

Magic: The Gathering Arena Mythic Qualifier

Event Information

Last Updated: April 29, 2020

The April 29, 2020 change to this document reflects an adjustment of the May Mythic Qualifier date to reflect the news of the month's Mythic Qualifier moving to May 16th announced on magic.gg on March 20, 2020.

Overview

The *Magic: The Gathering Arena* Mythic Qualifier is a one-day event in which top eligible players at the end of the event will receive invitations to compete in the next Mythic Invitational.

Mythic Qualifiers for Mythic Invitational *Zendikar Rising*, which takes place in October 22-25, 2020, will run on the following weekends:

- May 16, 2020
- June 20, 2020

Qualification to Compete

Mythic Qualifiers are invitation-only events. Eligible players will be granted the role of Challenger prior to the Mythic Qualifier taking place. Players with the role of Challenger are granted one entry into the Mythic Qualifier Day One event.

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

Players can earn the Challenger role 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 Mythic Qualifier. Additionally, the Top 200 players based on total Mythic Points earned in Mythic Qualifiers and Mythic Point Challenges in January, February, and March 2020 will receive the Challenger role.

For the Mythic Qualifier on May 16, 2020 that feeds Mythic Invitational *Zendikar Rising*, the following ranked seasons are used for determining player eligibility:

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

For the Mythic Qualifier on June 20, 2020 that feeds Mythic Invitational *Zendikar Rising*, the following ranked seasons are used for determining player eligibility:

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

Additionally, all members of the 2020 Rivals League are eligible to compete in any Mythic Qualifier, regardless of standing in the ranked seasons that determine eligibility.

Additional means of receiving the role of Challenger for a Mythic Qualifier is at the sole discretion of the Magic Pro League.

2020 Magic Pro League members are ineligible to participate in Mythic Qualifiers.

Qualifier Days

The Mythic Qualifier 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.

May 16, 2020 Mythic Qualifier Event Information

The May 16, 2020 Mythic Qualifier will be available to enter starting at 7 a.m. PT. The event will be visible to eligible competitors on Thursday, May 14 before the event begins; players who do not see the event but have the Mythic Qualifier role granted to them under their profile page

should contact [Customer Support](#) for assistance. Players will be able to join the event no earlier than May 16 at 7 a.m. PT and no later than 9 a.m. PT.

The gameplay format for the event is Traditional Best-of-Three Standard. Players can participate in the event either until they have earned 10 wins or 2 losses.

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.

June 20, 2020 Mythic Qualifier Event Information

The June 20, 2020 Mythic Qualifier will be available to enter starting at 6 a.m. PT. The event will be visible to eligible competitors on Thursday, June 18 before the event begins; players who do not see the event but have the Mythic Qualifier role granted to them under their profile page should contact [Customer Support](#) for assistance. Players will be able to join the event no earlier than June 20 at 6 a.m. PT and no later than 8 a.m. PT.

The gameplay format for the event is Traditional Best-of-Three Standard. Players can participate in the event either until they have earned 10 wins or 2 losses.

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 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 the event as follows:

Match Wins	Gems
10	3000
9	3000
8	2400
7	1800
6	1200
5	1000
4	800
3	600
2	400
1	200

All players who reach 10 wins will receive invitations to compete in Mythic Invitational *Zendikar Rising*, provided they are eligible to participate in the event. Eligible players will be contacted within 3-5 business days to provide the following information:

- Full Name
- Age
- DCI Number (an account can be created at accounts.wizards.com if a player does not have one)
- Ability to Travel to and Compete in Mythic Invitational *Zendikar Rising*

Additionally, players will receive Mythic Points based on the number of match wins they earned before they complete their event. Mythic Points are awarded as follows:

Wins	Mythic Points
10	6
9	5
8	4
7	3
6	2
5	1

Mythic Points will be displayed on magic.gg 3-5 business days after the completion of the event, associated to a person's username.

General Rules

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

Participation

Participation in Mythic Qualifier, Mythic Invitationals, or any events supported by 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 Mythic Qualifier or Mythic Invitational. 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 for the season in which a Mythic Invitational takes place are ineligible to participate in Mythic Qualifiers.

Qualification to a Mythic Invitational does not specifically make a player ineligible to participate in its corresponding Mythic Qualifiers, as Mythic Qualifiers award Mythic Points for eligible players in Magic Pro League programs.

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 Mythic Invitationals from the Mythic Qualifier are 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 Mythic Qualifier or from participation in the Mythic Invitational 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 Mythic Qualifier, 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 Mythic Qualifier 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 Mythic Qualifier and Mythic Invitational *Zendikar Rising*, the following requirements must be met:

- All players must be at least thirteen years of age or older. A player between the ages of thirteen and eighteen will be required to get a parent or guardian’s signature on the required waiver and consent forms as explained above.
- 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 Mythic Qualifier or Mythic Invitational, each participant (or the participant's parent or legal guardian, if the participant is under the age of eighteen) and the invited players (or the invited player’s parent or legal guardian, if the invited player is under the age of eighteen) 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 Mythic Qualifier and Mythic Invitational 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 Mythic Qualifier and Mythic Invitational.

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 Mythic Qualifier and the Mythic Invitational is void where restricted, taxed, or prohibited by law.

Players who receive Mythic Points in Mythic Qualifiers will have their usernames posted on magic.gg.