

Topdeck: Gwentlemen Legacy Open

Rulebook

The Gwentlemen Legacy Open is a unique event that reflects the competitive achievements of the best and brightest across Gwent's last year of history. In this special Topdeck competition, Day 1 will be fully Open and competitors from around the globe will fight through several rounds of Swiss Best of 3 Conquest. Day 2 will pit the top 8 victors of Day 1 against 8 legends of the game: the full roster of Champions from all installments of The Gwentlemen's Open 2017 series. These TGO Champions have earned priority seeding in the first round of the Day 2 lineup by virtue of their hard-won Championships, so the victorious Top 8 of T:GLO Day 1 should be ready to fight tooth and nail against these battle-hardened veterans.

This slate of 16 competitors will duke it out in single-elimination Best of 5 Conquest to determine who is the ultimate Champion!

Sign up link: <http://challonge.com/tournaments/signup/Mz6BnoaN78>

Schedule:

Qualifiers - 10 February 2018 | 15:00 CET

Finals - 11 February 2018 | 16:00 CET

Live-cast - TBD

1. General Information

1.1. Qualifiers

- The qualifiers can be played with any number of decks, but the players are limited to 2 **leaders of separate factions** per opponent.
- The game format is [conquest](#), a player has to win with both **leaders** in order to win the series. When a player wins with one faction, it cannot be played anymore within the same series.
- The tournament format is swiss- each player participates in multiple rounds and plays versus multiple opponents.

- Screenshots of game results are **always required** when contacting admins.

1.2. Finals

- The finals are played with four decks from different factions, They need to be submitted to the admins 2 hours before the tournament starts and cannot be changed during the tournament.
- The game format is a Best of 5 conquest format. A player has to win 3 games in order to move forward in the bracket.
- Modified coin flip rules are in use for the finals (**5.1.5**)
- The finals tournament format is [single elimination](#).

1.3. General

- Each round's **series** consists of two or three **games** against the same opponent.
- Admins are available to answer any and all questions.
- **Players need to be present on discord at all times. Their Challenge nickname HAS to match their Discord name.**
- discord link: <https://discord.gg/nYXJnhA>

1.4. Tournament Staff

- Tournament director: Gravez
- Head admin: Redmageman

2. General Information

2.1. Game

- The tournament is played on the GOG client for Gwent, with players inviting each other on PC only.
- Latest patch is required.
- If a player cannot invite or start his series in time because of a bug, the player in question will be disqualified.

2.2. Admins

- The admins are available on discord and distinguishable by the [ADMIN] tag.

2.3. Communication

- Topdeck Gwent Discord server is the primary place to communicate with the Admin team and other players. Discord link: <https://discord.gg/nYXJnhA>

- Communication between players are preferably done via Direct Messages to avoid cluttering the Discord server.

2.4. Game Settings & 3rd-party Software

- Any in-game settings are allowed.
- [Buffy's deck tracker](#) is allowed.
- Gwent Up deck tracker is allowed.

2.5. Prize Distribution

- 1st place: \$144
- 2nd place: \$84
- 3rd place: \$48
- 4th place: \$24

The prizes can take up to 180 days to pay out.

2.6. Streaming

- Every player is allowed to stream and/or post their games online EXCEPT for the semi-finals and upwards on sunday.

2.7. Banned Cards

- There are no banned cards. **If a player is at a disadvantage because of a bug, no actions will be taken by the admins.**

3. T:GLO Terms & Conditions

3.1. Amendment to Rules

- T:GLO admins reserve the right to amend the rules at any time to ensure fair play.

3.2. Eligibility

- Each player must be present on the Discord channel for the duration of the tournament. **Use the same username for both Discord and Challenge to minimize confusion.**
- Players have to check-in to play in the tournament (different from signing-up). Check-in opens at **14:00 CET on the 10th of february** on Challenge for the Qualifiers.

3.3. Punishment

- Players caught breaking the rules or sabotaging the game, other players or the Admins in any shape or form, will be disqualified and blacklisted from taking part in any future Topdeck tournaments
- Players disrespectful and rude towards the Admins or other players, will be disqualified and blacklisted from taking part in any future Topdeck Tournaments.

