World + NA Only Tournament of Common Flowers Tournament rules
Discord Invite: https://discord.gg/kfJTRBq

What to (and what we) expect:

We expect you to be **ready** for the tournament such as having your setup ready: Can you play the game at all? Are you able to connect to anyone at all? Are you available at that time? Are you sure you have the mod on? So if you aren't ready in 10 min - 30 min after the tournament has begun, you will be DQed for slowing down the tournament. You can try again at the next Tournament if you have a reasonable excuse.

We will play Double Elimination, all fights will be Best of 3 but only Grand Finals will be Best of 5.

Our expectation is that you are able to use [Squiroll](). This mod allows you to host and connect using the integrated hole punching via direct connection (Port Forward is still preferable)

We won't wait around for every match to be streamed in the beginning, instead it's an "everyone goes when the host is ready" and the first one streamed is whoever posts their IP on #vs-tournament.

When it comes to winning, the winner does **NOT** get to change anything, both characters and spell as well as color palette need to be the same. As for the loser of that *match*, they are free to change whatever they want.

Top 8/4 will all be streamed as those are the best players, so no rushing once we're 2 matches before the Grand Finals.

There are no prizes yet, but once things look right, there might be some once all things are considered. Don't expect them any time soon, but be on the lookout for them.

Use common knowledge when it comes to rules in the chat, read #rules-and-info for more info on that.

Seeding won't be perfect but if the lag becomes too much that one party would voluntarily go to the loser's bracket, that is fine, but only if both parties agree. If need be, we can always do "aocf random ~~coin~~ flip"

Setup

To play this game, you'll need the Starter Pack or the game bought from Steam/CD or "other" places. From there, you just need to have [Squiroll version 1.4 stable](#) or higher to have all the integrated stuff. This first section is going to explain how to download the mod, if you'd like to go the extra mile getting Port Forward setup and lastly what will DQ you. Be sure to have all the following requirements, otherwise you might be DQ'ed for not being prepared:

Anti-virus War

Since this is a worldwide netplay battle, we have to use a mod that allows the game to be played at higher ping than usual. Please click any of the linked messages to the respective githubs:

Starter Pack includes the game or the resources needed to play the game, AoCF.zip has the game + all necessary resources; Steam-Paid.zip contains Squiroll and a few links to get you started.

Instruction are on the site as well, but if need a quick breakdown:

1. Download <u>both files</u> (Netplay.dll and th155n.exe)
2. If antivirus says anything about this being a virus, <u>ignore it and make an exception</u>, if you can't download it, <u>disable antivirus for both browser and Windows Defender plus any anti-virus software you have and try again</u>. If you still can't, you're gonna have to contact @sonofgod_1998 to see if you're eligible or not, this tournament can't be done without it.
3. Dump both files into your AoCF folder (Steam users can also use the netplay mod), but if it still doesn't work from steam, you can just get the "Community Edition"/Starter Pack from #rules-and-info [https://discord.com/channels/273513597622157322/273733523829948416/850940292185456701] and it works 100% fine with netplay patch.
4. Make sure the antivirus hasn't deleted your file at this point because it **WILL** do it again and you **WILL** have to do a lot of exclusion folder and exclusion files.
5. Go ahead and get started with th155n.exe. If it has started, and no error message appears, you have now confirmed that netplay patch is enabled. -Tom- made a debug feature that allows for multiple aocfs to be running at once, compared to vanilla aocf that only allows for 1 aocf to run simultaneously.

A few caveats:

This mod will work **best** with Ethernet since it's literally the most stable connection you can get…. So if you are on wifi (or have an unstable network), you **WILL** get a lot of stutters and it won't be as fun to play… inputs will be eaten, rages will occur and so much more.

This mod will work with the Discord Community Pre-Patched beta game 100% of the time. If you get it from Moriya Shrine or from someplace else, you are walking on thin ice and we cannot guarantee that it will work for you.

This mod **WILL** be detected as a virus from every anti-virus (Windows Defender included), so please be sure to make a folder exception on every location that it will be [ex. Download folder, AoCF folder, Desktop folder, etc.], and once you do, make a file exception to be extra sure that whatever antivirus you have won't delete it in the future.

Want to mod the game? No problem! Use **THCrap [** https://www.thpatch.net/wiki/Touhou_Patch_Center:Download **]** (Netplay.dll/delayed base netcode works on it too, just put it in your bin folder) and you can customize even further with different UI, different visual effects, different audio effects, different palette, etc.!
You can ask for help in #aocf-mod but please read the first pin (Vasteel's wiki page) to be sure not to ask the same question twice.

Why use this mod?

