

Tournament rules

Sign-up

1. In order to play in the tournament you have to be ranked in at least top 169 on sabr.
2. Sign-ups are open until we have 48 people, everyone else goes to waitlist.
3. You can join tournament up until the end of Round 4

Tournament Format

1. Two 6-player games of progressive worlddom each week, except 3-games finals
2. Only wins matter.
3. After Round 4 there will be cut to 36 people.
4. After Round 7 there will be cut to 12 people.
5. After Round 9 there will be cut to 6 people.
6. Round 10 will be the final round - 3 games with the winner of each taking a spot in top 3 of the tournament.
7. Waitlist will be replaced with each cut.
8. Every game except finals game 2(5) and game 3(4) has to be a 6-human game - game host/event helpers have to fill-in if waitlist/no-show/swap cannot be found, otherwise games have to be rescheduled.
9. If incomplete groups will become an issue then additional cuts will be executed - I will make any sacrifices to keep the amount of participants divisible by 6.
10. If you can't make it at your group's time - swap; can't swap - negotiate with other group members; can't negotiate - get a no-show role(you will be placed in a group next week if nobody claims your spot) but you can also fill-in if your availability changes or if other group misses a player).
11. No-shows have priority above the waitlist.
12. If you were late for game 1 but no participant has taken your spot, you can still play game 2 as if you lost game 1.
13. If you show-up in a tournament thread but game 2 is already going on or your spot has been taken by waitlist or no-show then you have to notify game host/tournament host so you are given waitlist role instead of disqualification from tourney if you don't have no-show role already.
14. Fill-in ping priority works only for the first 10 minutes since ping.
15. Any other communication except in-game alliance/emote chat during games is not allowed.
16. Personal connection issues or bug do not result in restart unless they happen before turn 4.

Scoring

1. Each win gives you 1 point on the leaderboard.
2. The leaderboard is hidden until the end of the tournament to limit targeting.
3. You can share your results with other people, stream or upload videos.
4. Event helpers report results to tournament host dm.

Tie-breakers

1. Tie-breakers are used to determine your position on the leaderboard and fill-in priority.
2. Tie-breaker is

$$= \text{sum}(\text{player_score}(1) * \text{times_defeated}(1) + \text{player_score}(2) * \text{times_defeated}(2) + \dots + \text{player_score}(i) * \text{times_defeated}(i))$$
 based on previous round standings
3. If the tie-breaker is the same then people share the same position on the leaderboard and fill-in by speed.
4. In case the same tie-breaker happens during cuts then results against each other will be used to say the final word, otherwise non-competitive tiebreakers will be used like your position on sabr rankings or if I like you or not.

Settings

1. It is all prog wd with portals, fog and/or blizzards
2. Some maps may repeat with different settings but I will try to find enough unique maps for each game.
3. Turn timers are mobile friendly - every map with 50 territories or lower will have 60s timer, higher - 90s.
4. Settings will have modifiers and stalemate wincons (no bonuses, hehe) - not complying with some modifiers will result in disqualification - restart the game without the disqualified player:
 - 4.1. Cannot hold a bonus until anybody dies - bot out upon receiving bonus troops.
 - 4.2. First to hold a bonus for 1 turn wins - win upon receiving bonus troops.
 - 4.3. First to kill wins - the first person who makes a kill after the modifier is activated is considered the winner of the game.
 - 4.4. Can't set on 3 - you are not allowed to set before you have at least 4 cards, in case you set on 3 accidentally - bot out before placing troops; if you keep abusing bot out just to screw people over, you might get disqualified anyway.
 - 4.5. Can't set before 5 - you are not allowed to set before you have at least 5 cards, in case you set on 3 or 4 accidentally - bot out before placing troops; if you keep abusing bot out just to screw people over, you might get disqualified anyway; also just to clarify: you are not forced to go to 5, you can cardskip, you just aren't allowed to set.
5. Stalemate win condition takes place on turn 24.
6. If a game reaches round 35 then it is considered a draw and everyone gets a loss in their score, only Finals games have to have a definite winner.

Special notice:

Any situation not explained in the rules will be resolved by the ultimate authority of the tournament host/event helper.