

Montu's Multiplayer Madness #19

Welcome!

Greetings, spacefarers, and welcome to "Montu's Multiplayer Madness," the longest-running Stellaris prize tournament!

Do you have what it takes to dominate the galaxy? Are you yearning for a challenge beyond the casual skirmishes with your friends? If so, look no further, this is the game for you.

"Montu's Multiplayer Madness" is a community funded tournament. Our goal? To showcase Stellaris multiplayer in all its glory. Victory here hinges not solely on amassing formidable fleets but on the brilliance of your scientists, economic prowess, and diplomatic finesse. Prepare to expand your empire's borders, build awe-inspiring megastructures, and perhaps even crack a planet or two.

Forge your empire, vanquish rivals, weave or unravel alliances, seize the mantle of Emperor or become the Crisis. Your destiny is yours to shape.

Tournament setup

To join the tournament you must join the Montu Plays Community Discord server.

Discord Link: <https://discord.gg/4RDKJYeKPZ>

In the "Montu's Tournament" channel there will also be a guide on how to sign up (remember to get the tournament role).

The tournament will start with a round of qualifying games, each game will have 20 players. The first 20 players to sign up for each time slot will be given a spot. If you are unable to get a timeslot that fits you, you can sign up as an alternate for that session. Each time slot can have up to 5 alternates.

The top 5 scoring players from each session will advance to the final that will be live cast by Montu in a game with 20 players total (5 from each of the 3 qualifiers and top 5 from the last tournament). In the case of a tie the host/GM will use the observer score to settle ties. The runner up in each game will act as an alternate in the final, the alternate with the highest score across all sessions will have priority for this position.

The qualifiers will last until year 2280 or 5 hours of gameplay (whichever comes first).

The Final game will last until year 2300 or 6 hours of gameplay (whichever comes first).

Score is calculated using the Colosseum Mod. You must be able to stay for the full duration of the game. You are not allowed to leave unless your empire is completely eliminated. Even players with only a few planets left might still win on the score!

The Colosseum Mod is the only mod allowed (including UI mods due to the risk of desync):
<https://steamcommunity.com/sharedfiles/filedetails/?id=3375973076>

All players must join the voice channel and be available for diplomacy during the game. You must be in the voice channel and not have the channel muted. If you are unable to join the voice lobby during a tournament session you cannot participate and your slot will be given to an alternate. Ingame names must match your Discord username and only include English alphabet characters.

Prizes:

Winning the tournament will be based on whoever has the most points in the finals.

The current prize pool stands at \$620. This prize will be distributed either through PayPal or as Steam Gift Vouchers.

The distribution for podium positions will be as follows:

First Place - \$320
Second Place - \$160
Third Place - \$80
Fourth Place - \$40
Fifth Place - \$20

If the prize is requested through PayPal the value received may be slightly lower due to PayPal transaction fees.

Any further donations to the prizepool will be added and the relevant prize shares for each position will be updated.

A special thanks to Woodmansee, Mathew, Mr Barbe and SvenTheDuck for their donations to the prize pool.

In addition we will have a People's Champion award. This award will be \$1 for each new YouTube Member & Twitch Subscriber gained during the stream. However, due to the variable pricing of YouTube Memberships, the YouTube contribution to this prize cannot exceed the total value of YouTube membership fees paid by YouTube.

English Localisation only, to prevent crashes/desyncs.

All Toasts-like notifications must be disabled due to a bug causing desyncs.

Galaxy setup

400 stars - Elliptical

No AI empires except one Marauder and one Fallen Empire

Precursors - ALL

Tech Cost - 0.75x

Tradition Cost - 0.75x

Habitable worlds and primitives - 1x

Crisis - 5x/random, Mid-Game - 2250, End-Game - 2300

Difficulty - Commodore (scaling/adjusted off, Aggressive normal)

