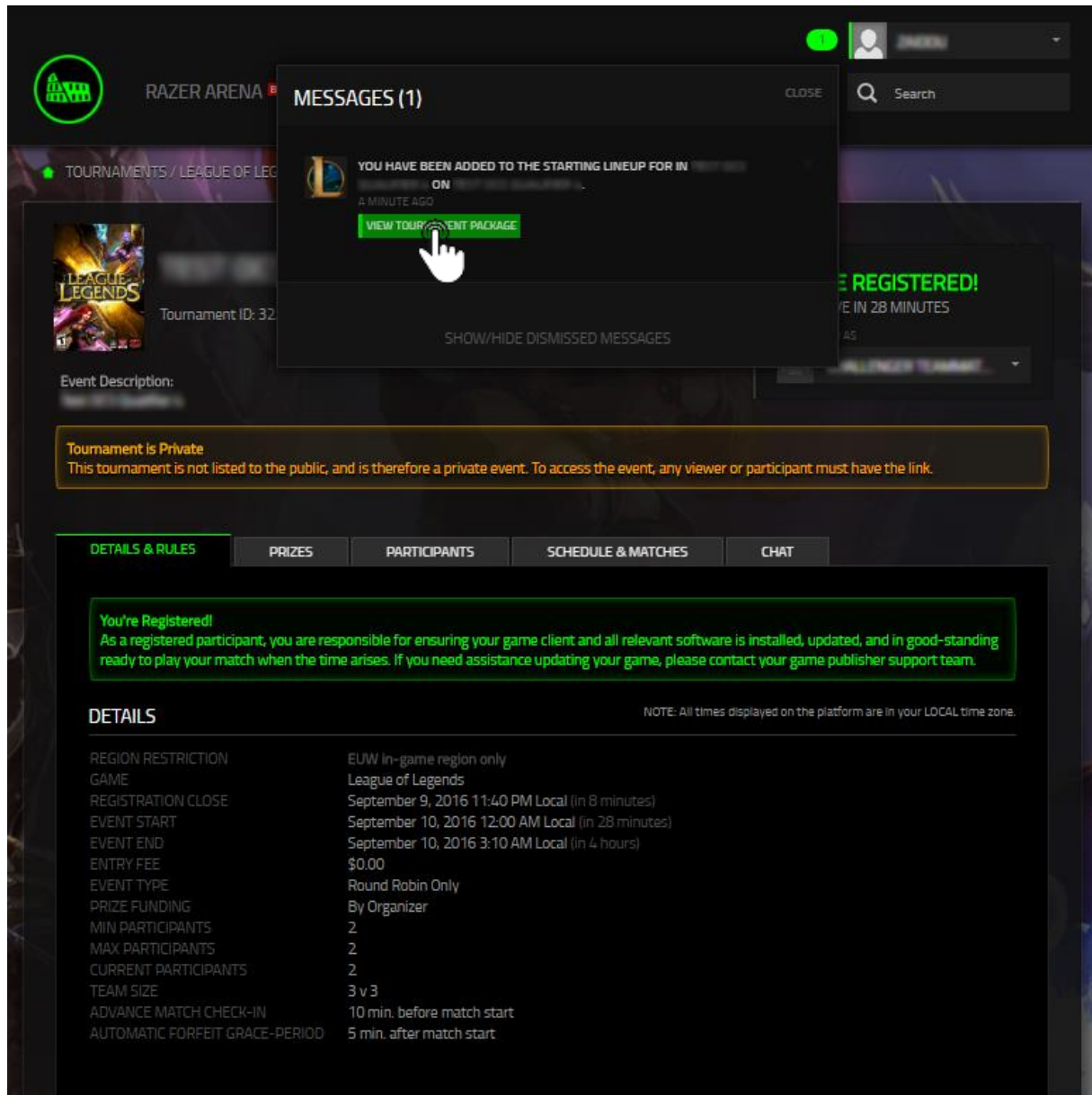




Occitan Championship Series Qualifier tutoriel

To participate to the qualifier, you need to go on <https://arena.razerzone.com/> and wait instruction. When tournament begin you should receive a notification as describe in the screenshot.

Pour participer au qualifier, vous devez aller sur <https://arena.razerzone.com/> et attendre les instructions. Quand le tournoi commence, vous allez recevoir une notification comme dans le screen.

