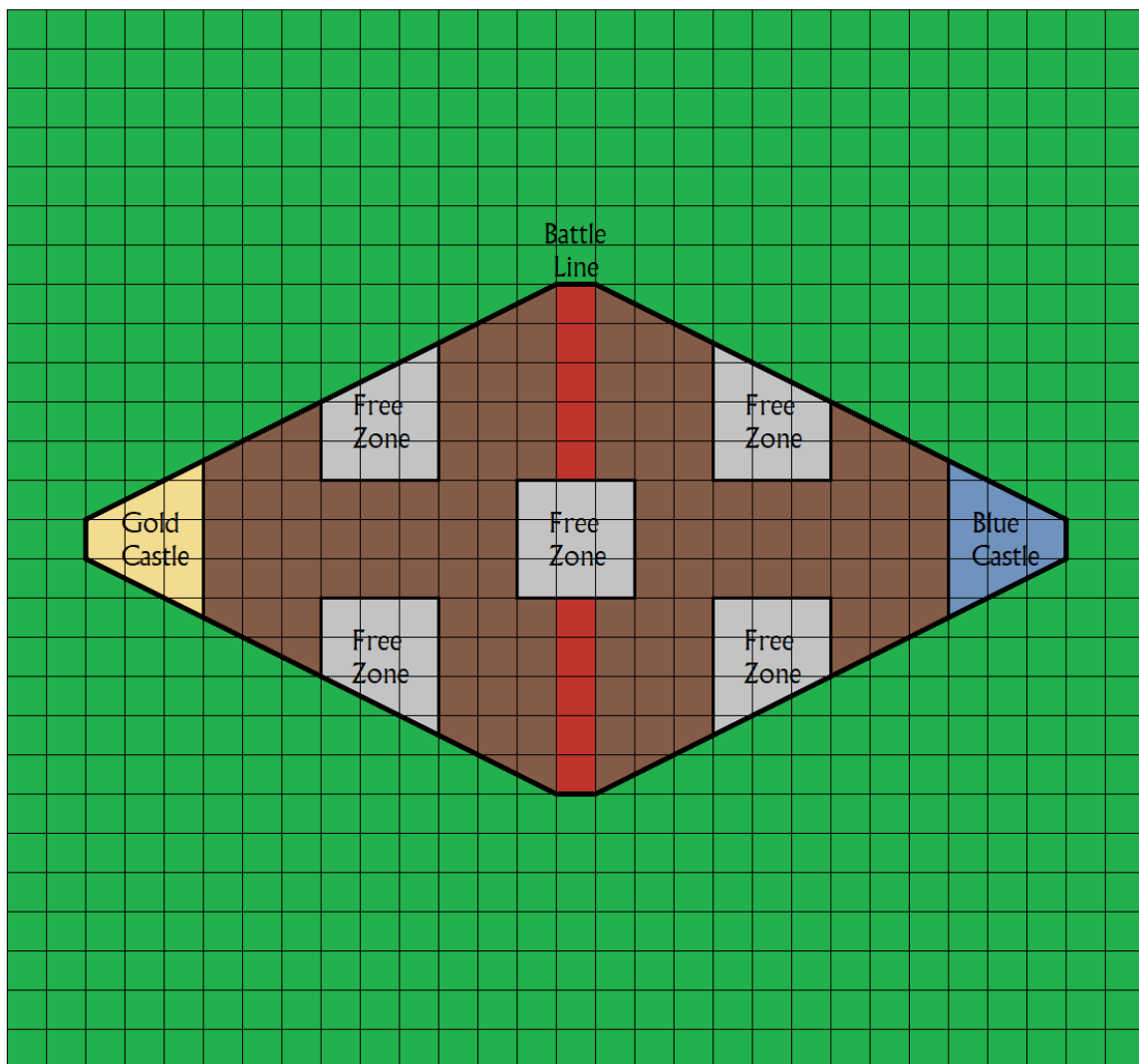


Roses & Neskals

Rules & Overview

Our third event is the ever-popular game of magical dodgeball and territorial conquest known as Roses & Neskals. Starting from safe areas known as 'Castles', at opposite ends of a diamond-shaped pitch, [teams of ten](#) will claim territory by raising sculptures known as 'roses' into the air behind them. Opposing teams will attempt to break the roses or otherwise knock them from the air using balls known as 'Neskals', halting the other team's advance. The first team to reach their opponents' Castle or the last team with any roses wins.

