

Goultarminator II – the rules

Qualifying Round:

Before taking part in the test, all entrants must announce their participation by completing the inscription on the following page: (website TBA)

I. Test of Speed:

Applicants to the tournament must undergo a Test of Speed. The challenge is simple: beat a dungeon keeper as quickly as possible.

A specific boss has been assigned to each class:

- **Royal Tofu:** Sacrier, Cra, Enutrof, Iop
- **Royal Rainbow Blop:** Pandawa, Ecaflip, Sadida, Osamodas
- **Pandora Master:** Eniripsa, Feca, Xelor, Sram

Note:

- When fighting the Royal Tofu, the Royal Rainbow Blop or the Pandora Master, the applicant must be alone.
- Battles against the Royal Tofu, the Royal Rainbow Blop and the Pandora Master must be conducted in their respective dungeons. Fighting in arenas is not permitted.

The 3 best times for each class and each server will be selected to take part in the second test.

I. Test of Popularity:

On each server, the 3 candidates with the best time in their class will be put forward to take part in the Test of Popularity.

As soon as the results of the Test of Speed have been published, a vote will take place on each server to elect the representatives of each class in the tournament. The candidates with the most votes for each class on each server will be selected to take part in the Goultarminator.

For each class, the candidate who is voted in second place will be named as the replacement for their elected comrade. In case of the absence of the latter, the former should take their place in battle to avoid a forfeit to their team.

PROCEDURE:

We will only accept one inscription per account and per person.

The result of the Test of Speed will be given directly in game. We only take into account the character's best time.

In order to vote during the Test of Popularity, you must have a character of at least level 40.

One account can only vote once and only for one server. Only one vote from the same IP address is allowed

I. The Tournament:

II. General Rules

- All teams must be composed of four players.
- The whole of the tournament will take place on a server opened especially for the occasion.
- Any insult will result in immediate disqualification.
- The official language of the tournament is English. English should therefore be used during fights between two teams from different communities. The use of other languages is allowed between players from the same community, however.
- The use of bonus-giving sweets and blessings from the Pandala temples are not allowed. These bonuses will be automatically removed from characters when they enter the tournament arena.
- Any spell may be used.
- The server will be closed to spectators, apart from under special circumstances.
- The participants' level will automatically be set to 200 on the tournament server, even if they are of a lower level on their original server.
- A restriction will be applied to exotic mages: Only 1 AP, 1 MP or 2 Range will be taken into consideration, regardless of the number of exotic AP/MP/Range on the equipment. The others will be disregarded.
- Only complete teams will be allowed to fight. Incomplete teams will be forced to forfeit.

III. Referees

Throughout the tournament, there will be referees supervising the fights.

In the event of a disagreement between two teams, whatever it might be about, the referee present will make the final decision.

All teams must respect the referees.

The referees are easily identifiable: they have the appearance of an owl.

IV. Team Selection:

Once the official list of the 12 players selected by server is published, the players therein will have 2 days to divide themselves into 3 teams of 4 characters.

In the event of a disagreement within the 12 and being unable to agree on the formation of the teams, Ankama will choose them (they will be drawn at random).

Points are counted by both team and by server, so it is strongly advised to create 4 equally powerful and balanced teams rather than risking everything on one team only.

V. Community Challenges

During the 3 weeks of the tournament players from different servers will be invited to participate in the community challenges putting the servers in competition with each other.

Servers which participate in the community challenges and manage to get a good place in the rankings will win points for each one of their teams. The number of points at stake and the way they'll be distributed will be announced at the beginning of each challenge.

VI. The Selection Stage

During the selection stage, each team must take part in four fights.

These fights enable the teams to win points and to appear in the general tournament ranking.

The 64 teams with the most points at the end of this phase will be selected to participate in the first round. The number of points a team has is influenced by the performance of their servers during the community challenges.

PROCEDURE:

The order of battles and the times at which they begin will be decided in advance. The teams must appear on the map that has been assigned to their fight.

At the end of each fight, a member of both teams must go this page (link) and fill in the end of combat form. A screenshot of the end of the fight is also required.

In case of mismatching information, we will investigate and immediately disqualify the team found to be lying and its members will be made example of.

If one team completes the end of battle form, we will assume that the opposing team has validated it.

VII. The Finals

The 64 remaining teams will compete over 7 days, from the first round until the final. Defeated teams are knocked out automatically.

The match schedule will be published in advance.

Absences and delays will result in the automatic elimination of the team in question.

VIII. Tallying the Points

The points are recorded by team and by server.

The number of points won depends on the type of victory:

- Perfect Win (no dead in team): 60 points
- Lone Wolf (one dead in team): 50 points

- Two's company (two dead in team): 45 points
- Three's a crowd (three dead in team): 40 points
- Win by default: 45 points
- Draw: 30 points
- Loss: 0 points

Crushing victory:

A victory in less than 10 minutes is a crushing victory.
In a crushing victory, 20 points will be added to the score.

Draw:

During the group stages, a draw is declared after 60 minutes of combat.
During the final stages, draws do not occur, there will only be time-based victories.

Forfeiting a match:

Teams who are late or incomplete will be declared forfeit.
The absent team is considered the loser. The team that is present will be declared the winner by default.
If both teams are absent, they are both declared losers.

If a member of the team is absent, his replacement should appear in his place. If they're both absent and the team is incomplete, they will automatically be declared the losers.

The teams have 10 minutes, starting from the announced start time of the battle, to present themselves before they will be declared forfeit.

IX. Rewards

A. Rewards by team

The winning team:

The four tournament winners will be showered with Kamas! They will each win 15,000 Kamas per point won! They will also win a Champion set, the Champion emote, and their name will be engraved in marble as the winner of the tournament!

Runner-up

team:

Maybe they didn't see off every last competitor, but they sure gave Goultard a handsome spectacle! The four members of the team occupying the second step on the podium will each win 5,000 Kamas per point won!

The team winning the most points on each server:

Each member of these teams will be rewarded with a Champion set and, of course, the Champion emote.

A team can, of course, earn more than one reward.

In case of a tie, a challenge will be organized for the teams to determine who deserves the reward most.

B. Rewards by server.

Global rewards will be given to certain servers according to the number of points they have accumulated between their different teams and community challenges, and their place in the final ranking.

First Place:

This server will be rewarded with a **weekend** of:

- Double XP,
- Double drops,
- Dungeon key bunches can be recharged without limit.

From second to fifth place:

These servers will be rewarded with a **weekend** of:

- XP multiplied by 1.5,
- Drops multiplied by 1.5,
- Dungeon key bunches can be recharged without limit.

From sixth to tenth place:

These servers will be rewarded by a **weekend** during which dungeon key bunches can be recharged without limit.