# Deckers
## Tournament Management Manual
## V. 1.1

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# 1 INTRODUCTION

If you are a planner of Warhammer Underworlds events and you want to use the app for tournament management, but you want to know first how it works, this is for you.

**This manual isn't strictly necessary to use the app's features;** however, a complete read and an occasional consultation are highly recommended.

The instructions and regulations are based on official directives of Rankings and Pairings of Games Workshop.

# 2 BENEFITS OF USING

- Regulated pre-registration:
  - Players will be able to **independently register** by putting in their **already validated deck**
  - Certainty that delivered **decks** are **legal** for organized games.
  - **Speed up** procedures of **deck checking** (real checks on decks based on the previously provided list) before and during the tournament.
  - **Avoid** making players personally **write** their lists, fixing possible typos.
- Automatic tournament Management with a mobile friendly system:
  - **Avoid personally doing maths** and the possible subsequent errors in results and ranking.
  - **Automatically calculated pairings** by official GW's rules.
  - Everyone can check **how the tournament is going on**.
  - **Players** can **consult their Pairings**
  - During the tournament you will be able to **insert results of the Pairings rapidly** and via Smartphones of all kind.
  - Once the event is concluded you can create a **tournament report** fast and quick by giving in the tournament link.

Obviously, it's all about **error reduction** and **making easier and faster tournaments management.**

## 3 TOURNAMENTS LISTS

In the Home Page you can access the Tournaments Lists section:

(https://www.underworlds-deckers.com/en/tournaments)



Here you can see all existing tournaments and their current state:

- **Open**: Tournament is up for registration and you can read all the info about this tournament.
- **In Progress:** Registrations are closed, and it has probably started. Players can see pairings each time a round is finished.
- **Completed**: Tournament has concluded, everyone can consult to see the results of each round and players lists are now public, as previously they were only visible to the tournament creator.

**No matter the state of the tournament, the creator can always access and manage.**

# 4    HOW TO REGISTER FOR A TOURNAMENT

Once you've selected a tournament, if it's in "Open" mode you will be able to register.

As soon as you build your deck on Deckers you can register for the tournament utilizing the tournament Link that will be provided by the creator of said event or by going on the Tournaments section and selecting the Tournament manually.

You can easily find the tournament you're seeking through the filters in the higher part of the interface.



Once you've opened the chosen tournament, you can click on "subscribe yourself", enter your First and Last Name, select the deck you intend to play and confirm by clicking "Subscribe" to fully complete registration.

Your list will be already matched to your name and will be visible only to the organizer for possible checks. You will be already in the system for the start of the tournament.

If you follow these steps it won't be necessary to take a written decklist to the tournament so everything will run fast and smoothly. Once the tournament is finished all lists will be visible on Deckers, as well as the tournament results round by round, simply clicking on the past event.

**Warning:** If you want to modify the decklist you subscribed when you registered you must, before registrations are closed, undo your registration, modify your decklis and save it. After these steps you will be able to apply and register again with the new decklst changes.

# 5    HOW TO CREATE A TOURNAMENT

You can create a new tournament by clicking on "New Tournament" in the Tournaments Lists section.

**Warning**: if it's the first time you log in to Deckers, the software will ask you to identify yourself for future logins, you can easily do so through either your Google or Facebook account. Now you can access to Deckers anytime and the software will automatically log you in and you'll be able to access and manage your tournaments.

## 5.1    Tournament Date

By clicking on the date buttons or selecting the box you want to change and typing, you'll set date and time for the tournament.

Once you selected the date and time, press "Set Date", you'll see the date on the top of the interface changing based on what you chose.

## 5.2    Tournament Address

"Street Address": Enter where the tournament is taking place.

