

# RHANDUM LEAGUE TOURNAMENT



Here you may acknowledge all the information you need about this tournament! 😊

This event is available to all players who have reached the leagues, and has its own special rules! 👁️

> **The event lasts 2 days**

## RULES

### ▶ Rule 1

**All participants compete under the exact same conditions:** the level of units, heroes and equipment items for each grade of rarity is the same and doesn't depend on your game progress. Even when you don't have a certain hero or unit, it will be available in the Tournament – with the same level as for your opponent.

- ♦ **Units:** Common of level 15, Rare of level 15, Epic of level 13, Legendary of level 11
- ♦ **Heroes:** Common of level 20, Rare of level 15, Epic of level 10, Legendary of level 5
- ♦ **Equipment items:** Epic of level 1, and you can choose the factions of the item! No enchantments

- ♦ The critical damage of both players is **2000**

## Rule 2

**You have to create 5 decks.** When your opponent is determined, they are able to block 2 of your decks at their discretion. You can do the same regarding them. From the remaining decks, you will need to pick what you will go into battle with. Decks can be adjusted or changed however you want after each battle!

## Rule 3

To keep the decks from being completely equal, **some of the units will be declared "key"**, so they can only be used in one of the five decks created. It's not possible to use the Shaman in two decks at the same time.

To make the game more exciting, and to let the players search for new strategies, **each launch of the Rhandum League is accompanied by a ban on several units.** Don't forget to rebuild your decks!

## Rule 4

When you kill bosses, merge units or perform other actions in battle, you will earn **combo points** that can be spent on **modifiers at the start of each wave.**

*Almost every modifier works only during the current wave, and the choice is the same for both players.*

You can make your field stronger – or the opponent's field weaker – by using modifiers, or you may buy spells from the Merchant Duck. If you don't fear the risk, it's possible to destroy two of your hearts in exchange for increased mana until the end of the battle!

**Combo points are accumulated and spent separately in each battle, you can't retain them for the next match.**

Use tactics and wait for the suitable moment to win! 😊

## Rule 5

**Participation in the tournament will last until 6 defeats.** Each day you will be given 3 lives - 6 in total. You can either spend your attempts in a systematic manner each day or wait until the last day and use all 6 at once.

You lose attempts each time you were defeated. The number of wins is unlimited!

## ▶ Rule 6

You get rewards for winning 🎁

- The top 100 players (by the number of victories) will receive memorable badges in their profile. They will be visible to any player! ⭐
- If there are several players with the same number of victories, the higher place will be awarded to the one who gets that amount of victories first
- You can buy a Bonus Chest immediately after reaching 8 victories, without waiting for the battle stage to end

## MODIFIERS

- After killing the last boss of each wave and at the start of the first wave, there are **3 random modifiers to choose from**
- You have **20 seconds** to choose a modifier
- All modifiers are divided into **four rarities**: ♦ common, ♦ rare, ♦ epic and ♦ legendary
- The selected modifier is active until the last boss of the wave is killed

- ♦ Blue modifiers bring bonuses to the player himself
- ▼ Red modifiers affect the opponent

Gift of the Heavens



Once every N sec, a tile appears in a random place. Merging inside the tile gives N mana

Surprise



When merging units, there is a  $N\%$  chance of a unit  $N$  rank higher appearing

### Chaos



Every  $N$  sec, two units swap places, a random unit transforms into another, and another unit increases its merge rank by  $N$

### Inspiration



Hero's ability instantly recharges. The subsequent recharge rate is increased by  $N\%$

### Friends



Once every N sec, a random central unit gets N merge rank

Icewalk



Once every N sec, clears the enemy path and covers it with ice for N sec, speeding up the monsters by N %

Curse



A curse hits N tiles on the opponent's side. Interacting with a cursed tile results in the curse spreading to another random tile. When the boss appears, the tile will be destroyed along with the unit on it

