

Factorio Speed Go Championship

Participants: 16 players holding a passport of an EGF member country.

System: Single-elimination knockout, played online at online-go.com

Date: From 2nd November to 22nd February – one match every Sunday at 6:00 PM CET.

Note: Matches are played one at a time; other players wait for their turn another Sunday.

Match rules: Japanese rules. Each match is a best of five games with increasingly faster time settings:

- Game 1: 5 min + 8 sec Fischer
- Game 2: 4 min + 7 sec Fischer
- Game 3: 3 min + 6 sec Fischer
- Game 4: 2 min + 5 sec Fischer
- Game 5: 1 min + 4 sec Fischer

Note: Once a winner is decided, remaining games are not played.

Pairing: Top 8 players seeded by rating, the remaining 8 drawn at random.

Player selection:

- Open to players rated 2500+ in the [European Go Database](#).
- Registration closes on Sunday 19th October at 12:00 CET.
- The top 14 players by rating will qualify.
- 2 wild cards will be awarded by the organizer.

Players' obligations:

- Players must use a face camera and join a video call 15 minutes before their match. All of the games will be streamed with commentary on Twitch and saved on YouTube
- After the draw, a timetable will be created. Players will coordinate with their opponents and choose a match date on a *first come, first served* basis. Ideally, matches should run consecutively without gaps between weekends.
- Players must remain responsive via email or chat.

Prizes:

1st place	1000€
2nd place	600€
3rd place	400€
4th place	200€
5th-8th place	100€

Event motivation:

This championship introduces a fresh competition format for top European players, while providing engaging Go content every Sunday throughout the winter months. The regular schedule is designed to build viewership over time. The blitz format and AI board display on stream should appeal not only to Go enthusiasts but also to casual viewers and newcomers.

For more information, see last year's [OhMyGo Experimental Blitz Tournament](#)

Organizer: Lukáš Podpěra, **Co-organizer & creator:** Ondřej Kruml | okruml@seznam.cz

Sponsored by **Michal Kovařík**, creator of [Factorio](#)! Thank you!

Rule notes:

1. If a player runs out of time for any reason (including lag) the game will be counted as a loss. Internet stability is each player's responsibility. The only exception is in the case of disruptions caused by the ongoing war — such situations will be handled individually and carefully.
2. The face camera requirement is primarily for entertainment and streaming purposes, not as an anti-cheating measure. The goal is to create a viewing experience similar to the [Speed Chess Championship](#).
3. Because the event is online and involves significant prize money, additional anti-cheating mechanisms are available:
 - a. If requested by the opponent, a player must provide a **side camera** showing both themselves and their screens.
 - b. This recording may be done either as a **saved livestream** or as an **offline video** that can be provided upon request.
 - c. Two camera setups are preferred: one face camera (shared with the streamer) and one side camera.
 - d. Alternatively, a single side camera may be used to serve both purposes (stream feed + anti-cheating).

If no anti-cheating recording is requested by the opponent, a side camera is not required.

Streaming platform:

The specific platform for video calls (Zoom/Discord/Google Meet) is still being finalized. Details will be provided to all players well before the tournament begins.

Interview after the game:

Since players will already be connected with the streamer, they are warmly encouraged to share a few words about their match once it concludes. This is optional and not mandatory, but always appreciated.

Registration link:

<https://go-tournaments.eu/registration/index.php?turnier=FactoriosSpeedGo>