



**TOS CHAMPION CUP**

# **Tower of Saviors Champion Cup 2020 Qualifiers Season 2 Player's Manual**

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## **Section 1 - General Information**

### **1. About the Organizer**



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- Mad Head App Limited (hereinafter referred to as “The Organizer”) is the organizer of Tower of Saviors Champion Cup 2020 Qualifiers Season 2 (hereinafter referred to as “The Tournament”)
- The Committee of Tower of Saviors Champion Cup 2020 (hereinafter referred to as “The Committee”) is authorized to organize and manage the Tournament and all related issues

### 2. About the Tournament

- The Game: Tower of Saviors (hereinafter referred to as “The Game”)
- Name of the Tournament: Tower of Saviors Champion Cup 2020 Qualifiers Season 2
- Schedule:
  - Audition: 2020-09-29 (Tue) - 2020-10-05 (Mon)
  - Qualifying Match (Top 1600): 2020-10-11 (Sun)
  - ~~Group Match (Top 400): 2020-10-18 (Sun)~~
  - ~~Group Match (Top 16): 2020-11-07 - 2020-11-08 (Sat & Sun)~~
  - ~~Finals (Top 4): 2020-11-21 (Sat)~~
- Due to an abnormality in some in-game settings, the Committee has decided to postpone Tower of Saviors Champion Cup 2020 Qualifiers Season 2 for 2 weeks, including Group Match (Top 400), Group Match (Top 16), the Finals (Top 4) and other supporting events.

The top 400 Group Match will be postponed to 1 Nov (Sun) 13:00-15:00 (Top 400 Group A) / 16:00-18:00 (Top 400 Group B).

#### **Rescheduled Date :**

Group Match (Top 400): 2020-11-01 (Sun)

Group Match (Top 16): Group A & B - 2020-11-21 (Sat) ; Group C & D - 2020-11-22 (Sun)

Finals (Top 4) : 2020-12-05 (Sat)

Please record a new competition time, so as not to miss the chance to join the competition. There will be an in-game message to remind you at that time. We sincerely apologize for this postponement.

## Section 2 - Eligibility

### 1. Anyone who:

- a. has his/her own Tower of Saviors account; and
- b. has reached level 150 or above in the Game and has logged in cumulatively for 30 days

are eligible to compete in the Audition

### 2. Anyone who:

- a. has his/her own Tower of Saviors account;
- b. has reached level 150 or above in the Game and has logged in cumulatively for 30 days;



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- c. has never been banned from the Arena Mode;
- d. has never been banned from entering this Tournament;
- e. has not advanced to the preliminaries of the Cup Match for Tower of Saviors Champion Cup 2020;
- f. does not have any collaborative relationships with the Organizer or the Game (including but not limited to employees of the Organizer, Madhead Girls, TOS official streamers/gamers and testers); and
- g. has successfully advanced to the Top 1600 Qualifying Match of Qualifiers Season 2

are eligible to participate in the match (these players are referred to as “Contestants” hereinafter)

### Section 3 - Tournament Structure

#### 1. Audition

- Players may challenge the 3 Audition stages in “Lost Relic” during the Audition period
- The stages can only be challenged with a default team
- The scoring system of Horror Stage will be adopted. Players will be ranked by the total score of the three stages
- After official verification, Top 1600 players with the highest total scores will be qualified as Contestants advance to the next round

#### 2. Qualifying Match (Top 1600)

- 1600 Contestants will be divided into 4 groups according to their rankings in the Audition

Group A	Group B	Group C	Group D
No.1 in Audition	No.2 in Audition	No.3 in Audition	No.4 in Audition
No. 5	No.6	No.7	No.8
...	...	...	...
No. 1597	No.1598	No.1599	No.1600

- Each group will start competing at the same time. Contestants have to enter the three designated “Match Mode” stages. Contestants can challenge all 3 stages in any order within the match period with unlimited attempts. (For details on “Match Mode”, see Appendix I)
- Scores will be given according to the Contestants’ stage clearance time. Only the fastest clearance time will be recorded for the same stage
- The total score of the 3 stages will be the Contestant’s score in Qualifying Match (Top 1600)



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- For each group, the top 100 Contestants with the highest total scores will advance to the next round. (Contestants with the same scores who are also in the top 100 will advance to the next round with the same ranking)



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### 3. Group Match (Top 400)

- Contestants will be divided into 2 groups:

Group A	Group B
No.1 in Top 1600 Group A	No.1 in Top 1600 Group B
No.1 in Top 1600 Group C	No.1 in Top 1600 Group D
No.2 in Top 1600 Group A	No.2 in Top 1600 Group B
No.2 in Top 1600 Group C	No.2 in Top 1600 Group D
...	...
No.100 in Top 1600 Group A	No.100 in Top 1600 Group B
No.100 in Top 1600 Group C	No.100 in Top 1600 Group D

- Each group will have a designated match period. Contestants are required to enter “Match Mode” and challenge the 3 stages. (For details on “Match Mode”, see Appendix I)
- The 3 stages will be unlocked in order. Time allowed for each stage is 20 minutes.
- The total score of the 3 stages will be the Contestant’s score in Group Match (Top 400)
- For each group, the top 8 Contestants with the highest total scores will advance to Group Match (Top 16)

### 4. Group Match (Top 16)

- The Committee will contact all advancing Contestants for registration (See Section 4(8) for details). Only registered Contestants can secure their Top 16 status
- Contestants must register with their real names as shown on their proof of identity issued by the government
- Contestants will be divided into 4 groups and compete in “Match Mode” (For details on “Match Mode”, see Appendix I) :

Group A	Group B	Group C	Group D
No.1 in Top 400 Group A	No.1 in Top 400 Group B	No.2 in Top 400 Group A	No.2 in Top 400 Group B
Other advancing Contestants will be divided into groups by drawing lots in a streaming session			

- The 3 stages will be unlocked in order. Time allowed for each stage is 20 minutes
- The total score of the 3 stages will be the Contestant’s score in Group Match (Top 16)



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- The top Contestant from each group will advance to the Finals (Top 4)

### 5. Finals (Top 4)

- The Top 4 Contestants will be seeded according to their groups in Group Match (Top 16). The match will be conducted in a double-elimination bracket format
  - No.1 in Group Match Top 16 Group A will be the No.1 seed, No.1 in Group B will be the No.2 seed, and so forth
  - The first round of the matches will be No.1 seed versus No.4 seed and No.2 seed versus No.3 seed
- Contestants are required to select a number of monsters from a designated card pool, and challenge the stages using only the selected cards
  - Before the match starts, the order of card selection will be decided by drawing lots
  - The Contestant who goes first may choose one card first. Then, both Contestants should take turns to select 2 cards. Lastly, the first Contestant may pick one more card
  - Note: If the selected card has the ability to change its form, Contestants can **only** use the form that is shown in the card pool to challenge the stages, except for the monsters that can change their forms after the game starts, for example those who can Switch. Otherwise, Contestants who change the forms of the cards will be penalized.
- Contestants can challenge the stage within the match period with unlimited attempts. The Contestant with faster clearance time shall be the winner (For detailed judgements, see Appendix II)
- Champions of the winner and loser brackets will advance to the Championship, and all Top 4 Contestants will advance to the preliminaries of the Cup Match

### 6. Championship

- The last two Contestants will compete in a Transmigration stage in a best-of-three format
- Contestants will have 15 minutes to challenge the stage. Revival is not allowed during the stage. Contestants may challenge with unlimited attempts during the match period
- Contestant who clears the stage first or clears more waves within the time limit wins. The winner will score 1 point. If Contestants clear the same number of waves, see Appendix II for judgement.
- The same Transmigration stage will be used for all 3 games
- During the entire period of the Championship, Contestants cannot reuse cards that had been used in the previous rounds as shown in the "Match Records"
  - For both Contestants, only the teams (excluding Ally) that clear the most waves in that round will be counted as "Match Records":

1. For Match Winner: The winning team will be counted towards a "Match Record"



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2. For Match Loser: The team that cleared most waves of the stage will be counted towards a “Match Record”

- Refined and diverged cards will be treated as separate cards
  - These rules are judged before entering each stage. If there are cards that will change their forms, only the form before entering the stage will be recorded
  - The Committee will carry out final checks before entering the stage each time. If the Contestant uses a repeated card, the result of that attempt will not be counted and the Contestant may be penalized
- The Contestant who scores 2 points first will be the Champion of Qualifier Season 2

