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# PLAYER GUIDE & RULES

## The Elder Scrolls: Legends Masters Series Championship

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\$55,000 Prize Pool

### Introduction

*The rules and policies within this document apply to all players.*

This Player Guide for *The Elder Scrolls®: Legends: Masters Series Championship* (“**Masters Series**”) is considered a living document and may be updated and modified at any time, for any reason. Rulings outside the scope of this document may be made to preserve fair play and tournament integrity.

*Good luck to everyone competing!*

### Overview

The Masters Series is sponsored by Bethesda Softworks LLC (“Bethesda”). Winning your seat at the second Masters event will be a straightforward process done through four qualifying tournaments and one “Last Chance Qualifier.” These two-day events will be held online over several weeks, open to all eligible players, and each qualifying tournament will distribute \$1,000 in cash prizes to the top eight players. An invite to participate in the Master Series tournament at Bethesda’s 2019 QuakeCon at the Gaylord Texan Resort & Convention Center in Grapevine, Texas (“**QuakeCon**”), complete with travel and accommodations, will be awarded to the first place finisher from each qualifying tournament. The Masters Series finals will be played on Friday, July 26, 2019.

Masters Points will also be up for grabs in these qualifiers. These will play a role in the qualification of players as shown below:

- 4 players will qualify through winning 1<sup>st</sup> place in a Masters Series Qualifier
- 2 additional players will qualify and receive flights + accommodations to the Masters finals through being the top two Masters Points earners at the conclusion of the fourth Masters Series Qualifier.
- 2 players will qualify and receive flights + accommodations to the Masters finals through placing in the top two of the Last Chance Qualifier, a single-elimination tournament

played in the same format as the Masters Series Qualifiers featuring the 3<sup>rd</sup>-10<sup>th</sup> highest Masters Points earners who have not already qualified at the conclusion of the fourth Masters Series Qualifier.

The breakdown of prizes is as follows:

**Masters Series Qualifiers**

1st Place: \$400, Invite + Travel to the Masters Series at QuakeCon

2nd Place: \$200, 10 Masters Points

3<sup>rd</sup>-4<sup>th</sup> Place: \$100, 7 Masters Points

5th-8th Place: \$50, 5 Masters Points

9th-16th Place: 2 Masters Points

17th-32nd Place: 1 Masters Point

**Masters Series at QuakeCon 2019**

1st Place: \$20,000

2nd Place: \$10,000

3rd-4th Place: \$6,000

5th-8th Place: \$2,000

The selected winners will be responsible for all taxes (federal, state, and local) and all expenses not listed herein related to acceptance and use of the prize. Any person who is a U.S. resident winning \$600 or more worth of prizes from Sponsor in a calendar year will receive an IRS form 1099 after the end of the calendar year in which the prizes were awarded and copy of such form will be filed with the Internal Revenue Service (IRS).

All qualifiers and the Masters Series itself will be played using a Last Class Standing best-of-five format with one ban. Players will bring four decks to each event.

**Qualifier Dates**

May 11-12

May 18-19

May 25-26

June 1-2

Qualifiers will begin at 12pm ET on Saturday of each weekend of the qualifying tournaments and be single elimination, using the best-of-five Last Class Standing format. Play on Saturday will pause at the round of eight, and the final eight players will return on Sunday at 12pm ET to complete the tournament. The Sunday portion of each event will be streamed officially on a 15-minute delay. Streaming your personal gameplay during the Saturday portion is permitted, but a delay of 15 minutes is strongly encouraged to prevent stream sniping.

**Last Chance Qualifier**

June 23

The Last Chance Qualifier, held on June 23 at 12pm ET, will invite the 3<sup>rd</sup>-10<sup>th</sup> highest Masters Points Earners as ranked at the conclusion of the fourth and final Masters Series Qualifier. It will be played using the same format as the Masters Series Qualifiers: best-of-five Last Class Standing with a ban. Players will each bring four decks to this tournament. It will be seeded based on the eight players' current Masters Points rankings, and played in a single-elimination fashion, with the two finalists receiving an invite, flight, and accommodation for the Masters Series Finals at QuakeCon.

