



The basic idea:

- There can be a total of 5-6 clans. Players that meet the requirements will be able to request permission to start a clan, but more on that later. There will be about 20 - 35 people in each clan, players will work together to gain points and compete to show who the strongest team is!
- Each clan has their own application form. In order to join a clan, you must fill in the form for the team you want to join and the **clan leader** will then decide whether to **approve** or **reject** your application. You may only join one clan and one clan only, you can't move clans throughout the event. This includes any alt tanks! One tank only.
- There are 2 main ways to get points for your clan (called 'Clan Points'): those are Beta battles and Clan activities/challenges.
- This event will last for 7 weeks, or around 50 days.
- The clan with the most **Clan Points** at the beginning of week 8 will be the winning clan. 1st and 2nd place winners will all receive a prize.

What are some changes from 2020's Clan Games?

We've lowered how long the event will last for, and decided to balance out how battles and activities work, specifically the point system. Last time, winners gained **+5 points** and losers got **-2 points**, this time, winners get **+6 points** and losers get **+2 points**, it's a net positive for everyone. This can prevent clans from targeting another team and it won't have as much of a devastating impact. The battles are meant to be fun and Tankers shouldn't be afraid to challenge anyone in this event.

That being said, battles have been majorly updated from 2020's clan games with the inclusion of 8 player battles. Players can now challenge other clans to a 3v3, 2v4, or any other combination you can think of, including unfair ones like 1v7's, but more on that later.

Even if you've participated in the event before, we encourage you to read the entire rules document. We've made some subtle changes to each section and players are expected to understand how the event works.

How can I join a clan?

Each clan will have their own clan application form, and will be created using Google forms (we'll get into the specifics on that later). These should open up on **January 1st, 2023** to create a clan and **January 8th, 2023** to join one. The Clan Leaders will review the applications and choose whether to **accept/reject** them. There are 3 universal requirements that must be fulfilled in order to be allowed to join a clan:

1. Your tank must be at least 4 months old.
2. You must have at least 2500 victories.
3. You must have less than 15 temp bans between 2022 and 2023.

Clan Leaders are technically able to create extra criteria, but are advised to keep them relatively low such as to not excessively harm the inclusivity of the event. If you apply to a clan, please post in the clan membership thread to confirm your application. Remember, one clan only!

How can I start a clan?

- There is a form you can use to request permission to start a new clan, check the general thread.
- No new requests will be accepted after the end of the first week, or all 6 spots are taken.
- In order to be eligible:
 - You must've had less than 6 temporary bans in the current year (2022-2023)
 - You must be at level 20 on Beta
 - You must have at least 10,000 wins **OR** Hat and glasses achievement.
 - You must have the 'old dog' achievement
 - You must be *currently* active on the site.
- If you meet all these criteria, then we may approve your request.
- If we don't have 6 clans by the end of January 5th in the preparation week, then the requirements will be slightly lowered. The changes would be:
 - 10,000 kills (instead of wins)
 - Less than 10 temporary bans in 2022 - 2023
 - Be at least at level 17
- All other requirements would remain the same.

What would a Clan Leader need to know about application forms?

- You should create the application form for your clan using Google forms.
- Please use this template when creating your Google forms:
 - [Example document of the Clan leader google form](#)
- Or to make a copy of the template (only works while logged into your Google account):
 - [Copy of the Clan leader google form](#)
- Please read the template form description for instructions related to clan application forms.
- Do **NOT** post any public or private link to your application form until January 8th.

Note: You are able to reword the questions and answers on your google forms but you are not allowed to change the criteria. You are also able to create your own questions like "do these glasses go with my outfit?" but please don't add too many.

How will the clan battles work?