Difficulty Adjusted Technology Costs - Off

Fleet Upkeep Logistic Costs - 1x

Planetary Deficit Logistics Costs - 1x

Empire Placement - Distributed Players

Hyperlane 1x, Gateways 1x, Wormholes 1.5x

Guaranteed Habitable Worlds - 2

Caravaneers, L-gates, Xeno-Compatibility - On

Growth Ceiling/Scaling- 5x/0.25x

Storm Chance (early, mid, late) - 0x, 5x, 10x

Storm Maximum (early, mid, late) - 2x, 5x, 10x

Storm Cooldown - 1x, Storm Devastation - 1x

Voidworms 1x, Cutholoids 1x

Game rules

War rules

- Precontact invasion and precontact bombardment of populated planets are banned all game.
- Year 0+: Animosity, Expropriation, Claim, Pirate Raid & Despoliation wars are allowed.
- Year 30+: Subjugation, Containment, Independence, Ideology wars allowed. (This includes Total War Empires declaring war on other Total War Empires).
- Year 40+: All wars allowed.
- Systems with populated worlds cannot be claimed until Year 30.
- If a claim becomes illegal after a world becomes populated the system must be returned after the war.
- As a Defender reduce all of the above restrictions by 10 years when choosing a war goal or making claims.
- You cannot use Joint Wars or a Federation to attack a single target before Year 40.

Subjugation rules

- Diplomatic subjugation is banned. You can only gain subjects through war or by releasing a sector as an AI vassal.
- Subjugation terms cannot be changed; the basic terms dictated by the subjugation policy must be used.
- Megacorps cannot use Hostile Takeover policy.
- Subject integration is banned.

Empire creation rules

Banned origins:

- [AI spawning origins](#).
- Synthetic Fertility.
- Knights of the Toxic God.
- Clone Army.
- Resource Consolidation.

Banned Civics:

- Sovereign Guardianship/Corporate Protectorate/Guardian Cluster/Guardian Matrix.
- Lubrication Tanks/Luxury Lubrication Pools
- Civil Education.
- Cordyceptic Drones.

[Permanent Civics:](#)

- Crowdsourcing/Decentralized R&D.
- Parliamentary System.

Banned Traits:

- Seasonal Dormancy for non-Gestalts;
- Vat-Grown.

Other Banned Options:

- All Sol variants, Deneb & Titawin starting systems are banned.

Diplomacy rules

- [Genocidal Empires](#) cannot engage in any [Form of Diplomacy](#).
- Players cannot make pacts or trade with [AI Empires](#).
- Defensive Pact, Guaranteed Independence and Federation [Borders Distance Limit](#) Limit: 5 jumps, [Shortcuts](#) allowed.
- Federations in breach of the [Borders Distance Limit](#) rule cannot declare war and must disband at the first opportunity.
- Federation members limit: 2.
- You cannot have more than 1 Defensive Pact, Vassals or Guarantees combined (including Federations).
- Joint Wars [Borders Distance Limit](#) (except Independence Wars): 5 jumps between all attackers or 10 jumps from a system owned by the defender, no [Shortcuts](#) allowed.

Gameplay Rules

- Virtual ascension is banned.
- Purity Government Authorities are banned for non-gestalt empires.
- Overtuned Empires cannot take Biomorphosis as the 2nd Ascension Perk.
- Orbital Surrender Acceptance policy must be set to prohibited all game.
- Mercenary Liaison Office & Pirate Free Haven branch office buildings are banned.
- Space Fauna Amoeba' ships may not equip strikecraft-like mutations except the default one for Amoeba's Mothers.
- Bioship designs must have all non-auxillary slots filled.
- Disruptors, Arc Emitters and bioship counterparts are banned, players cannot equip or use them.
- Mod-Enforced: Systems fully enclosed inside an Empire's Borders cannot be claimed unless adjacent to a claimed system (both by you or an ally) until y60. Note: empty systems breaks borders.
- Mod-Enforced: Jump Drives allowed only towards adjacent, empty, allied or neutral systems.

Crisis Rules

- [Crisis Perks](#) cannot be picked before year 30.
- Galactic Nemesis is banned.
- Taking a [Crisis Perk](#) makes you count as a [Genocidal Empires](#) and you must clear any [Form of Diplomacy](#) before taking the perk.

