

# **Official KROSMaster ARENA Tournament Rules**

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## **1. How to use this document**

The Official KROSMASTER ARENA Tournament Rulebook is used to communicate the rules and procedures that govern all official tournaments organised for KROSMASTER ARENA.

These rules and procedures exist to ensure all players are treated fairly during tournaments, and that they enjoy taking part.

## **2. Version information**

- This version of the Official KROSMASTER ARENA Tournament Rulebook was updated on the 15<sup>th</sup> December 2015.
- The updated version of this document is available at [www.KROSMASTER.com](http://www.KROSMASTER.com).
- To avoid confusion, please destroy any previous versions.

## **3. Player eligibility**

The majority of tournaments are open to everyone with no restrictions. Players can take part in as many tournaments as they like, as often as they like.

Some tournaments are open to certain age groups, which means that only players of the required ages can take part. Some tournaments, like the national tournaments, are reserved for qualified players, which means only those players who have won their qualification during a qualifying tournament (QS, QT) can take part.

The tournament organisers cannot prevent anyone from taking part, unless this person has been found guilty of theft, vandalism, or has been suspended from official tournaments for having seriously contravened the Official KROSMASTER ARENA Tournament Rulebook.

The following players cannot participate in an Official KROSMASTER ARENA Tournament at a competitive level:

- Any official of the tournament in question, including the Judging personnel and the tournament organiser
- Players who have been suspended for having gravely contravened the Official KROSMASTER ARENA Tournament Rulebook. Furthermore, these players may, under no circumstances, show up at the KROSMASTER ARENA Official Tournament site, not even as a spectator.
- In certain cases (theft, aggressive behaviour), players who are subject to an investigation by the Ankama disciplinary commission.
- The developers and any person involved in the game design (rules, card texts). This does not apply to the official testers.

Local shop tournaments that do not qualify you for a national tournament and pre-releases are considered to be Friendly tournaments, and the developers are permitted to participate. We strongly recommend the latter do not receive an allowance during these tournaments, since they already receive this allowance as part of their job.

During a Friendly tournament, the Head Judge and/or the organiser are allowed to participate on condition that they name two assistants from amongst the players, responsible primarily for Judging the table where the Head Judge is playing, the second acting as Judge for the table where the two first Judges are located.

## **4. Necessary tournament materials**

Players must bring the following equipment to a tournament:

- For all tournaments: their KROSMASTER ARENA membership number.
- For all constructed format tournaments: the figurines, cards and Summon tokens which comply with the team construction rules.
- **The various dice supplied by Ankama are authorized in tournament, customized dice (repainted, varnished, etc. ..) are not authorized.**
- For a qualifying tournament: the list of figurines that make up the team.
- For a national tournament: their identity card.

## **5. KROSMaster ARENA player number**

The tournament organiser allocates a KROSMaster ARENA player number to each new player. A player will therefore receive a KROSMaster ARENA membership card with a player number the first time he takes part in a tournament. Players must present this card during registration for every official tournament.

A player should only have one KROSMaster ARENA player number. They must make sure that they are not allocated several KROSMaster ARENA player numbers. If a player realises that he has several KROSMaster ARENA player numbers, he must contact [op@ankama.com](mailto:op@ankama.com) immediately to resolve the issue.

Players who already have a WAKFU TCG player number can keep that number for KROSMaster ARENA tournaments. There is, therefore, no need to allocate them a KROSMaster ARENA membership card. They will have to bring their WAKFU TCG card for registration to every official tournament.

## **6. Player Responsibilities**

Players have the following responsibilities, whether they are participating in a tournament or not:

- Know and respect the rules of the game and the rules of KROSMaster ARENA tournaments
- Follow the instructions given by the organisers and the Judges
- **Make sure that the game board is cleaned up for the following match.**
- Make sure they are registered under a single KROSMaster ARENA player number
- Constantly display good sportsmanship and respect
- Act responsibly and professionally in or near a tournament site
- Warn an opponent if he makes a game play error, no matter who benefits from it
- Clearly communicate each of their actions in game
- Warn a Judge quickly and in good faith if they notice a game play mistake during a match, no matter who benefits from it
- Do not talk to spectators during a match
- Do not swear or use bad language or actions
- Do not dress in a provocative or offensive manner
- Do not make unpleasant remarks to a player or judge
- Do not insult their opponents, their play style or their strategy
- Keep their Ankama account information up to date
- Track their ranking. If a player notices anything suspicious or an error in his ranking, he should immediately email [op@ankama.com](mailto:op@ankama.com).