## Qualifiers

### 1. General

#### 1.1 No Show

Both players have to add each other to their in-game friend list. If a participant is not ready to play 15 minutes after the scheduled match time, please submit a protest ticket with screenshot evidence that the player did not show up. This is the fastest way to get your match checked to move on to the next round.

#### 1.2 Disqualification

To keep the delay during the cup as short as possible we reserve the right to disqualify players from the tournament. This will only be done in cases when a player shows no real effort to complete a match or is obviously avoiding their opponent. In more drastic cases this can be applied to both players.

#### 1.3 Match Result

After each match, both players have to enter and confirm the match result on Battlefy. Always record the result using a screenshot.

#### 1.4 Screenshots

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the match page as soon as possible. Faking or manipulating match media is of course forbidden and will result in disqualification. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an Admin (defined below) is hindered in his work because of bad match media names, penalty points can be assigned. We suggest to take a screenshot of all situations during a game, the screenshots will be used by an Admin in protests and should be uploaded on request.

#### 1.5 Nicknames Compulsory

Each player has to use the nickname that is entered in his/her player sheet.

#### 1.6 Match start

In order to start a match it is necessary to log in to your account at Bethesda.net and invite each other. Afterwards can you start the match using the game settings outlined in the cup rules.

### 1.7 Bugs

Using bugs or glitches is strictly forbidden. If any unknown bugs or glitches are used, an Admin will review the case and decide if a penalty is necessary.

### 1.8 Game Account

For competing in the Masters Series tournaments and leagues a The Elder Scrolls: Legends Nickname is needed. This ID must be entered in your player profile.

### 1.9 Game Account Change

If needed, you can change your The Elder Scrolls: Legends Nickname. In order to do so, add your new The Elder Scrolls: Legends Nickname on the cup or league widget and confirm. In case of problems, please contact an Admin.

### 1.10 Disconnects

If needed, players must reconnect using the reconnect feature. Failure to do so after 5 minutes will result in a loss of that round.

## 2. Format

- Unlimited Signups - Single Elimination Bracket
  - Day 1 – Play until final 8 players
  - Day 2 – Broadcast final 8 players to completion
- Best of 5 Match
- 1<sup>st</sup> place finisher qualifies and may not participate in the remaining qualifiers
- Qualifiers will have random seeding

## 3. Competitive Mode

### 3.1 Last Class Standing with one ban

- Before the tournaments starts, all players choose **four** different decks of different classes in a best of five tournament.
  - The sign-up screen will prompt you for one deck list for each chosen class in screenshot form. Classes and deck lists can be changed at any time before the event starts. Deck lists will only be visible to you, your opponents, and the admins.
  - Deck lists **must be submitted in English and in the form of an image**. The images may be taken of your deck in the client, or of your deck list on legends-decks.com.
- Both players must ban one of their opponent's deck at the same time
- The first round of a match is a blind pick. Players may choose any of their decks that weren't banned at the pre-match phase.
- The winning player must keep using the same deck; the losing player's deck is eliminated, and the losing player must then switch to another of his submitted decks that wasn't banned and that hasn't taken a loss yet.

- A player must win three games total (defeating all three of the opponent's un-banned decks) in order to win the match.
- The player who leaves/concedes a game loses this game.
- Turn timer must be on
- If a player accidentally queues a banned deck in the first game of the match, they will receive a game loss. If an ineligible deck is queued beyond the first game, due to the nature of Last Class Standing where the winning deck must be played, the player will receive a warning. If an ineligible deck is queued incorrectly a second time, they will receive a game loss.

