Ziz x Displate Clutchcore POE 2 Event:

We are here for the first time creating a Path of Exile 2 invite only event. Teams of 3 will be pitted against each other in the first ever "Clutchcore" event. Each team will only be allowed to play one of each Archetype specified below. These teams cannot resurrect at checkpoint, they can only be brought back to life by their teammates. If the entire team dies they are ELIMINATED! Clutch or Kick! The first team to clear Act 4 will be the winner!

The event will have 100% Increased Unique Monster Health and be held within a Private League.

Abyss will be active for the event!

NOTE: Please keep in mind this is our first time doing an event like this. It is intended to mostly be a show-match and a way for us to gather data. We will have admins in each team's stream to make sure people are abiding by the rules but we will be decently lenient on participants. The goal of this event is for teams to "progress together" in a 3 player team format. It will not be perfect.

Want to Support The Event? Check out our partner DISPLATE

Prize Pool:

1st Place: $2250 - docRant
2nd Place: $1250 - Los Diablos
3rd Place: $1000 - Faceplant Express
4th Place: $500 - Barbed Club

Most Clutch Moment:

Otter Jones - https://www.twitch.tv/videos/2577100372?t=01h39m19s
Wins: 5 Displates of Choice

Confirmed Teams:

Team docRant: imExile, allexpleblord, sargetwo
LANCED: CaptainLance9, xthefarmerx, deadrabb1t
Faceplant Express: Driz, Arko, Mostlyworks
Los Diablos: Angormus, Lundburgerr, GuyThatDies
South North American European Railways Inc.: Forefinger, FireMCG, BetaTestCoin
Barbed Club: Bunkka, FireToSky, VelaEZWR
Need That For My Build: Quazicx, Suyer, apinkpwny
Sir Exiles: SirMariio, Purpie_, PingiD
Otters Fight Back: ItFightsBack, TeamOtter, Wroth
Team Silverfist: Crimson, WonderPuppy98, Korbyn21
TRÜMMERTRUPP: Pillebrille, Lowepe, MightyUlkas
Idk: cArn_, Paak_HC, Realyn
Monkey Death: ds_lily, Oscrix, Majoraimless
Don't Forget to Wipe: Lolcohol, KingKongor, MisoxShiru
Giga Bonking Tourists: DarthMicrotransaction, Raxxanterax, GhazzyTV
Finnish Last: Pisu, Wile, Dekke

How to Join:

This will be an invite only event as it is our first POE 2 event and keeping it as simple as possible will be necessary. Some exceptions to this will be made. If you are a streamer or placed highly in the POE 2 Events from GGG and would like to make a team please contact Viyro on discord. Username: Viyro

Archetypes:

Teams can only have ONE player per archetype listed below. These will be separated by Gem Categories where applicable. Players will be required to use 3 separate classes in their team. Players will be required to stay in their archetype only using skill gems from that category for the entire run outside of the Tutorial Zone. Teams can also only have ONE of each class. For Example: A team cannot play two rangers.

"Melee"
Quarterstaff
Mace

"Martial"
Bow
Crossbow
Spear

"Spells"
Elemental
Occult

Spirit Gems and Support Gems have no requirements. They can be freely used by anyone.

Rules:

Race Start:

Players must first progress through the tutorial zone ONE time and ONLY kill The Bloated Miller. Players can only create ONE character in the private league to prevent things like fishing for items and stacking gold etc. Players can do ANYTHING they want in Clearfell Encampment prior to the beginning of the race. Players must be in a party prior to leaving Clearfell Encampment. When leaving Clearfell Encampment they must have at least one gem from their respective Archetype.The race will begin when this countdown hits 0. Players must be in Clearfell and not moving prior to the countdown hitting 0. The timer will start then and off they go!

Admin Exception: Discretion can be used here to force a player to make a completely 0 gold fresh character in case of it being possible with all 3 teammates not being able to supply a weapon for their archetype. For Example: All 3 characters do not have a crossbow on their vendor.

Reset Checkpoint:

Players cannot reset at checkpoint. Exceptions to this exist, they can use reset checkpoint if the team encounters a bug, game crash or the 3 players cannot join to kill a boss. For example, the gate closes at Lachlan of Endless Lament or their client crashes at the start of a boss kill attempt. This is a bit of a common sense rule and the competitors will be trusted not to abuse it. Admin has final say in all decisions.

Logout:

Players cannot log out. Exceptions to this exist just like the above reset checkpoint rule. This is a common sense rule. Game crashes do happen!

