

T.R.E.M. Tournament S2 : Rules

Summary of Tournament:

A meta settings tournament that is modified to eliminate stalemates via [auto-cap](#) selection, TR dice, and other modifications.

The Tournament rounds proceed as follows given there are enough players to make cuts:

Round 1: 42+ participants

Round 2: 36 participants

Round 3: 30 participants

Round 4: 24 participants

Round 5: 18 participants

Round 6: 12 participants NO STAFF FILLS

Final-R7: 6 participants NO STAFF FILLS

Subject to change as organizers deem fit ^

The tournament lasts for 7 rounds consisting of 1 game per round with games running Wednesday-Sunday. Player availabilities are collected on Monday at 0:00 UTC. Everyone will be able to play in round 1. Each round will cut 6 players at the end of the round. Winners of round 6 advance to the finals. The cuts are made through each round based on cumulative points earned throughout the tournament up to this point, with tiebreakers being determined by most bounties accumulated throughout the tournament followed by round no show measurement process (max 1 per round - failure to post a score). After that if the above doesn't satisfy a tie breaker, Mr.Evolve will spin a wheel with the players name on it to determine who moves on. The players losing tiebreakers will become waitlisters.

Prize Distribution

1st - \$100

What is a stalemate???

We are defining a stalemate as a point in the game where there is no progress for a prolonged time and the host decides to declare a stalemate. To elaborate, when all alive players continue to just take a card for multiple turns with no significant impact to the game's progression. The TREM-staff (or TREM-hosts) will have full discretion on when to announce a stalemate. If any questions about rules or clarifications or if you think there's a stalemate in your game that your host cant see, please ping your host or (@TREM-staff)

There is no cap to the amount of players that can join the tournament, it is an open tournament to anyone in the “[Mr.Evolve and the Crew](#)” server. Signups are through the Friends of Risk website.

TOURNAMENT RULES:

1... Every game's settings must be Europe (Advanced) Progressive Capitals with 60 seconds turn timer and TR dice, alliances ON, fog ON, blizzards ON, portals OFF, inactive bot. HOST CAN NOT PLAY IN THE GAME THEY ARE HOSTING!

2... ALL GAMES MUST HAVE 6 PLAYERS. If needed we will have waitlist fill-ins and/or staff fill-ins, with a minimum of 4 of the scheduled players to start the game (or the game must be rescheduled/canceled.) Players must wait at least 5-minutes post

start-time for scheduled players to announce arrival before they ping waitlisters or TREM-staff (as necessary) for a fill-in.

Waitlisters have 5 minutes to respond to server pings/dms. Once the fill-in happens it is final in all cases, first come first served.

All games must start with the host being able to view the game via screen share. If a player misses the ready-up you must restart.

3... As previously stated all games will have Auto-cap placement, meaning you will run the first timer down and allow the game to randomly place your capital at the end of the timer, instead of picking capital placement yourself. If any player does not allow the timer to run out for random capital placement it will void the game and force a restart.

4... Every player is allowed to SEND 1 alliance request for the entire game at any time, choose wisely, and can ACCEPT as many alliance requests they receive at any time. Even if an ally dies, you CANNOT SEND a new one to a different player for any reason.

5... You cannot hit another player's capital for any reason until AFTER round 3 (when the capital conquest win condition is active) due to the real possibility that players could have neighboring capitals. Attacking another player's capital during this grace period will result in immediate DQ from the current game during any round (even finals); with the opportunity to reschedule/swap groups within the round as a waitlister. Players must report to their group's host if they fall victim to a capital hit before the grace period is up. The players must force a restart with a staff fill-in or waitlister. (Last resort use neutral bot) If a players game crashes or glitch disconnects during the grace

period the game must restart. If after the grace period a glitch or dc occurs, the players can vote on if they should restart the game or not. Every player must agree. Restart criteria is not viable if any players are dead. TOURNAMENT STAFF AND (ALIVE) PLAYERS WILL RESOLVE ANY SCENARIO WHERE THE GAME CRASHES OR THE WHOLE LOBBY DISCONNECTS DURING LATE GAME ON A CASE BY CASE BASIS.

6... All Fair Play rules of the game must be followed. No collaboration, as defined by the game, is allowed. Meaning no outside game communication (DMs, etc.) No cheating of any kind, hacking of any kind, and no stalling the game, no purposely botting out mid-game. No stream sniping or purposely throwing games for someone and vice versa. EVERY PLAYER WILL BE IN A VC BUT MUTED. All decisions of ruling made by staff will be final. PLAYERS ARE RESPONSIBLE FOR REPORTING FOUL PLAY OR RULE BREAKING. Keep in mind it is impossible for the host to see everything.

7... A stalemate win condition will be given to the players by the TREM-host if a stalemate situation does somehow occur this will be predetermined by staff but players will not know until a stalemate has officially occurred. THE HOST MUST GIVE THE WIN CONDITION AT THE BEGINNING OF THE NEXT ROUND! THE WIN CONDITION TAKES EFFECT THE ROUND AFTER! (NOT AT ANY RANDOM TIME)

8... If a player is card blocked for 5 turns, that player must resign by flagging at the start of his next turn. The card block counter only kicks into effect after the initial capital conquest grace period ends. It is the responsibility of at least two players to call it (meaning card blocking becomes irrelevant in the 1v1), with the

host confirming with the player subject to the card block that the person failed to take a card 5 consecutive turns. Flagging due to card block does not count as a bounty point; however, you get the bounty if you kill the flagged person.

9... If ALL players UNANIMOUSLY VOTE for VC during rounds 1-4, they may use VC in the game. Rounds 5-7 are not vc games.

Points Ruling:

1st place gives you 12 points

2nd place gives you 10 points

3rd place gives you 8 points

4th place gives you 6 points

5th place gives you 4 points

6th place gives you 2 points

The first Bounty for each player is worth 2 points, any following bounty is worth 1 point

****When a win condition is given by the host, in the result of a stalemate, points will be rewarded as follows: winner gets 12 points and the rest of the points will be split evenly with the remaining alive players. Points will also be split evenly with remaining players if the capital conquest win happens without a stalemate.**

(Ex. 4 players are alive at stalemate, the person who meets a win condition gets 12 points. The remaining players split the points 3 ways "8 points each")

POSSIBLE STALEMATE WIN CONDITIONS

1. 90% domination first to take 69 territories ;), 3 turns after stalemate has been announced if 90% isn't achieved by players after 3 turns, the player who got closest to 69 territories wins. HAVE PHOTO PROOF!

The cap run is always viable regardless of what win condition is active.

IF WE NEED TO MAKE ADJUSTMENTS AFTER ROUND 1 WE WILL!

HOST RESPONSIBILITIES

As an EMOperator (HOST) you will be in charge of MUTING PLAYERS IN YOUR VC. If the players see a rules infraction that you missed, or were unable to see, they should report it directly to you with pings (see rule #5-#8)

You are responsible for giving the players the correct win condition when you announce stalemate via VC or DMS. If you feel the absolute necessity (due to lack of information to base your decision off of)

DM or VC each player and see if they believe the game has stalemated. If all players agree that the game ISNT stalemated they can override you. Otherwise use your best judgment as an EMOperator. After the game you must tally the scores in #trem-points in this format:

R#G#

1st MrEvolveTTV +3 ← Number of bounties

2nd Plazmafield +1

3rd Cindy +1

4th Bob

5th Timmy

6th Joe

IF A STALEMATE WIN CONDITION PLEASE SPECIFY