

NGWC 2010 Tournament/Finals Player Guide



1. Initial Settings

1) Basic Character Settings

Spawn Location	Hotan Village
Level	91
Stats	Stat points appropriate to a level-91 character provided (STR: 110, INT: 110, STAT: 270)
Skill Pts.	1 million pts.
Gold	100 million Gold
Inventory	Arrows (10,000 each) 150 Universal Pills (L) 50 Vigor Recovery Grains 2 bundles of 1,000 HP Recovery Potions (S) 2 bundles of 1,000 MP Recovery Potions (S) Inventory expansion item

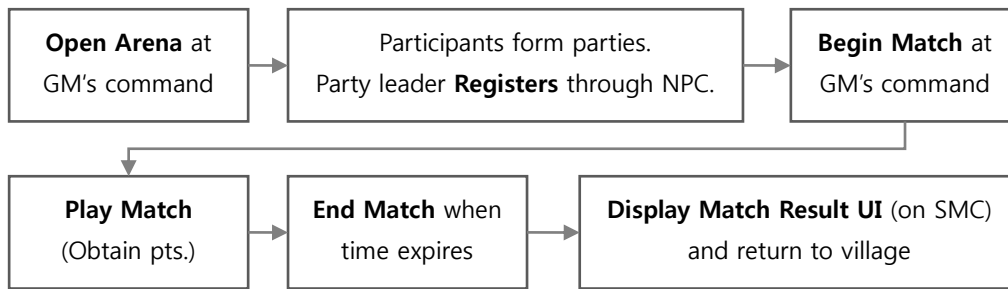
2) Contents Restrictions

- In order to prevent game play that is irrelevant to the match, contents that are not related to the matches are disabled.

Skills & Items	Skills and items available up to level 91
Portal Area Restrictions	All map services disabled except Hotan Village and the Battle Arena All movement between fields by users disabled (ferries, portals)
Shops & NPCs	Armor/ Weapon/ Grocery Store merchants / Arena Manager (All other NPC services disabled)
Monsters	All monster summoning other than those summoned in the Battle Arena disabled
Item Mall	The Item Mall window is disabled on the client side.

2. Game Flow

1) Overview



2) Detail

A. Prepare Character

- The participant directly configures the character's abilities and equipment on the tournament account.

B. Open Arena

- The Arena is opened at the command of the GM.

C. Register

- Register through the Battle Arena NPC in Hotan. (In the case of party matching, register after forming a party first.)
- **Only registered players may play matches.**
- **When the team has minimum 2 players and the player him/herself forms the allied team, the player must form the party him/herself and register the party under GNGWC Party Matching. (Finals)**
- **When the team has minimum 1 player and the server randomly forms allied teams, each player must register under GNGWC Random Matching. (Tournament)**



D. Begin Match

- Once the player is matched according to the GNGWC matching rules, the player is automatically teleported to the Battle Arena.
- The teams are randomly divided and placed in one of the 4 designated starting locations.
- Designated starting locations are safe zones.
- Unlike the Battle Arena, players do not assume the arena outfit.

E. Play Match

- Once the match begins the match progresses according to the type of the arena for the preset duration.
- The match progress detail (scores) is displayed real-time on the UI.

F. End Match (Match Result UI Displayed)

- When the match countdown expires, the match is concluded.
- The UI that displays victory/loss/draw and the score result UI are displayed.
- The game progress text is saved after the match is concluded.

3. GNGWC Mode Battle Arena Rules

1) GNGWC [Party Matching] Rules (Finals)

- Free for all
- Registered players are randomly matched according to the team member restriction (2 players per team) per match. Allies are put in a party. - **2vs2vs2vs2**

2) GNGWC [Random Matching] Rules (Tournament)

- Free for all
- Registered players are randomly matched per match.- **1vs1vs1vs1**

3) Arena Restrictions

- No return scrolls or transports may be used.
- PVP Suit cannot be worn.
- A party cannot be formed with the opposing teams. / Party matching registration disabled
- Guild war registration disabled
- Monster summon scrolls and Pandora's Box disabled