Roses and Neskals Pitch



Pitch, Equipment, and Teams

- The pitch is fifty meters in length and twenty-six in width at its widest point. It is divided into squares that are each two by two meters.
- There are five 'Free Zones' on the pitch, distributed roughly in an 'x' formation. These start the match as neutral territories and will remain so unless claimed by teams.
- The 'Battle Line' runs across the center of the pitch and is always neutral territory.
- Teams consist of ten players each, and both enter the playing field with five neskals (balls) and ten roses, one for every two players and for every one, respectively.
- Players are numbered in order of priority from one to ten, with one being the highest. As the match progresses, a team may only field players up to the number of surviving roses that they have. Players are eliminated from the match based on priority.
- 'Roses' are plate-shaped discs painted like flowers and made of wood with a small steel core. They are exactly one meter in diameter.
- There are three types of balls, known as 'neskals':
 - Thumpers are made of wood with a small steel core and layer of cotton padding beneath a tough leather cover. They are about the size of a volleyball. Each team starts with three of these.
 - Clangers are smaller and made of solid copper alloyed with nickel so that they are magnetic. They are about the size of a shot put ball. Each team starts with one. These may not be thrown at players under any circumstances.
 - Puffers are made of a stretchy, foamy, inflatable rubberlike material and have additional air bladders which can be inflated to expand the ball further and in different directions. They are roughly beach ball-sized. Each team starts with one.
- When a rose is destroyed, it cannot be replaced except by claiming a Free Zone for the first time. Any destroyed neskals are immediately replaced by match officials, being tossed into the Castle of the team that lost them.

Claiming & Defending Territory

- At the start of a match, teams are confined to their Castles: gold and blue coloured sections of turf clearly delineated and guaranteed to always be safe territory.
- Teams are only allowed to move freely on territories that they control or those that are neutral, such as Free Zones and the Battle Line.
- A team's territory must be contiguous and may include Free Zones and the Battle Line. If a team attempts to claim territory that is not contiguous with the rest of their claims, they will not be able to do so.
 - If territory becomes non-contiguous by virtue of the other team's action, then all territory further from the team's Castle than the break in continuity will be lost.
- Teams claim territory by 'growing' roses. To be grown, a rose must be held aloft above a 2x2m square for one unbroken minute by any means. After this, it may be let down.
 - The territory claimed is the square that it is directly above as well as all eight surrounding squares that are touching that one.

- The rose must be visible in its true location and must have an entire face exposed while it is active.
- If a rose is knocked down, the timer will reset. If a rose is destroyed, the timer will reset and that rose will be lost. A new rose must be used.
- A team may choose to leave a rose up after one minute has elapsed or put it back up. So long as that rose is active, the territory claimed cannot be disputed by the opposing team.
 - If a rose is put back up, it must remain up for at least one minute or the area that it claims will be lost.
- If a team is attempting to claim territory that overlaps with an opponent's claim (in any way and at all), it must spend two minutes as opposed to one growing a rose there.
 - If an opposing rose is active over any part of a claimed territory, that rose must first be knocked down or destroyed in order for the new claim attempt to commence.
- Free Zones are considered neutral territories and open to both teams. However, claiming an entire neutral territory will deny it to the opposing team and, on first claim (and no others), grant the claiming team an extra rose.
- Roses may only be knocked down or destroyed by the direct action of a neskai hitting them.
 - They are considered 'knocked down' the moment that any still-attached part of them touches the ground. Digging holes and arena fouling to prevent this is not allowed.
 - They are considered 'destroyed' the moment that more than fifty percent of their area has broken off. Repairs to damaged roses before this point are allowed.
 - A team may decide to drop their own rose for tactical reasons at any point.

Penalties

- No roses may be grown at a height exceeding twenty-five meters. If a player exceeds this height, they will be considered to have left play and will be required to drop any balls they control and return to their Castle before being allowed back into the match. If a ball exceeds this height, it will be considered to have left play and all actions taken using it will be deemed null and void until it touches turf.
- Players may be targeted at any time by puffers or thumpers. They may not be targeted by clangers under any circumstances.
 - If a player strikes another player intentionally with a clanger, they will be suspended from the match.
 - Head shots with thumpers deemed unnecessarily rough by match officials will result in the offending player being sent out of play for two minutes and any balls they control being handed to the aggrieved player.
- If struck by a ball, the player must drop any ball that they are in control of and retreat back to their Castle before being allowed to hold a ball again and rejoin play.
 - If a ball is cleanly caught by hands or magic, the player is not considered struck.