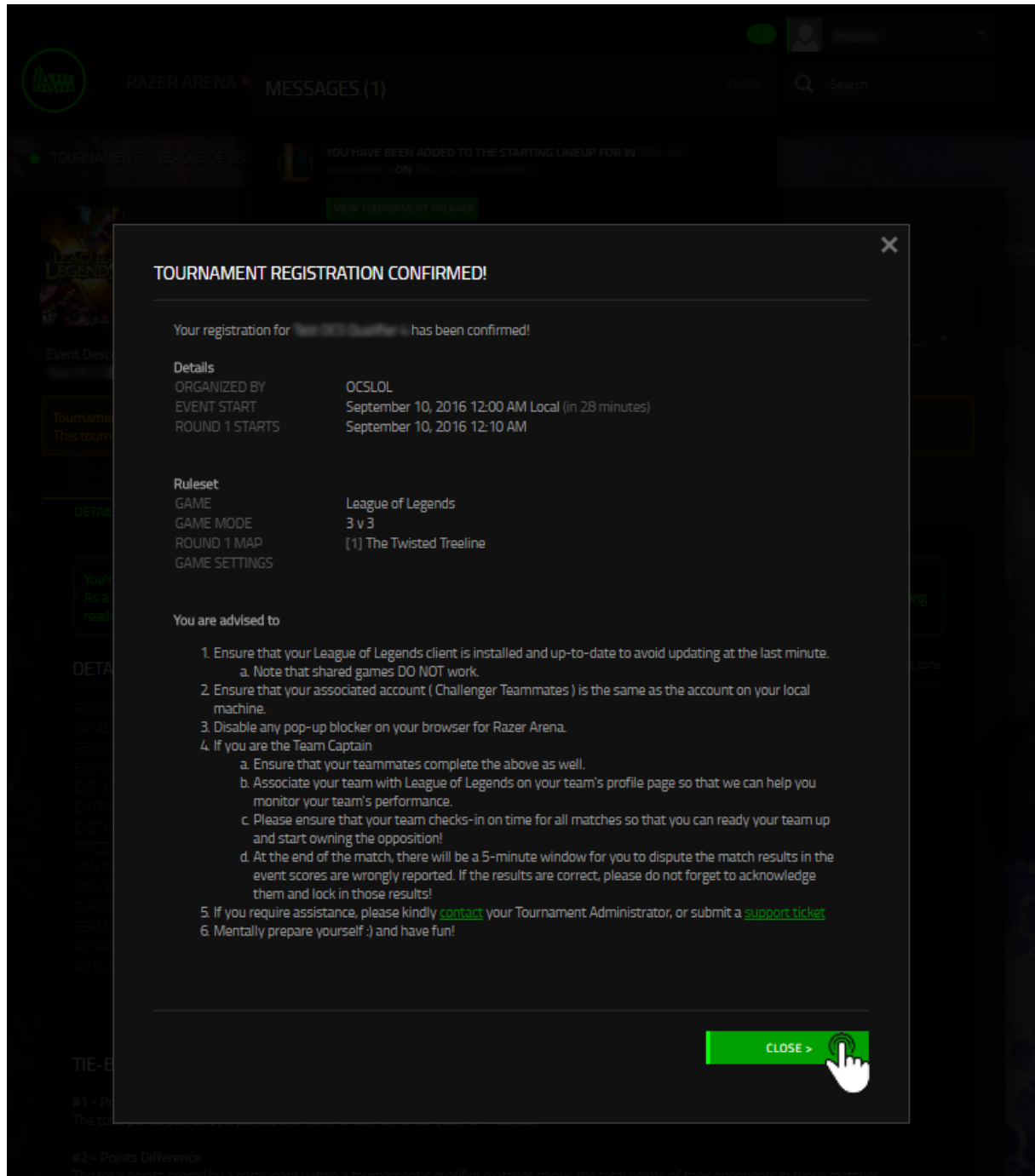


Click on « View tournament package » to continue.

Cliquez sur le bouton proposé dans la notification pour continuer.

After that, registration confirmation will appear, click on close. (In this example game mode is 3 v 3 but it doesn't matter).

Après ça, Razer va vous afficher la confirmation d'enregistrement, cliquer sur « Fermer ». (Dans cette exemple le mode de jeu est en 3 v 3 ça n'a pas d'importance.)



Your match is now available in the interface.

Maintenant vos matchs sont disponibles dans l'interface.

RAZER ARENA **BETA** TOURNAMENTS MY MATCHES **NEW** MY TEAMS Search

TOURNAMENTS / LEAGUE OF LEGENDS / CHALLENGER TOURNAMENT

YOU'RE REGISTERED!
EVENT LIVE IN 27 MINUTES
REGISTERED AS CHALLENGER TOURNAMENT

Tournament is Private
This tournament is not listed to the public, and is therefore a private event. To access the event, any viewer or participant must have the link.

