain cut from the tournament if a cut-off has already taken place.

166.3. If a group is disqualified during a match, they lose the ongoing game and any other number of games required to lose the match.

166.4. If a player has already received prizes, those are kept, but due prizes at the time of disqualification are not awarded.

ANNEX A - TOKENS

Fold in the black dotted line and glue both halves together.
Then, cut each token following the white dotted line on the left side.

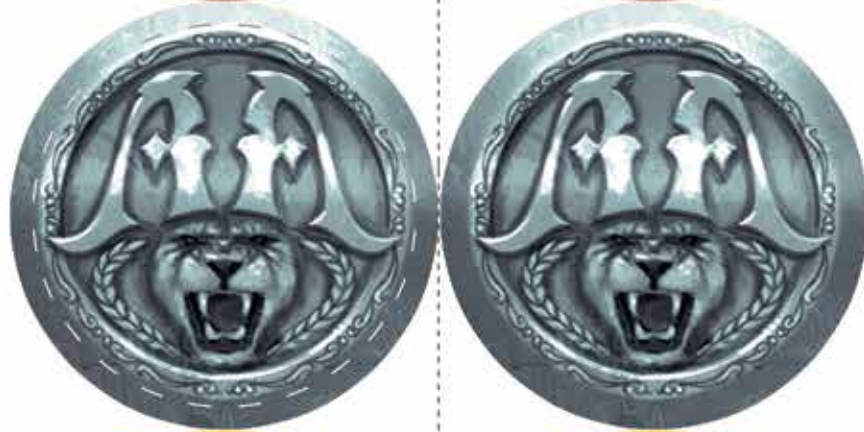


Fold in the black dotted line and glue both halves together.
Then, cut each token following the white dotted line on the left side.

Cooper medal



Silver Medal



Gold Medal



Mithril Medal
(Most Valuable Hero)



ANNEX B - SCOREKEEPING TABLES AND SPREADSHEETS.

Round Robin



	1	2	3	4	5	6	7	8
A: _____								
B: _____								
C: _____								
D: _____								
E: _____								
F: _____								
G: _____								
H: _____								

In each square, write the winner team letter and the HP sum.

Classification

1° _____

2° _____

3° _____

Round Robin - 4



Teams

A: _____

	SCORE	HP SUM
Match 1		
Match 2		
Match 3		
TOTAL		

B: _____

	SCORE	HP SUM
Match 1		
Match 2		
Match 3		
TOTAL		

C: _____

	SCORE	HP SUM
Match 1		
Match 2		
Match 3		
TOTAL		

D: _____

	SCORE	HP SUM
Match 1		
Match 2		
Match 3		
TOTAL		

Matches

Match 1

	SCORE	HP SUM
A		
B		

	SCORE	HP SUM
C		
D		

Match 2

	SCORE	HP SUM
A		
C		

	SCORE	HP SUM
B		
D		

Match 3

	SCORE	HP SUM
A		
D		

	SCORE	HP SUM
B		
C		

Classification

1° _____

2° _____

3° _____

Swiss 6



Teams

A: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

B: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

C: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

D: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

E: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

F: _____

	SCORE	HP SUM
Phase 1		
Phase 2		
Phase 3		
TOTAL		

Phases

Phase 1

TEAM	SCORE	HP SUM
A		
B		

TEAM	SCORE	HP SUM
C		
D		

TEAM	SCORE	HP SUM
E		
F		

Phase 2

TEAM	SCORE	HP SUM
↑		
↑		

TEAM	SCORE	HP SUM
↑		
↓		

TEAM	SCORE	HP SUM
↓		
↓		

Phase 3

TEAM	SCORE	HP SUM
↑		
↑		

TEAM	SCORE	HP SUM
↑		
↓		

TEAM	SCORE	HP SUM
↓		
↓		

Finals

	TEAM	SCORE	HP SUM	FIRST ATTACK
1º				
2º				

	TEAM	SCORE	HP SUM	FIRST ATTACK
3º				
4º				

Classification

1º _____

2º _____

3º _____

↑ Match Winner

↓ Match Loser

Swiss 8



Teams

A:				B:				C:				D:			
	SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM	
Phase 1			Phase 1			Phase 1			Phase 1			Phase 1			
Phase 2			Phase 2			Phase 2			Phase 2			Phase 2			
Phase 3			Phase 3			Phase 3			Phase 3			Phase 3			
TOTAL			TOTAL			TOTAL			TOTAL			TOTAL			

