



KEYFORGE TRIAD ADAPTIVE WINTER LEAGUE 2019

SIGNUP DEADLINE – Nov.15th

LEAGUE START – Nov.18th

What is it?

The Keyforge Adaptive Winter League is a minimum of four week long tournament that gives players a chance to play a variety of decks in their collection, while also testing their skills to the max!

Each week players will be assigned an opponent. With that opponent you will play one adaptive game by the end of week. The time and location is the player's and opponent's choice. (full rules below)

Prizes!?

The main focus is on participation prizes, so each player will receive (there might be more if more players join!):

Participation:

- 1x House Chain Track Card (Discovery Kit)
- 2x Aurbits Shield Tokens
- 2x Aurbits Power Tokens
- 2x Aurbits Stun Tokens
- 1x Random Deck from Khoa's Treasure Trove

Top 8

- 1x Keyforge Keychain
- 4x 3D Printed Rage Tokens
- 4x 3D Printed Ward Tokens
- A Set of Power Cards from Discovery Organized Play Kit (Qty depends on players)
- A Set of Stun Cards from Discovery Organized Play Kit (Qty depends on players)

Top 4

- 1x 3D Printed Keyforge Deckbox
- 1x Choice of Collectable Maverick/Ambassador Deck (Based on Tournament Ranking)
- 5x Metal Damage Tokens (Discovery Kit)

Top 2

- 1x Playmat

Top 1

- First Pick of either the
Discovery Kit Wild Wormhole Playmat OR Untamed Vault Tour Playmat
- Keyforge Trophy / Medal
- Custom 3D Printed Deckbox of winning Deckname

Who Can Play?

All players are eligible for this event!

Entry Fee?

Cost will be **\$30** for the 4 week period (so \$7.5 a week in a 4 week period + week grand finals)

All Entry fees will go towards covering costs for prizes.

Payment can be done in person or through paypal/e-transfer at khoalittleusaigon@hotmail.com.

Payment must be paid in full only.

If payment is not received by **November 15th** you will not be eligible to play.

The League is planned to start the week after the payment due date (July 18th).

Once the league begins, entry fees cannot be refunded as they will go directly into prizing, and each game played affects overall rankings.

Tournament Format?

Triad Adaptive (Archon or Sealed): Each week you can use different decks of your choice, sealed or from your open collection. **Your opponent is allowed to decline sealed.**

Players will bring 3 decks. Each player will ban 1 deck their opponent's decks. **They may only look at the houses at this time regardless of Archon or Sealed.** Once each player has banned 1 deck from their opponent. Players will then select a deck to play from the remaining decks.

Each round of this tournament consists of best-of-three matches.

For the first game of each match, players use their own decks.

For the second game, each player swaps decks with his or her opponent and plays using his or her opponent's deck.

If the third game occurs, players bid chains to use the deck which won both of the previous games. The player who brought the deck starts by bidding 0 chains, and then the players take turns outbidding each other until a player declines to bid higher.

The player who bid the highest uses that deck for the third game (with their bid number of chains applied at the start).

OP Rules: You may use any sleeve or tokens/dice as long as the information is clear to your opponent at the time.

Match-Ups: At the end of each week (Monday Morning) there will be new round pairings that I will announce on Facebook or email if required.

Round Limit:

Each individual set of games will not have a time limit, and you can meet and play with your opponent at any time and any place **within the week period**.

In the case that this is out of town, Regina player gets preference in city of Regina. Players are allowed to decline locations that are not considered public for safety reasons.

Rulings:

Rulings are based on the each player's discretion. Remember this is **friendly welcoming** tournament. Please either reference rulebook/FAQ or either contact myself if I am available at that time. If there is an instance where both players have forgotten an important rule and some turns have past (like ember imp/forge a key) it is deemed that the current play still stands so no take-see back-see and redoing whole turns as each player is responsible to remember their board-state and triggers.

All games must be reported on the Sunday night at 9pm CST. IF the game is not reported, each player will be award 0 Points for that round.

If a player can prove they have contacted their opponent and there was no response attempted or never tried to setup a meeting, that player will receive full points and their opponent will receive 0 points for that week.

Round Points:

Each round you will be awarded:

- 1 point per game won
- 1 additional Point for winning the Match.

These points will then determine who you play the next week, and at the end of the league , there will be a cut to the top 4 players who will play off for any grand prizes available.

Length of League: Minimum 4 Weeks (longer if more players)

Player Conduct:

1.This one is obvious but no cheating is allowed what-so ever, if you are found to be cheating, you will be removed from the tournament.

2. Respect the players. I have zero-tolerance for individuals that have poor sportsmanship or downright rude to their opponents. For the first complaint I will issue a warning. This will be a three strike system and on the 3rd strike you will be removed from the tournament at my discretion.

3. Have fun!