MY MATCHES

Match 1 ● League of Legends vs. Challenger Tournament Live in 37 minutes Check-In Available in 27 minutes

DETAILS & RULES PRIZES PARTICIPANTS SCHEDULE & MATCHES CHAT

You're Registered!
As a registered participant, you are responsible for ensuring your game client and all relevant software is installed, updated, and in good-standing ready to play your match when the time arises. If you need assistance updating your game, please contact your game publisher support team.

DETAILS NOTE: All times displayed on the platform are in your LOCAL time zone.

REGION RESTRICTION	EUW in-game region only
GAME	League of Legends
REGISTRATION CLOSE	September 9, 2016 11:40 PM Local (in 7 minutes)
EVENT START	September 10, 2016 12:00 AM Local (in 27 minutes)
EVENT END	September 10, 2016 3:10 AM Local (in 4 hours)
ENTRY FEE	\$0.00
EVENT TYPE	Round Robin Only
PRIZE FUNDING	By Organizer
MIN PARTICIPANTS	2
MAX PARTICIPANTS	2
CURRENT PARTICIPANTS	2
TEAM SIZE	3 v 3
ADVANCE MATCH CHECK-IN	10 min. before match start
AUTOMATIC FORFEIT GRACE-PERIOD	5 min. after match start

When match preparation begin, click on « check-in » .

Quand le match en préparation commence, cliquez sur « enregistrer ».

The screenshot shows the Razer Arena website interface. At the top, there is a navigation bar with 'RAZER ARENA BETA', 'TOURNAMENTS', 'MY MATCHES NEW', and 'MY TEAMS'. A search bar is also present. The main content area features a tournament card for 'LEAGUE OF LEGENDS' with 'Tournament ID: 3226 | Organized By: OCSLOL'. A green banner on the right says 'YOU'RE REGISTERED! EVENT LIVE IN 26 MINUTES'. Below this, a yellow box states 'Tournament is Private'. The 'MY MATCHES' section shows a match between 'Boutefabre eSports Kappa' and 'Challenge Teammates' with a 'CHECK-IN' button highlighted by a hand cursor. The 'DETAILS & RULES' section includes a 'You're Registered!' warning and a table of event details.

DETAILS & RULES	
REGION RESTRICTION	EUW in-game region only
GAME	League of Legends
REGISTRATION CLOSE	September 9, 2016 11:40 PM Local (in 6 minutes)
EVENT START	September 10, 2016 12:00 AM Local (in 26 minutes)
EVENT END	September 10, 2016 3:10 AM Local (in 4 hours)
ENTRY FEE	\$0.00
EVENT TYPE	Round Robin Only
PRIZE FUNDING	By Organizer
MIN PARTICIPANTS	2
MAX PARTICIPANTS	2
CURRENT PARTICIPANTS	2
TEAM SIZE	3 v 3
ADVANCE MATCH CHECK-IN	10 min. before match start
AUTOMATIC FORFEIT GRACE-PERIOD	5 min. after match start

TIE-BREAKER DESCRIPTIONS

#1 - Points Scored

When you are on match preparation interface. Click on « I'M READY ».

Vous arrivez sur l'interface de préparation de match. Cliquez sur « Je suis prêt ».

The screenshot displays the Razer Arena match preparation interface. At the top, there is a navigation bar with 'RAZER ARENA BETA', 'TOURNAMENTS', 'MY MATCHES NEW', and 'MY TEAMS'. A search bar is located on the right. The main content area shows the match details: 'TOURNAMENTS / ... / ... / ... VS ...'. The match is titled 'TEST ONLY CHALLENGER' with Tournament ID: 3226, Match ID: 20309, and Organized By: OCSLOL. A 'WAITING FOR PLAYERS...' banner indicates a 'SCHEDULED START IN 4 MINUTES'. A red box contains the message: 'Admin Assistance Requested. This match is requesting tournament administration assistance. Please communicate with the tournament staff in the chat to resolve your issue(s)'. A green box states: 'Automated Platform. Depending on the capabilities of the game, the platform is fully automated including score reporting. The match will automatically launch once both teams are ready.' The player status section shows two teams: 'Invictus Gaming' and 'Challenge Teammates'. The 'Invictus Gaming' team has a Team Captain (Waiting on player...), a Player (Player is Ready!), and another Player (Waiting on player...). The 'Challenge Teammates' team has a Team Captain (Waiting on player...), a Player (I'M READY button being clicked), and another Player (Waiting on player to check-in...). Below this are sections for 'TEAM COACHES' for both teams, both currently 'Waiting for team coach to join...'. A red box at the bottom contains an 'AUTO-FORFEIT WARNING: This match will automatically FORFEIT if both teams aren't ready and actively playing in 9 minutes'. Social sharing options for Facebook, Google+, Twitter, and Reddit are visible. A 'RETURN TO TOURNAMENT' button is at the bottom center. At the very bottom, there are tabs for 'PUBLIC CHAT' and 'ADMIN & MATCH CHAT', and a 'PLAY NOW!' button.