E:				F:				G:				H:			
	SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM		SCORE	HP SUM	
Phase 1			Phase 1			Phase 1			Phase 1			Phase 1			
Phase 2			Phase 2			Phase 2			Phase 2			Phase 2			
Phase 3			Phase 3			Phase 3			Phase 3			Phase 3			
TOTAL			TOTAL			TOTAL			TOTAL			TOTAL			

Phases

Phase 1														
TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM
◆	A				◇	C				◆	E			
	B					D					F			

Phase 2														
TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM
●	◆↑				○	◇↑				●	◇↓			
	◇↑					◆↑					◆↓			

Phase 3														
TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM	TEAM			SCORE	HP SUM
I	●↑				II	●↑				III	●↓			
	○↑					●↑					○↓			

Finals

	TEAM	SCORE	HP SUM	FIRST ATTACK		TEAM	SCORE	HP SUM	FIRST ATTACK
1°				○	3°				○
2°				○	4°				○

Classification

1° _____ 2° _____ 3° _____

↑ Match Winner

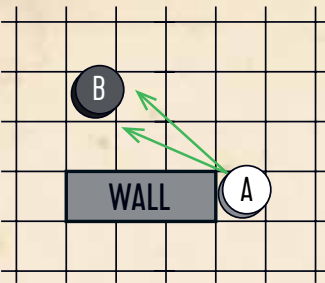
↓ Match Loser

ANNEX C - Optional Extra Rules

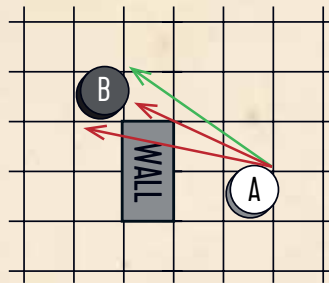
Cover

Cover is the partial concealment of a combatant. This positional situation reduces Vision of a target by an attacker, increasing its chances to Miss strikes.

- Enemies, Barriers, and Obstacles cover an attacker's targets; allies and Terrains do not.
- If the target is covered, it is considered **Protected** against all Ranged Attack rolls.
- To check if a target is covered, trace imaginary straight lines from the corners of its square.
 - If at least one corner is blocked in such a way that no corner of the square occupied by the attacker can reach it, the target is covered.



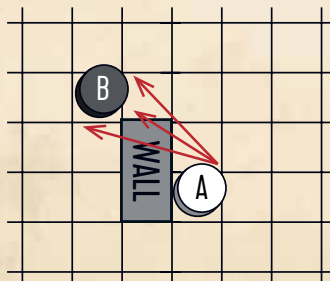
NO COVER



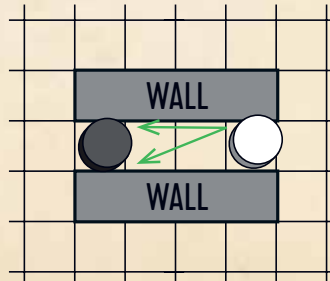
COVER

Tip: You may determine Vision and Cover at the same time, using the following method:

- If any corner of the square you occupy CAN reach ANY corner of the square your target occupies, you have Vision;
- If at least one of your target's corners CANNOT be reached by any of your corners, it is under Cover.



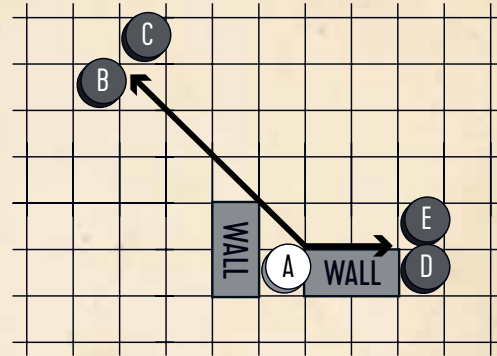
NO VISION



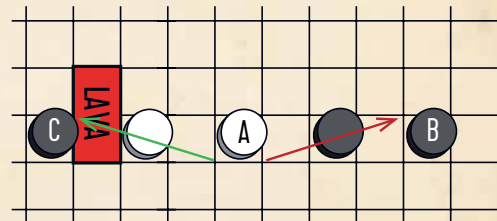
NO COVER

In other words, when ALL FOUR corners of your target's square are under cover, you DO NOT have Vision of the target.

