

GlassPong2 Score Battle Tournament: Rule Summary

■ Tournament Name

GlassPong2 Score Battle Tournament

■ Purpose of the Event

This is a tournament-style game event where participants compete in GlassPong2's Score Attack Mode (60 seconds), aiming to become the "Score King" while enjoying the competition.

■ Rule Details

1. Play Mode

The "Score Attack Mode (60-second time limit)" of GlassPong2 will be used.

2. Competition Format

Participants will play in turn, and their scores will be recorded.

The competition will follow a tournament format, with the player achieving the highest final score declared the champion.

3. Tournament Bracket

A sample tournament bracket is available as a Google Spreadsheet.

For those who prefer Excel, please use the tournament template provided by Microsoft.

4. Estimated Match Time

Each match is 60 seconds, making it easy to estimate the overall event duration and ensure smooth operation.

(Example: For 8 participants, the entire tournament, from the first round to the final, is expected to take approximately 15-20 minutes.)

5. Determining Winners/Losers

In each match, the player with the higher score wins.

In the event of a tie, the winner will be determined by a pre-decided method, such as "Rock-Paper-Scissors," a "replay," or "staff decision."

6. Regarding Prizes

Providing prizes for the champion is expected to enhance the excitement of the event.

Examples: Gift cards, novelty items, internal company titles, etc.

■ Recommended Event Flow (Example)

- Preparations
Creating the tournament bracket, determining the play order, preparing prizes.
- Roles/Staff
Assigning separate roles for scorekeeping and MC duties will ensure smoother event management.
- Recording Method
Use a spreadsheet or whiteboard.
- Award Ceremony
Announcing the champion, awarding prizes, and taking commemorative photos are recommended.

■ Tournament Bracket Template

- Google Spreadsheet Version: [Template Sample](#)
- If you prefer Excel, please use [Microsoft's official tournament bracket template](#).