## **7. Judge Responsibilities**

A Judge helps the Head Judge in creating a fair and professional tournament environment. A Judge cannot play in the tournament that he is Judging at a Competitive level (Qualifying tournament, National Championship), but can participate at a Friendly level (Local, Pre-release, Demonstration Tournament). A Judge shares all the same responsibilities as the players.

He also has the following additional responsibilities:

- Maintain a level of expertise on Judged play and its rules
- Arrive at the tournament site 30 minutes before the start of the first round
- Constantly watch over the players and the tournament space
- Constantly behave as a responsible adult
- Perform quick and efficient team checks
- Be dressed in a distinctive manner to ensure he is immediately recognisable as a Judge
- Do not dress like a Judge when he is not Judging
- Do not take part in games or exchanges during Competitive tournaments
- Do not participate in any inappropriate behaviour during a tournament, or act in an unprofessional manner
- Do not favour one player or team over another
- Quickly and efficiently resolve any game play error to which he is a witness
- Alert the Head Judge immediately when a player wants to appeal a decision
- Assist the Head Judge and the organisers in order to have a good tournament
- Make sure that he is properly registered in the AWER software
- Make sure that all penalties are properly reported to the scorekeeper
- Make sure the game results are confirmed by each player and reported quickly.

## **8. Head Judge Responsibilities**

The Head Judge is the supreme authority of a tournament. No one, not even the tournament organiser, can go against the judgement of the Head Judge. The Head Judge resolves Judging problems, makes sure the tournament is going well, and leads the entire Judge team.

The Head Judge cannot play in the tournament that he is Judging at a Competitive level. He can participate in a Friendly tournament that he is Judging, as long as there are, amongst the listed players, two Judges, the first to Judge the games of the Head Judge, the second to Judge the matches of the Head and first Judges.

The Head Judge shares all the same responsibilities as the players and Judges, and also has the following responsibilities:

- Be available and physically present for the duration of the tournament
- Make sure that all game results are reported when a round ends
- Make sure that the scorekeeper quickly readies the next round
- Make sure the start and end of each round is clearly communicated to all players and all Judges
- Make sure that the match sheets are quickly and efficiently distributed
- Be available to resolve Judging problems when players have appealed
- Make sure that all Judges are properly registered in AWER
- Make sure that the Judges know their responsibilities and duties.

## **9. Tournament Organiser Responsibilities**

The tournament organiser is the person who must make sure that the tournament is well run, from before the tournament begins until after the tournament itself has ended. The tournament organiser may be, at the same time, the Head Judge or a Judge. The tournament organiser cannot play in a Competitive level tournament that he is organising, but can take part if his tournament is at Friendly level, under the same restrictions as the Head Judge if he is the Head Judge of this tournament.

He has the following responsibilities:

- Check with Ankama that the tournament is official
- Make sure that the tournament is quickly reported once it is over
- Make sure that enough KROSMaster ARENA membership cards are available for any new players that might take part in the tournament
- Make sure that all players provide their KROSMaster ARENA player number, and that they meet the required age if the tournament has an age limit
- Make sure that the tournament site has been properly booked ahead of time
- Make sure that the site is properly equipped with tables, chairs, a microphone, speakers, table numbers, scissors, adhesive tape, plenty of paper, as well as all any materials required to properly run the tournament
- Make sure that the scorekeeper has all the equipment needed, including a computer, a fast printer linked to the computer, the latest version of AWER, paper, etc.
- Make sure that all players have room to sit down and play
- Make sure that the Judges and officials are wearing the correct attire for an official tournament
- Make sure the Judges are appropriately compensated for their services, if applicable
- Determine all allowances and participation costs in advance
- Make sure that all allowances, participation costs, tournament start times and the tournament rules are clearly displayed before the tournament starts
- Make sure that the tournament site is clean, secure, well-ventilated, and that an insurance policy has been taken out with a reputable company, covering all the risks associated with the organisation of this kind of tournament
- Undertake all the processes and ask for all required authorisations, if necessary, for the organisation of this kind of tournament
- Never use the personal information of the players and/or Judges for means other than those anticipated and authorised by these rules
- Guarantee and indemnify Ankama against all pleas and/or lawsuits that could be filed and/or any claims that any person could issue following a breach in any of the responsibilities set out above, by the organiser.