- If touching turf outside of neutral areas and those claimed by their team, a player must drop any ball that they are in control of and retreat back to their Castle before being allowed to hold a ball again and rejoin play.
- No team is allowed to actively possess or control more than seven balls at a time. If they do, any player who tries to possess an eighth must drop that ball and retreat back to their Castle before being allowed to hold a ball again and rejoin play.
- Direct attacks causing bodily harm to other players will result in the offending player being sent out of play for two minutes and any balls they control being handed to the aggrieved player.
- Deliberate arena fouling will result in the offending player being sent out of play for five minutes and any balls they control being handed to the opposing team.
- Temporal Magic is not allowed. Copies of roses will not be considered functional roses and copies of neskals may not be used.

Winning the Match

- Matches are won or lost in two ways: Conquest or Attrition.
- A **Conquest Victory** happens when one team is able to create a continuous territory (which may include Free Zones and the Battle Line) stretching from their Castle to the border of their opponents'. The moment that this happens, the match is over.
- An **Attrition Victory** win happens when one team has lost all of their roses and, therefore, all of their players. Their opponent is victorious. Teams may also surrender if they choose. This is considered a conquest win, however, for the purposes of scoring.
- The so-called '**Perrench Victory**' is an extremely rare occurrence and happens when an Attrition Victory coincides with a Conquest Victory: the destruction of a team's final rose allows a territory to be claimed that completes the conquest. In this case, the territory is considered automatically claimed.
- Attrition Victories are worth four points while Conquest Victories are worth six. Perrench Victories are worth ten but, in practice, almost never happen. Draws are worth two.

Tiebreakers

- Head-to-head always comes first.
- Number of conquest wins.
- Number of wins.

The Tournament

Format

The tournament begins with 128 teams, preceding in single elimination format until only eight remain. These are divided into two groups, where all teams play three matches. Those with the best records (most points as a tiebreaker) progress to a four-way grand final on a special pitch.

Finishing order in the championship match is determined by speed of conquest or being defeated.

- The bracket will be generated by us based on the seedings that we make up.
- Your first four single elimination matches will be assumed wins. One will be against a named NPC team and you will have the option of storylining this one.
- Your three group stage matches will take place in threads on the discord server. Each thread will be up for two days. One team member will post an overall strategy on each of the two days for the entire group. After - and *only* after - these are posted, players may individually post up to two twitter-length actions per day. Teammates may post on each other's behalf.

Schedule

**Note that Sipentian seconds are longer, minutes have 50, and each hour has only 50 minutes.*

- **Morning Session:** (equivalent 6:30 - 10:59 AM)
 - 0:25 HS - Arrival at Balthazar Plaza (*equiv. 6:30 AM*)
 - 0:25 - 0:45 HS - Team alliances and dispersal to fields through portals
 - 1:00 - 1:49 HS - Round of 128, first set of matches.
 - 2:00 - 2:49 HS - Round of 128, second set of matches.
 - 3:00 - 3:49 HS - Round of 128, third set of matches.
 - 4:00 - 4:49 HS - Round of 128, fourth set of matches.
- **Lunch:** 5:00 HS - 0:49 HO - Arrival at next round's fields, sit-down meal. (*equiv. 11:00*)
- **Afternoon Session:** (equivalent 12:00 - 4:15 PM)
 - 1:00 - 1:49 HO - Round of 64, first set of matches.
 - 2:00 - 2:49 HO - Round of 64, second set of matches.
 - 3:00 - 3:04 HO - Travel allowance to the next set of fields.
 - 3:05 - 4:04 HO - Round of 32.
 - 4:05 - 4:09 HO - Travel allowance to the next set of fields.
 - 4:10 HO - 0:09 HE - Round of 16.
- **Dinner:** 0:10 HE - 0:49 HE - Arrival at group stage fields, buffet. (*equiv. 4:15*)
- **Evening Session:** (equivalent 5:00 - 10:00 PM incl. Grand Final)
 - 1:00 - 1:49 HE - Group stage, round one matches.
 - 2:00 - 2:04 HE - Travel allowance to the next set of fields.
 - 2:05 - 3:04 HE - Group stage, round two matches.
 - 3:05 - 3:09 HE - Travel allowance to the next set of fields.
 - 3:10 - 4:09 HE - Group stage, round three matches.
 - 4:10 - 4:14 HE - Travel allowance to the finals stadium.
- **Grand Final:** 4:15 HE - 0:24 HD - The four way Grand Final at The Proving Grounds in Ersand'Enise.
 - 0:25 - 1:00 HD - Trophy presentation and awards (Five medals, MVP, Finals MVP, Scoring Champion, Shot of the Tournament), catering.