-Vanilla game can only be played at 120 ping or below, otherwise you will get a black screen. An unstable network will make the game go into slowdown hell, making anything around 70-120+ ping unbearable.

-This mod was made to prevent the blackscreen bug but the slowdown was still active so playing above120 ping would make it feel like a slideshow, and playing at 300 ping would be an actual PowerPoint presentation, almost making it possible to see every frame.

-Current mod allows for people to play at a stable 140 ping with almost/no noticeable delay, depending on how stable the connection is, while 300 ping is still a considerable heavy amount of delay making it hard to play against those players (NA East Coast vs South East Asia). Another good thing about it is that it no longer relies on THCrap, so it can be played as a standalone patch.

All Possible Ways to Host

1. Port Forwarding

   [There is a guide on how to portforward on #netplay, first pin: https://discordapp.com/channels/273513597622157322/273738569208561665/398850513506140161]

-Port forwarding is where you tell your router to automatically forward all incoming traffic on a TCP and/or UDP port directly to your PC instead of either routing it to a different machine or blocking it entirely. Think of it like your router is the secretary at the entrance to an office building, and they've been instructed to send everyone asking for a certain person directly to the appropriate room, and you'll have a fairly good idea of how port forwarding works.

-Setting up port forwarding sounds scary, but it's usually a fairly simple task, though the exact procedure will differ depending on your router. ~~Instructions for the most popular router brands can be found at the end of this document, but if your router brand isn't listed~~, don't worry: simply searching the Internet for "[router brand] port forwarding" will almost certainly find suitable instructions.

-After the host has set up the port, they will post their IP address and port number in the #tournament channel (https://discord.gg/mCTTeKn) in the following format: "[Public IP address]:[port number]" so the opponent can join the host and the tournament host can spectate. It is recommended that the host sticks with the default port of 10800, but other ports work too if you have previously port forwarded.

2. UPnP (Universal Plug and Play)

Alternatively, the host can enable the option called "Use UPnP" to "Yes". This might need some acceptance on the router, so unless you can't figure out how to port forward, this method works too. But if setup correctly, you can look up your IP address and post it like above so your opponent and the tournament host can join.

3. Radmin

Just recently, we have finally used [Radmin](#) in a tournament:

▶ World Tournament of Common Flowers #9 - August 27th, …

The best way to make this work is by joining a temporary Radmin Network Lobby for those who can't host to allow for spectating. While Proxypunch is used for normal matches, in tournaments, we would like to have nearly all matches viewable.

4. Proxypunch

[***Not to be confused with AutoPunch***]
~~This is an alternative way for people to play without having to host/open their ports, but at the cost of not being able to be spectatable, so it's not fully recommended to use in tournaments since we'll have to skip you on stream. Fights that are skipped are no fun on stream since we have to wait, or take a detour while we wait, but if by any chance you NEED to use it (due to seeding), then by all means. The only reason to use this is if both players CAN'T host, in that case BOTH players must have Proxypunch for this to work.~~

~~The manual is in the folder (.md can be opened with notepad) or on the site's (check the link below) instructions, but please **READ CAREFULLY** and if you still don't understand and need help, ask in #netplay or in #tournament itself, but this needs to be done hours before the tournament or else it'll slow down the pace and you WILL be DQed:~~
~~[GitHub - delthas/proxypunch: UDP Hole Punching client & server proxy](#)~~

We no longer use proxypunch in a tournament setting due to the inability to spectate matches, please use Radmin.

Connecting

      If you haven't touched the game yet or have no clue how to join a game, then please check the wiki ([Netplay - Touhou Hyouibana](#)), but a trick in making things quick. You can copy (CTRL + C) an IP that has the port on it (ex. 75.54.521.5:10800) and then in the game you just press C (the key C, just the button C, no CTRL + C) and it should paste the IP.

      If the opponent didn't put the port (by default 10800), it won't paste it. Best way to solve this is by adding :10800 at the end of the IP. If their port is not the default one, then ask what their port is, and if it still doesn't work, then it's the host not being able to host and out of this section.