## **10. Spectator and Press Responsibilities**

The spectators and the press have the following responsibilities when they are on the tournament site:

- Display good sportsmanship and respect at all times
- Act respectfully and professionally on or near the tournament site
- Follow the instructions given by officials and Judges
- Alert a Judge quickly and in good faith if they notice a game error during a match, no matter who benefits from it
- Do not stand near the tables or in the Judges' way
- Do not speak to the players during a match or speak loudly near a match
- Do not swear, or use obscene gestures or inappropriate language
- Dress appropriately
- Do not make disrespectful comments to the players or to officials

## **11. Dishonourable Conduct**

The players and spectators who do not respect the aforementioned responsibilities or who are guilty of infractions leading to a disqualification may be considered by the Ankama disciplinary commission as behaving in such a way as is dishonourable to the KROSMaster ARENA tournament. These players may be suspended from all KROSMaster ARENA tournaments at the discretion of the Ankama disciplinary commission. The duration of the suspensions and the infractions that led to these suspensions are described below.

The Ankama disciplinary commission may alter these durations depending on different factors, such as the player's willingness to cooperate during the investigation, or his background. The Ankama disciplinary commission may also determine that the player's guilty actions are not described below, and in this case apply the most appropriate suspension duration depending on the seriousness of the infraction.

Dishonourable Conduct - 1 year

Cheating

Serious unsporting behaviour

Investigation obstruction

Player using a fraudulent name or a fraudulent KROSMaster ARENA number

Presence on the tournament site while suspended

Fraud

Major Dishonourable Conduct - 3 years

Theft

Harassment

Aggressive behaviour

Vandalism

Serious fraud

Serious Dishonourable Conduct - 5 years or more

Physical aggression

Violent behaviour

## **12. Confidential Information**

If a person, by any means, receives confidential information regarding an expansion that has not yet appeared, they must immediately inform [op@ankama.com](mailto:op@ankama.com).

This information must be sent to Ankama, then destroyed. Confidential information must not be passed on to anybody else. Any person who receives confidential information and does not inform Ankama within 24 hours risks being suspended from KROSMaster ARENA tournaments. This rule does not apply to official information published as a pre-release.

## **13. Appeals to the Head Judge**

If a player thinks that a Judge has made a Judging error, he has the option to appeal the decision to the Head Judge. An appeal cannot be made against a decision made by the Head Judge.

Nobody, not even the tournament organiser, can change the Head Judge's final decision. The Head Judge must be physically present at the table of the match concerned to deliver his decision.

#### **14. Team Composition**

A team must be composed of 3 to 8 figurines, of which the total levels cannot be greater than 12.

A team may only include one figurine with the "Boss" characteristic.

Only one copy of a figurine whose name is golden may be present in a team.

Two copies of a figurine whose name is in white may be present in a team.

Three copies of a figurine whose name is in black may be present in a team.

Legal figurines in tournament are indicated into the appendix 1 of this document.

The list of figurines with the "Boss" characteristic is indicated in appendix 2 of this document.

The players must play all the matches in a tournament with the same team.

#### **15. Setting up the Game Board**

Before the start of the tournament, the Head Judge is responsible for informing all players which game board will be used for this tournament, and the direction in which it will be used. Each tournament match will be played on this game board and in this direction. He can inform the players at the time the tournament is announced, or just before the tournament begins.

Regardless of the game board, the players must place backgrounds corresponding to the positions indicated on the game pitch.

Regardless of the game board, the players must place backgrounds corresponding to the positions indicated on the game pitch.

#### **16. Determining who starts**

Each player adds up the scores of Initiative of his Krosmasters. The player who has the Team with the biggest total begins. In case of equality, the Team with the Krosmaster with the highest Initiative determines the first player. If there is always equality, compare the second highest Initiative, then the third and so on. As a last resort, if both Teams possess exactly even Initiative individual (for example in case both players play the same Team), The first player is determined by Chi-Fu-Mi, or by any other random collectively accepted method (roll of a dice, heads or tails).

#### **17. Shuffling**

To guarantee his honesty, each player must check that the Demonic Reward tokens are sufficiently shuffled at the start of a game. Players are invited to use several different shuffling methods to make the pick random.