Round of Sixteen

The first three rounds will be assumed wins against non-featured teams. The round of sixteen will involve featured NPC teams. You may choose to play this out and storyline it. Feel free to select a location, but you will not be allowed to claim prizes from here.

- (1) You Could Never & CUBED vs (16) Climax & The Woodsmen
- (2) Team VOID & The Huggy Bears vs (15) Cold Comrades & Seoul Sistas
- (3) Lucky Seven & Covenant vs (14) RASgardians & Odd Girls Out
- (4) Sadan Æresvaktr & Pravda Æresvaktr vs (13) Vyshta's Favoured & Shortlisted
- (5) Gunboat Diplomats & Good Guy Team vs (12) Xicallicoatl & Beach Boys
- (6) Snaked and Afraid & Coastal Crusaders vs (11) Big Scary Dragons & Dragon's Wisdom
- (7) SYCAMORE & The Sea People vs (10) Skull and Crossbones & Blaze of Glory
- (8) Heartstoppers & Waking Nightmare vs (9) Angels of the Pentad & Rising Dawn

Group Stage

Group A

Match One	Match Two	Match Three
(1) vs (8) - Anghazi Floater	(1) vs (6) - Dragon's Fyre	(1) vs (3) - Rough & Tumble
(3) vs (6) - Razor's Edge	(3) vs (8) - Rising Waters	(6) vs (8) - Blue Meanie

Group B

Match One	Match Two	Match Three
(2) vs (7) - Picodon Supreme	(2) vs (5) - Baobab	(2) vs (13) - Faulty Towers
(13) vs (5) - Imperial	(13) vs (7) - Teufelsumpf	(5) vs (7) - Villa Sparviento

Finals

This will be a four-way match between the top two finishers in each group at The Proving Grounds, played in front of 12,000 fans, to be immediately followed by a brief reception and awards ceremony.

Scoring

- Final scoring within the greater competition will be as follows:

- a. First: 70 points
- b. Second: 60 points
- c. Third: 55 points
- d. Fourth: 50 points
- e. Fifth: 40 points
- f. Sixth to eighth: 35 points
- g. Ninth to sixteenth: 25 points
- h. Seventeenth to thirty-second: 15 points
- i. Thirty-third to sixty-fourth: 10 points
- j. All others (Except disqualified): 5 points

Fields

There are twelve fields in total that will be in use for this tournament, located all throughout the twin continents. They each have a unique setting and challenge or opportunity. Please find their essential descriptions below.

Name

Location: (where?)

Seating Capacity: (how many spectators?)

Description: (what does it look like?)

Special Features: (what's special about it?)

The Imperial

Location: Vessaklion, Thalakos

Seating Capacity: Normally 200, increased to 1000 for this event.

Description: Located within the palace gardens of the King of Thalakos, this ornate field is surrounded by pillars in the traditional Thalak style, finely ornamented with gold, silver, and jewels. Meant to evoke a classical style, it is, in fact, an overly grand and inauthentic reproduction. Nonetheless, the grounds are something to behold with their glorious flower gardens and rigorous maintenance. There are also V.I.P booths so that the higher nobles and royalty are not forced to mingle with the commons.

Special Features: All players get a token of the King's appreciation, as a thank you for entertaining the people. These may be saved as valuable souvenirs, or they may be spent as a form of in-game currency. One buys an extra ball, two forces a growing rose's timer to reset, three buys an extra rose, and five instantly completes the growing of a rose. Upon first capture of a Free Zone, one more token will be granted to the capturing team. Unnecessary damage to the field or structures, or hitting players with the wrong ball will result in a loss of one to three tokens, depending on the severity. In-attendance benefactors may sponsor players, granting them up to a total of five extras per team. Proceeds go to facility maintenance and alms for the poor.

Faulty Towers

Location: Eskand Loft

Seating Capacity: 2000

Description: Inside the walls of an immense ruined castle melted by dragon's fire during the Eskandish Civil War lies this venerable pitch. Spectators sit on once-makeshift but now-permanent stands located among the walls and towers.

