



9th International
Abilympics
Bordeaux 2016

Vocational Skills Contest

V25 E-Sport

1. Task Assignment

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



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

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

- Each match shall be 15 minutes long. 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

6 hours of competition.

Day 1 (March 25th): 3 hours of competition.

Day 2 (March 26th): 3 hours of competition.

The duration of each match cannot exceed 15 minutes.

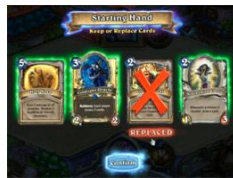


3. Requirements

- Before the competition, contestants will have created an account on the game Hearthstone in order to participate. We recommend 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

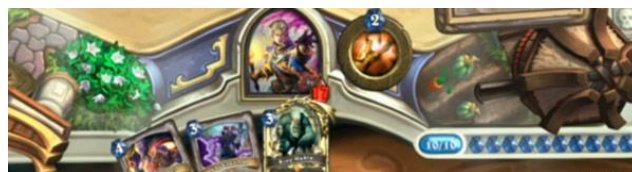
- After having chosen one of the game's 9 playable classes, contestants will use a 30-card deck. The deck can only include 2 of each card (including regular and [golden](#) versions), and only 1 of each legendary card. It may contain several legendary cards, as long as they are different ones. It must be composed both from cards identical for each class and from cards specific to the chosen class.
- The match begins with a coin toss to determine who goes first, followed by both players drawing their starting hands: three cards for the coin toss winner, four for the other player. Players can modify as many cards as they like from their starting hands in order not to have impossible cards to play at the beginning of the match. Once each player has accepted his hand, the match begins.



- 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.

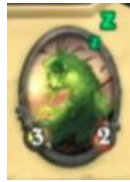


- Players begin each game with 1 mana crystal. They get another crystal each turn, up to a maximum of 10.



- 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 its Durability by 1.

- Rarity is a rough measure of the quality and scarcity of a card. Cards of higher rarity are typically more powerful or more useful, but are much harder to find. Rarities can generally be recognized by the color of the gem at the bottom center of the card's portrait.



- 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 stand "V25 E-Sport" by members of the jury. A briefing about the organization of the competition and the safety rules will be arranged.

Day 1 (March 25th): 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. List of the provided equipment

Non-exhaustive list.

N°	Equipment	Photo	Qty per contestant	Notes
01	Computer, keyboard, mouse and 17-inch screen		1	
02	Hearthstone		1	Online http://eu.battle.net/hearthstone/fr/
03	Table		1	
04	Chair		1	



7. List of the equipment to be brought for each contestant

N°	Tool	Photo	Qty	Notes
01	Keyboard		1	Other than AZERTY, USB
01	Adapted mouse		1	Specific to each contestant's needs
02	Mouse pad		1	Contestant's choice
03	MP3 player		1	Optional
04	Headset		1	Optional
05	Notepad + pens		1 set	Optional



8. 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.