- Taking a [Crisis Perk](#) gives a 100% score penalty, this penalty is removed when level 5 Crisis is unlocked.
- Achieving the [Crisis's Ultimate Goal](#) grants +100% points, all scores are calculated right before the button is pressed, the game ends.

Rule Breaks

Breaking a rule will result in a warning, if the impact of the rule break gives an advantage or hurts another player and cannot be reversed it will also give a point penalty at the end of the game, from a minimum value of 10% up to 30% at the discretion of the GMs.

Repeated rule breaking can lead to a disqualification at the discretion of the GMs and the player can be banned from future Montu Plays Tournaments.

Players that leave a session prematurely will be banned from any future Montu Plays Tournaments.

Fair play rules

The goal of any Stellaris multiplayer lobby is for everyone to have fun and while losing might suck for you, winning at any cost ends up making it suck for everyone.

With an evolving game it is hard to include every known exploit which is why the concept of fairplay and common sense is so important. Fairplay ruling can be hard to make, but are made at the discretion of the host. If you are unsure if an action breaks these rules, ask the host **BEFORE** doing it.

- **General Fair War-Behaviour:**
 - a. If surrender would kill you, don't. It's better to go afk and let the attacker achieve wargoals.
 - b. Do not surrender if there is no threat that surrender would prevent (planets bombed, pops stolen, fleet dying, more claiming).
 - c. *"If you have already lost, you should not pick the winner!"*: When in a multiple contested war where two players are fighting each other to conquer you, especially in your space, arbitrarily decide to who surrender to is considered Kingmaking (see below), the contender who can enforce wargoals will be the winner.
- **No War-Dodging / Truce-Forcing:** Using war mechanics to make it impossible for someone to fight you. Examples:
 - a. When losing, asking another player to declare a tribute war so you can surrender to them ending the first war is War-Dodging.
 - b. Declare war on someone you know has no claims and then surrender instantly is Truce-Forcing (this is also considered "point trading", see below)
 - c. Surrendering a tribute war while someone else is actively conquering you (has ships/occupation in your space) is War-Dodging.

- **Don't be a Kingmaker:** You should go into any game with the goal of winning, if along the way you can no longer win you should play for the best possible position. Sacrificing your own game to help another player is also Kingmaking.
- **No “scorched earth”:** You are not allowed to ruin your empire by destroying buildings/districts/starbases, activating negative planetary decisions or abandoning colonies out of spite. You can replace buildings to better balance your economy or defend (fx. swapping to fortresses), but not outright destroy them. You can move pops off planets to save/steal them, but never the last pop.
- **Griefing:** Playing in a way where your only purpose is to hurt other players, while not increasing your own chance to win. Fx. a criminal megacorp that only targets one player or declaring war on someone before leaving the game. Targeting a player for personal reasons and no tactical advantage can also be considered griefing.
- **Arguments:** If a rules question arises or you suspect someone is breaking a rule, ask the host to pause the game and settle the matter. Accept whatever decision the host makes and if you still disagree take the discussion after the game.
- **Flaming:** Personal attacks of any kind during a lobby is unacceptable, this includes whispers.
- **Exploits:** Using a bug or banned mechanic to get an unfair advantage. If you learned of the mechanic from a Montu video including the words “perfectly balanced” it is likely an exploit. See exploit list below for some examples.
- **Point trading:** Making deals with other players to gain victory points in unintended ways, fx. declaring phoney wars and surrendering to give one or both players points (or other advantages) or trades between players meant to increase scores.
- **Click bait:** Trying to trick another player into surrendering by sending “demand surrender” while you are in a clearly losing position.

