



DRAFT TOURNAMENT

There's a saying that "no plan survives first contact with the enemy." Banon's plan was unique in that it fell apart before the fighting even started. Keep that in mind during the Banon's Battle Plan Draft Tournament -- a tournament specifically designed to be hard to plan and practice for. For newer players, this should be a chance to level the playing field against more experienced veterans. For the top-tier players with eyes on first place, this should be the most comprehensive test of your Worlds Collide skills to date. Each match starts with a draft, where players alternate picking options. These options are sets of flags bundled together to create interesting and unique gameplay challenges. After the draft, players will race using the resulting flagset. Depending on the options selected, the race could be a 30 minute sprint or a 3 hour hike. You won't know the exact flagset you're racing until minutes before you're ready up. May the most adaptable player win!



Tournament Structure

Round 1: Qualifiers

All players who are interested in participating must play in an async qualifier race. The flag set for this race will be drafted by the tournament administrators. Ties in this round will be broken by a coin flip or other fair random method.

Round 2: Pools

Players will be distributed into pools based on their rank in the qualifier race. The distribution will be done in a “snake-draft” fashion. Here is an example distribution with 16 players and 4 pools:

Pool #1	Pool #2	Pool #3	Pool #4
#1 Seed	#2 Seed	#3 Seed	#4 Seed
#8 Seed	#7 Seed	#6 Seed	#5 Seed
#9 Seed	#10 Seed	#11 Seed	#12 Seed
#16 Seed	#15 Seed	#14 Seed	#13 Seed

The tournament administrators will adjust the number of pools and the number of bracket slots available based on the number of entrants. This will be done so that (roughly) the top half of players will advance into the bracket round.

For example:

16 Entrants

4 pools of 4 players each
Top 2 players from each pool advances to brackets
8 total players in brackets, no byes

24 Entrants

4 pools of 6 players each
Top 3 players from each pool advances to brackets

12 total players in brackets
Top 4 players (the winner of each pool) will receive a first round bye.



32 Entrants

8 pools of 4 players each
 Top 2 players from each pool advances to brackets
 16 total players in brackets, no byes

Each player will play every other player in their pool twice. Since there are two matches, each player gets one opportunity to draft first.

The highest-scoring players will advance from their pools. In the event of a tie, a tie-breaking race may be necessary. In the event of a three-way tie, a three-way race with the Standard flagset will be performed.

Round 3: Brackets

Players will be seeded into brackets based on their score from Round 2. They will face off against each other in a single elimination, best of three bracket format. The finals will be best of 5. The higher seed will get the first pick in the draft for games 1 and 3 (and 5 for the finals).

This event has a modest grand prize -- the champion of this event will win a perler of Banon and the four party members they won the final battle with. In this way, their moment of victory will forever be immortalized.

Scheduling

The schedule below is tentative depending on the number of bracket rounds and the pool structure.

Event Week	Description
Week 1-2	Async Qualifier Race
Week 3-5	Pool Matchups
Week 6	Pool Tiebreaker Races
Week 7-9	Bracket Rounds
Week 10	Finals

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A) Requirements

The Standard requirement is set to 5 Characters, 12 Espers, with a Skip at 9 characters, 12 Espers. A player selecting this category may keep it Standard, or choose:

- a) None -- Set characters to 3, Espers to 0 (skip requirements remain the same)
- b) Low -- Set characters to 3, Espers to 6. (skip requirements remain the same)
- c) High -- Set characters to 8, Espers to 16 (skip requirements increase to 12 characters, 18 Espers)

Options	KT Entrance	Skip
<i>Standard</i>	5 Characters 12 Espers	9 Characters 12 Espers
<i>None</i>	3 Characters 0 Espers	9 Characters 12 Espers
<i>Low</i>	3 Characters 6 Espers	9 Characters 12 Espers
<i>High</i>	8 Characters 16 Espers	12 Characters 18 Espers

B) Dragons

The Standard setting for Dragons is to require 0 dragons, and uncheck "Scale Eight Dragons". A player selecting this category may keep it Standard, or choose:

- a) Annoyance -- Set Dragons to 4, check "Scale Eight Dragons." (Add four dragons to skip requirements)
- b) Pain -- Set Dragons to 6, check "Scale Eight Dragons." (Add six dragons to skip requirements)
- c) Hassle -- Set Dragons to 8, leave "Scale Eight Dragons" *unchecked*. (Add eight dragons to skip requirements)

