

Magic: The Gathering Arena Kaldheim Qualifier Weekend

Event Information

Last Updated: December 1, 2020

The following includes event information, rules, and policy for the Magic: The Gathering Arena Kaldheim Qualifier Weekend.

Wizards of the Coast reserves the right, at its sole discretion, to suspend, modify, and change its events at any time and for any reason without notice.

Overview

The *Magic: The Gathering Arena Kaldheim* Qualifier Weekend is a two-day event in which top eligible players at the end of the event will receive invitations to compete in the *Kaldheim* Championship.

Qualifier Weekend for the *Kaldheim* Championship, which will take place on March 26-28, 2021, will run on the following weekends:

- December 19-20, 2020
 - The format for December's Qualifier Weekend is Historic Constructed
- January 16-17, 2021
 - The format for January's Qualifier Weekend is Historic Constructed
- February 27-28, 2021
 - The format for February's Qualifier Weekend is Standard Constructed

Qualification to Compete

Kaldheim Qualifier Weekends are invitation-only events. Eligible players will be granted the Qualifier Badge prior to the Qualifier Weekend taking place. Players with the Qualifier Badge are granted one entry into the Qualifier Weekend Day One event.

Players who are qualified for the *Kaldheim* Championship are *ineligible* to compete in any *Kaldheim* Qualifier Weekend, regardless of standing in the ranked seasons that determine eligibility.

Players can see if they have the Qualifier Badge by selecting Profile once logged in. The Qualifier Badge will be displayed adjacent to the Season Rewards button on that screen.

Players can typically earn the Qualifier Badge by finishing in the Top 1200 of either Constructed or Limited ranked play at the end of one of the ranked seasons that are tied to a Qualifier Weekend. Additionally, all players who competed in the *Zendikar Rising* Championship will have eligibility for all *Kaldheim* Qualifier Weekends provided they are not qualified for the *Kaldheim* Championship. Players who earn five or more match wins in Day 2 of a *Magic: The Gathering Arena* Open also earn eligibility for the immediate following Qualifier Weekend after that *Magic: The Gathering Arena* Open. (Arena Opens only qualify you for the next Qualifier Weekend that takes place, no more than one.)

Additional ways to earn the Qualifier Badge may be available, up to and including as an award for strong placement in a Wizards-supported tournament or tournament series. Wizards of the Coast reserves the right to add additional means of granting players the Qualifier Badge during the *Kaldheim* split of the 2020-21 professional season.

For the *Kaldheim* Qualifier Weekend on December 19-20, 2020, the following ranked seasons are used for determining player eligibility:

- November 2020 Ranked Season (October 31, 2020 at 12:05 PT – November 30, 2020 at 12:00 PT)

For the *Kaldheim* Qualifier Weekend on January 16-17, 2021, the following ranked seasons are used for determining player eligibility:

- December 2020 Ranked Season (November 30, 2020 at 12:05 PT – December 31, 2020 at 12:00 PT)

For the *Kaldheim* Qualifier Weekend on February 27-28, 2021, the following ranked seasons are used for determining player eligibility:

- January 2021 Ranked Season (December 31, 2020 at 12:05 PT – January 31, 2021 at 12:00 PT)

Players who are qualified for the *Kaldheim* Championship are *ineligible* to compete in any *Kaldheim* Qualifier Weekend, regardless of standing in the ranked seasons that determine eligibility.

Additional means of receiving the Qualifier Badge for a *Kaldheim* Qualifier Weekend is at the sole discretion of Wizards of the Coast.

Qualifier Weekend Days

The following information going forward covers the December Qualifier Weekend. Additional updates may come for the January Qualifier Weekend and February Qualifier Weekends. Should an update not come before each event, the below will apply to those Qualifier Weekends.

The *Kaldheim* Qualifier Weekend takes place as a special event in *Magic: The Gathering Arena*. Players who are eligible will see the event and will be eligible to enter the event once during the day. Both days of competition are best-of-three with sideboarding.

Each *Kaldheim* Qualifier Weekend will be available to enter starting at 6 a.m. PT. The event will be visible to eligible competitors on the Thursday before the event begins; players who do not see the event but have the Qualifier Badge granted to them under their profile page should contact [Customer Support](#) for assistance.

Players will be able to join the event on Day 1 no earlier than Saturday at 6 a.m. PT and no later than 8 a.m. PT.

