



1. Final Task Assignment

- Name of the video game: Hearthstone
- Link to download and play the game: <http://eu.battle.net/hearthstone/fr/>



- The competition will be organized as a championship. Each player will compete against all of the other contestants in 1 vs 1 matches. The scoring system is as follows:

- Game won: 3 points.
- Draw: 1 point.
- Game lost: 0 points.

- The duration of each match will be limited to 15 minutes. At the end of these 15 minutes, the match will be stopped and the contestant with the most points shall be declared the winner. Contestants can win the game before the end of the 15 minutes by making their opponent's point drop to 0 (K.O.).

2. Allocated time: 6h00

- Day 1: Around 3 hours of championship.
- Day 2: Around 3 hours of championship.

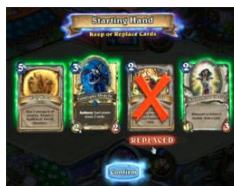
The maximum duration of a match will be 15 minutes.

3. Requirements

- Before the competition, contestants will have created an account on the game Hearthstone in order to participate. We recommend that contestants prepare decks for each character in advance. They will choose the three characters with which they will compete on the first day of the competition.
- The jury will collect all electronic means of communication contestants may have (Cell phone, tablet computer...) at the beginning of the competition. They will be returned to their owners once the competition is finished. Contestants may keep MP3 players to listen to music once the jury has performed an inspection of the equipment.
- Any contestant caught cheating, looking at the stand's giant screen, talking to someone from the public or using a communication device will suffer a penalty of 5 points for the first transgression. A second transgression will lead to an exclusion from the contest.

4. Gameplay

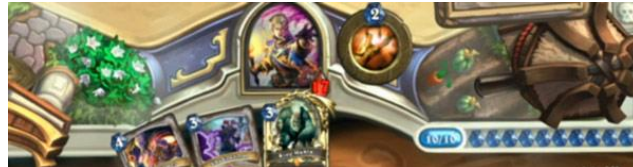
- After having chosen one of the game's 9 playable classes, contestants will use a 30-card deck. A deck can contain two copies of each common card and one of each legendary card. A deck may contain several legendary cards as long as they are different ones. It must be composed both from cards identical for each class and from cards specific to the chosen class.
- During the first turn, each player will receive 4 cards. They may exchange some of these in order not to have impossible cards to play at the beginning of the match.



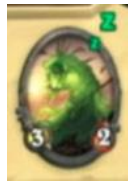
- Players will draw lots in order to determine which of them will open the game.
- The resource used in the game is the mana crystal. It is represented by a blue gem in the top left corner of the card. It can be used to summon minions, cast spells, use heroes' powers and equipment.



- Players begin each game with 1 mana crystal. They get another crystal each turn, up to a maximum of 10.



- Each hero has a special power which costs 2 mana crystals to activate.
- Heroes can activate their power every turn.
- Heroes can go into battle with minions, which the player can summon with minion cards. They enter the battlefield in a state of exhaustion (represented by a “Z” on its card icon) and begin fighting on the next turn.



- Minions are persistent creatures on the battlefield that will fight for their hero. Minion cards can be recognized by their Attack (a number displayed on a yellow sword, in the bottom left corner) and Health (a number displayed on a red blood drop, in the bottom right corner).



- A minion stays on the battlefield or returns to his owner's hand until he is destroyed by the opponent. He is destroyed once his Health reaches 0 or if he is hit by certain spells.



- Minions may have a specific type (beast, dragon, murloc, pirate, demon...) which influences them.

- Many minions possess abilities which can grant them additional powers or have special effects in response to certain events. Some abilities like Taunt or Battlecry aren't specified on the card and must be known.
- Spell cards do not have Attack or Health values. They are cast once and are then discarded.
- Weapon or equipment cards have an Attack value and a durability values. Heroes can use mana crystals to equip them.
- While a weapon is equipped, the hero's Attack will be increased by an amount equal to the weapon's Attack, and attacking while a weapon is equipped will reduce the durability of the weapon by 1 point.
- There is a difference between cards bearing a gem in their center and the others. The latter are basic cards while others are more precious. The color of the gem indicates the rarity of the card.



- A spell card's background determines what class it belongs to: purple for Warlocks, blue-green for Mages, blue for Shamans, black for Rogues, dark brown for Warriors, light brown for Druids, white for Priests, green for Hunters and pink for Paladins. A grey background indicates that the card does not belong to a specific class.



5. Procedure

Day -1 (March 24th): On the day before the competition, contestants will be welcomed on the contest stand by members of the jury. A briefing about the organization of the competition will be arranged.

Day 1 (March 25th): The jury will draw lots in order to determine the duos. Contestants

will compete for 3 hours. Matches will last 15 minutes, with a 5-minute break between each match.

Day 2 (March 26th): Contestants will compete for 3 hours.

6. Ranking system

The contestant having the most points at the end of the two days of competition will be declared winner. Second and third places will be awarded to the next contestants in a descending order of total points.

In case of a draw, a match will be organized to decide between two contestants.

Summary:

Each contestant will compete twice against the other in 1 vs 1 matches.

The scores system is as follows:

- Game won: 3 points.
- Draw: 1 point.
- Game lost: 0 points.



Abi wishes you a good competition!