Special Features: Clangers are not allowed here and teams begin with two puffers instead. The backs of the two 'castles' are up against the walls of the actual castle, allowing for 'rebound shots'. Headshots are allowed with thumpers and actively encouraged with puffers. Five headshots with these will earn a team an extra point.

Razor's Edge

Location: Blackfish Isle, Harrowend, Enthish Union

Seating Capacity: 40 on the island, 4000 in the surrounding sea.

Description: A tiny islet with a sheer drop of thirty feet on all sides into the water. Boats dock beneath in a sea cavern and players and officials ascend by means of a staircase carved into it. Spectators watch from platforms built onto ships that anchor all around it. In the distance looms the great city of Harrowend, capital of the Enthish Union.

Special Features: With the location of the field, the wind can be unpredictable, resulting in balls that are thrown carelessly being caught by the wind currents and causing shots to miss. If they go into the water, they will not be replaced for two minutes. Be careful not to hit any seabirds!

Teufelsumpf

Location: The Teufelsumpf, Kerremand, near the Feskan border.

Seating Capacity: 60, up to 300 others on stands in the trees and on 'dry' land.

Description: On pontoons in a slow muggy river leading out to the bay, this arena is known to rock back and forth when particularly strong impacts and plays are made.

Special Features: When the arena rocks, balance may be thrown off and 'growing' roses may move, necessitating that they be 'replanted' and the timer restart. Balls that go into the water will remain out of play for one minute.

The Proving Grounds

Location: Workman's Quarter, Ersand'Enise

Seating Capacity: 12,000

Description: This colossal Avincian-era stadium in the magic city is our finals venue. The crowd noise can be deafening and there are opportunities to... assist in gambling and money changing hands.

Special Features: A great bronze statue of Macianus III stands in one corner and a similar statue of Emulus stands in the opposite one. If a team can place a pair of balls simultaneously in the outstretched right hands of each emperor, they will gain two roses. This is a one-time use

feature. Upon second use, it will grant only one rose. Similarly, there are statues of Hertollian and Sorva in the other corners. Placing balls simultaneously in their outstretched *left* hands will gain teams a free territory to be claimed within one minute. This can be used twice.

Picodon Supreme

Location: A small town near the Miattan border, Northern Perrence

Seating Capacity: 540

Description: Famous for its spicy cheese and idyllic beach, the town of Bernières-sur-Lac is home to the noble Lachance family. Enormous roseball enthusiasts and eager to sell their town's products, they also wish to promote the place itself as a destination for tourism. The gaudy new arena is designed to look like a palace... built of cheese. It smells like cheese as well.

Special Features: La Grande Roue (The Big Wheel) is a giant 30 kg (66 lb) cheese wheel that can be used in place of one of a team's balls. Harder to throw and control and unable to be thrown at players, it is great for blocking and not bad for offense either. In fact, as a reward, it will give teams one extra point for every two times that it strikes true.

Villa Sparviento

Location: Sant' Elvira, Isla d'Orlan, Revidia

Seating Capacity: 600

Description: Located at the edge of a vineyard on an estate owned by Prospero Malatesta himself, this is an elegant and modern facility in the idyllic countryside of Revidia. There are changerooms, baths, and massage facilities, as well as a fine buffet. Many wealthy and important people come to watch.

Special Features: For this tournament, a fourth type of ball is available: the Uva (grape), also known as the Spruzzatore (splasher). Made of Queen's Sea Cucumber hide, five of these are rolled into the area every ten minutes to be used by players. They are generally good for one to two throws each.

Baobab

Location: Belzagg

Seating Capacity: 1200

Description: Located on the open savannah near the town of Tetanga, surrounded by a thicket of trees including one great Baobab at each end. There's a bustling market nearby and tons of monkeys.

Special Features: Each of the 'Free Zones' is built around a tree so, with the right aim, players can ricochet the balls off of them. Some are sneaky and try to 'grow' their roses in such a way that the trees block the sightlines of their opponents. Occasionally, the monkeys will attempt to steal shiny objects from spectators and players' bags.

Rough & Tumble

Location: South of Mudville

Seating Capacity: 800

Description: A temporary arena erected every year for a week just for this event. There are a lot of wandering caravans and traders who set up shop nearby. Bring your coin purse for the good deals and rare finds, but guard it well!