### Section 4 - Tournament Operations

1. All stages used for the Tournament are designed by the Committee. The Committee reserves the rights to make final decisions in case of any dispute
2. The ranking in “Match Mode” is for reference only. The Committee will verify the results and handle appeals and complaints (if any) after the match. The finalized list of advanced Contestants will be announced afterwards
3. In Group Match (Top 400), Contestants must record the screen of their devices and upload the videos to a designated platform following the instructions of the Committee. If the Contestant fails to do so, he/she will be disqualified for any advancements
4. If there are ties in Group Match (Top 400) and Group Match (Top 16) which may affect the advancement of Contestants, the Committee shall:
  - a. first rank the affected Contestants by their Achievements, the Contestant with more Achievements advances;
  - b. then rank by their total stage clearance time. The Contestant who spends less time in total advances;
  - c. If the problem remains unsolved, the Committee will make a final decision by drawing lots
5. If a Contestant finds another Contestant disrespectful to the rules of the Tournament or has any other concern, he/she should first complete the match and contact the Committee to file a complaint **on the same day** as the match. **Overdue complaints may not be handled.** The Committee will carry out investigation and make final judgements
6. After announcing the advanced Contestants, if any Contestant decides to renounce , his/her position will not be replaced and the Contestant will be penalized. (Consideration may be given if the Contestant is in any special circumstances)
7. If there are any emergencies (including but not limited to natural disasters, extensive server disconnection) and the Committee believes that the match cannot be continued within a reasonable period of time, the Committee has the right to cancel the current match and schedule a partial or a full rematch



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8. Registration is required for all Contestants who are advanced to Group Match (Top 16) from Group Match (Top 400)
  - a. He/she must provide and confirm that his/her information is correct. If the Committee suspects that the information is incorrect and he/she fails to provide a reasonable explanation for the suspicion, he/she may be disqualified for advancement and additional penalties may be imposed. Once confirmed, all information cannot be changed. If any information is found to be incorrect in the future, he/she may be penalized
  - b. If he/she has registered previously in “God Hand Competition” or “TOS Champion Cup”, the official event name, real name and proof of identity must be identical to the information he/she previously provided
  - c. Any official event name shall be approved by the Committee, and the Committee reserves the right to refuse or request changes; the official event name provided by him/her will be used in future official events, such as introduction videos, live streams of matches, cheering events, or physical events

### After Group Match (Top 16) Registration

1. Contestants are required to join a LINE channel in which the Committee will announce Tournament-related information, answer questions and process match related matters. All Top 16 Contestants must join the channel. All information announced in the channel is strictly confidential and shall not be disclosed
2. If a Contestant contacts any members of the Committee privately to inquire about the Tournament related issues, the Committee members may, depending on the situation, not make any reply or request he/she to use the designated LINE channel for inquiries. The Committee will not answer questions related to the Tournament on other communication platforms
3. When competing in matches after Group Match (Top 16), Contestants should show their real faces in the live streams of matches as required by the Committee. Contestants may also be interviewed during the matches and should therefore pay attention to their appearance and manners
4. Contestants **must** continue to use the official event name that has been submitted and confirmed by the Committee during the Tournament
5. The Committee will announce the actual operation of the match day on the relevant channel

### **Section 5 - Equipment and Account**

1. Before the Finals (Top 4), all Contestants should use their own game account and phone for the matches at a venue of their own choice
  - a. Contestants are responsible for ensuring the ability of their accounts to face the challenges in the matches
  - b. Contestants are responsible for ensuring the venue they compete at allows them to focus and prevents them from being distracted
  - c. Contestants are responsible for ensuring their devices can meet the requirements of the Tournament (such as using the TOS App, recording videos and streaming to designated platforms)