Options	Number of Dragons	Scaled?
<i>Standard</i>	0	No
<i>Annoyance</i>	4	Yes
<i>Pain</i>	6	Yes
<i>Hassle</i>	8	No

C) Start

The Standard setting for Start is to set Starting Party to two Random (No Gogo/Umaro), one Random and one None (start with three characters), set Starting Gold to 13000, Starting Warp Stones at 6, and leave Start Naked unchecked. A player selecting this category may keep it Standard, or choose:

- a) Affluent -- the fourth character goes from "None" to "Random," Starting Gold increases to 120000, leave "Start Naked" *unchecked*. Set starting Warp Stones and Fenix Downs to 10.
- b) Austere -- Set starting party to one "Random (No Gogo/Umaro)" and Umaro as second character. Set Starting Gold to 0. Check "Start Naked." Set Starting Warp Stones and Fenix Downs to 0.

Options	Gold	WS/FDs	Starting Party	Naked?
<i>Affluent</i>	120,000	10	2 Random (No G/U) + 2 Random	No
<i>Standard</i>	13,000	6	2 Random (No G/U) + 1 Random	No
<i>Austere</i>	0	0	1 Random (No G/U) + Umaro	Yes

D) Experience

The Standard setting for Experience is to have Experience Multiplier at 3, with "No Exp Party Divide" checked and "Start Average Level" checked. Exp/GP Scaling is set to Party Highest Level with a .5 scaling factor. "No Exp. Eggs" is unchecked. A player selecting this category may keep it Standard, or choose:

- a) Finesse -- Experience Multiplier is set to 6. "No Exp Party Divide" is unchecked. "Start Average Level" is unchecked. Exp/GP Scaling is set to Party Highest Level with a scaling factor of 1. "No Exp. Eggs" remains unchecked.
- b) Abundant -- Experience Multiplier remains at 3. "No Exp Party Divide" remains checked. "Start Average Level" remains checked. Exp/GP Scaling is set to Party Average Level with a scaling factor of 1.5. "No Exp. Eggs" remains unchecked.
- c) Stupid -- Experience Multiplier is set to 4. "No Exp Party Divide" is unchecked. "Start Average Level" is unchecked. "No Exp. Eggs" is checked.

<i>Standard</i>	EXP/GP Scaling	EXP Multi.	No EXP Party Divide?	Start Average Level?	No EXP Eggs?
<i>Finesse</i>					
<i>Abundant</i>					
<i>Stupid</i>					
Options					
	Party Highest 0.5	3	Yes	Yes	No
	Party Highest 1.0	6	No	No	No
	Party Average 1.5	3	Yes	Yes	No
	Party Highest 0.5	4	No	No	Yes

E) Abilities

The Standard setting for abilities is having all set to Random Unique, with Possess and X-Magic excluded. Starting Lores is set 3-6, Starting Rages is 10-25, and Starting Dances is 1. A player selecting this category may keep it Standard, or choose:

- Original -- Set all abilities to vanilla (Morph remains Morph, Dance remains Dance, etc.). Set "Leap" to "Fight."
- Jump -- Set all abilities to Jump (including both of Gau's abilities).
- Weaker -- Set abilities to Health, Health, GP Rain, GP Rain, Steal, Steal, Capture, Capture, Runic, Slot, Dance, Rage, and Lore. Enable "Shuffle Commands." Set Starting Rages, Starting Lores and Starting Dances to 0.
- Stronger -- Set abilities to Morph, Blitz, Blitz, Shock, Shock, Throw, Throw, Jump, Lore, X-Magic, Rage, Tools and Possess. Enable "Shuffle Commands." Uncheck "Bum Rush Last." Set Starting Rages to 100. Set Starting Lores to 16.

Options	Abilities	Exclusions?	Shuffle Commands?	Starting With...	BR Last?
<i>Standard</i>	All Random Unique	Possess, X-Magic	No	10-25 Rages 3-6 Lores 1 Dance	Yes
<i>Original</i>	All Vanilla	N/A	N/A	10-25 Rages 3-6 Lores 1 Dance	Yes
<i>Jump</i>	All Jump	N/A	N/A	N/A	N/A
<i>Weaker</i>	Health (2), GP Rain	N/A	Yes	0 Rages	N/A

	(2), Steal (2), Capture (2), Runic, Slot, Dance, Rage, Lore			0 Lores 0 Dances	
<i>Stronger</i>	Morph, Blitz (2), Shock (2), Throw (2), Jump, Lore, X-Magic, Rage, Tools, Possess	N/A	Yes	100 Rages 16 Lores 1 Dance	No

