

Contents of this document are subject to change. Any major rule changes will come with an announcement.

Overview

Welcome to the ***Pharaoh's Pyramid***, a tournament hosted on the **Risk: Global Domination** discord server!

This Tournament features up to 7 Rounds of Battles all based on the **Dune Risk Maps** with a unique format:

3 Rounds containing 2 Games each round to earn as many points as possible, followed by up to 4 more Rounds to challenge those occupying the top leaderboard positions.

If you have any questions, concerns or inquiries surrounding this tournament; or if any rule or vocabulary listed in this document isn't clear to you, always feel free to reach out to the *Event Hosts* **@Caelixis** and **@Silent Legend** or you can type **!staff**.

Sign ups

Conditions

Sign ups remain open for two full weeks. You're only guaranteed to be able to play in the tournament if you sign up within the first week (until the **28th of September**). Anyone signing up after will be placed on the *waiting list*. You are required to participate in every point scoring round.

Before signing up, make sure you're equipped with sufficient knowledge about the Event by having a good read through this document. By signing up, you confirm having read the contents of this document.

Process

Anyone is welcome to sign up.

In order to sign up, go to the **[sign up thread](#)** and post a message containing the words "sign up". Also state whether or not you own the Dune Map Pack in that message.

If you don't already have an availability set up on the Friends of Risk website, you will then get a message back, asking you to do so.

Round Set Up

Participants will have time to update their *availability* for the upcoming week until **Saturday 23:59 UTC** through the Friends of Risk website.

When selecting times for your availability, keep in mind that these are starting times and that each Round can go on for more than 2 Hours.

Each new Round will be announced on **Sunday (UTC)**.

You will be placed into a Group and a *Group Thread* with an assigned *Game Time* based on your availability. If you realize that you cannot make the Game Time, you will have to

propose a new time to your Group. Group members should work together to find the time that works best for everyone.

Staff will assist you in this process and might arrange a swap should no viable alternative be found.

Existing Groups may be filled and additional Groups may be created with those on the *waiting list*.

Game time

Players

If players are missing at game time or if the Group had an insufficient number of players to begin with, proceeding to play with (a) *Staff Fill-in(s)* may be an option. If not otherwise possible, the Group may start with what they have. The lobby will not be filled with bots, unless specified in the settings.

A player is declared “missing”, when they are not present at game time and have not provided any notice.

Set up

One member of the Group has to volunteer to set up the game in a *Private -> Casual* lobby. The host will make sure the *Game settings* are correct and everyone is ready before starting. Should a player fail to “ready up” the game will have to be restarted.

Once a game is finished, Group members should make sure results are posted clearly and correctly.

If there are multiple games in a Round, this process will repeat immediately after.

Game Settings

Each game has its own set of predetermined [settings](#) and rules.

If no one from your Group owns the map, you must play on the Classic map instead, with the exact same settings.

Any deviation from these settings will result in a restart/replay of the current game.

Important:

- Some settings will list *special rules*.
- For each setting used in Round 1-3 of this tournament, there is a specific *scoring system* in place.

Special rules & scoring are explained in detail below.

Special Rules

Stalemate resolutions (SR)

A game is classified as a "stalemate" once it reaches Round 20. At the beginning of Round 21, the (first) stalemate resolution goes into effect. These special rules provide an additional possible win condition to help progress the game.

Some settings may list a 2nd stalemate resolution. This goes into effect at the beginning of Round 24.

70 Reset

When this special rule modification is in place, any player capturing 15% of the board or more **in a single turn**, without winning the game that very turn is considered to have *failed a run*.

If someone fails a run in a 5 or 6 player game, then the game must be replayed **without** the player that has failed the run. This causes that player to be **Faulty**. A 70 reset can happen up to two times for a setting.

4 player games can't reset anymore, but anyone "failing" a run has to surrender from the game immediately.

First to kill

When this special rule modification is in place, the next player to eliminate another player wins the game immediately.

Eliminate your predecessor

When this special rule modification is in place, then any player eliminating the human player next above them in turn order (for the human player first in turn order the "predecessor" would be the human player last in turn order) wins the game.

70%/60%/50% Domination

When this special rule modification is in place, any player capturing the required % of the board wins the game. The amount of territories relating to the required % of the board will be

further specified before each game.

First to hold 50 of troops

When this special rule modification is in place, any player that ends their turn on 50+ troops and reaches the start of their next turn without going under 50 troops wins the game.

Scoring system

You can earn points in different ways based on the Game Mode that is played.