Gang



Summons a Bannerlord or Vortex to the opponent's side. Activates again after N seconds

## Shaman



Every N seconds, a Slug Shaman flies in and lowers the rank of one unit. Chance of double reduction: N %

## Where Their's Mana?



The opponent gets N % less mana in this round

## Bad Luck



Creates a chance of N % that the opponent's attempt to merge two units will

fail, and the rank of the resulting unit will not be increased

## Blizzard



Every N seconds, a blizzard blows through the opponent's side of the battlefield, freezing N units for N sec

## Cursed Ones



Merging any units has a chance of N % to fire a witch shot at the opponent. Witch healing amounts to N % of the unit's damage

## Meteorite Storm



Sends Warlock meteors at a random enemy unit, ignoring shields

## Reinforcements



After N sec a portal opens near the opponent, releasing N ordinary monsters and ordinary mini bosses

## Deterioration



Once every N sec, lightning lowers the merge rank of the unit with the highest merge rank. Ignores Shields

## Infinite Supply



When a unit is absorbed, there is a N % chance that a random unit with merge rank N will appear



## Expendables



Every  $N$  sec,  $N$  units with merge rank one appears on the battlefield, and  $N$  sec after that the  $N$  units with the lowest rank lose their rank and give  $N$  mana each

## Hand of Midas



$N$  enemy units transform into statues until the end of the wave, and performing any actions with units next to them turns those into statues too

## Lion Heart



Using hero abilities sends  $N$  Blazing Burns toward the enemy

## Petrification



N enemy units turn to stone. N merges of neighbors removes this effect. Ignores cleanses and shields

## Dark Pact



Mana gained increased by N % until the end of the battle, but you lose N hearts

# SPELLS

You have **3 standard spells**. All spells are the same as in Clan Tournament.

*However, the Overturn spell is not available in the Rhandum League Tournament*

- Spells in the tournament do not spend or add to the spells you have on your account
- Slots are empty at the start of the match
- Spells are sold by the Merchant Duck during battle. It appears every wave starting from the second wave at 30 seconds
- Spells are chosen randomly from the list of available spells and are the same for both players
- The chance of each spell appearing at the merchant is the same
- The price of all spells is the same - 5 combo points

# REWARDS

You get rewards for winning, some of which are available immediately and some can be picked up only at the end of the tournament (after 6 losses or the end of the tournament time)

Among the progress rewards in the tournament you can find:

## Free line

- 1 - 2 500 gold
- 2 - 30 Experiment Coins
- 3 - Star Coin
- 4 - 60 Experiment Coins
- 5 - 100 Magic Dust
- 6 - Star Coin
- 7 - 90 Experiment Coins
- 8 - Rhandum League Chest (30 000 gold + avatar)

## Premium line (500 gems)

- 1 - 1 random legendary card
- 2 - 30 Experiment Coins
- 3 - Star Coin
- 4 - 60 Experiment Coins
- 5 - 100 Magic Dust
- 6 - Star Coin
- 7 - 90 Experiment Coins
- 8 - Trophy Chest V (legendary card)

**Repeated chest:** chance of getting 1 Star Coin + gold + 10 Experiment Coins

*After completing the tournament, you can buy a Bonus Chest for crystals and receive all the Premium line rewards you collected (**price is 500 crystals**)*

**In addition, you can get rewards from the personal leaderboard for achieving one or another place in the tournament:**



**1st place** - 100 000 gold + badge + emoji



**2nd place** - 100 000 gold + badge + emoji



**3rd place** - 100 000 gold + badge + emoji



**4-10 places** - 100 000 gold and badge

**11-20 places** - 80 000 gold and badge



**21-50 places** - 65 000 gold and badge

**51-100 places** - 50 000 gold and badge

- If a higher-level badge is received, it will replace the current badge
- The received badges remain forever

**In addition to personal rankings, the Rhandum League allows entire clans to compete for unique rewards. Content creators also have the opportunity to compete with each other in a separate leaderboard!**

