

Improv Master tournament

Mid April, goes until it finishes

Improv Royale is going to switch from a Royale live event, into a tournament bracket.

Improv master is a very unique style of gameplay which focuses on improvisation, combat and risk vs reward. Matches follow the 'Roulette' gameplay rules where players are tasked with completing main missions as fast as possible while eliminating the targets using specific weapons while wearing specific disguises, but changes it up by forcing no loadout, no instinct, master mode and any %. No loadout forces you to drastically rethink your normal approaches to missions and without instinct in Master mode, attempting to blast your way through the level with guards pistols is not a great strategy! The mode is very fast and very hard, it allows this game to shine as a 3rd person shooter where use of cover and disguise changes are very important.

Matches between players are in a race format where at the start, 4 different roulette spins on 4 randomly selected maps will be provided to both players. Players must then complete them as fast as possible, **in any order**. All start points are allowed. When a player finishes all four maps, they may type in 'done' into the discord server and the first person to complete all four wins. There are unlimited restarts and **NO RULES** except hacks such as speed and aiming cheats. Players can use any speedrunning techniques they know of, boost over walls, pause buffer, everything is allowed.

There is however no saving and loading allowed, and matches have a **2 hour** time limit. In the event of that being reached, the player with the most maps is the winner and in the event of that being equal, the player with more targets eliminated at the 2 hour mark is the winner.

Map selection for each round is completely random, however Dartmoor and Romania are not in the RNG pool. In addition, no more than 2 maps from any season can feature in a 4-map pick. Any map that appears between players must be guaranteed to not appear for their next match. This will require curation of the rng map picks. The big maps (Colorado, SF, Mumbai, Haven) can not have 2 of them be chosen by RNG.

As Improv Master is no loadout, spins are heavily curated to ensure that no impossible spins are chosen. A list of all banned conditions is at the end of this document. For this event, all four maps have curated spins to be of 'medium' difficulty which means **no more than 1 loud weapon, accident or one large illegal melee in a civilian disguise**. So for example, reza/fire axe/shop keeper mixed with claus/shotgun/janitor

would not be allowed, but claus/scissors/janitor would be. Tamara/Hatchet/Winery worker and Don/pistol/sommelier would be allowed, but not Don/falling object/mercenary. This is to ensure spins are fast as many accidents are very time consuming.

Tournament specifics:

- You must stream your match live. Matches may not always be re-cast with commentary, but there must be evidence of players completing all 4 maps
- Sapienza allows you to bring in an EMP, the only map that allows a loadout.
- Berlin will allow agents to be taken out in any order. You do not need to restart if you use the wrong method on a target, make it up on a 6th one if you can.
- It is mandatory to have the difficulty HUD on.
- Console loading times will be taken into account in close matches. If a console player is near the end of the 4th map and sees 'done' posted, they may continue, finish the map and request a loading time calculation. There is an expiry of 2 minutes, and they must type done within that time to be entitled to a count.
- In the event of a player crashing, this will **ONLY** be accounted for if a player who crashes has eliminated all targets, completed all objectives and is on the way to the exit and **not currently in combat or hunted**. Searching is ok. If this happens, the player must load back into the game and into the level, then the player is assumed to have completed the spin and they may continue.

Meme Junkie will be responsible for personally curating all spins for matches as they are scheduled. In order for this event to work however, I am going to need some help with casters and/or admins. This is meant to be a fun event, and I trust people can admin their own matches but people enjoy watching this mode and I encourage anyone who can help show them, to do so.

Ideally when a match is scheduled, any players who are able to re-cast both players' perspectives at the same time, should do so. Commentary is not required, in fact I encourage players to leave their microphone on, and the only admin work required is to post an image of the 4 spins (which Meme Junkie will provide) into the tournament discord server at the start of the match. That's it, from there it's all up to the players.

I have run this format for hours and consistently finish 4 moderate-hard spins within 1hr 15mins. **Players should allocate at least 1hr 45 mins for their match**

I am going to be extremely harsh against any players who sign up for this event and do not attempt to schedule within 3 days of knowing their opponent or forfeit after beating another player which will earn a ban from the next Improv Master event and reversal of that result. Matches must be scheduled **within 7 days**. Put simply, do not enter this event if you can't allocate 1hr 45mins, once per week.

The Grand final will feature a twist, not announced until the match starts.

Banned conditions:

The following is a comprehensive list of all methods that are disallowed for this event. If a condition is not listed here, it is allowed, no exceptions.

Paris:

All Targets: Fire, Fibre Wire, Electrocuting, Lethal Inject, Impact explosive, All snipers, All silenced weapons

Dalia only: Consumed poison

Sapienza:

All targets: Drowning, Fire, Electrocuting, Fibre Wire, Combat Knife, Assault rifle, Lethal Inject, All snipers, All silenced weapons

Silvio only: Consumed poison

EMP IS ALLOWED ON MASTER ON SAPIENZA,
PLAYERS MUST BE REMINDED, DON'T FORGET IT.

