



FGX 2015 Hearthstone Rules and Regulations



FGX 2015 will follow 2015 World Championship Match Format – “Conquest”.

All competitors must register online no later than 8pm, Friday, August 14, 2015. Please note that there is a \$10 Admission Fee plus a \$15 Competition Fee (\$25 Total). \$15 if this is your second tournament.

All matches will be best-of-5. The first player to win 3 games within the match is considered the winner of the match.

Each player must submit decklists from three unique classes prior to each stage of the event. Players may submit new decks prior to each stage of the event.

A player must win one game with each of his or hers three decks to win the match.

When a player wins a game, the deck used by the winning player cannot be used for the remainder of the match.

The losing player can keep the same deck used or switch to a different one of their choice.

Players will be told what classes their opponent has available, but they won't know which class is picked until both players have picked.

The use of third party deck trackers is not permitted. Paper and pen or like applications are acceptable.

If internet disconnects occur during gameplay the coordinator will determine if the match will be replayed or not. This decision is final.

If this document is silent on any other particular scenario, the coordinator is given full authority to determine a proper course of action during the competition. All decision by the coordinator are final.

If you have any questions please contact Duncan Gallant at duncangallant@gmail.com.

Register at frederictongamingexpo.com

Updated August 11, 2015.