Known exploits

Below are exploits from the past and present, some might be fixed, but the list is just as much to show the kind of mechanics we consider exploits, if you are unsure if something is an exploit ask the host **BEFORE** doing it:

- **Exploiting rounding errors:** Using the ingame rounding system to get more resources than intended.
- **Zero resource economy:** Any tactic that intentionally runs out of certain resources to get a benefit. In the past this included 0 food catalytic processing robots or intentional bankruptcies to get free resources. Economic collapse due to war or conquest isn't a zero resource economy, only intentionally running out of something to gain an advantage.
- **Unintended discounts:** Building ships in a way where you get unintended discounts or using the upgrade mechanics to get alloys for free.
- **Fleet “MIA”:** Retreating military fleets and making them go “missing in action” outside of combat is considered an exploit. You can disband fleets to avoid war exhaustion.
- **Election manipulation:** Getting a free reelection through manipulation of your leader pool during an election.
- **Unfair trades with AI:** Any trade with AI that uses favours or that uses mechanics where the AI gives you more resources than would be considered fair, including if the

AI offers you resources for nothing. These mechanics also apply when trading for specialist vassal leaders or bonuses.

- **Using invincible fleets:** In rare situations a retreating fleet will become invincible. If this happens, pause the game and delete the fleet (the attacker might have to leave the system to do this).
- **Federation/GDF naval cap:** Going over naval capacity for a federation fleet or the Galactic defense force.
- **Repeated actions to trigger RNG:** Doing something that can trigger a rare random event repeatedly to trigger that event. Fx. repeatedly invading a capital and releasing it for a chance to steal a relic or in the past trying to trigger “the worm”.
- **Duplication:** Using lag or ingame mechanics to duplicate certain events or digsites.
- **Market manipulation:** Using the internal or galactic market to gain resources out of nothing.
- **File editing:** Editing game files in **any** way (even cosmetic) is bannable.
- **Naked Ships:** Using empty or nearly empty ships to influence AI ship spawning behaviour.
- **Council appointment spam:** As Emperor using “appoint council member” repeatedly to farm points. (Mod exploit)

FAQ

Q: What are AI-spawning origins?

A: The following Origins are AI spawning Origins: Scion, Lost Colony, Common Ground, Hegemon, Fiefdom, Broken Shackles, Payback.

Q: What is the "Permanent Civic" list?

A: Is a list of civics that count as permanent for game purposes, they can only be taken at empire creation and cannot be removed at any point in the game (similar to how Anglers, Fanatic Purifiers etc. work). This is done to limit the power of certain civics.

Q: What is a "Genocidal Empire"?

A: It is any empire with a civic tagged with "Genocidal" by the game, it includes Devouring Swarm, Terravore, Fanatical Purifiers and Determined Exterminators. Driven Assimilators do not count as Genocidal.

Q: What is considered "Diplomacy"?

A: Any action taken via Diplomatic Screen other than Declaring War, Harm Relations, Espionage, Rivalries, Peace Offers and Insults. This includes Open Borders and any form of trade deals like Communications or Sensors. Be in the Galactic Community and having non-crimecorp branch offices on others empires' planets are also considered Diplomacy.

Q: What is considered a "Shortcut"?

A: Shortcuts are wormholes, gateways, L-gates and Shroud tunnels and count as a connection if the systems on both sides of the shortcut are controlled by the team and all have the ability to pass through it.

Note that for Shroud Tunnels, L-Gates and Starlit's Wormholes to be considered valid, the team should control the system with the Main Shortcut.

Q: What is defined as your 'Border'?

A: Borders are defined as any owned system connected by hyperlanes via controlled systems to your capital, including Shortcuts. Note: empty systems breaks borders.

Q: How is the "Border Distance Limit" defined?

A: Is the maximum amount of hyperlanes jumps between two Empires' Borders.

Q: What is Diplomatic Subjugation?

A: Is the action of asking another empire to become a tribute or to be their tribute via diplomatic action in the diplomatic screen.

Q: What exactly is a Vassal?

A: A Vassal is any type of subject that by basic terms enters defensive wars alongside his warlord. Tributes are not considered Vassals.

Q: What is a "Crisis Perk"?

A: Galactic Nemesis, Cosmogogenesis and Behemoth's Fury ascension perks are Crisis Perks.

Q: What is the "Crisis' Ultimate Goal"?

A: "Blowing up the Galaxy", "Completing the Exodus Situation" or "Becoming the King of the Monsters" for Galactic Nemesis, Cosmogogenesis and Behemoth's Fury respectively.

Q: What happens if you lose an expropriation war and become a subject before year 30?

