

Вкладка 1

MIRROR FAST CUP

HONKAI: STAR RAIL

Rulebook

1. Tournament Format:

- 1.1. Out of all submitted applications, 16 teams will be selected to participate.
- 1.2. All matches are played in a 2v2 format, Single Elimination, best-of-one, on Floor 11 of the Memory of Chaos.
- 1.3. Each team has 2 individual free restarts per match, as well as 1 team restart that can be used by any team member.
- 1.4. If a player fails to complete a half, they receive +15 cycles for that half.
- 1.5. The winner is determined by the lowest Total Cycles Penalty value.
 - 1.5.1. If both teams have the same points, the winner is the team that used the fewest legendary heroes during the draft stage.
 - 1.5.1.1. Each Eidolon is considered an individual character.
 - 1.5.1.2. Characters from the standard banner and Trailblazer of all paths count as 1 point, regardless of the number of Eidolons.
 - 1.5.2. If the winner cannot be determined by this criterion, the team with the fewest legendary cones from the event banner wins.

- 1.5.3. If the number of heroes and cones is equal, the team that chose the side loses.
- 1.6. Prize Pool*: 1st place is awarded 4 Express Supply Pass, 2nd place – 2 Express Supply Pass.

*All prize payouts are made within one calendar month.**

2. Balance:

- 2.1. All matches are played using the «[Mirror Cup 2x2](#)» balance system.
- 2.2. Remembrance Trailblazer path is an exception to the general draft rules. It can be picked simultaneously by both teams, gaining immunity.
 - 2.2.1. Trailblazer can still be banned, in this case, it becomes unavailable to both teams.
 - 2.2.2. Currently, the website functionality does not support picking the same hero for both sides; therefore, if necessary, players may choose a Trailblazer from a different path.
- 2.3. The characters Blade, Kafka, Jingliu, and Silver Wolf are considered a single character and do not have separate 'new' or 'old' versions.
- 2.4. Castorice's passive ability: If one or more characters die during the match and her resurrection triggers, the player can continue the run but will receive a penalty of 0.5 cycles.
 - 2.4.1. If the player uses a restart, the penalty is nullified.
 - 2.4.2. If Castorice is present in the team, i.e., was picked during the draft stage, no penalty is applied.
 - 2.4.3. If a deceased hero dies again before their next action, i.e., they have not used their ultimate or their next turn has not occurred – the penalty is not applied.

3. Draft:

- 3.1. The team that wins the coin toss chooses the side. They may cede this right to the other team, which cannot refuse it.
- 3.2. The team that wins or receives the coin chooses the side and places their cones first. Eidolons are placed simultaneously by all participants after the draft.
- 3.3. A cone can only be used on the character it was assigned to in the draft. The player may opt not to use the selected cone and replace it with any free option. This does not reduce the draft cost or incur a penalty.
- 3.4. For every tenth point above 9, the team receives a penalty of 0.1 cycle = 0.1 point, added to their total score.
- 3.5. A draft pick may be canceled within 10 seconds after selection, but before the opponent's pick, or with their consent.
- 3.6. A schematic representation of the pick and ban order [the overall order is enclosed in square brackets]:

1st Side										
Ban [1]	Ban [3]	Pick [5]	Pick [8]	Pick [9]	Ban [12]	Pick [14]	Pick [15]	Pick [18]	Pick [20]	Pick [22]
2nd Side										
Ban [2]	Ban [4]	Pick [6]	Pick [7]	Pick [10]	Ban [11]	Pick [13]	Pick [16]	Pick [17]	Pick [19]	Pick [21]

4. Responsibility:

- 4.1. After the team's next opponent is determined, they must submit their full rosters to the opponents and judges within 3 hours.
- 4.2. If a character or cone level is changed, a new character/cone or Eidolons are added, or the

degree of cone application is modified, the player must submit an updated full roster at least 2 hours before the match; otherwise, the modified characters or cones can't be used.

4.3. Using characters, cones, Eidolons, or applications that do not match the draft values is prohibited.

4.3.1. If there is non-compliance, the team incurs a +1 cycle penalty to their total score.

4.4. Being more than 20 minutes late to a match is considered a technical loss.

4.5. During the game, a participant may be completely muted, or in-game voice chat must remain silent to prevent interference during the run.

4.6. Ignorance of the rules does not exempt a player from responsibility for violations.

5. Judging:

5.1. Competition judging is conducted by the sports staff and referees in accordance with these Regulations.

5.2. If any disputed situations arise that are not covered by the regulations, the Tournament Organizing Committee will make a decision in the interest of fairness.