## **DECKS AND UNITS**

- the level of all units, heroes and items for each rarity level is the same
- to keep the decks from being completely equal, some of the units are declared "key", so they can only be used in one of the five decks created
- talents are saved for each individual deck in this game mode (the same unit can have different talents in different decks in the tournament)
- changing the talents of units in other game modes does not affect the talents of units in tournament decks
- all units with talents have a maximum ascension for their level: common units have full ascension, rare units have full ascension, epic units have up to 3 ascension, legendary units have up to 2 ascension
- all left side talents are selected by default and before the first change

- tournament decks are saved for the next tournament launches

## KEY UNITS

- Shaman
- Witch
- Clock of Power
- Bruiser
- Blade Dancer
- Boreas
- Corsair
- Cultist
- Demon Hunter
- Inquisitor
- Meteor
- Minotaur
- Monk
- Robot
- Tesla
- Spirit Master
- Ivy
- Gargoyle
- Crystalmancer
- Banshee
- Sea Dog
- Alchemist
- Archer
- Fire Mage
- Hunter
- Lightning Mage
- Poisoner
- Rogue
- Thrower
- Sentry
- Sharpshooter
- Zealot
- Catapult
- Cold Elemental
- Engineer
- Executioner
- Plague Doctor
- Pyrotechnic
- Reaper
- Thunderer
- Wind Archer

## RECOMMENDED DECKS

***It's not the units that win the battle - it's their kings that win the battle, and in particular, the player with the chosen battle tactics!***

We realize that it's hard to get used to the new mode at first, so we decided to offer you a few starter decks.

 *Key units are marked with this symbol*



**Tesla – deck for merging, place Tesla as you like, increase their merge rank by Dryads, get 10 eyes from Swords**

- Tesla (Electro Chain / Supercharge)
- Magic Sword (Awakening/Double Power)
- Trapper
- Dryad (Fairy of Rage /Gift of Nature)
- Harlequin



**Robot with Shaman - deck for merging, merge everything by gaining stacks on Robot and bombarding the opponent with Shamans**

- Robot (Stun Rockets /Pure Energy)
- Shaman
- Summoner (Enhanced Summoning /Blessing of Spirits)
- Mime
- Harlequin



**Demon Hunter - deck for merging, put Hunters next to Witches, increase their merge rank by Dryads, stack 10 Sword Eyes, stack on Witches**

- Demon Hunter (Absorption of Evil /Dark Pact)
- Magic Sword (Awakening/Double Power)
- Witch (Gift of the Raven, Unstable Magic)

- Dryad (Fairy of Rage /Gift of Nature)
- Harlequin



**Cultist with Shaman - static deck, place the Cultists in a cross, around the central Portal Keeper, increase their merge rank by Dryads and bombard the opponent with Shamans and summoned monsters**

- Cultist (Harbinger of the Abyss/Great Ritual)
- Shaman
- Summoner (Enhanced Summoning/Blessing of the Spirits)
- Dryad (Fairy of Rage /Gift of Nature)
- Portal Keeper



**Bruiser - deck for merging, place Bruisers as you like, increase their merge rank by Dryads, stack 10 Eyes of the Sword**

- Bruiser (Awakening Rage /On My Treat!)
- Magic Sword (Awakening/Double Power)
- Dryad (Fairy of Rage /Gift of Nature)
- Harlequin
- Trapper



**Monk - static deck, place Monks in at least one full line and column with Portal Keeper, increase their merge rank by Dryads**

- Monk (Equilibrium / Illumination)
- Harlequin
- Summoner (Enhanced Summoning/Blessing of the Spirits)
- Dryad (Fairy of Rage /Gift of Nature)
- Portal Keeper

**Try it, take risks, look for more advantageous tactics to defeat your opponent. In the Rhandum League Tournament you are limited only by your imagination!**