- If a line crosses the vertex or edge of a square occupied by a Barrier, it is considered under Cover when the squares linked are at opposite sides of the line traced.

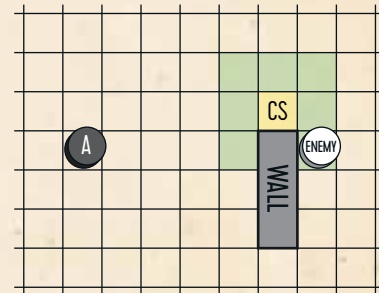


A cannot attack B or D because the line is considered blocked when passing an edge of a barrier if the target is at the same side of the line. C and E are at the opposite side, so the line is not considered blocked (they don't have Cover).



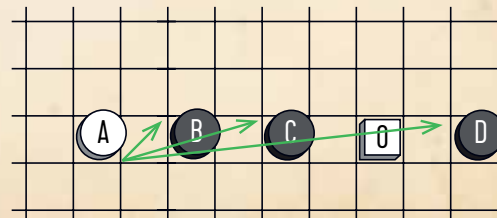
As enemies and obstacles grant cover, but not allies or terrains, A will attack C with no Cover, but B has Cover because of the enemy.

- In attacks in area, the presence or absence of Cover extends from the Central Square to all the targets in the area (you only need to check for Vision and Cover once).



Despite not having Vision of its enemy, the attacker has Vision over the central square. The enemy gets attacked as if it were on the central square.

- Attacks to "all enemies in a straight line" ignore obstacles and enemies for the purpose of Cover.



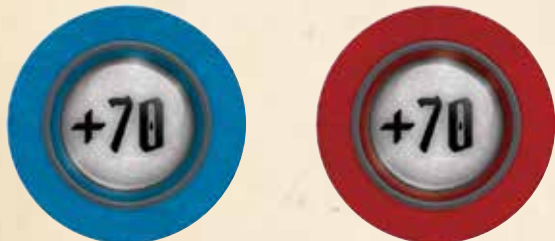
A is making an attack in a straight line. B, C and D don't have cover because Enemies and Obstacle (O) don't grant cover for straight line attacks.

Luck Token

Disclaimer: Arena: the Contest is a game about manipulation of odds. When positioning, applying effects, choosing one attack over the other, using some Artifacts and Scrolls, among other decisions, the players are expected to calculate how optimal their turns will be, taking into account a variety of factors, and one of the main factors is the probability of a successful strike.

In this context, Luck Tokens mitigate the impact of die rolls in the game, while adding a new element with its set of strategical nuances. Before implementing this rule, players should be advised that the game was not designed to be played with Luck Tokens, and this can make some Heroes more (or less) powerful.

- If playing PvP, use the “+70” tokens to represent a Luck Token. You may also print the Luck Tokens in ANNEX A.



- Gain the following number of Luck Tokens after an entire attack resolves and all its targets have been missed:

Primary Attack: 1 (one) Luck Token.

Special Attack: 2 (two) Luck Tokens.



- The maximum number of Luck Tokens a Team may carry at any given time is 3 (three).
- At the strike phase, after rolling a die, you may spend 1 (one) Luck Token to:
 - Immediately roll it again in a Basic, Reaction, or Primary Attack; or
 - Deal +4 damage in any Hit;
- You may spend only 1 Luck Token per attack.
- You may not gain a Luck Token in an attack where a Luck Token was spent (i.e., you spend a Luck Token to roll again, and you miss again).
- **At the beginning of your turn, you may spend 3 (three) Luck Tokens to regain a resolved Special Attack you missed, or a Heroic Action you already spent.**





