

Emu Cup: Rulebook

current as of July 20th, 2024

1. Overview

1.1. General

The Emu Cup is an invitational Ark Nova tournament which is played on the online platform BoardGameArena (referred to as BGA as follows).

1.2. Tournament directors

The executive committee consists of three tournament directors:

- [Duci9](#) (Discord: david94152)
- [Propaganda Panda](#) (Discord: pr0paganda_panda)
- [sorryimlikethis](#) (Discord: sorryimlikethis)

The tournament directors are responsible for the resolution of any formal questions or disputes which are not explicitly covered by the rulebook. Their ultimate rulings on all matters is final and binding.

1.3. Participants

There will be 16 participants who are determined by the tournament directors through invite. Every participant must meet the following requirements:

- minimum peak BGA rating of 600
- Elite League in BGA Arena Season 17
- Discord account
- ability to breathe
- penchant for emus

2. Game setup

2.1. BGA settings

Players create a custom BGA match with this table configuration:

- Game mode: Normal mode
- Game speed: Real-time • Normal speed

- Competitive level: Same map for all players
- Peaceful mode: Disabled
- Map Pack: Enabled
- Player's map: Random
- Alternative Maps: Disabled

Both players are responsible for the correct game setup. Any game with wrong game settings (except Game speed and Map Pack) is invalid.

2.3. Maps

The following maps are enabled for the Emu Cup:

- Observation Tower (1)
- Outdoor Areas (2)
- Silver Lake (3)
- Commercial Harbor (4)
- Park Restaurant (5)
- Research Institute (6)
- Ice Cream Parlors (7)
- Hollywood Hills (8)
- Geographical Zoo (9)

Rescue Station (10) is banned from tournament play. Players are required to instantly abandon their match and create a new match if they are randomly assigned this map.

3. Format

3.1. Structure

The Emu Cup is divided into two parts: a Group Stage and a Final Stage.

3.2. Group Stage

The Group Stage is set in a single round-robin, where all participants will play each other once in a Best-of-one (Bo1). The top 8 players qualify for the Final Stage.

For each individual match, players are awarded +1 for a win, 0 for a draw and -1 for a loss.

After the conclusion of the Group Stage, all participants will be ranked by the following criteria:

- 1) Highest score
- 2) Highest number of wins

Tied players will be ranked by the following criteria:

- 1) Lowest number of time violations (see 4.3.)
- 2) Highest number of wins against tied players..
- 3) Lowest number of losses against tied players.

If a tie cannot be broken by these criteria (possible in a multi-way tie), all tied players will play Bo1 tiebreaker matches against each other until all ties are broken. Tiebreaker matches will only be played if they decide placements within the top 8.

3.3. Final Stage

The eight qualified players will be slotted into a single-elimination knockout bracket. Pairings will be decided by Group Stage seeding as such:

Quarterfinals:

- QF-1: #1 Group Stage vs. #8 Group Stage
- QF-2: #2 Group Stage vs. #7 Group Stage
- QF-3: #3 Group Stage vs. #6 Group Stage
- QF-4: #4 Group Stage vs. #5 Group Stage

Semifinals:

- SF-1: Winner QF-1 vs. Winner QF-4
- SF-2: Winner QF-2 vs. Winner QF-3

Grand Final:

- F: Winner SF-1 vs. Winner SF-2

All matches in the Final Stage will be played in a Best-of-5 (Bo5). Both players will alternately ban two maps from the available map pool, starting with the player with the lower Group Stage seeding. Subsequently, both players will alternately pick a map from the remaining five available maps, starting with the player with the higher Group Stage seeding. The picked maps will determine the playing maps for games 1–5. Each map can only be picked once.

To enable a correct playing map, players will not use the Random configuration for Players' map (see 2.2.), but select the stipulated map instead.

The starting player will alternate between individual games within a Bo5. This can be guaranteed by selecting the *Rematch* option on BGA. If the participants forget to use this option, they are required to abandon and re-create the following game until the right player has been given starting player advantage.

4. Violations

4.1. Disqualification

A player may be disqualified from the tournament for the following reasons:

- Cheating (collusion, stream sniping etc.)
- Repeated unsportsmanlike conduct (insults, toxicity etc.)
- At their own request

The decision over a player's disqualification falls to the tournament directors and is binding. All results from a disqualified player are to be annulled.

4.2. Forfeits

It is not allowed to concede mid-game. All matches have to be played out until the end.

4.3. Time violations

A player commits a time violation during a match if they meet both of the following criteria:

- At least 30:00 total thinking time
- Exceeding the time limit allotted by BGA

Committing a time violation does not change the match outcome, but will serve as a tiebreaker criterion (see 3.2.).