

Speedy Worlddom Rules

1. Don't be cringe, be speedy
2. After signing up visit sandbox and maps thread to report ownership as in pinned message
3. Tournament format: 2 games per week first 5 weeks, then 5 games per week for top 24/12 stage, then 6 games for the Finals
4. Scoring system for raw points in each individual game:

1st 8 points

2nd 4 points

3rd 4 points

4th 3 points

5th 2 points

6th 2 points

Each bounty gives 1 point. Bounties taken after the stalemate condition was enacted do not count unless the game was already in a 1v1 by then. Everyone(except winner) who is alive by the time stalemate kicks in gets placement points of 2nd place(even the guy who was killed after stalemate)

5. 24/12 stage and Finals will have their own modified points scoring system which is kept secret so people don't know who to team up on.
6. Even if formats get revealed, then targeting people for non-in-game reasons will still be considered a violation of Rule 1.
7. Setting are all 30 s sandbox 6 player expo wd on small maps with no bonuses. Designed to go for 5-20 minutes.
8. Finals settings can have up to 2 special modifiers:
 - Instant picks(IP) - pick territories within first 5 seconds of your turn in the manual setup stage
 - Forced Alliance(FA) - forced to ally everyone and stay allied until the game is over
9. Stalemate condition comes live on turn 15:
 - First to kill(FTK) - first person to make a kill on turn 15 or later is considered a winner of the game.
10. First five Rounds will have a pair of back up settings in case you have an incomplete group and have to play with bots. Even tho they will be listed as "Game 3" and "Game 4" you still have to play only 2 games per round
11. All Rounds that will have a waitlist will have priority determined by whoever is the speediest to claim the spot.
12. Personal connection issues can be restarted only in the first 2 turns of the game.