

Tournament Organizer's Guide

Decreeing, running, and finalizing great tournaments

1. What is a Tournament on Malediction?

A Tournament on this site is a self-contained competitive event with a roster of Seekers (registered players), a set of scheduled rounds, and — optionally — a final elimination bracket that crowns a Champion. Everything is tracked live: pairings, results, standings, tiebreakers, and the final crowning.

Tournaments are separate from Leagues (long-running seasonal ladders) and casual Matches (one-off self-reported games). Tournaments are the right choice whenever you want a fixed roster to face structured pairings across a defined event.

2. Supported Formats

The platform is format-agnostic — you name the format on creation (e.g. "Swiss", "Swiss + Top 8", "Single Elimination"). Under the hood the pairing engine supports two mechanics you can mix and match:

Swiss Rounds

- Every Seeker plays every round, regardless of record.
- Round 1 is randomized. Rounds 2+ pair players with similar win counts.
- No one is eliminated — you get a clean strength-of-schedule read across the field.
- Best for events of 8-64 players, typically 3-6 rounds ($\text{ceil}(\log_2(N)) + 1$ is a good rule).

Top Cut / Single Elimination Bracket

- After Swiss concludes, the top N Seekers (4, 8, or 16) advance to a single-elimination bracket.
- The site auto-seeds by final Swiss standing.
- Losers are out; the last Seeker standing is crowned Champion.

Recommended Structures

- Small (8-12 players): 3 Swiss rounds, Top 4 cut.
- Medium (16-32 players): 4-5 Swiss rounds, Top 8 cut.
- Large (33+ players): 5-6 Swiss rounds, Top 8 or Top 16 cut.
- Pure single-elim: skip Swiss and seed straight into a bracket (best for quick 8-player showdowns).

3. Roles

Tournament Organizer (TO)

The Seeker who decrees the tournament. Only the TO can generate pairings, override results, close rounds, cut to Top N, and crown the Champion.

Player / Seeker

Any registered Seeker can register for an open tournament, check in, submit their results, and confirm or dispute their opponent's report.

4. Player Sign-Up — Step by Step

1. Sign in to your Seeker account.
2. Open the Great Tournaments hall from the main navigation.
3. Find a tournament tagged "Muster Open" and click through to its page.
4. Click Register. Your seat is reserved; the roster count updates in real time.
5. Before the event, return to the tournament page and click Check In. Only checked-in Seekers are paired in Round 1.
6. If you can no longer attend, click Withdraw before pairings are generated, or Drop mid-event after any round.

Tip: enable notifications — the bell alerts you when pairings are posted and when opponents submit results awaiting your confirmation.

5. Running a Tournament — Step by Step

Phase A: Before the Event

7. From the Great Tournaments hall, click "Decree a Tournament."
8. Fill in the name, format, location, dates, max players, spoils/prize, and description. Set status to "Muster Open."
9. Share the tournament page URL with your community (Tavern, Discord, in-store).
10. Monitor the roster. Close registration by editing the tournament (or capping via Max Players).
11. On event day, ask every Seeker to Check In on their tournament page before the announced start time.

Phase B: Starting the Event

12. When check-in closes, set the tournament status to "In Progress."
13. Click "Generate Next Round." The system randomly pairs all checked-in Seekers for Round 1.
14. Announce table numbers. Start your round timer (50 min is standard for Malediction).

Phase C: During Each Round

15. Seekers play their match. The winner (or either player) submits the result on their pairing card.

16. The opponent confirms — or disputes — the reported result. Confirmed results lock in immediately.
17. If a dispute is raised, the TO investigates and clicks Override to enter the correct result.
18. Once every result in the round is confirmed, click "Generate Next Round" to draw the next pairings.

The pairing engine avoids repeat matchups, balances colors/byes, and pairs players with similar records.

Phase D: Cutting to Top N

19. After the final Swiss round is complete, review the Standings tab. Tiebreakers (Opponents' Match Win %, Game Win %, Opponents' Game Win %) are applied automatically.
20. Click "Make Top Cut" and choose 4, 8, or 16. The bracket is auto-seeded by final Swiss placement (1 vs N, 2 vs N-1, etc.).
21. Report bracket results the same way as Swiss rounds. Winners advance; losers are marked out.

Phase E: Finalizing

22. When the final bracket match resolves, the system prompts you to crown the Champion.
23. Enter the Champion's name and faction. This writes to the tournament's permanent record and to their Seeker profile.
24. Set the tournament status to "Concluded." The event moves to the archive and appears on the Champions page.
25. Optional: post a wrap-up thread in the Tavern linking back to the tournament page.

6. Best Practices for Tournament Organizers

Before the Event

- Publish rules, banned lists, and expected play speed in the tournament description.
- Announce the round count and cut structure upfront so Seekers know what they're signing up for.
- Start registration at least a week in advance; cap it if venue space is limited.
- Send a reminder 24 hours out — check-ins climb dramatically.

On the Day

- Open the venue 30 minutes before start. Run check-in until 5 minutes before Round 1.
- Set a round timer visible to all tables. Announce "5 minutes remaining" and "time — finish the current turn."
- Walk the floor during rounds. Answer rules questions quickly and consistently.
- Never generate the next round until every result in the current round is confirmed.

Handling Disputes

- Hear both players separately before ruling.
- When in doubt, favor the state of the game as it stood at the disputed moment, not what "should" have happened.
- Record the ruling in the pairing notes so it survives in the permanent record.

After the Event

- Crown the Champion before you leave the venue — memories fade fast.
- Thank your Seekers publicly in the Tavern.
- Review the standings and take notes for your next event (round length, cut size, venue flow).

7. Quick Reference Checklist

Pre-event

- Tournament decreed with clear name, format, prize, and description.
- Rules and banned lists posted.
- Reminder sent 24 hours out.

Event start

- Check-in closed.
- Status set to In Progress.
- Round 1 pairings generated.

Each round

- Timer started and announced.

- All results confirmed before the next pairing.
- Disputes resolved with a written note.

Finalization

- Top cut made (if any) and bracket completed.
- Champion crowned with name and faction.
- Status set to Concluded.
- Wrap-up posted in the Tavern.

— *May your dice roll dark.* —