## 4. Deck Types

Deck Type	Attribute 1	Attribute 2	Attribute 3
Archer	Strength	Agility	N/A
Assassin	Agility	Intelligence	N/A
Battlemage	Strength	Intelligence	N/A
Crusader	Willpower	Strength	N/A
Mage	Intelligence	Willpower	N/A
Monk	Agility	Willpower	N/A
Scout	Endurance	Agility	N/A
Sorcerer	Endurance	Intelligence	N/A
Spellsword	Endurance	Willpower	N/A
Warrior	Strength	Endurance	N/A
Strength	Strength	N/A	N/A
Intelligence	Intelligence	N/A	N/A
Willpower	Willpower	N/A	N/A
Agility	Agility	N/A	N/A
Endurance	Endurance	N/A	N/A
Neutral	Neutral	N/A	N/A
House Redoran	Strength	Willpower	Endurance

<b>House Telvanni</b>	Intelligence	Agility	Endurance
<b>House Hlaalu</b>	Strength	Willpower	Agility
<b>Tribunal Temple</b>	Intelligence	Willpower	Endurance
<b>House Dagoth</b>	Strength	Intelligence	Agility
<b>Daggerfall Covenant</b>	Strength	Endurance	Intelligence
<b>Ebonheart Pact</b>	Strength	Endurance	Agility
<b>Aldmeri Dominion</b>	Intelligence	Agility	Willpower
<b>Guildsworn</b>	Strength	Intelligence	Willpower
<b>Empire of Cyrodiil</b>	Willpower	Endurance	Agility

## 5. Eligibility

- Participants from all regions and countries may compete except for the countries of Iran, North Korea, Syria, Sudan, Cuba, and Venezuela.
- All participants must be of the age 18 or older.

## Main Event

### 1. General

#### Locations & General Information

##### Player Hotel/Venue

The Gaylord Texan Resort Hotel and Convention Center  
1501 Gaylord Trail, Grapevine, TX 76051

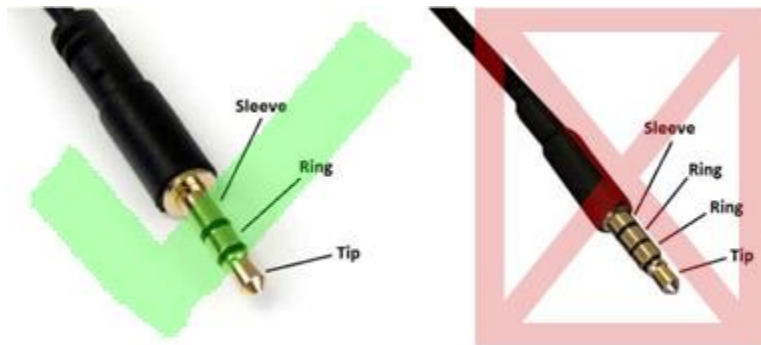
### 2. Transportation Information

Each player needs to maintain responsibility in arriving on time to utilize their allotted warm up time before the set match time. The times provided need to be adhered to and will not be flexible unless previously approved. The venue is attached to the hotel so there will not be necessary travel arrangements to and from each.

### 3. Equipment To Bring

Players must provide their own earbuds.

\*Earbuds should be 2 post not 3 post\*



A mouse and keyboard will be provided. For all matches happening on stage, a noise-cancelling headset will be provided, to be worn over the player's earbuds. All non-stage areas will have the same PC and monitor setup to maintain a fair field of play.

## 4. Format

- Single Elimination Bracket  
Seed Determination:
  - # 1 Seed – Qualifier #1 Winner
  - # 2 Seed – Qualifier #2 Winner
  - # 3 Seed – Qualifier #3 Winner
  - # 4 Seed – Qualifier #4 Winner
  - # 5 Seed – Last Chance Qualifier Winner
  - # 6 Seed – Last Chance Qualifier Runner-Up
  - # 7 Seed – Top Point Earner
  - # 8 Seed – Top Point Earner Runner Up

## 5. Competitive Mode

### 5.1 Last Class Standing with one ban

- Before the tournaments starts, all players choose **four** different decks of different classes in a best of five tournament.
  - Deck lists will be required from players in advance of the event. Qualified players will be contacted via email and informed of the submission deadline. Decks will be made publicly available to all players the day prior to the event, and players will be allowed to view deck lists and take notes during the tournament.
  - Deck lists **must be submitted in English and in the form of an image.** The images may be taken of your deck in the client, or of your deck list on legends-decks.com.
- Both players must ban one of their opponent's deck at the same time
- The first round of a match is a blind pick. Players may choose any of their decks that weren't banned at the pre-match phase.