For Day 2, players will only be able to participate if they earned 7 match wins on Saturday. Players should receive a token that denotes their eligibility to participate in Day 2. Players who are unable to join who earned 7 match wins on Day 1 should contact [Customer Support](#) for assistance.

Players can participate in Day 1 until they receive either 7 match wins or 3 match losses. Players who are eligible to participate on Day 2 can participate in that day's event until they receive either 7 match wins or 3 match losses.

Players can participate in Day 1 until they receive either 7 match wins or 2 match losses. Players who are eligible to participate on Day 2 can participate in that day's event until they receive either 7 match wins or 2 match losses.

The events will allow a player a select their deck prior to any match play for each event, but once a deck is chosen, it cannot be changed for the remainder of the event. However, the Day 1 event and Day 2 event are effectively separate in-client events. Thus, a player may elect to submit a different deck for Day 2 than they did for Day 1, but once they select a deck for either day, that has to be the deck that player uses for all matches in that day's event.

Once the event has begun, eligible players may join and choose their deck for the event. The deck they choose once they start the event is the deck they must use until they have completed the event.

Due to the nature of this event being available only to a limited number of participants, competitors are strongly encouraged to complete all of their games as soon as possible. As the event nears its completion, matchmaking times may take longer than normal.

Prizes

Players will receive gems based on the number of match wins they earn in Day 1 as follows:

Match Wins	Gems
7	1200
6	1200
5	1000
4	800
3	600
2	400
1	200

Additionally, players who earn 6 or more match wins on Day 1 will ensure their eligibility to participate in the following month's Qualifier Weekend regardless of their monthly ranked season performance. The Qualifier Badge will be granted to those players in the first 3-5 business days following the start of a new monthly ranked season.

Players will receive their gem awards once they have completed their event.

Players who qualify for and compete in Day 2 will receive gems based on the number of match wins they earn in Day 2 as follows:

Match Wins	Gems
7	6000 + 5000 Gem Code via email from esports@wizards.com
6	6000
5	5000
4	4000
3	3000
2	2000
1	1000

All players who reach 6 wins on Day 2 will receive invitations to compete in the *Kaldheim* Championship, provided they are eligible to participate in the event. Eligible players will be contacted within 3-5 business days by esports@wizards.com to provide the following information:

- Full Name
- Age (all players must be 18 years or older in order to participate in the *Kaldheim* Championship and all subsequent events that feed the championship)
- DCI Number (an account can be created at accounts.wizards.com if a player does not have one)

If a player has not received an email by the Friday following the Qualifier Weekend in which they earned 7 wins on Day 2 should contact [Customer Support](#) for assistance.

All players who reach 7 wins must respond to the email they receive from esports@wizards.com no later than 14 days upon receipt of email. Players who do not respond by then will have their invitations to the Kaldheim Championship rescinded. Players should ensure that the email address associated to their Magic: The Gathering Arena account is active and up-to-date.

All players who reach 5 wins but not 6 or 7 wins will be eligible to participate in the following month's Qualifier Weekend and will receive automatic entry into Day 2.

General Rules

Players are expected to compete under the implemented rules for *Magic: The Gathering Arena*.

Participation

Participation in the *Kaldheim* Qualifier Weekend and *Kaldheim* Championship, or any events supported by Wizards of the Coast or the Magic Pro League LLC is contingent on players having accounts that are in good standing for *Magic: The Gathering Arena* and competitive tabletop *Magic: The Gathering*. Players suspended from participation in *Magic: The Gathering Arena* or in sanctioned tabletop tournaments are ineligible for any prizes and subject to additional action.

Players in *Magic: The Gathering Arena* events are required to follow the Wizards [Terms and Conditions](#).

Connectivity and other Issues

Players should review [known issues](#) in *Magic: The Gathering Arena* prior to participation in the *Kaldheim* Qualifier Weekend and *Kaldheim* Championship. Wizards is not responsible for impact on the game as a result of players experiencing known issues.

Wizards of the Coast is not responsible for the results of any disconnection or network problems experienced by players.

Prizes and Eligibility

Players who are part of the Magic Pro League or Rivals League for the season in which the *Kaldheim* Championship takes place are ineligible to participate in *Kaldheim* Qualifier Weekends.