4) Basic Rules in the Arena

- The starting location (**resurrection** location) is a safe zone in which battle is disabled. Players may exit the area but cannot enter in.
- When the character dies during the match, the character can be teleported to the safe zone in the arena according to the Battle Arena rules.
- **When the character dies, the character is automatically teleported to the safe zone in 10 seconds. However, when the player clicks the 'Move to the Safe Zone' button, the countdown begins again and the character is resurrected 10 seconds after the button is clicked.**
- When the character is teleported in death to his/her camp, the HP/MP is fully restored.
- At the beginning of the match, each team is summoned to its respective safe zone.
- There are always 2-4 teams in the Battle Arena, and all teams are hostiles towards each other.
- Battle Arena outfits are not worn.
- The name of the character of an opposing team is displayed in red.
- **If the character remains in the resurrection point for over 30 seconds, 20 points are deducted for each second. Beyond 60 seconds, the score is reset to 0.**
- **When the character is summoned into the resurrection point, a points deduction warning message is displayed in the middle of the screen (notice message area) every 5 seconds.**
- In the event that the client shuts down in the middle of the match and the connection is lost due to an error, players may re-enter the match through the arena NPC.

5) Monster Rules

- Equipment (seal) and buff scrolls are dropped at a high rate when monsters are defeated.
- Once the **monster summon duration**, entered by the GM, expires after the match begins, all monsters vanish from the arena and **PvP begins**.

6) Scoring Rules

- Points are obtained by defeating monsters summoned on the map.
- The player who wins in player-to-player combat obtains points through PK.
- After the preset time, all monsters vanish and PK begins. When a character defeats another character, the winning character steals points from the defeated character.
(That is, when a character defeats another character, the winning character takes 20 points from the cumulative points of the defeated character.)
- If the defeated player's points are below 20, the remaining points are stolen. The points do not fall below 0. (Ex. If the defeated character's score is at 6, 6 points are taken.)
For scores from hunting monsters, the cumulative damage is calculated and the points are granted to the player who has accumulated the highest damage. However, if the character moves away from the monster beyond a certain distance, the cumulative damage is reset.

Monsters Spawned during the Match

Name	Class	lv	Pts.	Count	Respawn Period
Uruchi	Unique	40	80	1	Every minute
Big Spider	Unique	50	140	1	Every minute
Isyutaru	Unique	60	200	1	Every minute
Rocky Javanis	Regular	95	3	multiple	Every 7-12 seconds
Tomb Bug	Regular	90	1	multiple	Every 7-12 seconds
Royal Warrior	Regular	90	1	multiple	Every 7-12 seconds
Tomb Spirit	Regular	88	1	multiple	Every 7-12 seconds

(Monsters respawn/move randomly from the center of the arena.)

7) Victory Conditions (Ranking Conditions)

- **1st Place:** The team with the **highest total score** wins.
- **2nd Place:** If the total team score is the same, the **team with the higher PK count** ranks higher.
- **3rd Place:** If the total team score and the PK count are the same, the score of the best player from each team is compared, and the **team with the higher-scoring player** ranks higher.
- **4th Place:** The time of the first score is verified, and the **team with the quickest-scoring player** ranks higher.

(Even if the time at which the monster is defeated seems identical, the first team to be processed by the server wins.)

