

AKATSUKI RULES

Introduction:

In Akatsuki we introduce a way to mitigate the luck/misfortune mechanics inside the group. It is based on a "3-months rule":

1st month: all members are required to create 1 monthly giveaway (as usual)

2nd month: all members are required to create 1 monthly giveaway (as usual)

3rd month:

- UNLUCKY members (those who have won LESS than 2 giveaways) will NOT be required to create the mandatory monthly giveaway, in order to compensate for their misfortune;
- LUCKY members (those who have won more than 2 giveaways) MUST CREATE ANOTHER MONTHLY giveaway besides their usual mandatory monthly giveaway, in order to compensate for their luck;
- All OTHER members (those who have won exactly 2 giveaways) create their mandatory monthly giveaway as usual.

At the end of the third month, statistics are reset to zero and a new 3-months cycle begins. This allows the unlucky members to be indemnified for their misfortune and the lucky ones to balance their luck. Also, this system encourages members to enter only those giveaways they are really interested in.

Annual cycle format

Akatsuki has a fixed cycle format where normal cycles are spaced out by special events and a month of general pause in August. Here we display the current structure of a standard year in our group:

January - February - March (Cycle 1)

April - May - June (Cycle 2)

July (Summer event)

August (Pause)

September - October - November (Cycle 3)

December (Secret Santa event)

The Summer event and the Secret Santa event are optional and members decide whether to participate or not. After the events play out, cycles resume normally.

Special events have specific rulesets that will be published when related announcements will be posted on the Steam group forum.

Rule n.1

All members must create 1 exclusive monthly unbundled giveaway for the group. The GA must have a minimum value of 15P, it must be created before the 15th of the month, it must end on the 30th day of the same month at 6:00 PM GMT and it must not be region-locked. A valid GA can only be created for a game which has already been released or which release date is no later than 2 months after the GA ends. Release date will be taken as soon as the GA has been created. If the release date gets moved afterwards, it won't affect the GA.

To set properly and quickly the date, use this script:

<https://steamcommunity.com/groups/akatsukigamessteamgifts/discussions/0/152390648092206957/>

Bundled games of any kind and variant are NOT valid and this applies to all games present in HB Monthly offer or similar offers as well. To determine whether a game is allowed as a monthly gift or not: it must NOT be present in the SG list <https://www.steamgifts.com/bundle-games> NOR in the "bundle" category listed on website [IsThereAnyDeal](https://isthereanydeal.com/specials/#/filter:bundle) (ITAD): <https://isthereanydeal.com/specials/#/filter:bundle> (with the exception of all Chrono.gg listings).

A catalog is also created/updated which lists some special bundles which are NOT valid in Akatsuki:

- * All Square Enix Holiday Surprise Boxes
- * All Square Enix Easter Surprise Boxes
- * All G2A Deal bundles

Games being given away will be checked when the gift is being created.

The Extra giveaways section of Akatsuki can host all kinds of bundled games.

Rule n.2

Duplicate giveaways are not considered valid, therefore each member posting a new giveaway must first check if there already is an identical giveaway posted on the forum monthly thread. Giveaways must be posted on the corresponding Akatsuki Steam forum monthly thread and can be reserved as well (for a maximum of 5 days).

Each member can create a giveaway for a specific game only once for each cycle.

Rule n.3

A monthly giveaway will be considered valid only if it reaches a number of entries of at least 10% of the total active members of the group (number rounded down. Example: if total members = 29 ----> Minimum entries required = 2; If total members = 30 ----> Minimum entries required = 3). A mandatory giveaway can be changed at any time before the end of the month (but not within the last 5 days of the deadline).

If at the end of the giveaway, a gift will not have reached the minimum threshold, the group member will have to create a new giveaway which must start on 1st and end on the 7th of the following month. If this second giveaway will not reach the threshold, the member will be kicked from the group.

As a form of respect towards others, such member will be asked not to activate any won gifts before his/her new giveaway ends.

Rule n.4

Maximum number of wins per cycle is set to 8.

If a member wins more than 8 games, he will be given 2 options:

- a) to ask a reroll for every giveaway won in excess to the threshold (example: a member wins 15 games, so he asks for a reroll for 7 of those won games).
- b) to keep all won games or some of them, while creating one more gift for each game kept after the threshold has been reached (for example: a member wins 15 games and decides to keep 10 of them. He will ask to reroll for 5 of these giveaways and he will create 2 additional gifts besides his regular monthly gift).

These new additional giveaways will have to respect all standard rules for mandatory monthly gifts and will start in the first month of the next 3-month cycle.

Rule n.5

Group members are required to play all games they won from monthly mandatory giveaways in Akatsuki within 4 months after their winning.

If a member does not play a won game within this time limit, he will have to create an additional mandatory giveaway (besides the monthly one) for every unplayed game. This penalty giveaway must be created for a game in the current Top20 group wishlist taken from the ESGT script extension (if you do not use ESGT, please, ask an admin to give you that Top20 list). Please, do not use Gilead (<https://giveawaygroups.gilead.at/group/wishlist/groupid/103582791455529616>) or Steamgifts wishlist lister, since they cannot be updated with old group members.