- There are several types of battles tankers can choose to do: 1V1's, 2V2's, 3v3's, 4v4's and anything in between.
- There will be 7 battle rounds (1 per week) with a winning clan for each round. However, in the end, it's only the overall total for the event which matters.
- In each battle round, players can do up to 4 matches per week. Some battle types like 2v4's count as 2 matches due to their high point values.
- Gamemodes, such as TTOC's weapons gamemode, are not officially integrated in this competition. However, players are allowed to fight each other using these rules if all fighters agree to it. The only rule about custom rules is that they must be from the TTOC site so all players can easily access the rules and understand them. This also includes the community gamemodes found on the [TTOC.ca](#) website.
 - It may be seen as dishonourable, but players are allowed to break these custom rules as long as they don't break any of the existing clan games rules in this document. This also means any custom rules must use all already existing rules listed below and can not change them. (example: changing the score to first to 10 instead of 15 is not allowed)
 - We have to limit custom gamemodes to ones on the TTOC website because of ones like [Mud's King of the hill gamemode](#). That one alone causes too much of a logistical issue for us to justify players to use, great gamemode though we highly recommend trying it, just not for clan battles, please.

1v1 Battles:

- Any clan member can challenge anyone from another clan. The challenge can be declined or accepted with no consequences for declining.
- The two must decide upon a time and server to battle in.
- There should be a spectator (preferably without bias from being in the same clan). In this case, the spectator and one of the players is needed to confirm the score. If no spectator, they must either record the match or both say the same score/outcome. Otherwise, the match is considered null.
- First to 15. There must be a 2 point difference to win. (Result example: 16-14)
- Winner gets **+6 Clan Points**. Loser gains **+2 Clan Points**.
- If someone doesn't show up for the battle at the decided time after 10 minutes, the other opponent gets **+3 Clan Points**. If both don't show up, nothing changes and the match is considered null.
- A player may leave once in a battle as long as they're back within 5 minutes. For example, this could be due to losing connection. If they leave a second time, the other player gets **+6 Clan Points** as per usual with the loser gaining **+2 Clan Points**.
- Battle rescheduling/continuing at a later date is **not** allowed because all players are expected to have agreed beforehand on a time which is suitable for all parties. If you can't get to the battle, then don't agree to have the battle.
- A player cannot have more than 4 matches per week (Sunday to Saturday).
- A player must say at least 12 hours in advance if they cannot make a scheduled match.

2V2 & 3v3 & 4v4 Battles:

- Match Winners get **+12 points**, match losers get **+4 points**.
- Players on the same team must be from the same clan, this applies to all team battles.
- Just like the 1V1 battles, there's a maximum of 4 per week (these are **NOT** counted separately).
- Same general rules as the 1V1 battles.
- If 1 player leaves in a team, continue the battle as a 2V1 / 3v2 / 4v3. If that player returns, they may rejoin the next game. (match points are still treated as a 2v2 / 3v3 / 4v4)
- If all players in a team leave, then the 5 minutes rule from above applies.
- If at least two players in a team are left alive in a game (with the other team destroyed), they may declare victory in the game chat. They can then both die and still get the point. Alternatively, and perhaps more simply, one of them could shoot the other so that only one is left standing.
- Only 2 clans may fight against each other, 1v1v1v1's or 2v2v2v2's with 3 or more clans aren't allowed. You try keeping track of a match at that scale.

2v1 Battles:

- In order to officially start a 2v1, you must announce it as a 2v1 when planning the battle in the forums.
- Both teams will be rewarded different **points** depending on who wins. If the individual wins, they will be rewarded **+18 points** and the team of 2 will have **+3 points**. However, if the team of 2 wins they will be rewarded **+8 Points** with the individual getting **+3 points**
- 3v1's are allowed but the pointing system is the same as a 2v1, it's just for showing off.

2v4 Battles: ***NEW***

- Like with 2v1's, you must announce it as a 2v4 when planning the battle in the forums.
- Both teams will be rewarded different **points** depending on who wins. If the team of 2 wins, they will be rewarded **+24 points** and the team of 4 will have **+6 points**. However, if the team of 4 wins they will be rewarded **+16 Points** with the team of 2 getting **+6 points**
- All 1v4's, 1v5's, 1v6's, 2v5's 2v6's and 3v5's will follow this point system and function the same as a 2v4.