Players must shuffle the tokens face down. Stacking the tokens in a non-random way or manipulating the token order is considered to be cheating.

Players are requested to shuffle quickly. They are limited to 2 minutes of shuffling before a game.

Players are requested to shuffle carefully. They must shuffle in such a way as to ensure they cannot see the faces of the tokens and make sure the tokens are not damaged.

#### **18 Dice Rolls**

At the start of the game, players must agree upon the method to determine if a die roll is "broken" or not. During the tournament, players can use a dice board or a goblet as long as the tournament Judge agrees.

There is sometimes no point in rolling the dice if, for example, the result of the action is the same regardless of the dice results. To gain time, there is the option of not performing these dice rolls.

#### **19. K Factor**

All the tournaments have a different level of importance, and this importance is passed on to the participants' ranking depending on a variable known as the K Factor. A player potentially has more chance of quickly changing his ranking in a tournament with a greater K Factor.

The weakest K Factor is given to local tournaments, while the greatest K Factors are reserved for national tournaments. The K Factor also corresponds with the maximum ranking variation in a single match, in case there is a gap of 400 or more between two players.

V.3.8 – 2015/12/15

K Factor depending on tournament type:

0: Unofficial Tournament

1: Demonstration Tournament

4: Pre-release Tournament (Pre-release, Launch Event)

16: Local tournament at Friendly level

32: Qualifying tournament

48: National Championship or Worlds

## **20. Ranking**

Players registering for their first tournament are given a KROSMaster ARENA player number, and begin with an initial ranking identical to that of all new players. This ranking varies depending on matches played in the official tournament.

The player's ranking is calculated according to a formula that takes into account his ranking and that of his opponent before a match, as well as the K Factor of the tournament in question and, of course, the match result. Each player's ranking may be consulted at [www.KROSMaster.com](http://www.KROSMaster.com)

## **21. Concessions and Intentional Draws**

As long as a match is not over, the players may make an agreement regarding the ending of this match. We consider that a match is finished when the result sheet is filled in. Until that time, each player may concede the match to his opponent or suggest a draw, as long as this concession does not involve any compensation in exchange for this concession. Players may not offer their opponent any type of compensation whatsoever, nor buy their victory.

Players may agree to accept an intentional draw before the game result of a Swiss round is submitted. An intentional draw has the same results as playing to a draw. An intentional match draw must also be registered as a draw in AWER (0W-0L-1D).

## **22. Note Taking**

During the game, players may take any notes they like regarding the game in progress, and only this game, and may refer to these notes whenever they like. Note taking must not slow down the normal pace of the game, and no additional time will be accorded for it. The notes are public information for both players, but they do not have to be comprehensible.

## **23. Outside Assistance**

Players are not allowed to give or receive assistance from anyone who is not part of the game. This includes advice and tips from other players and spectators not involved in the game in progress. This also includes notes taken before the match, whether by the player or by someone else.

Judges may be consulted and answer questions relating to the rules, but they must strictly avoid answering game questions that may provide tips for the game in progress.

## **24. Electronic Devices**

The use of electronic devices such as Smartphone is forbidden on the tournaments. The taking of a phone call or the reading of a SMS or an e-mail can be considered as an outside assistance. The Head Judge can exceptionally authorize the use of an electronic device for the check of the lines of sight) but exclusively to this end.

## **25. Bets and Random Outcomes**

The players and officials must not place bets on the results of a match in official KROSMaster ARENA tournaments.

The players must not decide upon the result of a match in a random manner, other than those presented during the game itself.

## **26. Prize Split**

The player in the final of a direct elimination tournament may share their prize, as long as the negotiation of this sharing takes place in the presence of the Head Judge. Players must not offer anything in addition to the anticipated prize for the two first places (additional products, money or any other compensation). Players must not concede in exchange for a prize. Players may choose to give up the tournament before playing the final and following negotiation, in order to retain their ranking.

### **27. Event Promotion and Information**

Ankama reserves the right to publish any information concerning the event, such as the team lists, photos, interviews or videos of an official KROSMaster ARENA tournament, at any time and for any purpose. The tournament organisers are permitted to publish this information at the end of the tournament.

### **28. Ankama Certification Programme**

Ankama will soon offer Judges a certification programme. This programme will measure the Judges' skills.