3.4. No-shows and Forfeits

- If a player fails to show up 10 mins past a round's beginning, the first game win will be awarded to his opponent. The player may choose to continue the series.
- If a player fails to show up 15 mins past a round's beginning, the entire series will be awarded to his opponent.
- If a player's opponent doesn't show up, the player has to contact an admin on discord.
- Dropping from the entire tournament is allowed after informing the Admin team of the intent.

3.5. Disconnects / PC Failure

- If a game is interrupted by one player's PC, network or software failure, that game will be awarded to his opponent.
- If the problem lingers, players have to report it to the Admins before the next series is played.

2.6. Results report and Disputes

- **Screenshots of end-game scores are necessary** when making a complaint with the admins regarding score.
- Players report their results directly on Challonge after finishing their series
- **Game ties are reported as victories for both players.**
- **In the last round of the 1st tournament stage, tied series must be replayed until a winner is decided. If no definite winner is reported 1 hour and 40 minutes into the last round, both players will be disqualified.**

3.7. Bugs, Glitches, Abuse

- Players are not allowed to intentionally abuse game-breaking bugs and glitches.
- If a player is unsure if a "normal" mechanic is considered abuse, contact the admin team the discord server.

4. Qualifiers

4.1. Tournament Format

- A swiss format, each player participates in the appropriate number of rounds based on the number of participants:
 - 17–32 players 5 rounds of Swiss
 - 33–64 6 rounds of Swiss
 - 65–128 7 rounds of Swiss
 - 129–226 8 rounds of Swiss
 - 227–409 9 rounds of Swiss
- The tournament lasts for about 7-8 hours, each round lasting 50 minutes.

4.2. Deck Format

- The qualifiers can be played with any number of decks, but the players are limited to 2 **leaders of separate factions** per opponent.
- The game format is **conquest**, a player has to win with both **leaders** in order to win the series. When a player wins with one faction, it cannot be played anymore within the same series..
- The tournament format is swiss- each player participates in multiple rounds and plays versus multiple opponents.

4.3. Timekeeping

- Each round lasts for 50 minutes, followed by a 10 minute break. Players must complete and report their set before the next round can be generated.
- If a series result is not reported by the end of the allotted time, the series result will be reported as a draw.
- In the last round of Qualifiers, players will have 1h 40 minutes to finish their series. If the results will not be reported by the end of the allotted time, both players will be disqualified.

5. Finals

5.1. Tournament Format

- Seeds 1-8 will be given to The Gwentlemen Open Champions (the 8th slot will be given to Redrame, player losing to MaggoGx in the finals of the last TGO, since MaggoGx has already qualified at that point)
- Seeds 9-16 will be the top 8 players from qualifiers.
- The finals will be played as a single elimination conquest format using a modified coin flip rule (players alternate going first/second throughout the games, restarting the series until the correct coin distribution is achieved)
- If champion faces a non-champion, champion gets the red coin in game 1.

- If a champion plays another champion or a non-champion plays a non-champion, red coin in game one is defined by the following criteria:
 - Pro-ladder position
 - Season 4 ranked ladder finish
 - Higher account level
 - Fight to the death
- Bans will be submitted before the games start through moderators (Gravez and Redmageman)
- The games that will be casted (6.2.) need to be recorded in and **.mp4** format, and submitted to info@topdeck.pro with a [GLO] tag within 24 hours of the tournament's completion
- Failing to submit the recordings or bans on time makes a player ineligible to receive tournament payouts

5.2. Deck Format

- Standard deck building rules apply.
- players must prepare four decks of separate factions and send them to The Topdeck (info@topdeck.pro) by **2PM CET, 11h of February**, with a [GLO Decklists] tag. The email must include full decklists, including leaders, and the player's GoG and Challenge nickname (if they differ).

6. Live-cast

6.1. Location

- <https://www.twitch.tv/topdeckgwent>

6.2. Games

- Semifinals
- 3rd place series
- Finals

6.3. Casters

- :TODO:

6.4. Date

- :TODO:

Relevant Links

Discord: <https://discord.gg/nYXJnhA>

Twitch: <https://www.twitch.tv/topdeckwent>

Topdeck Twitter: <https://twitter.com/TopdeckPro>