1v7 Battles: ***NEW***

- The ultimate show off battle that's seemingly impossible. Risk a fight against the odds for the flashiest victory possible!
- Both teams will be rewarded different **points** depending on who wins. If the individual wins, they will be rewarded **+40 points** and the team of 4 will have **+7 points**. However, if the team of 7 wins they will be rewarded **+20 Points** with the individual getting **+10 points**
- This battle counts as 2 matches due to the absurdly high point values.

What counts as a clan battle?

All clan battles must be formally scheduled

A formal clan battle must be planned out and talked through on the forums in the general thread. Both players must agree to a date, time, and server then choose a spectator that can attend the match. If a tank is a no-show to a formally scheduled battle, the opponent gets the **Clan Points** automatically and it will count towards a battle of the week.

A battle will only be considered formal if it clearly meets all the following scheduling:

- *Date:*
- *Time & Timezone:* ∞
- *Opponent:*
- *Spectator:*
- *Server:*
- ∞ *"Now" is not legal, the 10 minutes will start from the time posted*

Spectators must be active participants in Clans. If they were kicked/banned/etc, they are not eligible to be spectators, Battles that are not formal include but are not limited to:

- **Battle requests missing any of the above requirements**
- **Battles planned in the chat or with other communications**

Battles need to be planned out in the thread so organisers have a way of tracking the score fairly without being there for every match.

What will the activities be and how will they work?

- There are 7 activities/challenges. Every activity is different and will require a broad range of skills to successfully complete all of them.
- There will be 1 activity per week which makes 7 activities total.
- From activities, players will get **marks** and these **marks** will be translated into **Clan Points**! They will usually be worth up to **10-30 Clan Points** per player.
- Anyone can take part in an activity, even tankers outside of the event. Players who are not in the event will only be able to do it for fun and their points will go nowhere.
- **Any cheating discovered will be penalised with consequences for both the individual and their clan.**
- Only the first attempt at an activity counts unless the directions for the activity directly allow multiple submissions.

What are achievements in Clan games?

Achievements are special tasks or challenges you get rewarded **Clan Points** for doing. Achievements will be listed in the general thread on the first page. Each achievement has a title, a short description, and a point value, some achievements can only be done once on a first come first serve basis which means once someone completes it nobody else is able to complete it afterwards. There are two types of achievements in clan games, the first one is **activity achievements**.

These are unique achievements that can only be done once and are somewhat themed around the activity. The second one is **battle achievements**. Are the matches you're doing too easy? Try taking on these achievements to raise the stakes!

What are Bounties in Clan games?

Bounties are targeted players that will get extra points for defeating others in a battle. A bounty only lasts for 1 week, if the tanker with the bounty Successfully wins 3 battles and doesn't get defeated for that week, they will be rewarded with a whopping **+25 points** on top of their match winnings. If you defeat the bounty tank, you'll get a **+15 point** bonus.

Note: a bounty can only be put on a tanker on or near the top ten on the clans leaderboard.

Is there a maximum number of players for a clan? And can clan leaders kick players out?

- The starting number of players for a clan is initially set at 12, we may have to increase this to 15+ if we get a surplus of membership applications in several clans. A clan leader cannot approve any new applications after this number has been reached.
- Clan Leaders reserve the right to kick out members who have not been participating in the event, once you've been kicked you can choose to join another clan or leave the event entirely. you could also voluntarily leave clans at any time if you wish.

Users leaving clans:

- Get removed from clans
- The clan that the member partook in will keep the Clan Points.

Users switching clans:

- Remove the points that they earned from their old clan
- May not rejoin their old clan
- May not battle their former clan or a former clanmate who may have moved, too. (as to prevent clan boosting)
- A single clan can never have more than 5 members more than the clan with the lowest number of members.
- If clan leaders are unable to gather more than two other members of their clan after week 1, their clan will be discounted and can no longer participate as that clan. They are free to join other clans, however.