8) Drops

A. Rare Equipment

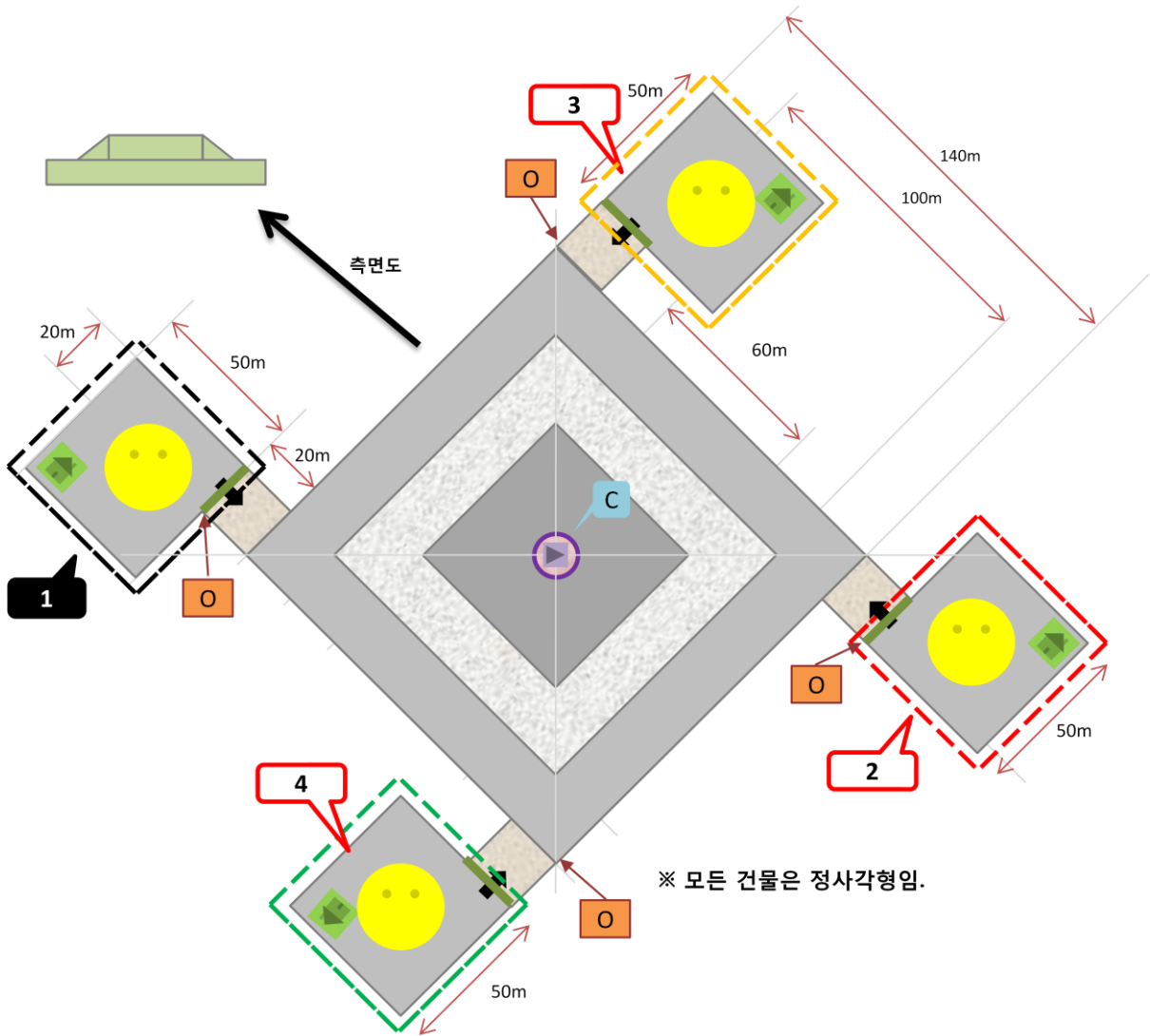
- Equipment other than rare items, gold and consumable items are not dropped.
- Rare equipment dropped during GNGWC is 10th grade Sun Seal items with minimum level requirements of 90.
- Rare weapon items are dropped at the rate of 3% when hunting regular monsters (1-2 items), and 70% when hunting unique monsters (2-3 items).
- Rare equipment items are dropped at the rate of 7% when hunting regular monsters (1-2 items), and 80% when hunting unique monsters (2-3 items).

B. Buff Items

- Buff item drop rate: 3%
- List of buff items

Name	Effect	Cooltime	Duration
Berserk Regeneration Potion	Berserk fully recovered	6 min.	X
Damage Increase Scroll	Damage increased by 20%	4 min.	1 min.
Damage Absorption Scroll	Damage absorbed by 20%	4 min.	1 min.
HP Increase Scroll	HP increased by 1,000	4 min.	1 min.
MP Increase Scroll	MP increased by 1,000	4 min.	1 min.
HP/MP 100% Recovery Potion	Immediate full HP+MP recovery	5 min.	X

4. Arena



측면도 = Sectional View, 모든 건물은 정사각형임. = All buildings are squares.

5. Match Score UI

1 st Place Team A: 3800			
2 nd Place Team B: 1999			
3 rd Place Team C: 1888			
4 th Place Team D: 1777			
Ranking	Icon	Char. Name	Pts.
1.	A	Char. Name	2000
2.	B	Char. Name	1999
3.	A	Char. Name	1800
4.	C	Char. Name	1888
5.	D	Char. Name	1777



The previous 2-team display method is changed as shown on the left.

A new UI



Utilize the previous scoring match UI

- Scores of Team A to D (sum of scores of all team members) are displayed in order up to the 4th place.
- Scores of team members are displayed in order up to the 5th place.

6. Match Result UI

C Team WIN

A Team	B Team	C Team	D Team																																																																								
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Display team ranking
Moved down!!

Display the name and the score of each character on

Total team score

A. Rules

- Each team's total score and the personal scores are displayed.
- The total of 8 players (one party) is displayed from one team on the Match Result UI.
- When there are more than 8 players, the top 8 players are displayed. However, the total team score includes the scores beyond the 8 players.

7. GNGWC 2010 Game play Trailer

Video Guide

http://www.2mdotnet.com/site/docs_ar/video_home.php?id=2