Marrakesh:

All targets: Drowning, Lethal Inject, Fibre Wire, Impact explosive, All snipers, All silenced weapons

Claus only: Falling Object, **ALL METHODS EXCEPT REMOTE EXPLOSIVE AS PRISONER**

Reza only: Electrocuting, Consumed poison

Bangkok:

All targets: Drowning, Fire, SMG, Fibre Wire, Impact explosive, Explosive device, Electrocuting, Consumed poison, Lethal Inject, All snipers, All silenced weapons
If Stalker is a disguise, target pacification must be allowed for the respective target

Colorado:

ONLY 2 LOUD METHODS ALLOWED PER SPIN, EXPLOSIVES AND/OR FIREARMS

All targets: Drowning, Fire, Electrocuting, Fibre wire, All snipers, All silenced weapons

Maya only: **All suit methods, all scarecrow methods**

Ezra only: Consumed poison
Sean only: Consumed poison

Hokkaido:

All Targets: Fire, Electrocution, Explosive weapon, Drowning, Fibre wire, Lethal Inject, Impact explosive, All snipers, Assault rifle, All silenced weapons
Eric only: Electrocution, Fail the surgery, Reveal yourself, Robot arms, Falling object

Miami:

All Targets: Fibre Wire, All snipers, Assault Rifle, All silenced weapons
Robert only: Fire

Poisoning Sierra's fluids bag counts as consumed poison

Sierra can be assassinated in her car with pistol/smg/shotgun/explosive weapon/explosive accident

Santa Fortuna:

All Targets: Fibre Wire, Lethal Inject, Impact explosive, All snipers, Sacrificial knife, Silenced SMG, Silenced Shotgun, Silenced AR, All Snipers
Andrea only: Fire
Rico only: Drowning, Electrocution, Fire, Consumed poison
Jorge only: Drowning, Electrocution, Falling object

Mumbai:

All Targets: Lethal Inject, Impact explosive, Explosive weapon, All silenced weapons
Dawood only: Fire, Drowning, consumed poison
Vanya only: Drowning as **TAILOR ONLY, ALL OTHER DISGUISES ARE OK**, consumed poison
Maelstrom only: Fire, Drowning

Whittleton Creek:

All targets: Fire, Fibre Wire, Lethal inject, Impact explosive, All snipers, Battle Axe, Beak Staff, Silenced shotgun
Janus only: Falling Object

Isle of Sgail:

All Targets: Drowning, Fibre Wire, Consumed poison, Lethal inject, All snipers, Silenced pistol, silenced shotgun, silenced assault rifle
Sophia Only: Fire

New York:

Fire, Lethal inject, Kitchen knife, Impact explosive, All snipers, Assault rifle, All silenced weapons

Haven:

All Targets: Fire, Electrocution, Lethal Inject, Impact explosive, All snipers, silenced SMG, Silenced shotgun, Silenced AR

Tyson only: Consumed poison

Steven only: Consumed poison

Dubai:

All Targets: Fire, Fibre Wire, All snipers, Lethal inject, All shotguns, All snipers

Marcus only: Drowning

Dartmoor:

Fire, Fibre Wire, Assault rifle, Impact explosive, Explosive device, All snipers, Lethal inject, Silenced SMG, Silenced Shotgun, Silenced Assault rifle

Berlin:

All Targets: Fibre Wire, Impact explosive, Loud SMG, Silenced shotgun, Silenced Assault rifle, Silenced sniper

BERLIN DOES NOT HAVE REQUIREMENTS FOR MAXIMUM AMOUNT OF ACCIDENTS, LOUD WEAPONS OR LARGE ILLEGAL MELEE IN CIVILIAN DISGUISE

Chongqing:

All Targets: Lethal Inject, Impact explosive, Silenced Shotgun, Silenced Assault Rifle, Loud Sniper

Hush Only: Drowning, Fire, Consumed Poison, Facility analyst any condition except remote explosive

Mendoza:

All Targets: Fire, Lethal Inject, Impact explosive, Loud SMG, Silenced Shotgun, Silenced Assault rifle

NO DROWNING AND TANGO MUSICIAN COMBINATION (For example; You can have Tango Musician/Pistol/Tamara, Winery Worker/Axe/Don, but you can not have Tango Musician/Pistol/Tamara, Winery Worker/Drowning/Don)

Ambrose Island:

All Targets: All snipers, Lethal inject, Impact explosive, Silenced Shotgun, Silenced Assault rifle

MOLOTOV COUNTS AS FIRE NO MATTER WHERE IT HITS