A. Finding your IP address

      By far the easiest way to find the IP address you need to send to your opponent and the tournament host is to open Google or Bing and search for "what's my IP":
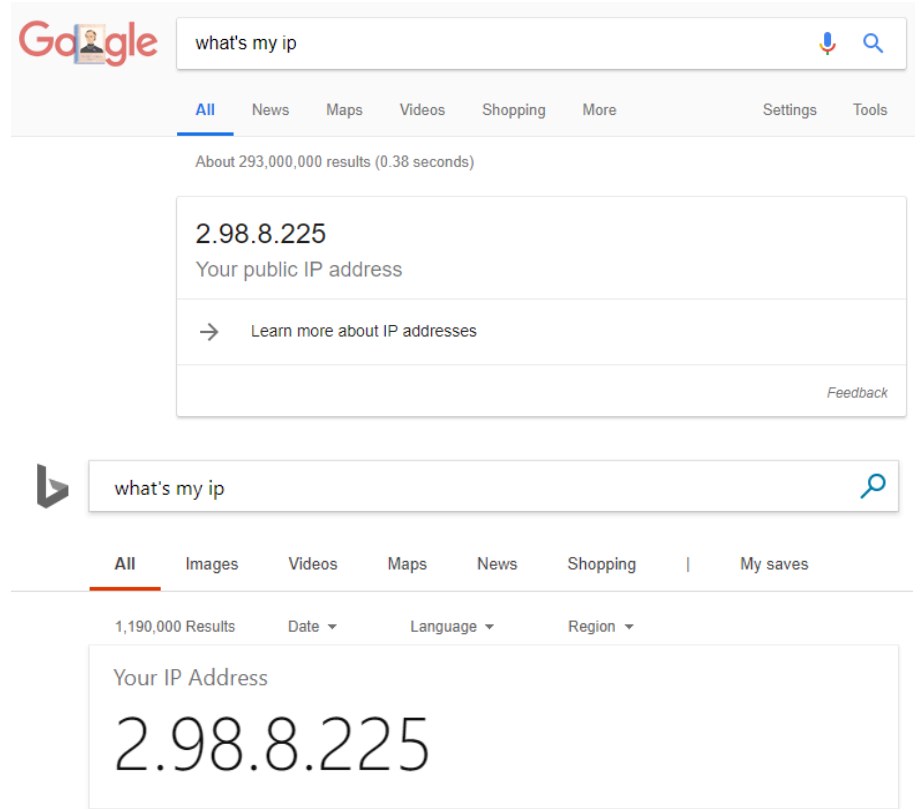
Bear in mind that this number may change between tournaments, or if you need to reboot your router.

If for some reason that does not work, check https://www.speedtest.net/ and do a single run to check your internet speed. At the end of the test, you'll see your IP at the bottom of the results:

Tournament Rules

a. Set Length
  i. Finals will be Best 3 out of 5. All other tournament sets will be Best 2 out of 3.

b. Set Procedure

    i. On-Stream

        1. Matches will be able to keep going up until Top 8/4, in which all matches will be stopped so they can all be streamed.

        2. We'll go with whatever IP gets posted first before Top 8/4 and go on from that.

    ii. Off-Stream

        1. All loser's fights will NOT be streamed until Top 8/4, unless there are some matches that can't be spectatable, and there are people fighting, then it'll be an exception that might or might not happen more than once.

    iii. During Game

        1. Players select their characters.

        2. The players play the first game of the set.

        3. Winner is not allowed to switch any character pairing nor spells. Palette isn't recommended either but this isn't a strict rule on color palette

        4. The loser is allowed to switch, but may choose to stay with the last pair.

        5. The next game is played.

        6. Repeat the process until the set is complete.

        7. If this is an off-stream set, report the results on chat and one of the commentators (or you yourself) can put the score.

c. Alting

    i. You will be immediately disqualified from the tournament if you are found using an alternate tag/tags and/or hide your identity to manipulate the bracket/seeding.

d. Lag Testing

   i. Lag issues will be handled by checking internet speeds with http://beta.speedtest.net/ **OR** in a private match with the tournament organizer [TO] to check for input lag. If we find that you do have too much lag you will be given an automatic loss for that set. Which means you drop to the losers bracket or elimination from the tournament.

   ii. We will and can allow lag to be in play (since that's out of our control with netcode), but please be aware that people won't enjoy watching games that last over 20 min for just one round. So for the safety of our viewers and everyone participating, if you know you lag like crazy against more than 2 or 3 people who joined, don't join. *Please.* **Save us our sanity.**