Progress Together:

In order for a team's progression to count they will need to "PROGRESS TOGETHER". Players must be inside the same zone as much as humanly possible. You cannot progress in a zone till all 3 players are inside that zone. You may split up once inside that zone but cannot start killing monsters or progressing till all 3 members are in that zone.

To encourage this you will not be allowed to use the "Teleport to Teammate" option. Also known as "Swirling".

All 3 players must be together before dealing damage to a boss.

You must revive your teammates before moving on to the next zone.

Teleporting to Town:

Players may not teleport at any time except for after killing a boss.

Exceptions: Returning to Ardura Caravan after Jamanra is weakened the first time in Act 2. At the end of Waterways the "boss" will be the "Canal Lever" at the end. Please read the Bugs/Crashing set of the rules for the last exception.

A "Boss" is defined as any monster with the HP Bar at the top of the screen. This excludes Rogue Exiles.

Waypoints:

Players will be allowed to use Waypoints to go to town. The progress together rules still apply. You cannot progress a zone without all 3 players inside that zone. Players can

either go to town together or the other players cannot move. (Pause the game is a strong suggestion)

Stream Requirement:

Every team must have at minimum ONE player streaming.
ONE person per team MUST stream in a normal 16:9 ratio so the cast has a good viewing experience.
The player streaming is also encouraged but not required to use W-Split or a similar program to display the timer of your run.

Elimination:

A team is fully eliminated if every player dies and cannot be resurrected.

If every team wipes:

If every team wipes the event will end. Teams will be placed by the progression they made. Progression will be awarded based first on the last killed boss in the act they are in. In the event of areas like Act 2 which has multiple directions you can take, and scaling with level, bosses will be counted in a count format. Followed by experience of the highest level character in a team as the tie breaker.

Temple of Kopec:

There is constant ticking damage in this zone due to the Sun. If players die to the Sun they are allowed to revive at checkpoint. Teams must have all 3 players alive when they begin the boss. If players die on the boss regular rules apply.

Trial of the Sekhema / Trial of Chaos:

If one player dies, or honor reaches zero these Trials "fail" meaning you cannot revive a teammate. If this happens players are to Teleport out, reset and go again.

If the team "fails" on the Trial of Sekhema boss due to honor please reset and go again.

If the team actually dies on the boss in Trial of Chaos they are still eliminated.

Bugs/Crashing:

Path of Exile 2 is an Early Access Title that is still very heavily in development. We don't believe the game is truly ready for an extremely competitive race. Since this is a showmatch amongst content creators and racers of the game, we will err on the side of

entertainment. Teams experiencing bugs or crashes can continue to "Progress Together". The idea of the event only works if players are mostly playing together in every zone. We will watch this closely so it isn't being abused, administering disciplinary action if needed. Please keep in mind people must still have all 3 players for any Boss.

The player will "Catch up" to their team by receiving a portal from someone in the current zone being progressed.

End of Race:

The timer for the race will start when [THIS](#) countdown listed above hits 0 and end when Tavakai, Tukohama Chieftain's HP hits 0. When his HP hits 0 there will be a message that pops up on the screen, displaying "Witness the Hooded One".
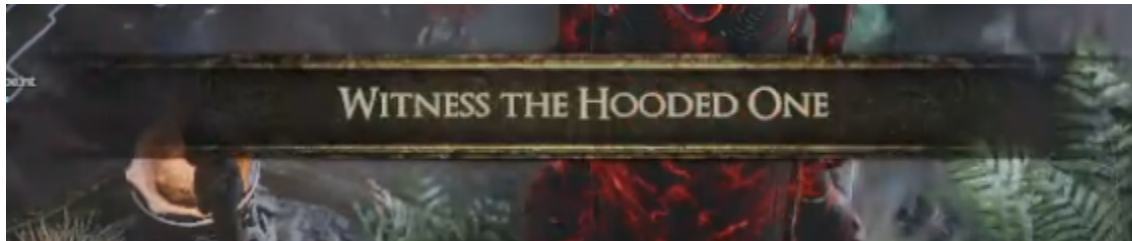
Admin Disciplinary:

Please keep in mind, it is quite difficult to write a rule that covers EVERY aspect of an event like this. Especially without seeing a lot of things people would like to do, though we have done our research. The spirit of the event is for a team of 3 Players to "Progress Together" through Path of Exile 2 to Act 4. Creating scenarios where players die and their teammates must save them in order to continue or recreate "clutch or kick" situations all within the Archetype system. At most players will be given a time penalty that matches the rule break. We would love for more of these to happen but it requires cooperation from competitors for now till we flesh out the event.

If any competitor has a question on if something is allowed or not, please contact Viyro on discord. Username: Viyro and ask prior to the event to check if it's allowed.