For any information regarding Ankama's certification programme, go to [www.KROSMaster.com](http://www.KROSMaster.com).

### **29. AWER Tournament Management Software**

To help out the tournament organisers, Ankama has created a tournament management software, called AWER. This software is regularly updated.

The tournament organisers must make sure they have the latest version of AWER. AWER can be installed on any Windows PC. If you have any comments or suggestions regarding AWER, please send an email to [awer@ankama.com](mailto:awer@ankama.com).

Tournament organisers must use AWER if they want their tournaments to be official. Making tournaments official allows the player ranking to be updated and to credit the history of each Judge that takes part in tournaments. Make sure that all the Judges are properly registered for each official tournament that you are organising.

Organisers explicitly understand that the AWER software is the property of Ankama.

Ankama only gives organisers a limited, personal, non-transferable, non-exclusive license that can be cancelled, and the AWER software can only be used for KROSMaster ARENA tournaments. The organiser is not permitted to make the AWER software and/or the link providing access to this software and/or the information contained in this software available to a third party, and commits to making sure that this link and/or this software and/or the information that it may contain are not accessible by a third party.

The organiser understands that the information accessible through and/or contained in the software are the exclusive property of Ankama, and that he will in no way be allowed to use, extract or communicate them or, in a more general manner, use them for purposes other than those authorised by this rulebook, under penalty of law. The organiser safeguards Ankama from any appeals and lawsuits that may be filed against Ankama following a breach by the organiser of the responsibilities that befall him according to this article and more generally, the rulebook.

### **30. Minimum Number of Players**

A minimum number of four players is required for an official KROSMaster ARENA tournament, whatever the individual format may be. For team tournaments, a minimum of four teams is required for official tournaments.

### **31. Number of rounds**

The number of Swiss rounds in a tournament is determined by the number of players registered in the tournament. The tournament organisers may deviate slightly from this format, but this must clearly be announced before the start of the tournament. The ranking established at the end of the Swiss rounds is sufficient to make a tournament official.

4: 2 rounds

5-8 3 rounds

9-16 4 rounds

17-32 5 rounds

33-64 6 rounds

65-128 7 rounds

129-256 8 rounds

257-512 9 rounds

### **32. Game Time**

Full time: 40 minutes

Each player has five minutes maximum to play the whole of his turn.

After 40 minutes of game time, if, when the end of full game time is announced, no player has won the game, the active player finishes his turn, then 2-3 extra turns are played, so that both players have played an equal number of turns once these extra turns are over. Once the extra turns are over, if no player has won, the game counts as a draw for both players.

### **33. Slow Ruling**

If the case of a ruling takes more than one minute, the judge can extend the duration of the game according to the duration of the ruling.

This extension of time must be clearly announced by the judge to both players, and registered on the score sheet if this document is used on the tournament. Both players are responsible for the management of this extension of time at the end of the round.

### **34. Tie Breakers**

During a Swiss round tournament, many players will have the same number of Win. To establish a tournament ranking, AWER uses splits allowing the ranking of players in relation to each other, even if they have the same number of Win.

There are four such splits:

D0: number of points

A player scores 3 (three) points when he wins, 1 (one) point when he draws and 0 (zero) when he loses. His D0 at the end of the tournament is the sum of all these points.

Example:

A player has the following record in the tournament: 3W-2L-2D.

His D0 is equal to  $3 \times 3 + 2 \times 0 + 2 \times 1 = 11$  points.

D1: average percentage of opponent wins

Here, we calculate, for each opponent, the number of match points obtained against the possible number of match points, and we draw the average from these percentages.

Example:

A player faced two opponents. The first had a match number score of 4W-4L, and has therefore scored 12 out of a possible 24 points. His score is 50%.

The second one scored 3W-1L-2D. He scored 11 out of a possible 18, so 61%.

The D1 will therefore be 55.5% (the average of these percentages).

Please note that an opponent cannot individually bring less than 33% to this split. An opponent who has lost 4 times and won once will therefore have a percentage of 33%, although it should be 20%.

D2: average percentage of won games.

Here, we calculate the number of games won compared to the number of games played, not matches.

Example:

The results of a player over four rounds are: 2W-0L, 2X-1L-1D, 1W-2L and 1W-1L-1D. The number of game points won is 20 out of a possible 36, or 55.5%.