F) Stats

The Standard setting for Stats is to keep “Character Stats” at 100%, with “Esper Bonus Chance” at 55%. A player selecting this category may keep it Standard, or choose:

- Nerfs -- “Character Stats” are set from 75-100%, “Esper Bonus Chance” is cut to 33%.
- Bufs -- “Character Stats” are set from 100-133%, “Esper Bonus Chance” is raised to 100%.
- Chaotic -- “Character Stats” are set from 66-200%, “Esper Bonus Chance” is raised to 80%

Options	Character Stats	Esper Bonus Chance
<i>Standard</i>	100%	55%
<i>Nerfs</i>	75%-100%	33%
<i>Bufs</i>	100%-133%	100%
<i>Chaotic</i>	66%-200%	80%

G) Magic

The Standard setting for Magic is for 1-5 spells per Esper, MP cost is random between 75-125%, “Multi Summon” is unchecked. Terra’s Magic is given to a random character, with “Randomize Levels” and “Randomize Spells” unchecked. Celes’s Magic is given to a random character, with “Randomize Levels” unchecked, but “Randomize Spells” checked. A player selecting this category may keep it Standard, or choose:

- Ubiquitous -- Set 5 spells per Esper. MP cost remains random between 75-125%. Enable Multi Summon. For Terra’s Magic, “Randomize Levels” and “Randomize Spells” remain unchecked. For Celes’s Magic, “Randomize Levels” remains unchecked, and “Randomize Spells” remains checked.
- Rare -- Set 1-2 spells per Esper. MP cost remains random between 75-125%. Multi Summon remains disabled. Terra’s Magic is disabled (“character to learn

Terra's natural magic" is set to "None"). For Celes's Magic, "Randomize Levels" remains unchecked, and "Randomize Spells" remains checked.

- c) Post-Statue Death -- Set 0 spells per Esper. MP cost is set to 200%. Multi Summon remains disabled. Terra and Celes have Magic disabled ("character to learn Terra's natural magic" and "character to learn Celes's natural magic" are each set to "None").

Options	Esper Spells	Esper MP Cost	Multi Summon?	Terra Nat. Magic	Celes Nat. Magic
<i>Standard</i>	1-5	75%-125%	No	Random Levels & Spells	Random Spells Only
<i>Ubiquitous</i>	5	75%-125%	Yes	No Random Levels & Spells	Random Spells Only
<i>Rare</i>	1-2	75%-125%	No	Disabled	Random Spells Only
<i>Post-Statue Death</i>	0	200%	No	Disabled	Disabled

H) Enemies

The Standard setting for Enemies is to set enemy "Level Scaling" to "Progress 2.5," Enemy "HP/MP Scaling" to "Progress 1.5," "Ability Scaling" to "Element 1.5" and the "Max Scale Level" to 55, with 2 "Extra Enemy Levels" and the "Scale Final Battles" flag to be unchecked, while the "No Undead" flag is checked. A player selecting this category may keep it Standard, or choose:

- Easy -- set "Level Scaling" to "Progress 1.5." Set Enemy "HP/MP Scaling" to "Progress 1." Set "Extra Enemy Levels" to 7. Increase "Ability Scaling" to "Element 2." Disable (uncheck) the "No Undead" flag.
- Tough -- set "Level Scaling" to "Progress 3," Set Enemy "HP/MP Scaling" to "Party Highest Level 2.5," "Enemy Abilities" to "Original" and the "Max Scale Level" to 65, with "Extra Enemy Levels" set to 12, the "Scale Final Battles" flag to remain unchecked, while the "No Undead" flag remains checked
- Rough -- set "Enemy Scaling" to "Party Highest Level 1.5," "HP/MP Scaling" to "Progress 2.5" "Enemy Abilities" to "Original" and the "Max Scale Level" to 99, with "Extra Enemy Levels" set to 16 and the "Scale Final Battles" flag to be enabled, while the "No Undead" flag remains checked

Options	Level Scaling	HP/MP Scaling	Ability Scaling	Max Scale Level	Enemy Levels	Scale Final Battle	No Undead
<i>Standard</i>	Progress 2.5	Progress 1.5	Element 1.5	55	+ 2	No	Yes
<i>Easy</i>	Progress 1.5	Progress 1	Element 2	55	+ 7	No	No
<i>Tough</i>	Progress 3	Party Highest Level 2.5	Original	65	+ 12	No	Yes
<i>Rough</i>	Party Highest Level 1.5	Progress 2.5	Original	99	+ 16	Yes	Yes