When it's done, it's look like that.

Quand c'est fait, cela ressemble à ça.

The screenshot displays the Razer Arena tournament interface. At the top, there is a navigation bar with the Razer Arena logo, "RAZER ARENA BETA", and menu items for "TOURNAMENTS", "MY MATCHES NEW", and "MY TEAMS". A search bar is also present. The main content area shows a match titled "TEST 001 QUALIFIER 1" with details: "Tournament ID: 3226 | Match ID: 20309 | Organized By: OCSLOL". A status box indicates "WAITING FOR PLAYERS... SCHEDULED START IN 4 MINUTES". Below this, there are two informational boxes: a red one for "Admin Assistance Requested" and a green one for "Automated Platform". The match is divided into two teams, "Team Alpha" and "Team Beta", each with a "Not Ready" status. Individual player status is shown below, with some players marked as "Waiting on player..." and others as "Player is Ready!". There are also "TEAM COACHES" sections for both teams, with "Waiting for team coach to join..." and a "JOIN COACH" button. A red "CANCEL READY" button is visible for one player. At the bottom, there is an "AUTO-FORFEIT WARNING" box, social media sharing options (Share, Google+, Tweet, Reddit), and a "RETURN TO TOURNAMENT" button. The bottom navigation bar includes "PUBLIC CHAT" and "ADMIN & MATCH CHAT" tabs, and a "PLAY NOW!" button.

When everybody is ready or just captain click on team ready, then tournament code appears.

Quand tout le monde est prêt ou lorsque le capitaine a cliqué sur « Equipe prête », le code tournoi apparaît.

The screenshot shows the Razer Arena website interface for a League of Legends tournament. At the top, there is a navigation bar with the Razer Arena logo, a user profile icon, and links for "RAZER ARENA BETA", "TOURNAMENTS", "MY MATCHES NEW", and "MY TEAMS". A search bar is also present. The main content area displays the tournament details: "TOURNAMENTS / TEST OCS QUALIFIER 4 / CHALLENGER TEAMMATES VS BOUSTIFAILLE ESPORTS KAPPA". Below this, there is a "MATCH IS LIVE!" notification stating "STARTED A FEW SECONDS AGO". The match information includes "Tournament ID: 3226 | Match ID: 20309 | Organized By: OCSLOL". A green box contains an "Automated Platform" notice: "Depending on the capabilities of the game, the platform is fully automated including score reporting. The match will automatically launch once both teams are ready." The match score is shown as "0 VS 0" with "LIVE SCORE" in between. Below the score, it says "Both teams are ready to play the match!" and "Match is LIVE!". A red button labeled "REQUEST ADMIN ASSISTANCE" is visible. A timer shows "0 Hours 0 Minutes 52 Seconds Since Match Live". A section titled "JOIN LEAGUE OF LEGENDS MATCH" provides instructions: "To join this game you must launch your League of Legends game, login and then paste the below tournament code into the Custom game panel. All gameplay and score reporting is automated. Return to the website once the match is finished, or if you need assistance." A text box contains the tournament code: "EUW8429d-982b2517-29d2-468c-916f-28695b358945". A hand cursor is pointing at the code. Below the code, there is a note: "You must have the latest version of League of Legends installed on your computer. If you are unable to join the tournament lobby, please contact an administrator." At the bottom, there are social media sharing buttons for Facebook, Google+, Twitter, and Reddit, and a green button labeled "RETURN TO TOURNAMENT".

Enter your tournament code in League of Legends and you can play.

Entrez le code tournoi dans League of legends et vous pouvez jouer.



WARNING : Only first people to join the prepration match is able to forfeit, if you **forfeit** **it's over** our **admin couldn't be able to change** that manually.

Attention : Seulement le premier arrivé sur la préparation du match pourra déclarer forfait, **tout abandon est définitif**, nos **admins ne pourront pas changer ça**.