"City, Country": Insert town and country of where the tournament is taking place. This feature is linked to Google Maps, once you put in the town, a window will be opened to let you select the right country.
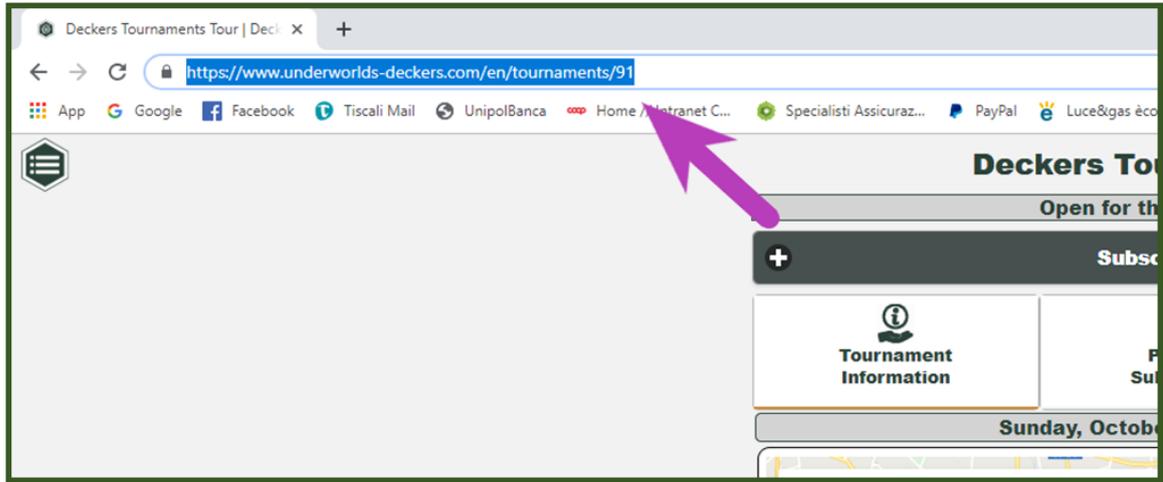
## 5.3    Tournament Info

"Tournament Name": Just enter the name of the tournament.

"Tournament Description": Here you can enter details about the tournament: how it will go down, costs, information about place, timings and other information to deliver to whoever wants to participate.

## 5.4    Manager contacts

Last three boxes are the possible ways to contact the manager of the tournament for possible questions. You can enter website, phone number and mail.
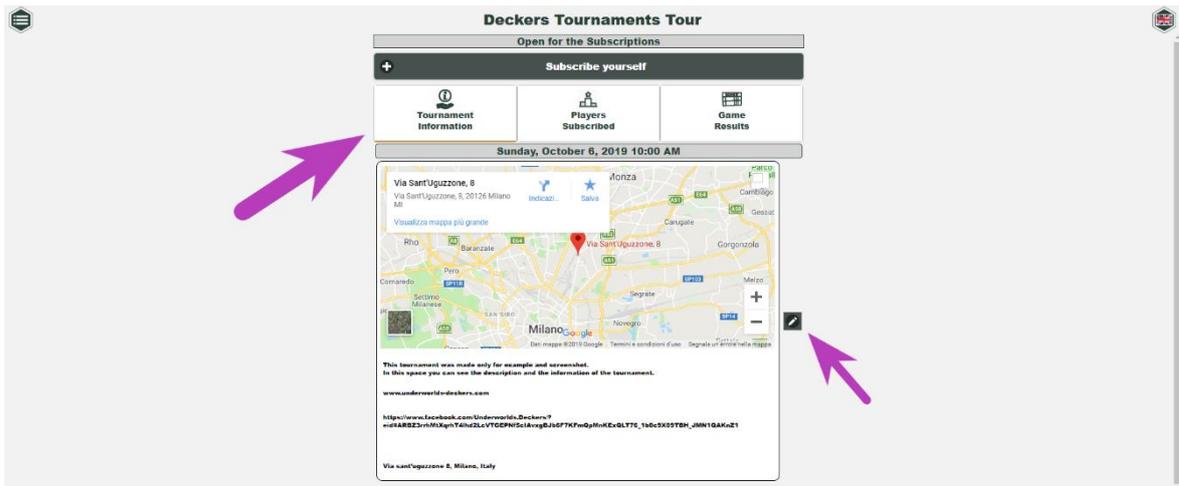
Once you've entered everything click on "Create" to create the event, you'll be redirect to your new tournament as soon as it's created, it will be visible in the Tournaments Lists as well. The link you'll be redirected to it's valid to invite players to the tournament.

To make registration easier you can use the direct link to the event by copying the event address from the browser and pasting it on your website or the Facebook event where you advertised the event. So now your players will have a direct access to the tournament to register, without having to search for the event through the list.

