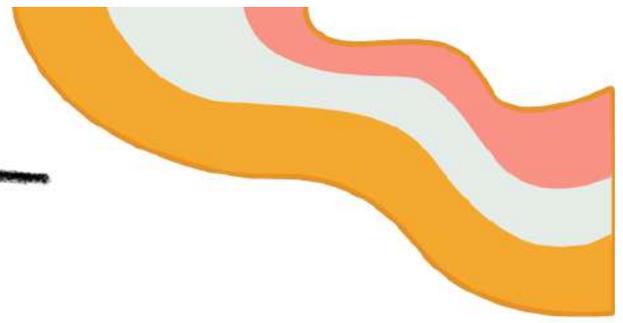


TECHNICAL EVENTS



* DATA VISUALIZATION:

RULES AND REGULATIONS:

1. Game Duration

- The total duration of the game is 90 minutes.
- The event is divided into two main phases:
Auction Phase – 60 Minutes
Teams participate in a live auction to acquire characters.
- Battle Phase – 30 Minutes
Teams deploy their characters on the battlefield

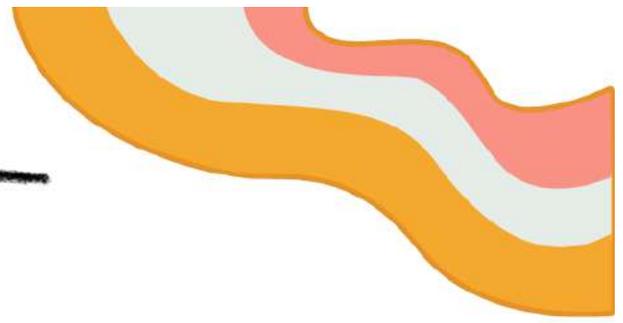
2. Pre-Event Preparation

the complete list of available characters and their attributes will be shared with all teams two days prior to the event.

The character data will include:

- Character Name
- Health Points (HP)
- Damage
- Attack Range
- Movement Speed
- Special Ability
- Base Auction Price
- Character Role (Tank, Mage, Assassin, Support, etc.)

TECHNICAL EVENTS



3. Team Registration:

Each participating team must register before the event begins.

Each team will receive:

- A unique team name
- A starting balance of game coins
- Access to the auction system

The starting coin balance will be equal for all teams to ensure fairness

Teams will use these coins to bid for characters during the auction.

5. Character Auction Phase:

During the auction phase, characters will be auctioned one at a time. Teams compete by placing bids using their available coins.

Auction rules include:

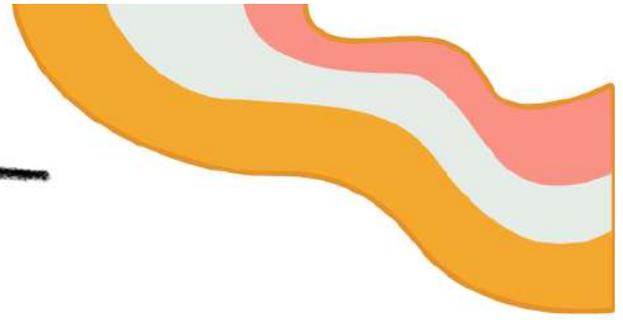
- Each character starts with a base price.
- Teams must place bids higher than the current highest bid.
- A minimum bid increment will be enforced.
- Each auction will have a limited time window.
- The highest bidder when the timer ends wins the character.

Once a team wins a character:

- The bid amount is deducted from the team's coins.
- The character is added to the team's roster.
- The team can use the character in the battle phase.

Teams must manage their coins carefully throughout the auction.

TECHNICAL EVENTS



6. Deck Finalization:

After the auction phase ends, teams will finalize the characters they will deploy during the battle phase.

