

Platform: PS4/3

Time/Date: 9PM EST, 6/16

Steam Group: http://steamcommunity.com/groups/moon2fighting_games

Mooncord channel to use: #fighting_games

Tournament organisers: k0etsu (k0etsu#4949) Sleepy(sleepy#7625)

Signups close at 8:00pm EST, 6/16

Hello everyone, it's your favorite TO(s). We're writing this to tell you all how we're gonna be running the tourney and what we need from you as competitors to keep it going smoothly. Please make sure you read and follow it all to keep the tourney organised and maybe even on schedule!



(thumbnail done by our own k0etsu)

1. There are no requirements for entry! As long as you own the game on PS4/3 and are a Moonmoon sub, you're welcome to join, whatever your skill level and whatever your region (as long as your connection is okay; see below).

2. Change your discord, challenge and PSN to the same name. This will lead to far less headache in trying to find people, both for us and for other competitors. You should simply **sign up for the challenge with your PSN name** and temporarily **change your name on discord to your PSN**

Also, the keyword word for the entire tournament will be : **slorpo**

3. Make sure you have pings enabled for the moonmoon discord, specifically the #fighting_games channel, so that you can be notified reliably about your matches. If you're causing a delay by absenteeing and we can't contact you, you will be given a loss.

4. The amount and order of streamed matches will be determined after signups close, but there will certainly be some matches played off stream in the interests of time, both so that the tournament doesn't run too long and so that competitors don't have too much downtime between matches.

What to do if your match is on stream

The streamer of the event will give you the keyword to join a lobby. Join the lobby, wait for the current match to end if it's ongoing, play your match, then leave the lobby. Simple!

What to do if your match is off stream

You and your opponent will find and play one another, then report to the result to a TO.

Both players need to confirm the result to the TO. Please don't lie as this will only hold things up. Also, **please tell the TO when your match is underway so that we can stop trying to organise it.**

To play in a lobby, the process is this: **Network > Player Match > Create a room > Use keyword : slorpo > what Inform your opponent you created the lobby > Play.**

If you can find them yourself without us having to get involved, so much the better. Just make sure you let us know when the match starts, and what the score is when it ends. Also, don't be afraid to tell the TO if we write your score wrong on the bracket. There'll be an awful lot going on and it's entirely possible that we'll get confused. The sooner you say something, the better.

5. The tournament will be seeded so far as we are able. If we have no knowledge of your skill level, you'll be put somewhere in the middle.

6. If you can't make it to the tournament after signing up, either ping a TO or remove yourself on challenge. If you don't do one of these, it'll be assumed you can still come and if you can't it'll just end up in a DQ, which isn't fun for anyone.

7. Rules for matches

Matches will be first to 2 except the Winners Final, the Losers Final, and the Grand Final, which will be first to 3.

Please only use the Park stage as it's the most suitable for netplay

Make sure you're ready to play your games. A TO will remind you when your match is up, but keep an eye on the challenge bracket yourself so you know when you'll be needed.

Minimise your latency. Have as little as possible online while you're playing, especially if you're on wifi or not in North America. Anything over 5 frames of delay is getting pretty unplayable, and if your connection is that bad over multiple matches, we'll have to give you a DQ.

Bots, scripts, macros and similar are prohibited.

Only the loser of a game may change their character during a match, but you can change your character freely from match to match. (To be clear, the match is the overall first to 2 (or 3), and the game is each round within that match.)

In the case of a violation, contact a TO.