I) Equipment

The Standard setting for Equipment is to have Shops' "Inventory" set to "Shuffle+Random" with "Random Percent" at 40, "Price" set at "75-125%," "Sell Fraction" at 1/2, Chests' "Contents" set to "Shuffle+Random" with "Random Percent" at 20, "No Breakable Rods," "No Elemental Shields" and "No Super Balls" unchecked, but "No Free Paladin Shields" is checked. "No Illumina" is unchecked. A player selecting this category may keep it Standard, or choose:

- a) Impoverished -- set Shops' "Inventory" to "Random Tiered," set "Price" to 125-150%, "Sell Fraction" to 1/8, set Chests' "Contents" to "Empty," and enable "No Breakable Rods," "No Elemental Shields" and "No Super Balls." "No Free Paladin Shields" remains checked. "No Illumina" is checked.
- b) Post-Scarcity -- set Shops "Inventory" to "Shuffle+Random," with "Random Percent" at 100, set "Price" to 0, set Chests' "Contents" to "Shuffle+Random" with "Random Percent" at 100, uncheck "No Free Paladin Shields." "No Breakable Rods," "No Elemental Shields" and "No Super Balls" remain unchecked.

Options	Shops	Random Percent	Price	Sell Fraction	Chests	Random Percent	Item Restrictions
<i>Standard</i>	Shuffle +	40%	75%-125%	1 / 2	Shuffle +	20%	No Free

	Random				Random		Paladin Shields
<i>Impoverished</i>	Random Tiered	40%	125-150%	1 / 8	Empty	N/A	No Free Paladin Shields, No Rods, Elemental Shields, Super Balls, or Illumina
<i>Post-Scarcity</i>	Shuffle + Random	100%	0	1 / 2	Shuffle + Random	100%	None

J) Coliseum

The Standard setting for Coliseum is to have “Rewards” set to “Random” and “Rewards Menu” unchecked. A player selecting this category may keep it Standard, or choose:

- a) OG Rewards -- “Rewards” are set to “Original” and “Rewards Menu” is checked.
- b) Open Season -- “Rewards” remain set to “Random” and “Rewards Menu” is checked.

Options	Coliseum Rewards	Rewards Menu
<i>Standard</i>	Random	No
<i>OG Rewards</i>	Original	Yes
<i>Open Season</i>	Random	Yes

K) Y-Remove.

The Standard setting for Y-Remove is to have Y-NPC set to “None.” A player selecting this category may keep it Standard, or choose:

- a) On -- Set Y-NPC to “Remove.”

Options	Y-Remove
<i>Standard</i>	None
<i>On</i>	Remove

L) Ultima

The Standard setting for Ultima is to have the “No Ultima” flag checked. A player selecting this category may keep it Standard, or choose:

- a) Available -- uncheck the “No Ultima” flag.

Options	No Ultima
<i>Standard</i>	Yes
<i>Available</i>	No

M) Free Progression

The Standard setting for Free Progression is to have the “No Free Progression” flag unchecked. A player selecting this category may keep it Standard, or choose:

- a) No Free Progression -- the “No Free Progression” flag is checked.

Options	No Free Progression
<i>Standard</i>	No
<i>No Free Progression</i>	Yes



Flagset Drafting

Drafts:

1. Players will take turns drafting. The higher seed will draft first, unless the two players have raced before, in which case, the player who most recently drafted first will draft second.
2. Players will each get three turns to draft a flag.
3. On a player's turn, they choose one of twelve categories. They may choose "Standard," keeping the flags the same, or may choose a different setting for the category.
4. A category may be chosen only once per draft.
5. The player drafting second may "veto" their opponent's choice once per draft. This veto forces the chosen category to revert to the "Standard" flags. A vetoed choice does not count against a player's three choices. A vetoed category may not be revisited later in the draft.
6. Upon having a choice vetoed, a player may choose to pick a new category immediately, or may defer their turn, waiting to pick their final category last.
7. Players should make a decision within five minutes. Failure to do so may result in disqualification in the event of a complaint, at the discretion of the Tournament Director (Edgeworth) or the Competitive Director (Elastoid).
8. For restreamed races, if the first race concludes with both players finishing in under 60 minutes or over 180 minutes, the draft for the subsequent race is restricted. Any category setting from the previous race other than "Standard" may not be repeated.
9. In the event of an exceptionally difficult seed or flagset, both players may opt to "reroll" or "redraft." Both players must agree to this. Doing so in a restreamed race will require permission from an observing admin.
10. All draft results must be recorded and given to the tournament admins, and will be posted publicly. Draft choices are not secret.