   iii. Due to the netplay patch, we are playing people from far away (South East Asia to North America West), heavy delay WILL be expected, but the seeding will try to minimize the amount of lag that can potentially happen. If you know you have a bad connection, please tell me, otherwise, good luck out there...
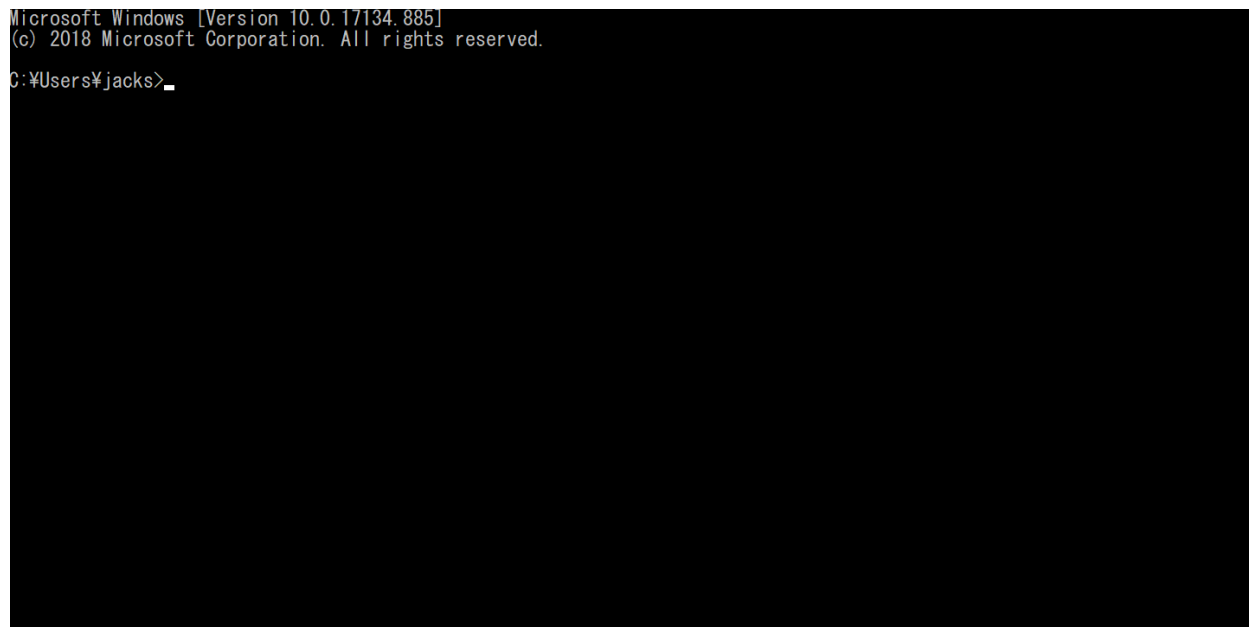
e. Netplay stages

   i. Currently any stage is viable for netplay. To mitigate lag issues, the simple backgrounds option in the Config settings can change all of the backgrounds into static PNGs. Although the stages are all available, please be aware that on stream, I've made it "dark mode friendly" by only having dark stages shown. These include:

- Hakurei Shrine Night (*Reimu's Stage*) **[main]**
- Kourindou Night (*Marisa's Stage*)
- Mausoleum of Divine Spirits Night (*Miko's Stage*)
- Palace of the Earth Spirits Night (*Koishi's Stage*)
- Human Village Night (*Kokoro's Stage*)

- Outside World (*Sumireko's Stage*)
- Dream World (*Doremy's Stage*)
- Shrine During Incident
- Concert of the Sun & Story Mode Alt (*Jo'on/Jyoon/John's & Shion Stage*)

Configuring Port Forwarding

When setting up port forwarding, you'll need to know the internal IP of your PC, which can be obtained by searching for "Command Prompt" [Windows 10 Only] on your windows panel (by pressing the Windows Key). (Alternatively you can do Window + R and then typing in cmd) It should bring this thing up:

```
Microsoft Windows [Version 10.0.17134.885]
(c) 2018 Microsoft Corporation. All rights reserved.

C:¥Users¥jacks>_
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From there, type in ipconfig and look for your default gateway (typically 192.168.0.1). This allows you to go to your router's settings. Keep that command prompt open and look for your ipv4. Now try to login to your router. If you don't know your username or password, try "admin" as username and "password" as your password. If this doesn't work, try to find

your information on the router itself. And if that doesn't work, then you might not be able to host as this is where most people stop trying since they can't configure their router.

Included below are instructions for the most popular router brands:

A. Netgear
   a. Open your browser and go to http://192.168.0.1 or http://192.168.1.1
   b. Switch to the Advanced tab
   c. Expand 'Advanced Setup' in the left menu
   d. Select 'Port Forwarding/Port Triggering'
   e. Select 'Add Custom Service'
   f. Enter the following:
      i. Service Name: Anything you want e.g. "Touhou 15.5"
      ii. External Port Range: 10800
      iii. Leave 'Use the same port range for Internal port' checked
      iv. Select your computer from the list or enter its internal IP address
      v. Select 'Apply'

B. ARRIS
   a. Once logged in, look for Firewall at the top of the bars
   b. On the left, click on "Virtual Servers/Port"
   c. Select "Add"
      i. In description, name it whatever you want.
      ii. Inbound Port - 10800 to 10800
      iii. Format - Both
      iv. Private Ip Address (IPv4) [varies]
      v. Local Port - 10800 to 10800