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- d. The Committee will not handle any appeals or complaints of Contestants whose performances are affected by certain conditions (including but not limited to phone crashes, in-game bugs or the lack of cards in the Contestant's account)
2. During Group Match (Top 16), Contestants **must** stream their phone screens to designated platforms while showing their faces. If a Contestant is unable to supply relevant equipment, the Committee may provide a temporary venue for the Tournament with the required equipment. Note that:
  - a. The Committee does not guarantee the venue provided is free from distractions
  - b. While the Committee will make every effort to render other solutions in case the equipment provided malfunctions, the Committee does not guarantee the Contestant would be able to continue the match without being disrupted
  - c. Therefore, if the Contestant decides to compete at the venue provided by the Committee, he/she should acknowledge and bear all risks
3. In Finals (Top 4) and the Championship, Contestants **must** compete at a designated venue following the instructions of venue staff:
  - a. Contestants must use the phone and account provided by the Committee. Personal phones should not be taken out throughout the Tournament
  - b. During the matches, Contestants are not allowed to change the settings of the TOS App and the inventory. All operations must be done according to instructions by Tournament officials/venue staffs
  - c. During the matches, Contestants are not allowed to change any phone settings
  - d. During the matches, Contestants are not allowed to quit the TOS App
  - e. Before the matches start, Contestants should check whether the phones and accounts provided function properly and confirm it with venue staff. If a Contestant did not find any problems prior to the start of the matches but discovered any later, the Committee might not handle the appeal and proceed with the match
  - f. If the equipment provided by the Committee experiences any unforeseeable technical problems, such as unexpected shutdowns and frozen screens, Contestants should notify venue staff who will handle the issue. If the staff determines that the problem takes a longer period of time to solve, the Committee has the right to pause or reschedule the match
  - g. No recordings are allowed in the backstage and the competing area
  - h. Disturbing competing Contestants is not allowed
  - i. Disturbing the process of livestreaming and relevant personnel is not allowed



## Section 6 - Sportsmanship, Integrity, Cheating and Violation of Rules

1. All Contestants (including players in the Audition) must strive for all matches. Contestant who gives up or renounces in any match deliberately for any reason may be penalized
2. All Contestants should read the terms and conditions of the Tournament and agree to be bound by them before participating in the Tournament
3. All Contestants are required to act in a respectful sportsmanlike manner throughout the Tournament
4. Behaviors that are considered as violation of rules include but are not limited to:
  - a. **Collusion (match fixing):** Any attempts or actions to change or manipulate the result of the matches. Examples include losing a match deliberately to allow the advancement of other Contestants, or colluding with anyone outside the match to disrupt the operation of the Tournament or affect the performance of other Contestants
  - b. Disturbing the operation of the game server or preventing other Contestants from connecting to the game server
  - c. Allowing others to use the Contestant's account for any reason
  - d. **Exploiting:** using any unpermitted in-game bug willfully for an unfair advantage (For more details, see Appendix III)
  - e. **Gambling:** placing or attempting to place a bet in any matches organized by the Organizer regardless of legality (be it monetary or not)
  - f. **Unsportsmanlike Behavior:** Committing, attempting to commit or threatening to commit violent acts, harassment, insult, or any other unsportsmanlike behavior against others (including but not limited to general players, other Contestants or staff)
  - g. Disobeying the instructions of the Committee or disrupting the operation of the Tournament deliberately
5. If the Contestant participates, or as determined by the Committee, attempts to participate in any of the above, he/she may be penalized after investigation
- 6. Note:** All Contestants (including players who participated in the Audition) should be reminded that match results shall be finalized and verified by the Committee before they could receive any prize



## Section 7 - Penalty

1. **Warning System:** When a Contestant violates any rules, the Committee may issue a warning depending on the situation. Contestants who are warned twice in the same season will be disqualified for the rest of the Tournament of TOS Champion Cup 2020, and additional penalties may be imposed if necessary. Warning records are valid only in TOS Champion Cup 2020. However, if the Committee finds the Contestant violating similar rules in other official matches in the future, the previous warning record may affect judgements
2. If a Contestant violates any rules, the Committee shall impose different kinds of penalties depending on the severity of the incident. Penalties include:
  - a. Issuing a warning according to the warning system;
  - b. Confiscating half or all of the prizes (with no exception for distributed ones)
  - c. Disqualifying the Contestant immediately
  - d. Banning the account according to the in-game system; or
  - e. Banning the Contestant from participating in a particular event or all futures events held by the Organizer
3. The Committee reserves the right to investigate individual cases. Contestants should answer investigative questions truthfully. Contestants who are found to have deliberately deceived the authorities or mislead the direction of the investigation may be penalized
4. The Committee reserves all and absolute rights to make final decisions on matters concerning the violation of rules



## Section 8 - Rewards

1. Unless otherwise authorized by the Committee, all prizes are non-transferable, unchangeable and non-exchangeable for cash. No compensation will be made if the prize is lost. All prizes are awarded on an “as is” basis
2. **Rewards for Audition:** Upon a player clears the Audition stages, corresponding prizes will be distributed to the player’s account instantly

Rewards for Audition include:

1. Silver Madhead x1 for clearing each Audition stage for the first time (x3 Max)
2. Harpy x1 for clearing each Audition stage for the first time
3. Corresponding rewards for passing the following thresholds for the first time (Stage A/C)
  - a. 15,000 marks: Luminfly x5
  - b. 20,000 marks: Yummy Alpaca x1 (random attribute)
  - c. 40,000 marks: Baby Harpy Knight - Madhead x1
  - d. 50,000 marks: 5M EXP Material Selection x1 (random attribute)
4. Corresponding rewards for passing the following thresholds for the first time (Stage B)
  - a. 15,000 marks: Luminfly x5
  - b. 20,000 marks: Yummy Alpaca x1 (random attribute)
  - c. 25,000 marks: Baby Harpy Knight - Madhead x1
  - d. 30,000 marks: 5M EXP Material Selection x1 (random attribute)

3. **Rewards for participation:** Upon a Contestant finishes the match and the Committee has verified his/her results, he/she will be eligible to claim the rewards for participation of that round

Rewards for participation include:

Top 16	<ol style="list-style-type: none"><li>1. Diamonds x 40</li><li>2. Advancing Title “Slugfest” (Gold)</li></ol>
Top 400	<ol style="list-style-type: none"><li>1. Diamonds x 10</li><li>2. Advancing Title “Strive for the Best” (Silver)</li></ol>
Top 1600	<ol style="list-style-type: none"><li>1. Diamonds x 5</li><li>2. Advancing Title “Strive for the Best” (Bronze)</li></ol>

**Caution:** Contestants who fail to finish the match for any reason will not be eligible to claim the participation rewards



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4. **Ranking Rewards:** The final rankings of the 4 Contestants will be determined after the completion of the Finals (Top 4) and the Championship

Ranking rewards include:

Season 2 Champion	<ol style="list-style-type: none"><li>1. Diamonds x 200</li><li>2. All Max selection x 1</li><li>3. Title Reward "Candidate of the Supreme" (Platinum)</li><li>4. Customized Ally Frame (with diamond effect)</li></ol>
1st Runner-up	<ol style="list-style-type: none"><li>1. Diamonds x 150</li><li>2. Title Reward "Candidate of the Supreme" (Platinum)</li><li>3. Customized Ally Frame (no effect)</li></ol>
2nd Runner-up	<ol style="list-style-type: none"><li>1. Diamonds x 100</li><li>2. Title Reward "Candidate of the Supreme" (Platinum)</li><li>3. Customized Ally Frame (no effect)</li></ol>
3rd Runner-up	<ol style="list-style-type: none"><li>1. Diamonds x 80</li><li>2. Title Reward "Candidate of the Supreme" (Platinum)</li><li>3. Customized Ally Frame (no effect)</li></ol>

**Caution:** Contestants who fail to finish the match for any reason will not be eligible to claim the participation rewards



## Section 9 - Disclaimer

### 1. **Disclaimer:**

By registering or participating in the Tournament, the Contestant affirms that he/she has read, understood and agreed to be bound by all Terms and Conditions in the Manual. The Contestant also agrees and accepts that all decisions made by the Organizer and the Committee are final. The Committee shall not be liable to any person for damages of any kind arising from participating in the Tournament, including but not limited to direct, indirect, incidental, special or punitive damages or loss of profits.

### 2. **Personal Information Collection Statement:**

Contestants' personal information will be collected, used and retained in accordance with the Personal Data (Privacy) Ordinance and the privacy policy of the company (<http://www.towerofsaviors.com/privacypolicy.html>). The information collected will be used for affirming Contestants' eligibility, verifying Contestants' identity, contacting prize-winners, promoting the Tournament and TOS game content, offering job opportunities (if applicable), marketing research and all directly related purposes. Should Contestants have any inquiries, please contact [info@madhead.com](mailto:info@madhead.com) via email

### 3. Participants should agree and authorize the Committee to use the names and photos they provide in the promotion of the Tournament, including on the official website of the Tournament and social media like Facebook page and YouTube

## Section 10 - Others

1. The Committee reserves all rights to make final decisions for the Tournament
2. The Committee reserves the rights to amend the content of the Player's Manual without prior notice
3. If the Tournament has to be suspended due to administrative, security and competitive concerns or the Tournament is interrupted, the Committee reserves all rights to pause, reschedule and cancel the matches
4. Player's Manual is available in both English and Chinese versions. The Chinese version shall prevail in the event of any discrepancy between the two versions
5. Should Contestants have any inquiries regarding the Player's Manual, please contact [tcc.issue@towerofsaviors.com](mailto:tcc.issue@towerofsaviors.com) via email