Example:

Edgeworth and Elastoid are racing. Edgeworth drafts first because they are seeded higher, because they are better at Worlds Collide than Elastoid is.

Edgeworth begins by setting Ultima to Standard. (Elastoid would not use his veto here, as a veto would only force this category to remain Standard.)

Elastoid counters by setting Requirement to None.

Edgeworth responds by setting Dragons to Hassle. Elastoid uses his veto here, forcing Dragons to Standard.

Edgeworth now has the option to draft a different flag, or to pass. If they pass, they will get to pick last, putting the final touch on the flagset. Alternatively, they could draft a category right now, to prevent Elastoid from getting to it. They choose to wait.

Elastoid sets Gear to Post-Scarcity.

Edgeworth sets Enemies to Tough.

Elastoid sets Experience to Abundant.

Edgeworth sets Start to Austere.

The low requirements make the seed exceptionally fast. Edgeworth finishes in 54 minutes, Elastoid in 59. For their next race, Elastoid drafts first. Because the race was under an hour, the non-Standard flags may not be repeated -- Requirements may not be set to None, Gear may not be set to Post-Scarcity, Enemies may not be set to Tough, Experience may not be set to Abundant and Start may not be set to Austere.

Draft Bot:

Thanks to Kielbasiago, drafting is going to be fairly simple. Once in the race room, use the following commands and Kielbotsiago will help you:

Command:	Use:	Example:
!startdraft <user> <user>	Start a draft, with the first name drafting first.	!startdraft @Edgeworth @Elastoid
!draft <category> <flag>	Make a draft choice.	!draft Experience Abundant
!veto	Veto your opponent's draft choice. Given once to the second player to choose.	Elastoid: !draft Dragons Pain Edgeworth: !veto (Dragons are set to Standard)
!pass	Option after your draft choice is vetoed. You may draft a new flag, or pass (wait and keep last pick).	Edgeworth: !veto Elastoid: !pass Edgeworth: !draft gear post-scarcity Elastoid: !draft ultima available



Competitive Rules

Cheating:

Don't cheat.

Cheating (Ext'd):

What, that wasn't clear enough? Fine.

All rules that generally apply to FF6 Worlds Collide tournament events apply here -- don't watch your opponent's stream, don't spoil yourself on asyncs.

Acceptable glitches include running away from Ifrit and use of the save point/tent exploit. No other glitches will be permitted.

Sequence breaks with y-remove are permitted.

One player per draft -- do not solicit or offer advice to other players mid-draft. Discussion of draft strategy before a draft is absolutely fine, but once a draft has started, please *refrain from discussion of the flags or seed with anyone* other than tournament staff until the completion of the race.

Besides those otherwise stated, there are no restrictions on how a player may draft. "Agreements" regarding upcoming drafts are unenforceable.

Once a draft begins, discussion of the flags being chosen is *unnecessary*. Such discussion is allowed, but tournament directors may take action in the event of abuse such as attempts to pressure others to draft a different way.

Stalling is cheap, don't do it. Try to make draft decisions in a timely manner. Any draft decision that takes more than five minutes (according to Discord timestamp) may be brought to the attention of the tournament directors and may be subject to a time penalty or even outright disqualification at the discretion of the Tournament Director (Edgeworth) or the Competitive Director (Elastoid).

Do not use tools to reveal information in the ROM, such as enemy stats, shop inventories, check rewards, etc. This is cheating, obviously. Autotracking is allowed, as no new information

is revealed to the runner. Modifications to the ROM that is generated by the randomizer is not allowed. This includes tools that change music such as the MSU-1 patch or music randomizer. Use of save states or other emulator cheats is not allowed. Giving your opponent a computer virus that shuts off their emulator an hour in and rickrolls them every time they try to reopen it is forbidden. Use of some sort of teleporter to appear behind your opponent and kneecap them while they're trying to complete the seed is impressive, but disallowed.

Any cheating is taken seriously. The Tournament Director and Competitive Director reserve the right to handle any irregularities at their discretion, and to issue penalties up to and including outright disqualification and ban from future Banon's Battle Plan tournaments.