PvP Tournament

## Method

| Announcement | 1. The announcement will let players know about the schedule for the event tournament. |
|---|---|
| **Registration (15 minutes)** | 2. At the time stated (punctually on the hour, every hour), the event tournament will be announced via a server announcement and the players will be invited to participate. <br> 3. A tournament team consists of the first 8 players to register and who show similar skills. |
| **Group organisation (5 minutes)** | 4. Both the tournament programme and the start of the tournament will be announced. |
| **Tournament (20 minutes)** | 5. At the specified time (every 20, 30 and 40 minutes after the hour), the tournament will be played and a winner will be chosen. |
| End of the tournament | 6. Players will receive different rewards depending on the result. The winners will be immortalised in the Hall of Fame. |
| Miscellaneous | The player result will be reflected in the official PvP rank. |

**Play method_UI**

**Registration for the tournament**

❖ Players can register for the even tournament mode by pressing the registration button.

❖ Anyone who doesn't register will automatically be considered defeated.

## Reward

❖ **EXP are awarded according to the user's level. Players who play through dungeons with the matching level can receive double the EXP.**

❖ **AP will be awarded according to the league and number of rounds. Players who play official PvP can receive double the AP.**

❖ **The higher the league and number of rounds, the more rewards there are.**

| League name | Equipment | Reward for Round 1 Defeat | Reward for Round 1 Victory | Reward for Round 2 Victory | Victor Reward | Unit |
|---|---|---|---|---|---|---|
| All | Fragment of a PvP Upgrade Stone | 1 | 2 | 3 | 4 | (pieces) |
| | Strong Resurrection Elixir | 0 | 1 | 2 | 3 | (pieces) |
| | [CoBo] Random Cube with Secret Potion or Wonder Drug | 0 | 0 | 1 | 1 | (pieces) |
| | Magic Stone of the Wise | 0 | 0 | 0 | 1 | (pieces) |

❖ **If defeated in round 1, the player receives the reward for defeat in round 1.**

❖ **If the player wins in every round, they receive the corresponding rewards.**

## Miscellaneous

❖ **It's possible to set automatic recording of the tournament.**

**1. The player must select the corresponding function so that the recording starts automatically when the game starts and automatically ends when the game ends.**

# Limitations

❖ **Limitations for tournament registration**

- The participation will be cancelled if the player ends the game during registration before the group organisation, selects a character or switches channel.

- After the group organisation, the finish/character selection/channel switch/El Coin shop/dungeon/group invitation/PvP/1 vs. 1 functions can be used without cancelling the registration.

 (However, if a player does not participate by 3 minutes into the start of the tournament then they will automatically be considered defeated.)