Qualification to the *Kaldheim* Championship does not specifically make a player ineligible to participate in all subsequent events that feed the championship. However, qualification to the

Kaldheim Championship *does* make a player ineligible to participate in other Qualifier Weekends that feed the *Kaldheim* Championship as well as *Magic Online* Qualifier and Super Qualifier events. Players who qualify for the championship will have their Qualifier Badge removed if they otherwise would receive it via monthly ranked season performance.

All prizes are awarded “as is” and without warranty of any kind, expressed, or implied (including without limitation, any implied warranty or merchantability or fitness for a particular purpose). This is a contest of skill and, therefore, there are no odds of winning as is the case with a game of chance. All applicable taxes, fees, duties, tariffs, passport or visa costs, and any license, destination, entry, exit, and/or delivery charges are the sole responsibility of each player. Taxes on prizes (including, without limitation, income taxes), if any, are the sole responsibility of any player winners.

Invitations to *Kaldheim* Championship is contingent on signing a waiver and consent form. These documents will be provided to all competitors who will receive invitations so that they can sign and submit prior to attending the event.

Players may be disqualified from the *Kaldheim* Qualifier Weekend or from participation in the *Kaldheim* Championship if they are suspended from *Magic: The Gathering Arena* or sanctioned *Magic: The Gathering* tabletop play for any reason, including without limitation, a violation of the *Magic: The Gathering Arena* End User License Agreement.

Although players may have multiple accounts qualified for the *Kaldheim* Qualifier Weekend, players are not permitted to have more than one of their accounts entered in any single event at one time. Players are not permitted to have any accounts entered in events played by other players for any reason. If a player is discovered to have more than one account playing in the *Kaldheim* Qualifier Weekend before, during, or after the event, Wizards may take action against that player’s account(s), up to and including disqualification, suspension of the offending account(s), and/or termination of the offending account(s). Using an account other than your own, allowing any other player to use your account, selling your account, and other similar actions are all violations of the *Magic: The Gathering Arena* User Agreement.

Wizards of the Coast reserves the right to reschedule and/or restart tournaments, matches, extend timers and/or games as needed.

To be eligible to participate in *Kaldheim* Qualifier Weekend and the *Kaldheim* Championship, the following requirements must be met:

- All players must be at least 18 years of age or older.
- Players must have Internet access.
- Players must have access to a personal computer.

Players must be [Organized Play Account](#) holders in good standing and in compliance with the Wizards [Terms and Conditions](#).

Legal Information

Release

By entering (or consenting to the entry of a person under the age of eighteen) the *Kaldheim* Qualifier Weekend and *Kaldheim* Championship, each participant and the invited players thereby release Wizards, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, employees, and agencies from any liability whatsoever and waive any and all causes of action related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the *Kaldheim* Qualifier Weekend and *Kaldheim* Championship or delivery, misdelivery, acceptance, possession, or use of or inability to use any prize (including, without limitation to, claims, costs, injuries, losses, and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation, or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty, or other theory. Except where prohibited, you agree that any and all disputes, claims, and causes of action arising out of or connected with this contest or any prize awarded shall be resolved under the laws of the State of Washington, without respect to any conflict of law issues, and participants agree that such shall be resolved properly, without resort to any form of class action, and exclusively by the US Federal and State Courts of King County, Washington, USA. All of Sponsor's decisions regarding the application and interpretation of the Rules are final.

Disclaimer of Liability; Certain Risks

Wizards, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, professional advisors, employees, and agencies will not be responsible for: (a) any late, lost, misrouted, garbled, distorted, or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications-related malfunctions or failures; (c) any event disruptions, losses, or damages caused by events beyond the control of Sponsors; or (d) any printing or typographical errors in any materials associated with the *Kaldheim* Qualifier Weekend and *Kaldheim* Championship.

Wizards of the Coast reserves the right to modify, reschedule, and/or delete any tournament for any reason, including without limitation, if in its sole judgment that tournament's integrity has been compromised by an unforeseen technical issue and/or error in that tournament's administration.

Participation in *Kaldheim* Qualifier Weekend and *Kaldheim* Championship is void where restricted, taxed, or prohibited by law.

Players who qualify for the *Kaldheim* Championship agree to have their usernames and/or provided names as what is associated to their Wizards Account or Organized Play account posted on magic.gg and Wizards of the Coast social media channels. Players who participate in the *Kaldheim* Qualifier Weekend agree to have their usernames and selected deck posted on magic.gg and Wizards of the Coast social media channels.