All these penalty giveaways will have to respect all standard rules for mandatory monthly gifts, "Play or Pay" rule included.

Since members can set custom playtime requirements for their gifts, there are two possible ways to comply to the "Play or Pay" rule:

a) the GA creator has not set any custom rule:

The giveaway will be subject to standard requirements and the "Play or Pay" rule will be considered satisfied when the winner will:

- reach 25% of average playtime with the game. We'll use the average time reported on HowLongToBeat (Average time on Main Story) <http://howlongtobeat.com> or, if missing, we'll take a look on AStats <http://astats.astats.nl/astats/> (Hours Story). If no values are present on these sites, the minimum hours playtime requirements will be decided by the group Admins; and

- obtain a minimum of 10% of all achievements, if available for that game, or providing screenshots in case the game does not have achievements;

b) the GA creator has set a custom rule for the required playtime, bypassing the 25% standard requirement.

The GA creator can set the required playtime to be 50%, or 75% or 100% of the playtime reported on website HowLongToBeat (Average time on Main Story) <http://howlongtobeat.com>, or TRUE 100% that is, to beat the game. You will provide proof by getting the specific achievement or posting adequate screenshots

NB: in both cases, if for a won game it is very difficult to obtain achievements, please, contact an Admin and let him know about it, so the Admins could check and verify.

Rule n.6

A member of the group is not allowed to blacklist another member of the group.

Rule n.7

Each member must show respect to each and all members of the group. All group Rules and all SG rules are to be fully respected by all members of Akatsuki. All cases of "not activating won gifts on SG", of "winning the same game multiple times", of becoming "permanently suspended" on SG, not delivering the game to a winner, etc... can lead to being kicked out from Akatsuki without further notice.

Rule n.8

A member deemed not adequate for Akatsuki by the Admins may be kicked from the group even without infringing any specific rule.

If Admins point out some problems with a member they will first warn him.

If the warning will not have the desired effect, Admins will consider the option of expelling such a member.

Here are some examples of "toxic" behaviour in Akatsuki:

- Whoever tries to cheat the system, who tries to spend the least possible, giving the bare minimum and lets him say "Hey, I am not breaking any rule, here!". It's ok to give a lesser value game from time to time, but not when this becomes usual.
- Whoever wins a fantastic 50/60\$ highly wishlisted game and the following month creates a giveaway worth 5\$ or less. Here, too: we are not saying you must create 20/30/40\$ gifts, but, come on, try to spend at least 10\$ or so! If you enjoy winning some extremely good and/or expensive game, be sure even the top member who created that giveaway would love to win a nice game indeed, don't you think? Be reasonable and try to relate to your fellow members!
- Whoever wins a lot of games and, guess what?, yes, comes up with the same old crappy 5\$ giveaway

Rule n.9

Special title "Best Member of the Cycle": to reward the generosity of our members, a bonus prize is assigned, measured during the 3-months cycle: the winner of this prize will be exempted from creating its regular mandatory gift for the month following the end of the cycle. Winner is selected by calculating the average of all entries gathered by all mandatory monthly gifts of each user. The member with the highest average will win the prize. In case two or more members have the same averages, the member who gifted the GA with the most entries will be declared the winner. If that is still a tie, the winner will be randomly chosen using [random.org](https://www.random.org). At least 2 gifts must have been given away in the cycle to be eligible for the title.

Rule n.10

Customized rules can be applied to extra giveaways created for the group. These rules will be freely devised by the GA creator. The creator has to make use of good sense when creating these rules, making them fair and not discriminatory. Here are a few examples of possible custom rules:

- * Ask the winner to start playing the game after the winning (2 weeks, 1 month, etc...).
- * Ask the winner to have played and/or finished a game of that specific game's genre in the past.
- * Ask the winner to play the game and put some effort in it (for example reaching one or more specific storywise achievements, in order to verify the game has been played enough).
- * Ask the participants to have reached specific requirements (for example: having created a certain number of extra GA for the group).

After the GA creator decides the rules, and before posting the GA, the creator will contact the Admins and submit the rules for approval. After the Admins have given their approval, the extra GA with customized rules can be created. Then the Admins will post a comment to that specific GA stating their approval and reposting the ruleset that has been approved, in order to guarantee the ruleset will not be modified at a later date.

Not respecting the rules set up by the gifter will lead to a suspension of the ability to participate in extra giveaways in Akatsuki for the duration of a cycle.

NOTES:

1 - Grace periods can be taken into consideration: members should contact the Admins as soon as they realize they won't be able to respect the deadline or in case they need to go silent for a prolonged time. Admins will allow unavoidable delays and/or put user's membership on hold until problems are solved.

2 - Members can be accepted in the middle or at the end of a 3-months cycle, although they have to agree on the fact that if they enter the group on 2nd or on 3rd month of a cycle, they are still required to offer their monthly gifts but they cannot be exempted from creating their mandatory gifts in case they are unlucky during these months.