

OFFICIAL RULES – MOOGUI'S



Objective

Enter the Moogui's arena and face the other Guardians through physical, strategic and competitive challenges. Win 3 challenges and establish yourself as the leader of the arena.

Each throw can change the course of the game. Precision, control, strategy and boldness will make the difference. Move the opposing Moogues, use Shields, trigger Immunities and take the advantage at the right moment.

Each victory makes your player profile progress in the world ranking and writes the story of your Moogues in the Moogui's universe. Match after match, you build your reputation, your playing style and your legend.

Gather your Moogues, perfect your throw and get ready for the challenges.

Moogui's.

Play for real.

A) General principles

- Moogue ownership
 - With Moogui's, each player (Guardian) remains the exclusive owner of their Moogues. They choose their training sessions, their challenges and make their statistics evolve as well as their progress in the Moogues world ranking. Your Moogue = Your legend
- Player progression (Guardian)
- Each action carried out within the game with the Moogui's application allows the player (Guardian) to gain or lose experience points (XP), which determine their progression in the world ranking.
- Types of Moogue
 - ⇒ Moogui's Character Moogue:

In the image of humans, they have 5 power faces and one shield face. The top and bottom faces are the immunity faces.

⇒ ORZAG Character Moogue:

In the image of extraterrestrials, they have 5 power faces and one shield face. The top and bottom faces are the immunity faces.

⇒ Sentinel Booster Moogue:

In the image of enigmatic creatures, they have no shields and possess 6 power-addition faces. The top and bottom faces are the immunity faces.

1. Setup

- **Game Arena:**
 - Place the official Moogui's game arena (Pro or Classic) against a solid wall.
 - Alternatively, draw a square of 60 cm x 60 cm or one step by one step in order to mark out the game arena.
- **Throwing Zone:**
 - Position yourself behind the throwing line with a Pro mat.
 - Otherwise, draw a throwing zone at a distance of 1.20 meters, approximately 2 steps, from the game arena.

2. Game Modes

➤ 1 challenge won = 1 point

➤ 3 points won = game won

1. Training Mode:

⇒ can be played in free mode without a screen and without the application

⇒ or with world ranking via physical Moogue and the mobile application (see chapter B operation with application).

- Each challenge won in the arena gives 1 point to the player.

- The first player to reach 3 points wins the game.

➤ At the end of the game, all participants keep their Moogue.

2. Competition Mode:

⇒ playable only with world ranking via physical Moogue and the mobile application (see chapter B operation with application).

➤ The rules are identical to Training Mode, with the difference that:

the winner of the game wins the Moogues entered by their opponents during the game.

3. Players' Order of Play

To determine the order of play for the first challenge, each Guardian throws a Moogue into the game arena.

⇒ The Guardian whose Moogue lands the farthest from the center plays first.

⇒ The Guardian whose Moogue lands the closest to the center plays last.

For all following challenges, the order of play is determined by the result of the previous challenge.

The Moogues that went out of the arena play first, in the following order:

1. Immunities

2. Shields

3. Moogues, from the lowest score to the highest score.

Then the Moogues that remained in the arena play next in the following order:

4. Shields

5. Moogues, from the lowest score to the highest score.

➤ In case of a score tie, the Guardian who had thrown first during the previous challenge keeps priority and plays again first.

4. Course of a Game

(for fast and smooth games, it is recommended to play with a maximum of 4 players per arena)

- The players (Guardians) choose a character Moogue (Moogui's or ORZAG) with which they will play all the challenges of the game.

- A player can throw 2 Moogues, only if they possess a Sentinel Booster Moogue (see chapter 5: Special features of the Sentinel Booster Moogue).

- To challenge each other, the Guardians throw their character Moogue in turn into the game arena, following the defined order. (see chapter 3: Order of play).

- Only the power of the visible faces oriented upward is taken into account and determines the winner of the challenge.

- Each challenge won gives 1 point to the Guardian.

- The first Guardian to win 3 points wins the game.
- Any Moogue thrown outside the arena is automatically considered losing, including in the case of Shield or Immunity.
- During their throw, a player may move the opposing Moogues, change their position or attempt to expel them from the arena in order to take the advantage in the challenge.