Glossary

- Win: You win the game if you fulfill any win condition that is currently in place. The game ends once any win condition is met.
- Bounty: You earn a Bounty by eliminating another human player or a bot.
[When a player surrenders from the game, resulting in the victory screen, then any Bounty that remains uncollected will go towards the winning player.]
- Placement: You earn a higher placement by outliving your human opponents. This can be achieved by them being eliminated or surrendering from the game. When you're still alive while a win condition is met, you take the lowest placement still available at that point.
- Pure (Applies to the "70 reset" Modification): You're classified as *pure* when you **haven't** failed a run within the game that you just played, regardless of whether you won the game or not.
- Faulty (Applies to the "70 reset" Modification): You're classified as *faulty* when you **have** failed a run within the game that you just played, regardless of whether you won the game or not.
- Survived: You have *survived* when the game ends while you're still alive in the game.
- Dead: You're *dead* when the game ends after you've been eliminated or after you've surrendered from the game.

Scoring

World Domination (Progressive)

- Win: 7 Points
- Placement 2nd-6th: 1 Point
- **Your** first Bounty: 0 Points
- **Your** second Bounty: 6 Points
- **Your** third to fifth Bounty: 3 Points each

Bounties only count if they set you for a card trade or if they're taken during the final turn.

70% Domination (Capital Conquest)

- Win: 15 Points
- Pure: 2 Points
- Faulty: 0 Points

Zombie Apocalypse (Progressive)

- Win: 8 Points
- Survived: 3 Points
- Dead: 1 Point

Zombie Apocalypse (Fixed)

- Win: 10 Points
- Placement 2nd: 6 Points
- Placement 3rd: 3 Points
- Placement 4th-5th: 1 Point

World Domination (Fixed)

- Win: 7 Points
- Placement 2nd-6th: 1 Point
- **Your** first Bounty: 0 Points
- **Your** second Bounty: 6 Points
- **Your** third to fifth Bounty: 3 points

70% Domination (Fixed)

- Win: 15 Points
- Your first Bounty if you won: 3 Points
- Pure: 2 Points
- Faulty: 0 Points

Advancements

Point based Rounds (1-3)

During the first 3 Rounds, the goal is to earn as many points as possible. Every participant will play all 3 of these Rounds.

Accumulated points earned during those Rounds will determine your position going into the *Challenge Rounds*. Scores will be hidden until then to prevent targeting.

Tie Breakers work in the following order:

1. Most Wins

2. Accumulated opponents' strength (based on points)
3. Most points earned in direct Match up(s)
4. Risk 1v1 Match

Challenge Rounds

During the Challenge Rounds (4-7), the top positions on the leaderboard battle it out in games where only winning matters. Higher positions get more chances to play.

Final Standings are determined based on most Wins (not in "Winner Advances Games") collected during the Challenge Rounds.

Tie Breaker: leaderboard position

Round 4

Leaderboard positions 1st-6th play two games to win.

Round 5

Leaderboard positions 1st-6th play two games to win.

Leaderboard positions 7th-11th play two Winner Advances Games.

Round 6

Leaderboard positions 1st-4th and the two Winners from Round 5 play two games to win.

Leaderboard positions 5th-6th and 12th-14th play two Winner Advances Games.

Round 7

Leaderboard positions 1st-2nd, the two Winners from Round 5 and the two Winners from Round 6 play two games to win.

Wait-list/Fill-in priority during these Rounds will be based on leaderboard position.

Communication

Communication with your Group members before and during the game is limited to the according *Thread* on discord. You must not say anything that could influence the events of the game in any way.

Streaming your games is allowed and even encouraged.

Games played in the Challenge Rounds may require a stream to be covered by a broadcast.

Participants are not allowed to watch the stream of a game they are currently playing.

Fair Play—----

Rule Following

Participants must follow the **Fair Play rules** of Risk, [the rules on discord](#) and the rules of this tournament. By signing up for this Tournament, you agree to follow them to the best of your abilities.

Any rule breaking might result in punishment, disqualification or further consequences if deemed necessary.

Game disruptions

In the case of **personal disconnects** occurring during one of your games, affected players may request a restart of the current game. All players still alive in that game would have to come to an unanimous agreement for the restart to go into effect. *Keep playing as normal until then.*

In the case of **game changing bugs** occurring during one of your games, affected players may reach out to **!Staff**. Staff will determine whether or not the bug is game changing and may force a restart of the game accordingly. *Keep playing as normal until then.*

Karma system

We are using the karma system! This is a tool made by the community to encourage good sportsmanship and to remind us to be on our best behavior when playing with others. Find out what the Karma system is about [here](#).

Final ranking and rewards

The Final ranking of this tournament will be shown on the spreadsheet once every game has been played.

The results of this tournament will be added to the [Sabr Rankings](#).

Top placements will be displayed in the [Eventlabs Hall of Fame](#).

Prizes:

1st Place - 5k Gems, custom sandworm troop reward

2nd Place - 2k Gems

3rd Place - 1k Gems