Special Features: With this place having a high amount of caravans and traders, a lot of the spectators are here to have a good time, or to bet on the teams playing. The spectators can be very competitive, sometimes even more than the players. Occasionally, brawls will spill from the stands and onto the field. When the crowd is well behaved for more than fifteen minutes, each team may recruit one spectator to join them on the field of play for the next two minutes.

Dragon's Fyre

Location: Mørkstein Castle, Eskand Ath

Seating Capacity: 550

Description: This great castle, domain of the Fradje dynasty, perches atop the dragonspine mountains, overlooking the resort town of Boblendeby, with its famous hot springs, dragon watching, and big game hunting. The court in use is one of its recreational facilities, within view of the scenic River of Fire.

Special Features: With the heat from the River of Fire, and the hot springs nearby it has a tendency to create dense steam clouds that come onto the field making it difficult for the players to see. If a large dragon is sighted in the immediate vicinity, the match will be paused until it passes.

Blue Meanie

Location: Duuvelsgrond, South Huulendam

Seating Capacity: 1200

Description: Set near the large historical town of Oud-Dijk among the alvars of Duuvelsgrond, where Coal Toads (drakenpad) abound. The walls and stands are all painted blue because it is said that the beasts dislike the colour. At night, the field and surrounding area are brightly lit with enormous mirrored gas lanterns. You can constantly smell the gas. Thermal magic is strictly forbidden once the great lights come on. The local dikkemug (a type of mosquitoes) are attracted to the lights. Blauwepad (a type of toad) are very active, feeding on the insects, but wearing long sleeves is recommended.

Special Features: Behind each 'castle' is a 'drakenpad' sculpture with a gaping mouth. Throwing a ball into there means that the ball is lost and out of play for the next five minutes. Whenever a rose is finished growing, fireworks will be set off.

Rising Waters

Location: the floodplains of Lake Albadon, Torragon

Seating Capacity: Up to 80 in stilt-houses. Another 300 in rafts and stands.

Description: Tidal effects are extremely pronounced in this arena. During the afternoon the water will begin to rise until sunset when it will eventually reach over two feet in depth before receding again. The moving waters will need to be mitigated to keep roses held by physical structures standing and ensure proper footing. Running is difficult here, particularly because the squares are marked with buoys and ropes and are easy to trip on

Special Features:

Sinkholes and undertows are very common during tidal movement. Roses left on the ground are often lost to water and mud and can be difficult to retrieve if knocked over at higher tides.

Clangers that sink below the mud are considered lost and may not be brought back into play due to the danger of Pez Relámpago (lightning fish) - a type of flat fish that frequent the shallows, often living in the mud and releasing very powerful electric jolts. They will instead be replaced by referees after two minutes. Puffers and Thumpers float and are often 'bowled' along the water's surface. The water itself may be used defensively.

Anghazi Floater

Location: Anghaz, Virang

Seating Capacity: 400

Description: Located at the very edge of the Cinguz Canyon, deep within the southern jungles of the In-Kunaj Peninsula, this old and famous multisport arena was once the practice ground of the sultan's personal team. Erosion and minor tectonic activity about a century ago led to the collapse of half the structure into the depths below. However, the picturesque ruin was rebuilt and thoroughly modernized by Osman the Prudent twenty-five years ago today, with half of it suspended over the yawning canyon by massive cables and buttresses.

Special Features: The enormous cables helping hold the pitch up may be struck by balls for ricochet shots or used as shields. This is the only field where the two halves play differently, with players from both teams being allowed to hide balls *under* the overhanging half, so long as they're never more than three yards from the structure itself.

Hidden Prizes

1. Each arena has three hidden prizes. Before and after their matches, players may opt to search for them. There will be one major find and two minor finds per arena, as well as one 'award', given to a player based on connecting with or entertaining the fans and locals.
2. Anyone may opt to 'search' the area during their downtime. They should tag me in Damis-judgement and make their intent clear. I will then play through a direction and clue-based minigame with all parties interested. There may be some danger and opportunity. For a given location, no more than two items can be claimed per player and no more than three per team.
3. In the event that two people take the same route, they will compete for the treasure unless it is something that can be shared and they agree to do so. They may roll before

it is discovered to get the jump on their competitor (four roll race) or after to brazenly steal it (stealth, illusion, or combat).

4. Competitors with local knowledge or relevant tools and artifacts will be given appropriate advantages in their searches.