- The winning player must keep using the same deck; the losing player's deck is eliminated, and the losing player must then switch to another of his submitted decks that wasn't banned and that hasn't taken a loss yet.
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Strength	Strength	N/A	N/A
Intelligence	Intelligence	N/A	N/A
Willpower	Willpower	N/A	N/A
Agility	Agility	N/A	N/A
Endurance	Endurance	N/A	N/A



<b>Neutral</b>	Neutral	N/A	N/A
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## **Tournament Rules/Policies**

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all developers, publishers, Tournament organizers, and spectators. Additionally, any defamation of the brand or associated companies and staff in relationship to the Master Series Championships at QuakeCon whether in person, or on any digital platform including but not limited to any and all social media and chat programs may result in a ruling by committee that can result in a forfeit of potential prizes, suspension or ban from sponsored event participation.

*Violating any policy in this section may result in a verbal or written warning, forfeiture of a round, forfeiture of a match, reduction in prize money, or a combination of these penalties.*

## **Behavior**

Players are expected to conduct themselves professionally throughout the entirety of the event. Warnings and penalties may be awarded for the following:

- Profanity
- Threats or implied violence
- Destruction of equipment
- Punctuality
- Refusal to follow tournament staff instructions.

## Harassment Violation of Tournament Rules

Please be respectful of all Hotel/Tournament staff and areas, during this trip you are representing Bethesda and all parties involved in the Master Series.

### **Admins**

“Admins” are the official representatives of the tournament during the event. The referees are empowered to represent and protect the league's integrity, tournament rules and are responsible for the players during the event.

If any questions or problems arise during the event, you must engage the Admins directly, none other. If you do engage someone that is not an Admin, and the information given to you is incorrect, or if you wait too long to report a problem even during the live event, you will be responsible for the consequences that occur. Admins have up to date information on match times, match rules, any potential in game variances.

Instructions and requests by the referees present at the event need to be followed immediately without delay at all times. Referees may make decisions that differ from the rulebook to protect the league's integrity

Any issue that impacts player gameplay must be reported to an Admin immediately.

Every team/ player is responsible for communicating any unplayable conditions.

No bags, backpacks or phones will be allowed on tournament stages.

Warm-up schedule will be enforced by Admins.

Players that are scheduled to play immediately following the current tournament match have priority on the warm-up stations over teams that are scheduled to play later in the day.

### **Punctuality**

We expect every player to be at the event sixty (60) minutes before the match to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible. Any delays caused by showing up late may lead to penalties.

You must be present at your station fifteen (15) minutes before the match start and at that point you cannot leave without referee approval. If you need to smoke and/or go to the bathroom before that period, you will need to get the approval of the referee. At any point during your warm up a tournament Admin may ask you to discontinue the game, these commands from any Admin need to be followed.

## **Clothing**

Closed toed shoes only. Headwear while on stage is also not allowed due to obstruction of white noise. Venues are notorious for being cold, it is suggested you plan accordingly for the climate inside of the venue as well as outside of the venue.

## **Betting**

Betting on matches in a league/tournament that you are involved in is strictly forbidden. Betting against yourself or against your own team will be punished by disqualification for the team/player taking part in the league/tournament.

## **Photo/Media Rights**

By participating, all players grant Bethesda the right to use any photographic, audio or video material on their website or for any other promotional purpose  
Players and teams are asked to be available before and after matches for any interviews

## **Internet Access**

Under no circumstances are you allowed to unplug any network cables or to change any network settings. Furthermore, it is strictly forbidden to plug in any devices into our network (e.g. laptop).

## **Power Strips**

It's strictly forbidden to plug in any devices (e.g. laptop) into the power bars within tournament areas.

## **Information Channels**

Websites:

<https://legends.bethesda.net>

Twitter:

[@TESLegends](https://twitter.com/TESLegends)