

THE THOMAS CUP

ESPORTS COMPETITION

January 11th – 16th, 2021

Choose your role.
Find treasure.
Protect your ship.

Be the **FIRST in the world** to compete with Minecraft's Pirate Cove Creative Clash!



REGISTER:
THOMAS.EDU/
THOMAS-CUP

Register by January 5th, 2021

Microsoft's Minecraft Esports team is getting ready to launch some new game modes – and you could be the **FIRST in the world** to compete with them! Join us for a week of competing against other teams in Minecraft's Pirate Cove Creative Clash! You will also have the opportunity to meet some of the artists and coders who built the game, ask them questions about building esports games or their careers, and give them feedback that will shape the roll out of the game design!

Competition

Part 1: Double-elimination bracket. Games (30 minutes each) scheduled throughout the week of January 11th. We will do our very best to respect school schedules so that students can participate fully!

Part 2: Share your feedback on the game and make suggestions about how the game might evolve!

For more information, email Jim Delorie (James.Delorie@thomas.edu) or Amanda Nguyen (Amanda.Nguyen@thomas.edu).

Virtual Meetings with Microsoft Minecraft team (optional)

Learn from and give feedback to Artists, Coders, and Esports Game Designers

Tuesday, January 12th (3 – 4pm EST):

Stephen Reid (Creative Lead)
Adam Clarke (Digital Alchemist)

Wednesday, January 13th (3-4pm EST):

Kevin Zhu (Trainer at Microsoft)

Thursday, January 14th (3 – 4pm EST):

Stephen Reid (Creative Lead)
Adam Clarke (Digital Alchemist)

[Student Registration](#) [Chaperone/Team Registration](#) [Thomas Cup Website](#) [Download Minecraft*](#)

*We can give students a short-term license if they need access to Minecraft Education Edition