## 6    HOW TO CHANGE TOURNAMENT INFO

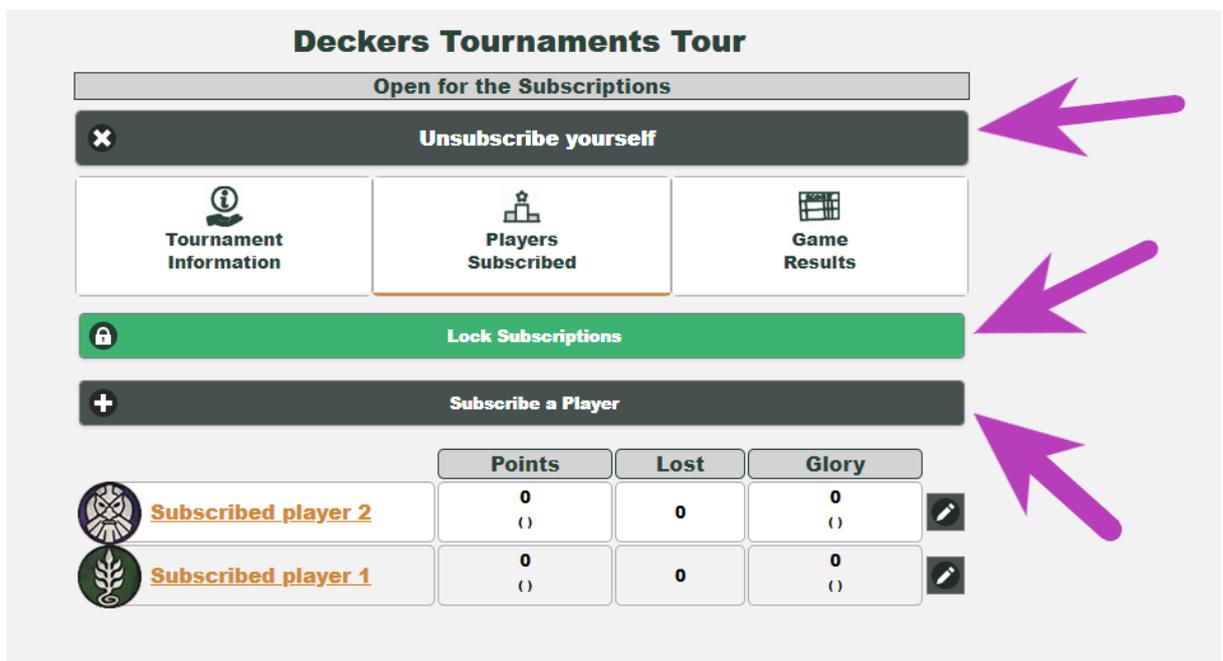You can access the tournament from Tournaments Lists or from the link provided when the tournament was created.



The info about the tournament can be changed or upgraded anytime with the "Edit" setting on the right side of the map.

# 7 START THE TOURNAMENT

When the time will come, to start the tournament you'll just have to check who's present among those who registered and delete those who didn't show up. If you're participating as well, you'll just have to click on "Subscribe yourself" on the top of the registered players page.

Once you registered you can click on "Lock Subscriptions" to prevent other unwanted operations by the hand of the players.
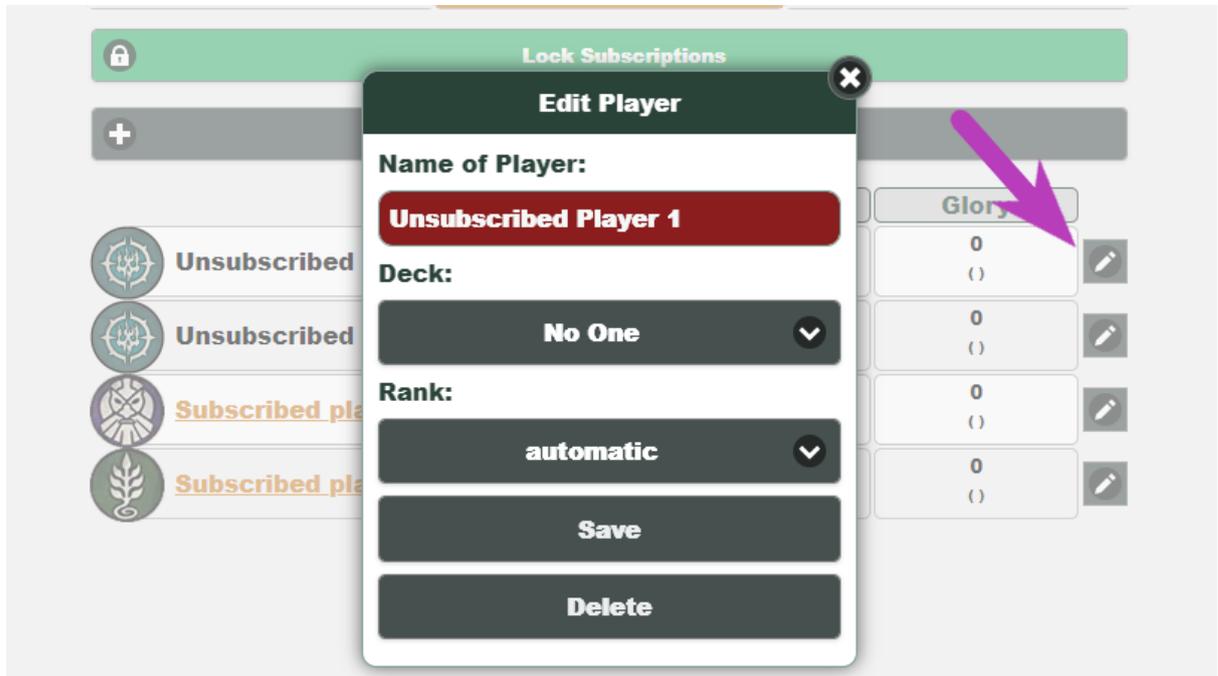
## 7.1 Manually adding Players