5. Special Feature of the Sentinel Booster

- Once all players have thrown their character Moogue, the players who possess a Sentinel Booster Moogue corresponding to the continent of their character Moogue may throw it in order to increase its power.
- If the total accumulated score of the character Moogue and the Sentinel Booster is higher than that of the opponents, the player wins the challenge.
 - Warning: a Sentinel Booster Moogue must be declared at the beginning of the game

6. Special Rules

• Arena Line:

- As long as a Moogue touches the line of the game arena, even very slightly, it remains considered as being in the arena and continues to participate in the challenge.

• Shield Position:

- Once all players have thrown their Moogue, and a Moogue ends on the Shield face, the player possessing the Shield can choose between two actions: counterattack or defense.
 - ⇒ Counterattack: the player may throw their Moogue again in order to try for a better score, move an opponent, knock over a Moogue or expel an opponent out of the arena.
 - ⇒ Defense: the player may decide not to throw their Moogue again. In this case, the challenge is cancelled and no player wins the point.
- In case of a tie between several Shield faces, the first player who obtained the Shield position decides the outcome of the challenge. However, if they choose counterattack, once their throw has been made, the player possessing the next Shield may in turn decide the outcome of the challenge.
- Warning: the Shield decision takes priority over the score tie, and over immunity.
- Warning: when a player chooses defense, they must throw their Moogue first during the following challenge.

• Immunity Position:

- if a Moogue ends on the Immunity face, the player concerned is required to throw their Moogue again.
- This rethrow is mandatory, even if the player finds themselves alone in the arena in Immunity position. This action also forces the player possessing the Moogue with the highest score in the arena to throw theirs again.
- The player benefiting from immunity always throws their Moogue again first. The player possessing the highest score throws theirs again second.
- In case of a tie on immunity, the players benefiting from this immunity throw their Moogue again in the order of the previous throw, followed by the player possessing the highest score.
 - The other Moogues present in the arena remain in their position and continue to participate normally in the challenge.
 - Warning: the shield and tie rules remain applicable

• Tie:

- In case of a tie, only the most powerful Moogues count; the tied players throw their Moogue again among themselves, in the same order of play, in order to determine the winner of the challenge.

- Warning: the Moogues of the other players remain in play and keep their position in the arena.
- Warning: the Immunity and Shield rules remain applicable

B) Operation with application.

- Training mode via application
- ⇒ At the end of the game, each player keeps their physical Moogues.
- ⇒ No transfer of ownership is carried out.

Course:

- Each player registers via the Moogui's application either by creating a game, or by joining a game by invitation.
- Each player scans and registers only one character Moogue in the game.
- Once all Moogues are registered, the game begins.
- The first player to win 3 challenges is declared the winner.
- Warning: The Sentinel Booster is the only case allowing a player to possess 2 Moogues in the same game.
- A player possessing a Sentinel Booster Moogue must also tag it at the time of registration, just after registering their character Moogue. The Sentinel Booster must necessarily correspond to the same continent as the character Moogue played.

Results and XP:

- for the players:
 - The statistics are recorded: number of matches played, victories and defeats.
 - The winner gains XP and progresses in the world ranking.
 - The losing players lose XP.
 - The results make the statistics and the progression of the Moogues evolve in the players' world ranking
- for the Moogues:
 - A victory is recorded for the winning Moogue and a defeat for the losing Moogues.
 - The results make the statistics and the progression of the Moogues evolve in the Moogues world ranking.
 - Competition Mode (private or official Moogui's)
- ⇒ The rules remain identical to Training Mode with the difference that:
- ⇒ At the end of the game, the losing Moogues as well as their associated NFTs must be handed over to the winners.
- ⇒ The transfer of ownership is carried out exclusively via the official application.

Refusal of transfer:

1. The game is declared null.
2. No Moogue changes owner.
3. No XP is awarded.
4. A refusal of transfer is displayed on the participants' account.
5. Each participant loses 20 XP.

**Ton Moogue,
ta légende.**

MOOGUI'S