D3: average percentage of games won by opponents

Here, we calculate the games won compared to the number of games played by the opponents. Split 3 is the same as split 1, taking into account the results in terms of number of games won, instead of number of games.

For each of these splits, the higher the score, the higher the player will be in the ranking.

If there is a draw for one split, the next one is used.

If there is an odd number of paired players, the player at the bottom of the leader board gets a bye if he hasn't already received one during this tournament. A bye is treated as a perfect victory 1W-0L (as a general rule, if the tournament is in one winning round), and doesn't count for the calculation of the D1 and D3 (no opponent).

### **35. Legality of the figurines**

Legal figurines in tournament are indicated into the appendix 1 of this document.

### **36. Fake or Counterfeit Cards and Figurines**

Fake or counterfeit cards and figurines are never authorised in official tournaments.

Figurines which have been reproduced by any means, often called "recast", are not allowed in tournaments and are considered to be fake figurines. It is illegal to buy or sell fake or counterfeit figurines.

Photocopied cards, often called "proxies", are considered to be fake cards (unless they are used in tandem with a foreign language card). It is illegal to buy or sell fake cards. They are not allowed in tournaments except under the following condition: if a card becomes damaged in the current tournament, the Judge may provide a proxy replacement card with the approval from the Head Judge.

If a player finds fake or counterfeit cards or figurines, he must take them to a parent or an official. He must also send the details concerning these fakes to the Ankama investigation team at [op@ankama.com](mailto:op@ankama.com).

### **37. Customised Cards and Figurines**

Players must make sure that their figurines are in good condition and have all the features that allow them to distinguish from other figurines.

Players must not add any decoration to a figurine or card that would modify and/or mask the image and/or the text in a significant manner. The figurine must be recognisable at first glance. The Head Judge is the final decision maker concerning the definition of the terms "significant" and "recognisable" used in this case.

### **38. Foreign Language Cards and Figurines**

Foreign language cards and figurines are allowed in tournaments. It is recommended to bring along a document listing all the actions and powers of the figurine in the national language. It is imperative that you make the Judge team aware that you have foreign language cards.

### **39. Sanctioning a KROSMaster ARENA Tournament**

Any organiser of a tournament registered as such by Ankama has the option of sanction a tournament using the AWER tournament management software.

The tournament organisers must keep all the registrations for an official tournament for the six months following the tournament. This includes computer files and paper print-outs. These registrations will be useful if an error is noticed in a player's tournament or ranking history.

The tournament organisers can submit any questions or requests concerning the tournaments to [op@ankama.com](mailto:op@ankama.com).

We would like to remind you that the organisers expressly agree to not use the information about players and/or Judges to which they would have access, notably via the AWER software, for personal reasons or those other than the ones authorised by these rules, without the express consent, given previously in writing from the persons concerned.

The organiser is responsible, if applicable, for the processing of personal data that he carries out in accordance with law no. 78-17 of 6th January 1978 regarding data processing, data files and individual liberties and makes it his business to respect these dispositions.

### **40. Report Tournament Results**

The tournament results are usually reported using the "Ankama Connect" feature of the AWER tournament management software.

The results must be reported within seven days of a tournament's conclusion. If not, the tournaments are considered "late". Tournament organisers who regularly report the results of their tournament late risk losing their accreditation as an Official KROSMaster ARENA Tournament organiser.

#### **41. Update Official Documents**

Ankama reserves the right to modify the content of any official document with or without prior notice. All players and officials are expected to know and follow the most up-to-date tournament and game rules.

#### **42. Applicable Law and Settling of Disputes**

Tournaments, as well as these rules, fall under the sole jurisdiction of French law. Any dispute born from the execution or the interpretation of these rules which cannot be settled amicably will fall under the jurisdiction of the courts of the city of Lille, and this, even where there are multiple respondents, claimants or the introduction of third parties.