Can players kicked from a clan apply to join another? / Are there any other ways to be kicked out?

Yes, this is the only scenario in which you are allowed to change clans. However, keep in mind that if you were kicked out for severe disciplinary reasons, then the Clan Organisers may ban you from participating in the event for the rest of the year or future years.

Another way you can be banned from participating in this event is by showing unsportsmanlike behaviour. This type of behaviour could be insulting other players, cheating, or purposefully losing points to boost another clan's score. For some of these behaviours we'll give you a warning, continuing the behaviour could reduce more **points** for your clan or get you kicked from the event.

Keep in mind, the third warning is "**rare**" and it is treated as a "**final chance**", because of this you could receive a fourth warning after your second warning. Here's a list of how the warns will operate:

First warn, **-5 Clan Points**

Second warn, **-10 Clan Points**

Third warn, **-20 Clan Points (rare)**

Fourth warn, **ban from the event**

How much space will this event take on the forum?

There will be a general thread for scheduling battles and general updates such as scores and other announcements and threads for each new activity. This means there will usually be at most 2 active clan-related threads at one point.

Is there a deadline for entries?

There is a deadline, Clan leaders have a deadline to create their clans that ends after the preparation week. Clan members get a lot more time to join in on the event. Members can only join up until after the 4th week or half way through the event after that, no new entries will be accepted by any of the clans.

What's the difference between 'points' and 'Clan Points'?

In quizzes / activities, you get **points** depending on your performance. These points are then converted into **Clan Points** for the clan you are a part of. The clan with the most **Clan Points** will win the event. Throughout this document, we have written 'points' in **Green** and put 'Clan Points' in **blue** to help separate the two. If you have a form of colour blindness, we've also called activity points **Marks**. (and also sorry for making this document like 10 shades of brown)

Are there any prizes?

Yes! The event is sponsored by Dimitri's Emporium. The members of the winning clan will each get a 'Fistful of Dimitrium' (60 Dimitrium), and the members of the 2nd place clan will each get a 'Scientist's Allowance' (800 gold coins). It may seem like a small prize but take into account that the same prize is being given to about 25+ members for each winning clan.

Is there a schedule for the event like in 2019?

There is no written schedule for this year, only the clan organisers know what comes next like last time. This year's schedule is similar to 2020's. However, something we do have to show is the leaderboard / scoreboard for this year's clan games!

<https://tinyurl.com/y5dadfqj> ← old schedule

Is there anything else we should know about?

There certainly is!

- **Spiros04** will only start a clan if necessary. If they do, they will not be allowed to participate in any clan activities (but they can still battle) this would be cheating as they were the one that created the activities in the first place. Other Clan Leaders can still participate in activities though.
- The overall scores will be updated regularly as opposed to prior years where it was updated once per week. -
- No new clans can be created after the end of the first week.
- If alt tanks are used to gain an unfair advantage, then you run the risk of having your main account banned from the event and your **Clan Points** vetoed from your clan. We highly recommend you do not do this as it ruins the fun for everyone.

We hope you will enjoy this year's clan games! Please ask any questions or tell us any concerns you may have in the general thread. Thank you for taking the time to read this document.

Event Organisers:

Spiros04 - Lead Organiser

Redwind - Quality Control

TripleStryke - Event Overseer

In charge of managing the event, all activities, rules, balancing, Q&A, Links, and Thread descriptions.

Helpers & advisors:

CosmosAblaze - Scoreboard Manager

NeIFusion - Art & Q&A Assistant

Lichen - Moderator Insider

Amplitude - Advisor & Idea Tester

Managing scorekeeping, rules, Q&A, and balancing

Original Creators:

revengexx1

Dalek-Buster

captainahvong

Original creators of the Clan Games event.