A: You become a subsidiary since the war goal of the defender is forced. They do not have to release you.

Q: When can I use a Total War war goal?

A: After year 40. This includes the Total War war goals of Become the Crisis, Genocidal empires, Colossus etc.

Q: Can I request a vassalage change from my overlord by sending a new agreement?

A: No, to change from tribute/vassal to a specialised vassal both overlord and subject must agree verbally or in writing to make the change, BEFORE any deal is sent. This is to avoid the other party being forced to pay influence to decline.

Q: If I am attacked at year 25 and have subjugation casus belli against the attacker can I use that war goal against the attacker?

A: Yes, as a defender your restrictions are reduced by 10 years.

Q: Does Total war give victory points?

A: No, Total war doesn't result in "achieve war goal" the war just ends when one player is dead and doesn't give points.

Q: What happens if someone leaves a federation right before the game ends?

A: If the federation is in breach of the rules but the members are currently able to leave the game will be paused and all members that are able are allowed to leave the federation to avoid any penalty.

Q: How bad does a spawn have to be to cause a rehost?

A: If any player is boxed in, in a way where they have access to less than 6 systems at the start of the game, we rehost. Access count as blocked by another player's homeworld system and each system adjacent to that homeworld. Fallen Empire and Marauder Empire systems are considered blocked, as well as systems adjacent to Xenophobic Fallen Empire. Note: having blocked/contested access to guaranteed planets does not force a rehost.

Q: What is a "Joint war"?

A: Any offensive war where you "Invite attackers" is considered a "Joint war". Federations attacking someone else is not a Joint war, neither is a defensive war where subjects or pact members gets dragged into the war

Q: Why are named starting systems like Sol banned?

A: Sol is banned for balance purposes following the introduction of Arc Furnaces and furthermore to avoid confusion.

Point explanation

Players earn victory points using two different systems.

Interval system:

At each interval all players are ranked in 7 different categories, the top 5 players in each category receive victory points based on their respective ranks:

- 1st place receive 5 points
- 2nd place receive 4 points
- 3rd place receive 3 points
- 4th place receive 2 points
- 5th place receive 1 point

In the case of a tie the tied players each get the lower of the two scores they are tied for (fx. tied for 1st each get 4 points). It is possible for a tie to mean you get 0 points (fx. if two players are tied for 5th place they each get 0 points or if 6 players are tied for 1st place).

For the tournament the interval will be every 10 years. This means that year 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100 players will get points for each interval category that they are in the top 5 of, as well as 2 points for each homeworld of another player they control.

The interval categories are:

Fleet power: ~~Based on the fleet power number of all your ships, stations and defence platforms do not count towards fleet power.~~ (Currently disabled)

Economy: Uses the ingame calculation for economic power.

Science: Uses the current science production.

Unity: Uses the current unity income (production - expenditure).

Diplomatic weight: ~~Uses the weight shown in the Galactic Community (you can still get points even if you are not a member of the Galactic Community).~~ (Currently disabled)

Number of systems: Counts any system owned by the player.

Controlled Megastructures: Counts how many megastructures a player controls, any repaired megastructure is counted as well as megastructures once they are past the "site" stage. Orbital rings, habitats, gateways and Hyperrelay do not count as megastructures.

Controlled homeworlds: Unlike the other interval scores this is not based on top 5 but instead gives 2 points for every homeworld (except your own) you control. Homeworlds are set at the start of the game so players moving their capitals does not influence this.

Milestone system:

For the tournament milestones will be set at 2x. Milestones are points given when specific events happen. The following events give the following points:

Complete Megastructure - Gives points when a megastructure is fully build, Mega Shipyard (4 pts), Science Nexus (6 pts), Strategic Coordination Center (6pts), Sentry Array (6 pts), Mega Art Installation (6 pts), Interstellar Assembly (6 pts), Quantum Catapult (4 pts), Dyson Sphere (10 pts), Matter Decompressor (10 pts), Ringworld (10 pts total). Orbital rings, habitats, gateways and Hyperrelay do not count as megastructures.