## Appendix I - Match Mode

1. From the Qualifying Match (Top 1600) to Group Match (Top 16), all Contestants can enter the “Match Mode” by tapping the Mad Head button on the main screen 30 minutes before the match starts
2. In the “Match Mode”, Contestants will challenge 3 stages with their own teams. The ranking of a Contestant will be determined by the combined score of “Stage Clearance Time” and “Achievement Bonus” obtained from each stage
  - a. The 3 stages of the Qualifying Match (Top 1600) will be available simultaneously, Contestants may challenge all 3 stages in any order within the Tournament period with unlimited attempts. The 3 stages of Group Match (Top 400) and Group Match (Top 16) will be opened in order. The remaining time for stage or the opening time for the next stage will be displayed on the main screen in “Match Mode”. The stages cannot be revisited after they are closed
  - b. Results will only be recorded during the opening period of the stages. If the Contestant clears the stage after the match period, his/her results will not be counted
  - c. “Stage Clearance Time” Score:
    - i. The faster the clearance time is, the higher the ranking and score will be (Only the best record will be counted. If 2 or more Contestants clear the stage at the same time, priority will be given to the one with less battle rounds, the second consideration will be the damage output). Only the fastest clearance time will be recorded for the same stage.
    - ii. Score distribution:

Ranking	Score	Ranking	Score
1	1000	50	550
2	960	51 - 99	3 scores less than the precedent Contestant
3 - 9	20 scores less than the precedent Contestant	100	400
10	800	101 - 199	2 scores less than the precedent Contestant
11 - 19	10 scores less than the precedent Contestant	200	200
20	700	201 - 399	1 score less than the precedent Contestant
21 - 49	5 scores less than the precedent Contestant	400	0



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### d. "Achievement Bonus" Score

- i. There will be 3 bonus achievements in each stage. Bonus marks will be awarded when a Contestant completes the achievement (Only when the stage is cleared. No score will be given if the Contestant completes the achievement but fails to pass the stage). Each achievement can only be completed once.

1. Completing the first achievement: 25 scores
2. Completing the second achievement: 50 scores
3. Completing the third achievement: 80 scores

### 3. Example:

Stage	Ranking	Score	+	Achievement Completion	Score	Score of the stage
A	1	1000		1st and 3rd achievements	105	1105
B	5	900		All achievements	155	1055
C	3	940		3rd achievement	80	1020
Total:						3180

4. Summoners (e.g. Enoch) and specific monsters are not eligible to enter "Match Mode". Contestants should check on "Forbidden Monster(s)" page in "Match Mode" to confirm all ineligible monsters
5. Except for the Finals, Contestants may revive once when challenging each stage in "Match Mode" while waiting for 45 seconds. No revival is allowed in the Finals
6. All Contestants will be ranked according to their total scores, which determine the advancing Contestants





## Appendix II - The Ranking and Judgement of Finals (Top 4) and Championship

	Finals	Championship
The mechanism of determining the winner (if both Contestants clear the stages successfully)	1st consideration: The Contestant with shorter stage clearance time wins	The Contestant who clears the stage first wins
	2nd consideration: The Contestant who clears the stages in less rounds wins	
	3rd consideration: The Contestant with larger damage output wins	
The mechanism of determining the winner (if both Contestants fail to clear the stages)	1st consideration: The Contestant who defeats more waves wins	
	2nd consideration: The first Contestant to have entered a certain wave wins	
	3rd consideration: The first Contestant to have entered the previous stage wins (and so on)	
	4th consideration: Exchange orders to select cards. Repeat Draft Pick and rechallenge the stages	N/A

\* If judgements cannot be made after considering all of the above, Contestants shall rechallenge the stage and may select any cards from the card pool. The mechanism of determining the winner remains the same as above



## Appendix III - Permitted In-game Bugs

1. The in-game bugs stated below are not treated violating Section 6 (4)(d):
  - a. "Quick Start"  
Definition: Start moving runestones or launch attacks before the enemies fully appear
  - b. "Overlapping Skill Activation"  
Definition: Activating another skill before the first skill is fully activated
2. The above known bugs may be fixed in new versions of the Game. The Committee reserves all rights to update the list anytime without prior notice