

# Survivor 1v1 Tour



## Introduction

Hello Everyone! Welcome to Survivor 1v1 Tour, the First-Ever Smogon style event in Survivor.

In this tour, you will have to play and win games of Survivor against the opponent to go through to the next round. Do you have what it takes to win it all?

Join us [HERE](#) to enjoy!

## Rules

1] You will have to sign up by filling this [Form](#) and joining the [Survivor room](#) to not miss anything about the tour.

2] After the signups close, we will generate a bracket for the matchups and follow it throughout the tour. You can find the updated bracket [here](#)

3] You can communicate with your opponent directly through [Survivor Workshop](#) to coordinate your time of matchup, or PM a **Survivor Auth** (users whose names come up when you do /roomauth in Survivor) your preferred time and date for the match so they can post that in [Survivor Workshop](#) and help you and your opponent communicate and schedule efficiently for your match.

**Please plan your matches in Survivor Workshop (or somewhere where conversations are publicly visible) so that staff can access all logs in the case of inactivity of one or more players!**

Furthermore, note that a Survivor auth must be present at the time you arrange to host your match; keep this in mind when scheduling!

4] Each Round of the tour will be played out in 1 week and to prevent any last minute hassles, there will be a **6 day deadline**. Example (00:00 Monday to 23:59 Saturday).

5] If you or your opponent fails to battle in this 6 day period, we will allow you 1 extra day, if we are told in advance why you failed to do so. Otherwise, the inactive one will be disqualified. If you encounter other extraordinary circumstances during the tournament, please don't hesitate to reach out to Survivor staff; we can help you on a case-by-case basis.

6] The match will consist of 3 rounds of a usual Survivor Game, but each round will have different themes and rules. Winner of 2 games will be adjudged the winner.

**Themes you might play include:**

Gotta Catch 'em All!

Hole in One

Risk

Excalibur

Fishing

The Bridge

Long TTP (Top Trumps Pokebattle)

Long TTM (Top Trumps Movebattle)

Blackjack

High Low

Lucky 7

Roulette

Slots

Yahtzee

Jenga

**The three themes you play each match will be assigned randomly before your match begins**

## **Prizes**

**1st position:** Global prize (choice of custom Avatar or name change or name color), 50 points on the lb, 3 months of leaderboard colors (both background and text)

**2nd position:** New Room Rank (Emoji of a dice as a rank) for 3 months, 40 points on the lb, 2 months of leaderboard colors (both background and text)

**3rd position:** Prize Winner rank, 30 points on the lb, 1 month of leaderboard colors (both background and text)

All Participants will get 7 leaderboard points.

This will give you an advantage to rank high on the [Survivor Lucky Leaderboard](#), which gives prizes such as leaderboard colors, roomintro shoutouts, and more!

## **FAQ**

**Q1)** I am new to all this, what even is Survivor?

**Ans)** Survivor is a luck based game that uses dice as its primary mechanic. To know more, click [THIS](#) link. Moreover, we will have workshops before the event begins to give an introduction about how games are played and hosted.

**Please note that we are not an ORG like the Survivors you might see from Smogon and Mafia!**

**Q2)** I am new, will the experienced players have an advantage?

**Ans)** No! Experience will not give anyone an edge over you. We are not about skill and experience, but having fun with luck.

**Q3)** What if I lose in the early stages?

**Ans)** We will have **multiple events and games** along with the tour, so no need to worry. You still can get lb points, which have their own perks.

**Q4)** What can I do apart from playing?

**Ans)** You can try and host games. The top 3 hosts (hosting the most 4pl+ games) during the cycle (of October 2021, when the event started) will receive 10, 15 and 20 lb points respectively.

**Thanks to the Room Owners: OM, Rainshaft and Shadecession for making this event possible**

**Finally, thanks to all the Room Staff: Moderators, Drivers, Bots and Voices for helping out for the event.**