Int the event of unregistered players coming to the tournament, if they can't rapidly register, you can manually add them with the "Subscribe a Player" button.

Warning: You can add the extra players like this, but there won't be decklists combined with their names, so the players must deliver to the manager of the tournament a written decklist, by handing it in hard copy or with a link from Deckers so that you can add it for them.
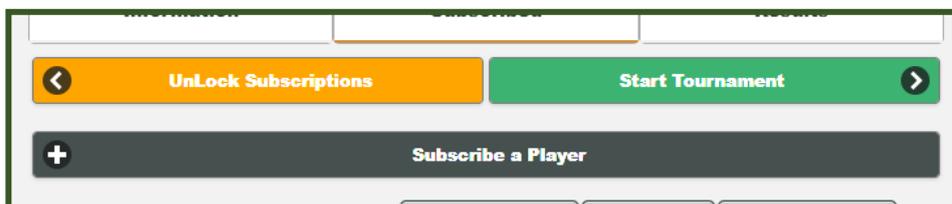
## 7.2    Modify Players



Next to each player's name you'll find the "Edit" feature. You can modify their name, change their decklist or Delete the player from the tournament.

If the players personally registered in the available decklists you will find both his/hers and yours saved decklists. If the player was manually added, you can only see your saved decklists. The "Edit" feature will always be available, in each stage of the tournament, but deleting a player will only be possible before the tournament starts.

## 7.1    Start tournament and Pairings



Once every player is correctly registered, you'll have to press "Start Tournament", in order to properly start the event.
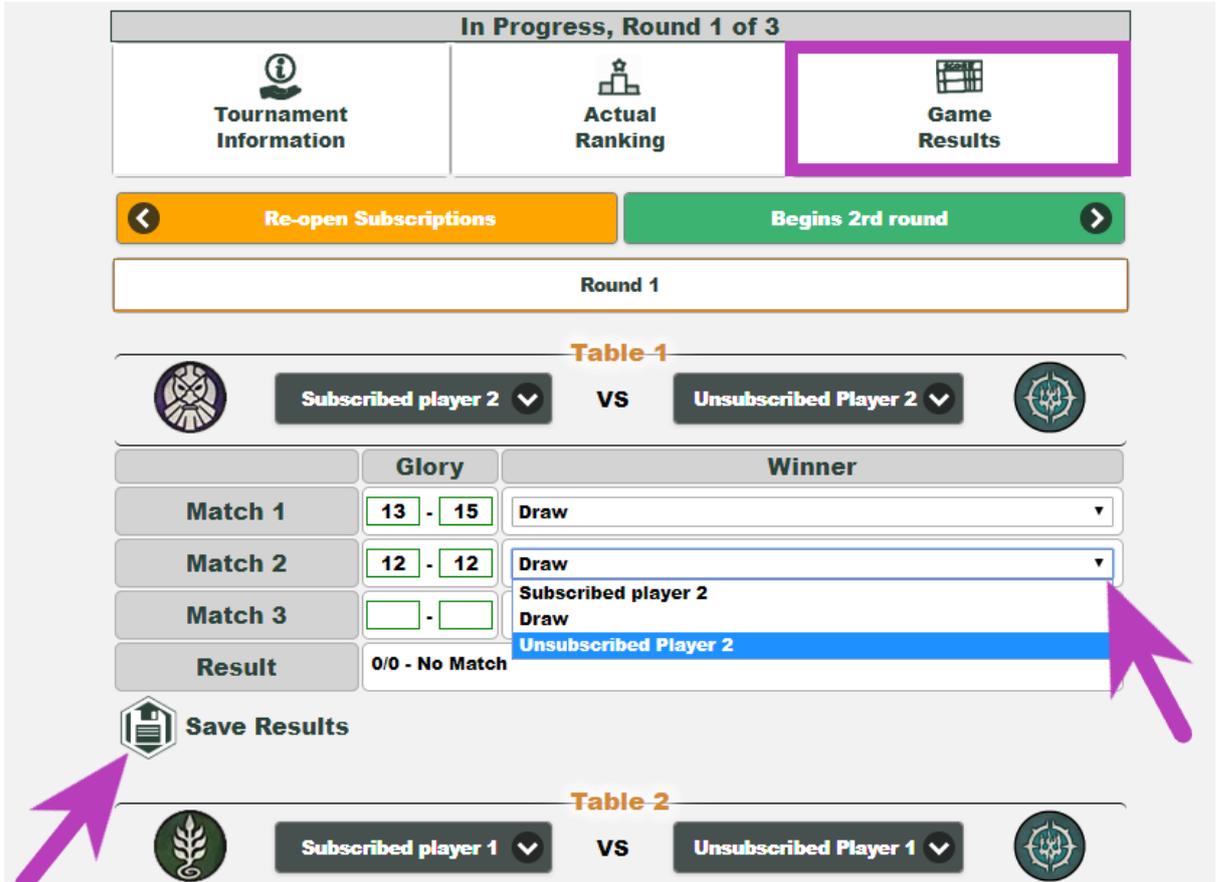
These settings will be required:

- Type of tournament, between Bo3 (Best of 3) and Bo1 (Best of 1)
- Number of rounds that will be played

By pressing "Start Tournament" again the tournament will switch from "Open" to "In Progress" making the first Pairings.

# 8 HOW TO MANAGE THE TOURNAMENT

## 8.1 Game Results



In the interface "Game Results" you will find Pairings automatically calculated by the system and you will be able to operate these actions:

- Insert the result of the matches by pressing "Save Results" (Admin only)
- Check the Pairings (Players and Admin)
- See the results of ongoing Round (Admin only)
- See results of previous Rounds (Players and Admin)

## 8.2 Forward

When you'll have all the results entered you can go to the next round by clicking on the green button "Begins N° round".

The player form will appear to you and you'll be able to select the possible players who'll forfeit before the next round begins, select them and the proceed with the special button at the end of the page.

Warning: from this moment the result of the player that dropped out will be frozen in the ranking and will not be modified by the last round played, it will also be excluded for the next Pairings.
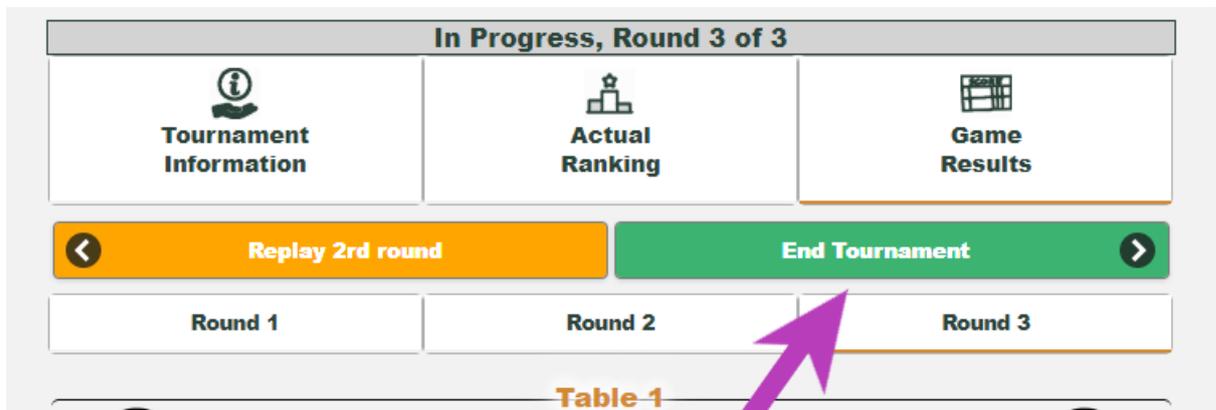
Based on the remaining players the system might introduce or remove the bye.

## 8.3    Corrections (Back)

In the upcoming chance that a wrong result is processed, you may go back to the previous round and correct by pressing "Back to the previous round", all following results to that round will be deleted.

Once the tournament is back on track new scores and new pairings will be applied and the tournament will continue as previously planned.

## 8.4    End of Tournament



When the rounds set in the creation of the tournament are done, click on "End Tournament" to officially end the event. In case of need you may go back and correct anything.

Once the tournament is done, faction and deck (if added) of each player is visible to anyone, just click on the name of the player.

Final Rankings will be shown in the "Ranking" tab.

## 8.5    Ranking



In the "Actual Ranking" tab you will see for each player an updated ranking (to the last round) with scores, lost games, and the delta of glory points.

This section will also show the updated and final ranking at the end of the tournament.