Rules for deck selection:

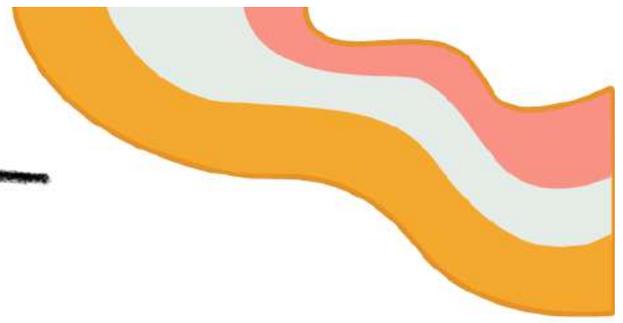
- Each team may deploy a maximum of 8 characters.
- Characters must be selected from those acquired during the auction.
- Once the battle phase begins, decks cannot be changed.

Teams must choose characters strategically based on their abilities and battlefield roles.

7. Battlefield Setup:

- Battles take place on a 10×10 grid battlefield, consisting of 100 cells.
- Each character occupies one grid cell.
- The battlefield is divided into deployment zones for each team..
- Teams must place their characters within their assigned deployment zones.
- Before the battle begins, teams will place their selected characters on the grid.

TECHNICAL EVENTS



Rules:

- Each character occupies a single grid cell.
- Characters cannot overlap.
- Characters must be deployed within the assigned team deployment area.
- Once placement is confirmed, positions cannot be changed.

8. Battle Simulation:

The battle phase is automated.

After both teams deploy their characters, the system runs a simulation where characters:

- Move toward enemies
- Attack opponents within range
- Activate special abilities
- Take and deal damage

Each character operates according to its attributes and role.

Characters remain in combat until their health points reach zero, at which point they are removed from the battlefield.

9. Victory Conditions:

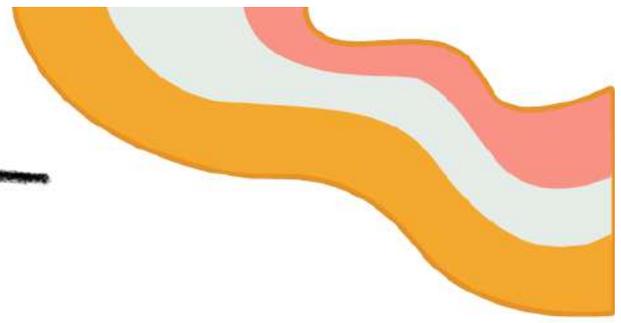
A team wins the battle if:

- All opposing characters are eliminated.

If the battle timer ends and both teams still have surviving characters, the winner will be determined based on:

- The number of remaining characters
- Total remaining health across surviving characters

TECHNICAL EVENTS



10. Fair Play and Conduct:

All participants are expected to maintain fair play and respectful conduct throughout the event.

The following actions are prohibited:

- Exploiting technical issues or bugs
- Attempting to manipulate the auction system
- Disrupting other teams during gameplay

The moderator reserves the right to make final decisions in case of disputes.

11. Moderator Authority:

The moderator oversees the entire game and ensures that rules are followed.

Moderator responsibilities include:

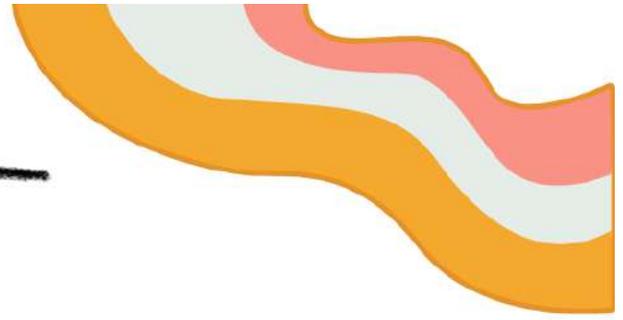
- Managing the auction process
- Starting and ending phases
- Initiating battles
- Resolving disputes
- Declaring final results

The moderator's decisions are considered final.

12. Tournament Completion

The team that successfully defeats its opponent or achieves the highest performance according to the victory rules will be declared the winner of the match.

TECHNICAL EVENTS



13. Strategic Tips for Teams:

Although the game involves automation during battle, strategy plays a major role in determining the outcome.

Teams should consider:

- Budget management during auctions
- Balanced team composition
- Character synergy
- Smart grid positioning

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