

## World's Best Harudama Player: Rules of Engagement

### Intro:

1. A Harudama Duel to determine The World's Best in its most basic description is like a game of KEN crossed with Speedladders and sprinkled with some extra rules and modifications.
2. The modifications from standard kendama games are intended to enhance the drama and encourage players to practice a variety of techniques.
3. These rules are subject to change in order to boost community engagement, promote fair competition, and maximize legendary drama. So, be sure to check for the most up to date information when preparing to go into battle.
4. I'm considering making custom hats for the current and previous Best Players to proudly proclaim their awesomeness to the world.
5. There will be separate "World's Best" openings for "Heavyweight" (v6) and "Lightweight" (v7) style Harudamas.
  - ★ Technical specifications differentiating the two are yet to be determined. It will likely be a function of Tama diameter and/or overall mass.

### Big Three:

(Let these rules guide you at all times.)

1. Be safe.
  - ★ No banned (or otherwise dangerous) tricks.
2. Keep it fun. Keep it friendly.
  - ★ Everything about this is inherently silly.
  - ★ So, don't let egos cause hurt feelings and be the best role model you can be.
3. Get it on video.
  - ★ We want proof for the history books and awesome clips to share.
  - ★ This is primarily the responsibility of the challenger, but it would be a good idea for the defending champ to also make arrangements.
  - ★ Anyone that tries something nefarious like tampering with a recording to keep their title will be disqualified from competition until they have made proper amends.

### Step-by-Step:

1. First, a Challenger makes preparations. The current Word's Best must always be prepared.
  - ★ Read and understand these rules. (Good Job!)
  - ★ Practice your techniques. Check the Public Trick Archive to make sure you have at least one from each required category.
    - (Categorizing the trick list is currently a work in progress. I am open to suggestions. Likely categories I'm considering: traditional kendama, flowy, showy, )
  - ★ Find opportunities for the duel to take place and make any necessary travel plans.

2. Second, a Challenger declares their intent to do battle with the current World's Best.
  - ★ If you want to make a proper spectacle of it, this should be done in advance and planned for a public setting such as an event that both players plan to attend.
  - ★ You could also be a sneaky sneak and set up an ambush, but this path risks a victory tinged with dishonor.
3. Next, they decide together the parameters of the duel.
  - ★ Parameters include:
    - Number of Attempts per Trick?
    - Who gets the first initiative?
  - ★ Spin a ken, flip a coin, roll a die, Rochambeau, talk it out like civilized adults, whatever works for you.
  - ★ Cerberus Speedladder??
4. Confirm both participants, all judges, and most of the spectators understand the parameters as they have been agreed upon.
  - ★ These parameters should also be listed for the historical record. Saying them clearly and concisely on video before the duel or writing them on a big white board in frame would work well.
5. Then, the duel begins.
  - ★ The recommended format is combatants taking 5 turns of initiative each for a total of 10 rounds.
  - ★ Like a game of KEN, failure to match a trick causes damage. Unlike a traditional game of KEN, opponents have a chance to steal points by completing the trick if the player with initiative fails to do so.
  - ★ The player with initiative begins the round by stating clearly in a loud, anime-style-special-move voice the category and name of the trick they will be attempting.
6. If, at the end of standard dueling rounds, the number of hits is tied, players proceed to a tiebreaker.
  - ★ The tiebreaker trick is decided by the current World's Best from the most up to date list of approved tricks.

## Nitty Gritty:

- Duelists may bring up to TWO Harudamas of the appropriate "weight class" into the competition.
  - ★ Why? Because much like the samurai and their Daisho, some setups are better suited to certain situations and techniques than others.
- Optional Rule: Counter Strikes.
  - ★ While the player with initiative is making their attempts, their opponent can spend their attempts early in a "counter strike".
  - ★ If the countering player is able to land the trick before the player with initiative, they hit for double damage.

- ★ If the player with initiative lands the trick first, the counter is blocked and the responding player uses their remaining attempts as usual. However! If the responding player fails to land the trick after a blocked counter, they receive double damage.
- If a competitor lands a trick that is physically impossible for the other competitor due to their setup (such as lunars and handle length), the first competitor is obligated to loan theirs.
- For truly intense competition with players going for counter strikes, it is recommended that there be at least 3 judges present. One for each competitor to count attempts and signal completion of the trick and the third watching the other two judges to know who signals first.
  - ★ If there is a dispute, a break should be called to review the footage.
  - ★ If it's too close to call upon further review, the strike is nulled and battle continues. Player that held initiative for the nulled point goes again.
- Before a winner is officially crowned, the judges should confer to review the tricks used to confirm trick descriptions and categories. Depending on crowd reaction, the judges (& competitors) can override technical requirements if a competitor has clearly proven themselves to be The Best.