FUSION PLAY 2.0 PRESENTS

ARCHONS' GAMBIT

The Adventurer's handbook

A fusion of HoyoVerse and Anime

25 NOV
Registration closes

28 NOV
Preliminary Round

5 Dec
Grand Finals

Welcome, Traveler!

As the Tsaritsa is rallying the Archons against Celestia, let's not forget the gruesome war in which the Archons killed their competitors to secure their territories. And here at Fusion play 2.0, we are recreating that through our quizzing segment: the "Archons' Gambit".

In Archons Gambit, the seven nations of Teyvat will compete against one other. There will be 2 rounds: the preliminary and the finals. You will be designated to a nation of your choosing in the preliminary round where you will compete against other participants. Secure one of the two top spots in your nation, and you will have earned the right to represent your nation at the final round live at Fusion Play 2.0!

To make the rules easy to understand, Paimon has prepared a rulebook for you all.

01 Timeline

25 NOV 2026
Registration Deadline
Free, individual sign-up.

28 NOV 2026
Preliminary Round
Discord buzzer quiz.

05 DEC 2026
The Finals
Live at Fusion Play 2.0.

02 The Seven Nations

	Nation	Element	Identity
	Mondstadt	Anemo	Nation of Freedom
	Liyue	Geo	Nation of Contracts
	Inazuma	Electro	Nation of Eternity
	Sumeru	Dendro	Nation of Wisdom
	Fontaine	Hydro	Nation of Justice
	Natlan	Pyro	Nation of War
	Snezhnaya	Cryo	Nation of Love

Each nation's preliminary questions follow its element and identity. This applies to both the Genshin Segment and the Anime segment.

03 Registration

- Registration is **free and individual**.
- You have to pick **two nations** in order. After registration closes, you will be assigned to one of them with your first choice prioritized and nation sizes kept reasonably balanced.
- In the form, you can request one of your friend to be in the same nation as you. As long as they do not cause a major imbalance in nation's size, it will be done.

04 Preliminary Round

- **28 November 2026**, on Discord Players will participate individually.
- A buzzer quiz where each nation gets questions themed around its element or identity.
- Buzzer procedure, marking, response time and penalties will be announced before the quiz begins.
- There will be 2 distinct segments, **Genshin Impact** and **Anime**. Play **either segment or both**.. The two scores are kept separate.

Genshin Impact
Characters, and lore related to each nation

Anime
Anime, including characters related to the nation's element or theme

- Example: an Inazuma anime question may show an electricity-using character, such as **Killua**, and ask you to name them.

05 Who Reaches the Final Round

- **The top five nations** will advance to the final. Nations will be ranked based on their average score of eligible participants (those who at least attempts half of the questions).
- From each qualifying nation, their **top scorer** in Genshin segment and Anime segment will be **paired up** to represent their nation in the final. If one player tops in both segment, they represent the segment where they scored higher, and the next-best scorer in the other segment takes the second slot.
- Every finalist gets **free entry** to the main event. If someone can't make it to the main event the finalist slot will be passed down to the next best scorer of that nation.

06 The Finals

- **5 December 2026 live** at Fusion Play 2.0. A battle of Nations.
- Questions will be open this time. Along with Genshin Impact and popular anime, it may also cover other HoYoverse entries (Honkai: Star Rail, Zenless Zone Zero etc).
- The **top three teams** will win exciting gift merchandise, awarded to each individual member.

Raise your banner, Traveler. The Gambit awaits. Ad astra abyssosque.