

Ɔ•ɹ•ʔ (bearface) Arena Rulebook

Welcome to the official Ɔ•ɹ•ʔ Arena Rulebook! This document details all of the rules and regulations of the arena to provide a pleasant experience for all players and spectators. Please follow these rules closely to avoid controversy and potential punishment or exile from the arena.

Arena Features

Before diving into the rules, it is important to know how everything in the arena works. There are several features that may require explanation. Let's begin:

Arena Entrances

Entering the facility, whether as a spectator or combatant, can result in complications. This is because, due to the circular nature of the arena, the entire claim the arena facility is on is **PvP enabled**. To avoid any "mishaps", ender chests will be provided at the entrance of the arena to deposit your items, as an unarmed player is invulnerable to PvP. If you plan to participate in PvP, ender chests are provided in the Player Preparation Rooms prior to entering the battlegrounds to retrieve your items for battle.

Player Preparation Rooms (PPR)

The Player Preparation Rooms are lockable rooms for people to gather their equipment before entering the battlegrounds. Upon entering a PPR you will be locked inside, so no intruders can attack you while retrieving your gear for battle. There are two pressure plates in a PPR: The first one which is adjacent to the enderchest will lock both doors. The second pressure plates will unlock the door outside to the battlefield. It is recommended to stay on the first pressure plates as you retrieve your gear until you are prepared to step out onto the arena. Upon stepping onto the field the door will lock behind you, and there is no exit until either you die or your opponent is killed (at which you /spawn or teleport to a home outside the arena) Killing an opponent who is inside a PPR (or anywhere else in the arena facility apart from the battlefield is **illegal**. Anyone

caught doing so will be disqualified from their match and be ineligible for participating in Ranked matches for some time. But keep in mind that having those doors close behind you on the battlefield implies readiness, and any exit of the battle will be deemed a forfeit. However, one must remain on the opposite side of the arena while their opponent prepares, camping the PPR exit results in a disqualification.

Food court

As one must be unarmed to be completely safe in the arena, they must have nothing in their inventory to be invulnerable from combat, this includes food. As such, a food shop selling cheap steak will be offering food for consumption, it is wise to eat the food as soon as you buy it to minimize your vulnerability to potential cheaters and scumbags.

Hall of Fame (to be constructed)

Along with certain special events, the winner with the most points of Ranked at the end of each week will be eligible to be put in the Hall of Fame, forever remembered as a PvP force to be reckoned with, as well as their usual cash reward. An armor stand will be erected in their honor, but the combatant's head is necessary to truly honor them. They may opt out, as obtaining their head requires killing them. All eligible Ranked matches will be recorded in a spreadsheet that will document the date, the combatants, and the Victor of each match. This spreadsheet will be publicly available as soon as possible.

Spectator Rules

As a spectator, it is important to be courteous and respectful to competitions and fellow spectators. Be a good sport and make the arena enjoyable for everyone. Please read and adhere to the following rules:

- **Do not engage in PvP outside the battlefield. This will result in severe punishment and restrictions with the arena's capabilities.**
- **Do not enter the battlefield during an active match. Doing so will result in a Ranked ban and the competitions have every right to kill you.**

- **Please do not buy out all the food from the food court, that food is on a need-to-have basis.**

Rules are subject to change and rules may be made up at a whim to suit a situation.

PvP Battle Types

There are a few types of battles that one can participate in at their leisure.

Friendlys: Straight-forward simple PvP, with no referee. Intended to be an impromptu means of fighting with no particular rule restrictions. Based off of the wishes of each combatant, and a mutual trust must be shared. Battle at your own risk, as one may go back on promises. If it has been found that to be the case, they will be punished accordingly, granted there is proof. Matches can be of any format (1v1, 1v2, 2v2, 1v1v1, 1v1v1v1, etc.)

Ranked: Official competitive PvP. Both combatants must have the same set of armor and tools, and the match must either be witness to a referee or reviewed by a referee via video after the match to deem eligibility. The one with the most points by the end of the Saturday of each week will receive a cash reward and be eligible for the Hall of Fame. Only 1v1 duels only. In order to have a match be official, it must go through either of two processes:

- Be witness to in real time by an official referee (referees are listed on the general info board), the whole match must be witnessed and approved. The referee must also confirm the agreement on which sets of gear can be used.
- Reviewed in post by a referee via a video of the match in its entirety, as well as the screenshot of the approval by both parties of the gear to be used.

If there are inconsistencies or there is a disqualification, the match will be ineligible for Ranked. Here is the points system:

Each registered combatant starts off with 20 points

Match Win: +1 point

Match Loss: 0 points

Minor Disqualification: -1 point

Major Disqualification: -3 points

Forfeit: -5 points

Tournaments: Occasionally a tournament will be held with a greater cash prize and different rulesets or arena gimmicks or environments. Those who win tournaments will also hold a greater place in the Hall of Fame. For tournaments a live referee must be present the entire match.

Fight to the Death: Similar to a friendly, but no rules are put in place and it's anybody's game for the combatants. This **requires** both parties consent to the FotD via screenshot or they may be subject to rulings.

PvP Rules

To ensure a great time for all involved. Please follow these rules when fighting on the battlefield:

- **Respect your fellow combatant's wishes. Anyone found going back on promises may be subject to punishment and isolation from future matches.**
- **Remain on the opposite side of the arena until all opponents have exited their PPR's and are ready to fight.**
- **Do not take matches personally. It's just a game.**
- **The use of potions, gapples, ender pearls, chorus fruit, elytras, tridents, and totems are prohibited unless agreed otherwise by your opponent(s).**
- **Stick to the set of items that was agreed on by your opponent (s) if this rule is violated the offender may be subjected to punishment or disqualification.**
- **Warping out of a match, flying away, or exiting the arena any other way during a match will be deemed a forfeit and you will be labeled as a "Quitter".**
- **Refrain from looting the corpses of your fallen opponent if agreed not to.**

- **Battle at your own risk, agreeing to battle with valuable items may result in their loss by either the environment or your opponent. Screenshot agreements and record matches in the event of cheating or scumbaggery.**
- **Send screenshots and videos to a referee's discord and they will be reviewed accordingly.**

Rules are subject to change and rules may be made up at a whim to suit a situation.

Ranked Disqualifications

Minor Disqualifications: Use of potions or gapples when agreed not to. Excessive stalling. Use of ender pearls or chorus fruit when agreed not to. Egregiously encroaching the exit of an opponent's PPR (camping).

Major Disqualifications: Use of more powerful or endgame gear or items. Inconsistent enchantments. Killing of the referee. Looting your opponent's corpse when agreed not to. Hacking (obviously).

Disqualifications are subject to change and may be made up at a whim to suit a situation.

Sponsorships

As is the possibility with potentially popular gamemodes, advertising to spectators and combatants is a very real opportunity. One may endorse the Arena to promote their shop or attraction for their own benefit. Sponsorships ensure that cash rewards are able to be handed out at the end of the week for each winner of Ranked. Contact the arena owner to be able to negotiate a potential sponsorships or advertisement.

Closing

Thank you so much for reading the Rulebook! We hope you have an enjoyable time at the arena, with great sport and entertainment. We hope you play fair, and don't forget to screenshot and record everything for your own safety. Enjoy the Arena!

-Trashmann

(Dismal)

(Rulebook may be subject to change if the need arises, if there are any questions, comments or concerns please reply to the thread this document is on or contact Dismal #2897 on Discord for details.)

Map to Arena