#### **43. Contact**

For the most recent information concerning the official documents, please visit:

[www.KROSMaster.com](http://www.KROSMaster.com)

For any question concerning the timetables of organised play, please write to:

[op@ankama.com](mailto:op@ankama.com)

For any postal correspondence:

Ankama

Jeu Organisé KROSMaster ARENA

75 boulevard d'Armentières

59100 Roubaix

FRANCE

# APPENDIX 1

Season 1" contains the figurines in the list below:

Playable in 1 copy:

AMALIA	VICTOR DON VOOM	DROP KNIGHT
EVANGELYNE	LUK YLOOK	FLAME KNIGHT
NOX	DI CUREY	LEAF KNIGHT
RUEL STROUD	FRAKTOR	DARKNESS KNIGHT
PERCEDAL	CLOT THE CRAPULOUS	COUNT HAREBOURG
YUGO	FERN SHOCK'EM	COUNT FRIGOST
ARGON GASS	NAZ RAEL	CAPTAIN AMAKNA
GOULTARD THE BARBARIAN	SHAK SHAKA	MERKATOR
QUEEN OF THE TOFUS	PERCIMOL	
KING OF THE GOBBALLS	GOULTARD	
REMINGTON SMISSE	CLOUD KNIGHT	

Playable in 2 copies:

BAD ABOUM	JEMS BLOND	COA GULARY
BOO MING	LIL HEALEY	ANNA TOMMY
MASKUN JOHN	ALLY MCZEAL	MAKUM BAH
KASSIUS KAOS	SRAMMY	QUENTIN FLUSH
BILL TELL	OSCAR KASS	DANI O'SHUN

Playable in 3 copies:

KORBAX	TRANK	BEELEZEBUG
LUMINO	SHADOW	SKALE

**"Banned" figurine : KLOR OFIL**

Season 2 contains the figurines in the list below:

Playable in 1 copy:

WAKFU TERMINATOT	STEAMY WONDER	YUGO – Young King
STASIS TERMINATOT	GHETT OUTADIER	PERCEDAL- Percylax
GRAMPY	POOCHAN	QILBY - Traitor
LOU	DOO REX	TIKTOKOVITCH
KERUB CREPIN	THEO	CHOPPY SUE
JORIS	GEIN	MIL KLUVA
HARRY SAH	ADAMAI	KIP AGAU
HENUAL	QILBY	QUEEN OF THIEVES
MIKE LOCKE	PHERIS - Devasted	KING NIDAS
KITTY RAGE	CLEOPHEE	
EMMA SACRE	ADAMAI - Dragon	

Playable in 2 copies:

ELOGIO	ANNE GUPP	IGAR DLADOR
IRA TAYTE	DIVER BIREL	WALLY SUMWERELS
RAUL BAK	MOE LAWR	AYAN
KATSU MI	PANDALIDA	KIVIN
CHRISSE ENTRINCH	MALEE BUHRUM	ELITE RIKTUS

Playable in 3 copies:

AMAKNA RIKTUS	SUFOKIA RIKTUS
BONTA RIKTUS	BRAKMAR RIKTUS

**"Banned" figurine : GOLDENROD TERMINATOT**

"Season 3" contains the figurines in the list below:

Playable in 1 copy:

DJAUL	YUGO - UNLEASHED	BUCK ANEAR
DARK VLAD	OGREST - CHILD	MINOTOROR
KRISS KRASS	KANNIBALL THIERRY	OTOMAI
BLACK CROW	KANNIBALL ANDCHAIN	ARTY
VAMPYRO	MOON	ROYAL TOFU
KATAR	CROCABULIA	ROYAL GOBBALL
DARK VLAD - KARNATED	BOOMBA	LE CHOUQUE

Playable in 2 copies:

KANNIBALL ARCHER	DREGGOOG THE	DRAGOSTESS
KANNIBALL SARBAK	DOWNUNDER	HAZWONARM
KANNIBALL JAV	DRAGOSSIPER THE NAG	DEMINOBALL

## APPENDIX 2

List of figurines with the "Boss" characteristic :

COUNT HAREBOURG  
COUNT FRIGOST  
CAPTAIN AMAKNA  
MERKATOR  
WAKFU TERMINATOT  
STASIS TERMINATOT  
GOLDENROD TERMINATOT  
QILBY - Traitor  
QUEEN OF THIEVES  
KING NIDAS  
VAMPYRO  
MOON  
CROCABULIA  
MINOTOROR  
ROYAL TOFU  
ROYAL GOBBALL  
LE CHOUQUE

Figurines with an errata and having the "BOSS" characteristic»

LUK YLOOK  
HENUAL  
GHETT OUTADIER  
KITTY RAGE  
THEO  
YUGO – Young King  
BLACK CROW  
DJAUL