Repairing a ruined Megastructure gives 2 points (instead of the points for fully building one), repairing Ring Worlds gives 2 points per segment repaired (Shattering Ring origin segments give 1 point each).

Successfully using a colossus on an inhabited planet gives 2 points.

Passing a law you proposed gives 2 points.

Becoming a member of the Galactic Council gives 5 points (points are given at every election).

Becoming the Custodian gives 10 points, Unseating the Custodian loses the custodian 10 points.

Becoming the Galactic Emperor gives 20 points.

Winning any war (archiving war goals) gives 3 points. In wars with several players involved only the person proposing the war, as well as the main target can earn points. War against AI doesn't give points.

Opening the L-Gates gives 10 points to the player opening the gates.

Building or restoring an Ecumonopolis gives 4 points, using terraforming (or gaia seeders) to change a planet into a Gaia, Hive or Machine world gives 2 points. Each terraforming type can only be triggered once and requires you to terraform an inhabited planet you control.

Killing the Khan and getting his Throne gives 5 points.

Killing a Fallen Empire gives 10 points (only rewards the main aggressor).

~~Getting the space amoeba and naming it Bubbles gives 1 point.~~ (Currently bugged)

Scouring the Tyanki Home system gives 2 points.

Finishing a tradition tree gives 1 point each.

Building a Juggernaut gives 2 points the first time you build one.

Has found a Precursor Home-system (triggers once per player and per precursor), triggers for the first player to enter the system with a ship 2 points.

Has made a Pact with an Eldritch Dark Entity (triggers once per player) 2 points.

Has reached Perfect Robotic existence (triggers once per player) 2 points.

Has unlocked the Secrets of Life (triggers once per player) 2 points.

Has cybernetically Enhanced its People (triggers once per player) 2 points.

Has synthetically ascended as a robot or cybernetically as Driven assimilator (complete the relevant ascension tradition tree) (triggers once per player) 2 points.

Has reanimated a Leviathan (triggers each time) 1 point for each leviathan.

Has earned a Degree in Surgery (Vivisected a player's crew science ship) (triggers once per player) 1 point.

Has reached Infinity, twice (First player to research Jump Drives) (1 trigger once for the Galaxy) 1 point.

Has delved too Greedily and too Deep (vanquish the Crystalline Entity as an Underground Empire) (triggers once per player) 1 point.

Has vanquished a False Deity, Most Noxious (Kills the Toxic God, Neutral or Player controlled) (triggers once for the Galaxy) 2 points.

First Blood: Being the first in the galaxy to win a war in each category (Animosity, Subjugation, Plunder, Expropriation, Conquest, Liberation, Ideology, Independence) gets 4 points.

Dig through space (Finish your first astral rift) : 1 point

Pulled from Beyond (Be the 1st to summon a fleet from another dimension) : 1 point (only for the first player)

Has reached Immortality (Get your Ruler Immortal) (triggers once per player) - 1 points

Has establish a Joint Venture (Be the 1st to establish a branch office on another Capital) (triggers once in the Galaxy) - 2 points

~~Has reached the peak of their career (Get a Level 10 leader) (triggers once per player) - 2 points~~(Currently bugged)

Twice the glory ! (Astral action used to use another Relic immediately) : 1 pt (once per galaxy)

Has acquired a nice Trinket (Get your 1st Relic) (triggers once per player) - 1 point

Has dug through Time - Finish archeology site (triggers once per player) - 1 point

Blow up your capital as Doomsday Origin - 1 point

Spawning your 1st Cosmic Storm - 1 point

Surviving your 1st Nexus Storm - 1 point

Galactic Crisis - you get -1pts (lose 1 pts) per year per other empire that controls a non-ruined Aetherophasic engine.

Galactic Crisis Ended - You get 10pts if your fleets are present in a system when an Aetherophasic engine is destroyed.

Last stage of Arc Furnace and Dyson Swarm - 1 pt (once per player pr. type)

Being appointed to the council by the emperor - 5 points (once per player)

Points being added and currently being tested:

Abolish the Golden Rule (Dispose of your leader with Under One Rule origin) (triggers once per player) - 2 pts